

CAMP CONSTANTIN
JACK D. FURST AQUATIC BASE



CAMP CONSTANTIN

PROGRAM GUIDE



Scouting  America
Circle Ten Council

2025 JACK D. FURST AQUATICS BASE AT CAMP CONSTANTIN

Welcome to Camp Constantin!

We are so excited to see and serve each and every Scout and Scouter who comes to camp this summer. I firmly believe that long term summer camp is the highlight of every Scout's year, and we are dedicated to delivering a premier program and camping experience.

Returning for the second year this summer is our Trek program and Paintball Range! Trek is crafted especially for our older Scouts; this program is set to redefine the adventure at Camp Constantin. Paintball is an evening activity where Scouts will get to test out their marksmanship skills on a target patch which can be purchased in the trading post.

This guide contains important information about merit badges, the aforementioned programs, and more. On Sundays we will share any changes made after this document's publication at the 7:00 p.m. leaders meeting. If you have any program questions in advance of camp, please contact us. Our contact information is on page 3.

Thank You,
Joshua Smith
Program Director



LEGACY OF SCOUT CAMPING AT POSSUM KINGDOM LAKE

Welcome to the Program Guide for Camp Constantin. This contains our program-specific details for leaders and parents. Before Circle Ten Council took possession of the nearly 400 acres on the north shore of Johnson's Bend of the Brazos River, Eugene Constantin owned this land. It was his dream to one day give this land that he loved to his son. In the 1940's his son, like many sons of that day, went off to war.

Like so many of those sons, he did not return. For many months, Mr. Constantin mourned his loss. He began to wonder what would happen to his beloved land. Mr. Constantin decided that if he couldn't leave it to his own son, then he would leave it to the sons and daughters of America. Camping began in 1946, and on 1 January 1947 he gave half of the property to the YMCA and the other half to Circle Ten Council, Boy Scouts of America.

To honor the man and the son who made this wonderful camp possible, Circle Ten Council named it Camp Constantin. Then, in the mid 1990's, Jack D. Furst, who grew up attending Camp Constantin (first as a camper and then a staff member), also gave back to the camp he loved. He was the driving force behind the construction of the Jack D. Furst Aquatic Base, which radically improved the waterfront opportunities for Scouts all over North Texas and Oklahoma. For **79 years**, Camp Constantin has been the "icon" of what Scout camp should be.





GENERAL INFORMATION

MAILING ADDRESS

All kids love getting mail, and Scouts at camp are no different. We encourage you to have parents send letters and/or packages to their Scout while away at camp. Please clearly write the Troop number and a return address on the package, in case camp receives the package after the Scout goes home.

Camp Constantin/JDF Aquatic Base
Scout's Name / **Troop Number**
3003 Park Road 36
Graford, Texas 76449

EMERGENCY TELEPHONE NUMBER

(940) 779-2131 (available year-round). Please note, the Camp telephone number is for **medical and family emergencies only**. We ask parents to use this number only for emergencies. If a parent calls with a non-emergency, staff will deliver the message at the next meal.

CAMP HEADQUARTERS' HOURS

The Camp Office operates from June 4th through July 15th.

Sunday:	12:00 p.m. - 5:30 p.m.
Monday - Friday:	9:00 a.m. - 11:30 a.m.
	1:30 p.m. - 5:30 p.m.
Saturday:	8:00 a.m. - 12:00 p.m.

CAMP LEADERSHIP

Camp Director

Ryan Downey
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Program Director

Joshua Smith
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(469) 247-8383

Business Manager

George Munoz
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Lead Ranger

Collin Anderson
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(214) 687-7653

Camp Commissioner

Dan Lins
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(312) 835-2365

Visit our Facebook page at:

https://www.facebook.com/Camp-ConstantinJack-D-Furst-Aquatic-Base-111471410448545/?ref=page_internal



PROGRAM OVERVIEW

Welcome to Camp Constantin! First and foremost, our staff at Jack D. Furst Aquatic Base at Camp Constantin dedicates themselves to providing the best program possible to supplement the year-round programs of each Scout troop. This is the Circle Ten Council Summer Camp Mission. However, here at Camp Constantin we like to do it in style!

Jack D. Furst Aquatic Base at Camp Constantin is known for its aquatics programs but we have eight different program areas, filled with a diverse merit badge selection, and staffed by fellow Scouts and Scouters who are ready and eager to help your youth on their Trail to Eagle.

These areas include:

- Aquatics
- Brazos Buccaneers (Trail to First Class)
- Eagle's Landing
- Handicraft
- Industrial Arts
- Scoutcraft
- Target and Range Activities
- STEM

Check the main registration page for additional program information.

Please use this URL <https://scoutingevent.com/571-2025SummerCampCON>

All documentation will be under **Attachments**.

**All merit badge and class information are in the
"2025 Camp Constantin Class Catalog".**



New for 2025

Merit Badges

On Hiatus - Fly Fishing, Mammal Study, Nature, Reptile & Amphibian Study, Fish & Wildlife Management, Oceanography

Program

On Hiatus - Action Archery, Nuke'em, Outpost Program

New Additions -

- Paintball Range - Located at the old Action Archery field, try out our new Paintball Range. Purchase a ticket at the trading post, receive a target patch, and decorate it with our new paintball markers.
- STEM After Dark
 - Glow in the dark chess
 - Star Watch Party
 - And more
- Nature Walks with the Camp Director
 - Interested in the local Ecology of Camp Constantin? Talk to the Camp Director to learn about local plants, animals, and fossils you can find on camp.
- Theme - Our theme at camp this year is Medieval Knights! The camp's mascot, Pogo the Possum, has been taken by a fearsome dragon and the Kingdom of Constantin is assembling teams of heroes to embark upon the quest to rescue him. Before camp, design a banner for your troop, display it proudly in your campsite and at flag ceremonies, and compete in various competitions around camp to be declared the winners of the tournament. Prepare for an unforgettable adventure where legends are forged, friendships are strengthened, and every camper becomes part of a grand medieval saga. Will your troop rise to the challenge and become the heroes that Constantin needs? The quest begins at camp—will you answer the call?





Special Opportunities for Scouts 15+ years of Age

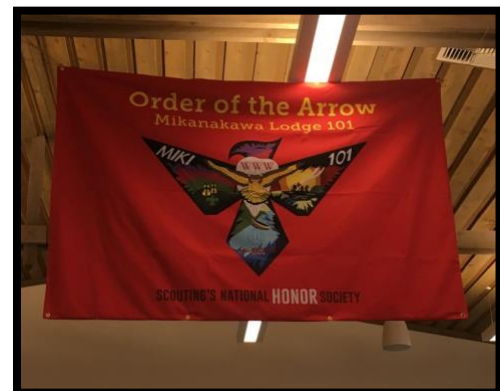
Special classes include Advanced Sailing and Water Odyssey.

Older Scouts can take the opportunity to enjoy the water more! They can try the Water Odyssey where you get the opportunity to participate in and enjoy every water activity there is on the waterfront. Remember all participants must be a swimmer. (See registration site for fee)



OA Social

Come join OA members on Thursday night for a special cracker barrel and ice cream social in the dining hall at 10:00 p.m. We encourage all Scouters from any lodge to join us for an evening of fun, games, and patch trading led by our Camp Chief.





Our Trek Program

Camp Constantin is proud to continue our trek program! This trek will consist of camping off-site away from camp on the various camping grounds around Possum Kingdom Lake (each within 15 minutes driving distance from camp) under the supervision of our Trek Directors. Scouts who participate will earn merit badges, awards and certifications while out and about on the trek. This is a great opportunity to experience something new and exciting and out of the norm of the regular summer camping experience. So, sign up today to take part in this AWESOME Scouting adventure!



**Trek Schedule**

Day	Activity	Location	Start Time	Overnight Location
Monday	-Safety briefing and Classroom work (Safe Swim Defense and Safety Afloat training)	Waterfront	9:00 a.m.	Constantin
Tuesday	-Leave for voyage -Exploration	Meet at the waterfront	6:00 a.m.	South D&D
Wednesday	-Canoeing to next location -Snorkeling -Exploration -Paddle Craft	Bug Beach	9:00 a.m.	Bug Beach
Thursday	Canoeing to next location -Snorkeling -Exploration -Paddle Craft	Bug Beach	10:00 a.m.	Bug Beach/layover
Friday	-Return to camp -Finish up activities -Release back to units	Camp Waterfront	6:00 a.m.	Constantin

Merit Badges/Awards/Certificates earned:

- Exploration
- Paddle Crafty Safety Card
- Snorkeling Award
- 50 Miler Patch

Prerequisites:

- 15 years of age or older
- Have completed a Scouting America swim test and have achieved swimmer
- Scouting America Annual Health & Medical Record

Gear needed:

- Tent
- Sleeping bag
- Water bottles (at least 2)
- Small backpacking pillow
- Swimsuit
- Water shoes (optional)
- Sunglasses (optional)
- Rain Gear
- Dry sack
- Sleeping Pad (optional)

**Camp Provides:**

- Meals (MRE's)
- Canoes
- Patches
- Water purification tablets
- Snorkeling gear
- Stoves
- Water Coolers

Patches and Pocket cards:

- Paddle Craft Safety Pocket card and Patch
- Snorkeling Award and Patch
- 50 Miler Patch
- Special Trek Patch

Our Trek Directors are certified through National Camping School, put on by the National Scouting America Council.

Our Trek Director Certifications:

- Wilderness First Aid
- Red Cross Lifeguard
- Red Cross Lifeguard Instructor
- BSA Aquatics Instructor
- Water Safety Instructor
- Paddle Craft Safety Instructor

Note: This trek is a \$200 addition to the overall summer camp fee. This cost covers trained staff, food, and program supplies.

Adult Opportunities

We like for adults to have fun at camp too. Please review the 2025 Constantin Program Guide and Class Catalog on the registration site for many such opportunities, including Adult Water Odyssey and Adult Water Sports as well as training opportunities.

Once again, we will offer adult training. For more information see the Class Catalog

- Wilderness Remote First Aid
- Red Cross CPR/AED
- Swimming & Water Rescue (SWR)
- Paddle Craft Safety (PCS)
- Scoutmaster Position Specific Training (SALT)



THE CONSTANTIN BELL

The camp has a beautiful bell outside the dining hall that you can hear all over camp. We have found a way to use it every day and in case of emergencies.

Emergency use: If you hear the bell ring continuously, everyone come to the dining hall for further instructions.

Marine bells ring 1 bell or “ding” for every half hour of the watch. There are 6 watches of the day. We will ring the bell at breakfast and at supper with the flag ceremony.

8:00 a.m.: 8 bells, 4 sets of 2 dings

6:00 p.m.: 4 bells, 2 sets of 2 dings



Emergency Bell

Emergency use: If you hear the bell ring continuously, everyone come to the dining hall for further instructions.



FUN & GAMES

We love it when Scouts compete and have fun at camp. We have several opportunities for Scouts and troops to do just that. Here they are with some of the rules and how many you need to make a team.

Fat Bat (whiffle ball)

Fat Bat teams can number between 1 and 10 players. To decide who bats and who fields, a coin should be tossed or some other way of deciding should be done such as a game of Rock, Paper, Scissors. Each batter faces three balls from the pitcher and must attempt to hit the ball into one of the scoring zones. Failure to hit the ball within these three pitches will result in the batter being out. Unlike baseball, there is no stealing bases, and movement between bases can only be done on a scoring shot. Hitting the ball into the single zone enables the player to advance one base, hitting into the double zone enables them to advance two bases, and a triple three bases. Hitting past the triple zone is a home run. Every player who makes it around the bases scores a run for the team. There are two ways to be out in Fat Bat: being caught out or swinging and missing three times. An inning is up once all the batters have had their turn or if three are 'out'. It is then the opposition's turn for their innings. Each team shall have an agreed number of innings, usually 6, although another number can be agreed between two teams. Games may also be played in a set time limit, often 55 minutes. At the end of the game, the winner is the team with the most runs.

Soccer Tournament

7v7 Soccer Tournament. Games will be held throughout the week. Troops can enter up to 2 teams into the bracket. 15-minute games with no goalies. Standard soccer rules apply, with no slide tackling or excessive roughness.

PK Medieval Tournament:

The relay race is a troop relay race running through camp. Each troop will need one runner, one swimmer, two canoers. Four Scouts total.

Swimmers start in the swimmer's area of swim dock, swim four lengths of the swim dock, and then jump out and safely get up to tag the runner from their troop to go. The runner will be waiting at the Jack D. Furst sign at the Waterfront. The runner then runs up the main road of camp, around the gaga ball pit by the office, and back down the back road to the waterfront. The runner then tags the two canoeists back at the Jack D. Furst sign at the Waterfront. The canoers run down to the canoes at the swim dock. The canoes will be moved ahead of time by the staff. They will jump in and canoe out and around the nearest channel marker buoy back into the cove past the boat dock to the Rowing and Canoeing Area (R&C). The first troop to make it to shore wins.

Sailing Regatta:

For the Sailing Regatta you will need two Scouts.

Scouts will be tasked to rig a sailboat (sunfish) and sail out to the nearest channel marker buoy, and then return to the starting point. The first team to return, drop sails, and pull the boat up on shore will win. This Challenge will be determined by the wind.



Raft Race:

For the Raft Race you will need four Scouts.

To build their raft, the Scouts will pick up from the waterfront at any point throughout the week before the race the following: four blue barrels, located on the side of the nautilus and four pieces of wood, also located on the side of the nautilus. The unit will need to provide rope. Rope is the only thing a unit can use to race in the raft race. Anything else that is used aside from rope will disqualify the unit from competing in the raft race.

The unit will be judged by Aquatic staff on appearance, stability, and the fastest rafting crew. The Raft crew will paddle with oars around the boat dock starting in the sailing area and ending in the R&C area. Only one Scout can have half their body out of the craft and in the water. Everyone else has to have all parts of them (minus feet) on the watercraft.

Please note that the unit must disassemble the craft before leaving the waterfront and return all materials back to where they were sourced. The unit must remove all rope and return it back to their campsite/trailer.



Video Game Tournament:

Interested in showing off your video game skills? Wednesday night at 7:30 pm is your chance. Scouts will have the opportunity to play against each other in a battle royale style with Smash Bros and other Games. May the best player win.





WEEKLY SCHEDULE

CAMP CONSTANTIN WEEKLY SCHEDULE 2025							
		Daily Mile Swim practice at 6:30 a.m.					
TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30 a.m.	Staff Time		Hell's Gate trip		Hell's Gate trip		
7:00 a.m.		Reveille	Reveille	Reveille	Reveille	OA Brotherhood	Grab-n-Go Breakfast
8:00 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Trailers in camp
9:00 a.m.		Program Session 1	Program Session 1	Program Session 1	Program Session 1	Merit Badge Make-up / Service Project	Troops Check-out & Depart
10:00 a.m.		Program Session 2	Program Session 2	Program Session 2	Program Session 2		
10:30 a.m.		SM meeting	SM meeting	SM meeting	SM meeting		
11:00 a.m.			Program Session 3	Program Session 3	Program Session 3	Program Session 3	Staff Time
12:10 p.m.	Noon: Troops arrive: Check in, swim checks, camp set up, etc.	Lunch	Lunch / Adult Luncheon	Lunch	Lunch	Lunch	
1:00 p.m.		Rest Time/SPL Meeting	Rest Time/SPL Meeting	Rest Time/SPL Meeting	Rest Time/SPL Meeting	Rest Time/SPL Meeting	
2:00 p.m.		Program Session 4	Program Session 4	Program Session 4	Program Session 4	Water Carnival/Open Area Extravaganza	
3:00 p.m.		Program Session 5	Program Session 5	Program Session 5	Program Session 5		
4:00 p.m.		Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.		
5:00 p.m.							
6:00 p.m.		Dinner	Dinner	Dinner	Dinner	Dinner	
7:00 p.m.	SM & SPL Meeting	7:30 p.m. Possum Fest	7:30 p.m. Evening activities	7:00 p.m. Chapel 7:30 p.m. Video Game Tournament/ Movie Night	7:30 p.m. Evening activities; 10:00 p/m. OA Fellowship / STEM After Dark	8:15 p.m. Closing Campfire & OA Callout	
8:00 p.m.	8:15 p.m. Opening Campfire						
9:00 p.m.							
10:00 p.m.	Taps	Taps	Taps	Taps	Taps	Taps	

All activities subject to change from weather.



ADDITIONAL PROGRAM INFORMATION

Sunday:

- 7:30 p.m. - Scoutmaster & SPL Meeting – Dining Hall
- 8:15 p.m. - Opening Campfire – Amphitheater

Monday:

- 6:30 a.m. – Swim checks at swim dock
- 4:15 p.m. – 5:30pm – open Aquatics, Handicraft, Range & Target Activities, TFC
- 7:30 p.m. - **Possumfest** – at the Waterfront. Open swim, blob, rowing, canoeing, and ice cream!

Tuesday:

- 6:30 a.m. – Mile Swim at swim dock
- 6:15 a.m. – Hell’s Gate Canoe Trip
- 12:00 p.m. – Adult steak lunch and meeting (all adults) at Commissioners Cove Pavilion
- 4:15 p.m. – 5:30pm – Open Aquatics, Handicraft, Shooting Sports, TFC, Cyber Chip (6-8)
- 7:30 p.m. – Eastside: Range & Target Activities, Handicraft, blob/swim and Westside: Johnson Peak hike

Wednesday:

- 6:30 a.m. – Mile Swim at swim dock
- 1:00 p.m. – Chaplain’s Aide Training at amphitheater
- 4:15 p.m. – 5:30pm – Open Aquatics, Handicraft, Range & Target Activities, TFC
- 7:00 p.m. – Chapel Service (Scout’s Own Interfaith Service) – Amphitheater (Chapel)
- 7:30 p.m. – Movie night/video game Tournament or in-camp time
- 7:30 p.m. – Wilderness Survival MB overnight, departs from Scout Skills/Craft

Thursday:

- 6:30 a.m. – Mile Swim at swim dock
- 6:15 a.m. – Hell’s Gate Canoe Trip
- 4:15 p.m. – 5:30pm – Open Aquatics, Handicraft, Range & Target Activities, TFC, Cyber Chip (9-12)

- 7:30 p.m. – Westside: Range & Target Activities, Handicraft, blob/swim and Eastside: Johnson Peak hike
- 10:00 p.m. – OA Ice Cream Fellowship in Dining Hall. All OA members are welcome.
- 10:00 p.m. – STEM After Dark – Shotgun Range

Friday Morning:

- 7:00 a.m. OA Brotherhood Walk - Handicraft
- 9:00 a.m. OA Service Project (all welcome)
- Morning – MB makeup time. Scouts visit each area

Friday Afternoon:

- 2:00 to 5:00 p.m. Open Area Extravaganza
- Aquatics – blob, row, canoe, swim, kayak, etc.
- Branding at Handicraft area
- Chess Tournament at STEM area
- Rocket Launch – Dining Hall field
- Constantin Shoot-out – Shooting Sports
- PK Medieval Tournament
- Raft Race

Friday Night: Closing Campfire – Amphitheater 8:00 p.m.

- Closing Campfire
- Awards
- OA Callout

Groups:

Westside campsites:

Indian Mound, Eagle Wing, Sandy Point, Breezy Point, Antelope View, Possum Hollow, Rocky Ledge

Eastside campsites:

Inspiration Point, Morning Star, Hawks Nest, Skull Ridge, Crows Point, Deer Run, Hooten Hollow, Echo Valley

CAMP CONSTANTIN BRICK PLAZA

Be a part of Camp Constantin's future with your sponsorship of a brick or bricks. Your donation will be a lasting memorial to a person or group you choose to honor. It's also a great way to honor family members, friends, Scout leaders, and organizations with a tribute that will be seen and enjoyed by generations to come! And of course, you will be supporting the Circle Ten Council's Scouting programs to help ensure young people build character needed to become responsible citizens and leaders. There will be a flier to donate a Brick in your Check-In packet. You can also come to the office and request one or go online at www.councilstuff.com/571

