



2025 Summer Camp - Camp Constantin

Class Catalog

Event Contacts

Name	Title	Phone	Email
Ryan Downey	Camp Director	214.902.6764	ryan.downey@scouting.org
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Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO58 Advanced Sailing

For those that have completed the Small-Boat Sailing merit badge, new challenges await. We have larger boats for the advanced sailing students. We have 2 16' sloops plus a 14'. These are great boats for our lake. Keep in mind this is not a merit badge, but you sign up for it as if it were.

10-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Minimum Age: 14
Maximum number of participants: 8
Sessions: Week 5
Prerequisites: Must pass swim test.



25CO1 Animation

This class offers computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Josh Smith
Maximum number of participants: 20
Sessions: Week 5
2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Josh Smith
Maximum number of participants: 20
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO2 Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports
Additional Fee: \$15.00
Minimum Age: 11
Maximum number of participants: 16
Sessions: Week 5
10-10:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports
Additional Fee: \$15.00
Minimum Age: 11
Maximum number of participants: 16
Sessions: Week 5
11-11:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports
Additional Fee: \$15.00
Minimum Age: 11
Maximum number of participants: 16
Sessions: Week 5
2-2:55 PM **Days:** Mo Tu We Th **Room:** Shooting Sports
Additional Fee: \$15.00
Minimum Age: 11
Maximum number of participants: 16
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE IF PARTICIPANT QUALIFIES



25CO3 Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base

9-9:55 AM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: Week 5
Prerequisites: INCOMPLETE MERIT BADGE



25CO86 Astronomy (2025 version)

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 15
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 15
Sessions: Week 5



25CO4 Automotive Maintenance, Farm Mechanics

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts
Additional Fee: \$17.00
Maximum number of participants: 12
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts
Additional Fee: \$17.00
Maximum number of participants: 12
Sessions: Week 5
Prerequisites: Dual Merit Badge
Automotive Maintenance Complete, Farm Mechanics Incomplete

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO5 Backpacking, Hiking

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

9-10:55 AM

Days: Mo Tu We Th **Room:** Scoutcraft

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 20

Sessions: Week 5

Prerequisites: Dual Merit Badge. Bring your pack and good hiking shoes or boots. Hikes every morning. Hikes leave at Breakfast Tues.-Friday.

BOTH INCOMPLETE MERIT BADGES



25CO79 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

10-10:55 AM

Days: Mo Tu We Th **Room:** Handicraft

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: Week 5

2-2:55 PM

Days: Mo Tu We Th **Room:** Handicraft

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: Week 5

3-3:55 PM

Days: Mo Tu We Th **Room:** Handicraft

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: Week 5

Prerequisites: COMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO9 Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of themselves while camping would have the confidence to meet life's other challenges, too.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Minimum Age: 12
Minimum Rank: Second Class
Maximum number of participants: 12
Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Minimum Age: 12
Minimum Rank: Second Class
Maximum number of participants: 12
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Minimum Age: 12
Minimum Rank: Second Class
Maximum number of participants: 12
Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Minimum Age: 12
Minimum Rank: Second Class
Maximum number of participants: 12
Sessions: Week 5

Prerequisites: Recommended for 2nd year campers. 2nd Class rank and age 12 .
Partial MB. Requirement 9 completed outside of camp.

INCOMPLETE MERIT BADGE



25CO84 Canoe Trek Program

Camp Constantin is proud to launch our brand-new 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.

9-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$200.00
Minimum Age: 15
Maximum Age: 20
Minimum Rank: First Class
Maximum number of participants: 8
Sessions: Week 5

Prerequisites: Program runs Monday morning to Friday morning

Maximum of 10 Scouts per trek

Minimum age: 15 years of age or old and have achieved Swimmer classification. Scouts

BSA/Venturing/Sea Scout youth only.

Additional personal gear needed (see Trek Program Gear List in the Program Guide - available March 1)

Merit Badges and awards earned: Exploration Merit Badge, Paddle Craft Safety card, Snorkeling Award, 50-miler award

Training completed: Safe Swim Defense, Safety Afloat, Hazardous Weather (done online on Monday at camp)

Cost: \$200 (in addition to main summer camp registration fee). This includes dedicated trained trek staff, supplies, awards and certificates.

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO10 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 16
Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 16
Sessions: Week 5
Prerequisites: Must Pass 1st Class Swim Test before taking course

COMPLETE MERIT BADGE



25CO11 Chemistry, Nuclear Science

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5
Prerequisites: Dual Merit Badge
COMPLETE MERIT BADGE



25CO12 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO13 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens of their country by becoming aware of their liberties and rights as well as responsibilities as citizens, learning about the designated functions of our government, and engaging with a speech from an important figure in U.S. history.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Minimum Rank: Star
Maximum number of participants: 12
Sessions: Week 5
Prerequisites: INCOMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO14 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on their willingness to understand and appreciate the values, traditions, and concerns of people in other countries Scouts will learn about current events, international law vs national law, and how they can make a difference in today's world.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Minimum Rank: Star
Maximum number of participants: 12
Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Minimum Rank: Star
Maximum number of participants: 12
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Minimum Rank: Star
Maximum number of participants: 12
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO15 Communication

The Communication merit badge teaches Scouts how to creatively, ethically, and efficiently communicate to others. This summer, Scouts will plan skits, conduct speeches, and track their own communications activities, all in a safe and welcoming environment as a way to develop their own communication skills and earn requirements for this Eagle Required merit badge.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Minimum Age: 12
Minimum Rank: First Class
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Minimum Age: 12
Minimum Rank: First Class
Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Minimum Age: 12
Minimum Rank: First Class
Sessions: Week 5
Prerequisites: INCOMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO17 Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft

Additional Fee: \$20.00

Minimum Age: 12

Minimum Rank: First Class

Maximum number of participants: 10

Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft

Additional Fee: \$20.00

Minimum Age: 12

Minimum Rank: First Class

Maximum number of participants: 10

Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Additional Fee: \$20.00

Minimum Age: 12

Minimum Rank: First Class

Maximum number of participants: 10

Sessions: Week 5

Prerequisites: 1st class and 12 years old. Must have completed all cooking requirements through 1st Class. This is a partial MB. Requirements 4 & 5 completed at home and in the troop.

INCOMPLETE MERIT BADGE



25CO70 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts

Maximum number of participants: 10

Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts

Maximum number of participants: 10

Sessions: Week 5

Prerequisites: COMPLETE MERIT BADGE



25CO20 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 12

Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 12

Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 12

Sessions: Week 5

Prerequisites: INCOMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO21 Engineering

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO78 Entrepreneurship

By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO22 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5
11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5
2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5
3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO23 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 12
Sessions: Week 5
11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 12
Sessions: Week 5
2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 12
Sessions: Week 5
3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 12
Sessions: Week 5
Prerequisites: Demonstrate to your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks.

COMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base

25CO56 First Year Camper (Brazos Buccaneers)

This is a 3-hour class that we offer from 9:00 a.m. to 12:00 p.m. We designed this program for the Scouts in their first six months with a Scout BSA troop. They will spend their time focused on basic Scouting skills and having FUN!!! We know that many youth and parents expect summer camp to be an opportunity to earn merit badges. Consequently, these Scouts enrolled in the First Year Camper program have an opportunity to sign up for two (2) merit badges in the afternoon. We strongly recommend enrolling them in a selection from the following list:

Basketry, Leatherwork, Art, Sculpture, Woodcarving, Swimming*

9-11:55 AM **Days:** Mo Tu We Th **Room:** TFC: Trail to First Class

Sessions: Week 5

Prerequisites: If your Scouts would like to register for this program, simply select First Year Camper (Brazos Buccaneers) from the menu and then the two merit badges they would like to take in the subsequent spots. As always, we will not sign-off any requirements for rank advancement as a part of this program. The signing-off of requirements remains the responsibility of the Scoutmaster or their designee. All we will do is provide instruction in those requirements.



25CO24 Fishing

Baden-Powell offered this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

9-10:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft

Additional Fee: \$10.00

Maximum number of participants: 10

Sessions: Week 5

2-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Additional Fee: \$10.00

Maximum number of participants: 10

Sessions: Week 5

Prerequisites: Bring a fishing pole. Scouts cook a fish on Friday

COMPLETE MERIT BADGE



25CO25 Geocaching, Orienteering

Earn two merit badges in one class.

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 15

Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 15

Sessions: Week 5

Prerequisites: BOTH INCOMPLETE MERIT BADGES

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO26 Geology

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 15
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO64 Instructional Swim

Needing some assistance to pass the First Class Swim Test? Come out and get training and support for our amazing Aquatics staff!

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 10
Sessions: Week 5
11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 10
Sessions: Week 5



25CO83 Inventing (2023 version)

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 10
Sessions: Week 5
2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 10
Sessions: Week 5



25CO28 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$10.00
Minimum Age: 12
Maximum number of participants: 16
Sessions: Week 5
11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$10.00
Minimum Age: 12
Maximum number of participants: 16
Sessions: Week 5
2-2:55 PM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$10.00
Minimum Age: 12
Maximum number of participants: 16
Sessions: Week 5
Prerequisites: Must pass 1st Class Swim Test prior to class

COMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO80 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$18.00
Maximum number of participants: 12
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$18.00
Maximum number of participants: 12
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO29 Lifesaving

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

10-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Minimum Age: 12
Maximum number of participants: 25
Sessions: Week 5

2-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics
Minimum Age: 12
Maximum number of participants: 25
Sessions: Week 5
Prerequisites: Must have earned Swimming Merit Badge

COMPLETE MERIT BADGE



25CO31 Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts
Additional Fee: \$10.00
Maximum number of participants: 15
Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts
Additional Fee: \$10.00
Maximum number of participants: 15
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO32 Motorboating

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 7

Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 7

Sessions: Week 5

Prerequisites: Must pass 1st Class Swim Test

Must obtain Texas boater's license (online at <https://boatus.org/free/>)

Age requirement is TX state law

INCOMPLETE MERIT BADGE (must obtain Texas boaters license)



25CO33 Moviemaking, Photography

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM

Maximum number of participants: 20

Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM

Maximum number of participants: 20

Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM

Maximum number of participants: 20

Sessions: Week 5

Prerequisites: Dual Merit Badge. Bring a digital camera or a phone with camera. "GoPro" is acceptable.

COMPLETE MERIT BADGES



25CO37 Pioneering

Pioneering teaches the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars and is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports

Maximum number of participants: 18

Sessions: Week 5

Prerequisites: COMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO38 Plumbing

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts
Maximum number of participants: 12
Sessions: Week 5
2-2:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts
Maximum number of participants: 12
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO73 Pottery

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: Week 5
2-2:55 PM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO74 Programming

Programming Merit Badge. Learn about basic programming in our Computer Lab.

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 12
Sessions: Week 5
3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 12
Sessions: Week 5
Prerequisites: You must earn your Cyber Chip prior to camp and show your counselor your current, up-to-date Cyber Chip.
COMPLETE MERIT BADGE

25CO54 Rank: First Class

Scout First Class rank advancement. We set aside specific instruction times to address the requirements for First Class in the afternoon. There are no requirements for participation. Like the First Year Camper Program, our staff will not actually be signing-off requirements. It remains the responsibility of the Scoutmaster or their designee to determine if the Scout has completed the advancement requirements.

3-3:55 PM **Days:** Mo Tu We Th **Room:** TFC: Trail to First Class
Sessions: Week 5

25CO55 Rank: Second Class

Scout Second Class rank advancement. We set aside specific instruction times to address the requirements for Second Class in the afternoon. There are no requirements for participation. Like the First Year Camper Program, our staff will not actually be signing-off requirements. It remains the responsibility of the Scoutmaster or their designee to determine if the Scout has completed the advancement requirements.

2-2:55 PM **Days:** Mo Tu We Th **Room:** TFC: Trail to First Class
Sessions: Week 5

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO40 Rifle Shooting (Option A - Modern Cartridge)

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

10-11:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports

Additional Fee: \$20.00

Minimum Age: 12

Maximum number of participants: 16

Sessions: Week 5

2-3:55 PM **Days:** Mo Tu We Th **Room:** Shooting Sports

Additional Fee: \$20.00

Minimum Age: 12

Maximum number of participants: 16

Sessions: Week 5



25CO41 Rowing

Rowing teaches the use of oars as a means of propelling boats and has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics

Maximum number of participants: 12

Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics

Maximum number of participants: 12

Sessions: Week 5

Prerequisites: Must pass 1st class swim test prior to class

COMPLETE MERIT BADGE



25CO42 Sculpture

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Handicraft

Additional Fee: \$5.00

Maximum number of participants: 12

Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** Handicraft

Additional Fee: \$5.00

Maximum number of participants: 12

Sessions: Week 5

Prerequisites: COMPLETE MERIT BADGE



25CO43 Search and Rescue

This Merit Badge reviews the process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue. It also discusses how to identify differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. We show how to determine when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 18

Sessions: Week 5

Prerequisites: INCOMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO44 Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

10-11:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports

Additional Fee: \$55.00

Minimum Age: 13

Maximum number of participants: 8

Sessions: Week 5

2-3:55 PM **Days:** Mo Tu We Th **Room:** Shooting Sports

Additional Fee: \$55.00

Minimum Age: 13

Maximum number of participants: 8

Sessions: Week 5

Prerequisites: COMPLETE MERIT BADGE IF PARTICIPANT QUALIFIES



25CO46 Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

9-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics

Minimum Rank: First Class

Maximum number of participants: 20

Sessions: Week 5

2-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics

Minimum Rank: First Class

Maximum number of participants: 20

Sessions: Week 5

Prerequisites: Must pass the 1st Class swim test prior to class. Should have Swimming MB already.

COMPLETE MERIT BADGE



25CO47 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM

Additional Fee: \$15.00

Minimum Age: 12

Maximum number of participants: 15

Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM

Additional Fee: \$15.00

Minimum Age: 12

Maximum number of participants: 15

Sessions: Week 5

Prerequisites: COMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO49 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 25
Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 25
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 25
Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 25
Sessions: Week 5
Prerequisites: Must pass 1st Class Swim Test prior to class

COMPLETE MERIT BADGE

25CO59 Water Odyssey Adventure

The Water Odyssey is a series of aquatics-based activities from paddle craft to sailing to water sports available for the older Scouts attending camp. This will allow these Scouts to take merit badge classes in the morning and enjoy afternoons on beautiful Possum Kingdom Lake. The Odyssey includes an over-night for those who want to boat out and camp.

2-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Additional Fee: \$30.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Week 5
Prerequisites: 14 years of age
Swimmer classification on BSA Swim Test
Small Boat Sailing merit badge



25CO50 Water Sports

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

9-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$40.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: Week 5

2-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$40.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: Week 5
Prerequisites: Must pass 1st Class Swim Test prior to class

COMPLETE MERIT BADGE

Class Catalog

2025 Summer Camp - Camp Constantin: Week 5 at Camp Constantin/Jack D. Furst Aquatic Base



25CO51 Welding

Come learn basic welding techniques and safety. Go home with a steel eagle!

9-9:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts
Additional Fee: \$30.00
Maximum number of participants: 8
Sessions: Week 5

10-10:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts
Additional Fee: \$30.00
Maximum number of participants: 8
Sessions: Week 5

11-11:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts
Additional Fee: \$30.00
Maximum number of participants: 8
Sessions: Week 5

2-2:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts
Additional Fee: \$30.00
Maximum number of participants: 8
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE



25CO52 Wilderness Survival

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Minimum Age: 12
Maximum number of participants: 15
Sessions: Week 5
Prerequisites: Involves an overnight campout

COMPLETE MERIT BADGE



25CO53 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$8.00
Maximum number of participants: 12
Sessions: Week 5

3-3:55 PM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$8.00
Maximum number of participants: 12
Sessions: Week 5
Prerequisites: COMPLETE MERIT BADGE