

# WELCOME TO AQUA ADVENTURES!



Camp Constantin/Jack D. Furst Aquatics Base is located on Possum Kingdom Lake in Palo Pinto County, near Graford, Texas. This camp has over 385 acres and covers six miles of shoreline that looks towards the majestic Castle Cliff on Possum Kingdom Lake. Activities include hiking, rifle, shotgun, archery, canoeing, and swimming in one of the clearest lakes in Texas.

## **AMENITIES**

- Located on 6 miles of Possum Kingdom Lake shoreline
- Strong emphasis on water sports and activities
- Shooting sports and branding
- Gaga ball pit
- 700+ seat chapel/amphitheater
- Air-conditioned dining hall
- Fully plumbed private bathhouses and restrooms

# GENERAL INFORMATION

## MAILING ADDRESS

Camp Constantin  
3003 Park Road 36  
Graford, TX 76449

## EMERGENCY TELEPHONE NUMBER

Please reach out to your Troop's event leader. If unavailable, call the event chair or staff advisor. Please note that the camp telephone number is for **medical and family emergencies only**.

## CAMP HEADQUARTERS HOURS

Friday: 6:00 p.m. – 11:00 p.m.  
Saturday: 8:30 a.m. – 11:00 p.m.  
Closed for meals  
Sunday: 8:30 a.m. - 10:30 a.m.

## MEALS

### Saturday

**Breakfast:** Scrambled eggs, biscuit, gravy, and turkey sausage. Plus, cereal, milk, and yogurt

**Lunch:** Corn dogs, tots, and chocolate pudding

**Dinner:** Orange chicken w/rice, corn and brownies

### Sunday

**Breakfast:** Grab n go:

Kolaches, muffins, cereal, and milk

## DIETARY RESTRICTIONS

All dietary restrictions must be submitted via black pug at the time of registration and received by the registration close date. If not entered by this date, email the event chair and

we will do our best to accommodate dietary restrictions. However, we not guarantee availability.

## SWIM TESTS

All swim tests should be completed prior to coming to camp and units should submit the "Unit Swim Classification Record" prior to camp to the event chair or staff advisor. If a Scout will need a swim test, they will be available after Breakfast before your first aquatic activity.

## WATER SAFETY

Wristbands –**BLUE** for Swimmers, **RED** for Beginners, **WHITE** for Non-Swimmers / Non-Participants & **YELLOW** for STAFF

Buddy System / Tags – important to keep everyone SAFE in and around the water

Beginners / Non-Swimmers – Canoes, Boat Rides to Hells Gate

## TRADING POST

We will offer everything from chips and soda to frozen Snickers and ice cream.

## EVENT LEADERSHIP

### Event Chairman

Tanya Hill

[Tanya.hill@wnco.com](mailto:Tanya.hill@wnco.com)

(214) 649-8986

### Staff Advisor

George Munoz

[george.munoz@Scouting.org](mailto:george.munoz@Scouting.org)

(469) 579-6896

## SCHEDULE

Friday			
Start	End	Program	Location
6:00 p.m.	9:00 p.m.	Check-In	Office
10:00 p.m.	10:30 p.m.	Staff Meeting	Staff Lounge
11:00 p.m.		Lights-Out	All Sites

Saturday			
Start	End	Program	Location
8:00	9:00	Breakfast	Dining Hall
8:30	9:00	Scoutmaster/Senior Patrol Leader meeting	Dining Hall
9:00	10:30	Round 1	As Assigned
10:40	12:10	Round 2	As Assigned
12:30	1:30	Lunch	Dining Hall
1:30	2:00	Break/Troop Time	Campsites
2:00	3:30	Round 3	As Assigned
3:40	5:10	Round 4	As Assigned
6:00	7:00	Dinner	Dining Hall
7:30	10:00	Unit time/ Movie Night	campsites

Sunday			
Start	End	Program	Location
7:00 a.m.	9:00 a.m.	Check-Out	Office
7:30 a.m.	8:00 a.m.	Grab & Go Breakfast	Dining Hall
9:00 a.m.		All Depart	All Sites

• **Blue Group - Eagle Wing, Sandy Point, Inspiration Point**

#1-Motorboating/Blob, #2-Paddle Sports, #3-Welding/Branding, #4-Shooting Sports

• **Red Group – Breezy Point, Indian Mound, Possum Hollow**

#1-Paddle Sports, #2-Welding/Branding, #3-Shooting Sports, #4-Motorboating/Blob

• **Green Group - Hooten Hollow, Deer Run, Skull Ridge**

#1-Welding/Branding, #2-Shooting Sports, #3-Motorboating/Blob, #4-Paddle Sports

• **Yellow Group – Crows Point, Echo Valley, Moring Starr, Rocky Ledge**

#1-Shooting Sports, #2-Motorboating/Blob, #3-Paddle Sports, #4-Welding/Branding

# PROGRAM OVERVIEW

## **MOTORBOATING/BLOB**

Go for a ride to the legendary "Hell's Gate," a cliff formation that rises out of Possum Kingdom Lake, while hearing the famous tale of Hell's Gate. Or choose to be tethered to one of our powered watercraft on a tube. Lastly, send your fellow Scout on an adrenaline rush of a lifetime high into the air by jumping on a giant inflatable water blob.

## **PADDLE SPORTS**

Grab a buddy and a paddle to take out a kayak, canoe, or standup paddleboard to enjoy a leisurely trip around the inlet.

## **WELDING/BRANDING**

Experience the welding fabrication process that joins metal materials by using high heat from an electric arc to melt the parts and allow them to cool, causing fusion. Please bring your favorite Scout belt, hat, leather, or wood to have one of our Circle 10 or Camp Constantin logos permanently branded.

## **TARGET AND RANGE ACTIVITIES**

Think you've got a crack shot in your Troop? Well, let's put them to the test! Scouts will test their skills in archery, shotgun, and rifle!

## **SWIMMING**

The swim dock is open during all periods for swimming. We do ask for additional adult supervision for your scouts.

## **ALTERNATIVE UNIT LED PROGRAMS AVAILABLE AT ANY TIME.**

Camp Constantin offers numerous activities that are available to individual units. These activities include fishing, gaga ball, chess, volleyball, Johnson's Peak Hike, etc. Units must provide adult supervision at all times for their scouts.

## **MOVIE NIGHT**

Saturday night we will host a movie night in the Dining Hall. We will show a PG movie in the main hall and a PG-13 movie in the Scoutmaster Lounge.

# ARRIVAL AND DEPARTURE PROCEDURES

## CHECK-IN

Check-In is simple. Troops should arrive between 6:00 p.m. and 9:00 p.m. on Friday. Please make sure that your unit brings the following for check-in (due to limited copy paper and ink, the camp cannot make copies at camp.):

- Official troop roster **downloaded from my.scouting.org** with participant names highlighted. All people staying overnight must be listed on your official roster.
- A copy of your **BSA Annual Health and Medical Record: Parts A and B (not C)** for all Scouts and adult leaders attending the event. We will return all medical forms to the Troop after the event concludes. Date all shots information with year; you must attach official shot records to the medical forms.

[https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_ABC.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf)

When arriving at camp on Friday, please make the Camp Headquarters the first place you visit. One adult leader is responsible for checking in the Troop; please ensure that all Scouts and additional leaders remain in their vehicles or the parking lot until your Troop has been approved to enter the camp. We will have a combined Scoutmaster and Senior Patrol Leader meeting on Saturday morning. We will cover all necessary information to make your experience at the event a safe and memorable stay. This meeting will be held in the **Dining Hall** at **8:30 a.m.**

**NOTE: To ensure safety, Staff will allow a minimal number of vehicles per unit into the campsite to deliver gear.** Trailers and vehicles attached to the trailer may remain in camp, but all other vehicles must return to the parking lot prior to going to bed for the evening. Campers who require a medical vehicle pass should see the camp medic.

## REQUIRED FORMS

- [BSA Annual Physical](#)
- Unit Swim Classification Record
- Unit Roster of attendees (printout from my.scouting.org)

## CHECK-OUT

Checking Out: the easy part. Just remember six things.

- You can leave as early as you want as long as you check out with a member of the leadership team (the Event Chairman or the Staff Advisor only)
- The Scoutmaster or their designee must retrieve all medical forms from the Camp Office during or before breakfast on the final day.
- Clean bathhouses and latrines used by your units
- Remove all trash and place the trash in the dumpster on your way out of camp.
- Clear any logs and large branches from campsites, and practice "Leave No Trace".
- Campsites must be inspected by a member of the Staff before a troop or crew can leave the camp.

## RULES

As always, the Scout Oath and Law are the rules at camp. For any other issues, refer to the “2024 Circle Ten Summer Camp Leader’s Guide” ([HERE](#))

## EQUIPMENT BY UNIT

### Campsites

Staff will assign Campsites via email or at check-in.

### Vehicles

ALL vehicles will observe all posted camp signs. Posted Speed Limit is **12** MPH. Please plan to minimize the number of vehicles taken to campsites – for example, by transporting camping gear in a unit trailer instead of multiple vehicles. Park all vehicles in designated areas and do NOT drive in the camp area, except for handicapped use. Remember, no one may ride in the back of a truck or trailer.

**Return ALL vehicles to the parking lot as soon as they are unloaded!** Please follow the directions of the event staff.

### Hammocks

We do permit hammocks at camp. Mount them no higher than a Scout is tall. Do not mount hammocks on top of each other. Hang them from trees only. Do not mount hammocks inside tent frames. The frames are not designed to handle hammocks. ([HERE](#))

### First Aid

Each unit should take care of its own needs as much as possible. For more severe issues, come to the health lodge. We encourage each unit to bring a first aid kit to care for the usual minor cuts and injuries Scouts experience. Drink water and sports drinks frequently to prevent dehydration.

**Tents & Cots** – Summer camp tents are down, so bring your tents. The event will NOT provide cots. You are encouraged to bring your own.

### Trash

Haul out any trash to the dumpster behind the kitchen. Place the trash in the bin, NOT on the ground. Please send Scouts to take garbage, with an adult to supervise. Remember Scouts leave a place better than they found it.

