



# CAMP CONSTANTIN

## 2026 Program Guide

**Scouting**  **America.**  
Circle Ten Council

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## Program Director's Message

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.

We have a lot of exciting features this year! We're proud to debut four new merit badges that reflect the skills Scouts will need in the modern world: artificial intelligence, cybersecurity, robotics, and home repairs. These badges challenge Scouts to think critically, build practically, and stay curious about the future. We are also bringing back the outpost program for older Scouts during Tuesday and Thursday lunch. Whether your Scout is just starting out or working toward Eagle, this year has something new to discover.

This guide contains important information about merit badges and 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 the last page.

Yours In Scouting,  
**Joshua Smith**  
*Program Director*

## Camp Constantin *At A Glance*

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
- STEM
- Target and Range activities

**58**

**Merit Badges Available in 2026**

**85+**

**Staff Members Dedicated To You**



## 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' House

The camp office operates from June 4<sup>th</sup> through July 20<sup>th</sup>.

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

### Camp Leadership

For any questions or concerns regarding camp, please contact the designated personnel of the camp leadership team below. All contact information can be found on the *last page* of this Program Guide.

- Camp Director: Ryan Downey
- Program Director: Joshua Smith
- Business Manager: George Munoz
- Lead Ranger: Collin Anderson
- Camp Commissioner: TBA



## Class Schedule Changes

Any Scouts looking to request a schedule change for their merit badge classes need to come to the camp office after the opening campfire on Sunday. This will be the only time we are accepting schedule changes.

## Adult Opportunities

We like for adults to have fun at camp too. Please review the Constantin 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 *page 26*

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

## Annual Theme

Grab your boots and dust off your spurs because it's time to head West! This summer, riders young and old will wrangle new friendships, blaze trails through the Texas wilderness, and discover the spirit of the frontier right on the shores of Possum Kingdom Lake. From exploring Hell's Gate in the early morning to blobbing your friends at Possum Fest, every day brings a new chapter in your own cowboy story. So tip your hat, partner! The adventure of a lifetime is waiting just over the horizon.

## Theme Days

- Sunday: Patriotic
  - Celebrate America 250 and wear red, white, and blue!
- Monday: Hawaiian
  - Get ready for Possum Fest and wear your favorite Hawaiian Shirt.
- Tuesday: Twin Day
  - Dress up with your buddy.
- Wednesday: Western
  - Saddle up and put on your best Cowboy outfit.
- Thursday: Crazy Sock Day
  - Get crazy and wear your favorite Scout-appropriate socks.
- Friday: Retro Day
  - Celebrate 80 years of Camp Constantin with us and wear your favorite vintage camp shirt.



## The Legacy of Camping at Possum Kingdom Lake

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 **80 years**, Camp Constantin has been the "icon" of what Scout camp should be.

## 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 memory 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](http://www.councilstuff.com/571)



## 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.

### Everyday Use

Marine bells ring 1 bell or “ding” for every half hour of the watch. There are 6 watches of the day.

We will also 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 Use

In the case of an emergency, the bell will be used to gather everyone at camp. If you hear the bell ring continuously, please come to the dining hall for further instructions.

# SCHEDULES



## Weekly Schedule

	SUN	MON	TUES	WED	THURS	FRI	SAT
6:00 a.m.			Hell's Gate trip		Hell's Gate trip		
		Mile Swim	Mile Swim	Mile Swim	Mile Swim	Mile Swim	
7:00 a.m.		Reveille	Reveille	Reveille	Reveille	OA Brotherhood	Grab-n-Go Breakfast
8:00 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Troops check-out and depart
9:00 a.m.		Session 1	Session 1	Session 1	Session 1	Merit Badge make-up / Service project	
10:00 a.m.		Session 2	Session 2	Session 2	Session 2		
11:00 a.m.	Session 3	Session 3	Session 3	Session 3	Session 3		
12:10 p.m.	Check-in / Camp setup / Swim checks	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.		Session 4	Session 4	Session 4	Session 4	Water Carnival / Open Area Extravaganza	
3:00 p.m.		Session 5	Session 5	Session 5	Session 5		
4:00 p.m.		Open activities	Open activities	Open activities	Open activities		
5:00 p.m.		Flags	Flags	Flags	Flags	Flags	
6:00 p.m.	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00 p.m.	SM and SPL meeting			Chapel Service			
8:15 p.m.	Opening campfire	Possum Fest	Evening activities	Video Game Tournament / Movie Night	Evening activities	Closing campfire and OA callout	
9:00 p.m.	Schedule changes						
10:00 p.m.	Lights Out	Lights Out	Lights Out	Lights Out	OA fellowship / STEM After Dark	Lights Out	



## Daily Schedule

7:45 a.m.	Table Waiters Report to Dining Hall
7:50 a.m.	Reveille / Flag Ceremony
8:00 - 8:50 a.m.	Breakfast
9:00 - 9:50 a.m.	Program Session 1
10:00 - 10:50 a.m.	Program Session 2
10:30 a.m.	Scoutmaster meeting
11:00 - 11:50 a.m.	Program Session 3
11:55 a.m.	Table Waiters Report to Dining Hall
12:10 - 12:50 p.m.	Lunch
1:00 p.m.	Rest Time / SPL meeting
2:00 - 2:50 p.m.	Program Session 4
3:00 - 3:50 p.m.	Program Session 5
4:00 - 5:15 p.m.	Open activities
5:45 p.m.	Table Waiters Report to Dining Hall
5:50 p.m.	Flag Ceremony
6:00 - 6:50 p.m.	Dinner
7:00 - 9:00 p.m.	Evening Open Areas
11:00 p.m.	Lights Out



- 1 AQUATICS**
  - Adult Water activities
  - Advanced Sailing
  - BSA Stand Up
  - Paddleboarding
  - Canoeing
  - Instructional Swim
  - Kayaking
  - Lifesaving
  - Motorboating
  - Rowing
  - Small Boat Sailing
  - Swimming
  - Water Odyssey
  - Water Sports

- 2 TRAIL TO FIRST CLASS**
  - Brazos Buccaneers
  - First Class
  - Second Class

- 3 HANDICRAFT**
  - Art
  - Basketry
  - Leatherwork
  - Pottery
  - Sculpure
  - Wood Carving

- 4 STEM**
  - Animation
  - Artificial Intelligence
  - Astronomy
  - Chemistry and Nuclear Science
  - Chess
  - Cybersecurity
  - Environmental Science
  - Moviemaking and Photography
  - Programming
  - Robotics
  - Space Exploration

- 5 EAGLE'S LANDING**
  - Citizenship in the Community
  - Citizenship in the Nation
  - Citizenship in the World
  - Communication
  - Golf and Personal Fitness

- 7 INDUSTRIAL ARTS**
  - Automotive
  - Maintenance and Farm Mechanics
  - Electricity
  - Home Repairs
  - Metalwork
  - Plumbing
  - Welding

- 6 RANGE AND TARGET ACTIVITIES**
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  - Rifle Shooting
  - Shotgun Shooting
  - Chalk Ball
  - NRA Certifications

- 8 SCOUTCRAFT**
  - Backpacking and Hiking
  - Camping
  - Cooking
  - Emergency Preparedness
  - First Aid
  - Fishing
  - Geocaching and Orienteering
  - Geology
  - Pioneering
  - Search and Rescue
  - Wilderness Survival

# DAILY EVENTS

## Sunday

**7:30 p.m. | Scoutmaster and SPL meeting at the dining hall**

**8:15 p.m. | Opening campfire at the amphitheater**

**9:00 p.m. | Class schedule changes at the camp office**

## Monday

**6:30 a.m. | Swim checks at the swim dock**

**4:15 - 5:30 p.m. | Open areas**

Open aquatics, handicraft, shooting sports and Trail to First Class

**7:30 p.m. | Possum Fest at the waterfront**

Come on down to the waterfront for open swim, the blob, rowing, canoeing, and ice cream!

## Tuesday

**6:00 a.m. | Hell's Gate canoe trip**

**6:30 a.m. | Mile Swim at the swim dock**

**12:00 p.m. | Adult steak lunch**

All adults are welcome to join us at Commissioners Cove Pavilion for a delicious steak lunch and meeting.

**4:15 - 5:30 p.m. | Open areas**

Come visit our open areas at aquatics, handicraft and shooting sports.

**7:30 p.m. | Evening activities**

Eastside campsites are open to shooting sports, handicraft, the Blob and open swim. Westside campsites are set to go on the Johnson's Peak hike (meet 7:00 p.m. at aquatics).

### **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, Miki Point, Arrowhead



## Wednesday

**6:30 a.m. | Mile Swim at the swim dock**

**1:00 p.m. | Chaplain's Aide Training at amphitheater**

**4:15 - 5:30 p.m. | Open Areas**

Come visit our open areas at aquatics, handicraft, shooting sports, and Trail to First Class at Brazos Buccaneers!

**7:00 p.m. | Scout's Own Interfaith Service**

Join us for a chapel service at the ampitheater

**7:30 p.m. | Movie night / video game tournament**

Interested in showing off your video game skills? Wednesday night 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.

**7:30 p.m. | Wilderness survival overnigher**

Scouts taking the Wilderness Survival Merit Badge will meet at Scoutcraft to leave for their overnigher.



## Thursday

**6:00 a.m. | Hell's Gate canoe trip**

**6:30 a.m. | Mile Swim at the swim dock**

**4:15 - 5:30 p.m. | Open areas**

Come visit our open areas at aquatics, handicraft and shooting sports.

**7:30 p.m. | Evening activities**

Westside campsites are open to shooting sports, handicraft, the blob and open swim. Eastside campsites are set to go on the Johnson's Peak hike (meet 7:00 p.m. at aquatics).

**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, Miki Point, Arrowhead

**10:00 p.m. | OA fellowship**

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

**10:00 p.m. | STEM after dark**

Participants are invited to come down to the shotgun range for STEM activities.



## Friday

### 7:00 a.m. | OA Brotherhood Walk

Are you an Arrowman looking to seal your brotherhood in the Order of the Arrow or support someone who is? Join us for the Brotherhood Walk at handicraft.

### 9:00 a.m. | OA service project

All participants are welcome to help serve with the camp service project led by members of the Order of the Arrowmen.

### 9:00 a.m. - 12:00 p.m. | Merit badge makeup time

Scouts are encouraged to visit each area to complete any requirements they might have missed earlier in the week.

### 2:00 - 5:00 p.m. | Open area extravaganza

Represent your troop in a legendary contest of skill and grit or have some fun at our open areas!

- **Aquatics:** Dash, dive, and splash at the waterfront! Jump off the blob, go rowing, canoeing, kayaking, or open swim.
- **Branding:** Come to the industrial arts area for branding!
- **Chess Tournament:** Outsmart your foes in the STEM area.
- **Rocket Launch:** Send out rockets at the dining hall field.
- **Iron Man Challenge** (see page 28)
- **Raft Race**

### 8:00 p.m. | Closing campfire + OA callout

Gather 'round the fire to celebrate a legendary week with stories, songs, and well-earned awards! Followed by the OA Callout.

# OFFERED CLASSES

## Merit Badges

\*Eagle-required merit badges

*Prerequisites*

### AQUATICS



**Canoeing**



**Kayaking**

Cost: \$10



**Life Saving**



**Motorboating**

Cost: \$20



**Rowing**



**Small Boat Sailing**



**Swimming\***



**Water Sports**

Cost: \$40

# OFFERED CLASSES



## EAGLE'S LANDING



### **Citizenship in the Community\***

Partial merit badge only. Requirements 4 and 5 will not be covered at camp.



### **Citizenship in the Nation\***



### **Citizenship in the World\***



### **Communication\***

Requirement 8 will be limited to only a few Scouts to emcee one of the interfaith worship services or closing night campfire.



### **Personal Fitness\* and Golf**

Personal fitness will be a partial merit badge only. Requirement 7 of the Personal Fitness Merit Badge will not be covered at camp. Cost: \$5

## HANDICRAFT



### **Art**

Cost: \$7



### **Basketry**

Cost: \$12



### **Leatherwork**

Cost: \$18



### **Sculpture**

Cost: \$8



### **Woodcarving**

*Prerequisite: Must have Totin' Chip.* Cost: \$10

# OFFERED CLASSES



## INDUSTRIAL ARTS



### **Automotive Maintenance and Farm Mechanics**

Farm mechanics will be a partial merit badge only. Requirement 3 of the Farm Mechanics Merit Badge will not be covered at camp. Cost: \$17



### **Electricity**



### **Home Repairs**



### **Metalwork**

Cost: \$10



### **Plumbing**



### **Welding**

Scouts *must* wear a pair of blue jeans (no holes or rips), a long-sleeve shirt, and a pair of leather boots. If a Scout doesn't have appropriate clothing or footwear, they will not be allowed to weld. Cost: \$30



## SCOUTCRAFT



### **Backpacking and Hiking\***

Partial merit badges only. Requirements 6b, 7c, 9, 10 and 11 of the Backpacking Merit Badge and requirements 4 and 5 of the Hiking Merit Badge will not be covered at camp.



### **Camping\***

Partial merit badge only. Requirements 4b, 5e, 7b, 8c, 8d, 9a, 9b, 9c, and 10 will not be covered at camp.



### **Cooking\***

Partial merit badge only. Requirements 4, 6d and 6e will not be covered at camp. Cost: \$20



### **Emergency Preparedness\***

Partial merit badge only. Requirements 2a, 2c, and 9 will not be covered at camp.



### **First Aid\***

Scouts must bring their own first aid kits for requirement 2b.



### **Fishing**

Scouts must catch fish to complete requirement 9. Cost: \$10



### **Geocaching and Orienteering**

Partial merit badges only. Requirements 8 and 9 of the Geocaching Merit Badge and requirements 7 and 10 of the Orienteering Merit Badge will not be covered at camp.



### **Geology**



### **Pioneering**

# OFFERED CLASSES



## SCOUTCRAFT CONT.



### **Search and Rescue**



### **Wilderness Survival**

Scouts will spend a night under the stars in a makeshift shelter as per requirement 5e.

## SHOOTING SPORTS

All non-shooting requirements can be completed at camp. Scouts may or may not be able to complete all the shooting qualifications at camp. Range is open in the afternoons.



### **Archery**



### **Rifle Shooting**



### **Shotgun Shooting**

# OFFERED CLASSES



## STEM



### Animation



### Artificial Intelligence



### Astronomy

Partial merit badge only. Requirement 8a will not be covered at camp.



### Chemistry and Nuclear Science

Nuclear science will be a partial merit badge only. Requirements 4, 5a, and 5c will not be covered at camp.



### Chess



### Cybersecurity



### Environmental Science\*



### Moviemaking and Photography

Scouts are encouraged to bring their own cameras. We prefer that they bring a digital camera *not* just a smart phone.



### Programming



### Robotics



### Space Exploration

Cost: \$15



## Special Opportunities for Scouts 15+ years of Age

### Advanced Sailing

For those who have completed the Small-Boat Sailing Merit Badge, new challenges await. We have larger boats for the advanced sailing students. We have two 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.

**Class Times:**

- 10:00 a.m. - 12:00 p.m.

**Class Size:** Limited to 8 Scouts per session.

### 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 and enjoy every water activity there is on the waterfront. Remember all participants must be a swimmer.

**Class Times:**

- 2:00–4:00 p.m.

**Class Size:** Limited to 10 Scouts per session.

**Cost:** \$30 per Scout.



## Adult Classes

### Adult Water Odyssey

Adults need to have some fun too! Come down to the lake front and do some paddle craft, sailing, and other fun on and in the water. *Prerequisite: You must pass the swim test*

**Cost:** \$10

### Adult Water Sports

We offer water skiing and wake boarding for adults. Come down and do some water sports!

**Cost:** \$10

### American Red Cross CPR/AED

Certification is good for two years.

**Cost:** \$50

### Paddle Craft Safety (PCS)

Open to all adults. Knowledge of canoeing is helpful, but not required. *All participants must have the swimmers tag, Safe Swim Defense, and Safely Afloat training (on-line).* Paddle Craft Safety expands Safety Afloat training to include skills, as well as knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Canoe instructor - open to all adults. Provides training to become Merit badge counselor for Canoeing Merit Badge in your unit.

**Cost:** \$10



## Scoutmaster Position Specific Training

Open to all adult leaders. Required for Scouters who plan to register as Scoutmasters or assistant Scoutmasters. This is position specific classroom training for Scoutmasters and assistants and is part of the requirement to be considered "Trained".

**Cost:** \$5

## Swimming and Water Rescue (SWR)

Open to all adults. Knowledge of lifeguard skills is helpful, but not required. *All participants must have the swimmers tag and Safe Swim Defense and Safety Afloat training (on-line).* Swimming and Water Rescue expands the awareness instruction provided by Safe Swim Defense and includes information and skill to prevent, recognize, and respond to swimming emergencies during unit swimming activities. *Council permits SWR holders to conduct swimmer classification testing.*

**Cost:** \$10

## Wilderness Remote First Aid (WFA)

This course is now required for at least one member of every high-adventure crew. *To take the course you must show that you have a current CPR certification card.* Certification is good for two years.

**Cost:** \$75



## Fun and Games

### Fat Bat (Whiffle Ball)

Whiffle Ball 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 whiffle ball. 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.



## Iron Man Challenge

The Iron Man Challenge is a troop relay race running through camp. Each troop will need one runner, one swimmer, and two people to canoe. Four Scouts total.

Swimmers start in the swimmer's area of the 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 canoeists must 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.



## Circle Ten Council Long-Term Camps A SCOUT IS REVERENT AWARD

*Under the guidance of a unit's Chaplain's Aide, each camper at a Circle Ten long-term camp may work to fulfill the requirements of the council's, "A Scout is Reverent" award. After completing the requirements, the patch may be purchased.*

### The Requirements are:

1. Attend a worship service if offered at their camp. In the event, that the camp does not offer a worship service, the unit may conduct a Scout's Own service or vesper service on its own or in conjunction with other units.

2. Lead grace before a meal or other event. This can be done at a camp-wide meal or the unit's campsite. To permit youth to fulfill this requirement, adults seeking the award should refrain from leading grace at camp-wide meals but ought to lead grace in the unit's campsite.

3. Scouts BSA, Venturing, and Sea Scouts: Participate in at least three devotional activities, either by preparing and delivering a devotional or attending the devotional. It is preferred that this occur within the unit at its campsite. Adults may complete this requirement by assisting youth in preparing devotionals.

4. With an adult leader, discuss the importance of the twelfth point of the Scout Law – "A Scout is Reverent." Discuss how it applies to you here at winter camp and in your daily life.

5. Become informed about the Religious Award for your faith:

Youth: Learn about the Religious Emblem of their faith and age group. If the Scout has already earned their faith's Religious Emblem, help explain the award program to another youth.

Adults: Commit to help make a Religious Emblems program presentation at a unit meeting or serve as a Religious Emblems Counselor for your faith community.





**COWBOY ACTION SHOOTING RELEASE PARTICIPATION  
AND HOLD HARMLESS AGREEMENT**

Circle Ten Council will be conducting a Scout cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA range safety officer and NRA certified instructors. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the range safety officer(s) and rifle, pistol, and shotgun instructor(s).

I, the undersigned, give my child, \_\_\_\_\_, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Scouting America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation. For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear AT **ALL TIMES** while on the range.
3. Follow all the safety rules provided in the Cowboy Action Shooting Program briefing.
4. Follow the instructions of the range safety officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent / guardian signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent / guardian printed name: \_\_\_\_\_ Date: \_\_\_\_\_

Home phone: \_\_\_\_\_ Cell phone: \_\_\_\_\_

Email address: \_\_\_\_\_



## Circle Ten Council Refund and Cancellation Policy

Effective 2025

1. All refund requests must be submitted by email at least 10 days before the start of the event to: [571.refundrequest@scouting.org](mailto:571.refundrequest@scouting.org). Refund requests will be considered for personal illness or family emergencies.
2. A service charge of 10% of the amount paid (minimum of \$5.00), less any non-refundable deposits or any already purchased items (food, t-shirts, etc.), will be assessed to cover administrative fees.
3. Refund requests must include the following:
  - a. Event Name and Event Date in the email header.
  - b. Name, telephone, email, and address of person requesting the refund.
  - c. Unit type and number.
  - d. Receipt or confirmation number, if available.
  - e. Reason for request.
4. Circle Ten Council will consider moving a reservation once within the calendar year if space is available.

# Scouting America™

## Scout Oath

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

## Scout Law

The Scout Law has 12 points. Each is a goal for every Scout. A Scout tries to live up to the Law every day. It is not always easy to do, but a Scout always tries.

### A Scout is:

**TRUSTWORTHY.** Tell the truth and keep promises. People can depend on you.

**LOYAL.** Show that you care about your family, friends, Scout leaders, school, and country.

**HELPFUL.** Volunteer to help others without expecting a reward.

**FRIENDLY.** Be a friend to everyone, even people who are very different from you.

**COURTEOUS.** Be polite to everyone and always use good manners.

**KIND.** Treat others as you want to be treated. Never harm or kill any living thing without good reason.

**OBEDIENT.** Follow the rules of your family, school, and pack. Obey the laws of your community and country.

**CHEERFUL.** Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.

**THRIFTY.** Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.

**BRAVE.** Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.

**CLEAN.** Keep your body and mind fit. Help keep your home and community clean.

**REVERENT.** Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

## Venturing Motto

*Lead the Adventure*

## Sea Promise

As a Sea Scout, I promise to do my best:

To guard against water accidents

To know the location and proper use of the lifesaving devices on every boat I board

To be prepared to render aid to those in need

To let those less able come first.



# CONTACT US

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## **COUNCIL BILLING INFORMATION**

Circle Ten Council  
8605 Harry Hines Blvd  
(214) 902-6700

## **TBA**

Camp Commissioner  
cc.constantin.bsa@gmail.com

