



CAMP CONSTANTIN

JACK D. FURST AQUATIC BASE



2022 LEADER'S GUIDE



CIRCLE TEN COUNCIL
BOYSCOUTS OF AMERICA





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AHOY MATIES!

Ahoy maties welcome to Camp Constantin! Come to Constantin and bring your pirate hat and black flag. This year we will teach you the ropes and bring you aboard as a part of our crew. The camp staff will captain the ship and we're trusting you to hold down the batons.

Get ready for one of the grandest adventures you'll ever feast your eyes on, scouring the shores of Possum Kingdom Lake. Here you will earn your salt under the guidance of our capable pirate captains.

As a member of our crew, you'll find treasure more valuable than gold and jewels. No, you'll learn more than just swashbuckling here. By the time we make port, you'll have the skills you need to be your own pirate captain one day. A treasure earned with the sweat of your brow is sweeter than any trinkets ye find in a chest.

We're not gonna teach ye to be black-hearted scallywags here. At this camp you'll learn to trustworthy and honest seadogs; loyal to your captain and your crew. Anything otherwise will be treated as mutiny and we'll have you walk the plank.





LEGACY OF SCOUT CAMPING AT POSSUM KINGDOM LAKE

Welcome to the Addendum to the Circle Ten Leader's Guide for Camp Constantin. This contains our camp 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 **75 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
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 5th through July 16th.

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

Chris Wilt

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Assistant Camp Director

Jamel Holmes

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Camp Ranger

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Camp Commissioner

TBD

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(972) xxx-xxxx

Visit our Facebook page at:

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



**I have questions- is there a place
I can find someone to ask?**

***YES! - Summer Camp Leaders'
Meetings***

**Thurs March 10th,
Thurs. April 14th, and
Wed. May 11th
All at 7:00 p.m.**

Join Zoom Meeting

<https://smu.zoom.us/j/5122356205?pwd=bTVFTU1WamhBdlROcm1YL1VPSU83UT09>

Meeting ID: 512 235 6205

Passcode: 835173

At this time, you will be able to:

- Meet the Camp Director and Assistant Camp Director
- Get the latest and greatest updates to program and schedules
 - Get answers to any other questions you may have

Special Notes:

1. Remember to turn in all medical forms, including any Covid-19 forms, to Camp health Officer in Med/1st Aid Lodge.
2. All other forms go to the Camp Office at check-in *including for all adults*:
 - a. Copy of the Sexual Offender database check
 - b. Copy of a valid Youth Protection certification. (Training valid for two years)
 - c. Adult in Camp State Compliance Form
3. All *Non-Circle Ten Council* units will need to bring two (2) copies of their local council insurance claim form.
4. Swim Check forms – If you have them, please email a copy early to the Camp Director. Do bring a copy with you as well to hand to Aquatics staff to get your wrist bands.



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 also have nine 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 (First Year Camper)
- Eagle's Landing
- Handicraft
- Industrial Arts
- Nature
- Scoutcraft
- Shooting Sports
- STEM

Check the main registration page for additional program information.

Please use this URL <https://scoutingevent.com/571-2022SummerCampCampConstantin>.

All documentation will be under **Attachments**.

All merit badge and class information are in the "2022 Constantin Class Catalog".

Special Opportunities for Scouts 14+ years of age

- Special classes include Advanced Sailing and Water Odyssey.
- We will schedule some special times for older Scout tubing. There will be an additional cost to cover fuel. More details to come before camp starts.
- Hike out and join the Canoeing Expedition on Tuesday night at Mariner's Base Camp for a special campfire and cracker barrel. Spend the night out if you wish. (Bring your own tent).
- 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. Scouts over 14 need not be OA members.
- Sign up for the Adventure!



NEW AT CONSTANTIN FOR 2022

Adventure for Older Scouts

If your Scout is 14 or older, we have a new special program for them, and you. We have a special limited engagement canoeing program where Scouts and 2 adults, with a camp guide, spend 2 nights out away from camp.

Join our staff on the hunt for the lost loot of the Possum Kingdom Pirates. Embark upon canoes to travel along the shores, to reach areas inaccessible by other means, searching for the next lead. Establish a remote campsite in order to be able to travel further, and stay on the hunt for longer. Survive the untamed shores, and work as a team to succeed in unearthing the timeless treasure.

Scouts must be at least 14 years of age by the beginning of camp and at least 1st Class, Participants must be a Swimmer and Scouts need the Canoeing Merit Badge. We'll need 2 adult leaders to satisfy YPT requirements. If a female Scout signs up, a female adult leader must also accompany the group. Please bring your own tent for the nights out.

This program has an additional cost of \$40 for the week.

The expedition will take a short trip on Monday returning to main camp that night. On Tuesday they depart and return on Wednesday, spending that night in main camp. On Thursday they go back out and return Friday morning. They will be doing some Dutch oven cooking on the nights out with evening activities.

Merit Badge Changes

New for 2022:

- Citizenship in Society (13 and Star) – Earn the newest Eagle required badge, learn about, and discuss your place in society and about diversity and equality.
- Electricity - Learn the fun that comes with endless possibilities of how to make circuits and the wonders of electricity.
- Entrepreneurship - Explore your interests and learn how you can create your own business.
- Fish and Wildlife Management – Earn this badge along with Environmental Science and Citizenship in the World to achieve the World Conservation Award, *and* along with Fishing and Fly-Fishing work toward the Complete Angler award.
- Model Design and Building - Understand the different importance of types of models and build one of your own.
- Pottery - Learn how to make pottery with our brand-new pottery machines.
- Programming - Expand your abilities in problem solving and explore cool programs.
- Weather – Learn about weather and provide the camp weather reports and forecasts to the camp and Aquatics



On Hiatus

To make room for our new badges, these are going on hiatus, to return another year.

- Bird Study
- Digital Technology
- Electronics
- Fire Safety
- Game Design
- Insect study
- Painting/Composite Materials
- Signs, signals, codes
- Sustainability

New Water Sports Boat

A special thanks to Dr. Steve Lacey, Eagle Scout, for donating Blue Bayou, a 2012 Sport Nautique for skiing, wakeboarding, and tubing!





Adult Training

Once again, we will offer adult training. For more information see the Program Guide

- Scoutmaster Position Specific (SALT)
- Introduction to Outdoor Leader Skills (IOLS)
- Swimming & Water Rescue (SWR)
- Paddle Craft Safety (PCS)
- National Rifle Association (NRA) training

2022 NRA Program

The NRA program at Camp Constantin is designed to give you the certifications you need to open and run a rifle range where Scouts are shooting. BSA requires two certified persons to open a range. One person must have a current NRA Instructor certification and one person with a current NRA Range Safety Officer (RSO) certification.

The NRA certification procedure is to take classes for the certification:

- The RSO certification class is a single 8-hour class which will be given on Monday
- The Rifle Instructor certification is made up of 3 classes
 - Basic Instructor Training (BITS) this is a 6-hour class and is given on Tuesday
 - Basic Rifle this is an 8 ½ hour class that starts on Tuesday evening and runs through Wednesday noon
 - Rifle Instructor this is a 10-hour class starting at 1 o'clock Wednesday and runs 5 o'clock Thursday

The NRA classes are capped at 15 students. The RSO class is restricted to adults only. We do not restrict the rifle classes by age, but we will give adults priority for the class. Scouts that are 18 years or older can fill the open class seats and be certified as assistant instructors. The assistant instructor is however restricted from running an active firing line on the range. They cannot be counted as a Rifle Instructor to open a range but they do provide an additional set of eyes on the range for safety concerns.

Costs:

- BITS is a free class IF YOU ARE TAKING THE RIFLE INSTRUCTOR PACKAGE otherwise it is \$50.00
- RSO is \$ 75.00
- Basic Rifle is \$ 50.00
- Rifle Instructor is \$ 75.00

The costs of the class is less than ½ price of that found on the economy.



MEALS & TABLE WAITERS

Dining Hall Etiquette

- We encourage Troops to bring table decorations and leave in the dining hall for the week
- Everyone washes hands before grace/flags/entry
- Enter only after permission to do so
- Walk AROUND the tables
- All shirts must have sleeves (no tank tops)
- No hats on heads in the dining hall
- Always wear closed toe shoes
- Keep Scouts in dining hall until dismissed

Table Waiters

Each troop will provide two (2) Scouts per table. These Scouts are responsible for set-up before the meal and clean-up afterwards. Troops send an adult to supervise the Scouts and assist where needed.

Program at Meals

Camp Constantin is a singing camp. Our staff has developed some fun activities during meals. At lunch and at supper we will sing some songs. On Wednesday we will have our birthday celebration. We will invite any Scouts and Scouters having a birthday that week to the stage to recognize their birthday. We will also go over any important points of information at each meal. Please keep your unit in the dining hall until dismissed by staff.

Table Waiter Responsibilities

- Arrive 15 minutes before each meal. Be early
- 2 table waiters for each 10 people in your troop
- Pre-washed hands and face

Table Waiter Duties

- Set tables
 - Drinking glasses
 - Water pitchers (2 per table)
 - Flatware & napkins
- Clean tables
 - All eating utensils to wash station
 - Return water pitchers
 - Wipe down tables & sweep floors

SPECIAL MEALS

If your unit or individuals have special eating requirements, please enter that information into the reservation system under "Dietary Restrictions" prior to attending camp. The camp cooking staff will pull information from the system and do its best to accommodate your needs or requirements based on religious beliefs, allergies, etc.



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





DAILY SCHEDULE

7:55 a.m. Morning Assembly/Flag Ceremony

7:45 a.m. Breakfast Table Waiters Report

8:00 a.m. (8 Bells) Breakfast Starts

8:35 a.m. Breakfast Ends/Clean-Up

9:00 a.m. Program Session 1

10:00 a.m. Program Session 2

10:30 a.m. Scoutmaster Meeting in Upper Deck

11:00 a.m. Program Session 3

12:10 p.m. Lunch

12:00 p.m. Lunch Table Waiters Report

12:10 Lunch Starts

12:45 p.m. Lunch Ends/Clean-Up

1:00 p.m. Rest Time/SPL Meeting on Quarterdeck

2:00 p.m. Program Session 4

3:00 p.m. Program Session 5

4:00 p.m. Open Activities Start

Totin' Chip and Firem'n Chit at TFC (not Friday)

5:15 p.m. Open Activities Close

5:55 p.m. Evening Camp Assembly/Flag Ceremony

5:45 p.m. Dinner Table Waiters Report

6:00 p.m. (4 Bells) Dinner Starts

6:35 p.m. Dinner Ends/Clean-Up

7:30 p.m. Evening Activities Start



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)

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 round 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.

Nuke 'Em

Two teams of players must be created, can go up to 8-15 members. Play begins with the server from the serving team serving the ball over the net to the opponents. The ball remains in play being thrown and caught back and forth across the net until there is a miss. You may also pass the ball to one team member per "volley". If the ball is thrown and the opposing team does not catch the ball whoever it landed closest to is out. The goal is to get all members of opposing team out. Members that are out stand in a line on the side of court, if one of their team members catches the ball with one hand another team member may reenter the game. Whichever team gets the ball the other members of opposing team out first wins.

Iron Man Challenge:

The Iron Man Challenge 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 and 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 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 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.

War Canoes:

Form a team of 8 Scouts and compete in time trials for the right to compete against the "elite" Scoutmaster team at the end of the week during the Water Carnival. Troops (youth only) will sign up for 20-minute time trials during open area. They will embark the canoe and have from the sailing area until the north east corner of the boat dock to get the paddling down.

The clock will be started as the nose of the canoe passes the corner of the boat dock. They will have to canoe around the furthest buoy in the cove and return to the boat dock. The clock will be stopped as the nose of the canoe passes the timer again.

Each troop will have 2 attempts to complete the course, and the fastest time will be used as the final time. The top 4 troops will compete head-to-head on Friday afternoon, and the champion troop will compete against a troop of Scoutmasters.



WEEKLY SCHEDULE

CAMP CONSTANTIN WEEKLY SCHEDULE 2022							
Daily Mile Swim practice at 6:30 a.m.							
TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30 a.m.	Staff Time	Water skiing	Hell's Gate trip	Water skiing	Hell's Gate trip	Water skiing	
7:00 a.m.		Reveille	Reveille	Chapel	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 / SALT	Program Session 1 / IOLS	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.	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			
2:00 p.m.	Noon: Troops arrive: Check in, swim checks, camp set up, etc.	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. Evening activities	7:30 p.m. Evening activities	7:30 p.m. Evening activities, TFC Overnighter	7:30 p.m. Evening activities; 10:00 p.m. OA Fellowship /	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:

- 7:00 p.m. - Scoutmaster & SPL Meeting – Commissioners Cove Pavilion
- 8:15 p.m. - Opening Campfire – Amphitheater

Monday:

- 6:30 a.m. –Swim checks at swim dock
- 7:30 p.m. - Groups as assigned

Tuesday:

- 6:30 a.m. – Mile Swim at swim dock
- 6:15 a.m. – Hell's Gate Canoe Trip – departs at 6:30 a.m. from Waterfront (Aquatics)
- 12:10 p.m. – Adult luncheon & meeting (all adults) at Commissioners Cove Pavilion
- 7:30 p.m. – Chaplain's Aide Training at amphitheater
- 7:30 p.m. - Groups as assigned

Wednesday:

- 6:30 a.m. – Mile Swim at swim dock
- 7:30 a.m. – Chapel Service (Scout's Own Interfaith Service) – Amphitheater (Chapel)
- 9:00 a.m.-3:30 p.m. – Scoutmaster Specific Training – Training Room (SALT)
- 7:30 p.m. - Groups as assigned
- 8:30 p.m. - TFC Social – TFC area
- 8:30 p.m. – OA Call Out at OA Ring

Thursday:

- 6:30 a.m. – Mile Swim at swim dock
- 6:15 a.m. – Hell's Gate Canoe Trip – departs at 6:30 a.m. from Waterfront (Aquatics)
- 9:00 a.m. – IOLS in Training Room
- 7:30 p.m. - Groups as assigned
- 7:30 p.m. – Wilderness Survival MB overnight, departs from Scout Skills/Craft
- 10:00 p.m. – OA Ice Cream Fellowship in Dining Hall. All OA members welcome.
- 10:00 p.m. – Star Gazing Party – Shotgun Range

Friday:

- 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 – 1:00 p.m.

Water Carnival & 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
- Drop off Raft – race starts at 2:00 p.m.
- Sailing regatta

Night A

- 7:30 p.m. - *Possumfest* – at the Waterfront. Open Swim, Blob, Rowing, Canoeing, and Ice Cream!

Night B

- 7:30 p.m. – Rifle, Cowboy Action Shooting at Rifle Range, and Action Archery at Action Archery

Night C

- 7:00 p.m. – Assault on Johnson's Peak – leave from Waterfront Sail Shack. Water bottle required. Flashlight recommended. 5-mile hike.

Night D

- 7:30 p.m. – in-camp time for troops

Groups for Round Robin:

Group 1 – ABCD

Group 2 – BCDA

Group 3 – CDAB

Group 4 – DABC

Group 1:

Indian Mound, Eagle Wing, Sandy Point

Group 2:

Hawks Nest, Skull Ridge, Crows Point, Morning Star

Group 3:

Echo Valley, Hooten Hollow, Deer Run, Inspiration Point

Group 4:

Breezy Point, Antelope View, Rocky Ledge

Adult water sports – 6:30 a.m. weather permitting, Wednesday and Friday, and during Possum Fest.