

2021 Summer Camp - Camp Constantin

Class Catalog

Event Contacts

Name	Title	Phone	Email
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Registration opens January 15, 2021 Visit www.scoutingevent.com/571-2021SummerCampConstantin to register







2021 Summer Camp - Camp Constantin

Constantin Summer Camp (Scheduled Classes)



CON58 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. This year we have 2 16' sloops. 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: George Munoz

Minimum Age: 14

Maximum number of participants: 20

Sessions: All

Prerequisites: Must pass swim test. This is a 2-hour class from 10-12.



CON1 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: 10

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 10

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 10

Sessions: All



CON2 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 Instructor: Scott Aldrich

Additional Fee: \$5.00 Minimum Age: 11

Maximum number of participants: 16

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Shooting Sports Instructor: Scott Aldrich

Additional Fee: \$5.00 Minimum Age: 11

Maximum number of participants: 16

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Shooting Sports Instructor: Scott Aldrich

Additional Fee: \$5.00 Minimum Age: 11

Maximum number of participants: 16

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Shooting Sports Instructor: Scott Aldrich

Additional Fee: \$5.00 Minimum Age: 11

Maximum number of participants: 16

Sessions: All



CON3 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

9-9:55 AM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$4.00

Maximum number of participants: 10





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11-11:55 AM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$4.00

Sessions: All



CON8 Astronomy

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.

10-10:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Minimum Age: 14

Maximum number of participants: 10

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Minimum Age: 14

Maximum number of participants: 10

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Minimum Age: 14

Maximum number of participants: 10

Sessions: All

Prerequisites: Requires 1 late night session **NOTE:** Requires one late night session



CON4 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 Instructor: DJ Patton

Maximum number of participants: 12

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Maximum number of participants: 12

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Maximum number of participants: 12

Sessions: All

Prerequisites: Dual Merit Badge



CON5 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 Fr Room: Scoutcraft Instructor: Tairan Lockett

Minimum Age: 12

Minimum Rank: Second Class

Sessions: All

Prerequisites: Dual Merit Badge. Bring your pack and good hiking shoes or boots. Hikes every

morning. Hikes leave at Breakfast Tues.-Friday.



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CON6 Basketry, Leatherwork

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.

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.

9-9:55 AM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$18.00

Maximum number of participants: 10

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$18.00

Maximum number of participants: 10

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$18.00

Maximum number of participants: 10

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$18.00

Maximum number of participants: 10

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$18.00

Maximum number of participants: 10

Sessions: All

Prerequisites: Dual Merit Badge, includes cost of kits



CON7 Bird Study

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

9-9:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Maximum number of participants: 8





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CON9 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 himself while camping would have the confidence to meet life's other challenges, too.

9-9:55 AM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 10

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 10

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 10

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 10

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Minimum Age: 12

Minimum Rank: Second Class
Maximum number of participants: 10

Sessions: All

Prerequisites: Recommended for 2nd year campers.



CON10 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 Instructor: George Munoz

Maximum number of participants: 12

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Maximum number of participants: 12

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Maximum number of participants: 12

Sessions: All

Prerequisites: Must Pass 1st Class Swim Test before taking course



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CON11 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 Instructor: Josh Smith

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Sessions: All

Prerequisites: Dual Merit Badge



CON12 Chess

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

9-9:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Sessions: All



CON13 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.

2-2:55 PM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Minimum Age: 13 Minimum Rank: Star

Maximum number of participants: 12





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CON14 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.

9-9:55 AM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Minimum Age: 13 Minimum Rank: Star

Maximum number of participants: 12

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Minimum Age: 13 Minimum Rank: Star

Maximum number of participants: 12

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Minimum Age: 13 Minimum Rank: Star

Maximum number of participants: 12

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Minimum Age: 13 Minimum Rank: Star

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Minimum Age: 13 Minimum Rank: Star

Maximum number of participants: 12

Sessions: All



CON15 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	Instructor: Casey Davis

Maximum number of participants: 12

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Maximum number of participants: 12

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Maximum number of participants: 12

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Maximum number of participants: 12





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CON16 Composite Materials, Painting

Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and

practical aspects.

10-10:55 AM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$5.00

Maximum number of participants: 12

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$5.00

Maximum number of participants: 12

Sessions: All



CON17 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 Instructor: Tairan Lockett

Additional Fee: \$10.00 Minimum Age: 12 Minimum Rank: First Class

Maximum number of participants: 12

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Additional Fee: \$10.00 Minimum Age: 12 Minimum Rank: First Class

Maximum number of participants: 12

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Additional Fee: \$10.00 Minimum Age: 12 Minimum Rank: First Class

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Additional Fee: \$10.00 Minimum Age: 12 Minimum Rank: First Class

Maximum number of participants: 12

Sessions: All



CON18 Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

10-10:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 8

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 8





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CON19 Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed.

Today, electronics is a fast-changing and exciting field.

11-11:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Additional Fee: \$18.00

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Additional Fee: \$18.00

Maximum number of participants: 12

Sessions: All



CON20 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 Instructor: Tairan Lockett

Maximum number of participants: 12 Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Maximum number of participants: 12

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Maximum number of participants: 12

Sessions: All



CON21 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 Instructor: Josh Smith

Maximum number of participants: 12

Sessions: All



CON22 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.

9-9:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 12

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 12

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 12

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Maximum number of participants: 12





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CON57 Fire Safety

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

10-10:55 AM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Sessions: All



CON23 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 Instructor: Tairan Lockett

Maximum number of participants: 24

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Maximum number of participants: 24

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Maximum number of participants: 24

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Maximum number of participants: 24

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Maximum number of participants: 24

Sessions: All

Prerequisites: Demonstrate to your counselor that you have current knowledge of all first-aid

requirements for Tenderfoot, Second Class, and First Class ranks.



CON56 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 and Leatherwork (Combo Class), Indian Lore, Art, Sculpture, Woodcarving, Mammal Study and Nature (Combo Class), Swimming*

9-12 PM Days: Mo Tu We Th Room: TFC: Trail to First Class Instructor: Taylor Evans

Maximum number of participants: 48

Sessions: All

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.

Scouts will have the opportunity to spend a night away from the main camp. At a remote campsite,

they will build a fire, roast hotdogs, and tell stories.

NOTE: 3 hour class, 9-12.





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CON24 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."

9-9:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Additional Fee: \$3.00

Maximum number of participants: 12

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Additional Fee: \$3.00

Maximum number of participants: 12

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Additional Fee: \$3.00

Maximum number of participants: 12

Sessions: All

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

NOTE: With sponsorship by Cabela's



CON62 Fly Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

9-9:55 AM Days: Mo Tu We Th Fr Room: Nature Instructor: Christian Anderson

Additional Fee: \$3.00

Maximum number of participants: 10

Sessions: All

10-10:55 AM Days: Mo Tu We Th Fr Room: Nature Instructor: Christian Anderson

Additional Fee: \$3.00

Maximum number of participants: 10

Sessions: All

Prerequisites: Bring a fly rod and reel if you have one. Scouts cook a fish on Friday.

NOTE: Bring fly rod & reel if able. Class will cook fish on Friday morning.



CON61 Game Design

Games come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

2-2:55 PM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Minimum Age: 14 Minimum Rank: Star

Maximum number of participants: 8

Sessions: All



CON25 Geocaching, Orienteering

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.

3-3:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett





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CON26 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.

10-10:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Sessions: All



CON27 Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples. Focus on the Comanche of Texas.

10-10:55 AM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$15.00

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$15.00

Maximum number of participants: 12

Sessions: All



CON63 Insect Study

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

11-11:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Maximum number of participants: 10

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Maximum number of participants: 10

Sessions: All



CON60 Intro to Sea Scouts

What is Sea Scouts? See what Ship 46, S.S. Constantin does. Come to this class for older Scouts and find out. While you do, we will have some fun and fellowship on the water.

9-9:55 AM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Minimum Age: 14 Sessions: All

Prerequisites: Must pass swim test





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CON28	Kayaking
A basic-level	merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.
9-9:55 AM	Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz Minimum Age: 12
	Maximum number of participants: 12 Sessions: All
10-10:55 AM	Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz Minimum Age: 12
	Maximum number of participants: 12 Sessions: All
11-11:55 AM	Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz Minimum Age: 12
	Maximum number of participants: 12 Sessions: All
2-2:55 PM	Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz Minimum Age: 12
	Maximum number of participants: 12 Sessions: All
3-3:55 PM	Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz Minimum Age: 12
	Maximum number of participants: 12



CON29 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 Instructor: George Munoz

Prerequisites: Must pass 1st Class Swim Test prior to class

Minimum Age: 12

Maximum number of participants: 20

Sessions: All

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Minimum Age: 12

Maximum number of participants: 20

Sessions: All

Prerequisites: Must have earned Swimming Merit Badge



CON30 Mammal Study, Nature

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Christian Anderson

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Sessions: All

Prerequisites: dual Merit Badge





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CON31 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.

9-9:55 AM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$3.00

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$3.00

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$3.00

Sessions: All



CON32 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 Instructor: George Munoz

Additional Fee: \$10.00 Minimum Age: 13

Maximum number of participants: 12

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Additional Fee: \$10.00

Minimum Age: 13

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Additional Fee: \$10.00 Minimum Age: 13

Maximum number of participants: 12

Sessions: All

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



CON33 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 Instructor: Josh Smith

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Sessions: All

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

acceptable.





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CON34 Personal Fitness, Personal Management

Personal fitness is an individual effort to be the best one can be. Regardless of their current levels of personal fitness, by the end of the week, Scouts will be better educated about what it means to be healthy and how to maintain one's personal health. Further, in the twelve weeks it will take to complete the athletic requirements for this merit badge, Scouts will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

Personal management is all about creating realistic short-range and long-range goals for your money and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities. This summer, Scouts will learn all about how to set these financial goals and how to achieve them.

9-9:55 AM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Minimum Age: 13 Minimum Rank: Star Sessions: All

Prerequisites: Dual Merit Badge, partial on both



CON37 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: Scoutcraft Instructor: Tairan Lockett

Sessions: All



CON38 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.

2-2:55 PM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Maximum number of participants: 12

Sessions: All



CON54 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 Instructor: Taylor Evans

Sessions: All



CON55 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 **Instructor:** Taylor Evans

Sessions: All



CON39 Reptile and Amphibian Study

Youth always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

9-9:55 AM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson





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CON40 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 Fr Room: Shooting Sports Instructor: Scott Aldrich

Additional Fee: \$10.00 Minimum Age: 12

Maximum number of participants: 16

Sessions: All

2-3:55 PM Days: Mo Tu We Th Fr Room: Shooting Sports Instructor: Scott Aldrich

Additional Fee: \$10.00 Minimum Age: 12

Maximum number of participants: 16

Sessions: All

NOTE: 2 hour class. Requires time on Friday



CON41 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 Instructor: George Munoz

Maximum number of participants: 12

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Maximum number of participants: 12

Sessions: All

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



CON42 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 **Instructor:** Suvi Chen

Additional Fee: \$4.00

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$4.00

Sessions: All



CON43 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 Instructor: Tairan Lockett

Sessions: All



CON44 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 Instructor: Scott Aldrich

Additional Fee: \$30.00 Minimum Age: 13

Maximum number of participants: 8

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Shooting Sports Instructor: Scott Aldrich

Additional Fee: \$30.00 Minimum Age: 13

Maximum number of participants: 8

Sessions: All NOTE: 2 hour class





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CON45 Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives'

2-2:55 PM Days: Mo Tu We Th Room: STEM Instructor: Josh Smith

Minimum Age: 12 Sessions: All



CON46 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 Instructor: George Munoz

Minimum Age: 12

Maximum number of participants: 20

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Minimum Age: 12

Maximum number of participants: 20

Sessions: All

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

NOTE: 2 hour class



CON47 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: Nature Instructor: Christian Anderson

Additional Fee: \$15.00 Minimum Age: 12 Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Nature Instructor: Christian Anderson

Additional Fee: \$15.00 Minimum Age: 12 Sessions: All



CON48 Sustainability

Taking the Sustainability merit badge, Scouts will learn about what sustainability means and how to incorporate sustainability into their personal and family life.

10-10:55 AM Days: Mo Tu We Th Room: Eagle's Landing Instructor: Casey Davis

Minimum Age: 12

Minimum Rank: First Class





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CON49 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 Instructor: George Munoz

Maximum number of participants: 20

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Maximum number of participants: 20

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Maximum number of participants: 20

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Maximum number of participants: 20

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Maximum number of participants: 20

Sessions: All

Prerequisites: Must pass 1st Class Swim Test prior to class



CON59 Water Odyssey Adventure

The Water Odyssey is a series of aquatics-based activities 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: George Munoz

Additional Fee: \$25.00 Minimum Age: 14 Minimum Rank: Life

Maximum number of participants: 20

Sessions: All

Prerequisites: 14 years of age

Life Scout or higher

Swimmer classification on BSA Swim Test

Small Boat Sailing merit badge

NOTE: 2 hour class



CON50 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 Instructor: George Munoz

Additional Fee: \$20.00 Minimum Age: 13

Maximum number of participants: 16

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Additional Fee: \$20.00 Minimum Age: 13

Maximum number of participants: 16

Sessions: All

Prerequisites: Must pass 1st Class Swim Test prior to class

NOTE: '2 hour class



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CON51 Welding

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

9-9:55 AM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$15.00

Maximum number of participants: 8

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$15.00

Maximum number of participants: 8

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$15.00

Maximum number of participants: 8

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$15.00

Maximum number of participants: 8

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Industrial Arts Instructor: DJ Patton

Additional Fee: \$15.00

Maximum number of participants: 8

Sessions: All



CON52 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 Instructor: Tairan Lockett

Minimum Age: 12 Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scoutcraft Instructor: Tairan Lockett

Minimum Age: 12 Sessions: All

Prerequisites: Involves an overnight campout



CON53 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 Fr Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$14.00

Maximum number of participants: 10

Sessions: All

2-2:55 PM Days: Mo Tu We Th Fr Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$14.00

Maximum number of participants: 20

Sessions: All

3-3:55 PM Days: Mo Tu We Th Fr Room: Handicraft Instructor: Suvi Chen

Additional Fee: \$14.00

Maximum number of participants: 10





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Summer Camp Adult (Scheduled Classes)



SCA9 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. You must pass the swim test.

9-10:55 AM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Minimum Age: 18 Sessions: All

NOTE: Must pass swim test. 2 hours



SCA10 Adult Water Sports

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

11-11:55 AM Days: Mo Tu We Th Minimum Age: 18

Sessions: All NOTE: Must pass swim test. Offered at 11 & 1



SCA2 IOLS - Introduction fo Outdoor Leadership Skills

Participants will take part in a fun-filled day of hands-on skills training in the outdoors, designed to help you master basic camp skills required for Tenderfoot to First Class. Required for Scouters who plan to register as Scoutmasters or Assistant Scoutmasters. BSA requires IOLS along with SALT and YPT to be "Trained" as a Scoutmaster or Assistant Scoutmaster.

Code S11

9-3 PM Days: Th Room: Training Room Instructor: Gary Scott

Additional Fee: \$10.00 Minimum Age: 18 Sessions: All

Prerequisites: At Constantin: 1 day class on Thursday with outdoor activities. Meet in Training

room, behind Upperdeck, in Dining Hall after breakfast.



SCA5 NRA - Basic Instructors Training Course (BITS)

Per NRA policy we must teach the basic course prior to teaching any instructor course. You need BITS for both

Instructor and RSO.

9-4 PM Days: Mo Room: Ranger's Office Instructor: Harry Gilliam

Minimum Age: 18 Sessions: All

Prerequisites: At Constantin: Monday 9:00AM to 4:00PM in Ranger's office.



SCA6 NRA Basic Rifle Course

9-4:40 PM Days: Tu Room: Ranger's Office Instructor: Harry Gilliam

Additional Fee: \$50.00

Sessions: All

Prerequisites: At Constantin: Monday 4:00PM to 8:30PM in Ranger's office and Tuesday 8:30AM

to 6:00PM with breaks for meals.



SCA8 NRA Range Safety Officer (RSO)

The Boy Scouts of America National Shooting Sports Manual indicates that a certified NRA range safety officer is to directly supervise all live fire on the range.

9-4:40 PM Days: Th Room: Ranger's Office Instructor: Harry Gilliam

Additional Fee: \$75.00

Sessions: All

Prerequisites: At Constantin: Wednesday 4:30PM to 6:00PM in Ranger's office and Thursday 8:

30AM to 6:00PM with breaks for meals.



SCA7 NRA Rifle Instructor





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9-4:40 PM Days: We Room: Ranger's Office Instructor: Harry Gilliam

Additional Fee: \$75.00 Minimum Age: 18 Sessions: All

Prerequisites: At Constantin: Wednesday 8:30AM to 4:00PM in Ranger's office.



SCA4 Paddle Craft Safety (PCS)

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 MB Counselor for Canoeing merit badge in your

unit. Code S83

2-2:55 PM

Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Additional Fee: \$5.00 Minimum Age: 15 Sessions: All

Prerequisites: 2 hour class 1:00 to 3:00 PM daily. Must pass swim test prior to class.

NOTE: Begins at 1:00 pm



SCA1 Scoutmaster & Assistant Position Specific Training (SALT)

SALT - 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". Code S24

9-4:40 PM Days: We Room: Training Room Instructor: Gary Scott

Minimum Age: 18 Sessions: All

Prerequisites: At Constantin: 1 day class on Wednesday. Meet in Training room, behind

Upperdeck, in Dining Hall after breakfast.



SCA3 Swimming & Water Rescue (SWR)

SWR - Is 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 & 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.

Code S82

10-11:55 AM Days: Mo Tu We Th Room: Aquatics Instructor: George Munoz

Additional Fee: \$5.00 Minimum Age: 16 Sessions: All

Prerequisites: 2 hour class from 10:00 AM to noon daily. Must pass swim test prior to class.

