



## Circle Ten Council, Boy Scouts of America

### 2011 Summer Camp at Camp Constantin

#### Course Offering Details Report

<u>Course Name</u>	<u>Participants</u>	<u>Type</u>	<u>Badges</u>	<u>Fee</u>	<u>Length</u>
10: AM Free Time	Scout	Survey		\$0.00	1:00
Notes: If a Scout wants to be free at 10:00 AM for one hour, select this course as one of the top priority courses					
11:00 AM Free Time	Scout	Survey		\$0.00	1:00
Notes: If a Scout wants to be free at 11:00 AM for one hour, select this course as one of the top priority courses					
9:00 AM Free Time	Scout	Survey		\$0.00	1:00
Notes: If a Scout wants to be free at 9:00 AM for one hour, select this course as one of the top priority courses					
Adv Sailing / Boardsailing	Scout	Survey	Boardsailing BSA (Complete)	\$0.00	1:00, lab of 2:00
Notes: This class is recommended for older scouts who have completed all available waterfront merit badges.					
Requirement: Pass the BSA Swimmer's Test. The Scout must have completed Small-Boat Sailing and Swimming Merit Badge. Students taking this class must also be scheduled for the Advanced Sailing Lab from 2:00-4:00					
Restrictions: Recommended Minimum Rank of Star (Mandatory), Unit should try to limit total participants to 1 per 25					
Afternoon Free	Scout	Survey		\$0.00	2:00
Notes: If you want to not schedule courses for the afternoon (2:00 PM to 4:00 PM) select this course as your first choice.					
Archery	Scout	Merit Badge	Archery (Partial)	\$0.00	1:00
Restrictions: Unit should try to limit total participants to 1 per 5					

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Art	Scout	Merit Badge	Art (Partial)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of Scout (Mandatory)					
Astronomy	Scout	Merit Badge	Astronomy (Partial)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory)					
Basketry/Leatherwork	Scout	Merit Badge	Basketry (Complete), Leatherwork (Complete)	\$0.00	1:00
Fee Description: Leather working kits and Basketry kits are available for purchase at the Trading Post. Approximate cost for basketry kits is \$10.00. Approximate cost for Leather kits (3) is \$15.00.					
Notes: When signing up for Leatherwork/Basketry, the Scout will work on both merit badges for the entire week.					
Restrictions: Recommended Minimum Rank of Scout (Mandatory)					
Bird Study	Scout	Merit Badge	Bird Study (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Brazos Buccaneers	Scout	Rank	Tenderfoot (Partial), Second Class (Partial), First Class (Partial), Leatherwork (Complete),	\$0.00	3:00, lab of 2:00
Notes: This program is designed for Scouts that just joined your troop. We do not recommend the program for Scouts that have completed most of the requirements through Second Class. For more information refer to your Camp Leader Guide.					
The Scouts will be occupied during the morning and afternoon and will work on Trail to First Class requirements as well as a couple of merit badges. The merit badges are part of the Buccaneer program and do not require scheduling.					
Restrictions: Recommended Minimum Rank of Scout (Mandatory)					
BSA Lifeguard	All	Certification	BSA Lifeguard (Complete)	\$0.00	3:00, lab of 3:00
Notes: All class attendees must work the open swim from 4:00-6:00. Requirement: All Scouts must be 14 years of age. All Scouts must pass the BSA Swimmer's Test. While Swimming Merit Badge is not required, the swimming requirements for BSA LIFEGUARD are much more extensive than the Swimming Merit Badge.					
Restrictions: Minimum Age of 14 of as of the event (Mandatory)					
Camping	Scout	Merit Badge	Camping (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory)					
Canoeing	Scout	Merit Badge	Canoeing (Complete)	\$0.00	1:00
Notes: Requirement: Pass the BSA Swimmer's Test. The Scout must also show that he knows basic First Aid for injuries that can occur while canoeing and demonstrate CPR skills.					
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory), Unit should try to limit total participants to 1 per 6					

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Chemistry	Scout	Merit Badge	Chemistry (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Cinematography	Scout	Merit Badge	Cinematography (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Citizenship in the World	Scout	Merit Badge	Citizenship in the World (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Communications	Scout	Merit Badge	Communications (Partial)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory)					
Emerg Prep	Scout	Merit Badge	Emergency Preparedness (Partial)	\$0.00	1:00
Notes: Prerequisite: All Scouts need to have earned the First Aid Merit Badge to be able to complete the merit badge. This is requirement #1. Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory), Unit should try to limit total participants to 3 per 25					
Energy	Scout	Merit Badge	Energy (Partial)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Env Sci.	Scout	Merit Badge	Environmental Science (Complete)	\$0.00	1:00
Notes: Recommendation: The Circle 10 Advancement Committee highly recommends that Environmental Science be taken during the Scout's 3rd year at camp. (Age 12 to 13). Please review the requirements and know your Scouts ability. Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Farm Mechanics	Scout	Merit Badge	Farm Mechanics (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					

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First Aid	Scout	Merit Badge	First Aid (Complete)	\$0.00	1:00
Notes: Requirement: All Scouts are required to "Satisfy your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks." Restrictions: Recommended Minimum Rank of 1st Class (Mandatory), Unit should try to limit total participants to 3 per 25					
Fish & Wildlife	Scout	Merit Badge	Fish and Wildlife Management (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory)					
Fishing	Scout	Merit Badge	Fishing (Partial)	\$0.00	1:00
Notes: Must bring own fishing tackle Restrictions: Recommended Minimum Rank of Scout (Mandatory)					
Forestry	Scout	Merit Badge	Forestry (Partial)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Geology	Scout	Merit Badge	Geology (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Hiking/Backpacking	Scout	Merit Badge	Hiking (Partial), Backpacking (Partial)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory)					
Indian Lore	Scout	Merit Badge	Indian Lore (Complete)	\$0.00	1:00
Fee Description: Additional \$\$\$ required for project kits. Restrictions: Recommended Minimum Rank of Scout (Mandatory)					
Instructional Swim	Scout	Survey		\$0.00	1:00

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Law	Scout	Merit Badge	Law (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Lifesaving	Scout	Merit Badge	Lifesaving (Complete)	\$0.00	2:00
Notes: Requirement: Complete Second Class rank requirements 7a through 7c and First Class rank requirements 9a through 9c. Restrictions: Recommended Minimum Rank of Star (Mandatory)					
Mammal/ Reptile Study	Scout	Merit Badge	Mammal Study (Complete), Reptile and Amphibian Study (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory)					
Mile Swim	Scout	Certification	Mile Swim (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Motor Boating	Scout	Merit Badge	Motor Boating (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory), Unit should try to limit total participants to 3 per 10					
Nature	Scout	Merit Badge	Nature (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Nuclear Science	Scout	Merit Badge	Nuclear Science (Partial)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Oceanography	Scout	Merit Badge	Oceanography (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					

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Open Archery	Scout	Survey		\$0.00	1:00
Open Boating	Scout	Survey		\$0.00	1:00
Open Handicraft	Scout	Survey		\$0.00	1:00
Open Rifle / Shotgun	Scout	Survey		\$0.00	1:00
Open Swim	Scout	Survey		\$0.00	1:00
Orienteering	Scout	Merit Badge	Orienteering (Partial)	\$0.00	1:00
	Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)				
Painting	Scout	Merit Badge	Painting (Complete)	\$0.00	1:00
	Restrictions: Recommended Minimum Rank of Scout (Mandatory)				
Photography	Scout	Merit Badge	Photography (Complete)	\$0.00	1:00
	Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)				

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Pioneering	Scout	Merit Badge	Pioneering (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Public Speaking	Scout	Merit Badge	Public Speaking (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Rifle	Scout	Merit Badge	Rifle Shooting (Complete)	\$0.00	1:00
Fee Description: Tickets for 10 shoots can be purchased for \$1.00 at the Trading Post. Scouts should not purchase too many at one time. They are not redeemable at the end of the week.					
Notes: Recommendation: The Scout should allow additional time during the Open Range times to complete his qualification.					
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory), Unit should try to limit total participants to 1 per 4					
Rowing	Scout	Merit Badge	Rowing (Complete)	\$0.00	1:00
Notes: Requirement: Pass the BSA Swimmer's Test. The Scout must also show that he knows basic First Aid for injuries that can occur while rowing and demonstrate CPR skills.					
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory), Unit should try to limit total participants to 3 per 19					
Sculpture	Scout	Merit Badge	Sculpture (Complete)	\$5.00	1:00
Fee Description: Kits are available at the Trading Post for approximately \$5.00					
Notes: This badge requires extra time to complete the projects.					
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Shotgun	Scout	Merit Badge	Shotgun Shooting (Complete)	\$0.00	1:00
Fee Description: Tickets for shotgun shells can be purchased for \$1.00 for 4 shots at the Trading Post.					
Notes: Recommendation: The Circle 10 Advancement Committee highly recommends that this merit badge be taken by older Scouts that have completed the Rifle Merit Badge. Shotguns do have some recoil impact that may prove to be uncomfortable for younger less physically developed Scouts.					
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory), Unit should try to limit total participants to 1 per 10					
Small Boat Sailing	Scout	Merit Badge	Small Boat Sailing (Complete)	\$0.00	2:00
Notes: Requirement: Pass the BSA Swimmer's Test. The Scout must also show that he knows basic First Aid for injuries that can occur while sailing and demonstrate CPR skills.					
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory), Unit should try to limit total participants to 3 per 25					
Snorkeling	Scout	Merit Badge	Snorkeling BSA (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory), Unit should try to limit total participants to 3 per 25					

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Soil and Water Conservation	Scout	Merit Badge	Soil and Water Conservation (Complete)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 1st Class (Mandatory)					
Space Exploration	Scout	Merit Badge	Space Exploration (Complete)	\$0.00	1:00
Fee Description: Required: Rocket kits can be purchased at the Trading Post for \$10.00 per kit. Restrictions: Recommended Minimum Rank of Scout (Mandatory)					
Swimming	Scout	Merit Badge	Swimming (Complete)	\$0.00	1:00
Notes: Swimming Merit Badge can be a first year camper's merit badge. However, please note that the Scout will be required to pass the BSA Swimmer's Test and also complete the Second Class and First Class rank requirements (National BSA requirement). This will be reviewed on the 1st day at camp. If the Scout cannot complete these requirements, he will not be able to continue with Swimming Merit Badge. If at all possible, we encourage unit leaders to evaluate your Scout's swimming ability prior to your arrival at camp					
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory), Unit should try to limit total participants to 3 per 10					
Water Odyssey	Scout	Survey	Water Odyssey (Complete), Whitewater (Partial)	\$60.00	3:00, lab of 3:00
Fee Description: There is a fee associated with the program that will be collected at camp. This fee covers the patch, food and any special items for the Odyssey Program. Notes: The Camp Constantin 2008 Water Odyssey is a program that is designed for older scouts that may have most of the merit badges at camp and have come for a "final summer experience." Generally these Scouts are Eagle rank. If a Life Scout has completed all his merit badges and is working on his project or needs his board of review, they are also eligible to sign up for this program. Water Odyssey is a very challenging and rigorous course that will satisfy any scout's craving for some high adventure while at camp while engaging in some activities such as 6:00 AM waterskiing, Midnight Blobbing and even some large boat sailing. They will not be spending much time in troop activities.  Participants must be at least 14 years of age and no older than 18. Each Scout must pass the BSA Swim Test. The program is recommended for those scouts that already have some knowledge in sailing. Restrictions: Minimum Age of 14 of as of the event (Mandatory)					
Water Sports	Scout	Merit Badge	Water Sports (Complete)	\$0.00	1:00
Notes: This merit badge is for older Scouts that have other aquatic meriti badges such as swimming, canoeing, and small boat sailing. We appreciate your assistance.  Scouts need to be prepared to demonstrate their knowledge of Requirement #1. Restrictions: Recommended Minimum Rank of Star (Mandatory), Unit should try to limit total participants to 1 per 5					
Weather	Scout	Merit Badge	Weather (Partial)	\$0.00	1:00
Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory)					

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Wilderness Survival	Scout	Merit Badge	Wilderness Survival (Complete)	\$0.00	1:00
Notes: Req. #5, survival kit, needs to be brought to camp for credit. Overnighter required. Restrictions: Recommended Minimum Rank of 2nd Class (Mandatory)					
Woodcarving	Scout	Merit Badge	Wood Carving (Complete)	\$0.00	1:00
Fee Description: Scouts should bring their own knife. Carving kits are available at the Trading Post for approximately \$5.00. Notes: Requirement: Scouts should have the proper knife for woodcarving. The camp does not allow any long knives or knives with serrated blades. Restrictions: Recommended Minimum Rank of Scout (Mandatory)					