

# Camp Program Areas

## Aquatics

The Jack D. Furst Aquatics Base here at Camp Constantin is one of the premier aquatics bases in the BSA. There is a huge variety of activities from “Blobbing”, swimming, canoeing, or even waterskiing that are available on the cool beautiful waters of Possum Kingdom Lake. Trust me, for a place to cool off this is the place to be! The Jack D. Furst Aquatics Base at Camp Constantin offers the following merit badges:

- Canoeing
- Rowing
- Motorboating
- Water Sports (skiing)
- Small Boat Sailing
- Swimming
- Lifesaving

All of the aquatic programs require that Scouts be strong swimmers and in good physical condition. National BSA rules require classification as a “Swimmer” by completing the BSA Swim test before participating in the events. There are also some special opportunities beyond our aquatics merit badge program.

## Handicraft

One of the staples of any good camp is the handicraft area. It provides a great, shaded place for a Scout to explore his artistic side. This area is located right next to the Snack Bar, so leaders can take in a cold drink while watching the kids work. We have:

- Art
- Woodcarving
- Sculpture
- Indian Lore
- Basketry and Leatherwork – Combo Class

## Conservation

Our conservation area was greatly improved in 2013 with the addition of a brand new teaching area and pavilion that lies directly across from our new Trading Post; while other teaching areas are still hidden among the trees and trails of Camp Constantin/Jack D. Furst Aquatics Base. In this area, troops can get service projects to work on, or check out simple tools to use for conservation projects in the campsite. This is also where Scouts will work on the following merit badges:

- Energy
- Environmental Science
- Fish and Wildlife Management
- Forestry
- Oceanography
- Soil and Water Conservation
- Weather
- Mammal Study and Reptile and Amphibian Study – Combo Class

## Shooting Sports

Our shooting sports area is great for your Scouts to hone their shooting skills and become a superb marksman. We are continuously improving this area and are proud to have a state-of-the-art five station skeet and trap shotgun range. This newest addition features low, center and high traps with a new Promatic target thrower at each position. There are some additional costs for the Rifle Merit badge (\$2 for 10 rounds) and Shotgun Merit badge (\$.75 for 2 rounds & clay pigeons). Merit badges include:

- Rifle Shooting
- Shotgun Shooting
- Archery

## Scout Skills

Want to climb Mt. Everest? How about survive in the wilderness for a week without food? Want to learn how to build a tree house? Then Scoutcraft is for you! Also known as Scout Skills, this program area is the place to get a li'l rugged and learn all the classic outdoor skills. Our staff here will also help your Scouts 'Be Prepared' to do those things that make Scouts confident and dependable in an emergency.

- Camping
- Emergency Preparedness
- Farm Mechanics
- First Aid
- Orienteering
- Painting
- Pioneering
- Wilderness Survival
- Hiking and Backpacking – Combo Class
- Mountain Biking

## Nature

Our Nature area has many scenic teaching areas set amongst the cedar trees and boulders of the northwest side of the camp. Our main pavilion has aquariums and cages that house local wildlife like snakes, lizards, fish and even giant centipedes! There is much more, so feel free to come check them out any time during the day! Want to take a stroll on a nature trail (using buddy system of course!)? Then hike on up because the Johnson Peak trail begins here. Merit badges offered here include:

- Astronomy
- Fishing
- Geology
- Bird Study
- Nature
- Space Exploration
- Nuclear Science

## Communications and Technology

One of our newer program areas in camp, the Communication and Technology area, is home to Eagle required and high tech merit badges alike. Based on the overwhelming positive feedback, we have added more Welding Merit badge sections and equipment. If you are a Scouter with welding experience and you are willing to help with this very popular class, please notify the program director when you arrive at camp for the week. You will also have an opportunity to participate in exhilarating experiments and inventions like 'Walking on Liquid' (Yes, it can be done!), 'Exploding Air?', and even the Solar Powered Clothes Dryer. This area is the place for creativity, ideas, and fun!

- Citizenship in the World
- Chemistry
- Cinematography
- Photography
- Communications
- Welding