



# Circle Ten Council, Boy Scouts of America

## 2010 Summer Camp at Camp Constantine

### Course Offering Details Report

<u>Course Name</u>	<u>Participants</u>	<u>Type</u>	<u>Badges</u>	<u>Ratio</u>	<u>Fee</u>	<u>Length</u>	<u>Rec. Rank</u>	<u>Min. Age</u>
10:00 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 USA	Scout	Survey	Boardsailing BSA (Complete)	1 per 25	\$0.00	1:00, lab of 2:00	Star	
Notes: This class is recommended for older scouts who have completed all available waterfront merit badges.								
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 (Complete)	1 per 6	\$0.00	1:00		
Art	Scout	Merit Badge	Art (Partial)		\$0.00	1:00	Scout	
Astronomy	Scout	Merit Badge	Astronomy (Partial)		\$0.00	1:00	2nd Class	
Basketry/Leatherwork	Scout	Merit Badge	Basketry (Complete), Leatherwork		\$0.00	1:00	Scout	
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 Notes: When signing up for Leatherwork/Basketry, the Scout will work on both merit badges for the entire week.								
Bird Study	Scout	Merit Badge	Bird Study (Complete)		\$0.00	1:00	1st Class	
Brazos Buccaneers	Scout	Rank	Tenderfoot (Partial), Second Class (Partial),		\$0.00	3:00, lab of 2:00	Scout	
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.								
BSA Lifeguard	All	Certification	BSA Lifeguard (Complete)		\$0.00	3:00, lab of 3:00	Star	14
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.								
Camping	Scout	Merit Badge	Camping (Partial)		\$0.00	1:00	2nd Class	
Canoeing	Scout	Merit Badge	Canoeing (Complete)	2 per 19	\$0.00	1:00	2nd Class	
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.								
Chemistry	Scout	Merit Badge	Chemistry (Partial)		\$0.00	1:00	1st Class	
Cinematography	Scout	Merit Badge	Cinematography (Partial)		\$0.00	1:00	1st Class	
Citizenship in the World	Scout	Merit Badge	Citizenship in the World (Complete)		\$0.00	1:00	1st Class	

Communications	Scout	Merit Badge	Communications (Partial)		\$0.00	1:00	2nd Class
Emerg Prep	Scout	Merit Badge	Emergency Preparedness (Partial)	1 per 14	\$0.00	1:00	2nd Class
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.							
Energy	Scout	Merit Badge	Energy (Partial)		\$0.00	1:00	1st Class
Env Sci.	Scout	Merit Badge	Environmental Science (Partial)		\$0.00	1:00	1st Class
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.							
Farm Mechanics	Scout	Merit Badge	Farm Mechanics (Complete)		\$0.00	1:00	1st Class
First Aid	Scout	Merit Badge	First Aid (Complete)	2 per 19	\$0.00	1:00	1st Class
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."							
Fish & Wildlife	Scout	Merit Badge	Fish and Wildlife Management (Partial)		\$0.00	1:00	2nd Class
Fishing	Scout	Merit Badge	Fishing (Partial)		\$0.00	1:00	Scout
Notes: Must bring own fishing tackle							
Forestry	Scout	Merit Badge	Forestry (Partial)		\$0.00	1:00	1st Class
Geology	Scout	Merit Badge	Geology (Partial)		\$0.00	1:00	1st Class
Hiking/Backpacking	Scout	Merit Badge	Hiking (Partial), Backpacking (Partial)		\$0.00	1:00	2nd Class
Indian Lore	Scout	Merit Badge	Indian Lore (Complete)		\$0.00	1:00	Scout
Fee Description: Additional \$\$\$ required for project kits.							
Instructional Swim	Scout	Survey			\$0.00	1:00	
Law	Scout	Merit Badge	Law (Partial)		\$0.00	1:00	1st Class
Lifesaving	Scout	Merit Badge	Lifesaving (Complete)		\$0.00	2:00	Star
Notes: Requirement: Complete Second Class rank requirements 7a through 7c and First Class rank requirements 9a through 9c.							
Mammal/ Reptile Study	Scout	Merit Badge	Mammal Study (Partial), Reptile and Amphibian Study (Partial)		\$0.00	1:00	2nd Class
Metalwork	Scout	Merit Badge	Metalwork (Partial)		\$0.00	1:00	1st Class
Mile Swim	Scout	Certification	Mile Swim (Complete)		\$0.00	1:00	1st Class
Motor Boating	Scout	Merit Badge	Motor Boating (Complete)	1 per 4	\$0.00	1:00	1st Class
Nature	Scout	Merit Badge	Nature (Partial)		\$0.00	1:00	1st Class
Nuclear Science	Scout	Merit Badge	Nuclear Science (Partial)		\$0.00	1:00	1st Class
Oceanography	Scout	Merit Badge	Oceanography (Partial)		\$0.00	1:00	1st Class
Orienteering	Scout	Merit Badge	Orienteering (Partial)		\$0.00	1:00	1st Class
Painting	Scout	Merit Badge	Painting (Complete)		\$0.00	1:00	Scout
Photography	Scout	Merit Badge	Photography (Partial)		\$0.00	1:00	1st Class
Pioneering	Scout	Merit Badge	Pioneering (Complete)		\$0.00	1:00	1st Class

	Scout	Merit Badge	Public Speaking (Complete)		\$0.00	1:00	1st Class
Rifle	Scout	Merit Badge	Rifle Shooting (Complete)	3 per 13	\$0.00	1:00	2nd Class
<p>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 redemable at</p> <p>Notes: Recommendation: The Scout should allow additional time during the Open Range times to complete his qualification.</p>							
Rowing	Scout	Merit Badge	Rowing (Complete)	1 per 7	\$0.00	1:00	2nd Class
<p>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.</p>							
Sculpture	Scout	Merit Badge	Sculpture (Partial)		\$5.00	1:00	1st Class
<p>Fee Description: Kits are available at the Trading Post for approximately \$5.00</p> <p>Notes: This badge requires extra time to complete the projects.</p>							
Shotgun	Scout	Merit Badge	Shotgun Shooting (Complete)	2 per 23	\$0.00	1:00	1st Class
<p>Fee Description: Tickets for shotgun shells can be purchased for \$1.00 for 4 shots at the Trading Post.</p> <p>Notes: Recommendation: The Circle 10 Advancement Committee highly recommends that this merit badge be taken by older Scouts that have completed the Rifle Merit</p>							
Small Boat Sailing	Scout	Merit Badge	Small Boat Sailing (Complete)	2 per 19	\$0.00	2:00	1st Class
<p>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</p>							
Snorkeling	Scout	Merit Badge	Snorkeling BSA (Complete)	1 per 25	\$0.00	1:00	2nd Class
Soil and Water Conservation	Scout	Merit Badge	Soil and Water Conservation (Partial)		\$0.00	1:00	1st Class
Space Exploration	Scout	Merit Badge	Space Exploration (Complete)		\$0.00	1:00	Scout
<p>Fee Description: Required: Rocket kits can be purchased at the Trading Post for \$10.00 per kit.</p>							
Swimming	Scout	Merit Badge	Swimming (Complete)	2 per 7	\$0.00	1:00	2nd Class
<p>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</p>							
Water Odyssey	Scout	Survey	Water Odyssey (Complete), Whitewater		\$50.00	3:00, lab of 3:00	Eagle 14
<p>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</p> <p>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</p>							
Water Sports	Scout	Merit Badge	Water Sports (Complete)	1 per 6	\$0.00	1:00	Star
<p>Notes: This merit badge is for older Scouts that have other aquatic merit badges such as swimming, canoeing, and small boat sailing. We appreciate your assistance.</p>							
Weather	Scout	Merit Badge	Weather (Partial)		\$0.00	1:00	2nd Class
Wilderness Survival	Scout	Merit Badge	Wilderness Survival (Partial)		\$0.00	1:00	2nd Class
<p>Notes: Req. #5, survival kit, needs to be brought to camp for credit. Overnighter required.</p>							
Woodcarving	Scout	Merit Badge	Wood Carving (Complete)		\$0.00	1:00	Scout
<p>Fee Description: Scouts should bring their own knife. Carving kits are available at the Trading Post for approximately \$5.00.</p> <p>Notes: Requirement: Scouts should have the proper knife for woodcarving. The camp does not allow any long knives or knives with serrated blades.</p>							