

Note to Scoutmaster: The form on this page is intended for you to photocopy and distribute to your youth as they make their merit badge selections for 2017. There is a list of merit badges on the following pages for your Scouts to reference.

Circle Ten CampMaster Course Selection Form

Scout Name: _____ **Rank:** _____

Years at Camp: _____

Signing up for merit badges is easy! List the activities you wish to take in priority order. See the detailed course list for the offered activities to choose from. Up to 5 one-hour courses can be scheduled in the day. Once you make your selections, the CampMaster program will automatically assign times to your course schedule. Keep in mind some courses are two-hours and in some cases all-day. Remember – if you pick a two or three-hour course, you will not be able to select 5 activities. Additional Activities names are collected in case some of the top 5 are not available. You may select an “off” hour at a specific time by choosing “[9 a.m., 10 a.m., 11 a.m., 2 p.m., or 3 p.m.] open”

Priority

Activity Name

1. _____ Hours: _____ Cost: _____
2. _____ Hours: _____ Cost: _____
3. _____ Hours: _____ Cost: _____
4. _____ Hours: _____ Cost: _____
5. _____ Hours: _____ Cost: _____

Two additional choices in case any of the above courses are not available:

6. _____ Hours: _____ Cost: _____
7. _____ Hours: _____ Cost: _____

2017 Program Offerings

	Class	Section		only	Class Limit	Fee	Age Req	Non MB	Swimmer	Notes
1	Advanced Sailing	Aquatics	2		X		13	X	X	A
2	Animation	Comm/Tech		X						
3	Archery	Shooting Sports				\$5				
4	Art	Handicraft		X						
5	Astronomy	Nature								B
6	Auto Maintenance	Industrial Arts								
7	Backpacking/Hiking	Scoutcraft		X						
8	Basketry/Leatherwork	Handicraft				\$15				
9	Bird Study	Nature								
10	Camping	Scoutcraft		X						
11	Canoeing	Aquatics							X	
12	Chemistry	Comm/Tech								
13	Chess	Comm/Tech								
14	Citizenship in the World	Comm/Tech		X						
15	Communication	Comm/Tech		X						
16	Composite Materials/Painting	Industrial Arts								
17	Electronics	Comm/Tech				\$8				
18	Emergency Preparedness	Scoutcraft		X						
19	Energy	Conservation								
20	Environmental Science	Conservation								
21	Farm Mechanics	Industrial Arts		X						
22	First Aid	Scoutcraft								
23	First Year Camper (Brazos Buccaneers)	First Year Camper		X				X		
24	Fish & Wildlife Management	Conservation		X						
25	Fishing	Nature		X						C
26	Forestry	Conservation								
27	Geocaching	Scoutcraft		X						
28	Geology	Nature								
29	Hiking/Backpacking	Scoutcraft		X						
30	Indian Lore	Handicraft				\$8				
31	Insturctional Swim	Aquatics						X		
32	Kayaking	Aquatics							X	

2017 Jack D. Furst Aquatic Base at Camp Constantin
Program Guide

	Class	Section		only	Class Limit	Fee	Age Req	Non MB	Swimmer	Notes
33	Leatherwork/Basketry	Handicraft				\$12				
34	Lifesaving	Aquatics	2		X		12		X	
35	Mammel Study/Nature	Nature		X						
36	Metal Works	Industrial Arts								
37	Mining in Society *NEW*	Industrial Arts								
38	Motor boating	Aquatics			X		13		X	
39	Movie Making/Photography	Comm/Tech								D
40	Nature/Mammel Study	Nature								
41	NOVA - Whoosh	Comm/Tech		X				X		
42	Nuclear Science	Comm/Tech								
43	Oceanography	Conservation								
44	Orieinteering	Scoutcraft		X						
45	Painting/Composite Materials	Industrial Arts								
46	Photography/Movie Making	Comm/Tech								D
47	Pioneering	Scoutcraft		X						
48	Pulp & Paper	Conservation								
49	Reptile & Amphibian Study	Nature		X						
50	Rifle Shooting	Shooting Sports			X	\$10				
51	Rowing	Aquatics							X	
52	Sculpture	Handicraft								
53	Small Boat Sailing	Aquatics			X		12		X	
54	Shotgun Shooting	Shooting Sports			X	\$30	13			
55	Signs, Signals, & Codes *NEW*	Comm/Tech								
56	Space Exploration	Nature				\$7				
57	Swimming	Aquatics							X	
58	Trail to First Class - First Class	First Year Camper						X		
59	Trail to First Class - Second Class	First Year Camper						X		
60	Water Odyssey	Aquatics	2		X	\$25	14	X	X	
61	Watersports (Water skiing)	Aquatics			X		13		X	
62	Weather	Conservation								
63	Welding	Industrial Arts			X	\$15				
64	Wilderness Survival	Scoutcraft		X						
65	Wood Carving	Handicraft				\$7				

Notes: A) Small Boat Sailing is Prerequisite B) Night time lab required C) Should bring a fishing pole D) Should bring digital still camera