



Camp FGL

2012 Summer Camp
Leaders' Guide



campfgl.com

Camp FGL

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For additional forms please visit campfgl.com

About Camp FGL

Welcome Letter & Contact Info



Dear Scout Leader,

Thank you for taking the time to take a look at Camp FGL. We are proud of our camp and programs. As one of the newest camps in the Southern Region we have a lot to offer. Our facilities are first class and with the ability for your Troop to use Fort Bradshaw, our air-conditioned bunk house we can make your summer camp experience focused on an enjoyable experience for you and your Scouts instead of trying to survive in the heat of the summer. Even if your Troop decides to go the more traditional route our Campsites are in great condition and each site has a covered pavilion with electricity and private showers & restrooms with hot and cold water.

Although we have modern amenities including free Wi-Fi in the Scoutmaster's Business Center we have not lost focus on the most important part of the summer camp experience, your Scouts. We pride ourselves on a high staff to camper ratio. Could we run summer camp with less staff, yes we could, but we don't. More staff means more opportunity for individual skill instruction and time to go beyond the requirements. The purpose of summer camp is to give your Scouts a chance to develop and learn new skills, build your Troop youth leadership, and keep boys interested in Scouting with fun and exciting programs.

We encourage you to come to not only Camp FGL but to the Chattahoochee Valley Area. Come a day or two early and take advantage of the local attractions. The world famous Callaway Gardens, The National Infantry Museum, The Coke Space Science Center, Wild Animal Safari, Butts Mill Farms, Navel War Museum, Auburn University, Pine Mountain Trail, Historic Andersonville and The Explorations in Antiquity Center are all within a short distance to camp. We are happy to help you find just the right side trip to make your experience with us even more memorable.

We look forward to seeing you!

Anthony Berger
Scout Executive

Ben Schulz
Camping Director

Adam Lean
Program Director

Who to Contact:

If you have any questions about Camp FGL please contact us using the info below:

Ben Schulz, Camp Director
ben.schulz@scouting.org
706-341-3342

Adam Lean, Program Director
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706-341-3344

Beth Davis, Program Specialist
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706-341-3350

About Camp FGL

Overview of Camp FGL



Camp Location

Camp FGL is located on a 900-acre peninsula on beautiful West Point Lake in LaGrange, Georgia. West Point Lake is a 25,900 acre reservoir of the Chattahoochee River, with over 525 miles of shoreline.

Camp FGL is located on the boarder of West Georgia and East Alabama about halfway between Birmingham and Atlanta. We are just a short drive to many attractions such as Stone Mountain, Pine Mountain Trail, Callaway Gardens, Coca-Cola Space Science Center, The National Civil War Naval Museum, FDR State Park, Little White House, National Infantry Museum at Fort Benning, Westville, and much more.

Living Facilities

There are 7 campsites to choose from, each with their own unique views. Each of the 7 campsites comes complete with a permanent pavilion with picnic tables, electrical outlets, ceiling fans and holds 40 campers. Campers will also enjoy our lighted private bathroom facilities with individual hot showers and flush toilets.

Now available, Troops will be able to spend the week at Camp FGL in style in Fort Bradshaw. Fort Bradshaw is an air-conditioned "dorm" style complex that will accommodate up to 110 Scouts and Adults.

Southern Hospitality

We are committed to customer service and it shows. We are proud to maintain a high ratio of summer camp staff to youth campers. This provides your Scout with personal attention the way summer camp was meant to be.

We also offer a "family style" dining experience for every meal. Instead of standing in long lines, your food is hot and ready on the table when you walk into the dining hall.

Camp Facilities

One of the major advantages of Camp FGL is that we are one of the newest camps in the Southern Region. Our facilities are new and well maintained.

Facilities at Camp FGL include:

- 350-seat air-conditioned dining hall
- Air-conditioned Trading Post
- 24-hour Health Lodge
- Rifle Range & Archery Range
- Brand New Shotgun Range
- 600-seat Chapel and Amphitheatre
- Junior-Olympic sized salt-water filtrated Swimming Pool. No irritated eyes or bleaching of clothes. Our pool decking consists of "cool decking", a special surface that does not get hot
- Waterfront for motor boating, sailing, kayaking, canoeing, and more
- 50-foot Climbing and Rappelling Tower
- C.O.P.E. course with over 20 different elements and an exciting zip line
- Scoutmaster's Lounge for adult leaders complete with air-conditioning, free coffee and free wi-fi
- 100-seat air-conditioned training facility located at Fort Bradshaw
- Mountain Biking & Mountain Boarding trails

Camp Program

Camp FGL prides itself on our top-notch camp program. We know that Troops have many options for Summer Camp and we want to make sure that all Scouts in each Troop enjoy their week at our camp.

Our Camp Program staff starts in the Fall of the previous year getting ready for a quality program experience. Our merit badge counselors as well as first year camper counselors are well trained, friendly, and willing to go the extra mile to make sure that your Scouts are having fun while learning.

Summer Camp 2012

Dates, Camp Fees & Reservations



Camp Dates

Camp FGL has four great weeks to choose from. Weeks 1, 2, and 4 will be our regular Summer Camp program. Week 3 will be our Trek Week and Week 5 we will offer NYLT.

2012 Summer Camp Dates	
Week 1 - Summer Camp	June 17 - June 23
Week 2 - Summer Camp	June 24 - June 30
Week 3 - Trek Week	July 1 - July 7
Week 4 - Summer Camp	July 8 - July 14
Week 5 - NYLT	July 15 - July 21

Reserve your space early to get your week of choice before spaces fill up.

Camp Fees

The camp fees are listed below.

Youth Summer Camp Fees	
Youth Camp Fee (Weeks 1-4)	\$255
Discounted Youth Camp Fee for In-Council Troops who conduct a FOS Presentation	\$240
Provisional Youth Camp Fee (Youth not attending with their Troop)	\$275

Our Provisional Scout Program is great for Scouts who are unable to attend camp with their Troop or wish to attend an additional week of Summer Camp.

Adult Leader Summer Camp Fees	
First Two Adult Leaders	Free
Each additional adult leader	\$150

Fort Bradshaw Upgrade Options	
Upgrade your Troop by staying in Fort Bradshaw - featuring an air-conditioned "dorm" style complex that will accommodate 110 Scouts and Adults. The fee is per person. The entire Troop must elect to upgrade.	\$90 per person

Troop Reservations

After choosing Camp FGL for your 2012 summer camp the first step is to reserve your Troop.

You can reserve your Troop by going to www.campfgl.com and clicking on "Summer Camp 2012" > "Reserve My Troop" or by mailing in a "Camp Reservation Form" located on page 26.

There is a \$250 refundable deposit to reserve your Troop. All Troop deposits will be reimbursed to the Troop by August 1, 2012 as long as the campsite has not been damaged. If a Troop does not attend Camp FGL then the deposit will be forfeited.

Camp Fee Payments

Troops can submit their camper fees to the following address.

George & Jo Jeter Scout Service Center
Camp FGL
1237 1st Ave
Columbus, GA 31901

Refund Policy

Scouts and Adult Leaders will receive a full refund less a \$50.00 cancellation fee if they cancel 60 days before the start of your week of camp, a 50% refund if they cancel within 30 days before the start of your week of camp, and a 25% refund if they cancel within 7 days before the start of your week of camp. No refunds will be issued for cancellations made the day of check-in.

Class/Course Sign Up

All campers (both Scouts and Leaders) may begin to register for classes/courses on April 1, 2012 at www.campfgl.com. Scouts may register for classes prior to all fees being paid, however, the class registrations are not guaranteed until all fees are paid in full.

For a manual "Class Reservation" form please visit www.campfgl.com.

Summer Camp 2012

Provisional Camper Program



What Is A Provisional Camper?

Camp FGL has a program specifically for Scouts who want to attend Camp FGL on their own without their Troop. The Provisional Camper Program is great for Scouts who are unable to attend camp during their Troop's week at camp or for Scouts who wish to attend an additional week of summer camp (whether or not the first week was at Camp FGL).

How Does This Program Work?

All Scouts who would like to attend Camp FGL without their Troop will be placed in a Troop of other provisional Scouts just like them. This is a great opportunity to build friendships and to participate in all of the programs and events just like the other Troops. This Troop will be led by a fully trained Scoutmaster for the entire week and will camp in one of our 7 campsites. Scouts can attend camp for one, two, or for all three weeks.

How Much Does It Cost?

The cost for one week of camp is \$275 and includes everything the Scout will need that week. There is a \$50 non-refundable deposit that must be paid upon registration. This deposit will be applied to the \$275 camp fee.

What Are My Next Steps?

If a Scout is interested in joining "Troop FGL" as a provisional camper then he and his parents will need to complete the registration form for provisional campers on page 27 of this Leader's Guide or online at www.campfgl.com and submit a deposit of \$50.00.

Once you complete the registration form you will be contacted by the Camp FGL staff and your Camp FGL Scoutmaster for the week. You will be given the opportunity to meet your fellow Scouts and the Scoutmaster prior to summer camp so everyone will be able to get to know each other.

I Have a Question...

If you have any questions please contact Ben Schulz or Adam Lean using the info below:

Ben Schulz, Camp Director
ben.schulz@scouting.org
706-341-3342

Adam Lean, Program Director
adam.lean@scouting.org
706-341-3344

Summer Camp 2012

Trek Week / Week 3



What is Trek Week?

Ready to be apart of history? Ready to explore the Chattahoochee River like few ever have? This program will allow both Scouts and adult leaders to experience an aquatics adventure here in our back yard. For Summer 2012, we are taking a crew of 12 Scouts & adults to be the first to experience this Trek adventure. This year, Trek Week will take place July 1 through July 7, 2012.

An Overview of Trek 2012

This year the crew will be taking a journey down the Chattahoochee River while canoeing and kayaking and will be led by two experienced adult kayakers. Scouts must be at least 14 to participate. Even though prior canoeing and kayaking experience is preferred, Scouts and adults will be given opportunities to train prior to the Trek Week.

How Much Does It Cost?

The cost for all participants (both Scouts and adults) will be \$255. This will cover all food, supplies, and camping gear. Participants are responsible for bringing their own camping gear. Space is limited for this program. Please sign up early in order to receive a spot.

Trek Week Day by Day

Below is a general agenda for each day. Specifics will change leading up to Trek Week, however, below is a good "picture" of what participants will be doing each day...

Day 1	Arrive at Camp FGL. Physicals, swim checks, equipment shake down, dinner, and evening review of the float plan.
Day 2	Breakfast at Camp FGL. Morning skill testing, First Aid and Safety Instructions, pack gear into boats and launch from Camp FGL. Team Challenge #1 and lunch on the water. Arrive at campsite. Team Challenge #2. Dinner in campsite.
Day 3	Breakfast at campsite, review float plan for the day. Team Challenge #3 and lunch on the water. Arrive at West Point Dam. Team Challenge #4. Dinner in campsite.
Day 4	Breakfast at campsite, review float plan for the day. Lunch in the City of West Point. Travel south to campsite. Dinner in camp. Team Challenge #5. Campout.
Day 5	Breakfast at campsite, review float plan for the day. Launch from campsite and paddle through Lake Harding. Lunch on the water. Team Challenge #6. Portage Lake Harding Dam. Travel South to campsite in north Columbus. Dinner in campsite.
Day 6	Breakfast at campsite, review float plan for the day. Travel boat launch and meet up with van and trailer, store gear. Take van to downtown Columbus. Lunch in Columbus. Whitewater. Travel back by van to Camp FGL.
Day 7	Pack up gear, breakfast and check out.

What Are My Next Steps?

If a Scout or adult is interested in being apart of the inaugural journey they will need to complete the registration form for Trek Week located on page 28 of this Leader's Guide or online at www.campfgl.com and submit a deposit of \$50.00.

Once you complete the registration form you will be contacted by the Camp FGL staff. You will be given the opportunity to meet your fellow Scouts and the Crew leaders prior to Trek Week so everyone will be able to get to know each other and prepare.

I Have a Question...

If you have any questions please contact Ben Schulz or Adam Lean using the info below:

Ben Schulz, Camp Director
ben.schulz@scouting.org
706-341-3342

Adam Lean, Program Director
adam.lean@scouting.org
706-341-3344

Summer Camp 2012

NYLT Week / Week 5



What is NYLT?

National Youth Leadership Training, NYLT, is an exciting, action-packed program designed for youth members to equip them with leadership skills and experience they can use in their home Troops and Crews and in other situations demanding leadership of self and others.

The NYLT course centers around the concepts of what a leader must BE, what he must KNOW, and what he must DO. The key elements are then taught with a clear focus on HOW TO. The skills come alive during the week as the patrol goes on a Quest for the Meaning of Leadership.

How Does NYLT Week Work?

NYLT is a six-day course. For 2012, NYLT will take place July 15 through July 22 at Camp FGL. Content is delivered in an outdoor setting with an emphasis on immediate application of learning in a fun environment. Interconnecting concepts and work processes are introduced early, built upon, and aided by the use of memory aids, which allows participants to understand and employ the leadership skills much faster.

Built on the legacy of past JLT successes, NYLT integrates the best of modern leadership theory with the traditional strengths of the Scouting experience. Through activities, presentations, challenges, discussions, and audio-visual support, NYLT participants will be engaged in a unified approach to leadership that will give them the skill and confidence to lead well. Through a wide range of activities, games, and adventures, participants will work and play together as they put into action the best Scouting has to offer.

Who Should Attend?

Participants must be a registered Boy Scout or Venturer. **Boy Scouts** must be at least 13 years old by July 15, be at least at First Class Rank, have their Scoutmaster approval, and be serving in (or about to serve in) a significant Troop leadership role. **Venturers** must have their Crew Advisors approval and be serving in (or about to serve in) a significant Crew leadership role.

How Much Does It Cost?

The cost to take NYLT is \$200 if paid by May 15, 2012. After May 15, 2012 the cost will be \$220. Registration Deadline is June 15, 2012. Space is limited to the first 48 Scouts/Venturers that are fully paid.

What Are My Next Steps?

If a Scout or Venturer is interested in taking NYLT then please visit the Chattahoochee Council website at www.Chattahoochee-BSA.org and click on "Programs". On the left hand side, under "Council Training", click on "NYLT". Follow the steps as outlined.

I Have a Question...

If you have any questions please contact Ben Schulz using the info below:

Ben Schulz, Camp Director
ben.schulz@scouting.org
706-341-3342

Camp FGL Program

Program Overview



We believe that summer camp should, at its core, be fun, all the while providing both Scouts and Leaders with opportunities for advancement and learning. Each weekday at Camp FGL is split into two parts - day activities and evening activities.

During the Day

Camp FGL has 3 different experiences available for Scouts during the day. Scouts will get to choose an experience from the following 3 programs.

Merit Badge & Activity Class Program

Summer camp is a great way to earn merit badges. Scouts enjoy our small class sizes and knowledgeable instructors. Camp FGL offers over 50 exciting merit badges as well as several activity classes. Our newest program area, "Merit Badge University", is where Scouts can choose from several different merit badges, many Eagle Required, in a classroom environment.

C.O.P.E. & Climbing

C.O.P.E. (Challenging Outdoor Personal Experience) is a series of group initiative games which help build Trust, Teamwork, Leadership, Communications, Problem Solving, Decision Making, and Self-Esteem. Some activities involve a group challenge while others will test an individuals' skills and agility. C.O.P.E. is ideal for emphasizing group synergy, developing trust, and leadership skills.

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master skills. Those Scouts taking Climbing will get to experience climbing and rappelling on our 50-foot climbing tower.

Scouts will be able to choose between taking both C.O.P.E. and experiencing our 50-foot Climbing and Rappelling Tower or taking C.O.P.E. -OR- Climbing and also taking their choice of merit badges.

First Year Camper (FYC)

One of the highlights of a brand new Scout is going through Camp FGL's First Year Camper program. We have two options for those new to Scouting and/or new to camping - *FYC: Tenderfoot & Second Class* and *FYC: First Class*. Our goal is to get Scouts prepared for the Tenderfoot, Second Class, and First Class ranks. Our First Year Camper program is led by friendly instructors who will see to it that each Scout's first time at camp is a great one.

FGL Nights

Nights are awesome at Camp FGL. All Scouts and Adult Leaders have many opportunities for fun and advancement at night. Campers will be able to participate in many inter-Troop competitions, training for Youth and Adults, and of course, our exciting campfires and so much more.

Just for Leaders

Camp FGL is fun for leaders as well. We offer many different program opportunities for Leaders such as our Leader's Only Shoot, Scoutmaster's Lounge, Appreciation Dinner, training courses, and much more.

Camp FGL Program

Aquatics Program



All boating merit badges require closed toe shoes that can get wet.

Canoeing Merit Badge	
Prerequisites	Complete the BSA Swim Test as a "Swimmer"
Supplies Needed	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	All Scouts

Livesaving Merit Badge	
Eagle Required	
Prerequisites	Complete the BSA Swim Test as a "Swimmer"
Supplies Needed	Scouts must bring long pants and long sleeve button down shirt that can get wet
Additional Fee	None
Recommended For	Older Scouts

Motorboating Merit Badge	
Prerequisites	Complete the BSA Swim Test as a "Swimmer"
Supplies Needed	Closed toe shoes that can get wet
Additional Fee	\$10
Recommended For	Older Scouts

Rowing Merit Badge	
Prerequisites	Complete the BSA Swim Test as a "Swimmer"
Supplies Needed	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	Older Scouts

Small-Boat Sailing Merit Badge	
Prerequisites	Complete the BSA Swim Test as a "Swimmer"
Supplies Needed	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	Older Scouts

Swimming Merit Badge	
Eagle Required	
Prerequisites	Complete the BSA Swim Test as a "Swimmer"
Supplies Needed	Scouts must bring long pants and long sleeve button down shirt that can get wet
Additional Fee	None
Recommended For	All Scouts

Watersports Merit Badge	
Prerequisites	Complete the BSA Swim Test as a "Swimmer"
Supplies Needed	Closed toe shoes that can get wet
Additional Fee	\$30
Recommended For	Older Scouts

BSA Lifeguard Certification	
Spend the week with the Aquatics staff as they train and prepare you to be a certified BSA Lifeguard. BSA Lifeguard is open to both Scouts and Adults. Scouts must be at least 15 years old. Physical strength, stamina, and a great deal of written work is required. Participants will spend the entire week during the day (and during Free Swim sessions) at the pool and/or waterfront.	
Prerequisites	Complete the BSA Swim Test as a "Swimmer"
Supplies Needed	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	Older Scouts (at least 15 years old) and Adult Leaders that are strong swimmers.

Swim Instruction	
Learn to swim with the Camp FGL lifeguards! Session will focus on advancing to the next level of swimming ability.	
Recommended For	All Scouts who are at a Non-Swimmer or Beginner swim classification.

Mile Swim BSA	
Both Scouts and Leaders can earn the Mile Swim BSA award. Swimmers will meet Monday through Thursday morning from 6:00am to 7:00am to practice for the mile swim on Friday.	
Recommended For	Scouts and Adult Leaders who are advanced swimmers.

Scouts can pay for any additional merit badge fees online at www.campfgl.com or at the camp Trading Post.

Campers who take BSA Lifeguard will not be able to take any other merit badge classes that are offered during the day.

Camp FGL Program

Shooting Sports Program



Why is there an additional fee?

Certain merit badges require specific additional costs. Instead of increasing the camp fees for everyone we charge a small fee to those who are using the additional supplies.

Archery Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	Second Year Campers and Older Scouts

To earn this merit badge, the Scout must “qualify” by completing the following at camp:

- Shoot a single round of 14 targets or shoot 30 arrows and meet a certain minimum score (see Req 5. Option A. Part f.)

Rifle Shooting Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	All Scouts

To earn this merit badge, the Scout must “qualify” by completing the following at camp:

- Fire 5 groups (3 shots per group) that can be covered by a quarter.
- Fire 5 groups (5 shots per group). Each shot on the group must meet certain minimum scores related to each target.

Rifle Shooting Merit Badge Muzzle-Loading Rifle Option	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	Older Scouts

To earn this merit badge, the Scout must “qualify” by completing the following at camp:

- Fire 3 groups (3 shots per group) at 50 feet that can be covered by the base of a standard-size soft drink can.
- Fire 3 groups (5 shots per group). Each shot on the group must meet certain minimum scores related to each target.

Shotgun Shooting Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	All Scouts

To earn this merit badge, the Scout must “qualify” by completing the following at camp:

- Hit at least 12 (48%) out of 25 targets in two 25-target groups.

Shotgun Shooting Merit Badge Muzzle-Loading Shotgun Option	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	Older Scouts

To earn this merit badge, the Scout must “qualify” by completing the following at camp:

- Hit at least 5 out of 15 targets.

Camp FGL Program

Merit Badge University



Scouts are advised to not sign up for more than 2 MBU merit badges at camp. Since many of these are Eagle Required merit badges, they can get very involved. Plus, camp is more fun when you are outside!

Prerequisites are requirements that cannot be completed at camp. Scouts are encouraged to complete them prior to coming to camp.

American Heritage Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Astronomy Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Chess Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	None
Recommended For	All Scouts

Citizenship in the Nation Merit Badge	
Eagle Required	
Prerequisites	Req. #2 & 3
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Citizenship in the World Merit Badge	
Eagle Required	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Communications Merit Badge	
Eagle Required	
Prerequisites	Req. #4, 5, & 8
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Computers Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Journalism Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Personal Management Merit Badge	
Eagle Required	
Prerequisites	Req. #8
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Public Speaking Merit Badge	
Prerequisites	Req. #5 & 6
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Scouting Heritage Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Space Exploration Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Camp FGL Program

Ecology Program



Bird Study Merit Badge	
Prerequisites	None
Supplies Needed	a) Notebook & pen/pencil. b) Binoculars highly recommended.
Additional Fee	None
Recommended For	All Scouts

Environmental Science Merit Badge	
Eagle Required	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	Older Scouts

Fish & Wildlife Mgt Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Fishing Merit Badge	
Prerequisites	None
Supplies Needed	Fishing Gear
Additional Fee	None
Recommended For	All Scouts

Geology Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Forestry Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Mammal Study Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Nature Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Pulp & Paper Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Reptile & Amphibian Study Merit Badge	
Prerequisites	Req. #8
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Soil & Water Conservation Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Weather Merit Badge	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

West Point Lake has earned the title of one of the best fishing lakes in the country! Make sure you bring your fishing gear.

Camp FGL Program

Scoutcraft Program



Prerequisites are requirements that cannot be completed at camp. Scouts are encouraged to complete them prior to coming to camp.

Camping Merit Badge	
Eagle Required	
Prerequisites	Req. #9
Supplies Needed	Scouts must bring appropriate camping equipment for an over-nighter (tent, sleeping bag, etc)
Additional Fee	None
Recommended For	All Scouts

Cooking Merit Badge	
Prerequisites	Req. #7
Supplies Needed	None
Additional Fee	None
Recommended For	All Scouts (Scouts will cook and eat several meals in the Scoutcraft area during the week).

Emergency Preparedness Merit Badge	
Eagle Required	
Prerequisites	Req. #1 (Can be completed at camp if Scout signs up for First Aid Merit Badge)
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

First Aid Merit Badge	
Eagle Required	
Prerequisites	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Orienteering Merit Badge	
Prerequisites	None
Supplies Needed	Compass
Additional Fee	None
Recommended For	All Scouts

Personal Fitness Merit Badge	
Eagle Required	
Prerequisites	Req. #1 & 8
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	All Scouts

Pioneering Merit Badge	
Prerequisites	Scouts should practice knots before camp.
Supplies Needed	None
Additional Fee	None
Recommended For	All Scouts

Wilderness Survival Merit Badge	
Prerequisites	Req. #5 (bring kit to camp)
Supplies Needed	None
Additional Fee	None
Recommended For	Older Scouts (Scouts will camp-out overnight in a shelter they construct)

Mountain Boarding & Mountain Biking	
Scouts will get to spend each class having fun while Mountain Boarding and Mountain Biking. Camp FGL has many different mountain biking trails that Scouts will get to explore during the week. Scouts who take this class will also be able to check off all requirements for the Cycling Merit Badge except #8 and 9.	
Prerequisites	None
Supplies Needed	Scouts must bring own mountain bike and helmet.
Additional Fee	None
Recommended For	Older Scouts

Note: This is an Activity class, not a merit badge class.

Camp FGL Program

Handicraft Program



Scouts who take Handicraft Merit Badges may be able to work on other Handicraft Merit Badges during class if time allows.

Art Merit Badge	
Prerequisites	Req. #4
Supplies Needed	None
Additional Fee	\$5
Recommended For	All Scouts

Leatherwork Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	All Scouts

Basketry Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	All Scouts

Music Merit Badge	
Prerequisites	None
Supplies Needed	iPod or another electronic music device
Additional Fee	None
Recommended For	All Scouts

Fingerprinting Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	None
Recommended For	All Scouts

Pottery Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	All Scouts

Indian Lore Merit Badge	
Prerequisites	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	All Scouts

Woodcarving Merit Badge	
Prerequisites	Scouts must have earned their Totin' Chip
Supplies Needed	Pocket Knife
Additional Fee	\$5
Recommended For	Older Scouts

Camp FGL Program

C.O.P.E. & Climbing Program



C.O.P.E.

C.O.P.E. (Challenging Outdoor Personal Experience) is a series of group initiative games and elements which help build Trust, Teamwork, Leadership, Communications, Problem Solving, Decision Making, and Self-Esteem. Some activities involve a group challenge while others will test an individuals' skills and agility.

Participants can climb, jump, balance and swing their way to creative problem solutions through a variety of different activity problems. C.O.P.E. is ideal for emphasizing group synergy, developing trust, and leadership skills. These activities are not designed to be competitive but to stress the goals & objections mentioned above.

Climbing

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master skills. Come test your skill on our 50-foot climbing and rappelling tower.

Scouts will be able to choose between taking both C.O.P.E. and experiencing our 50-foot climbing and rappelling tower or taking C.O.P.E. -OR- Climbing and also taking their choice of merit badges.

Scouts have three options to choose from:

Option 1: C.O.P.E. & Climbing Merit Badge	
With this option, campers will be able to participate in both C.O.P.E. and take the Climbing Merit Badge.	
Additional Fee	\$20
Recommended For	Older Scouts (Must be at least 13 years old)

Option 2: COPE & Selected Merit Badges	
Scouts will get the opportunity to participate in C.O.P.E. and be able to choose from any of the other merit badge classes offered.	
Additional Fee	\$10
Recommended For	Older Scouts (Must be at least 13 years old)

Option 3: Climbing Merit Badge & Selected Merit Badges	
Scouts will get the opportunity to participate in the Climbing Merit Badge and be able to choose from any of the other merit badge classes offered.	
Additional Fee	\$10
Recommended For	Older Scouts (Must be at least 13 years old)

Camp FGL Program

First Year Camper Program



One of the highlights of a brand new Scout is going through Camp FGL's **First Year Camper program**. We have two options for those new to Scouting and/or new to camping - *FYC: Tenderfoot & Second Class* and *FYC: First Class*. Our goal is to get Scouts prepared for the Tenderfoot, Second Class, and First Class ranks. Our First Year Camper program is led by friendly instructors who will see to it that each Scout's first time at camp is a great one.

Scouts can choose from these 2 options...

Option 1: FYC: Tenderfoot & Second Class	
<p>FYC: Tenderfoot & Second Class is geared towards those Scouts new to Scouting and to camping. Our friendly staff will work with each Scout to help them complete some of the requirements in the Tenderfoot and Second Class ranks.</p> <p>Our staff will focus on each Scout becoming comfortable in basic camping and outdoor skills. Scouts will have the opportunity to participate in such skills as hiking, knot tying, earning their Totin' Chip, earning their Firem'n Chit, first aid, swim instruction, and more!</p> <p>Scouts enrolled in FYC: Tenderfoot & Second Class will spend mornings each day in this program and can take merit badge classes of his choice in the afternoon.</p>	
Supplies Needed	Boy Scout Handbook, Daypack, Canteen, Rain Gear, Compass, Pencil & Paper, Pocket Knife, Flashlight, Sun Protection
Recommended For	New Scouts & New Campers who have not yet reached First Class.

Option 2: FYC: First Class	
<p>FYC: First Class is geared towards those Scouts who may be attending camp for the first time but not brand new to Scouting. Scouts in this program should be at the Second Class rank.</p> <p>Our staff will focus on each Scout becoming comfortable in camping and outdoor skills while working on requirements for the First Class rank.</p> <p>Scouts enrolled in FYC: First Class will spend afternoons each day in this program and can take merit badge classes of his choice in the mornings.</p>	
Supplies Needed	Boy Scout Handbook, Daypack, Canteen, Rain Gear, Compass, Pencil & Paper, Pocket Knife, Flashlight, Sun Protection
Recommended For	New Campers who have completed Second Class Rank.

Camp FGL Program

Class Schedule



Session 1 9:00a-9:50a
 Session 2 10:00a-10:50a
 Session 3 11:00a-11:50a
 Session 4 2:00p-2:50p
 Session 5 3:00p-3:50p
 Session 6 4:00p-4:50p
 Session E1 7:00p-7:50p
 Session E2 8:00p-8:50p

Aquatics

Pool

Livesaving MB	M, T, W, Th, F	9:00a-10:50a										
Swimming MB	M, T, W, Th, F	9:00a-9:50a	10:00a-10:50a	2:00p-2:50p	2:00p-3:50p	3:00p-3:50p						
BSA Lifeguard	M, T, W, Th, F			All Day								
Swim Instruction	M, T, W, Th, F		11:00a-11:50a				4:00p-4:50p					
Mile Swim BSA (Daily at 6a-7a)	M, T, W, Th, F								7:00p-7:50p			
Open Pool	M, T, Th											
Snorkeling, BSA	T, Th											8:00p-8:50p

Waterfront

Canoeing MB	M, T, W, Th, F	9:00a-9:50a	11:00a-11:50a	2:00p-2:50p								
Motorboating MB	M, T, W, Th, F	9:00a-9:50a			3:00p-3:50p							
Rowing MB	M, T, W, Th, F		10:00a-10:50a		3:00p-3:50p							
Small-Boat Sailing MB	M, T, W, Th, F		10:00a-10:50a	11:00a-11:50a								
Watersports MB	M, T, W, Th, F			2:00p-2:50p			4:00p-4:50p					
Open Waterfront	T, Th								7:00p-7:50p			
Kayaking, BSA	M, T											8:00p-8:50p

Shooting Sports

Archery MB	M, T, W, Th, F	9:00a-9:50a	10:00a-10:50a	2:00p-2:50p	3:00p-3:50p							
Rifle Shooting MB	M, T, W, Th, F	9:00a-9:50a	10:00a-10:50a									
Rifle Shooting (Muzzle) MB	M, T, W, Th, F			11:00a-11:50a								
Shotgun Shooting MB	M, T, W, Th, F				2:00p-2:50p	3:00p-3:50p						
Shotgun Shooting (Muzzle) MB	M, T, W, Th, F						4:00p-4:50p					
Open Rifle Shooting	M, T											8:00p-8:50p
Open Archery Shooting	T, Th								7:00p-7:50p			
Open Shotgun Shooting	T, Th								7:00p-7:50p			

Merit Badge University

American Heritage MB	M, T, W, Th, F	9:00a-9:50a										
Astronomy MB	T, Th											8:00p-8:50p
Chess MB	M, T, Th								7:00p-7:50p			
Citizenship in the Nation MB	M, T, W, Th, F		10:00a-10:50a	2:00p-2:50p								
Citizenship in the World MB	M, T, W, Th, F						3:00p-3:50p	4:00p-4:50p				
Communications MB	M, T, W, Th, F							4:00p-4:50p				
Computers MB	M, T, W, Th, F	9:00a-9:50a		11:00a-11:50a								
Journalism MB	M, T, W, Th, F		10:00a-10:50a									
Personal Management MB	M, T, W, Th, F											
Public Speaking MB	M, T, W, Th, F			11:00a-11:50a								
Scouting Heritage MB	M, T, W, Th, F						3:00p-3:50p					
Space Exploration MB	T, Th								7:00p-7:50p			
Open MBU	M, T, Th								7:00p-7:50p			8:00p-8:50p

Camp FGL Program

Class Schedule



	Session 1 9:00a-9:50a	Session 2 10:00a-10:50a	Session 3 11:00a-11:50a	Session 4 2:00p-2:50p	Session 5 3:00p-3:50p	Session 6 4:00p-4:50p	Session E1 7:00p-7:50p	Session E2 8:00p-8:50p
Ecology								
Bird Study MB	9:00a-9:50a							
Environmental Science MB		10:00a-10:50a		2:00p-2:50p				
Fish & Wildlife Mgt MB						4:00p-4:50p	7:00p-7:50p	
Fishing MB								
Geology MB	9:00a-9:50a							
Forestry MB		10:00a-10:50a						
Mammal Study MB			11:00a-11:50a					
Nature MB				2:00p-2:50p				
Pulp & Paper MB					3:00p-3:50p			
Reptile & Amphibian Study MB						4:00p-4:50p		
Soil & Water Conservation MB			11:00a-11:50a					
Weather MB					3:00p-3:50p			
Open Fishing							7:00p-7:50p	

Scoutcraft								
Camping MB	9:00a-9:50a			2:00p-2:50p				
Cooking MB		10:00a-10:50a			3:00p-3:50p			
Emergency Prep. MB			11:00a-11:50a			4:00p-4:50p		
First Aid MB	9:00a-9:50a			2:00p-2:50p				
Orienteering MB		10:00a-10:50a			3:00p-3:50p			
Personal Fitness MB	9:00a-9:50a			2:00p-2:50p				
Pioneering MB		10:00a-11:50a			3:00p-4:50p			
Wilderness Survival MB			11:00a-11:50a			4:00p-4:50p		
Mountain Boarding/Biking							7:00p-7:50p	
Totin' Chip							7:00p-7:50p	
Firem'n Chip								8:00p-8:50p

Handicraft								
Art MB	9:00a-9:50a			2:00p-2:50p				
Basketry MB						4:00p-4:50p		
Fingerprinting MB			11:00a-11:50a					
Indian Lore MB	9:00a-9:50a			2:00p-2:50p				
Leatherwork MB		10:00a-10:50a			3:00p-3:50p			
Music MB							7:00p-7:50p	
Pottery MB			11:00a-11:50a					
Woodcarving MB		10:00a-10:50a			3:00p-3:50p			
Open Handicraft						4:00p-4:50p		
							7:00p-7:50p	8:00p-8:50p

C.O.P.E./Climbing								
C.O.P.E.		9:00a-11:50a						
Climbing Tower					2:00p-4:50p			
Open Climbing							7:00p-7:50p	

First Year Camper								
FYC: Tenderfoot & Second Class		9:00a-11:50a				2:00p-4:50p		
FYC: First Class								

Camp FGL Program

FGL Nights



Campwide Activities

It's Showtime! Opening Campfire

Our staff will welcome you to camp...FGL style. Our opening campfire on Sunday night will not be something that you want to miss!

Open Rifle Shooting

Our Rifle Range will be open to any Scout or Leader during select times. Each camper will get to try their hand at Rifle Shooting.

Open Archery

Our Archery Range will be open to any Scout or Leader during select times. Each camper will get a chance to try out the sport of archery.

Open Shotgun Shooting

Our Archery Range will be open to any Scout or Leader during select times. Each camper will get to try out our new shotgun range.

Open Climbing Tower

Our Climbing Tower will be open to any Scout or Leader during select times. This is recommended for older Scouts and all leaders.

Open Pool

Come cool off and relax in our pool. Our pool will be open to any Scout or Leader during select times.

Open Waterfront

Want to spend the evening on our beautiful waterfront? Our waterfront will be open to any Scout or Leader during select times for canoeing, rowing, kayaking, and motor boating.

Movies Under the Stars

Come experience the big screen under the stars during one of our showings. And of course, we will be serving popcorn!

Sewon Games

Do you think your Troop has what it takes to win Camp FGL's Sewon Games? Each Troop will be able to participate in select events based on skill, knowledge, and down right fun. Leaders can participate too!

Order of the Arrow Call-Out Ceremony

Join us for our OA Call-Out ceremony where the Chattahoochee Lodge will call-out those newly elected Scouts and Leaders. If you have any candidates that need to be called-out please bring with you a letter from your Lodge Chief (if outside of Chattahoochee Council) certifying your election and a copy of the Troop Election Report to the Camp Program Director on check-in day.

Order of the Arrow Social

All OA members are invited to our OA Social hosted by the Chattahoochee Lodge immediately following the OA Call-Out Ceremony on Wednesday.

Friday Night is Family Night

Friday Night is Family Night! All families are invited to Camp FGL for an evening of food, fun, and entertainment. Families can join the campers for dinner at 6:00pm and see our Friday Night Live! show starting at 8:00pm. Families may arrive to camp anytime after 5:00pm on Friday. Any guest who wishes to eat can pay at the Administration Building starting at 5:00pm. Meal cost will be \$5.00 per person.

Open Fishing

West Point Lake is considered to be one of the best fishing lakes in the nation. Scouts and Leaders have the opportunity to fish in West Point Lake in unique locations throughout camp. Participants must bring their own fishing gear.

Scouts' Own Religious Service

A Scout is Reverent! Join us at our Scouts' Own service with worship music and a message that everyone will enjoy.

Friday Night Live! Closing Campfire

This is your chance to show us what you've got! All Troops will have their chance to put on their very best stunt or skit. Our camp staff will have something up their sleeve as well.

Individual Classes/Courses

Snorkeling, BSA

Scouts who take this course will be able complete the requirements to earn the Snorkeling BSA award. Recommended for older Scouts and strong swimmers.

Kayaking, BSA

Scouts who take this course will be able complete the requirements to earn the Kayaking BSA award. Recommended for older Scouts and strong swimmers.

Open Merit Badge University

Merit Badge University instructors will be available during select times for any Scout who wishes to work on additional merit badges offered in the Merit Badge University program area.

Open Handicraft

Handicraft instructors will be available during select times for any Scout who wishes to work on additional merit badges offered in the Handicraft program area.

Totin' Chip & Firem'n Chit

Scouts will also have the chance to earn the Totin' Chip as well as the Firem'n Chit.

Mountain Biking & Mountain Boarding

Scouts and leaders will have the opportunity to rent a mountain bike or mountain board and experience the Camp FGL trails.

No registration required for each of these events.

However, the more popular events will fill up fast. Be sure to get there early!

Camp FGL Program

Events Just For Leaders



Activities for Leaders

Leader's Lounge

No Scouts Allowed! Camp FGL has a special lounge just for adult leaders. Come take a break and cool off in our Leader's Lounge located in the Administration building. Free coffee and drinks will be available. We also have Wi-Fi available so you can stay in contact with the outside world. The Leader's Lounge is open every day from 6:30a-11:00p.

Leaders' Appreciation Dinner

Chattahoochee Council would like to express its appreciation to Troops who chose Camp FGL for summer camp. We are inviting two leaders from each Troop for a special dinner. Hosted by our Council President, Council Commissioner and Scout Executive, they will be there to hear your experiences and comments on Camp FGL. The Council looks forward to your input and invites you to help make Camp FGL the best that it can be.

BSA Lifeguard *(Also available for Scouts)*

Spend the week with the Aquatics staff as they train and prepare you to be a certified BSA Lifeguard. BSA Lifeguard is open to both Scouts and Adults. Participants will spend the entire week during the day (and during Free Swim sessions) at the pool and/or waterfront.

Mile Swim BSA *(Also available for Scouts)*

Both Scouts and Leaders can earn the Mile Swim BSA award. Swimmers will meet Monday through Thursday morning to practice for the mile swim on Friday.

Honorary Staff Member

One of Camp FGL's goals is to always improve the quality of all of our classes. In an effort to enhance the merit badge program of Camp FGL we are inviting adult leaders to assist our merit badge counselors with their duties. If you have a particular skill, talent, or hobby and would like to volunteer at least 1 session all 5 days we would love for you to be a Honorary Staff member. If you wish to participate please email the Program Director at adam.lean@scouting.org.

Scoutmaster Merit Badge

All adult leaders are invited to take the Scoutmaster Merit Badge challenge. Any adult leader will have the opportunity to complete certain requirements to earn this badge. A special award will be given out at the Friday night closing campfire for all leaders who earn this award.

Leaders' Only Shoot

All adult leaders are invited to attend the Leader's Only Shotgun and Rifle Shoot. Adult Leaders will be able to test their skills and compete for the top spot in our Leader's Shotgun and Rifle shoot!

Trainings for Leaders

Safe Swim Defense/Safety Afloat

This is a training course for all adult leaders on how to operate safe swimming and boating activities for your Troop. This is a requirement for holding Troop aquatic activities.

Climb on Safely

This is a training course to cover the requirements for conducting safe climbing and rappelling programs for your Troop.

Leave No Trace

Leave No Trace camping is an important part of the outdoor program. This course will cover the policies and procedures of Leave No Trace.

Youth Protection & This is Scouting

These are 2 very important training courses for leaders. Youth Protection must be renewed every two years.

Trek Safely

"Trek Safely" covers 7 key safety points about trekking and is recommended for adult leaders organizing any type of trek.

Scoutmaster Specific Training

Scoutmaster Specific Training has been developed to give new leaders the knowledge and skills needed to be a successful Assistant Scoutmaster or Scoutmaster.

Registration is required for BSA Lifeguard as space is limited.

Living at Camp FGL

Your First Day



Check In

Troops should plan to arrive at Camp FGL between 1:00p and 4:00p. Upon arriving, please proceed to the Administration Building. The Troop Leader should check-in to camp in the Administration Building. During this time, the Troop Leader should have the following items ready for turn in: a) final count of Scouts and leaders, b) class registration changes, c) Scout and leader health forms to be turned into the Health Officer, d) any Scout's medicines to be turned into the Health officer, and d) any unpaid fees.

While the Troop Leader is inside, the rest of the Troop can enjoy snacks and drinks in our "Welcome to Camp FGL" tent located outside of the Administration Building. As soon as the Troop Leader has completed the check-in process your Troop will be assigned a Camp Staff Guide.

Camp Tour

Once your Troop has been checked in by camp management your Troop will be ready for the camp tour. The camp tour will kick-off with a Troop Photograph. The next several stops will be a tour of various program areas, the Dining Hall, Trading Post, your bath house, and will end at your camp site. Your Camp Staff Guide will also be able to assist your Troop by pointing out time saving shortcuts for getting to and from your campsite as well as to various program areas.

Tip: The first stop of the Troop Tour will be your Troop Photograph. Have Scouts arrive to camp in their BSA Field Uniform so they are prepared (and clean) for a Troop photo!

Campsite Setup

At the end of your tour, all Scouts (and Adult Leaders if applicable) will need to change into their swim suits to prepare for the Swim Checks. Your Troop leader will be issued a Swim Check time during check-in. All other available time should be spent setting up your campsite. Camp FGL allows one vehicle at a time per Troop inside camp. You may use this time to unload all equipment. As soon as you finish unloading we ask that you return your vehicle to the camp parking lot.

Swim Checks

All campers (both Scouts and Leaders) who have not completed a swim check by a certified American Red Cross or BSA Lifeguard will need to complete a swim check on the first day of camp (if the camper plans on using the pool and/or waterfront).

The Troop leader will receive a swim check time upon checking in at the Administration Building. At the designated time, your Troop should arrive to the pool (already in swim suits) to begin your swim checks.

Tip: Conduct all swim checks prior to your arrival at Camp FGL. Just provide the Aquatics Director a roster of your Troop's swim classifications.

SPL/Leaders' Meeting

There will be a SPL/Leaders meeting at 7:30p at the Fort Bradshaw Training room. At this meeting, members of the camp staff will give an overview of camp policies and procedures and any updates/changes to the program during the week. You will also have the opportunity to ask any questions about your week at summer camp.

Sunday Schedule	
1:00p-5:00p	Check In (1:00p-4:00p) Camp Tour Swim Checks Setup Camp
6:15p	Assembly at Flag Poles
6:30p	Dinner
7:30p	SPL/Troop Leader's Meeting <i>Fort Bradshaw Training Room</i>
9:00p	Opening Campfire
11:00p	Taps

Living at Camp FGL

Week at a Glance



Flag Assemblies

The morning and the evening assemblies will take place at the flag poles. This will be an opportunity for the staff to make any camp-wide announcements. After any announcements the camp will be led in a grace and each Troop will be dismissed to the dining hall.

Dining Hall Procedures

Meals at Camp FGL are served "family style". Scouts are expected to sit with their Troop at their assigned tables as soon as they enter the dining hall.

Family Style meals have become a favorite of campers at Camp FGL. No waiting in lines here!

Table waiters will set the table prior to meals, bring out the food to the table, clear and wipe off tables, dispose of trash, and leave their area clean for the next meal. The Dining Hall Steward will oversee meal cleanup and dismiss the waiters after their area is inspected.

If there are any special dietary needs, please email the Camp Director at ben.schulz@scouting.org.

Leaders'/SPL Meetings

We will have daily meetings for Adult Leaders and Senior Patrol Leaders. At this meeting, each leader will get important information for the day including schedule changes. This meeting should last no more than 15 minutes.

Each Troop should send at least 1 adult leader and their SPL.

Weekly Schedule (Mon - Fri)

7:00a	Reveille
8:00a	Morning Assembly
8:15a	Breakfast
9:00a	Session #1
10:00a	Session #2
11:00a	Session #3
12:15a	Lunch
1:00p	Troop Time
2:00p	Session #4
3:00p	Session #5
4:00p	Session #6
5:00p	Troop Time & Sewon Games
6:00p	Evening Assembly
6:15p	Dinner
7:00p	Evening Program Activities Scouts' Own Service (Wed Only)
8:00p	Evening Program Activities Movie (Tue & Thu Only) O.A. Call-Out (Wed Only) Friday Night Live! (Fri Only)
9:00p	Troop Time O.A. Social (Wed Only)
10:00p	Taps

Living at Camp FGL

Camp Info & Policies



Trading Post

The Trading Post is located to the right of the dining hall and features a variety of items such as camp memorabilia, supplies, and concession items. All tickets for program fees can be purchased at the Trading Post.

Trading Post Schedule	
Sunday	7:00p-9:00p
Monday	8:45a-12p, 1p-6p, 7p-9p
Tuesday	8:45a-12p, 1p-6p, 7p-9p
Wednesday	8:45a-12p, 1p-6p, 7p-9p
Thursday	8:45a-12p, 1p-6p, 7p-9p
Friday	8:45a-12p, 1p-6p, 7p-9p
Saturday	Closed

Lost and Found

The Lost and Found is located at the Trading Post. If you find an item please take it to the Trading Post. If you lose an item, check with the Trading Post.

Internet Availability

Free Wi-Fi is available in the Scoutmaster's Lounge located in the Administration Building. Internet is available for leaders only. The Wi-Fi password is located in the Scoutmaster's Lounge.

Telephone

We will have a phone available in the Scoutmaster's Lounge located in the Administration Building. This service is available for leaders only.

Electronics

Camp FGL does not have a specific policy on electronics in camp. We will respect the policy of each individual Troop.

Camp Mail/Email

Parents are encouraged to write to their son at camp via mail or email. If a parent would like to write a letter (or send a package) please send it to:

Scout's Name, Troop Number
C/O BSA Camp FGL
2818 Antioch Road
LaGrange, GA 30240

If a parent would like to write an email to their son please send the email to campfgl@scouting.org. Each email will be printed out and given to the Scouts' leader. Please do not include files or attachments. Scouts will not be able to respond to emails at camp.

Check-in/out Procedures

All campers (Scouts and Adult Leaders) who wish to leave camp during the week must sign out at the Administration Building. When returning, all campers must sign in at the Administration Building.

Visitors

Parents and visitors are invited to visit camp during the week. All visitors must sign in at the Administration Building. It is recommended that if parents or visitors come to camp that they come to the Wednesday night dinner and stay for the evening campfire. If a visitor would like to visit for the dinner they must purchase a meal ticket at the Trading Post.

Alcohol/Drugs/Tobacco

The use of alcohol and illegal drugs are expressly prohibited while at Camp FGL or on the Chattahoochee Scout Reservation. Any use will result in immediate dismissal from camp property. Adult Leaders are prohibited from using tobacco products around Scouts. Persons under the age of 18 are not allowed to use tobacco products. Smoking is strictly prohibited in all camp building and tents and will be limited to designated areas only.

Bike Rules

Campers are encouraged to bring bikes to camp. All campers are expected to observe the following Camp FGL rules regarding bikes:

Bike Safety Rules	
1)	Always wear a helmet;
2)	Do not ride or park on sidewalks;
3)	Park in designated "bike zones" only;
4)	Ride slowly and cautiously down steep hills;
5)	Do not ride after 8:00p as it is too dark for a rider to see pedestrians;
6)	Scouts riding bikes must possess a bike riding permit.

Campers who wish to ride a bike during the week must attend a short "Bicycle Safety Course" on Sunday afternoon. This course is given by your Camp Staff Guide. Upon completion of this course, scouts will receive a bike-riding permit. This permit must be displayed on their bike when riding. If using the Mountain Bike Trails, you must sign out at the Scoutcraft pavilion before you start and sign in upon finishing. Also, all riders must observe the "Buddy System" at all times.

Firearms

Camp supplied firearms and ammunition will be permitted at the Shooting Sports program area only. No other firearms or ammunition will be permitted at camp.

Living at Camp FGL

Camp Info & Policies



Emergency Procedures

All emergency procedures will be posted on camp bulletin boards in each campsite as well as in each program area & major facility.

Camp FGL's emergency signal is 3 long blasts of our emergency signal system. Upon hearing this, all Scouts and Leaders must report directly to the flagpoles to receive further instruction. If you hear these signals during inclement weather all campers should report directly to the dining hall or nearest shelter (e.g. bath house).

Emergency Telephone Number

Parents are encouraged to write to their son at camp via mail or email. Parents can call camp only if it is truly an emergency. The emergency number to camp is: 706-845-9277.

Uniforms

The official BSA field uniform is to be worn to the evening flag assembly and to dinner each evening. Throughout the day, Scouts should wear activity appropriate clothing that reflect Scout spirit. Scouts wearing inappropriate clothing will be asked to go back to their campsite and change.

Footwear

Closed toe shoes must be worn at all times except when at the pool. Sandals are not allowed at camp.

Health Lodge

A Health Lodge is available with a qualified Health Officer on duty 24 hours a day. In addition, the Chattahoochee Council has agreements with a local physician and the West Georgia Medical Center in the event that additional medical treatment is deemed necessary. In the case of a non-life threatening injury the Troop Leader will be asked to provide transportation to the hospital or elsewhere as directed. An ambulance will be called in the case of accidents of a more critical nature. If parents will not be at home while their son is at camp, they should provide contact information in the event of an emergency.

Insurance

The Chattahoochee Council provides accident and sickness insurance for all its Troops. Troops outside of Chattahoochee Council must provide certification of Troop and/or Council accident and sickness coverage.

Pets

No pets of any kind may be brought into camp.

Medical Forms

All Scouts and Adult Leaders must complete the BSA Annual Health and Medical Record - Part A, B, and C. These forms are available through your local Council Service Center or the Chattahoochee Council website. (www.chattahoochee-bsa.org)

Medications

Prescription drugs must be placed in a locked storage at all times while in camp. NO EXCEPTIONS. Troop leaders have the option of storing and administering prescription drugs in their campsites or facilitating through the Health Lodge.

Restricted Areas

There are some areas throughout the camp that are restricted. Other Troop campsites and staff campsites are off limits and should only be visited with permission from those Troops. Program Areas and other facilities are off limits when not in operation.

Troop Leadership

Each Troop must have two registered Adult Leaders in camp at all times. One leader must be at least 21 years old and the other must be at least 18. All Adult Leaders must have medical forms, even if only in camp for a portion of the week, and these forms must be turned into the Health Lodge upon arrival to camp.

Vehicles & Trailers

Vehicles are not allowed in camp (beyond the Administration Building) except during check-in on Sunday and check-out on Saturday. During these designated times, the Troop may use one vehicle at a time to take equipment to their campsite. All vehicles must be removed from the campsite immediately after unloading. Troop trailers may be kept in campsites.

Facilities/Equipment

Any equipment or camp property damaged by a Troop will be replaced or repaired by the Troop. The Troop is financially responsible for any monetary loss to the Council. Troops are to inspect sites on check-in and report pre-existing problems or damage to the Camp Commissioner. On check-out, Troops are to complete an inspection with the Camp Commissioner of the campsite and equipment.

Forms

Troop Reservation Form



Use this form to reserve your Troop's place at Camp FGL for 2012.

Step 1: Troop Information

Troop # _____ Council _____
Point of Contact _____ Phone Number _____
Address _____ City _____ St _____ Zip _____
Email Address _____
Approximate Number of Youth Attending Summer Camp _____
Approximate Number of Adults Attending Summer Camp _____

Step 2: Week Request

Please indicate your 1st, 2nd, and 3rd place week choice.

Week 1 _____ Week 2 _____ Week 4 _____

*For Week 3 (Trek Week) and Week 5 (NYLT Week)
please see pages 7 & 8 for registration info.*

2012 Summer Camp Dates

Week 1 - Summer Camp	June 17 - June 23
Week 2 - Summer Camp	June 24 - June 30
Week 3 - Trek Week	July 1 - July 7
Week 4 - Summer Camp	July 8 - July 14
Week 5 - NYLT	July 15 - July 22

Step 3: Campsite Request

Please indicate your 1st, 2nd, and 3rd place choice for campsite.

Campsite #1 _____ Campsite #2 _____ Campsite #3 _____ Campsite #4 _____
Campsite #5 _____ Campsite #6 _____ Campsite #7 _____ No Preference _____
Fort Bradshaw (\$90 per camper) _____

Step 4: Place a Deposit

The refundable deposit for Camp FGL is \$250. All Troop deposits will be reimbursed to the Troop by August 1, 2012 as long as the campsite has not been damaged. If a Troop does not attend Camp FGL then the deposit will be forfeited.

You may mail this form along with a check to:
George and Jo Jeter Scout Service Center
Camp FGL - Summer Camp Reservation
1237 First Ave
Columbus, GA 31901

You may also email or fax in your reservation form. Once you email or fax your form you may then mail a check to the address to the left.

Email: campfgl@scouting.org
Fax: 706-507-1789

Reservation Questions? Please contact Beth, Program Specialist, at 706-327-2634.

Forms

Provisional Camper Registration



Use this form to reserve a Provisional Camper for Summer Camp 2012.
For specific information on Provisional Campers please see page 6.

Step 1: Camper Information

Troop # _____ Council _____

Scout's Name _____ Parent's Name _____

Best Phone Number _____

Address _____ City _____ St _____ Zip _____

Email Address _____

Emergency Contact _____ Relation _____

Emergency Contact Phone Number _____

Step 2: Week Request

Please indicate your 1st, 2nd, and 3rd place week choice.

Week 1 _____ Week 2 _____ Week 4 _____

*For Week 3 (Trek Week) and Week 5 (NYLT Week)
please see pages 7 & 8 for registration info.*

2012 Summer Camp Dates

Week 1 - Summer Camp	June 17 - June 23
Week 2 - Summer Camp	June 24 - June 30
Week 3 - Trek Week	July 1 - July 7
Week 4 - Summer Camp	July 8 - July 14
Week 5 - NYLT	July 15 - July 22

Step 3: Place a Deposit

The deposit for a Provisional Camper is \$50 and will be applied to the \$275 fee.

You may mail this form along with a check to:

George and Jo Jeter Scout Service Center
Camp FGL - Summer Camp Reservation
1237 First Ave
Columbus, GA 31901

You may also email or fax in your reservation form. Once you email or fax your form you may then mail a check to the address to the left.

Email: campfgl@scouting.org
Fax: 706-507-1789

Reservation Questions? Please contact Beth, Program Specialist, at 706-327-2634.

Forms

Trek Week Registration



Use this form to reserve a Scout or Adult Leader for our Trek Week.
For specific information on Trek Week please see page 7.

Step 1: Participant Information (please complete a separate form for each participant)

Troop/Crew # _____ Council _____ Is this a Scout or Adult? _____

Participant's Name _____

Parent's Name (if a Scout) _____ Best Phone Number _____

Address _____ City _____ St _____ Zip _____

Email Address _____

Emergency Contact _____ Relation _____

Emergency Contact Phone Number _____

Step 2: Place a Deposit

The deposit for a Trek Week participant is \$50 and will be applied to the \$255 fee.

You may mail this form along with a check to:

George and Jo Jeter Scout Service Center
Camp FGL - Summer Camp Reservation
1237 First Ave
Columbus, GA 31901

You may also email or fax in your reservation form. Once you email or fax your form you may then mail a check to the address to the left.

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