



Camp FGL

2013 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 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 Lounge 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. **We are very excited about the opening of the World's Largest Urban Whitewater Course in Columbus, GA - Just 45 minutes away from Camp FGL.** We are also offering the chance for Troops to experience the Whitewater course while at camp by going on a Whitewater Excursion. More information is available in this Leaders' Guide. There are other exciting attractions close to camp such as 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@campfgl.com
706-341-3342

Adam Lean, Program Director
adam@campfgl.com
706-594-2134

Beth Davis, Program Specialist
beth@campfgl.com
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 great attractions such as the World's Largest Urban Whitewater Course just 45 minutes from Camp FGL. We are also close to 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 bathhouse facilities with individual hot showers and flush toilets.

For a nominal fee, Troops may 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, coffee and wi-fi
- 100-seat air-conditioned training facility located at Fort Bradshaw
- Mountain Biking & Mountain Boarding trails

Summer Camp 2013

Dates, Camp Fees & Reservations



Camp Dates

Camp FGL has four great weeks to choose from. Weeks 1, 2, and 4 is our regular Summer Camp program. Week 3 is our Trek Week program.

2013 Summer Camp Dates	
Week 1	June 16 - June 22
Week 2	June 23 - June 29
Week 3 - Trek Week	June 30 - July 6
Week 4	July 7 - July 13

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

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 2013 summer camp the first step is to reserve your Troop's space at camp. You can reserve your Troop by completing the Troop Reservation Form located in the back of this guide. You can also reserve online by going to www.campfgl.com. Click on "Summer Camp 2013" > "Reserve My Troop".

Troop Deposit

There is a \$250 deposit to reserve your Troop at Camp FGL. After camp this deposit can be "rolled over" to reserve your spot for the 2014 camping season or reimbursed to the Troop after camp. All Troop deposits will be reimbursed to the Troop as long as the campsite has not been damaged.

Camper Deposits & Payments

There is a \$100 deposit for each Scout. This deposit must be received in order to register for merit badge classes. Online class registration will open on April 1st, 2013. This deposit will be applied to the camper fees.

If your Troop places a \$100 deposit for all campers at least 30 days before arriving for camp then your entire Troop will receive a free Camp FGL 2013 T-Shirt.

All remaining fees can be mailed to the Chattahoochee Council Service Center (address below) or can be paid at camp upon arrival.

George & Jo Jeter Scout Service Center
Camp FGL Summer Camp 2013
1237 1st Ave
Columbus, GA 31901

Refund Policy

Scouts and Adult Leaders will receive a full refund of their deposit (plus any payments made) if they cancel at least 30 days prior to their first day of camp.

Class/Course Sign Up

All campers (both Scouts and Leaders) may begin to register for classes/courses on April 1, 2013 using our online registration system. Login info will be emailed to the Troop contact in March. You will be able to register for classes/courses the same number of Scouts and Adults as you have turned in \$100 deposits for.

Summer Camp 2013

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. There is a \$100 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 online at www.campfgl.com (Click on Summer Camp 2013 and then Forms) and submit a deposit of \$100.00.

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@campfgl.com
706-341-3342

Adam Lean, Program Director
adam@campfgl.com
706-594-2134

Summer Camp 2013

Trek Week / Week 3



What is Trek Week?

Ready to explore the Chattahoochee River like few ever have? Ready to raft the world's largest urban whitewater course? Camp FGL is taking a "Trek Crew" made up of Scouts and Adults Leaders on a canoeing and whitewater adventure during Trek Week (June 30-July 6, 2013).

An Overview of Trek 2013

This year the Trek Crew will be taking a canoeing journey down the Chattahoochee River that will be led by two experienced adult kayakers. The Trek Crew will camp at night along the trek. The Trek Crew will also have the chance to whitewater down the Chattahoochee River on the world's largest urban whitewater course. Scouts must be at least 14 to participate.

How Much Does It Cost?

The cost for all participants (both Scouts and adults) will be \$255. This will cover all food, supplies, and crew 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. You can sign up individually without your Troop.

What Are My Next Steps?

If a Scout or adult is interested in being on the 2013 Trek Crew they will need to complete the registration form for Trek Week located online at www.campfgl.com (Click on Summer Camp 2013 and then Forms) and submit a deposit of \$100.00. The deposit will be applied to the \$255 Trek Fee.

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@campfgl.com
706-341-3342

Adam Lean, Program Director
adam@campfgl.com
706-594-2134

Camp FGL Program

Program Overview



Each Scout can choose from the following activities each day:

Merit Badge Sessions

Scouts can choose up to 5 merit badges to take while at camp at one of our 9 program areas.

POOL

Lifesaving MB, Swimming MB

WATERFRONT

Canoeing MB, Kayaking MB, Motorboating MB, Rowing MB, Small-Boat Sailing MB, Watersports MB, Whitewater MB

SHOOTING SPORTS RANGES

Archery MB, Rifle Shooting MB, Shotgun Shooting MB

MERIT BADGE UNIVERSITY

Astronomy MB, Automotive Maintenance MB, Chess MB, Citizenship in the Nation MB, Citizenship in the World MB, Communications MB, Journalism MB, Personal Fitness MB, Salesmanship MB, Space Exploration MB, Welding MB

ECOLOGY LODGE

Bird Study MB, Environmental Science MB, Fish & Wildlife Management MB, Fishing MB, Geology MB, Forestry MB, Mammal Study MB, Nature MB, Pulp & Paper MB, Reptile & Amphibian MB, Soil & Water Conservation MB, Weather MB

CLIMBING TOWER

Climbing MB

HANDICRAFT PAVILION

Art MB, Basketry MB, Fingerprinting MB, Indian Lore MB, Leatherwork MB, Music MB, Painting MB, Pottery MB, Woodcarving MB

SCOUTCRAFT

Camping MB, Cooking MB, Emergency Preparedness MB, First Aid MB, Geocaching MB, Orienteering MB, Pioneering MB, Wilderness Survival MB

Brown Sea Island First Year Camper Program

First Year Campers can take our first year camper program as well as choose from up to 3 merit badges. See page 18 for more information.

Afternoon Activity Sessions

Scouts can participate in fun and exciting activities while at camp. These activities require pre-registration.

Our Activities Include:

Whitewater Rafting, BSA Lifeguard, Snorkeling BSA, Swim Instruction, BSA Jet Ski Program, Advanced Waterskiing, Team Sports, Project C.O.P.E., Mountain Boarding, Mountain Biking, Advanced Rifle & Shotgun Shooting, Instructional Fishing, Mile Swim BSA, Do a Good Turn Daily

After Dinner Activity Sessions

The fun continues after dinner with these activities. These activities are open to the entire camp and do NOT require pre-registration.

Our Activities Include:

Free Swim, Open Boating (Canoeing, Rowing, & Kayaking), Open Archery Shooting, Open Rifle Shooting, Open Shotgun Shooting, Chess Tournaments, Open Handicraft, Open Climbing Tower (Climbing & Rappelling), Video Games, FGL Game Nights, Movie Under the Stars

Camp FGL Program

How we help you meet the AIMS of Scouting



Camp FGL's goal is to support the Troop in it's goal of meeting the **AIMS** of Scouting by providing **METHODS** to get there. As a Troop leader, your AIM is to...

- 1) Grow Scouts in moral strength and character;
- 2) Grow responsible Citizens
- 3) Develop Scouts in physical, mental, and emotional fitness.

Camp FGL can help you meet these AIMS by providing camp specific methods such as...

- 1) **Advancement**
We offer many advancement opportunities at each of our 9 program areas.
- 2) **Ideals**
Our program has been designed to reflect the Scout Oath, Law, Motto and Slogan. Our Camp Staff is not only expected to exude these ideals but to help instill them in our campers.
- 3) **Patrols**
Camp FGL expects and encourages each Troop to operate using the Patrol Method while at camp. We also take advantage of opportunities in each of our program areas to utilize the Patrol Method.
- 4) **Outdoors**
Camp FGL is where the outdoors meets fun!
- 5) **Adult Association**
Each of our program areas are led by adult leaders whose goal is to ensure that the campers in their area are having a positive experience.
- 6) **Personal Growth**
Camp FGL encourages all Scouts, Patrols, and Troops to participate in service projects while at camp.
- 7) **Leadership Development**
Camp FGL expects each Troop to utilize the "boy-led" method while at camp. All "leader" meetings at camp are geared towards elected Scout leaders (e.g. Senior Patrol Leaders) as well as the adult leaders.
- 8) **Uniform**
Camp FGL expects all campers to wear the appropriate uniform at all times.

Camp FGL Program

Merit Badge Sessions (Time Blocks 1-5)



At the Pool

Lifesaving Merit Badge Eagle Required	
Scouts must be able to complete the BSA Swim Test to take this merit badge.	
Time Block Offered	1 & 4 (This class takes up 2 time blocks)
Requirements Not Completed at Camp	None
Supplies to Bring	Scouts must bring long pants and long sleeve button down shirt that can get wet
Additional Fee	None
Recommended For	2nd Year Campers

Swimming Merit Badge Eagle Required	
Scouts must be able to complete the BSA Swim Test to take this merit badge.	
Time Block Offered	1,2,3,4,5
Requirements Not Completed at Camp	None
Supplies to Bring	Scouts must bring long pants and long sleeve button down shirt that can get wet
Additional Fee	None
Recommended For	1st Year Campers

We base the "recommended" section on the difficulty of the course and the experience level needed.

At the Waterfront

Canoeing Merit Badge	
Scouts must be able to complete the BSA Swim Test to take this merit badge.	
Time Block Offered	2,3,5
Requirements Not Completed at Camp	None
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	1st Year Campers

Motorboating Merit Badge	
Scouts must be able to complete the BSA Swim Test to take this merit badge.	
Time Block Offered	1,2,3,5
Requirements Not Completed at Camp	None
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	\$10 for fuel
Recommended For	3rd Year Campers

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

Kayaking Merit Badge	
Scouts must be able to complete the BSA Swim Test to take this merit badge.	
Time Block Offered	2,3,4,5
Requirements Not Completed at Camp	None
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	3rd Year Campers

Rowing Merit Badge	
Scouts must be able to complete the BSA Swim Test to take this merit badge.	
Time Block Offered	1 & 4
Requirements Not Completed at Camp	None
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	1st Year Campers

Camp FGL Program

Merit Badge Sessions (Time Blocks 1-5)



Small-Boat Sailing Merit Badge	
Scouts must be able to complete the BSA Swim Test to take this merit badge.	
Time Block Offered	1 & 4 (This class takes up 2 time blocks)
Requirements Not Completed at Camp	None
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	3rd Year Campers

Watersports Merit Badge	
Scouts must be able to complete the BSA Swim Test to take this merit badge.	
Time Block Offered	1,2,3,4
Requirements Not Completed at Camp	None
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	\$30 for fuel
Recommended For	3rd Year Campers

Whitewater Merit Badge	
Scouts must be able to complete the BSA Swim Test to take this merit badge. Scouts must also sign-up for the Whitewater Rafting trip (see page 19)	
Time Block Offered	1,3,4,5
Requirements Not Completed at Camp	None
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	\$50 (includes transportation)
Recommended For	3rd Year Campers

At the Shooting Sports Ranges

Archery Merit Badge	
Time Block Offered	1,2,3,4,5
Requirements Not Completed at Camp	None
Supplies to Bring	None
Additional Fee	\$5 for arrow supplies
Recommended For	2nd Year Campers

Rifle Shooting Merit Badge (Black Powder)	
Time Block Offered	3
Requirements Not Completed at Camp	None
Supplies to Bring	None
Additional Fee	\$15 for ammo
Recommended For	3rd Year Campers

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.

Rifle Shooting Merit Badge (.22s)	
Time Block Offered	4 & 5
Requirements Not Completed at Camp	None
Supplies to Bring	None
Additional Fee	\$15 for ammo
Recommended For	1st Year Campers

Shotgun Shooting Merit Badge	
Time Block Offered	1,2,3
Requirements Not Completed at Camp	None
Supplies to Bring	None
Additional Fee	\$25 for ammo and targets
Recommended For	2nd Year Campers

Camp FGL Program

Merit Badge Sessions (Time Blocks 1-5)



At Merit Badge University

Astronomy Merit Badge	
This class is taught by the Columbus State University's Coca-Cola Space & Science Center and features an indoor planetarium brought to Camp FGL! This is a night class.	
Time Block Offered	7 (Tues & Thurs from 7p-9p)
Requirements Not Completed at Camp	None
Supplies to Bring	Notebook & Pen/Pencil
Additional Fee	\$20
Recommended For	1st Year Campers

Automotive Maintenance Merit Badge	
Time Block Offered	1
Requirements Not Completed at Camp	None
Supplies to Bring	None
Additional Fee	None
Recommended For	3rd Year Campers

Chess Merit Badge	
Time Block Offered	5
Requirements Not Completed at Camp	None
Supplies to Bring	None
Additional Fee	None
Recommended For	1st Year Campers

Citizenship in the Nation Merit Badge	
Eagle Required	
Time Block Offered	2 & 4
Requirements Not Completed at Camp	Req. #2 & 3
Supplies to Bring	Notebook & Pen/Pencil
Additional Fee	None
Recommended For	3rd Year Campers

Citizenship in the World Merit Badge	
Eagle Required	
Time Block Offered	3
Requirements Not Completed at Camp	None
Supplies to Bring	Notebook & Pen/Pencil
Additional Fee	None
Recommended For	3rd Year Campers

Communications Merit Badge	
Eagle Required	
Time Block Offered	1
Requirements Not Completed at Camp	Req. #4, 5, & 8
Supplies to Bring	Notebook & Pen/Pencil
Additional Fee	None
Recommended For	3rd Year Campers

Journalism Merit Badge	
This class includes a trip to the local newspaper in LaGrange, GA.	
Time Block Offered	2
Requirements Not Completed at Camp	None
Supplies to Bring	Notebook & Pen/Pencil
Additional Fee	\$15 for transportation
Recommended For	3rd Year Campers

Personal Fitness Merit Badge	
Eagle Required	
Time Block Offered	3
Requirements Not Completed at Camp	Req. #1 & 8
Supplies to Bring	Notebook & Pen/Pencil
Additional Fee	None
Recommended For	2nd Year Campers

Camp FGL Program

Merit Badge Sessions (Time Blocks 1-5)



Salesmanship Merit Badge	
Scouts will be assigned "shifts" in the Camp Trading Post and will be able to earn commissions.	
Time Block Offered	4
Requirements Not Completed at Camp	None
Supplies to Bring	Notebook & Pen/Pencil
Additional Fee	None
Recommended For	3rd Year Campers

Space Exploration Merit Badge	
This class is taught by the Columbus State University's Coca-Cola Space & Science Center. This is a night class.	
Time Block Offered	7 (Tues & Thurs from 7p-9p)
Requirements Not Completed at Camp	None
Supplies to Bring	Notebook & Pen/Pencil
Additional Fee	\$20
Recommended For	1st Year Campers

Theater Merit Badge	
Time Block Offered	6
Requirements Not Completed at Camp	None
Supplies to Bring	None
Additional Fee	None
Recommended For	2nd Year Campers

Welding Merit Badge	
Time Block Offered	5
Requirements Not Completed at Camp	None
Supplies to Bring	None
Additional Fee	\$10 for welding materials
Recommended For	3rd Year Campers

At the Ecology Lodge

Bird Study Merit Badge	
Time Block Offered	1
Requirements Not Completed at Camp	None
Supplies Needed	Notebook, pen/pencil & binoculars (highly recommended)
Additional Fee	None
Recommended For	2nd Year Campers

Geology Merit Badge	
Time Block Offered	2
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	2nd Year Campers

Environmental Science Merit Badge	
Eagle Required	
Time Block Offered	2,3,4,5
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	2nd Year Campers

Forestry Merit Badge	
Time Block Offered	1
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	1st Year Campers

Fish & Wildlife Mgt Merit Badge	
Time Block Offered	4 & 5
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	2nd Year Campers

Mammal Study Merit Badge	
Time Block Offered	3 & 5
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	2nd Year Campers

Camp FGL Program

Merit Badge Sessions (Time Blocks 1-5)



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

Fishing Merit Badge	
Time Block Offered	1,2,3
Requirements Not Completed at Camp	None
Supplies Needed	Fishing Gear
Additional Fee	None
Recommended For	1st Year Campers

Reptile & Amphibian Study Merit Badge	
Time Block Offered	1 & 4
Requirements Not Completed at Camp	Req. #8
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	1st Year Campers

Nature Merit Badge	
Time Block Offered	4
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	1st Year Campers

Soil & Water Conservation Merit Badge	
Time Block Offered	3
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	2nd Year Campers

Pulp & Paper Merit Badge	
Time Block Offered	2
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	2nd Year Campers

Weather Merit Badge	
Time Block Offered	5
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	1st Year Campers

Don't forget that Scouts can earn the World Conservation Award by earning the Environmental Science Merit Badge, Citizenship in the World Merit Badge and either the Soil & Water Conservation Merit Badge OR Fish and Wildlife Management Merit Badge.

At the Climbing Tower

Climbing Merit Badge	
Time Block Offered	1 & 4 (This class takes up 2 time blocks)
Requirements Not Completed at Camp	None
Supplies Needed	None
Additional Fee	\$10
Recommended For	3rd Year Campers

Camp FGL Program

Merit Badge Sessions (Time Blocks 1-5)



At the Handicraft Pavilion

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.

Art Merit Badge	
Time Block Offered	1 & 4
Requirements Not Completed at Camp	Req. #4
Supplies Needed	None
Additional Fee	\$5
Recommended For	1st Year Campers

Basketry Merit Badge	
Time Block Offered	2
Requirements Not Completed at Camp	None
Supplies Needed	None
Additional Fee	Purchase kit in Trading Post. Kits range from \$5 to \$15.
Recommended For	1st Year Campers

Fingerprinting Merit Badge	
Time Block Offered	3
Requirements Not Completed at Camp	None
Supplies Needed	None
Additional Fee	None
Recommended For	1st Year Campers

Indian Lore Merit Badge	
Time Block Offered	5
Requirements Not Completed at Camp	None
Supplies Needed	None
Additional Fee	Purchase kit in Trading Post. Kits range from \$5 to \$15.
Recommended For	1st Year Campers

Leatherwork Merit Badge	
Time Block Offered	2 & 3
Requirements Not Completed at Camp	None
Supplies Needed	None
Additional Fee	Purchase kit in Trading Post. Kits range from \$5 to \$15.
Recommended For	1st Year Campers

Music Merit Badge	
Time Block Offered	1
Requirements Not Completed at Camp	None
Supplies Needed	iPod or another electronic music device
Additional Fee	None
Recommended For	1st Year Campers

Painting Merit Badge	
Time Block Offered	4 & 5
Requirements Not Completed at Camp	None
Supplies Needed	Clothes that can get paint on them.
Additional Fee	\$5
Recommended For	1st Year Campers

Pottery Merit Badge	
Time Block Offered	1,2,3
Requirements Not Completed at Camp	None
Supplies Needed	None
Additional Fee	\$5
Recommended For	2nd Year Campers

Woodcarving Merit Badge	
Time Block Offered	4 & 5
Requirements Not Completed at Camp	Scouts must have earned their Totin' Chip
Supplies Needed	Pocket Knife
Additional Fee	Purchase kit in Trading Post. Kits range from \$5 to \$15.
Recommended For	1st Year Campers

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

Camp FGL Program

Merit Badge Sessions (Time Blocks 1-5)



At the Scoutcraft Area

Camping Merit Badge Eagle Required	
Time Block Offered	1,2 & 4
Requirements Not Completed at Camp	Req. #9
Supplies Needed	Scouts must bring appropriate camping equipment for an over-nighter (tent, sleeping bag, etc)
Additional Fee	None
Recommended For	2nd Year Campers

Cooking Merit Badge	
Scouts will cook and eat several meals in the Scoutcraft area during the week.	
Time Block Offered	3 & 5
Requirements Not Completed at Camp	Req. #7
Supplies to Bring	None
Additional Fee	None
Recommended For	2nd Year Campers

Emergency Preparedness Merit Badge Eagle Required	
Time Block Offered	2,4 & 5
Requirements Not Completed at Camp	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	2nd Year Campers

First Aid Merit Badge Eagle Required	
Time Block Offered	1,2,3
Requirements Not Completed at Camp	None
Supplies Needed	Notebook & pen/pencil
Additional Fee	None
Recommended For	1st Year Campers

Geocaching Merit Badge	
Time Block Offered	4 & 5
Requirements Not Completed at Camp	Req. #8
Supplies Needed	None
Additional Fee	None
Recommended For	2nd Year Campers

Orienteering Merit Badge	
Time Block Offered	1 & 3
Requirements Not Completed at Camp	None
Supplies Needed	Compass
Additional Fee	None
Recommended For	1st Year Campers

Pioneering Merit Badge	
Time Block Offered	1,4 & 5
Requirements Not Completed at Camp	Scouts should practice knots before camp.
Supplies Needed	None
Additional Fee	None
Recommended For	2nd Year Campers

Wilderness Survival Merit Badge	
Time Block Offered	2 & 3
Requirements Not Completed at Camp	Req. #5 (bring kit to camp)
Supplies Needed	None
Additional Fee	None
Recommended For	2nd Year Campers (Scouts will campout overnight in a shelter they construct)

Camp FGL Program

Brown Sea Island: First Year Camper Program



One of the highlights of a brand new Scout is going through Camp FGL's **Brown Sea Island First Year Camper program**. We have two options for those new to Scouting and/or new to camping - *BSI: Tenderfoot & Second Class* and *BSI: 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. Campers will be able to focus on becoming comfortable in basic camping and outdoor skills all the while having a lot of fun! Scouts will participate in activities such as...

Swimming Lessons, 5-mile Hike, Team Building Games, Orienteering Skills, Pioneering Skills, Basic First Aid Skills, Knot Skills, Cooking Skills, and more...

BSI: Tenderfoot & Second Class	
BSI: 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.	
Scouts enrolled in BSI: Tenderfoot & Second Class will spend mornings each day in this program and can take merit badge classes in the afternoon.	
Time Block Offered	1 (This class takes up 3 time blocks)
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.

BSI: First Class	
BSI: 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.	
Scouts enrolled in BSI: First Class will spend afternoons each day in this program and can take merit badge classes of his choice in the mornings.	
Time Block Offered	4 (This class takes up 2 time blocks)
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

Afternoon Activity Sessions (Time Block 6)



Scouts can register online for up to 5 activities or do the same activity more than once.

Excursion: Whitewater Rafting	
<p>Be one of the first to experience the World's Longest Urban Whitewater Course. This course is located about 45 minutes away from Camp FGL and we will be taking campers daily to and from the whitewater course. We are working with "Whitewater Express", a certified and official whitewater rafting outfitter, to take Scouts and Leaders on a ride of their life.</p> <p>Scouts and Adult Leaders who sign up will be assigned a day to go to Whitewater. Whitewater Express will pickup and drop-off all campers for an additional \$15 fee. Troops who wish to go to Whitewater together may provide their own transportation and not pay the \$15 fee. Participants will leave camp at 3:15p and will return back in time for dinner.</p> <p>Scouts can sign up for Whitewater Rafting AND still sign-up for another Activity session during Time Block 6.</p>	
Supplies to Bring	Swim suit, towel and shoes that can get wet.
Additional Fee	\$34.50 per Participant per day (plus an additional \$15 for transportation)
Recommended For	All Scouts

BSA Jet Ski Program	
<p>Scouts will be able to jet ski at Camp FGL in the new BSA Jet Ski Program! This course will teach and certify Scouts to ride and enjoy jet skis. Scouts must be at least 14 years old.</p> <p>You must choose this activity for all 5 days of camp (or 4 if you go Whitewater Rafting)</p>	
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	\$90 for jet ski usage and fuel
Recommended For	3rd Year Campers

Advanced Watersports	
<p>Scouts who have experience waterskiing can sign-up to waterski for fun. This class will be limited to allow for each participant more time on the water.</p>	
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	\$30 for fuel for the week or \$6 per day
Recommended For	3rd Year Campers

Team Sports	
<p>Scouts will be play against other Scouts in team sports such as flag football, soccer, kickball, dodge ball, tug-of-war, and more.</p>	
Supplies to Bring	None
Additional Fee	None
Recommended For	All Scouts

BSA Lifeguard Certification	
<p>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.</p> <p>You must choose this activity for all 5 days of camp.</p>	
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	3rd Year Campers (at least 15 years old) and Adult Leaders that are strong swimmers.

Open Handicraft	
<p>Scouts can work on a variety of Handicraft Merit Badges during Time Block 6 at their own pace.</p>	
Supplies to Bring	None
Additional Fee	Depends on the Merit Badge
Recommended For	First Year Campers

Mountain Boarding & Mountain Biking	
<p>Scouts will get to spend each class having fun while Mountain Boarding and Mountain Biking on our mountain biking trails.</p>	
Supplies Needed	Scouts must bring own mountain bike and helmet.
Additional Fee	Bikes can be rented for \$10 for the week or \$2 per day.
Recommended For	3rd Year Campers

Camp FGL Program

Afternoon Activity Sessions (Time Block 6)

Scouts can register online for up to 5 activities or do the same activity more than once.



Project 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.

All participants that go through Project C.O.P.E. will get a limited edition Project C.O.P.E. shirt. You must choose this activity for all 5 days of camp (or 4 if you go Whitewater Rafting)

Supplies Needed	None
Additional Fee	\$20
Recommended For	3rd Year Campers

Do a Good Turn Daily

Scouts who sign up for this activity will be able to work on a wide variety of projects and make a lasting impression on camp. Scouts will be put their stamp on Camp FGL by working on meaningful and important projects.

Supplies to Bring	Work Clothes & Gloves
Additional Fee	None
Recommended For	All Scouts and Adult Leaders.

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.

Supplies to Bring	None
Additional Fee	None
Recommended For	Scouts and Adult Leaders who are advanced swimmers.

Excursion: Explorations in Antiquity

Bring History to Life. The Explorations in Antiquity Center in LaGrange, GA (20 minutes away) is a living museum of life in ancient times. Scouts and Adults will be able to see ancient Middle Eastern life first hand.

Scouts and Adult Leaders who sign up will be assigned a day to go on the excursion. We will pickup and drop-off all campers. Troops who wish to go to the excursion together may provide their own transportation. Participants will leave camp at 3:15p and will return back in time for dinner.

Scouts can sign up for this excursion AND still sign-up for another Activity session during Time Block 6.

Supplies to Bring	None
Additional Fee	\$15 per Participant per day
Recommended For	All Scouts

Excursion: Wild Animal Safari

Take a ride on the Wild Side! Scouts and Adults will be able to navigate a wild animal safari park (in Pine Mountain, GA) in vehicles and touch and feed giraffes, camels, zebras, bison and other exotics that roam this wooded terrain. There is also a walk-through section that features monkeys, alligators, wolves, and bears!

Scouts and Adult Leaders who sign up will be assigned a day to go on the excursion. We will pickup and drop-off all campers. Troops who wish to go to the excursion together may provide their own transportation. Participants will leave camp at 3:15p and will return back in time for dinner.

Scouts can sign up for this excursion AND still sign-up for another Activity session during Time Block 6.

Supplies to Bring	None
Additional Fee	\$20 per Participant per day
Recommended For	All Scouts

Geocaching Treasure Hunts

Come experience a real world outdoor treasure hunt first hand by participating in geocaching. You will get the chance to also help create a geocaching "cache".

Supplies to Bring	None
Additional Fee	None
Recommended For	All Scouts

Camp FGL Program

Afternoon Activity Sessions (Time Block 6)

Scouts can register online for up to 5 activities or do the same activity more than once.



Extreme Waterfront Games	
Do you love boating, swimming, and having fun? Scouts will be able to compete in various swimming and boating activities at our waterfront. Scouts will compete in creative and outrageous competitions.	
Supplies to Bring	Closed toe shoes that can get wet
Additional Fee	None
Recommended For	All Scouts that are classified as "Swimmers"

FGL Hiking	
Scouts will be able to take guided hikes around various parts of the Chattahoochee Scout Reservation and learn best practices for hiking.	
Supplies to Bring	Water bottle and shoes suitable for hiking.
Additional Fee	None
Recommended For	All Scouts

FGL Actors Studio	
Do you enjoy acting? Scouts who enroll in this class will be able to work on the Theater Merit Badge as well as other exciting theatrical activities. You will also get to help plan, promote, and lead our Friday Night Live campfire.	
You must choose this activity for all 5 days of camp (or 4 if you go Whitewater Rafting)	
Supplies to Bring	None
Additional Fee	None
Recommended For	All Scouts

Advanced Shooting	
Campers will be able to hone their skills at archery, rifle, and shotgun. Campers will be able to be coached by our Shooting Sports staff.	
Supplies to Bring	None
Additional Fee	\$30 for supplies for the week or \$6 per day.
Recommended For	All Scouts

Instructional Open Fishing	
West Point Lake is considered to be one of the best fishing lakes in the nation. Campers will have the opportunity to fish in West Point Lake in unique locations throughout camp guided by a member of camp staff. Campers are encouraged to bring their own fishing gear. A limited supply of fishing gear can be rented from the Ecology Lodge.	
Supplies to Bring	Fishing Gear
Additional Fee	None
Recommended For	All Scouts

Snorkeling, BSA	
Scouts who take this course will be able to complete the requirements for the Snorkeling, BSA award.	
Supplies to Bring	None
Additional Fee	None
Recommended For	3rd Year Campers (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.	
Supplies to Bring	None
Additional Fee	None
Recommended For	Any Scout who is a "Non-Swimmer" or "Beginner"

Chess Tournaments & Learn to Play Chess	
Come learn to play chess and also compete with other campers in our Camp FGL chess tournaments. Work towards the Chess Merit Badge!	
Supplies to Bring	None
Additional Fee	None
Recommended For	All Scouts

Camp FGL Program

After Dinner Activity Sessions

These are campwide activities. No pre-registration required.



Free Swim	
Come cool off and relax in our pool. The pool will be open to any Scout or Leader during select times.	
Day(s) Offered	Mon, Tues & Thurs
Time Offered	7:00p-8:00p

Open Archery Shooting	
Our Archery range will be open to any camper during select times to try their hand at archery.	
Day(s) Offered	Tuesday
Time Offered	7:00p-8:00p

Open Rifle Shooting (Black Powder)	
Our Black-Powder Rifle range will be open to any camper during select times to try their hand at black powder shooting.	
Day(s) Offered	Tuesday
Time Offered	7:00p-8:00p
Additional Fee	\$10 for ammo & supplies

FGL Game Night!	
Come challenge your friends and out staff to fun board games such as Monopoly, Risk, Checkers, and more!	
Day(s) Offered	Tuesday & Thursday
Time Offered	8:00p-9:00p

OA Ice Cream Social	
All OA members are invited to our OA Ice Cream Social hosted by the Chattahoochee Lodge. Must wear OA Sash.	
Day(s) Offered	Wednesday
Time Offered	8:00p-9:00p

Alumni Cracker Barrel	
Have you attending Camp FGL for at least 1 year already? If so, you are a Camp FGL alum and are invited to a special Alumni Social where we will fellowship and enjoy a some great snacks.	
Day(s) Offered	Monday
Time Offered	8:00p-9:00p

Open Boating	
Want to spend the evening on our beautiful waterfront? Our waterfront will be open to all campers during select times for canoeing, rowing, and kayaking.	
Day(s) Offered	Mon & Thurs
Time Offered	7:00p-8:00p

Open Rifle Shooting (.22s)	
Our Rifle range will be open to any camper during select times to try their hand at rifle shooting.	
Day(s) Offered	Monday
Time Offered	7:00p-8:00p

Open Climbing & Rappelling	
Climbing doesn't require tremendous muscular strength but mental toughness and the willingness to practice hard to master skills. Come test your skill on our 50-foot climbing and rappelling tower during select times.	
Day(s) Offered	Tues & Thurs
Time Offered	7:00p-8:00p

Video Games on the Big Screen	
Come test your gaming skills by competing against other campers on popular video games on our big screen!	
Day(s) Offered	Tuesday & Thursday
Time Offered	8:00p-9:00p

Movie Under the Stars	
Experience the big screen under the stars during one of our showings. And of course, we will be serving popcorn!	
Day(s) Offered	Wednesday
Time Offered	9:00p-10:30p

Camp FGL Program

Class Schedule



Time Block 1 9:00a-9:50a
 Time Block 2 10:00a-10:50a
 Time Block 3 11:00a-11:50a
 Time Block 4 1:00p-1:50p
 Time Block 5 2:00p-2:50p

Time Block 6
 3:00p-4:50p

Merit Badge Sessions - Pool

- Livesaving Merit Badge
- Swimming Merit Badge

Merit Badge Sessions - Waterfront

- Canoeing Merit Badge
- Kayaking Merit Badge
- Motorboating Merit Badge
- Rowing Merit Badge
- Small-Boat Sailing Merit Badge
- Watersports Merit Badge
- Whitewater Merit Badge

Merit Badge Sessions - Shooting Sports

- Archery Merit Badge
- Rifle Shooting Merit Badge (.22s)
- Rifle Shooting Merit Badge (Black Powder)
- Shotgun Shooting Merit Badge

Merit Badge Sessions - Merit Badge University

- Astronomy Merit Badge
- Automotive Maintenance Merit Badge
- Chess Merit Badge
- Citizenship in the Nation Merit Badge
- Citizenship in the World Merit Badge
- Communications Merit Badge
- Journalism Merit Badge
- Personal Fitness Merit Badge
- Salesmanship Merit Badge
- Space Exploration Merit Badge
- Theater Merit Badge
- Welding Merit Badge

This is a night class. (Tues & Thurs from 7:00p-9:00p)				
This is a night class. (Tues & Thurs from 7:00p-9:00p)				

Merit Badge Sessions - Ecology

- Bird Study Merit Badge
- Environmental Science Merit Badge
- Fish & Wildlife Mgt Merit Badge
- Fishing Merit Badge
- Geology Merit Badge
- Forestry Merit Badge
- Mammal Study Merit Badge
- Nature Merit Badge
- Pulp & Paper Merit Badge
- Reptile & Amphibian Study Merit Badge
- Soil & Water Conservation Merit Badge
- Weather Merit Badge

Camp FGL Program

Class Schedule



Time Block 1 9:00a-9:50a
 Time Block 2 10:00a-10:50a
 Time Block 3 11:00a-11:50a
 Time Block 4 1:00p-1:50p
 Time Block 5 2:00p-2:50p
 Time Block 6 3:00p-4:50p

Merit Badge Sessions - Climbing Tower

Climbing Merit Badge

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Merit Badge Sessions - Handicraft

Art Merit Badge
 Basketry Merit Badge
 Fingerprinting Merit Badge
 Indian Lore Merit Badge
 Leatherwork Merit Badge
 Music Merit Badge
 Painting Merit Badge
 Pottery Merit Badge
 Woodcarving Merit Badge

					The Handicraft Area will be open during Time Block 6 for Scouts to start and work on various Handicraft Merit Badges.

Merit Badge Sessions - Scoutcraft

Camping Merit Badge
 Cooking Merit Badge
 Emergency Prep. Merit Badge
 First Aid Merit Badge
 Geocaching Merit Badge
 Orienteering Merit Badge
 Pioneering Merit Badge
 Wilderness Survival Merit Badge

Brown Sea Island First Year Camper Program

BSI: Tenderfoot & Second Class
 BSI: First Class

Activity Sessions

Excursion: Whitewater Rafting
 BSA Jet Ski Program
 Advanced Watersports
 Team Sports
 BSA Lifeguard
 Open Handicraft
 Mountain Boarding/Biking
 Project C.O.P.E.
 Do A Good Turn Daily
 Mile Swim, BSA
 Excursion: Explorations in Antiquity
 Excursion: Wild Animal Safari
 Geocaching Treasure Hunts
 Extreme Waterfront Games
 FGL Hiking
 FGL Actors Studio
 Advanced Shooting
 Instructional Open Fishing
 Snorkeling, BSA
 Swim Instruction
 Chess Tournaments & Learn to Play Chess

					This is a 1-day activity.
This is an all-day activity					
This class meets Monday-Friday 6:00a-7:00a					
					This is a 1-day activity.
					This is a 1-day activity.

Leader's Activities/Classes

Safe Swim Defense/Safety Afloat
 Climb on Safely
 Hazardous Weather Training
 Youth Protection
 Trek Safely

			Monday		
			Tuesday		
			Wednesday		
		23	Thursday		
			Friday		

Camp FGL Program

Campwide Events



Flag Ceremonies

The entire camp will get together at the flag poles (in front of the dining hall) everyday prior to Breakfast, Lunch, and Dinner. The Uniform for Breakfast and Lunch is "Activity Uniform" which consists of a BSA related T-Shirt and shorts. The Uniform for Dinner is "Field Uniform" (or referred to as Class A).

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!

Scouts' Own Religious Service

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

Order of the Arrow Call-Out Ceremony

We will conduct an OA Call-Out ceremony during one of our Flag Ceremonies. This is 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 Program Director on check-in day.

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. Families may arrive to camp anytime after 5:00pm on Friday. Any guest who wishes to eat can pay at the Trading Post starting at 5:00pm. Meal cost will be \$10.00 per person.

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.

Patrol Leaders' Daily Meetings

Each day at 12:45p we will hold a short Patrol Leaders' meeting to discuss events for the evening as well as any upcoming important information. All Patrol Leaders need to attend this important meeting so that they can relay this information back to their Patrol. Senior Patrol Leaders and Adult Leaders are invited as well.

Camp Chef Competition

Do you and your fellow Scouts have what it takes to impress the judges and be crowned the Camp Chef? We are hosting a cooking competition where patrols will compete against other patrols to cook the finest camp meal. Each patrol is encouraged to make the best camp meal and our panel of judges will determine the top 3 meals. The top 3 patrols will be invited to a cook-off in front of our Friday Night Live campfire. We will provide the ingredients and you make the dish!

Rules:

- Each meal must be made at camp in the Patrol campsite;
- Each meal must be prepared by the Patrol made up of Scouts and up to 1 Adult Leader;
- Each Patrol is responsible for your ingredients;
- The judges will taste each meal between 8:00p-9:00p on Wednesday in the Patrol campsite. The Top 3 finalists will be notified on Thursday;
- The Top 3 finalists will cook a meal using ingredients that we provide at our Friday Night Live campfire. The winner will be determined by camp staff.

Camp Gadget Competition

We are looking for the best Patrol gadget. Come prepared to impress our judges with your Patrols' most innovative, elaborate, and creative camp gadget. Materials may be brought from home but the gadget must be assembled at camp. Each Patrol should make or improve upon your camp gadget each day. You will then choose one gadget to enter into the competition. Your patrol's gadget will then be brought before the entire camp at the flag poles on Friday and the entire camp will vote on the winner.

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.

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@campfgl.com.

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

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

Safety Afloat

This is a training course for all adult leaders on how to operate safe 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.

Weather Hazards

This training will focus on safety precautions for 8 different types of weather, as well as planning, preparation, and traditional weather signs.

Youth Protection

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.

Living at Camp FGL

Your First Day



Check In

Troops should plan to arrive at Camp FGL between 1:00p and 4:00p ET. Upon arriving, please proceed to the Administration Building located in the main parking lot. The Troop Leader and Senior Patrol 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.

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. Those campers who do not complete a Swim Test are considered a "non-swimmer".

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.

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.

PL/SPL/Leaders' Meeting

There will be a Patrol Leader, Senior Patrol Leaders & Adult 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
6:00p	Assembly at Flag Poles (Table Waiters report to Dining Hall)
6:15p	Dinner Field Uniform (Class A)
7:30p	SPL/Troop Leader's Meeting <i>Fort Bradshaw Training Room</i>
9:00p	Opening Campfire
11:00p	Taps

Camp Tour

Once your Troop has been checked in by camp management your Troop will be ready for the camp tour. You will be assigned a Camp Staff Representative who will help your Troop get familiar with our camp. 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 Representative 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.

Living at Camp FGL

Week at a Glance



Weekly Schedule (Mon - Fri)

Time	Monday	Tuesday	Wednesday	Thursday	Friday
7:00a	Reveille				
8:00a	Morning Assembly at Flag Poles (Uniform: Activity Uniform) (Table Waiters report to Dining Hall)				
8:15a	Breakfast				
9:00a-9:50a	Time Block #1 (Merit Badge Session)				
10:00a-10:50a	Time Block #2 (Merit Badge Session)				
11:00a-11:50a	Time Block #3 (Merit Badge Session)				
12:15p	Lunch Assembly at Flag Poles (Uniform: Activity Uniform) (Table Waiters report to Dining Hall at 12:00p)				
12:45p	Patrol Leaders' Daily Meeting (All Patrol Leaders, Senior Patrol Leaders, and at least 1 Adult Leader to attend)				
1:00p-1:50p	Time Block #4 (Merit Badge Session)				
2:00p-2:50p	Time Block #5 (Merit Badge Session)				
3:00p-4:50p	Time Block #6 (2 Hour Activity Session)				
5:00p-6:00p	Troop Time				
6:00p	Evening Assembly at Flag Poles (Uniform: Field Uniform) (Table Waiters report to Dining Hall)				
6:15p	Dinner				
7:00p	Free Swim Open Boating Open Rifle	Free Swim Open Archery Open Black Powder Open Climbing	Scouts' Own Service	Free Swim Open Boating Open Shotgun Open Climbing	Troop Time
8:00p	Alumni Cracker Barrel Leader Rifle Shoot Troop Time	FGL Game Night! Video Games Troop Time	Troop Time OA Ice Cream Social	FGL Game Night! Video Games Leader Shotgun Shoot	Friday Night Live!
9:00p	Troop Time	Troop Time	Camp Movie Night!	Troop Time	Troop Time
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	
<i>Times subject to change</i>	
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 campermail@campfgl.com. 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.

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.

Each Troop will need to assign 2 Scouts to each meal who will act as Table Waiters. Table waiters will need to arrive 15 minutes prior to each meal to set the table, 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@campfgl.com.

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 Friday 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. Meal Cost is \$10.00.

Bike Rules

Campers are encouraged to bring bikes to camp. Campers can also rent bikes from our Trading Post for \$20 for the week or \$5 per day.

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 Representative. Upon completion of this course, scouts will receive a bike-riding permit. If using the Mountain Bike Trails, you must sign out at the Health Lodge before you start and sign in upon finishing. Also, all riders must observe the "Buddy System" at all times.

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 should only 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

Sponsored by St. Francis Hospital

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 Camp FGL website (www.campfgl.com).

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.

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.

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.

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Summer Camp 2013

Trek Week Reservation Form



Use this form to reserve a Scout or Adult for Trek Week (June 30-July 6, 2013).

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.

Email: beth@campfgl.com
Fax: 706-507-1789

2013 Summer Camp Dates

Week 1 - Summer Camp	June 16 - June 22
Week 2 - Summer Camp	June 23 - June 29
Week 3 - Trek Week	June 30 - July 6
Week 4 - Summer Camp	July 7 - July 13

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

Summer Camp 2013

Troop Reservation Form



Use this form to reserve your Troop's place at Camp FGL for 2013

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 and 2nd place week preference.

First Preference: Week # _____

Second Preference: Week # _____

Note: To register for Trek Week please use the Trek Week Form.

2013 Summer Camp Dates

Week 1 - Summer Camp	June 16 - June 22
Week 2 - Summer Camp	June 23 - June 29
Week 3 - Trek Week	June 30 - July 6
Week 4 - Summer Camp	July 7 - July 13

Step 3: Campsite Request

Please indicate your 1st and 2nd place preference 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, 2013 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: beth@campfgl.com
Fax: 706-507-1789

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