

SUMMER CAMP

2025



Join us at Camp FGL as we venture into the wilderness, explore new challenges, and create memories that will last a lifetime.



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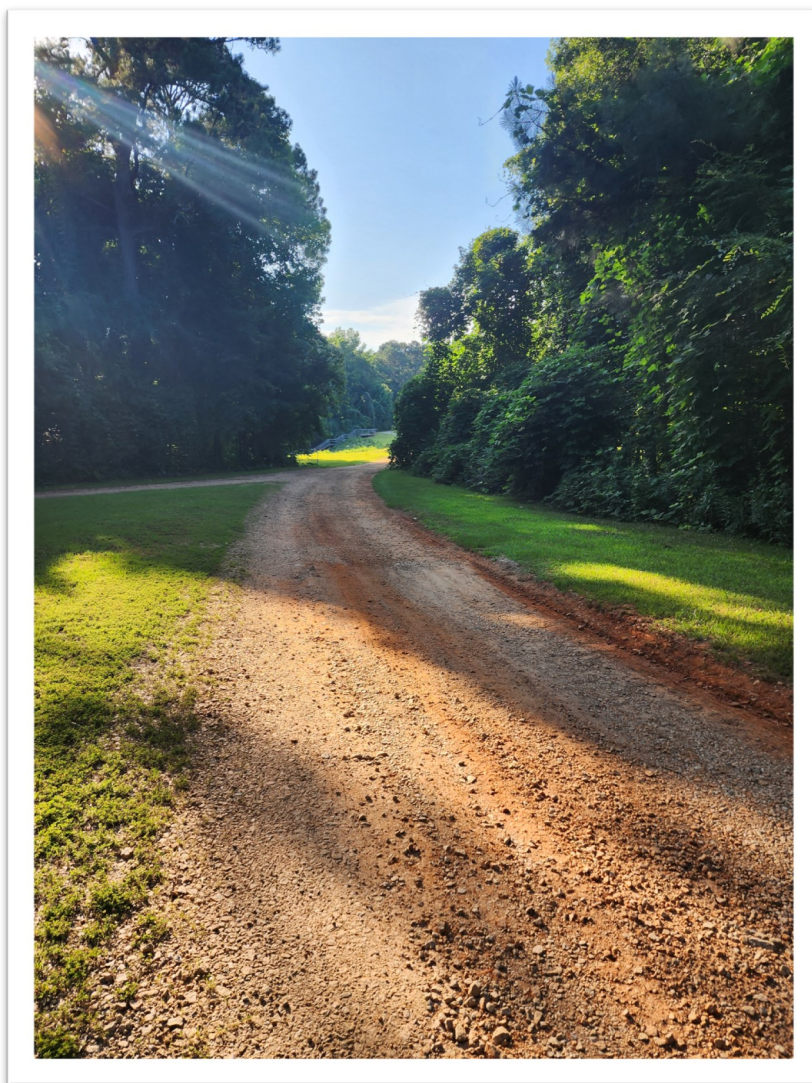
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Scouting America™

Chattahoochee Council

Dear Scouter,

Thank you for adding Camp FGL to your unit's summer program! We are excited to show you what we have to offer.

Our camp is the premier fresh-water Aquatics Base in the Southeast. Come enjoy aquatics activities such as Kayaking, Canoeing, and Sailing on beautiful West Point Lake. For the older scouts, make sure and check out the only Jet Ski program at a scout camp in the area! Camp FGL has over 9 miles of shoreline for activities and scenic views.

Looking for something different for your summer camp experience? Check out Shipwreck Island, where scouts will learn the skills for wilderness survival, search and rescue, and many more. We are excited to add this program to the options available for your troop at Camp FGL.

The Chattahoochee Council volunteers, and professional staff have worked hard to create the best possible summer camp experience for your unit. We believe that Summer Camp is a place for fun, adventure, and fellowship. We are excited about your unit's attendance at Camp FGL.

On behalf of the Chattahoochee Council Program Committee, we look forward to seeing you at camp this summer.

Yours in Scouting,

Chattahoochee Council Program Committee

Bobby Childs, Vice President of Program



Camp Frank G. Lumpkin

Camp FGL is located on the border of West Georgia and East Alabama, about halfway between Birmingham and Atlanta, on a 900-acre peninsula on the beautiful West Point Lake in LaGrange, Georgia. Camp FGL is the destination for male and female troops alike. Our Camp is the premier freshwater Aquatics Base in the Southeast.

Enjoy activities on beautiful West Point Lake. Camp FGL has over 9 miles of shoreline for activities and scenic views. FGL has a beautiful McKenzie Waterfront where you can do fun activities like kayaking, canoeing, motorboating, jet skis, and more. Our Camp has a 300-seated air-conditioned dining hall and a trading post next door. FGL also offers fun activities at the Rifle Range, Archery Range, Shotgun Range, and 50-foot Climbing and Rappelling Tower. Our goal is to provide a program that fits the needs of your unit. Summer Camp is a place for fun, adventure, and fellowship.

**Camp FGL—2818 Antioch Road
LaGrange, GA 30240**

Summer Camp 2025 Dates

Camp FGL has two great weeks to choose from.

May 23, 2025 is the last day for registration

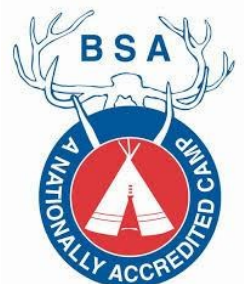
Week 1 – June 15 - 21, 2025

Week 2 - June 22 - 28, 2025

Week 3 - June 29 - July 5, 2024

BSA National Camp Accreditation Program

Camp FGL is Nationally Accredited by the National Council of the Boy Scouts of America. Regionally trained camp appraisers inspect the camp annually. Key staff members are trained through the BSA National Camp School.



Dates, Fees, & Reservations



Troop Reservations

After choosing Camp FGL for your 2025 summer camp the first step is to reserve your Troop's space at camp. You can reserve your Troop by completing the Troop Site Reservation at www.91BSA.org/CampFGL

Please note if you choose our Adirondak sites, there is an additional \$25.00 per person added to camp fees.

Troop Deposit

A \$150.00 non-refundable deposit is required to reserve your Troop's campsite at Camp FGL. All troop deposits will be applied to your unit's end fees. If a troop does not attend camp FGL, then their deposit will be forfeited. Units will be charged for damage to tents and camp equipment.



SCAN ME

Camp Fees	
Youth Camper Fee	\$350.00
Youth Camper Fee after May 15, 2025	\$385.00
Adult Leader Fee	\$175.00

Youth Attending Camp	Number of Free Adults
Less than 5	None
5-10	1 Free Adult
11-20	2 Free Adults
21-30	3 Free Adults
31 +	4 Free Adults



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 March 3rd, 2025. This deposit will be applied to the Camper fees. All remaining fees can be paid via credit card SUBJECT TO A CONVENIENCE FEE or a check may be mailed to the Chattahoochee Scout Service Center. Youth camper fee if paid by May 15, 2025 is \$350. Youth camper fee if paid after May 15, 2025 is \$385.

Phone: 706-327-2634
 George & Jo Jeter Scout Service Center
 Camp FGL Summer Camp
 1237 1st Avenue
 Columbus, GA 31901

50% of all fees are due on 5/1/2025

Balance due of all camp fees must be paid prior to arriving at camp.

2024 Suggested Youth Summer Camp Suggested Payment Schedule	
	Youth
Deposit 02/01/25	\$100.00
03/01/25	\$85.00
04/01/25	\$85.00
05/01/25	\$80.00
Total	\$350.00

Dates, Fees, & Reservations



Campsites

Camp Frank G. Lumpkin offers eight campsites to choose from, each with their own unique natural surroundings. Each of the campsites comes complete with a permanent pavilion with picnic tables, electrical outlets, ceiling fans and holds 40-60 campers. Campers will also enjoy our lighted private bathhouse facilities with individual hot showers and flush toilets. Male and Female troops will have separate campsites. Linked troops can choose campsite #5 or #7 to accommodate proper separation, while still being in close proximity to each other.

Merit Badge Registration

All campers (both Youth and Adult leaders) may begin registering for classes on March 3, 2025 using our online registration system. Login info will be the same login your unit created when they paid the Unit Site deposit. You will be able to register Scouts for classes that have paid their \$100.00 deposit.

There will be an opportunity (upon arrival) on Sunday to make any last minute changes to schedules as needed.

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.



Preparing for Camp



Summer Camp Meeting

Many troops have a special summer camp meeting each year prior to the trip for the benefit of the Scouts and their families. Don't forget to invite Arrow of Light Scouts potentially crossing over to attend as well. The purpose and scope of these meetings will vary from unit to unit. Some meeting activities could include:

- Travel plans
- Collection of medical forms, camp fees and/or merit badge class selections
- Distribution of contact numbers and other pertinent parent information
- Having a question and answer session for parents and/or Scouts
- Distributing a suggested packing list

AOL Cross-overs

If your troop is associated with a Cub Scout Pack, it will be important that you always maintain a healthy relationship with that pack, including keeping them updated regarding plans for summer camp, even well before those Arrow of Light Scouts crossover to your unit. It is valuable to have your Senior Patrol Leader and other older Scouts to attend a den meeting or two to teach some skills and talk up Scouts BSA and attending summer camp. Sending a special invitation to every graduating Arrow of Light Scout inviting them to attend summer camp with your unit is also a nice touch.

Unit Leader's Pre-Camp Timeline

- Early planning and organization can help your unit have a successful week at Camp FGL. Use this timeline to help stay on track:

November-December

- Contact Arrow of Light/Crossovers about camp
- Set up troop payment schedule/plan
- Collect deposits
- Begin planning with PLC
- Distribute merit badge program list to Scouts

January-March

- Collect fees and make payments to camp
- Hold troop summer camp meeting
- Select high adventure treks for older Scouts
- Distribute medical forms

April-June

- Register Scouts for merit badge classes online
- Collect final fees
- Collect medical forms
- Register new Arrow of Light Scouts with unit
- Make final arrangements for adult leadership
- Out of Council Units: Obtain copy of proof of insurance (Accident & Sickness Insurance) from your council
- Ensure troop equipment is ready



Your First Day At Camp



Check-In

Troops should plan to arrive at Camp FGL between 1:00pm and 4:00pm EST. 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 roster of Scouts and leaders, b) class registration changes, c) Scout and leader health forms to be turned into the Health Officer, and d) any Scout's medicines to be turned into the Health Officer.

Each Scout and leader will receive an identification wristband that must be worn at all times.

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 next several stops will consist of a tour of various program areas, the Dining Hall, Health Lodge, your bath house, and will end at your campsite. 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

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.

Sunday Schedule	
1:00p-4:00pm	Check-In, Camp Tour, Swim Checks, Setup Camp
6:00 pm	Assembly at Flag Pole Table Waiters (2 per Troop) report to Dining Hall at 5:45 pm
6:00 pm	Assembly at Flag Poles Field Uniform (Class A)
6:15 pm	Dinner Field Uniform (Class A)
7:15 pm	SPL/Troop Leader's Meeting Admin Building
8:30 pm	Opening Campfire Field Uniform (Class A)
11:00 pm	Taps

Need to arrive early?

Contact Janine.fessler@scouting.org and let us know how we can assist you.

Your First Day At Camp



Medical Forms

Every youth and adult must have a completed current BSA Medical Form Parts A, B and C, signed by a physician within the past 12 months, regardless of program. This form is found online at: <https://www.scouting.org/health-and-safety/ahmr/>

No other medical forms will be accepted. All medical forms are turned in upon arrival at camp and will be maintained at the Health Lodge during your time at camp and will be returned at checkout. Make sure that the form is filled out completely. You will need to attach copies of insurance cards (both sides) and dates of immunizations. The Health Lodge will maintain these medications for your stay. Please remember that medications must be brought in their **original container** from the pharmacy. Adults may keep and administer their personal medication prescribed to them. Any adult medications requiring refrigeration can be left with the Health Officer and administered by the camp health lodge staff if desired. An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including epinephrine injector, heart medication, and inhalers, or for a limited amount of medication approved for use in a first-aid kit.

Swim Checks

All campers (both Scouts and Leaders) who plan on using the Pool or Waterfront during the week 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”. Alternatively, troops may bring a completed copy of the Unit Swim Classification Record ([BSA form 430-122](#)), with **proof of facilitator’s certification**.

SPL / Leader’s Meeting

There will be a Senior Patrol Leader’s & Adult Leader’s meeting at 7:15pm in the Admin Building. 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.



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 facilities.

Additional information and questions will be answered at our first Leader's Meeting on Sunday evening.

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 scout is at camp, they should provide contact information in the event of an emergency.

Pets

No pets of any kind may be brought into camp.

Firearms

Only camp supplied firearms and ammunition will be used at the Shooting Sports program area. No other firearms or ammunition will be allowed at camp.

Restricted Areas

There are some areas throughout the camp that are restricted. Other Troop campsites and staff areas 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. Core two-deep leadership must be at least 21 years of age. 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. There must be a registered female adult leader 21 years of age or older, in every unit serving females.

Camp Info & Policies



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 with tow vehicle as long as tow vehicle does not become unhitched.

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 upon 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 21 are not allowed to use tobacco products. Smoking / Vaping is strictly prohibited in all camp buildings and tents and will be limited to designated areas only.

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. No camper should be taken off premises without clearance from camp staff.

Visitors

Parents and visitors are invited to visit camp during the week. All visitors must sign in at the Administration Building to receive their visitors wristband. Please park in the admin parking lot to check in, you will then walk to the campsites and/or Dining Hall to meet your unit. **There is no driving your vehicle into camp.**

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.

Dining at Camp FGL

The 300-seat Callaway Dining Hall at Camp FGL is centrally located inside camp to all the campsites and program areas. All meals are served through a cafeteria style line setup, Each unit 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, clear and wipe off tables after the meal, dispose of trash and leave their area clean for the next meal. A Dining Hall steward will oversee meal cleanup and dismiss the waiters after their area is inspected.

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. Program kits can be purchased at the Trading Post.

Lost and Found

The Lost and Found is located at the Dining Hall. If you find an item, please take it to the Trading Post. If you lose an item, check the lost and found before or after your meals at the Trading Post.

Electronics

Camp FGL does not have a specific policy on electronics in camp. We will respect the policy of each individual Troop. We do not provide Wi-Fi, and please note cell service is limited.

Camp Mail

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

Scouts First Name, Last Name , Troop Number
C/O BSA Camp FGL
2818 Antioch Road
LaGrange, GA 30240

PLEASE DO NOT SEND MAIL AFTER WEDNESDAY, AS IT WILL NOT REACH THE SCOUT BY THE END OF THE WEEK.

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)	Walk your bike up and down steep hills;
5)	Do not ride after 8:00p as it is too dark for a rider to see pedestrians.

Camp FGL Program Order of the Arrow



Unit Elections

Any Chattahoochee Council unit that has qualified youth and has the required number of present youth may request an election during their week at camp.

Call-Out Ceremony

An Order of the Arrow Call-Out ceremony can be available to any unit, regardless of council affiliation, on Wednesday night of camp. It would be a memorable ceremony for all newly elected Scouts as well as guests. Units interested in having a call-out ceremony must have a copy of their unit election report as well as a letter from their home lodge stating that it is okay for their Scouts to be called out by Chattahoochee Lodge. The forms and letter must be turned into the camp office by noon on Monday. Please be advised that this event could conflict with other evening activities at Camp FGL.

Chattahoochee Lodge Social and Patch Trading

Chattahoochee Lodge hosts a fellowship on Wednesday night inside the Callaway Dining Hall. All OA members, regardless of lodge, with a valid membership card, flap on their uniform or sash are admitted free. It is a great opportunity for fellowship and patch trading with other Arrowmen from across the Southeast. Swap council strips, OA flaps, camp patches or other Scouting memorabilia. This is a great activity to help Scouts meet and become friends with fellow Scouts from across the South, all while enjoying great food and fellowship. Chattahoochee Lodge will have its lodge trading post open during this time of fellowship.



Program Overview Specialty Programs



Whitewater/ Zipline Evening Excursions

Experience the World's Longest Urban White-water Course which boasts the only Class V Rapid in the Southeast. This course is located about 90 minutes away from Camp FGL. Transportation and a meal are provided, or units can choose to eat out on their own. We are partnering with "Whitewater Express", a certified and official whitewater rafting outfitter, to take Scouts and Leaders on the ride of their life.



Time Offered Tuesdays—Classic Trip (Class I—IV) for Scouts and Adults of all ages.
 Thursdays—Classic Trip (Class I—IV) for Scouts and Adults of all ages.

Scouts must be at least 70 lbs.

Additional Fee \$90 Per participant

Campers will be leaving camp at 3:30 pm, arriving back at camp by 11 pm

Experience the only Dual Zipline course that connects two states. Campers will be able to ride the dual ziplines over the Chattahoochee River and utilize an aerial playground with over 10 elements. Transportation and a meal are provided, or units can choose to eat out on their own.

Time Offered Tuesday or Thursday—Campers will be leaving camp at 3:30 pm, arriving back at camp by 11:00pm.

Additional Fee \$90 per participant

Recommended For All Scouts and Adults



Program Overview Specialty Programs



BSA Personal Watercraft Program at Camp FGL

Scouts will learn about and use Personal Watercraft (PWC - aka Jet Skis) during camp. Scouts must be at least 15 and be able to complete the BSA Swim Test to participate. Boater Education Course is required prior to camp*.

Supplies to Bring - Closed toe shoes that can get wet

Additional Fee- \$90 for jet ski usage and fuel

Must be 16 Years of age or older



**Scouts taking Motorboating Merit Badge or the BSA Jet Ski Program must take a Coast Guard approved Boater Education course. A free online course can be found at <http://www.boatus.org/georgia/>.*

Any scout who does not have their certificate when they come to camp will not be able to participate in either merit badge.

A Georgia non-resident must bring proof that he or she possess proof that they have completed a NASBLA approved boater education course or equivalent examination from their home state.

Program Overview

Specialty Programs



Adventure on Shipwreck Island

A Unique High Adventure Program for Older Scouts

Welcome to Adventure on Shipwreck Island, Camp FGL's version of high adventure. This is a weeklong Wilderness Survival course where Scouts will learn the skills to help them survive in the wilderness. For the first 3 nights, the Scouts will camp together at various location on our 900 acre camp grounds, sleeping in hammocks (or their own tents), preparing their own food, performing conservation projects, and gelling into a fine-tuned machine.



The Scouts will be divided into patrols on the first night, and they will begin the team building process. During the first three days, Scouts will be taught the survival skills of fire building, water purification, orienteering, signaling, constructing primitive shelters, cooking, map & compass, fishing, wilderness first aid and learn how to work together to survive in the wilderness. The fourth day is when the fun begins. During a scenic paddle around the lake, a sudden storm forces them to shore and strands the crew with only the items in their 10 essentials pack. Luckily, they were able to radio for help and it is on the way...but it is at least a day away...they must use their wits and the skills they have learned to survive and navigate to the exit point.

So, the adventure begins...

Each Patrol will be given a set of coordinates to an "emergency" supply cache that has been dropped by helicopter. Why didn't the helicopter just pick them up you ask? Don't over think it; it's a Scout trip, just go with it. This emergency cache has some of the basics, knives, tarp, maybe some trail food, maybe some fishing gear, maybe some paracord, etc. The Scouts will need to work together to build shelter (that hopefully does not leak), procure and purify water, food, and so forth.

Program Overview

Specialty Programs



Proper YPT and 2-deep leadership will always be observed. Safety is and will be our number one priority. This adventure is designed for the experience, but the Wilderness Survival merit badge can be earned, along with partials for Camping, Cooking, Signs, Signals, & Codes, Orienteering, Fishing, and possibly a few others.

Cost of this course is \$390.00 which includes all food, transportation, and assorted swag.

Due to the rigorous nature of this course, it is limited to Scouts 14 and older that have attained the rank of First Class, NO EXCEPTIONS!

Sign up is open to both males and females but limited to 12 participants. Adults may also sign up to attend, for an additional fee of \$60. **Scouts may attend without their troop.**

The Adventure on Shipwreck Island is held during Week #2 of Summer Camp Only.



Camp FGL Program

Camp Wide Events



Flag Ceremonies

The entire camp will get together at the flag poles (in front of the Dining Hall) everyday prior to breakfast 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).

Leader Meetings

We will hold Leader Meetings on **Sunday, Monday, Wednesday, and Friday** to discuss upcoming events and important information. We ask that at least one adult from each Troop attends so they know what is happening at camp.

SPL Meetings

Each day we will hold a short SPL meeting after lunch (12:50) to discuss events for the evening as well as any upcoming important information. All Senior Patrol Leaders and Assistant Senior Patrol Leaders need to attend this important meeting so that they can relay this information back to their Troop. This meeting is held on the side of the dining hall.

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!

Closing Campfire

This is your chance to show us what you've got! All Troops will have their chance to put on their best skit at the Friday night closing campfire.



Camp Wide Events



- ⇒ **Troop Time** - Monday between 3:00-5:00pm is allotted to troops to help them finish settling in after the first day of camp and take care of any campsite, schedule, or merit badge concerns they might have,
- ⇒ **Kick Ball** - Can your Scouts beat the staff in a fun game of kickball? Come on down to the activity field with your best game faces to put it to the test.
- ⇒ **Open Sports Night** check out equipment to play basketball, soccer, volley ball, and more!
- ⇒ **Rifle and Archery Competition** is open to all campers to participate in to earn the title of Top Shot.
- ⇒ **Handicraft Activity** is a chance for campers to use their creative side and work on a leather working project. Please note kits need to be purchased from the trading post beforehand and if they want to finish their project they should plan to arrive by 3:30.
- ⇒ **Frog Fetching** is hosted by our ecology staff. Campers will listen, look, and identify different frogs.
- ⇒ **Pool Cool Off** gives campers a chance to take a break from the heat by enjoying a soak in the pool. Please bring a buddy and wear closed toed shoes and a shirt when walking to and from the pool.
- ⇒ **Scoutcraft Adventure** gives Scouts a chance to show off those scout skills in a fun environment. The activities for this adventure will be announced at camp.
- ⇒ **Board Game Night** when you need to get out the heat and enjoy games with other campers.
- ⇒ **OA Social** is open to all Order of the Arrow members and is located in the dining hall. Fellowship and a snack are offered. An OA call out can be scheduled as well.
- ⇒ **Owl Calling** is hosted by our ecology staff at 9pm. Campers will get the chance to hear and possibly see owls while learning about the different calls/sounds some owls make.
- ⇒ **Flying Squirrel Adventure** campers can come on down to the Climbing tower for a chance to climb the rock wall and repel down the 40 ft tower. Please arrive by 4pm as this activity stops at 4:30
- ⇒ **Shotgun Competition** allows scouts to try for a chance at Top Shot for shotgun
- ⇒ **Honor Troop Completion Time** is a designated time for troops to work on their Honor Troop Award. Need to come up with a skit for campfire on Friday or complete a service project? This is the time to do it without missing any of the fun activities.

Camp Wide Events Awards



BEAVER SHARK AWARD

This award is given to troops who show Scout spirit in pride throughout their week at Summer Camp. This recognition will be given to troops who have actively participated in various events during their week at Summer Camp. A staff member must sign the completion of each item. This form must be turned in and completed by Friday at the SPL/Leader Meeting to the Program Director in order to receive your troop's award at the Friday night campfire. You must attend the closing campfire to receive your award.

SCOUTMASTER MERIT BADGE

The Camp FGL Scoutmaster Merit Badge is an award that may be earned by adult leaders in camp. The purpose of the merit badge is to encourage leaders to get more involved in camp programs and have a more interactive experience at FGL. To earn the Camp FGL Scoutmaster Merit Badge, leaders must complete all of the requirements. If there are any schedule conflicts contact the Program Director. Once applications are complete, return them to the Program Director at the Leader's Meeting on Friday.

STAFF AWARDS

Staff will give out awards at closing campfire per their area. Staffers are looking for enthusiasm throughout the week .

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 5:30 pm and see our Friday Night Live Campfire. Families may arrive to camp anytime after 4pm on Friday. Any guest who wishes to eat can pay at the Trading Post starting at 5pm. Meal cost will be \$10.00 per person.

Those who come to visit, must check in at the Admin Building first to sign in and receive your visitors wristband and walk to meet up with their unit. No driving through camp. Family members must adhere to our closed toe shoe policy! Sandals are not permitted to wear while walking around camp.

Program Overview



Scouts can choose from the following activities

Climbing Tower

- Climbing

Ecology

- Fishing
- Environmental Science
- Nature / Bird Study
- Reptile / Amphibian Study
- Geology
- Forestry / Pulp & Paper
- Fish & Wildlife Management
- Weather

STEM

- Astronomy
- Game Design
- Photography
- Animation
- Robotics

Handicraft

- Wood Carving
- Leatherwork
- Art
- Painting
- Pottery

Shooting Sports

- Archery
- Rifle
- Shotgun

Aquatics

- Canoeing
- Kayaking
- Motorboating
- Rowing
- Small Boat Sailing
- BSA Jet Ski
- Swimming
- Lifesaving
- SUP Award

Scoutcraft

- First Aid
- Wilderness Survival
- Camping
- Pioneering
- Emergency Preparedness
- Signs, Signals, and Code
- First Year Camper Program

Trail to Eagle

- Citizenship in the Community
- Citizenship in the Nation
- Citizenship in the World
- Communication

Merit Badges offered are subject to change.

Program Overview



BROWN SEA ISLAND FIRST YEAR CAMPER

One of the highlights of a brand new Scout is going through Camp FGL's

Brown Sea Island First Year Camper Program. We have a great option 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, & First 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 through First Class Ranks.

Scouts enrolled in BSI: Tenderfoot, Second Class, and First Class will spend mornings each day in this program and can take merit badge classes in the afternoon.

Special notes	This class takes up 3 time blocks
Supplies to Bring	Scouts BSA Handbook, Daypack, Canteen, Rain Gear, Compass, Pencil & Paper, Pocket Knife, Flashlight, Sun Protection
Recommended For	New Scouts & New Campers who have not yet reached Second Class



Program Overview



Trail to Eagle Program

This program is where participants discuss the Eagle Scout journey. This program gives Scouts the opportunity to talk with Scoutmasters, Eagle Coaches, Eagle Board Members, and past Eagle Scouts on different points of view on obtaining their Eagle Rank. Participants will work on Eagle required merit badges; all Citizenship merit badges and Communication. This is a great way for older Scouts to build an understanding of what is required for Eagle and help them get better organized and stay on track on their own path to Eagle.

Trail To Eagle	
<p>This Half Day Class is geared towards our older Scouts 14 and Up.</p> <p>Scouts enrolled in the Trail to Eagle Program will work on the following Merit Badges Citizenship in the Community, Citizenship in the World, Citizenship in the Nation, and Communication Merit Badge. These courses are not offered outside of this program,</p>	
Special notes	This class takes up 3 time blocks
Supplies to Bring	Scouts BSA Handbook, Daypack, Pencil & Paper
Recommended For	Scouts 14 and Up



2024 Camp FGL Class Schedule

		Time Block 1	Time Block 2	Time Block 3	Time Block 4	Time Block 5	Time Block 6	Tue / Thurs
Age Req.	Class Size	9:00 AM - 9:50AM	10:05 AM - 10:55AM	11:10 AM - 12:00 PM	1:00 PM - 1:50 PM	2:05 PM - 2:55PM	3:00PM - 3:30PM	Night Class
C.O.P.E / Climbing								
13	12	10\$	X					
Shooting Sports								
All								
Ages 10	\$10	X			X			
All								
Ages 12	\$15	X			X			
All								
Ages 10	\$15	X			X			
Ecology								
All								
Ages 15	\$3		X	X				
All								
Ages 15	None			X	X			
All								
Ages 10	None	X						
All								
Ages 12	None	X						
All								
Ages 10	None				X			
All								
Ages 10	None					X		
All								
Ages 10	None		X					
All								
Ages 10	None			X				
All								
Ages 10	None					X		
All								
Ages 10	None							
All								
Ages 10	None							
All								
Ages 10	None							
All								
Ages 8	None		X					
All								
Ages 10	None	X						
All								
Ages 12	None							
All								
Ages 10	\$10							
All								
Ages 8	None		X					

Weekly Schedule



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 at 7:55a)				
8:10a	Breakfast				
9:00a	Scoutmaster Meeting (Mon, Wed, Friday)				
9:00a-9:50a	Time Block #1				
10:05a-10:55a	Time Block #2				
11:10a-12:00pm	Time Block #3				
12:00p	Lunch				
	(Scoutmaster may arrive to start eating at 11:45)				
12:50p	SPL Daily Meeting (Senior Patrol Leaders to attend)				
1:00p-1:50p	Time Block #4				
2:05p-2:55p	Time Block #5				
3:00p-5:00p	Troop Time, Swim Instruction, & Mile Swim Practice	Rifle and Archery Competition, Handicraft Activity, Mile Swim Practice, & Swim Instruction	Pool Cool Off & Scoutcraft Adventure	Flying Squirrel Adventure, Shotgun Competition, Mile Swim Practice & Swim Instruction	Troop Time & Mile Swim
5:35p	Dinner				
7:00p	Staff Vs Campers Kick Ball	Open Swim Open Sports on the Field	Troop Time & Mile Swim Practice	Open Swim Board Game Night	Family Night & Troop Time
8:00p	Activities End		OA Call Outs & Social	Activities End	Closing Campfire
9:00p		Frog Fetching	Owl Calling		
10:00p	Taps				

Pre-Requisites



	Pre-requisites	Req. Not met at Camp	Supplies to Bring
C.O.P.E / Climbing			
Climbing	None	None * Note Campers must complete 3 Climbs and 3 repels. If scouts 'choose' not to, merit badge will not be completed	Tennis shoes, Long Pants recommended
Aquatics			
Lifesaving	Scouts must have Swimming MB		Scouts must bring long pants and a long sleeve button down shirt that can get wet.
Swimming	Must pass Swimmer's Test.		Closed toe shoes that can get wet
Canoeing	Must pass Swimmer's Test.		Closed toe shoes that can get wet
Kayaking	Must pass Swimmer's Test.		Closed toe shoes that can get wet
Rowing	Must pass Swimmer's Test.		Closed toe shoes that can get wet
Small-Boat Sailing	Must pass Swimmer's Test.		Closed toe shoes that can get wet
**Motor Boating	Boater Education course required prior to camp*		Closed toe shoes that can get wet, Proof of Boater Safety Course
**Personal Water Craft Program	Boater Education Course is required prior to camp*		Closed toe shoes that can get wet, Proof of Boater Safety Course
Ecology			
Environmental Science	Requirement 3e	If a Pre-Req is not completed there is no opportunity at camp to do so.	None
Fishing	None	If a scout can not catch a fish then requirement 9 may not be completed.	Fishing Rod and Reel (Provided If not able to bring.)
Nature/Bird Study	None	None	Binoculars
Reptile / Amphibian Study	None	Requirement 8	None
Geology	None	None	None
Forestry	None	None	None
Pulp and Paper	None	None	None
Weather	None		
Fish and Wildlife Management	None	7 * Depending on time	
Handicraft			
Woodcarving	Totin' Chip		Pocket knife that locks
Leatherwork	None		Kit included with fee
Painting	None		Clothes that can get paint on them
Art	None	6	
Pottery	None		

Pre-Requisites



	Pre-requisites	Req. Not met at Camp	Supplies to Bring
Scoutcraft			
First Aid	Requirement 5		Notebook & Pencil, First Aid kit from Req 5
Signs, Signal, and Code	None		
Wilderness Survival	Req. #5 (bring kit to camp)		Scouts will campout overnight in a shelter they construct on Thursday Evening
Camping	Req #4b, 7b	9, 10	Scouts must bring appropriate camping equipment for an over- nighter (tent, sleeping bag, etc.)
Pioneering	Basic knowledge of required knots, lashing, and splicing.		
Emergency Preparedness	Scouts must have First Aid Merit Badge	2C, 8B	If requirement 8b is completed before Camp, please bring your Emergency Service Pack to class
BSI - First Year Camper Program			
Tenderfoot, Second Class, & First Class Prep	New Scouts & New Campers who have not yet reached Second Class		Scouts BSA Handbook, Daypack, Canteen, Rain Gear, Compass, Pencil & Paper, Pocket Knife, Flashlight, Sun Protection
Shooting Sports			
Shotgun	None		
Rifle	None		
Archery	None		
STEM			
Animation	None	None	None
Photography	None	None	Personal if wanted to take pictures* provided it not
Astronomy		8, 6b (5b,4a,4b,4c,4d Depending on weather)	
Robotics	None		
Game Design	None		Notebook & Pen/Pencil
Trail to Eagle			
Citizenship in the Community	2B, 3A, 3B, 4A, 4B	7B, 7C	Notebook & Pen/Pencil
Citizenship in the Nation	2		Notebook & Pen/Pencil
Citizenship in the World	7		Notebook & Pen/Pencil
Communication	5, 7A, or B, or C, 8, 9		Notebook & Pen/Pencil

Camp Lumpkin

Chattahoochee Council
Scout Reservation
Troup County, Georgia



For more information and to register please visit www.91BSA.org/CampFGL

Follow us on social media at

<https://www.facebook.com/bsacampfgl>

<https://www.instagram.com/bsacampfgl/>

If you have any questions please contact

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Scarlet.Guzman@scouting.org or at 706-341-3343

- Program Director

campfgl@gmail.com

For Assistance registering contact Janine Fessler—Customer Service Specialist

Janine.fessler@scouting.org or at 706-327-2634