

Staff Application

Page One



Welcome!

We are excited that you decided to find out more information about being a member of the Camp FGL staff. The information below will answer some of your questions, however, if you have additional questions please contact camp management using the info on page two.

What positions are available?

Below is a list of positions. The minimum age for each position is in parentheses. A * symbol indicates that there are multiple slots for that position.

C.O.P.E./Climbing Director (21)	Scoutcraft Director (18)*
C.O.P.E./Climbing Staff (18)*	Scoutcraft Quest Staff (15)*
C.O.P.E./Climbing Quest Staff (16)	Handicraft Director (18)
Shooting Sports Director (21)	Handicraft Quest Staff (15)*
Rifle Range Instructor (21)	First Year Camper Director (18)
Archery Range Instructor (18)	First Year Camper Quest Staff (15)*
Shotgun Range Instructor (21)	Camp Commissioner (18)
Shooting Sports Quest Staff (15)*	Counselor-in-Training (14)*
Aquatics Director (21)	Health Officer (21)*
Asst. Aquatics Director, Pool (18)	Cook (21)
Asst. Aquatics Director, Waterfront (18)	Dining Hall Staff (15)*
Aquatics Staff- Waterfront Quest(16)*	Dining Hall Steward (17)
Aquatics Staff- Pool Quest(16)*	Trading Post Manager (18)
STEM Director (18)	Trading Post Staff (15)*
STEM Quest Staff (15)*	Business Manager (21)
Ecology Director (18)	Assistant Program Director (18)
Ecology Quest Staff (15)*	High Adventure Staff (18)

When will I be needed to work?

All staff must be available on the following dates:

May 31, 2020 through July 1, 2020

Staff development dates TBD

See Page 6 for required trainings.



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Page Two



Who is eligible to be on staff?

All staff members must be registered members of the Boy Scouts of America or agree to become registered before employment begins. The principles of the Scout Oath and Law must be practiced as a way of life.

What are the expectations of staff?

The #1 expectation of staff is that they follow at all times the principals of the Scout Oath and Scout Law. Below are some specific expectations of camp staff.

As a member of Camp FGL staff you are expected to.

- Make customer service a priority. All campers (both youth and adults) are our guests. They are guests in our home. We should make them feel welcome and comfortable at all times.
- Set an example of excellence in Scouting. As a member of camp staff, you will be looked up to by Scouts and adult leaders.
- Wear the proper uniform at all times and adhere to our Camp's standards of personal appearance. Specific information on uniforms and appearance will be available in the Staff Guidebook. Extreme hairstyles, unkempt facial hair, or inappropriate jewelry are not allowed.
- Be on time to all assigned job assignments. Being "on time" for an assignment means arriving early and being prepared.
- Not discuss your salary with other staff members. Each staff members' salary is unique to their responsibility, assignment, and experience. It is very unprofessional to discuss salary with another staff member.
- Be professional. Being on staff at summer camp is a paid position and you are expected to remain professional at all times.
- Have fun. Our guests are likely not to have a good time if our staff is not having a good time. We want you to enjoy yourself while you are working at Camp FGL.
- Complete all required training for desired program area.

I have additional questions.

Please contact us using the information below.

George Henington

Camp Director

George.Henington@scouting.org

706-341-3343

What are my next steps?

If you are interested in working on camp staff, then you will need to complete pages three and four in full and mail it, scan and email it, or bring in person to:

Mail:

Camp FGL Summer Camp
C/O George & Jo Jeter Scout Service Center
1237 First Ave
Columbus, GA 31901

Scan and Email:

scarlet.guzman@scouting.org

Once you submit your application, a member of camp management will contact you to schedule an interview.

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Personal Information

First Name: _____ Middle: _____ Last Name: _____

Address: _____ City: _____ State: _____ Zip: _____

Phone Number: _____ Email Address: _____

Date of Birth (if under 21 as of 06/01/17): _____ Shirt Size: _____

BSA Experience

Rank/Position in the BSA: _____ Unit No: _____

Council: _____ District: _____

Membership ID# _____ Are you currently registered? _____

Leadership Positions Held: _____

Scouting Honors (e.g. Religious Emblems, OA): _____

Have you been through NYLT? _____ If yes, which year and which course? _____

Have you worked on a Summer Camp staff before? _____ If yes, when/where? _____

Special Training/Achievements/Skills/Interests Outside of the BSA

Achievements: _____

List current certifications: (e.g. Lifeguard, First Aid, CPR, AED, etc) _____

List your hobbies and special interests: _____

Education *list # years, location, and degree*

High School: _____

College / Other: _____

Honors: _____

Sports / Activities: _____

Employment

Present or most recent employer: _____

May we contact? Yes / No Address: _____

Phone #: _____

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Tell Us About Yourself

Briefly tell us about yourself in the space below.

Work Preferences

Please list your preferences below. Position choices can be found on page one of this application.

Specific Position (Area Director, Cook, Trading Post, etc..) _____

Area Specific Staff (Applies to Aquatics and Shooting Sports only) _____

First Quest Choice: _____

Second Quest Choice: _____

Third Quest Choice: _____

Agreements

I hereby make application for employment with the Chattahoochee Council and Camp Frank G. Lumpkin, and in accordance with the principles of the organization, subscribe to the Scout Oath and Scout Law. I agree to be loyal to and cooperate fully with all BSA policies, program, and management including those described on pages one and two of this application. I further agree to submit a completed Health and Medical Record Form (#680-001) upon my arrival, if selected. I understand that a personal interview may be required before employment will be granted.

I authorize investigation of all statements contained in this application for employment as may be necessary in arriving at an employment decision, including but not limited to any investigation of statements made regarding any previous criminal record. I authorize all my previous employers, schools, and all other references to furnish the information requested. I hereby declare that information provided by me in this application for employment is accurate and complete to the best of my knowledge. I understand that any falsification or misrepresentation in this application is cause for discharge.

I understand that photos, video footage or voice recording may be captured or taken of me while working at a Chattahoochee Council camp. Therefore, I consent to the use of my photo or artistic likeness and or voice or footage of me while at camp for promotional materials, movie making, media coverage, press release or other similar projects approved by the Chattahoochee Council and the BSA.

Applicant's Signature: _____ Date: _____

Parent's Signature (if under 18): _____ Date: _____

Parent Email address: _____ Phone: _____

Please return application to the address found on the bottom of page two.

Quests and Program Areas

At the Pool and McKenzie Aquatic Adventure Base

- *Aquaman*—Motorboating, Small Boat Sailing, Lifesaving merit badges and Jet Ski Experience. Partial on National Outdoor Badge Aquatics.
- *Order of the Oar*—Canoeing, Kayaking, Rowing and Whitewater and Welding merit badges. BSA Paddleboard and shotgun experience.
- *BSA Lifeguard*

At the Shooting Sports Ranges

- *Top Shot*—Archery, Shotgun, & Rifle merit badges. 3-D Trail, Muzzloading, Tomahawk toss, Climbing Wall Experiences.

At STEM University

- *Imitation Game*—Robotics, Electronics, Programming, Signals Signs and Codes merit badges. BSA Paddle board and Camping merit badge partial.
- *Imagineer*—Game Design, Animation, Photography, Composite Materials, Moviemaking merit badges.

At the C.O.P.E. Course & Climbing Tower

- *Land, Sea & Air*—C.O.P.E. , Climbing, Small boat sailing merit badges. Includes Zipline Excursion.

At the Ecology Lodge

- *World Conservation*—Environmental Science, Bird Study, Insect Study, Forestry, Nature. Earn National Outdoor Badge Conservation, and World Conservation.
- *Hornaday*—Environmental Science, Fish and Wildlife Management, Forestry, Soil and Water Conservation, Weather. Earn National Outdoor Badge Conservation, and World Conservation.
- *Critters and Creatures*— Dog care, Nature, Bird Study, Mammal Study, Canoeing. Earn Outdoor Ethics Awareness Award.
- *Matts Fish Camp*—Fishing, Fly Fishing, Motorboating, Fish and Wildlife Management Merit badges with 3-D Archery. Complete Angler Award.

At the Handicraft Pavilion

- *The Lost Tribe*—Indian Lore, Leatherwork, Pottery, Woodcarving, American Cultures.
- *Cultured Sublime*—Art, Music, Basketry, Welding, Canoeing, Fingerprinting, Painting, Photography.

At the Scoutcraft Area

- *Zombie Apocalypse*—Search and Rescue, Emergency Preparedness, Wilderness Survival, Moviemaking. Scouts BSA Emergency Preparedness Award (except 3)
- *Expedition Unknown*—Exploration, Archaeology, Reptile and Amphibian Study, Weather merit badges. Tomahawk Toss
- *Lewis and Clark*—Geocache, Welding, Orienteering, Pioneering merit badges. Camping partial. Earn Paul Bunyan Award.
- *Natures Gym*—Rowing, Kayaking, Shotgun, Rifle, BSA Mile Swim. Partials on Personal Fitness, Sports, Athletics. Earn Kayaking BSA Award.

Brown Sea Island Quest

All quest cover Tenderfoot and second class requirements as well as First Aid and Swimming Merit Badges and earn Scouting Outdoor Ethics Awareness Award.

- *Minninnewah (Whirlwind)*—Tenderfoot & Second Class First Aid and Swimming Merit badge. Rifle and Archery experience
- *Achak (Spirit) Quest*— Rifle and Canoeing experience.
- *Ziracuny (Water Monster) Quest*—Canoeing and Kayaking experience
- *Adriel Quest (Beaver)*—First Class requirements as well as Rifle, Lifesaving, Welding and Canoeing Merit badges.

Specialty Quest and Trips

Eagle Trail—Partials on Communication, Citizenship in the World, Nation and Community, Personal Management. C.O.P.E and 3-D Archery

Blueway High Adventure— Kayaking, Whitewater merit badges. Week long 25 mile trip down the Chattahoochee River.

Quest Notes and Required Staff Trainings

- Each quest will require two (2) full time staff members that stay with those scouts all week.
- Each quest is designed to run Monday through Thursday from 9am-4pm. Each quest will have at least once CIT assigned to it.
- Staff members are required to have the knowledge skills and abilities to creatively teach and deliver the merit badge requirements within their quest.
- Staff members must be able to work with each other to deliver the experience to each Scout.
- If a quest staff member is not knowledgeable in a merit badge to assist teaching at the minimum, he or she must make every effort to provide support to the staff member teaching the badge.
- Certain quests require a minimum age of 18

Along with Youth Protection, Weather Hazards , CPR and other additional trainings to be held during Staff development week. Program areas will have specific trainings that a staff member must take or have up to date certification to work in a program area. These trainings are offered at different times throughout the year by the Chattahoochee Council. These trainings are required for program staff as well as quest staff.

Shooting Sports: NRA Basic Rifle, Shotgun and/or Archery Level 1.

Aquatics: BSA Lifeguard OR Red Cross Lifeguard.

COPE: Level 1

First Year Camper: IOLS

All area directors that have not completed a National Camp School:
Train the Trainer.

Scouts that have successfully completed an NYLT course will earn \$5.00/ week more in pay.
Scouts that have been on an NYLT Staff will earn \$10.00/week in pay.