



# Abs0lute Zer0

2020 Winter Camp  
Leaders Guide

December 26<sup>th</sup> - December 31st

 [campfgl.com](http://campfgl.com)  
[91bsa.com](http://91bsa.com)

# Abs0lute Zer0

## Essential Information

### Camp Fees

Scouts: \$185

Adults: \$75

1 Adult Free for 5 Scouts Attending

2 Adults Free for 12 Scouts Attending

3 Adults Free for 25 Scouts Attending

All Adults Free for 30+ Scouts Attending

Staff: \$50

### COVID-19 Testing

Covid-19 testing is currently not required to attend this camp.

### COVID-19 Policy and Procedures

Please refer to our COVID-19 page for more information regarding the policies and procedures as it pertains to COVID-19 while on camp property.

### Tents and Camping Gear

Troops will be responsible for bringing their own tent and camping gear. There will be NONE provide by the staff.

### Cafeteria Style Dining Procedures

Throughout the duration of Winter Camp, we will be using a cafeteria style dining procedure to limit the contact of food and drinks. We do ask that Troops volunteer throughout the week to volunteer with food service. Four (4) Adults will be needed for each meal (breakfast, lunch, and dinner).

### Troop in Camp Cooking

On Monday, December 28<sup>th</sup> dinner will be up to the Troop. A menu will be provided to Troops to select what they would like to cook. This is the time for the Troop to come together for a nice home cooked meal.

### Visitors in Camp

To limit the spread of COVID-19 we will be limiting the number of visitors in camp. For those individuals that are in camp to assist with their Troops as well as with Merit Badge classes we will not require them to stay in camp once they have entered. However, please do keep in mind that there will be a limit of visitors that will be allowed in camp.

### Troop Guides

There will be a Troop Guide assigned to every Troop. They will be responsible with assisting Troops with check-in, giving an overview of camp (if needed), handing out invitations to our OA Invitational, and assisting with any other questions/concerns that a Troop may have. Your Troop Guide will be the liaison to the Program and Camp Director.

To register your troop visit

**[www.91BSA.org](http://www.91BSA.org)**

For more information contact:

Gary Bolen at

[Garyabolen@gmail.com](mailto:Garyabolen@gmail.com)

Or George Henington

[George.Henington@Scouting.org](mailto:George.Henington@Scouting.org)

# Abs0lute Zer0 Program

## Program Overview

Each Scout can choose from the following merit badges at camp...

### At McKenzie

#### Aquatic Adventure Base

- Rowing
- Canoeing
- Kayaking
- Motorboating

#### At the Handicraft Pavilion

- Wood Carving
- Leatherwork & Basketry.
- Art
- Photography
- Indian Lore

#### At the Shooting Sports Ranges

- Archery
- Rifle

#### At STEM University

- Robotics
- Electronics
- Programming
- Game Design
- Chess
- Digital Technology

#### At the Scoutcraft Area

- Athletics
- Emergency Preparedness
- Geocaching
- Orienteering
- Personal Fitness
- Pioneering
- Search and Rescue
- Wilderness Survival
- First Aid

#### At the Ecology Lodge

- Weather
- Fishing
- Fish & Wildlife Management
- Mammal Studies
- Environmental Science
- Soil & Water Conservation
- Bird Study
- Reptile & Amphibian Study

# Abs0lute Zer0 Program

## Aquatics

<b>Rowing</b>	<b>Merit Badge</b>
Time Block Offered	3rd Class Period & 5th Class Period
What to Bring	Closed toed shoes that can get wet, Warm dry clothes to change into after class, Merit badge book
Appropriate for	3rd year camper
Maximum Class Occupancy	10

<b>Canoeing</b>	<b>Merit Badge</b>
Time Blocks Offered	3rd Class Period & 4th Class Period
What to Bring	Closed toed shoes that can get wet, Warm dry clothes to change into after class, Merit badge book
Appropriate for	2nd or 3rd year camper
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

## Waterfront

Kayaking	Merit Badge
Time Block Offered	5th Class Period
What to Bring	Closed toed shoes that can get wet, Warm dry clothes to change into after class, Merit badge book
Appropriate for	3rd year camper
Maximum Class Occupancy	6

**\*Scouts taking Motorboating Merit Badge 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.**

Motor Boating	Merit Badge
Time Blocks Offered	2nd Class Period
What to Bring & Prerequisite *	Closed toed shoes that can get wet, Long sleeve button down shirt and pants that can get wet, Scouts must complete the boater education course for their State, Warm dry clothes to change into after class, Merit badge book
Appropriate for	2nd or 3rd year camper
Additional Fee	\$25.00
Maximum Class Occupancy	6

# Abs0lute Zer0 Program

## Shooting Sports

<b>Archery</b>	<b>Merit Badge</b>
Time Blocks Offered	2 <sup>nd</sup> Class Period & 3 <sup>rd</sup> Class Period
What to Bring	Merit Badge Book
Appropriate for	2nd or 3rd year camper
Maximum Class Occupancy	10

<b>Rifle</b>	<b>Merit Badge</b>
Time Blocks Offered	4th Class Period & 5th Class Period
What to Bring	Merit Badge Book
Appropriate for	2nd or 3rd year camper
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

STEM University

<b>Chess</b>	<b>Merit Badge</b>
Time Blocks Offered	1st Class Period & 3rd Class Period
What to Bring	Paper and Pencil, Merit badge book
Appropriate for	First Year
Maximum Class Occupancy	10

<b>Digital Technology</b>	<b>Merit Badge</b>
Time Blocks Offered	4th Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge book Requirements 1, 5b
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Electronics</b>	<b>Merit Badge</b>
Time Blocks Offered	3 <sup>rd</sup> Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge Book Requirements 2, 8, 9a
Appropriate for	Second Year
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

STEM University

<b>Game Design</b>	<b>Merit Badge</b>
Time Blocks Offered	3rd Class Period
What to Bring	Paper and Pencil, Merit Badge Book
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Programming</b>	<b>Merit Badge</b>
Time Blocks Offered	1st Class Period, 2nd Class Period, & 5th Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge Book Requirement 1
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Robotics</b>	<b>Merit Badge</b>
Time Blocks Offered	2nd Class Period, 4th Class Period, & 5th Class Period
What to Bring	Paper and Pencil, Merit Badge Book
Appropriate for	Second Year
Maximum Class Occupancy	10



# Abs0lute Zer0 Program

## Ecology

<b>Weather</b>	<b>Merit Badge</b>
Time Blocks Offered	1st Class Period & 3rd Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge Book Requirements 9,10
Appropriate for	First or Second year
Maximum Class Occupancy	10

<b>Fishing</b>	<b>Merit Badge</b>
Time Blocks Offered	4th Class Period & 5th Class Period
What to Bring	Paper and Pencil, Merit Badge Book
Appropriate for	Second year
Maximum Class Occupancy	10

<b>Fish &amp; Wildlife Management</b>	<b>Merit Badge</b>
Time Blocks Offered	1st Class Period & 2nd Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge Book Requirements 5, 7, 8
Appropriate for	Second Year
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

## Ecology

<b>Mammal Studies</b>	<b>Merit Badge</b>
Time Blocks Offered	3rd Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge Book Requirements 3c,
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Environmental Science</b>	<b>Merit Badge</b>
Time Blocks Offered	4th Class Period & 5th Class Period
What to Bring	Paper and Pencil, Merit Badge Book
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Soil &amp; Water Conservation</b>	<b>Merit Badge</b>
Time Blocks Offered	1 <sup>st</sup> and 2nd Class Period
What to Bring	Paper and Pencil, Merit Badge Book
Appropriate for	Second Year
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

## Ecology

<b>Bird Study</b>	<b>Merit Badge</b>
Time Blocks Offered	5th Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge Book, binoculars, Field Book Requirements 7,8
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Reptile &amp; Amphibian Study</b>	<b>Merit Badge</b>
Time Blocks Offered	2nd Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge Book Requirement 8
Appropriate for	Second Year
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

## Handicraft

<b>Wood Carving</b>	<b>Merit Badge</b>
Time Blocks Offered	1st Class Period, 2nd Class Period, & 5th Class Period
What to Bring	Paper and Pencil, Merit Badge book
Class Fee	All kits must be purchased at the Trading Post
Maximum Class Occupancy	10

<b>Leatherwork &amp; Basketry</b>	<b>Merit Badge</b>
Time Blocks Offered	1 <sup>st</sup> , 4th & 5th Class Period
What to Bring	Paper and Pencil, Merit Badge book
Class Fee	All kits must be purchased at the Trading Post
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

## Handicraft

<b>Art</b>	<b>Merit Badge</b>
Time Blocks Offered	2nd Class Period, 3rd Class Period, & 5th Class Period
What to Bring	Paper and Pencil, Merit Badge book
Appropriate for	First Year
Maximum Class Occupancy	10

<b>Photography</b>	<b>Merit Badge</b>
Time Blocks Offered	2nd Class Period, 3rd Class Period, & 4th Class Period
What to Bring	Paper and Pencil, Merit Badge book
Appropriate for	First Year
Maximum Class Occupancy	10

<b>Indian Lore</b>	<b>Merit Badge</b>
Time Blocks Offered	1st Class Period, 3rd Class Period, & 4th Class Period
What to Bring	Paper and Pencil, Merit Badge book
Class Fee	All kits must be purchased at the Trading Post
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

## Scoutcraft

<b>Athletics</b>	<b>Merit Badge</b>
Time Blocks Offered	2nd Class Period
What to Bring	Paper and Pencil, Merit Badge book
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Emergency Preparedness</b>	<b>Merit Badge</b>
Time Blocks Offered	1st & 3rd Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge book Requirements 1, 6c, 7, 8
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Geocaching</b>	<b>Merit Badge</b>
Time Blocks Offered	4th Class Period & 5th Class Period
What to Bring	Paper and Pencil, Merit Badge book, personal GPS although not required.
Appropriate for	Second Year
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

## Scoutcraft

<b>Orienteering</b>	<b>Merit Badge</b>
Time Blocks Offered	2nd Class Period & 3rd Class Period
What to Bring	Paper and Pencil, Merit Badge book, Personal compass
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Personal Fitness</b>	<b>Merit Badge</b>
Time Blocks Offered	1st Class Period
What to Bring	Paper and Pencil, Merit Badge book
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Pioneering</b>	<b>Merit Badge</b>
Time Blocks Offered	2nd Class Period & 3rd Class Period
What to Bring	Paper and Pencil, Merit Badge book
Appropriate for	Second Year
Maximum Class Occupancy	10

# Abs0lute Zer0 Program

## Scoutcraft

<b>Search &amp; Rescue</b>	<b>Merit Badge</b>
Time Blocks Offered	4th Class Period & 5th Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge book Requirements 5, 6a, 10
Appropriate for	Second Year
Maximum Class Occupancy	10

<b>Wilderness Survival</b>	<b>Merit Badge</b>
Time Blocks Offered	1 <sup>st</sup> Class Period & 5 <sup>th</sup> Class Period
What to Bring & Prerequisites	Paper and Pencil, Merit Badge book Requirement 5
Appropriate for	Second Year
Maximum Class Occupancy	

<b>First Aid</b>	<b>Merit Badge</b>
Time Blocks Offered	2nd, 4th, & 5th Class Period
What to Bring	Paper and Pencil, Merit Badge book
Appropriate for & Prerequisites	First Year Requirements 1, 2d
Maximum Class Occupancy	10



# Abs0lute Zer0 Program

## First Year Camper

<b>BSI: Scout Rank &amp; Tenderfoot</b>	
<p>BSI: Scout Rank &amp; Tenderfoot is geared towards those Scouts new to Scouting and to camping.  <b>2 Hour Class (1<sup>st</sup>, 2<sup>nd</sup> &amp; 3rd Class Periods)</b></p>	
Scout Rank requirements covered.	1a, 1b, 1c, 1d, 1e, 1f, 2b, 2c, 2d, 3a, 4a, 4b, 5
Tenderfoot Requirements covered	1c, 3a, 3b, 3c, 3d, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 8
Supplies to Bring	Boy Scout Handbook, Daypack, Canteen, Rain Gear, Compass, Pencil & Paper, Pocket Knife, Flashlight, Sun Protection, Warm Clothing
Recommended For	New Scouts & New Campers who have not yet reached First Class

<b>BSI: 2nd Class &amp; 1st Class</b>	
<p>BSI: Second Class &amp; 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 Tenderfoot Rank.  <b>(4<sup>th</sup> and 5<sup>th</sup> Class Periods)</b></p>	
Second Class Requirements covered	2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3b, 3c, 3d, 4, 6a, 6b, 6c, 6d, 6e, 8b, 9a, 9b
First Class Requirements covered	3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 7a, 7b, 7c, 7d, 7e, 7f
Supplies to Bring	Boy Scout Handbook, Daypack, Canteen, Rain Gear, Compass, Pencil & Paper, Pocket Knife, Flashlight, Sun Protection, Warm Clothing
Recommended For	Campers who are working on or completed Second Class Rank

Chattahoochee Council Scout Reservation  
 Camp AbsOLute ZERO  
 December 26 - 31, 2020

XXX indicates that the Merit Badge is offered that class period.

	1st Class Period	2nd Class Period	3rd Class Period	4th Class Period	5th Class Period
<b>Waterfront</b>					
Canoeing			XXX	XXX	
Kayaking					XXX
Motor Boating		XXX			
Rowing			XXX		XXX
<b>STEM</b>					
Chess	XXX		XXX		
Digital Technology				XXX	
Electronics			XXX		
Game Design			XXX		
Programming	XXX	XXX			XXX
Robotics		XXX		XXX	XXX
<b>Ecology</b>					
Weather	XXX		XXX		
Fishing				XXX	XXX

	1st Class Period	2nd Class Period	3rd Class Period	4th Class Period	5th Class Period
Fish & Wildlife	XXX	XXX			
Mammal Studies			XXX		
Environmental Science				XXX	XXX
Soil & Water Conservation	XXX	XXX			
Bird Study					XXX
Reptile and Amphibian Study		XXX			
<b>Handicraft</b>					
Wood Carving	XXX	XXX			XXX
Leatherwork & Basketry	XXX			XXX	XXX
Art		XXX	XXX		XXX
Photography		XXX	XXX	XXX	
Indian Lore	XXX		XXX	XXX	
<b>Scoutcraft</b>					
Athletics		XXX			
Emergency Preparedness	XXX		XXX		

	1st Class Period	2nd Class Period	3rd Class Period	4th Class Period	5th Class Period
First Aid		XXX		XXX	XXX
Geocache				XXX	XXX
Orienteering		XXX	XXX		
Personal Fitness	XXX				
Pioneering		XXX	XXX		
Search and Rescue				XXX	XXX
Wilderness Survival	XXX				XXX
<b>Shooting Sports</b>					
Archery		XXX	XXX		
Rifle				XXX	XXX

First Year Camper					
	1st Class Period	2nd Class Period	3rd Class Period	4th Class Period	5th Class Period
Scout and Tenderfoot are offered in the morning sessions. The Scout may select afternoon Merit Badges.					
Scout	1a - f				
	2b - d				
	3a				
	4a - b				
	5				
Tenderfoot	1c				
	3a - d				
	4d - d				
	5a - c				
	7a 8				
2nd Class and 1st Class are offered in the afternoon sessions. The Scout may select morning merit badges.					
2nd Class				2a - g	
				3a - d	
				4	
				6a - e	
				8b 9a & b	
1st Class				3a -d	
				4a & b	
				5a -d	
				7a - f	

# Absolute Zero Program

## Camp wide Events

### **Flag Ceremonies**

The entire camp will get together at the flag poles (in front of the dining hall) every day prior to breakfast, lunch, and dinner. The Uniform for breakfast and lunch is "Activity Uniform" which consists of a BSA T- shirt and shorts. The uniform for dinner is Field Uniform.

### **It's Showtime! Opening Campfire**

It's time to "chill" out and have some fun with our Staff as we welcome you to camp... FGL Style. Our opening campfire on will not be some-thing that you want to miss!

### **Saturday Fellowship**

After the campfire, join us outside the Dining Hall for fellowship amongst the Troops and Staff. Our staff will be available to answer any last-minute questions about Merit Badge Classes.

### **Scouts Own Religious Service**

Join us on Sunday with worship music and a non-denominational message that everyone will enjoy. 7 PM

### **Chess & Game Night Sunday**

Come challenge your friends and our staff to fun board games such as Chess, Risk, Checkers, and more! Held at the Ft. Bradshaw training center. 8 PM - 10 PM

### **Monday Night Campfire**

The Chatahoochee Lodge Order of the Arrow will host a special campfire for the camp. 8 PM

### **Order of the Arrow Invitational**

For those that are members of the Order of the Arrow, there will be an invitation only Fellowship inside of the Dining Hall Tuesday night. Troop Guides will pass out invitations, please make sure to have an accurate head count of OA members within your Troop when you arrive to camp. Tuesday 8 PM

### **Lord Kelvin's Games**

A fun mix of Camp Games and Troop Competition that only Lord Kelvin could devise.  
Wednesday 2 PM - 5:30 PM

### **Closing Campfire**

This your chance to show us what you've got! All Troops will have their chance to put on their best Grammy nominating song performance or act their hearts out to an Oscar with a skit. Thursday 7 PM

### **Leader's Meeting**

We will hold a Leader's Meeting on Saturday to discuss upcoming events and important information. We ask that at least one adult from each Troop attends so they know what all will be happening while they are at camp. Saturday 9PM

### **SPL Meetings**

We will have a daily SPL meeting to discuss events for the evening as well as any upcoming important information pertaining to camp. All Senior Patrol Leaders and/or Assistant Senior Patrol Leaders need to attend this meeting, so that they can relay this information back to their Troop. 1 PM Dining Hall Poarch.

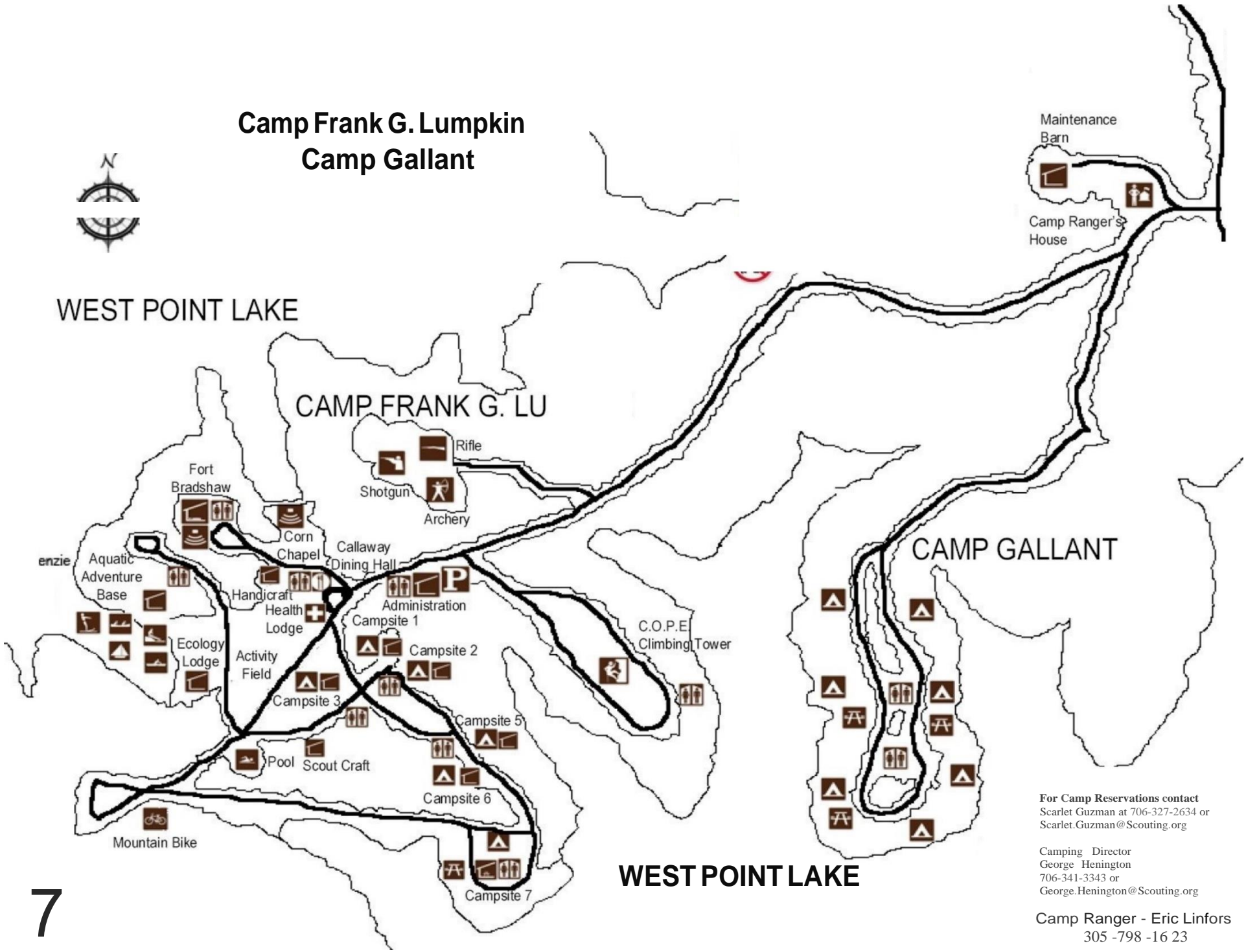
### **Honor Troop**

While at Camp FGL your troop will have the opportunity to participate in our "Honor Troop Program". Our Camp Commissioners work directly with your unit to complete service projects, camp gadgets, and much more.

# Camp Frank G. Lumpkin Camp Gallant



WEST POINT LAKE



WEST POINT LAKE

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For Camp Reservations contact  
Scarlet Guzman at 706-327-2634 or  
Scarlet.Guzman@Scouting.org

Camping Director  
George Henington  
706-341-3343 or  
George.Henington@Scouting.org

Camp Ranger - Eric Linfors  
305 -798 -16 23

## 2020 Camp AbsOLute ZERO

	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	
	12/26/	December 27, 2020	December 28, 2020	December 29, 2020	December 30, 2020	December 31, 2020	
7:00		Reveille					
7:45		Flags					
8:00		Breakfast				Pack up/ Head Home	
8:45		Merit Badge Class One					
9:45							
10:00		Merit Badge Class Two				Camp Closes	
11:00							
11:15		Merit Badge Class Three					
12:15							
12:30		Lunch					
1:00		SPL Meeting					
2:00		Merit Badge Class Four			Lord Kelvins Games		
3:30	Troops Arrive at Camp 3-5PM						
3:45		Merit Badge Class Five					
5:15							
5:45		Retreat					
6:00	Dinner		Dinner				
7:00	Opening Campfire	Scouts Own	Camp Site Cooking & Dining OA Campfire at 8PM	OA Invitational	Awards & Closing Campfire		
8:00		Game Night			Troop Activities in Campsite		
9:00	Leaders Meeting						
10:00							
11:00							



