

2019 Junior Camp



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Camp Northwest Doctrinal Statement

- We believe that the Old and New Testament Scriptures are verbally inspired by God and are inerrant in the original writings, and that they are the supreme and final authority in faith and life.
- We believe in one God, eternal, omnipotent, omnipresent, omniscient, manifesting Himself in three Persons--Father, Son, and Holy Spirit; one in nature, equal in attributes, power, and glory.
- We believe that the Lord Jesus Christ was begotten by the Holy Spirit, born of the Virgin Mary, and that He is 100% God and 100% man.
- We believe that God created man in His own image and in a state of innocence, but man willfully transgressed God's law and lost communion with God, becoming dead in sin, corrupt in nature, and incapable of pleasing God.
- We believe that the Lord Jesus Christ died for our sins according to the Scriptures as a representative and substitutionary sacrifice, and rose again for our justification; and all who believe in Him are justified on the ground of His shed blood and are saved by grace through faith wholly apart from human merit or works.
- We believe that all who receive the Lord Jesus Christ by faith are born again by the Holy Spirit through the Word of God and thereby become the children of God, possessing eternal life.
- We believe in the resurrection of the crucified body of our Lord, in His ascension into heaven, and in His present life there for us as High Priest and Advocate.
- We believe in the personal and visible premillennial return of our Lord and Savior, Jesus Christ, to reign upon the earth.
- We believe in the bodily resurrection of all the dead: the saved to a life of eternal glory and bliss in heaven with God; the unsaved to eternal judgment of conscious suffering in the lake of fire.
- We believe in separation from all worldly practice, in whole-hearted devotion to the cause of Christ, in a high standard of Christian conduct. Since such separation, devotion, and standards are the only scriptural basis for a useful Christian life. For this reason we oppose all practices which hinder Christian growth and detract from Christian influence.
- We believe it is necessary to hold sound and aggressive scriptural convictions of separation from liberalism, apostasy, and compromise with unbelief.

Directors and Program Staff

Camp Director: Pastor Greg Kaminski (541-579-0484)

Administrative Director: Pastor Nathan Damm (541-228-4461)

Program Director: Zach Eshleman (541-232-0864)

Medical Director: Alice Dunlap (503-730-1522)

Kitchen Director: Donald Glasenapp (228-297-2468)

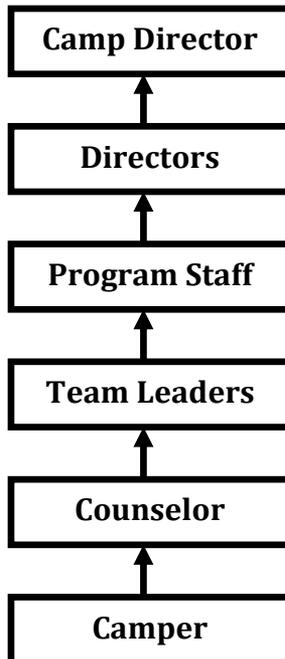
Worship Director: Cliff Cox (206-300-3699)

Music Director: Janie Kaminski (541-579-0400)

Program Staff:

- Kelly Damm (541-556-3916)
- Lifeguard: Rebekah Murphy
- Waterfront Supervisor: Tammi Wilson (503-702-1993)
- Scott Scheuerman
- Jeffery Grimes
- Jeff Anderson (253-508-7457)
- Joe Dunlap (360-560-2212)
- Josh Brey (541-556-3997)

The Chain of Command and Communication



Camp Northwest Objectives

Physical Objectives:

- To provide for healthy physical growth
- To help campers develop good health habits (cleanliness, proper rest, balanced diet, exercise, and proper care of their bodies as God's temples)
- To provide a program suited to campers' abilities and interests
- To provide an atmosphere conducive to good mental health and free from tension

Social Objectives:

- To provide a profitable experience with Christians living together in an unselfish and Christ-like manner
- To provide an opportunity for each camper to make a contribution to the group
- To develop a spirit of comradeship and teamwork
- To accept other campers from different backgrounds and of different races
- To learn to be cooperative and to respect others' property
- To develop a sense of social responsibility
- To provide Christian fellowship and friendships
- To gain an appreciation of the contribution of others
- To help campers learn leadership skills

Personal Development Objectives:

- To help campers make right decisions and to accept the consequences of wrong decisions
- To stimulate creativity and independence
- To increase understanding and appreciation of God's creation
- To develop a sense of Christ-esteem
- To develop a variety of skills which may be useful in adult life
- To help campers think, analyze, judge, and make wise choices
- To learn to be good stewards of God's creation (conserve the natural resources)
- To provide time for campers to be alone and evaluate their own goals and achievements

Spiritual Objectives:

- To give each camper the opportunity to receive Christ as his or her personal Savior
- To help each camper grow in the Lord during camp through increased knowledge of God's Word, developing good habits of Christian living, including a devotional time in the Word and prayer each day
- To help guide campers toward maturity in Christ by putting Him first in every area of their lives
- To encourage spiritual decisions at each camper's level of readiness
- To counsel each camper as an individual in his or her spiritual needs
- To develop Christian leadership skills that can be used in their local churches when they return from camp
- To help campers find God's purpose for their lives

Mailing Address

For those wanting to send letters or postcards from home while camp is in session, the address for the camp is:

Mayfield Lake Youth Camp
c/o "person's name"
394 Winston Creek Rd.
Mossyrock, WA 98564

Camp Northwest will not be responsible for mail or packages that come after camp is over for the week.

Emergencies

The number at Mayfield Lake Youth Camp is (360) 985-2972. Also see the "Medication & Nurse" Section.

Counselor's Ten Commandments

1. Bring flip flops with you for the showers.
2. Bring a coffee cup or mug with you for "get-up-and-go" juice in the morning.
3. Exercise and stretch some before you come to camp.
4. Read through the Staff Handbook and Counselor Manual, BEFORE you come to camp. Bring them with you to camp.
5. Bring some warm clothes and a rain jacket.
6. Bring an old pair of shoes, a flashlight, a hat, and an extra towel.
7. Bring any decorations to promote the theme with you that might help with morale and team spirit.
8. Pray for your campers before you get to camp.
9. Have a positive faith attitude on the way to camp and especially during camp.
10. Come with a desire to make a difference by speaking the truth in love and by living the Christian life in front of your campers.

Arrival and Check-in

Check-in at camp is Monday from 12:30 PM to 2:30 PM. When you arrive at camp, you will need to check in at the registration table at which time you will be given your counselor pack. It will let you know who is in your cabin, what team and division you are in, and other important info. You will need to turn in your snack shop money at registration. Please make sure your church's campers check in as well.

The camper check-in is very important. They will turn in their snack shop money and find out which cabin they are in for the week. They are also to check in at the medical table during registration to be checked for health conditions and turn in any medication (accept asthma inhalers). Campers must make sure that they

report before completely unpacking. They will be stamped to verify that they have been checked by medical staff. After you and your church crew have checked in, please find your cabins and be ready for your first meeting.

Parking and Vehicles

After registration is completed by your church or by those of you who drove a vehicle, you **MUST** move your vehicle to the parking area for the week. It is the field across the road, located on the left side of the chapel building. Please lock up all vehicles. Please do not block any roads as people will need access to different areas of the camp. You may drive your church van or bus along the road above the boys cabins to unload and pick up luggage and then park in the designated area. No one is to be driving their vehicle around or on the camp property during the week without the Camp Director's permission.

Guest Check-in

All guest must sign in and sign out at one of the guest tables (one at the dining hall and one at chapel). All guest must also communicate with Pastor Nathan Damm upon arrival. All guest staying for meals need to call Pastor Nathan Damm before coming so the cook can prepare enough food. You can reach Pastor Nathan at (541) 228-4461. There is a charge for meals and staying the night. Please go to campnorthwest.org for guest information.

Kitchen Staff

You will be assigned to either the food preparation, serving, or set-up/clean-up crew. There will be a schedule of meals and work times for you given by the Kitchen Director at camp, Don Glasenapp. If you have any questions, give him a call at (228) 297-2468.

In past years those in the kitchen were required to have a food handlers card, but with some changes in the Washington Health Department rules, only the Kitchen Director needs to have a food handlers card. The camp also pays for a temporary food license for the week.

At camp registration, you will need to turn in any money that you want to be used at the snack shop during the week. You will be given your bunk assignment also during registration. You will be allowed one food or drink item each day at the snack shop "on the house." Those who have served 5 years or more are allowed 2 items each day from the snack shop.

Counselor/Cabin Meeting

Introduce yourself and let them know up front that you are there to be a help and a friend, but the rules must be followed. Go over the rules with them. Make sure that you have the right campers in your cabin. All cabin changes must be approved by the Administrative Director. When talking about rules, please try to give them the moral reasons, “why” we have rules. The S.O.S. (Safety, Organization, Service) principle can be used to explain the standards. There are four teams. Let them know what team they are on. Tell them about the snack shop procedure. Challenge them to participate in all activities, work as a team, and to do their best. Tell them what it will take to win cabin of the year. Promote the theme for this year through your talks with them during the week.

Camper Rules

- Stay out of others’ cabins
- No personal contact with the opposite sex
- No continual disobedience
- No guns, knives, dynamite, etc.
- No drugs or smoking
- No haircutting devices
- No vandalizing
- No radios, CD, MP3 players, etc.
- No hand held video games
- No cell phones (staff can let camper use their phone, if needed)
- No questionable magazines
- No appearances in restricted areas such as woods without counselor’s permission.
- A camper will be corrected appropriately upon breaking any of these rules.

Hygiene

Campers should be reminded of personal hygiene and cleanliness. Hands should be washed frequently, especially after using the bathroom. All trash should be deposited in appropriate containers. Showers should be taken daily and personal sleeping areas kept clean. Please encourage them to drink plenty of water. This helps with constipation and dehydration.

Showers

Campers should shower only during the following times:

- Before flag raising and before dinner
- During swim time
- During free time
- Showers may only be taken from 6:00 am—11:00 pm

Camp Dress Code

For Girls:

All attire must be loose fitting and, at least, knee length. Tank tops, low necklines, & tight-fitting clothing are **not** acceptable camp attire. Modest skirts or dresses are preferred for evening services. Swimsuits should be one-piece.

For Guys:

Casual long pants and collared shirts are preferred for evening services. Loose fitting shorts or jeans may be worn for recreation. No tank tops or cut off shirts.

Camp Northwest reserves the right to ask anyone to change his/her clothing if, in the estimation of the staff, it does not comply with these standards.

Medication and Nurse

The camp medical staff is available to treat minor injuries and illnesses (cuts, scrapes, headaches, stomachaches, and so forth). Also beware that the dust at camp may cause sinus headaches. If a camper has one of these problems it should be reported to the nurse or other medical staff immediately.

The nurse for this year for Junior Week is Nurse Alice Dunlap. Nurse Alice can be contacted during the week of camp by calling her cell number at 503-730-1522.

All medication should be submitted to the medical staff during registration at the medical table. Have the campers keep their medication where they can easily access it when they arrive at camp. **Each church should have one adult who is aware of each camper's medication and help the camper turn the medication into the nurse. One adult from each church should pick up medication from the nurse on Saturday before going home.**

Medication brought to camp **MUST** be checked in with the camp nurse at registration. All prescription medications **MUST** be in the original container with the camper's name, name of medication, and directions clearly marked on the pharmacy label. Over-the-counter medications can only be provided by the camp nurse and staff. The camp nurse has non-prescription medicines in the event of a minor illness or injury.

Medication will be given out to campers at breakfast, dinner, after evening chapel, or at another specified time.

Please use extra precautions when blood or other bodily fluids are involved. There should be NO skin to bodily fluid contact. You should wear the medical gloves when coming in contact with any bodily fluids. They will be given out during the counselor orientation meeting on Monday. Also Make sure that you know of the location of the medical staff after lights are out. Do not move a hurt camper but call for medical help.

Lost and Found

These items can be recovered at the designated area (benches by the fire pit) at the chapel. Please encourage campers to mark their belongings and check the lost and found periodically. Items not claimed by the end of the week, on Saturday morning, will be either thrown away or donated to a thrift store. Mark all personal belongings. Only items that seem of "value" will be kept for two weeks following each week of camp. Requested items can be mailed at owners expense.

God and I Time

Some campers may not be aware of what a personal devotional time is. The first day of "God and I Time" should be held in the cabin and counselors should explain how to have personal time with the Lord. Bible reading and passage memorization should be explained at this time. Personal time with God should include:

- Prayer before reading
- Bible reading
- Scripture memorization
- Praying for others and yourself

For each completed daily devotional section, the camper should receive a star. Follow the Camper Service Booklets for devotions and stars. The counselor will listen individually to campers as they recite memory passages. Each memory passage must be quoted in its entirety to a counselor. The counselor will put his/her initials next to the passage and/or devotional that was completed. For each memory passage, quoted in its entirety, the camper will receive a green star. The number of stars will be recorded on the cabin competition sheet along with the other stars and turned in to the Administrative Director at the counselor meeting on Friday at 5:30 pm.

Memory passages should not be checked until the camper's devotions for that day are done in God and I Time. After devotions, campers may work on memory passages. (Also, it can be done at free time or rest time.) Make sure your campers take this time seriously and are not playing around. Counselors are also encouraged to memorize passages for points!

Morning Chapel

Everyday we will hold morning chapel after breakfast. Campers enter and are seated according to teams. The auditorium is divided into four quarters. Looking from the back of the chapel from left to right, the first quarter seats the Marine Recon, the second seats the Navy Seals, the third is the Army Rangers, and the last is the Airforce Pararescue.

Evening Rally

The Evening Rally is to be a special time of excitement and challenge. Each evening is filled with games, songs, specials, and preaching. Campers and counselors may sit wherever they like during the evening. Please correct ANY campers who are not acting appropriate during the services. Discourage any bathroom needs during services, especially during the message. The purpose of the Evening Rally is to draw campers closer to the Lord. Some need to be saved, some dedicated, some surrendered to service. Decision cards are to be filled out by counselors for those campers they personally deal with. We do not take for granted that the camper is saved. The decision cards need to be filled out completely, especially with name of the church the camper attends. Please be ready to respond and counsel with campers as instructed! The Decision cards should be given to the Administrative Director at the end of the service or as soon as you see him.

Cool Downs

Before lights out, we will have what we call “Cool Down” times for the campers. Lights can be turned off and you can go over some questions and thoughts from the message. The counselor will lead the discussion. This is a great time to help the kids personally apply the truths they learned that day. A cool down should last 15 - 20 minutes. You will not be penalized for spiritual conversations for quiet cabin.

Cabin Cleaning (Before Breakfast)

Counselors should assign cleaning duties to different individuals every morning. Each cabin and area should be free of dirt, dust, empty pop cans, candy wrappers and so on. Clothing should be hung up neatly or put away in suitcases. Beds should be made and all belongings neat and tidy at all times. Cabins will be inspected every morning before chapel and points awarded to clean cabins (3,000 for 80-89%, 5,000 for 90-99%, 10,000 for 100%, 15,000 for cleanest cabin). -10,000 will be given to those who fail clean cabin and -10,000 points for failing quiet cabin at night. See sample form used for clean cabins on next page:

Cabin Cleaning	
Date: _____	Cabin # ____
OUTSIDE - picked up	10
OUTSIDE - creative ideas	10
INSIDE - creative idea	10
TRASH CAN - empty, in place	5
FLOOR - dirt, dust, grass	20
LUGGAGE/SHOES - lined up neat	10
BEDS - made properly, neat	10
NEATNESS - overall appearance	20
TREAT -	5
NEGATIVE STUFF -	
TOTAL POINTS:	

Restroom Cleaning

Restroom cleanings are to be done every morning during breakfast. Those cabins scheduled for restroom cleaning should come to breakfast at pre-shift which is at 8 AM. This includes the restroom areas near the boys cabins and near the main lodge. Counselors from the listed cabins are responsible for assigning necessary campers to clean bathroom area. A list of clean-up procedures will be posted in each bathroom and are listed below. Sweeping, and tidying up is what is required. Also, toilet and basin areas need to be cleaned during this time. Cleaning supplies should be in each of the restrooms and possibly in the laundry room for the staff bathrooms. A restroom cleaning schedule will be supplied in the counselor packets.

Supplies you should have in restroom or need from store room behind kitchen:

- Broom
- Dust pan
- Squeegee
- Mop
- Garbage bags

Supplies contained in bucket that is in each restroom:

- One Bottle of Pine Sol
- One Can of Comet
- One Pair of Rubber Gloves
- One Toilet Brush
- Two Sponges

Cleaning Procedures

1. Remove Trash replace w/clean bag. (don't forget Feminine Hygiene trash)
2. Spray Toilets inside/out with cleaner in spray bottle, use Toilet brush inside and wipe outside with RED rags! There should be a pair of gloves for you.
3. Spray sinks, mirrors & counters w/cleaner, wipe with **Sponge!** (**DO NOT** use paper towels to clean)
4. Remove Mats & Thoroughly Scrub Showers from edges to center! Replace Mats
5. Sweep entire floor!
6. Mop entire floor w/Bleach Water on **SATURDAY only**. Connect water hose to faucet and spray down entire bathroom. Only do this if extremely dirty. Use squeegee to remove excess water from floor, pushing water to floor drains or outside.
7. Sweep sidewalk outside

*** Please put the red dirty rags in the designated bucket next to the washing machine and sponges back where you found them! Please do not throw away sponges!**

Important Note:

Do not re-stock paper towels or toilet paper. The caretakers will come and resupply each restroom during the day. Do not use all of the Comet and/or Pine Sol in one cleaning. If you do run out of cleaning supplies, please tell Pastor Nathan Damm right away.

Meal Time

All meals are served buffet style. Immediately before breakfast and dinner, all campers meet at the flagpole for the morning blessing and singing. Serving cabins are dismissed before flag lowering. Then for breakfast and dinner only, Girls will line up at the back main lodge door by cabins (side by side) and the boys in the front will line up by cabins (side by side). They will be dismissed by cabin to eat, by one of the team leaders, the tray monitors will go first. After entering, they will be served buffet style. Portions should be limited at first: Two cookies, one glass of milk or juice, one helping of everything, if desired. After everyone has gone through the line once, seconds are allowed. When being seated please fill in the tables towards the rear of the dining hall first. There should be no less than eight per table and preferably ten.

Clean-up:

Campers at each table will be required to do the following:

- Take glasses, bowls, pitchers, eating utensils to the back of dining hall by firepit, all stacked together. Do not return individually.
- Scrape any food from bowls into trash can
- Assign campers for each responsibility.
- Wipe table and remain there until dismissed by counselor.
- Fold tables up after lunch.

Tray Monitor:

At each meal, a counselor and his/her cabin are assigned as tray monitors. The tray monitor is responsible for the following:

- Help keep separate the, glasses, utensils, bowls and trash as the campers bring them back during clean-up.
- Make sure no silverware is thrown in the trash can and that they are placed in the proper bucket.
- Make sure the designated camper is bringing multiple item at once. (ex. 10 bowls, 10 cups)
- Tray monitors for that meal will be first in line to eat **(Go to preshift for breakfast).**

Counselors, do not let campers leave the table until they have finished cleaning up or you will have to finish cleaning. If there are large numbers of campers, the girls cabins will rotate to eat at the outside tables during different meals.

Cabin Pictures

At the end of the week, Camp Northwest provides a picture to every person at camp to remind them of the great time they had while at camp. Pictures will be taken in the morning after flag raising. The location will be by cabin "K" next to the large stump.

The Marine Recon and the Navy Seals will have their picture taken on Tuesday. The Airforce Pararescue and Army Rangers will have their picture taken on Wednesday. If your cabin has bathroom cleaning the same day you are scheduled for pictures, be sure to have your picture taken the other day. If you are unavailable to have your picture taken Tuesday and Wednesday, be sure to let the photographer know and have your picture taken on Thursday morning.

Snack Shop

All campers, counselors and staff must give their snack shop money to those staff members collecting money during camper and counselor check-in from 12:30 to 2:30 PM on Monday, if you wish to buy anything in the Snack Shop. A camper ID card will be filled out with your name, cabin and amount of money you gave.

These ID cards will be used as credit vouchers during Snack Shop time. Dollar amounts will be recorded when a camper buys something. Campers should keep their ID cards with them at all times (except at the lake). Anyone found using someone else's ID card without permission will be immediately dismissed from camp. If an ID card is lost it must be reported to the snack shop director immediately from both the camper and his counselor. The staff at the snack shop will issue a new ID card.

Campers are limited to 2 drinks and 3 candies per day.

Those who have worked at CNW for 5+ years receive a free snack shop item (\$0.75-\$1.00) each day. Also, kitchen workers receive a free item each day (\$0.75-\$1.00). Those who have a \$20 credit for snack shop from the Buddy Scholarship, will need to tell show their ID card and tell the person checking them out that they have a credit with the Buddy Scholarship.

After the final Snack Shop time, the ID cards will show any balance not spent by each camper. Campers, counselors and staff may pick up any of their unspent money in front of the Snack Shop on Friday during open hours. Any money not picked up on Friday can be picked up on Saturday at closing remarks. All counselors should keep track of each campers money at the end of each day on the work sheet located in the back of this book. There will be a training time at 1:30 pm on Tuesday for all workers.

Swim Time

The lifeguard on duty has final authority at the lake. All campers for junior week and senior week will have to pass a swim test conducted by the lifeguard, in order to swim in the deep end of the lake without wearing a life jacket. Campers are not to run across the diving board deck. Only one camper or counselor is allowed on the diving board at a time. All inner tubes should be kept away from the diving boards.

Canoes

- The lifeguard on duty has final authority at the lake.
- All campers must wear life jackets and the canoe monitor should make sure they are put on properly.
- Campers must demonstrate the ability to maneuver the canoe if they want to go out without a counselor.
- Canoes must stay within the designated area for canoeing.
- Counselors may take a canoe with campers to the waterfall or out further than the designated area, but only with the lifeguard's permission.
- Canoes may have no more than 3 people in them at a time and can stay out for 20 or 30 minutes at a time.
- The canoe monitor must keep track of time and where each canoe is located at all times.

Cabin of the Year

Gold and silver medals will be presented to all campers and the counselor whose cabin is chosen 1st and 2nd place for "Cabin of the Year". Many or all of the following are considered when choosing a "Cabin of the Year":

- Cleanest cabin during the week
- Lights out on time
- High points for devotions & verse memorization
- Quietest cabin
- Efficient table cleaning at mealtime
- Visible godly traits
- Good participation in all areas
- Few / no privileges rescinded

Team Winners of the Year

A trophy will be given to the 1st and 2nd place team leaders who win at the end of the week in scoring for team games and other activities.

Individual Event Winners

Each camper who competes in a scheduled event with medals will receive either a gold, silver, or bronze medal for 1st, 2nd, or 3rd place. These events consist of individual music competition, wall ball, and 3K race. The first 15 campers to memorize all of the verses will receive a medal as well.

Star Explanation

Devotions:

Each camper may receive up to five blue stars for completing the devotionals.

Memory Work:

Each camper may receive up to eight green stars. A gold star will be awarded to the first 14 campers who complete all of their memory work. Also, a gold star will be awarded to each of the campers who complete all of the memory work.

Music/Voice/Choir:

Each camper may receive up to seven red stars for participating. If a camper placed he may receive a gold or silver star instead of a red star. A camper may only receive one star per day for music/voice (3) and one for choir (4).

3K Race:

Each camper may receive up to one red star for participating or if camper placed he may receive a gold or silver star instead of a red star. Also, if a camper beats the camp speaker he may receive a silver star in addition.

Rifle Range:

If the camper hits the target four out of five times or better, he will receive a gold star. If a camper hits the target three out of five times, he will receive a silver star. All other campers will receive a red star for participating. A camper can only receive one star for rifle range.

Frisbee Golf:

Each camper may receive up to four red stars for participating (one each day). If a camper scores a 28 or lower, a gold star will be given in place of a red star. If a camper scores a 29-31, a silver star will be given in place of a red star. A camper may only receive one gold or silver star for the week.

Soccer:

Each Camper may receive up to two red stars for participating in the Tuesday practice and Wednesday semifinal game. A gold or silver star may be earned for competing in the championship game. There can only be up to 12 campers per team in the semifinal and championship game.

Wallball:

Each camper may receive one red star for participating in the team tryout to find the best player. A gold will be earned for taking first in the championship tournament. The other three campers from separate teams who made it to the championship tournament earn a silver star.

Counselors:

Counselors may receive stars for 3K race, devotions, frisbee golf, music/voice, rifle range, and verses. No medals will be given to counselors. No counselor can be in the top 14 for verses said. Team leaders will go home with a trophy if their team takes first or second place by the end of the week.

Soccer Championship Game Rules

Area:

Upper field

Time:

- Soccer semifinal games are played on Wednesday. Winning teams will play in the championship on Thursday.
- Both guys and girls will play the championship game on Thursday 11:00- 12:15 pm

Rules:

- Play 4 periods that last 8 minutes each. Incorporate a 6 minute half time.
- There can only be 12 or less players for each team. This is the purpose for the practice during the week to select the top 12 players.
- Each team should play 7 players at a time.
- All players must play in order to receive a star. Please try to have equal time of play for each camper.
- Sub during dead balls.
- In the event time has expired, go directly into a shootout. Each team will have 5 players attempt to shoot. If still a tie after all players have take a shot, select 5 different players to shoot. Continue until there is a declared winner.
- All other soccer rules apply.

Wallball Championship Game Rules

Area:

Basketball courts

Time:

- Guy's championship game will be played Friday from 1:15 - 2:30.
- Girl's championship game will be played Friday from 1:15 - 2:30.

Rules:

- During the week each team is to find the best player to play in the championship game on Friday.
- On Friday the best player from each team (4 players total) will compete in a Championship Round Robin Style Tournament.
- The counselors in charge can discuss with the campers the rules before play and if a bracket is needed to discover who will take 1st place.
- When all rules have been agreed upon, the games may begin.

Expectations for Team Leaders

- A team leader is to have an energetic spirit that excites and encourages his team. His goal should be to get everyone on the team involved in some way.
- A team leader is to guide and help his fellow counselors in explaining activities, so that they understand where their cabin is supposed to be.
- A team leader holds periodic team meetings throughout the week to encourage the campers to earn points through verses, devotions, competitions, etc. Meetings will also be a time to organize your team for the day's competitions and to get them excited about the games/activities.
- A team leader helps with the morning and evening chapel activities by picking which kids will compete in those games.
- A team leader will be expected to be on time to the morning staff meetings before breakfast.
- A team leader is an assistant to the camp staff and needs to be willing and able to help wherever there is a need. Be a servant!
- A team leader should be heavily involved with his team, but they should also be willing and able to delegate responsibilities to the other counselors. Remember, it is good to receive input from others!
- A team leader sets the goals for his team and pushes them to meet those goals.
- A team leader leads with a Godly example that points to Christ. As a leader, where are you taking the people following you?

Expectations for Assistant Counselors

- The assistant counselor is to assist their head counselor or team leader in whatever tasks are needed. Because a Team Leader has responsibilities that call him away from his cabin (staff meetings, leading games, conducting team meetings, etc.) an assistant will often be in charge of the cabin while the Team Leader is away. They are at camp to serve the campers, head counselors, and the camp staff.
- The assistant counselor needs to be a Godly example to their campers and those around them. Assistants are often being trained to be head counselors one day. They need to keep a humble and teachable spirit. They need not be afraid to ask questions and ask for advice from others.
- The assistant counselor is to stay with their campers for all activities throughout the day unless they have an afternoon responsibility (snack shop, canoe monitor, waterslide, etc.). They need to always communicate with their head counselor to let the head counselor know where they are at.

- The assistant counselor will help his cabin clean for cabin check while the team leader is at the staff meeting in the morning.
- The assistant counselor will help their head counselor keep track of camper stars and money totals in their staff handbook. He will also help campers with their devotions and memory verses during “God and I” Time and throughout the day. They also can help remind the camper when it is time to take his medication.
- Assistant counselors may be asked to be a head counselor throughout the week because something comes up with another counselor. They may even be needed in the kitchen.

What is expected for check-out

All Bathrooms: Scrub shower, wipe sinks/counters, inside/outside toilets, empty feminine containers & replace with clean liner, sweep & mop floor with bleach, empty trash.

Cabins: Sweep, wipe table, empty trash, make sure **Light Blue** mattress on the bunk, **Dark Blue** mattress on bottom. (1 broom, 1 dust pan. 1 trash can)

Chapel: Stack Chairs, Vacuum entire carpet & stage, sweep & mop bathrooms with bleach, wipe sinks/counters, inside/outside of toilets, empty feminine containers & replace with clean liner, empty trash.

Kitchen: All dishes clean and put away, clean **All** appliances, wipe counters, empty dishwasher clean out tray, wash towels and put away, Sweep & mop with Bleach, empty trash.

Cafeteria: Wash & fold up tables, Sweep & Mop floor with Bleach, wipe wall under serving line.

ED’S/ Guest/Nurse: Sweep or Vacuum, wipe sins/counters, inside/outside toilets, clean showers, empty trash.

Snack Shack: Wipe out refrigerators, sweep. Mop if anything was spilled on floor. Empty trash.

Craft Building: Sweep

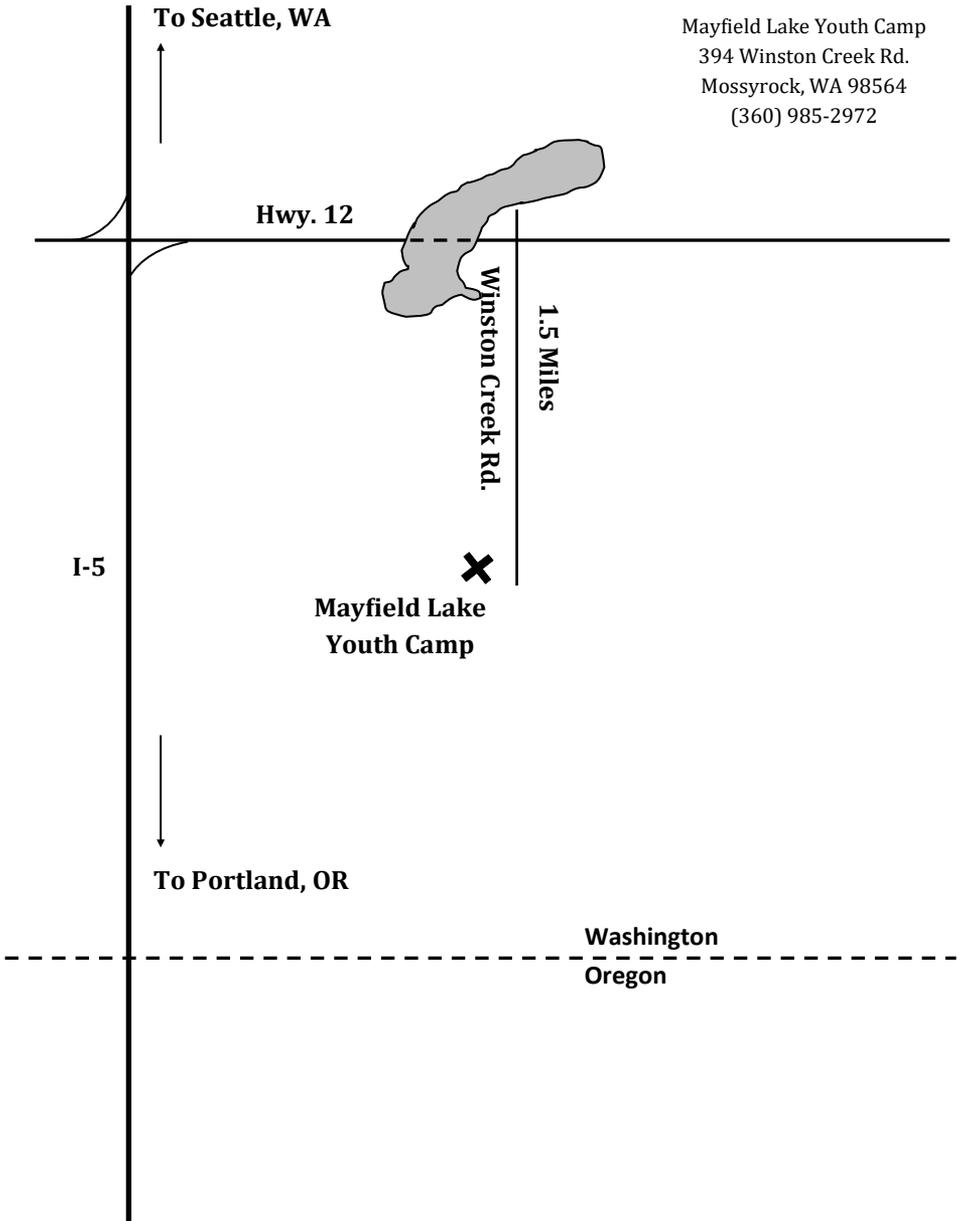
Swim Area: Pick up all trash fro area and put in trash can.

Fields/ Parking: Pick up **All** trash, rocks, sticks!!

*Cleaning Supplies are located in Laundry Rm. Spray Bottles for toilets, sinks, counters.

Bleach is for floors only!

Map and Directions



From I-5 take Hwy. 12 East for 14.5 miles. Go over the reservoir. Take the first right at Winston Creek Rd. Go south for 1.5 miles to Mayfield Lake Youth Camp.

2019 Junior Camp Games

Basic Training

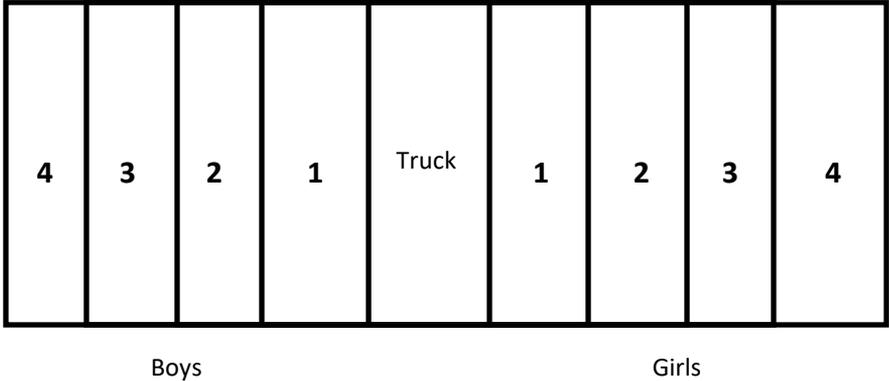
(Monday Evening)

Items needed:

PVC poles, flags, paint, rope, balance beams, stakes, tubes, over under through

Objective: To have more campers complete the obstacles

Setup:



1: Over Under Through course

2: Tire Course

3: Army Crawl Course

4: Balance beam course

Directions:

Each team will start at a different obstacle. When siren goes the campers will go through the course. Some courses more than one camper will be able to compete at a time. The only rule is that each camper has to complete the course before anyone can go through again. After 5 min the siren will go again and if a camper is still in the course they will not be counted.

Rules

- Each camper must complete the obstacle 1time in order for anyone to go through again.
- Each camper must stay in the lane and only complete the obstacles for that lane.
- Only those who complete the obstacles within the 5 min time will be counted.

Points:

- 150,000 points for first place
- 125,000 points for second place
- 100,000 points for third place
- 75.000 points for fourth place

Tube Tug

(Guys Tuesday Morning

Girls Friday Morning)

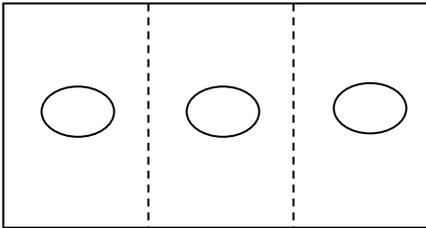
Items needed:

PVC poles, 15 tubes,

Objective:

For each cabin to recover the bonus tube and as many inner tubes as they can

Set Up:



- Inner tube

1—3

- Lanes

Rules:

- One cabin will go against another cabin from the opposing team.
- Each camper must go for the inner tubes and bring them back to their starting line while staying in their lane.
- A big ball will also be placed on the tubes. Each camper should try to recover it because it is worth more points.
- Campers are only allowed to go for the inner tube and not for the opposing campers.

Points:

- 1,000 points for each inner tube that rests on their team's half
- 2,000 points for the bonus tube that crosses their team's half

Medic Dodgeball

(Girls Tuesday Morning

Guys Friday Morning)

Items needed:

Cones, dodge balls, line striper, colored vest

Set Up:

Two sides will be set up with a line dividing each side.

Objective:

To hit the opposing team with dodge balls while not getting hit yourself.

Rules:

- Teams have one minute to huddle and decide who their team's medic will be (be sure to tell the game director).
- A player is wounded if they are hit with a ball before it touches anything else.
- A player is wounded if they go out of bounds unless they are chasing after a ball that has gone out on their side.
- A player is wounded if they cross the center line.
- When a player is wounded, they must kneel down

A player who is wounded can only throw the balls, but cannot move from

Points:

- 20,000 Points for each round won
- 10,000 points for second place

Human Stratego

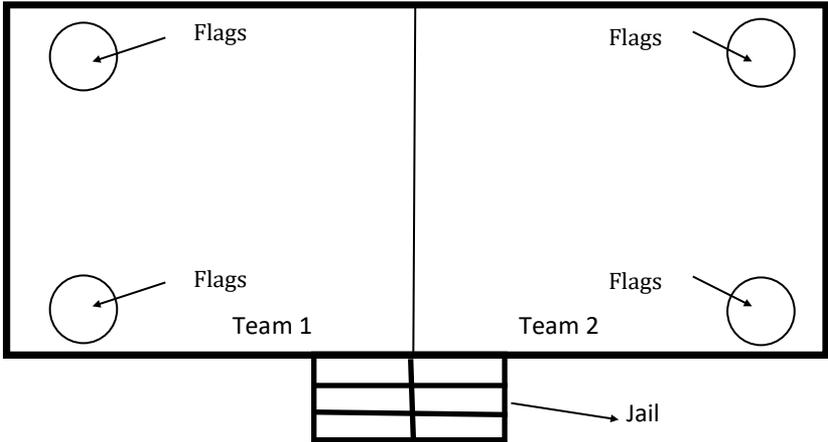
(Tuesday Evening)

Items needed:

PVC poles, Flags, flag belts, cones, Stratego cards

Objective: To Capture your teams flag

Setup:



Directions:

Each team will start on their designated side. When the game begins the team will have the opportunity to guard their Flags, When a camper has his or her flag pulled they must go "to battle" by displaying there cards. There will be specialty cards: bomb, bomb squad, and flag,

Rules

- When a camper's flag is pulled they need to immediately stop and battle.
- The winner will take the losers card back to the team leader
- The Loser will immediately go to jail
- Tie goes to the one who initiated the attack

Points:

- 10,000 points when a Flag is Captured
- 1000 points for every camper put m the Jail
- The grad total will be calculated and the final score will be:
 - 100.000 points for first place teams
 - 75,000 points for second place teams

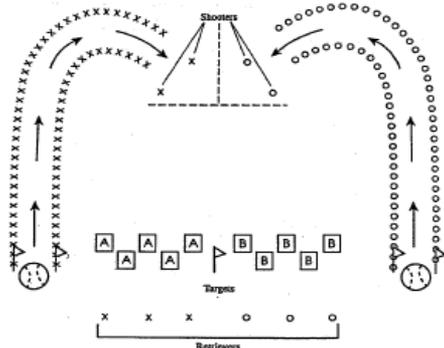
BIG BALL BOMBING

(Wednesday Morning)

Items Needed: two big balls, ten chairs, Marked Inner tubes, line paint, cones

Objective: The game is won by the team with the most wins out of 5 rounds. The first team to win 3 rounds wins the activity. Each round will last 10 minutes.

Set Up: Most participants will make up the lanes. Each team will have three retrievers. The **retrievers** simply will retrieve the ball or tubes after it passes or hits the targets and push it back to the bottom of their team's lane for their teammates to hit the ball up the hill again. The **bombers** will be positioned on top of the hill and will launch the big balls or tubes when it comes out of the lane. Only two **bombers** will be used at a time. After the **bomber** has gone he will walk down to the end of the lane for his/her team. Two **officials** will stand at the top of the hill and make sure the bombers stay within the proper lines. The **official** at the bottom of the hill whistles for the rounds to begin and makes sure that the **retrievers** allow the ball to clear the target area before they take it back to their lanes. Refer to the diagram to visualize the game.



Rules:

- To get the bomb (ball or inner tube) back up the hill is the work of all your players. Once they are set up in their proper lanes, they can hit, slap, kick, or scream at the ball to get it up the hill. The faster the ball goes up the hill the better chance of winning the competition.
- The lane people may not touch the ball after it leaves the bombers hand at any time, for any reason. If, while the bomb goes straight down the hill, someone in the lane touches the bomb, the bomb will be blown dead by the official and any target it knocks down will be set back up.
- A retriever must let the bomb to clear the target before he takes it back

to his lane.

- Ever time a bomber rolls the bomb, he will go to the end of the line. The next person in line will then fire away.

Points:

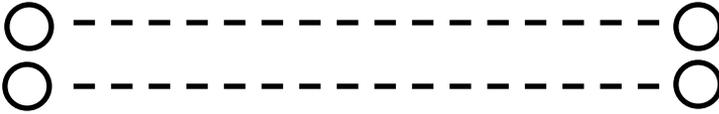
- 150,000 points for first place
- 100,000 points for second place

Thursday

Water Brigade

Items Needed: 2-4 big water bins, 2-4 big empty water bins, sections of gutters, firetruck. Cups

Objective: The game is won by the team who transports the most water to the teams bin within the time allotted. The teams will transport water by forming a line with the pieces of gutter.



Points:

- 75,000 points for first place
- 50,000 points for second place

Tug of War

(Thursday Amphibious Day)

Items Needed:

Stopwatch, whistle, and rope

Objective:

The objective is to see which team can hold on the longest without crossing the line.

Set Up:

There will be six rounds. All the girls will go first, then all the boys, and lastly all the counselors. Each group will go twice, alternating sides of the rope.

Points:

- 20,000 points for first place
- 10,000 points for second place

Battleship

(Thursday Amphibious Day)

Items needed:

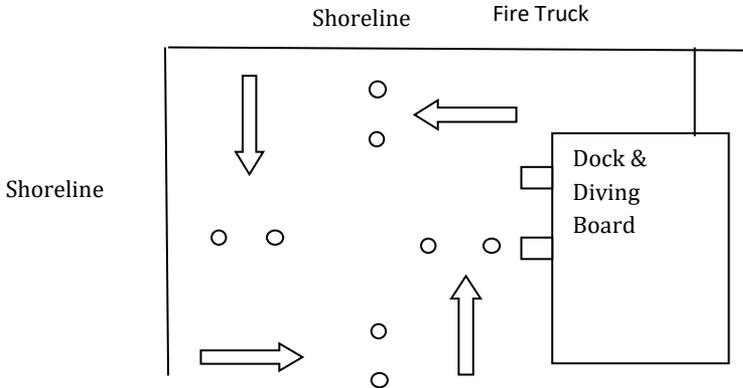
Four Canoes, Ten Concrete Blocks, Ten lengths of rope, Eight Buoys, Splat Balls, Milk Jugs, (5 gal) buckets, and Super Soakers.

Objectives:

To have your team

Set Up:

Four gates will be set in the water. Stationed around the lake will be campers with jugs, water balloons, splat balls, and super soakers.



Directions:

Each team will have their own canoe. In each canoe there will be two counselors and two campers. The counselors will be rowing the canoe through the gates in the direction shown above. Each canoe will be equipped with the appropriate floatation devices, two ores, and two super soakers. Nothing else will be allowed in the canoe.

Rules:

- The campers on the shore are not allowed to touch the canoes.
- The riders in the canoes are not allowed to dump the other team's canoes.
- No grabbing or ramming the opposing teams' canoe.

- No back tracking. If a canoe misses the gate they must continue to the next gate. No turning around
- The canoes must go in the direction indicated on the diagram.
- The canoes must attempt every gate in consecutive order.
- Counselors in the raft are not to interfere with any of the canoes or each other.

Points:

- 150,000 points for first place
- 125,000 points for second place
- 100,000 points for third place
- 75,000 points for fourth place

Missing In Action

(Thursday Night)

Items needed: 5 buckets, 120 different Army Toy Soldiers, 32 Frisbees, 250 glow sticks (one for every camper and counselor), 32 flashlights (for counselors), 24 Medal of Honors, and 24 Purple Hearts.

Objectives: To be the first team to find every Toy Soldiers that is missing in action, receive a Purple Heart Medal, and the Medal of Honor.

Directions:

1. Each cabin will start from the chapel with one flashlight, one Frisbee, and a glow stick for each camper and counselor.
2. A cabin can take only one Toy Soldier from each site. Toy soldiers will be marked by the big green lights at various locations on the camp property. Nothing will be down at the lake or around the boy and girl cabins.
3. Once a cabin has found all of the Toy Soldiers and the medals, they must make their way back to the chapel. Everybody must return when the clock is up. The time will be announced.
4. Two Generals will be walking around giving out either a Purple Heart Medal or a Medal of Honor.
5. Beware of the enemy stationed around camp. If the enemy pops out and the team sees him/her, every team member needs to quickly kneel down and grab onto the Frisbee before the enemy tags them. If the enemy tags them before they can kneel and touch the Frisbee, the team must forfeit one of their toy soldiers.
6. The game will be timed, so if no team is able to acquire all of the toy soldiers and medals in the given amount of time, then the team with the most toy soldiers and medals after time expires will win the game.
 - 100,000 points for first place teams
 - 75,000 points for second place teams

Frisbee Golf

(Tuesday - Friday)

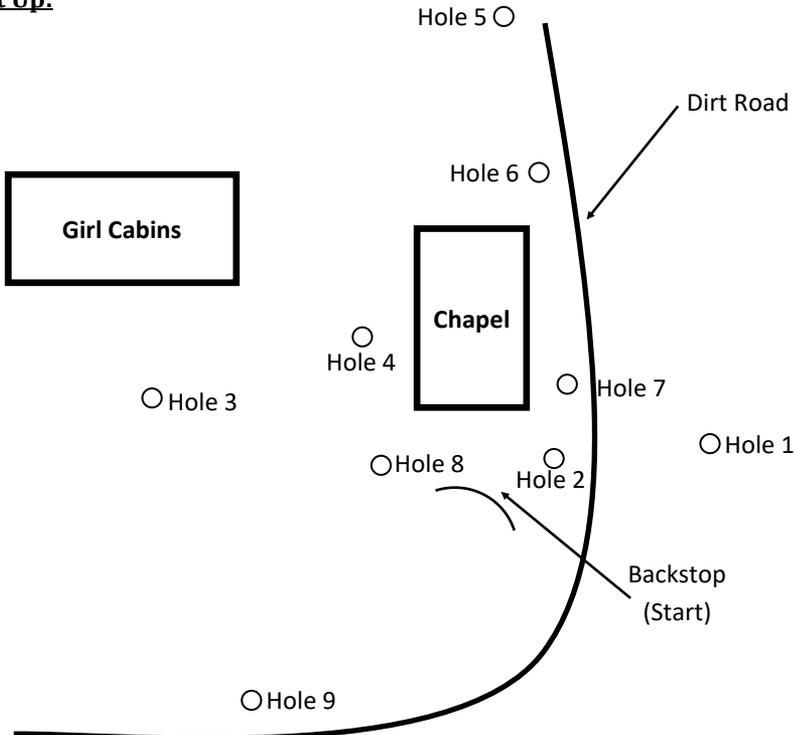
Start:

You will tee off at the backside of the baseball back stop. Frisbees, score cards, and pencils will be there.

9 Hole Course:

- *Hole 1* - By the big tree with dead stump to the right by the parked cars (Par 3)
- *Hole 2* - Down the hill by the chapel. This is the hill back down to the baseball field (Par 2)
- *Hole 3* - By the electrical box below girls cabin by tube tug area (Par 4)
- *Hole 4* - By the lost and found tables next to the chapel (Par 3)
- *Hole 5* - By the dirt road close to the highway (Par 5)
- *Hole 6* - By the guest house located just off the dirt road (Par 2)
- *Hole 7* - Beside the road on the chapel side between hole 2 and 6. Par 3
- *Hole 8* - Behind the baseball stop (Par 4)
- *Hole 9* - By the boys cabins along side the dirt road. (Par 4)

Set Up:



Rules:

- Frisbee Golf is played like regular golf only using a flying disc. One point is counted each time the disc is thrown. The object is to acquire the lowest score.
- Each player will get one frisbee disc to use.
- No more than five players can go at a time.
- Tee off throws must be completed within or behind the designated disc hole. Do not throw until the players in front of you are out of range.
- After teeing off, the player whose disc is farthest from the hole always throws first. The player with the least amount of throws on the previous hole is the first to tee off on the next hole.
- Do not throw your disc until you are sure its flight or landing will not distract another player.
- A disc that lands in the disc golf basket constitutes a successful completion of that hole.

Points:

- Each player will receive a star for playing.
- One star is given to each player per day that they play.
- A gold star will be given to those who score a 28 or less.
- A silver star will be given to those who score a 29 to 31.
- A red star will be given to those who score a 32 or above.
- Only one gold or silver star may be earned for the week.

2019

Junior Camp

Master Schedule

Monday

Time	Event	Location
12:30 - 2:30	Registration	
12:30 - 2:30	<ul style="list-style-type: none">• Check in at registration table, medical table, and T-shirt table• Park vehicles behind chapel in field	
2:30 - 3:00	Tour of Campus for New Counselor	Dinning Hall
3:00 - 3:30	New Counselor & Team Leader Meeting	Chapel
3:00 - 3:45	Kitchen Staff Meeting	Dining Hall
3:30 - 4:00	Counselor / Staff Meeting	Chapel
4:15 - 4:45	Opening Ceremonies	Chapel
4:45 - 5:45	Team Meetings/ Cabin Meetings	
5:45 - 6:30	Supper	Dining Hall
6:45 - 7:30	Main Activity: "Basic Training"	Upper Field
7:30 - 8:00	Free Time	
8:00 - 9:30	Evening Rally	Chapel
9:40 - 10:10	"Cool Down" and Get Ready for Bed	Cabin

Saturday

Time	Event	Location
7:00 - 8:00	Rise, Clean and empty cabins	
7:45 - 8:15	Breakfast	
8:15 - 10:00	First: Clean Cabin Second: Clean Camp	
10:00- 10:30	Awards and closing remarks (cabin of the year, closing challenge)	Front of Dining Hall

Tuesday

Time	Event	Location
7:30 - 8:10	Rise, Clean Cabins	
7:45 - 8:20	Team Leader / Staff Meeting	Dining Hall
8:10 - 8:20	Flag Raising	
8:20 - 9:00	Breakfast	
9:00 - 10:15	Morning Rally	Chapel
10:15 - 11:00	God and I Time	
11:00 - 11:45	Games: "Boys Tube Tug " "Girls Medic Dodgeball"	Middle Field
12:00 - 12:45	Lunch (sign up for music competition)	
12:45 - 1:15	Flat on Back	In Cabins

Girls Afternoon Activities

- 1:15 - 3:00 Girls Swim Test (Mandatory) & Water Slide
- 2:00 - 4:00 Snack Shop
- 3:00 - 5:00 Rest / Cabin Competition

Boys Afternoon Activities

- 1:15 - 3:00 Rest / Cabin Competition
- 2:00 - 4:00 Snack Shop
- 3:00 - 5:00 Boys Swim Test (Mandatory) & Water Slide
- 3:45 - 5:00 Music Contest (Vocal Solos) Chapel
- 5:00 - 5:30 Camper Choir Chapel
- 5:15 - 5:40 Counselor Meeting Dining Hall
- 5:40 - 5:45 Flag Lowering
- 5:45 - 6:30 Supper
- 6:30 - 7:15 Main Activity: "Human Stratego" Upper Field
- 7:15 - 8:00 Free Time
- 8:00 - 9:30 Evening Rally Chapel
- 9:40 - 10:10 "Cool Down" and Get Ready for Bed

Wednesday

Time	Event	Location
6:30 - 7:15	3K Race	Middle Field
7:30 - 8:10	Rise, Clean Cabins	
7:45 - 8:20	Team Leader / Staff Meeting	Dining Hall
8:10 - 8:20	Flag Raising	
8:20 - 9:00	Breakfast	
9:00 - 10:15	Morning Rally	Chapel
10:15 - 11:00	God and I Time	
11:00 - 11:45	Games: "Big Ball Bombing"	Middle Field
12:00 - 12:45	Lunch (sign up for music competition)	
12:45 - 1:15	Flat on Back	

Girls Afternoon Activities

1:15 - 3:00	Girls Swim Time & Water Slide	
1:30 - 3:00	Craft Shop	Dining Hall
2:00 - 4:00	Snack Shop	
3:00 - 5:00	Rest / Cabin Competition	

Boys Afternoon Activities

1:15 - 3:00	Rest / Cabin Competition	
1:30 - 3:00	Craft Shop	Dining Hall
2:00 - 4:00	Snack Shop	
3:00 - 5:00	Boys Swim & Water Slide	
3:45 - 5:00	Music Contest (Vocal Ensemble)	Chapel
5:00 - 5:30	Camper Choir	Chapel
5:15 - 5:40	Counselor Meeting	Dining Hall
5:40 - 5:45	Flag Lowering	
5:45 - 6:30	Supper	
7:00 - 8:30	Evening Rally	Chapel
8:30 - 9:00	Snack Attack	Snack Shop
9:00 - 9:45	Camp Fire & 3 K Race Medals	Fire Pit by Chapel
9:45 - 10:15	"Cool Down" and Get Ready for Bed	

Thursday

Time	Event	Location
7:30 - 8:10	Rise, Clean Cabins	
7:45 - 8:20	Team Leader / Staff Meeting	Dining Hall
8:10 - 8:20	Flag Raising	
8:20 - 9:00	Breakfast	
9:00 - 10:15	Morning Rally	Chapel
10:15 - 11:00	God and I Time	
11:00 - 12:15	Girls Championship Soccer Games	Upper Field
11:00 - 12:15	Boys Championship Soccer Games	Upper Field
11:00 - 12:15	9 Square in the Air & Gaga Ball for Everyone Else	Middle Field
12:15 - 1:00	Lunch (sign up for music competition)	Lake
1:00 - 3:00	Amphibious Day Activities	Lake
2:30 - 4:00	Snack Shop	
3:00 - 5:00	Combined Waterslide	
3:45 - 5:00	Music Competition (Instrumental)	Chapel
5:00 - 5:30	Camper Choir	Chapel
5:15 - 5:40	Counselor Meeting	Dining Hall
5:40 - 5:45	Flag Lowering	
5:45 - 6:30	Supper	
7:00 - 8:30	Evening Rally	Chapel
8:30 - 9:00	Prepare for Night Game	
9:00 - 9:45	Night Game: "Missing in Action"	Chapel
9:45 - 10:15	"Cool Down" and Get Ready for Bed	

Friday

Time	Event	Location
7:30 - 8:10	Rise, Clean Cabins	
7:45 - 8:20	Team Leader / Staff Meeting	Dining Hall
8:10 - 8:20	Flag Raising	
8:20 - 9:00	Breakfast	
9:00 - 10:15	Morning Rally	Chapel
10:15 - 11:00	God and I Time	
11:00 - 11:45	Games: "Girls Tube Tug" "Boys Medic Dodgeball"	Upper Field
12:00 - 12:45	Lunch	
12:45 - 1:15	Flat on Back	

Girls Afternoon Activities

1:15 - 2:30	Girls Championship Wall Ball Games	Basketball Court
1:15 - 3:00	Girls Swim	
1:30 - 3:00	Craft Shop	Dining Hall
2:00 - 4:00	Snack Shop	
3:30 - 5:00	Combined Waterslide	

Boys Afternoon Activities

1:15 - 2:30	Boys Championship Wall Ball Games	Basketball Court
1:30 - 3:00	Craft Shop	Dining Hall
2:00 - 4:00	Snack Shop	
3:00 - 4:30	Boys Swim	
3:30 - 5:00	Combined Waterslide	
5:15 - 5:40	Counselor Meeting (score sheets due)	Dining Hall
5:40 - 5:45	Flag Lowering	
5:45 - 6:30	Supper	
7:00 - 8:30	Evening Rally	Chapel
8:30 - 9:00	Cabin Testimonies	Quiet Spot
9:00 - 9:30	Ice Cream	Outside Chapel
9:30 - 10:15	Awards & Announce Team Winner/Camp Video	Chapel
10:15 - 10:45	Get Ready for Bed	

Junior Camp Activity Schedule

Tuesday	Wall Ball	Soccer	Rifle Range
1:30 - 2:15	Marine Recon (Boys)	Army Rangers & Navy Seals (Boys)	Airforce Pararescue (Boys)
2:15 - 3:00	Navy Seals (Boys)	Marine Recon & Airforce Pararescue (Boys)	Army Rangers (Boys)
3:00 - 4:00	Marine Recon (Girls)	Army Rangers & Navy Seals (Girls)	Airforce Pararescue (Girls)
4:00 - 5:00	Army Rangers (Girls)	Marine Recon & Airforce Pararescue (Girls)	Navy Seals (Girls)
Wednesday	Wall Ball	Soccer	Rifle Range
1:30 - 2:15	Airforce Pararescue (Boys)	Army Rangers & Navy Seals (Boys)	Marine Recon (Boys)
2:15 - 3:00	Army Rangers (Boys)	Marine Recon & Airforce Pararescue (Boys)	Navy Seals (Boys)
3:00 - 4:00	Airforce Pararescue (Girls)	Army Rangers & Navy Seals (Girls)	Marine Recon (Girls)
4:00 - 5:00	Navy Seals (Girls)	Marine Recon & Airforce Pararescue (Girls)	Army Rangers (Girls)
Thursday	Soccer Championship	Soccer Championship	Other Activities
11:00 - 12:15	(Boys)	(Girls)	9 Square & Gaga Ball
3:00 - 5:00			Combination Waterslide
Friday	Wall Ball Championship	Wall Ball Championship	Other Activities
1:15 - 2:30	(Girls)	(Boys)	
3:30 - 5:00			Combination Waterslide

Daily Count Sheet for Camper Snack Shop Money and Stars

Camper Name	Mon. \$	Mon. Stars	Tues. \$	Tues. Stars	Wed. \$	Wed. Stars	Thur. \$	Thur. Stars

