

2022
Junior Camp



2022 Staff Handbook Index

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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 God has irrevocably ordained each person as a man or a woman. Marriage, which is the only appropriate place for sexual activity, can only be between one man and one woman."
- 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.

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 comradery and teamwork
- 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

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 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 develop a sense of Christ-esteem
- 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 Work, and community.
- To help campers find God's purpose for their lives

Directors and Program Staff

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

Program Director: Moriah Merrill (541-232-7163)

Medical Director: Alice Dunlap (541-505-4747)

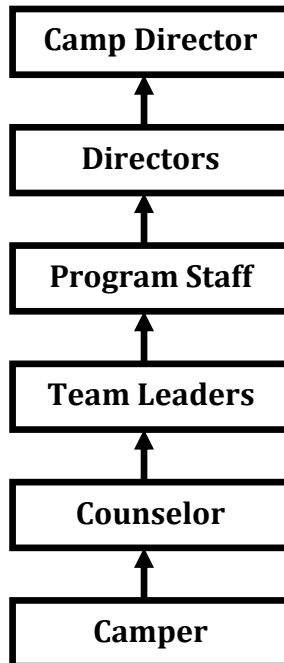
Kitchen Director: Donald Glasenapp (228-297-2468)

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

Program Staff:

- Administrative Assistant : Chris Edwards (541-521-5117)
- Snack Shop Coordinator - Kelly Damm (541-556-3916)
- Waterfront Supervisor - Tammi Wilson (503-702-1993)
- Medical Assistant: Dian Douthit (541-505-4747)
- Lifeguard - Mellissa Merrill
- Program Assistant - Ben Douthit
- Pianist - Zack Baker
- Water & Safety - Joe Dunlap & Doug Douthit
- Audio & Video - Scott Scheuerman, Jeff Grimes, & Jeff Anderson

The Chain of Command and Communication



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 is not responsible for mail/packages that arrive after the camp week.

Emergencies

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

Counselor's Ten Commandments

1. Read the Staff Handbook and Counselor Manual, BEFORE you come to camp. Bring them with you to camp.
2. Pray for your campers before you get to camp.
3. Exercise and stretch before camp
4. Bring flip flops for showers/lake
5. Bring a coffee cup/mug for "get-up-and-go" juice.
6. Bring some warm clothes and a rain jacket.
7. Bring an old pair of shoes, a flashlight, a hat, and an extra towel.
8. Bring decorations to promote the theme, help with morale, and team spirit.
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 is Monday 12:30PM - 2:30PM)*

STAFF - Upon arrival, go to the registration table where you will receive your counselor packet, a name lanyard, and turn in your snack shop money. The packet will provide you important info like who is in your cabin and campers medical needs. After you complete check-in, make sure those who rode with you are checked in as well then find your cabin and be ready for your first meeting.

CAMPERS - Check-in by last name at the registration tables. Turn in snack shop money, receive cabin assignment, your ID lanyard, meet our medical staff for a health screening and turn in any medication (except asthma inhalers). Campers will be stamped to verify that they have been checked by medical staff. Campers must Check-in before completely unpacking.

Parking and Vehicles

After registration is completed by your church or those who drove a vehicle, you **MUST** move your vehicle to the designated parking area for the week. It is the field across the road, on the east side of the chapel building. Please lock all vehicles. Please do not block any roads as people will need access to different areas of camp. To unload/load you may drive your church van or bus along the road above the boys cabins. No one is to be driving their vehicle around or on the camp property during camp 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 Chris Edwards upon arrival. All guest staying for meals need to call Chris Edwards before coming so the cook can prepare enough food. You can reach Chris at (541) 521-5117. There is a charge for meals and staying the night. Please go to campnorthwest.org for guest information. The charge is \$30 a night plus \$3.50 a meal. 6 and under is free for over night and \$1 per meal.

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.

Washington Health Department only requires the Kitchen Director to have a food handlers card. The camp also has a temporary food license for the week.

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

Counselor/Cabin Orientation

Introduce yourself and let them know 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. Let your kids know how their lanyards will be used throughout the day, especially at the snack shop, but they should not be taken down to the lake so they won't get damaged. Please stress to campers to make sure to take any medication that has been prescribed to them. The nurses will make sure the campers get their meds, but the campers also need to be reminding themselves of this.

Camper Rules

- Stay out of others' cabins
- No physical contact with the opposite sex
- No continual disobedience
- No guns, knives, weapons, explosives, etc.
- No drugs or smoking
- No haircutting devices
- No vandalizing
- No hand held electronics, radios, CD, MP3 players, gaming devices etc.
- No cell phones (staff can let camper use their phone, if needed)
- No questionable magazines
- Campers should not be in restricted areas (i.e. the woods) without a counselor present.
- A camper will be corrected appropriately upon breaking any of these rules. And could result in dismissal from camp.

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 may shower only during the following times:

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

Camp Dress Code

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.

Guys:

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

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, etc...). 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 medical team info is listed below:

Head Nurse: Alice Dunlap 503-730-1522

Assistant Nurse: Dian Douthit 541-505-4747

All medication should be submitted to the medical staff during registration at the medical table. Campers should 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 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 the location of the medical staff after lights are out. Do not move a hurt camper but call for medical help.

Lost and Found

Items can be recovered at the chapel fire-pit on the benches. Encourage campers to mark personal items 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. Only items that seem of “value” will be kept for two weeks following camp. Requested items can be mailed at owners expense.

God and I Time

Some campers may not be aware of what a personal devotion 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
- Thanking and praising the Lord
- 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 Program 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

For morning chapel campers will sit 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 Redwood Wolves, the second seats the Blue Spruce Bobcats, the third is the Evergreen Grizzlies, and the last is the Yellow Fir Falcons.

Evening Rally

The Evening Rally is to be a special time of excitement and challenge, filled with games, songs, specials, and preaching. Campers and counselors may sit wherever they like during the evening rally. Please correct ANY campers who are not acting appropriately 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 deal with personally. 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 Assistant 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" with the campers. Lights can be turned off and you the counselor can go over questions or thoughts from the lessons that day. 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, Ect.... Clothing should be hung up neatly or put away in luggage. 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 (0 for 70-79%, 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 .

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

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

*Do not re-stock restrooms with toilet paper and paper towels.
The caretaker will restock everything.*

Supplies you should have in restroom / storage 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 and sweep entire floor.
5. Thoroughly Scrub Showers from edges to center.
6. Replace Mats
7. 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.
8. Sweep sidewalk outside

DO NOT throw away the sponges or red rags

***Place dirty Red rags in designated bucket next to washing machine!**

Meal Time

All meals are served by our staff. Immediately before breakfast and dinner, all campers meet at the flagpole for prayer and flag raising or lowering. Then for breakfast and dinner only, Girls line up at the back of the dining hall door by cabin and the boys will line up in the front by cabin. Portions are normally limited at first: 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, preferably ten per table.

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.

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 fire pit, all stacked together. Do not return individually. Separate the utensils into each bucket.
- 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 and dinner.

Trash Monitor:

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

- Help keep cups, utensils, bowls and trash separate as the campers bring them back during clean-up.
- Make sure no silverware is thrown in the trash can and that they are separated into the proper bucket.
- Make sure the designated camper is bringing multiple items at once. (ex. 10 bowls, 10 cups)
- Trash monitors for that meal will be first in line to eat for lunch and dinner and **(Pre-shift for Breakfast)**.

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.

TUESDAY: Redwood Wolves and Blue Spruce Bobcats.

WEDNESDAY: Yellow Fir Falcons and Evergreen Grizzlies.

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 both days let the photographer know and have your picture taken Thursday morning.

Snack Shop

Junior Campers are limited to 2 drinks and 3 candy items per day.

All snack shop money must be given at check-in from 12:15 to 2:30 PM on Monday, if you wish to buy anything in the Snack Shop. A ID card will be filled out with your name, cabin and amount of money given.

Lanyard ID cards will be used to track payment at the Snack Shop. Campers should keep their ID cards with them at all times (except 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 should be reported to the snack shop director immediately from both the camper and counselor. The staff at the snack shop will issue a new ID card.

Those who have worked at CNW for 5+ years receive a free snack shop item each day. Also, kitchen workers receive a free item each day and if they have worked 5+ in the kitchen you can receive 2 free items. Free items should value at \$.75-\$1.00. Those who have a \$20 credit for snack shop from the Buddy Scholarship, will need to show their Buddy Scholarship card.

ID lanyard cards will show the remaining balance available. unspent money can be collected in front of the Snack Shop on Friday during open hours. Money not picked up on Friday can be picked up Saturday morning before closing remarks.

Counselors should record campers remaining balance each day on the worksheet located in the back of this book.

Swim Time

The lifeguard on duty has final authority at the lake. All campers must pass a swim test conducted by the lifeguard, in order to swim in the deep end of the lake without wearing a personal flotation device (PFD). Campers are not to run across the diving board deck. Only one person 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 PFD's. 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 location of canoes.

Cabin of the Year

Awards 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

An award 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.

Music Competition

Tuesday, Wednesday, and Thursday afternoon there will be opportunities for campers and counselors to participate. There will be three competitions: vocal solo, instrumental, and vocal ensemble. See the schedule for specific times.

- Those participating need to line up an accompanist before the competition.
- Make sure to bring sheet music for the accompanist.
- Help campers sign up for a time that works best in their schedule.
- Each person competing can only compete once per day.

SOCCER CHAMPIONSHIP GAME RULES

Area:

Upper field

Time:

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

Rules:

- 2 – 20 minute periods.
- 8 minute halftime.
- There can only be up to 12 players or less for each team.
(Use the practice time during the week to select the top 12 players.)
- Each team should play 7 players at a time.
- Players must play in order to receive a star.
(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. Have 5 players attempt to shoot. If still a tie after all players have taken 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 - Friday 2:30 - 3:30.
- Girl's championship game - Friday 2:30- 3:30.

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.

TEAM LEADER EXPECTATIONS

A Team Leader Should...

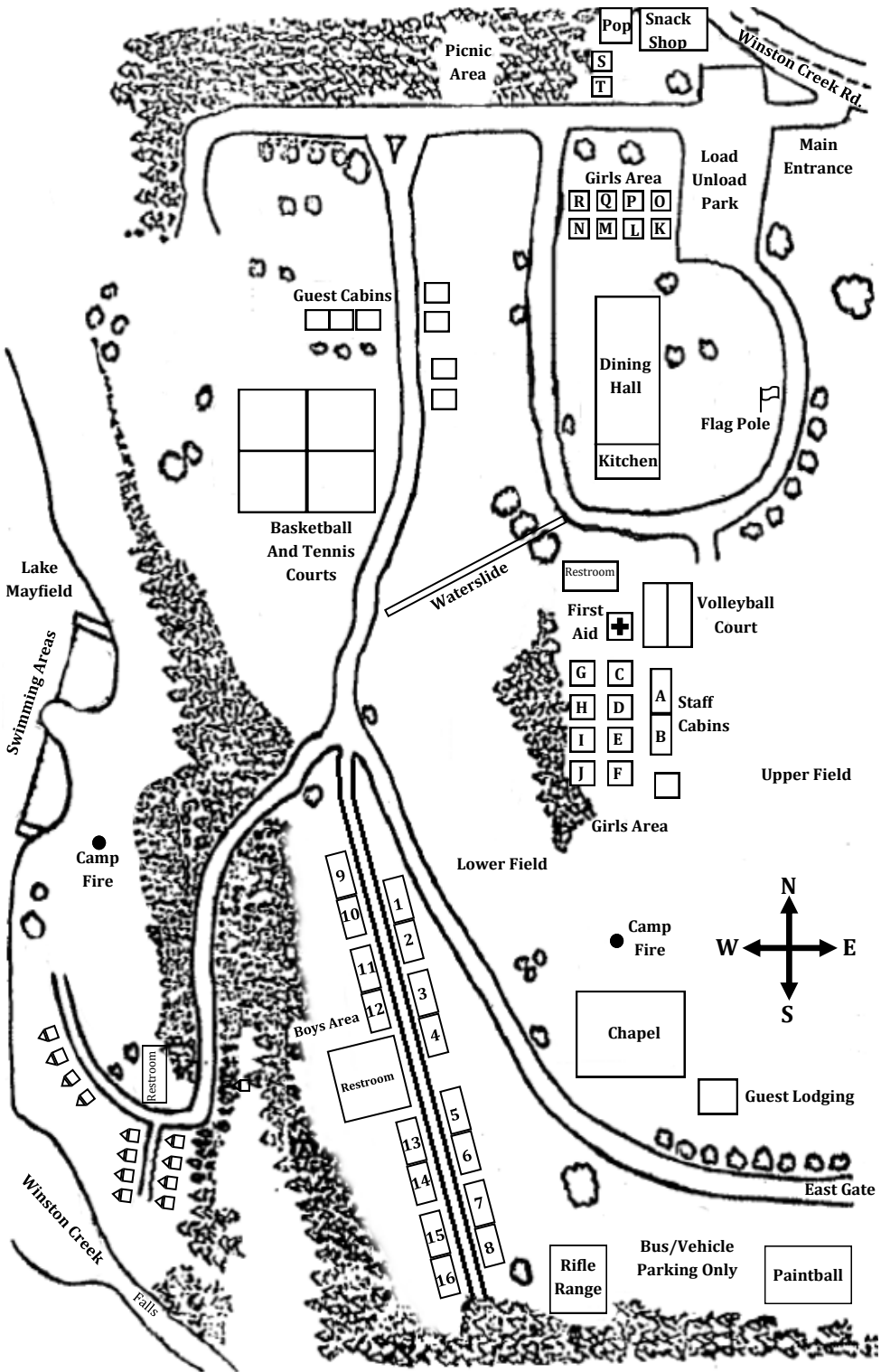
- Be energetic in spirit to excite and encourage his team.
- Aim to get everyone on the team involved in some way.
- Guide and help his fellow counselors in explaining activities, and camp schedule
- Hold team meetings to encourage campers to earn points through verses, devotions, competitions, etc. also use meetings to organize your team for the day's competitions and to get them excited about games/activities.
- Help choose participants for morning and evening chapel activities.
- Be on time to morning staff meetings
- Assists the camp staff and be willing to help as needs arise. Be a servant!
- Be involved but also be willing to delegate responsibilities to the other counselors. Remember, it is good to receive input from others!
- Sets goals for his team and push them to meet those goals.
- Lead with a Godly example that points to Christ.

ASSISTANT COUNSELOR EXPECTATIONS

An Assistant Counselor Should...

- Assist their head counselor or team leader in whatever tasks are needed. 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.
- Be a Godly example to campers.
- Stay with their campers for all activities throughout the day unless they have an afternoon responsibility (snack shop, canoe monitor, waterslide, etc.).
- always communicate with their head counselor to let the head counselor know where they are at.
- Help lead cabin clean-up while the team leader is at morning staff meeting.
- Help their head counselor keep track of camper stars and money totals in their staff handbook.
- Help campers with their devotions and memory verses during "God and I" Time.
- Help remind campers when it is time to take medications.
- Keep a humble and teachable spirit. Don't be afraid to ask questions or advice from others. Assistant Counselors are often being trained to be lead counselors
- Be prepared to fill whatever role is needed by the camp staff as something could come up with another counselor or even in the kitchen.

As a leader, where are you taking the people following you?

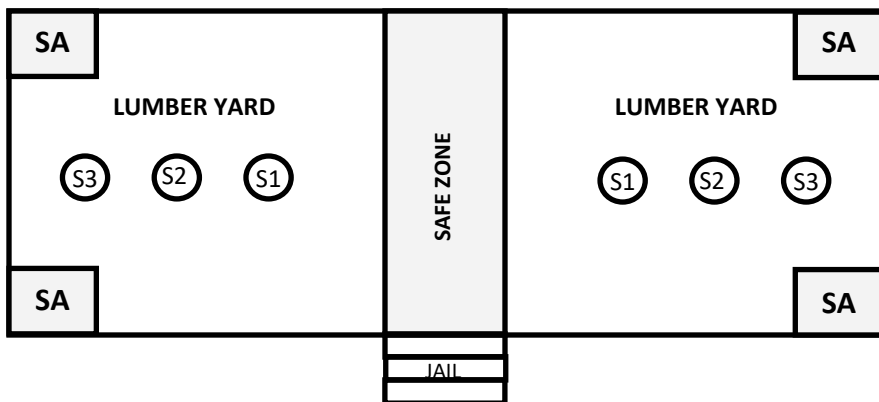


2022
Junior Camp
Games

The Lumber Yard

(Monday Evening)

Objective: To collect and “sort” the most lumber tags. Do this by safely crossing through the opposing teams side finding a wood tag in one of the designated areas and returning with it safely to your teams sorting area



Directions:

Run to a safe zone(S1, S2, S3) on the opposing teams side without having your flag pulled. Find a wood tag in the safe zones and return it to your teams sorting area (SA)

Rules

- Each player must wear a flag belt properly around their waist
- Players may not block, hit, kick, or push to avoid having their flag pulled
- Anytime you are in the opposing teams Lumber Yard your flag can be pulled.
- If your flag is pulled retrieve your flag and go directly to jail
- When the proper wood tags have been returned a team member may begin trying to “stack” the lumber
- You may only carry 1 wood tag at a time
- Once you pick up a wood tag you may not set it down until it has been delivered to the SZ or lost in jail
- You may not “leap frog” from one safe zone to another.

ROUND 1 - Return the correct number of items to your Sorting Area

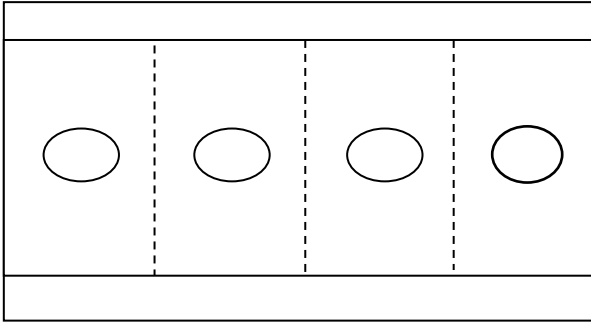
ROUND 2 - Collect as many lumber tags as possible and earn bonuses


Tube Tug

(Guys Tuesday Morning - Girls Wednesday Morning)

Objective:

For each cabin to retrieve as many inner tubes as possible from the playing before the opposing team.



 - Inner tube

1—4 - Lanes

Rules:

- One cabin will go against another cabin from the opposing team.
- The game leader will designate a number of campers competing each turn. Campers should rotate through participating for their cabin.
- When the whistle is blown campers will try and carry as many inner tubes as possible back across their starting line while staying in their lane. Tubes may not be thrown back across the starting line.
- During some rounds a red (Bonus) tube will also be placed in the stack. Campers may want to try and retrieve the bonus tube first as it is worth more points.
- Campers are only allowed to go for the inner tube and not for the opposing campers.

LUMBER STACK

(Girls Tuesday Morning - Guys Wednesday Morning)

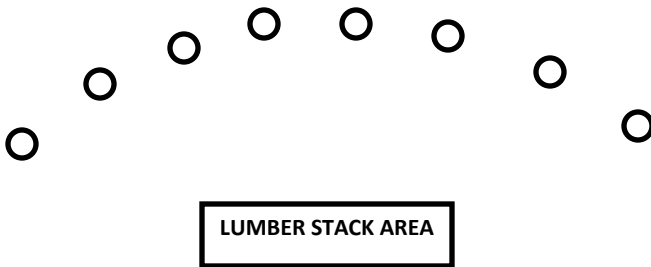
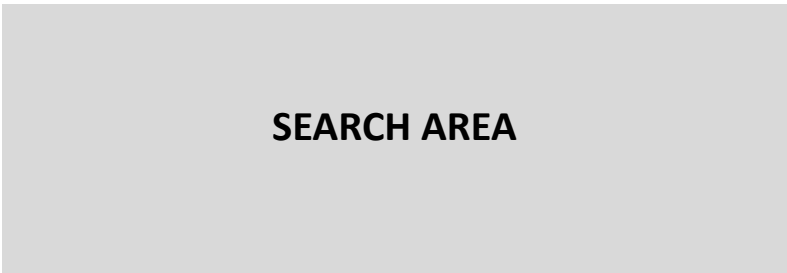
Objective:

Be the first team to get four tiles in a row. Earn tiles by having campers search the area for Lumber tags, when a tag is found the camper returns to their designated line. When the designated number of campers has returned with a lumber tag in hand they turn them in to their counselor. The counselor then receives a tile "lumber pile" token to play for their team.

Rules:

- You may only carry one lumber tag at a time

*Round 1 - Collect Wood Tags and turn them in to play Lumber Piles.
be the first team to connect four Lumber Piles.*



LOG SPLITTER

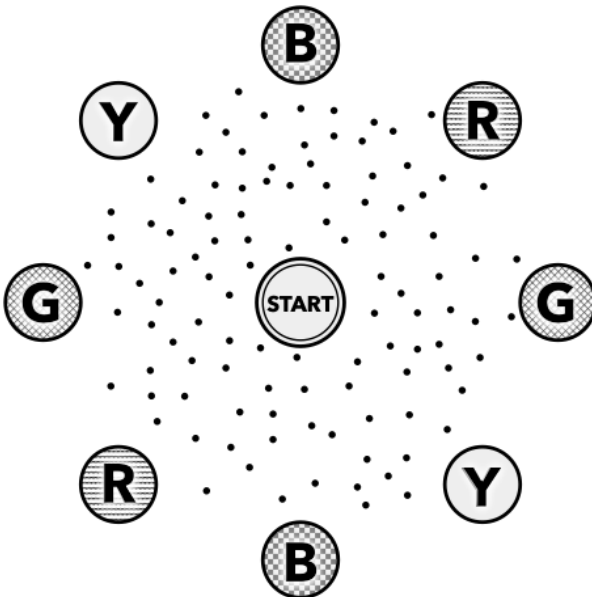
(Wednesday Evening)

Objective:

The game begins with all the balls in the center circle. Players will try and advance a ball to their designated splitter by passing it to team members while players from the other team try to block or catch the ball. Once the ball is passed and caught inside your teams splitter a player will throw the ball and try to have it land on the splitter. If the ball falls off the splitter the opposing team can throw the ball back out into the playing field. The first team to balance the correct number of balls on the rail wins the round.

Rules:

- Players may not move when holding (in possession of) a ball
- You Should be at least an extended arm distance from the throwing
- A player may not advance the ball by “passing,” rolling, kicking, bouncing of opponent” to themselves. The ball must be passed to another player to advance it.
- If the ball does not stay on the splitter it is passed back out into the playing area.



Thursday

(Thursday Amphibious Day)

More details to come

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.

STAY AFLOAT

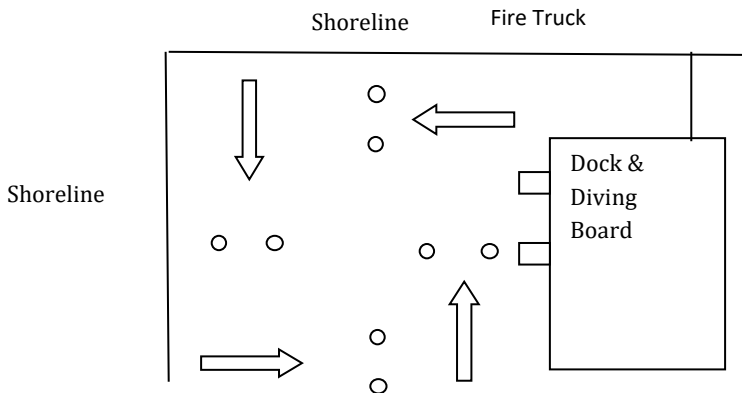
(Thursday Amphibious Day)

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.

TIMBER RIGHTS

(Thursday Night)

Objectives:

Win “logging rights” to a property by placing the most glow sticks on that piece of property. Campers will line up at the “Claims office” each camper will wait for a turn to roll the dice if the designated number is rolled the player receives a glow stick to place in a bucket “property” of their choice. If a player does not roll the designated number they return to the back of the line and repeat the process. At the end of the round the team with logging rights to the most properties wins.

PROPERTIES

Claims Office

Claims Office

THE BLADE

(Friday Morning)

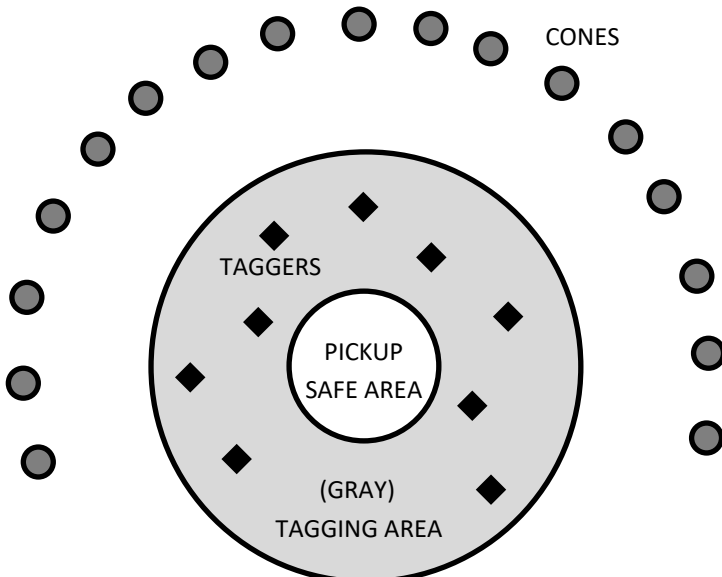
Objective:

Collect your teams pieces without being tagged inside the circle once you have collected all your teams pieces try and create 3 even lengths of pipe from the pieces collected.

Rules:

- Line up with your group at a the designated cone
- Designate a player from your group to be a tagger send them to the center
- Remaining cabin members will try and retrieve puzzle pieces from the pickup area without being tagged by the opposing teams taggers
- If you are tagged return the piece to the center area (pickup) and then go to your cabin cone
- You may not start the puzzle until all of the pieces have been collected.
- Once your team has completed the puzzle everyone in your group must sit down to signal you are done.

More Details To Come



Frisbee Golf

(Tuesday - Friday)

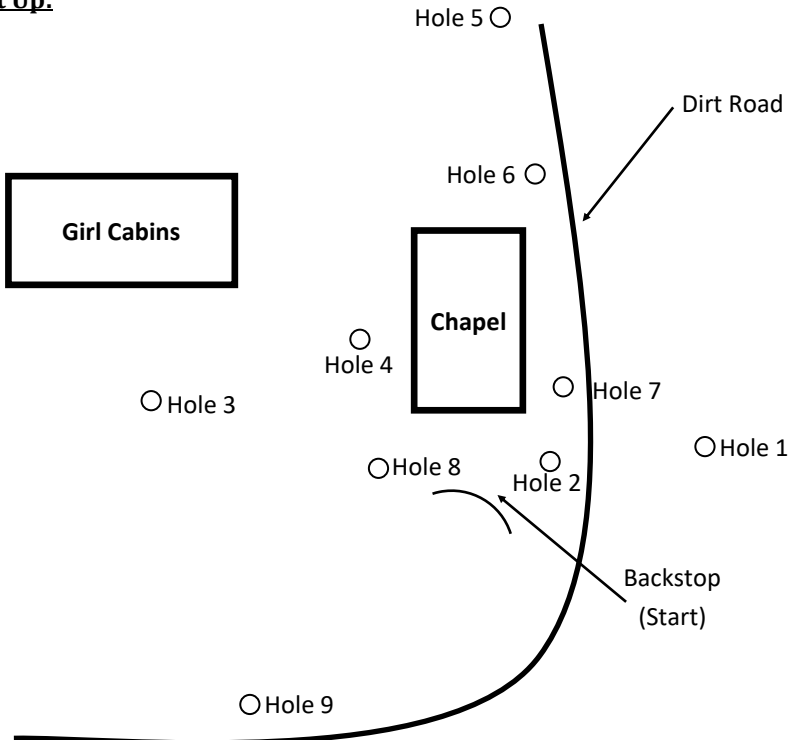
Start:

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.

2022
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	
2:40 - 3:25	Girls - Swim Test (Mandatory)	
3:35 - 4:20	Boys - Swim Test (Mandatory)	
<i>COUNSELOR / STAFF MEETINGS</i>		
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
4:30 - 5:00	Opening Ceremonies	Chapel
5:00 - 5:45	Team Meetings/ Cabin Meetings	
5:45 - 6:30	Supper	Dining Hall
6:30 - 7:15	Main Activity: "The Lumber Yard"	Upper Field
7:15 - 7:45	Free Time	
7:45 - 9:15	Evening Rally	Chapel
9:30 - 10:00	"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	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 Log Stack"	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 Time & 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 Time & 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: "Log Splitter"	Upper Field
7:15 - 7:45	Free Time	
7:45 - 9:15	Evening Rally	Chapel
9:30 - 10:00	"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: "Boys Log Stack" "Girls Tube Tug"	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 Time & Water Slide	
3:45 - 5:00	Music Contest (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	Snack Attack	Snack Shop
9:00 - 9:45	Camp Fire	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 (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	Prepare for Night Game	
9:00 - 9:45	Night Game: "Timber Rights"	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

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

Boys Afternoon Activities

2:30 - 3:30	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 Time	
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
BOYS	1:30 - 2:15	Redwood Wolves	Evergreen Grizzlies & Blue Spruce Bobcats	Yellow Fir Falcons
	2:15 - 3:00	Blue Spruce Bobcats	Redwood Wolves & Yellow Fir Falcons	Evergreen Grizzlies
GIRLS	3:00 - 4:00	Redwood Wolves	Evergreen Grizzlies & Blue Spruce Bobcats	Yellow Fir Falcons
	4:00 - 5:00	Evergreen Grizzlies	Redwood Wolves & Yellow Fir Falcons	Blue Spruce Bobcats
Wednesday		Wall Ball	Soccer	Rifle Range
BOYS	1:30 - 2:15	Yellow Fir Falcons	Evergreen Grizzlies & Blue Spruce Bobcats	Redwood Wolves
	2:15 - 3:00	Evergreen Grizzlies	Redwood Wolves & Yellow Fir Falcons	Blue Spruce Bobcats
GIRLS	3:00 - 4:00	Yellow Fir Falcons	Evergreen Grizzlies & Blue Spruce Bobcats	Redwood Wolves
	4:00 - 5:00	Blue Spruce Bobcats	Redwood Wolves & Yellow Fir Falcons	Evergreen Grizzlies
Thursday		Boys & Girls Soccer Championship		
Upper Fields 11:00AM - 12:15PM				
Friday		Boys & Girls Wall Ball Championship		
Basketball Court 2:30 - 3:30				

Daily Count Sheet for Camper Snack Shop Money and Stars

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

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.

Cabin Competition Tally Sheet

Cabin _____ Team _____

Number in cabin (including you) _____

Stars given out during camp:	Gold (5000)	Silver (4000)	Green (3000)	Blue (2000)	Red (1000)
Name (first & last)	List total # of stars for each camper				
Total Stars					
Total Points					

Afternoon activities your cabin competed in:

Music Competition _____	Rifle Range _____
Soccer _____	Basketball _____
Wallball _____	Volleyball _____
Scoreball _____	Frisbee Golf _____

Counselor's Signature _____

(Office use below)

Quiet/Clean Cabin Total _____

Total Points from Stars _____

Grand Total _____

AVERAGE SCORE:

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 top 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 sinks, 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 from 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!