

Camp

Handbook

Summer 2009

Breakthrough

Camp Mission

Camp Carmel/Placid is a Christian based camp focusing on relationships with Christ. It incorporates the great outdoors while developing a closer relationship with God.

**Be still and know that I am
God.....Psalms 46:10**

Seek ye first the Kingdom of God.....Matthew 6:33

Guidelines for Cabin leaders:

As a cabin leader there are big responsibilities placed on you. You are a role model to all the campers. They watch everything that you do; therefore all of your actions and behaviors should be that of a Christian. You should follow certain procedures in all cases, and remember you are here first and for most to plant seeds for young Christians.

1. You should **never** be alone with a camper.
2. All emergencies or injuries must immediately be reported to the director.
3. There will be down time for the Leaders, but all other times you must remain with the campers. Do not buddy up with other leaders while leaving campers out.
4. All campers should be shown kindness and treated equally.
5. Under no circumstance should you show any form of harassment toward a camper.
6. Cell phones are not to be used when around campers.
7. Decisions of the directors are final in all matters.
8. Only one piece bathing suits are to be worn. A t-shirt is required if midriff exposed.
9. When a camper wants to call home it is not for you to make that call. First you need to talk with the camper and encourage them. Remind them about how much fun things they are going to be doing. Then talk with the director. The director is the only person who decides if a parent is to be notified.

Procedures for Campers:

For a Cabin Leader to help the camp run smoothly, they should know what is expected for the campers. The following rules are very general and are used at the discretion of the Director.

1. Campers are always to be with a buddy or leader. They are never to go off alone.

2. No cell phones are to be used at camp. If one is seen they are to be taken to the director, and will be returned to them during pick-up.
3. Campers are encouraged to participate in all activities.
4. There are to be no pranks without prior approval.
5. Only one piece bathing suits are to be worn. A t-shirt is required if midriff exposed.
6. Campers are not to leave the camp at any time.

Job Description for Cabin Leaders

1. To review the job description carefully.
2. To discuss with the director prior to attending camp expectations expected of them.
3. To prepare for the week of camp by reviewing carefully the themes and scripture to be used.
4. To assume responsibility for assignments made to him/her for the week of camp.
5. To arrive at camp at the time designated by the Camp Director, and to be available to greet the campers as they arrive.
6. To seek counsel from the Director if a need arises.
7. To be aware that at all times the camper comes first. (The cabin leader is on duty twenty-four hours a day).
8. To maintain the cabin in harmony with camp rules. (Cleanliness, observing lights out, worship, etc.)
9. To implement the planned program in the small group to which assigned.
10. To assure that behavior in the small group is in accordance with the rules of the camp.

11. To provide for the safety and welfare of the group. (emphasis should be placed on safety, personal hygiene, etc.)
12. To supervise final clean-up of cabin and camp.
13. To see that each camper leaves the camp with his/her proper belongings.

Characteristics of Leaders

The Good Leader	The Bad Leader
Has faith in people and wants to work with them	Takes the job for the “honor” that he can get out of it.
Has poise and confidence. Speaks in a clear voice and communicates words clearly	Fails to understand what his example means to the other members
Carefully pre-plans his program so the meeting moves with dispatch	Lets everything go until the last minute, and then just hopes everything will work out.
Show interest and alertness by his/her own attitude, mind, body and countenance.	Seems bored, is not alert, whispers to other members and appears disinterested.
Is democratic in dealing with other members.	Dominates, imposes opinions, and forces others to depend upon him/her.
Is fair and impartial --- doesn't take sides when he is presiding.	Shows what side he is on before getting the facts into the open.
Is patient, optimistic and gives credit for work done.	Is impatient, sarcastic, pessimistic, and critical and takes the work of others for granted.
To sensitive to the individual and	Doesn't notice a loss of interest

recognizes individual differences.	and fails to watch the group to detect boredom and weariness.
Acts as a helper, umpire and moderator so that all are encouraged to share in the work.	Cares about the business in general and does not consider individual differences.
Shows a sense of humor to relieve the tension of serious meeting.	Has no humor in a meeting. The business is the most important thing, not the people

Some Special Camper Problems

Timid Timothy: The timid, shy camper needs to be drawn into the group. The small group leader may have the most opportunity. Try to find the cause of his shyness. Insecurity, Afraid others will laugh? He may be an unhappy camper with a real need to belong. Discover his talents and interests and try to use them for the good of the group.

Alibi Ike: He is the camper who always finds someone else or something else on which to blame his failures. Help Ike to see himself objectively and take responsibility for his mistakes. Let him know that you care about him – win or lose.

Billy Bully: Your first impulse is to take him down a peg or two. But first, try to find out why he acts this way. Maybe he is just an insecure person. Give him recognition when he does cooperate with the group. Ignore his bids for attention. Establish rapport with him and be patient with him.

Susie Show Off: She may be hiding a sensitive lonely heart, too. She may find security for herself in putting down others. Encourage trust. Give credit for jobs well done. Give recognition when she does the right thing. Be understanding.

Temper Tantrum Tommy: He is using behavior which has worked before to secure a desired goal, or attention. Ignore his displays. Remove him from the group and leave him alone. Give recognition for helpful, unselfish behavior.

Homesick Harry: This may be the most frequent, and maybe the hardest to deal with in young, beginning campers. Watch for signs of homesickness... the camper who stays by himself, does

not participate in activities, cries easily, shows lack of interest and enthusiasm in camp, spends a lot of time writing letters. Homesickness may be most evident during the quieter times—meals, rest, bedtime.

A camper is less likely to be homesick if he is kept busy, has responsibilities, is accepted by his group, and feels needed.

Don't allow anyone to make fun of a homesick camper. Let him know that many people have felt as he does. Let him talk it over. Encourage him to try camp for a few days. If he goes home right away, he will not have given camp a fair trial. The director may give him permission to call home, or go home, after he gives a trial. If he is promised this, keep your word.

An insecure camper needs to feel that he belongs—in the camp group and in God's family.

Curriculum for the Year: Breakthrough

Below you have been given each day's theme and the scripture to go with it. In preparing for the camp you need to be in prayer for these days. Then make notes of your own about these days to help you be better prepared for the activities. Anything you as a cabin leader can contribute the camp is welcomed. Be aware that directors may pick and choose from the following discoveries, so you will need to talk with your director prior to camp.

Discovery 1: Jesus Welcomes (Mark 10:13-16)

(Campers will hear about Jesus' welcome for the children and explore ways they can welcome others into the camp community.)

Discovery 2: Jesus Listens (Mark 10:46-52)

(Campers will hear the story of Bartimaeus and explore the importance of listening to others.)

Discovery 3: Jesus Shows Compassion (Luke 5:17-26)

(Campers will hear the story of the Paralyzed Man and consider the importance of having compassion for others.)

Discovery 4: Jesus Loves (Luke 10:25-37)

(Campers will hear the parable of the Good Samaritan and explore the risks and requirements of being a good neighbor.)

Discovery 5: Jesus Transforms (Luke 13:10-17)

(Campers will hear the story of the Bent-over Woman and consider ways they can be agents of transformation.)

Discovery 6: Jesus Invites (Luke 14:12-24)

(Campers will hear stories about the Great Banquet and explore ways they can extend an invitation to others beyond the camp community.)

The following is a list to pull from that has a variety of activities to use. These are short and easy games. If you have any of your own you want to write down please do. This is to be used as a resource for you this year and years to come.

- **Pairs Tag:** Form a circle and pair the campers (they are to hold hands). Assign a tagger and someone to be tagged. They can run all around inside and outside of the circle. Base is anyone's hand. If the person being chased grabs onto someone's hand that person has to let go of their other hand and that person becomes the person being tagged. If that person is tagged they then become the tagger.
- **Octopus Tag:** Form a large area (Rectangle shape) as the boundaries. There is one person who is "IT" . Their job is to tag everyone they can and they can run all around. Line all other campers on one line. The object is to run to the opposite boundary line without being tagged. If they are tagged their feet are to freeze. They then can tag other people without moving

their feet. Once all other runners have made it to the boundary allow them a short rest and then they are to return to the other boundary. Play continues until only one person is left. That person will then become it "IT".

- **Indian Tag:** This is best played in the woods. Form boundaries for the players. There is one person who is "IT". This person is to stand at one spot and not move. They are to count to fifty with their eyes closed. Everyone else is to go and hide within the boundary. They can hide anywhere, but they are to be able to see the person being "IT" **at all times**. They can't hide somewhere where they can't see "IT". When "IT" has counted to fifty they are to then open their eyes and try to locate everyone. They can't move from their spot. They also have to call out the names of the person they find (This is harder than it sounds). They continue until everyone has been spotted. The last person found then becomes "IT".
- **Relays:** Relays are lots of fun and there are numerous variations to them.
- **Volleyball:** For younger campers you can vary it a little and instead of hitting the ball over they have to catch it and throw it.
- **Four Square:**
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Notes and Ideas: