

Addendum to Program Director Planning Notebook

Includes:

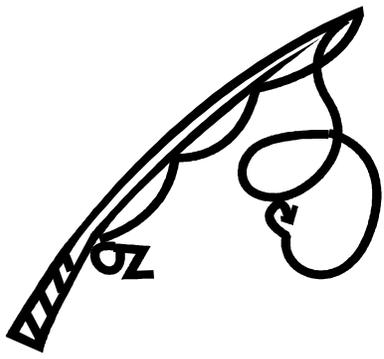
Activities & Scheduling

- **Fishing at Lake Aurora**
- **Official Carpetball Rules**
- **Nature Scavenger Hunt**
- **Roller Racer Games**

Camp Forms

- **Summer Camp Evaluation**
- **When/who to contact a parent**
- **Accident/Incident Report**
- **Example of Mission Check**
- **Departure by Discipline**
- **Early Departure of Camp**





FISHING

at Lake Aurora



Equipment

Lake Aurora keeps from 6 to 10 cane poles on the back of the equipment house at Port Aurora. Extra hooks, line, and floats are kept inside. You are free to move and use them to another location, but, please move them back before leaving.

Location

Fishing can take place from the Port Aurora dock, the Farquar Deck, the power boat docks or from boats. Fishing is NOT allowed in the swimming area or from the swim docks. Campers who wade to fish must be accompanied by an adult trained in water rescue techniques, and not enter water deeper than their waist.

Staffing

Lake Aurora does NOT provide staff for fishing supervision or set up. Fishing does require supervision, and each program will need to supply their own supervisor. It is suggested that the supervisor be someone who enjoys fishing, is able to bait hooks, and is able to coach technique. It works best if the same person does the supervising throughout the entire program, so they can keep the equipment repaired and ready for use.

Bait

Lake Aurora does NOT provide live bait, but may be able to provide bread. Live bait can be purchased in town and is the responsibility of each program.



Caution

- **Hooks are dangerous, so please provide firm and constant supervision.**
- Water can be hazardous, so please keep those fishing safe. Campers fishing from boats must wear life jackets.



Official Tournament Rules of Carpetball

Set Up

1. 2 players - one at each end of table
2. Place 5 balls at each end of table in  pattern.
3. White cue ball is to throw to opposite end.



Rules of Play

1. Scratch of any ball will result in automatic loss of game.
2. In case of tie each player returns one ball to center spot for playoff.
This will continue until one player is eliminated.
3. A complete game shall consist of an equal number of throws by each player.
4. Each player must throw the cue ball from inside the throwing box.
5. No player will be allowed to move his carpetballs to improve his throw.
6. No carpetball shall be reset except those knocked outside of the

Elimination

1. Breakdown for team champion is done by single elimination.
2. Breakdown for camp champion is best two out of three.
3. Campers only are eligible for games.

Definitions

THROW: anytime a cue ball leaves the hand of a player

STRIKE: anytime the carpetball is legally knocked into the pocket and remains in said pocket

SCRATCH: whenever the cue ball or carpetball leaves the table

Accident/Incident Reports

Who needs them: All counselors

When to use them: Record any situation that requires the nurse, discipline issues, etc.

Who gets them: Please leave them in the dorm folders that are in your mailbox in Studio B

When to contact the parent/guardian

<u>Situation</u>	<u>When</u>	<u>Who</u>
Injury	If needing professional attention (Doctor, dentist, hospital, etc.)	Nurse or Program Director
Illness	If needing additional information	Nurse
Homesickness	Needing parental support Camper unable to cope with camp Camper beyond our help	Program Director
Behavioral	Needing parental support Disciplinary dismissal (misconduct, emotional disorder, incorrigible)	Program Director
Spiritual Decision	Need parental counsel Need parental permission	Program Director or Chaplain



Summer Camp Evaluation

To be completed at the end of the program

Circle Program

Lakeside/Hillside/Life Expedition

Grades: _____

Director: _____

Year: _____

Your Name: (Optional) _____

Please take just a few moments to give us your thoughts of this program. Thanks!

What facility adjustments can we make to improve the program?

What changes to the menu would you suggest? (Keep in mind the age of the campers)

What would you delete from this program's curriculum/activities?

What would you add to this program's curriculum/activities?

How could the Lake Aurora staff (Alphas, Omegas, & staff) better serve the campers and you?

How could the volunteer program staff (counselors & leaders) better serve the campers?

Please make any additional comments you think would be helpful.



Mission Checks

These are available in Studio B or Disciple's Net.

Additional copies available upon request.

Please turn them in to your Program Support DAILY as to avoid a camper 'overdrawing' when they go to Canteen, T-shirt Shoppe or Leathercrafts.

Please see Focus #3 to understand the principle behind using this system.

*! It creates an accounting nightmare to try to do a closing day offering.
Please communicate your needs or concerns to your Omega Program Support or Jason,
Summer Camp Director.



LAKE AURORA
CHRISTIAN CAMP

Date: _____
Dorm/Cabin: _____ A/B/C

Camper Name: _____

Mission Name: _____

Amount: \$ _____

Please remember...

This money will be subtracted from my "Camper Spending Money Account".



Departure By Discipline

Instructions:

- 1) Form must be completed before a camper is sent home.
 - 2) Parents **MUST** be notified before a camper is sent home.
 - 3) Transportation of campers is the responsibility of the parents. The camp should only be involved in furning transportation as a last resort.
-

Person making contact _____

Date of contact _____

Person contacted _____

Name of camper _____

Date of departure _____ **Time** _____

Transportation arrangements: (please be specific)

Person picking up camper _____

Signed:

Parent or Driver

Camp Official

Program Director

Early Departure of Camper

- 1) This form MUST be signed by the Program Director or the camp coordinator.
 - 2) This form MUST be signed by the person checking the camper out early.
 - 3) Persons furnishing transportation on behalf of the camp must be at least 21 years old and use their own vehicle, a church owned vehicle or a camp vehicle.
-

Camper's Name _____

Person picking up camper _____

Departure date _____ Time _____

Specific transportation arrangements:

Reason for early departure: (sickness, family vacation, etc)

Signed:

Parent/Driver

Camp Official

NATURE SCAVENGER HUNT

Use an NIV Bible for your clues ... good hunting!

- Search for a shell of this color: _____ (Proverbs 10:20).
- Find a piece of b____ (Exodus 11:7) from a dead p____ (Psalm 104:17).
- Search for five different kinds of l_____ (Daniel 4:12) & describe them below:
1. _____ 2. _____ 3. _____ 4. _____ 5. _____
- Collect a single t_____ (Luke 8:14).
- Hunt for one or more f_____ (Psalm 91:4).
- Collect a few of these: _____ (Daniel 9:3)... just make sure they're cool!
- Gather five different kinds of s_____ (Matthew 13:32) & describe them below:
1. _____ 2. _____ 3. _____ 4. _____ 5. _____
- Collect a single strand from one of these: _____ (Job 8:13-15).
- Search for three of these growing together in a set: _____ (Luke 18:25).
- Find a piece of b__ f_____ (Matthew 7:18) lying on the ground.

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Roller Racer Games

Roller Tag: The game is played the same way as regular tag, except that each player is riding a roller racer while playing!

Roller Polo: This game is played like floor hockey, but using shorter sticks and a small ball. Each player must remain seated 😊

Ultimate Roller Frisbee: A Frisbee (or Nerf football) is advanced by throwing it to the other team members. The player holding the Frisbee cannot advance on his/her own—they must come to a stop after each catch and then advance it by throwing it to another team member. It is okay to throw either forward or backward, as long as it is caught.

The goal is to cross a touchdown line without letting the Frisbee touch the ground or be intercepted by the other team. If the Frisbee is ever dropped, it automatically goes to the other team.

Obstacle Course: Requires one Roller Racer for each team of players. Create an obstacle course using cones, fun-noodles or other objects to weave around. Time the course for extra fun!

Roller Races: Use the Roller Racer to race other players, get creative and try passing off a ball, or “push” races that require two people per Roller Racer.

HOW TO PLAY CAPTURE THE FLAG LAKE AURORA STYLE



GET ALL TWELVE PIECES OF GOLD on your side of the line to win!

DROP YOUR BOPPER before you cross the line to steal gold.

CAPTURE PEOPLE by tagging them with your bopper when they step onto your side of the line.

GO TO JAIL when you are captured. Put your hands up so you won't get bopped unnecessarily. Wait at the jail until you get rescued!

GET RESCUED FROM JAIL when someone on your team comes and tags you without being caught. Everyone touching jail goes free. Yes, you can form human chains as long as one end is touching the jail.

GET A FREE WALK BACK FROM JAIL for the rescuer and the rescued people. Put your hands up so you don't get bopped. Don't steal gold on the way back — you're back in the game when you touch your side of the line.

GOLD IS SO HEAVY you can only carry one piece at a time.

IF YOU GET TAGGED WHILE CARRYING GOLD you are captured, but you get one last chance to throw the gold away. If your team gets it, they can try to get it to your side of the line. If the other team recaptures it, they put it in one of their bases.

PUT CAPTURED OR RECAPTURED GOLD IN ANY OF YOUR BASES, but don't just pick up gold from one base to move it to another.

GUARD YOUR GOLD, but NOT by holding it, standing on it or standing in the base.

BASES ARE NOT A SAFE ZONE! They are just bases for the gold.

TAG WITH A BOPPER, not by throwing your bopper, tagging with your hands, carrying more than one bopper, or tagging the face or head. No tags above the neck!

USE TEAMWORK AND STRATEGY AND YOU WILL WIN!

