

CHECK OUT

Groups will wake up and pack up all personal items. These items must be moved out of dorms and placed in a church designated area. Every church must check out with our Volunteer Staff before being able to leave.

ADDISON: Philip Sosebee/AI Dawkins

BRAY: Tiffani Sosebee/Anna Dawkins

VALIMONT: Jeremy Williams

Once the dorm has been deemed clean by our Volunteer Staff, everyone will load all belongings on vehicles then move vehicles back to a parking spot. Once this has been done, everyone from your group should then go to the cafeteria for breakfast. Hot breakfast will now be served on the last morning of Kids Camp. Once you have finished breakfast, you will pick up any medications at the First Aid Station then head to your vehicles to leave.

Everyone must be done eating and off property by 9:00 am. Please do a head count before leaving the property to ensure everyone is accounted for. Our Safety and Logistics Coordinator will be posted at the Gate for final check out.

Dorm Checkout Procedures

- Personal Items Removed
- Mattress on each bed
- Personal Items Removed (Dorm, Bathroom, Outside)
- Air set to 70 degrees
- Trash bagged and moved to large trash can at quad door
- Request Inspection from Volunteer Staff
- Load vehicles
- Check out with Safety Coordinator at the Gate





Child Abuse Policy

It is the policy of the Georgia Assemblies of God Summer Camp that cases of suspected child abuse or sexual molestation shall be reported to the Camp Director immediately. The Camp Director will serve as contact with the leader to the Department of Family and Children Services to report the situation within 24 hours.

It is against the law to keep information concerning abuse and not report it. We are mandatory reporters by law and any such information should be communicated to the Camp Director immediately.

EXTENUATING CIRCUMSTANCES POLICY

We understand that some children have extenuating circumstances which make it difficult to stay at camp overnight and to manage nighttime routines while in an overnight setting with others. Alternative attendance arrangements due to such extenuating circumstances can be made by doing the following:

1. Submit a request to the Georgia District KidMin Director.
2. Supervision must be provided by approved parent or legal guardian, and the parent/guardian must register as a Camp Leader, complete the Adult Verification Form, and pay leader registration cost.
3. Sign a Liability Waiver for leaving and reentry to camp property. Only the approved parent or legal guardian will be allowed to transport their student on and off property.

Emergency Procedures After Lights Out

Fire

In the event of fire after lights out, the staff will immediately take action to remove students from their room.

Each Leader or group of Leaders is responsible for evacuating his/her room. Campers will move to the lower parking lot in front of the Addison Hall.

Leaders will get their groups together and make sure all students are accounted for by head count. When each camper is accounted, the Leader will notify Camp Staff. If anyone is unaccounted for Leaders should notify Camp Director, Safety Coordinator, or Camp Staff immediately.

Tornado/Storm

Once the tornado warning has been given from the Safety Coordinator, leaders will immediately take action to awaken students, and campers will move to the basement of Bray or cafeteria, whichever is closest at the time. If there is no time to move students, move to the most interior part of the building farthest away from windows.

When each camper is accounted for, stay in place until you receive further instruction from Camp Staff. If anyone is unaccounted for, Leaders should notify Camp Director, Safety Coordinator, or Camp Staff immediately. When the storm is over, the tornado policy described above will be in effect.

KIDS CAMP LEADERSHIP TEAM

CAMP DIRECTOR - Russell Smith

CAMP ADMINISTRATOR - Rachael Dinie

CAMP SPEAKER - Josh Holdeman

CAMP COORDINATOR - Al Dawkins

ACTIVITIES COORDINATOR - Anna Dawkins

CAMP CREW/ASSISTANT ACTIVITIES - Jeremy Williams

SAFETY & LOGISTICS COORDINATOR - Bob Aston

CAMP PASTORS - Philip and Tiffani Sosebee

FIRST AID

1. BJ James

2. Angela Stokes

CAMP STORE - Anne Eubanks

BOYS DORM LEADER (Addison) - Kyle Semple

GIRLS DORM LEADER (Bray) - Jessica Hayes

VALIMONT A - Thomas Boatright

VALIMONT B - Dorothea Boatright

Russell Smith 678.588.0160

Rachael Dinie 478.405.5901

DAILY SCHEDULE

WEDNESDAY

2:30PM-4:00PM—Registration/Health Check

4:15PM-5:15PM—Opening Session/Orientation
(WORSHIP CENTER)

5:20PM-6:00PM

1. **Blue/Purple/Red**—Dinner (CAFETERIA)

2. **Green/Orange/Yellow** –Team Time

6:00PM-6:40PM

1. **Green/Orange/Yellow** —Dinner (CAFETERIA)

2. **Blue/Purple/Red**—Team Time

6:45PM-8:30PM—Service (WORSHIP CENTER)

8:30PM-10:00PM—Snack Shack/Gym

11:00PM—Lights Out

Leaders are responsible for making sure that their students are accounted for in each room. When Camp personnel have completed their count they will make a report to the Leadership staff assigned to their dorm.

Tornado Aftermath

Each church/group leader should get their group together and account for each person by head count. If any child or leader is unaccounted, please notify Camp Director, Safety Coordinator, or a Leadership Team Member with a radio. Proceed to begin to administer first aid if necessary. When each camper is accounted for, the Camp Director or Safety Coordinator will give further instruction.

Staff Assignments In Case of an Emergency

Addison: Al Dawkins

Bray: Tiffani Sosebee

Valimont Lodge: Anna Dawkins

Gym: Bob Aston

Cafeteria: Rachael Dinie

Rec Hall: Philip Sosebee

Workers Quarters: Jeremy Williams

*Staff will proceed to the location of the students when all other locations are cleared.

5. **DO NOT PANIC** or attempt to evacuate. Team Captains should inspect evacuation routes for safety before use.
6. Follow the directions of the Camp Director, Safety Coordinator, and Camp Staff.

Fire

In the event of a fire in any building, the most senior staff member will call for an evacuation of the building. Students will go to a secure area and then wait for instruction from Camp Director or Safety Coordinator. The person who finds the fire should alert Camp Director, Safety Coordinator, and Camp Staff.

Lightning

Campers should not be outside when you see lightning. Stay away from water areas, windows, plumbing, etc.

If you cannot get inside, crouch low, in open areas away from trees, buildings, and metal.

Tornado/Storm

Camp Director/Safety Coordinator will inform necessary staff of the severe weather warning. Leadership Staff will move students and staff into their respective areas.

Campers in the dorms will move to the basement of Bray or basement of Cafeteria, whichever is closest. If there is no time to move students, move to the most interior part of the building farthest away from windows.

THURSDAY

8:00AM-8:30AM

1. **GIRLS/LADIES** —Breakfast (CAFETERIA)
2. **BOYS/MEN**—Extra Sleep

8:40AM-9:10AM

1. **BOYS/MEN**—Breakfast (CAFETERIA)
2. **GIRLS/LADIES** —Gym

9:15AM-9:45AM

1. Service Rewind (GYM)
2. Leaders Meeting (CAFETERIA)

9:50AM-10:35AM—Small Groups (ALL CAMPUS)

10:45AM-11:55AM—Team Competitions (FIELD)

12:00PM-12:40PM

1. **Green/Orange/Yellow** —Lunch (CAFETERIA)
2. **Blue/Purple/Red**—Dorm time

12:45PM-1:25PM

1. **Blue/Purple/Red**—Lunch (CAFETERIA)
2. **Green/Orange/Yellow** —Dorm time

1:30PM-4:30PM—Afternoon Activities

4:30PM-5:15PM—Dinner Prep

5:15PM-5:55PM

1. **Blue/Purple/Red**—Dinner (CAFETERIA)
2. **Green/Orange/Yellow** —Team Time

5:55PM-6:35PM

1. **Green/Orange/Yellow** —Dinner (CAFETERIA)
2. **Blue/Purple/Red** —Team Time

6:45PM-8:45PM—Service (WORSHIP CENTER)

8:45PM-10:00PM—Snack Shack/Gym

FRIDAY

8:00AM-8:30AM

1. BOYS/MEN—Breakfast (CAFETERIA)
2. GIRLS/LADIES —Extra Sleep

8:40AM-9:10AM

1. GIRLS/LADIES —Breakfast (CAFETERIA)
2. BOYS/MEN—Gym

9:15AM-9:45AM

1. Service Rewind (GYM)
2. Leaders Meeting (CAFETERIA)

9:50AM-10:35AM—Small Groups (VARIOUS LOCATIONS)

10:45AM-11:55AM—Team Competitions (FIELD)

12:00PM-12:40PM

1. Green/Orange/Yellow —Lunch (CAFETERIA)
2. Blue/Purple/Red—Dorm time

12:40PM-1:25PM

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1:30PM-4:30PM—Afternoon Activities

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1. Blue/Purple/Red—Dinner (CAFETERIA)
2. Green/Orange/Yellow —Team Time

5:55PM-6:35PM

1. Green/Orange/Yellow —Dinner (CAFETERIA)
2. Blue/Purple/Red—Team Time

6:45PM-8:45PM—Service (WORSHIP CENTER)

8:45PM-9:45PM—Snack Shack/Gym

9:45PM-10:45PM—Buddy's Late Night Party

Touch Policy

Adults and campers should practice proper touch while at Kids Camp. Proper touch includes high fives, hand shakes, fist bumps, side hugs, and pats on the back. For altar purposes, laying hands on head, shoulder, or back are best. Improper touch includes children sitting in adult laps, hitting, pushing, pinching, kicking, riding someone's back, and any contact with private parts.

Emergency Procedures

How you handle an emergency situation will have a significant impact on how your campers respond. The most important rule in every emergency is to remain calm and keep your group calm. Please follow the guidelines below when dealing with potential emergencies:

Lockdown

In case of a lockdown, all students should remain at the location they are. No leaders or campers should move until staff members give the all clear.

Bomb or Other Mass Threat

Follow the instructions given by the Camp Director, Safety Coordinator, and Camp Staff.

Earthquake

1. All personnel must immediately get away from the windows. Head for the center, or core of the building or interior shower/restroom.
2. Find shelter under sturdy furniture or door frame if possible. Kneel down and cover head with arms.
3. Stay away from temporary walls, partitions, and freestanding objects.
4. Stay put for a few minutes. The initial shock usually lasts less than a minute, but aftershocks may come soon following the initial one.

NOTE: A lack of cooperation, unnecessary roughness, lack of respect for others' property, or the unwholesome attitude on the part of any camper may result in expulsion from camp. Expense of transporting expelled campers home from camp is the responsibility of the parents. Parents will be held fully responsible for any damage caused to the Timberlake Center. NO REFUNDS WILL BE ISSUED TO EXPELLED CAMPERS.

Visitor Policy

- For safety reasons and the overall flow of Kids Camp, all camps are closed camps. This means visitors cannot randomly show up and be on property.
- All visitors planning to come to Kids Camp while camps are in session must complete a background check (at your own expense) and complete an Adult Verification Form signed by their Lead Pastor. All forms must be submitted by Friday, May 15.
- Anyone who is not approved but shows up at camp will be asked to leave the property immediately.
- Upon arrival at camp, all approved visitors must check-in with the Camp Director or Safety Coordinator by showing proper identification.
- No visitors at any time are allowed to be in the dorms under any circumstances.

SATURDAY

7:00AM—8:00AM

1. Pack up all belongings and place them together outside in commons area or outside the building
2. CLEAN DORM
 - A. Ensure all trash is picked up and discarded
 - B. Ensure all personal items have been removed from bathroom/showers
3. Load all belongings then repark your vehicle
4. Check out with Kids Camp Staff in the Commons Area of your dorm

7:30AM-8:30AM

1. Hot breakfast will be served in the cafeteria from 7:30-8:30.
2. Medications should be taken during breakfast then collected by the main group leader from First Aid/Nurse after all campers from their group have taken meds.

*****NOTE: Groups can depart any time on the final day but all groups must be off property by 9:30AM. Please plan accordingly for this.**

Kids Camp Menu (***Subject To Change***)

Wednesday, June 10

DINNER - Hamburger/Fries/Baked Beans/Salad Bar/Drinks/
Dessert

Thursday, June 11

BREAKFAST - Scrambled Eggs, Cheese Grits, Bacon, Cereal,
Fruit, Drinks

LUNCH - Fried Chicken Sandwich, Pasta Salad, Fresh
Watermelon, Salad Bar, Drinks, Popsicle

DINNER - Lasagna, Broccoli, Breadsticks Salad Bar, Drinks,
Dessert

Friday, June 12

BREAKFAST - Biscuits & Gravy, Sausage Patty, Cereal, Fruit,
Drinks

LUNCH - Corn Dog, Tater Tots, Pickle Spear, Salad Bar,
Drinks, Popsicles

DINNER - Chicken Tenders, Mac n Cheese, Green Beans,
Salad Bar, Drinks, Dessert

Saturday, June 13 - HOT BREAKFAST IN CAFETERIA

BREAKFAST - French Toast Sticks, Sausage Patty, Cereal,
Fruit, Drinks

SPECIAL DIETARY NEEDS

Campers with special dietary needs are allowed to bring foods specific to their diet. However, these foods will not be able to be stored and/or prepared in the cafeteria/kitchen. Each dorm has a refrigerator and microwave. It is the responsibility of church leaders to store and prepare the food and to ensure campers are eating as needed. Campers with these needs will need approval from the GA KidMin Director at least 2 weeks prior to camp. ***NO DISCOUNTS ON REGISTRATION PRICE WILL BE GIVEN TO THOSE WITH SPECIAL DIETARY NEEDS.***

9. Modest swimwear, especially for girls, is expected. Proper coverups are to be worn to and from the pool. You will be asked to go back/change if proper attire is not worn.
10. To prevent “homesickness”, please choose carefully when a camper will call home. Try to keep them involved and having fun before letting them call. But if they call be sure and talk to the parents also... so you know what the parent has decided. If a parent is coming to pick up a child please let the Camp Director, Safety & Logistics Coordinator, or First Aid know. They **MUST** check out with one of the Camp Officers.
11. We reserve the right to inspect contents of all personal belongings. The holding and/or disposal of improper contents is the right of camp staff.
12. All camper medications should be registered with First Aid immediately upon arrival. They will be administered under the care of our First Aid or camp staff. All medications must be in the original prescription bottle.
13. Guys and girls are not allowed in each other's dorms.
14. During altar/prayer times, men should pray with boys and women should pray with girls. The only exception is if your church is praying together as a group.
15. All items left at the camp are to be claimed within one week.
16. Fire extinguishers are off limits to campers except in the event of an actual fire. It is **ILLEGAL** to tamper with fire extinguishers.

Camper Rules

1. Every camper and worker must have a **CLEAN SCALP EXAM** upon arrival at camp. Those identified with signs of head lice cannot be admitted to Camp.
2. The daily schedule must be observed by all and attendance at camp activities is required. Evening curfews are strictly enforced.
3. No one is to leave the campgrounds without specific permission from the Camp Director or Safety Coordinator.
4. Each camper will perform his or her duties as part of the privilege of being in camp. Dorms and grounds must be kept clean.
5. Campers are expected to observe habits of personal and group courtesy, cleanliness, and Christian conduct.
6. All staff members are authorized to maintain order upon all the grounds.
7. Special Government/Camp Statement: No fireworks, tobacco, drinking of alcoholic beverages, drugs, or profanity are allowed on the campgrounds.
8. No electronics, handheld video games, or cell phones are allowed to be used during camp. If a student is bringing a phone to camp, we suggest they turn it in to their leader for safe keeping. However, if a student brings a cell phone and is found using it without proper approval, it will be confiscated and held until camp has finished.

TEAM INFORMATION

BLUE TEAM CAPTAIN - Kyle Nunnemaker

GREEN TEAM CAPTAIN - Jessica Hayes

ORANGE TEAM CAPTAIN - Zach Abell

PURPLE TEAM CAPTAIN - Kyle Semple

RED TEAM CAPTAIN - Tim McNeeley

COIN VALUES

White: 25,000

Pink: 50,000

Gray: 100,000

Black : 500,000

Gold: 1,000,000

HIDDEN ITEMS & GAME CHANGER

Any team finding a Hidden Item (Coin of the Day) or the Game Changer (5x Coin of the Day) during the course of Kids Camp will earn bonus points for their team.

These items should be turned in to the Camp Coordinator, Activities Coordinator, or Assistant Activities Coordinator and will be rehidden once they are found and turned in.

ARCTIC GAMES (TEAM COMPETITIONS)

THURSDAY - "Snowball Snatch"

PURPOSE: The purpose of the game is to be the first team to successfully grab all of their team color "snowballs" and any bonus color "snowballs".

GAMEPLAY

1. Each team lines up single file behind their team color flag.
2. In the middle of the field will be 3 "snowball" stations. These stations are painted circles filled randomly with team color pitballs and a bonus color pitball inside of each station. Bonus color is pink.
3. Each station will have a defender in the middle. This defender will be swinging a tetherball constantly.
4. On go, a player from each team runs to the station of their choice and tries to snatch one "snowball" without getting hit by the tetherball being swung by the defender.
5. If the player successfully snatches a "snowball" without getting hit, they run back to their team line with the "snowball" and drop in their team color bucket. The next player then goes.
6. If a player gets hit by the tetherball while trying to snatch a "snowball", they immediately run back to their team line. The next player goes.
7. If a player gets hit after snatching a "snowball", they must drop the "snowball" in the circle then run back to their team line. The next player goes.
8. Teams continuously repeat this process until they have collected all of their team color "snowballs".

First Place—10,000,000 points

Second Place—8,500,000 points

Third Place—6,500,000 points

Fourth Place—5,000,000 points

Fifth Place —3,500,000 points

9. Your main job is the safety of your kids. Second to this is ministering to them.
10. Illness and injury must be reported to "First Aid". Please see that medical attention needed at night is done before returning to your dorm/ cabin for lights out. Limit visits during the night to emergencies only. Our First Aid personnel must rest in order to perform duties.
11. All vehicles will be parked in the central lots and remain so until checkout day. Leaders and workers are prohibited from driving on the campgrounds unless given special permission by the Camp Director or Safety Coordinator.
12. Be an example and engage yourself with kids at all times, including meals, activities, and worship services.
13. Do head counts throughout the day to ensure all your students are accounted for.
14. Check attitudes and behavior in athletic activities.
15. Make sure your kids have plenty of water.
16. If a leader is acting inappropriately to a child or another staff member, report this to the Camp Director or Safety Coordinator immediately for the sake of safety.
17. At the first sign of a missing camper, the Camp Director or Safety Coordinator must be notified immediately.
18. Please make the Camp Director aware of any parental custody issues with students in your group.
19. Absolutely no firearms or knives allowed on the campground by any unauthorized personnel.

General Staff and Camp Policies

1. This is a “Prank-Free” camp.
2. For safety reasons, only camp staff as well as registered, approved campers and leaders are permitted on the grounds during camp.
3. No one will be permitted to leave the campground without proper approval from the Camp Director or Safety Coordinator. If someone is permitted to leave, you must check back in upon arrival.
4. No camper is allowed to be picked up (for sickness or homesickness) without filling out a discharge form with the Camp Director or Safety Coordinator.
5. No motorized or electric vehicles will be allowed to be used during camp.

Role of Camp Leaders

1. A Camp Leader is any adult (18 or older) who provides assistance to care to one or more campers during the operation of kids camp.
2. NEVER be alone with a child for any reason during camp.
3. Be in the dorms by lights out and stay with your kids.
4. Recurring problems should be brought to the attention of the Camp Director, Safety Coordinator, or Boys/Girls Dorm Leader.
5. Never use physical force on a child in any way.
6. Never deprive a child of sleep or food.
7. Never subject a child to ridicule, threat, or yelling and belittling.
8. Keep the doors to the dorms/cabins unlocked at all times.

FRIDAY - “Timberlake Iditarod”

1. Various game stations will be positioned throughout the camp property.
2. Teams will need to divide their group to compete at the various stations.
3. Team Captains will be given the breakdown of the necessary number of campers for each station upon arrival at camp.
4. There should be a minimum of 2 leaders (excluding the Team Captain) from each team present at each station to assist with the game to be played.

1. TEAM RUNNERS

- a. Each team will have 2 designated runners for the duration of the competition. These runners will carry a team colored baton (PVC) from station to station.
- b. Upon arrival at each station, the runner will hand the item to a Camp Crew member or designated station volunteer to hold until that particular game station is completed.
- c. Camp Crew members or designated station volunteers will be wearing a team color trucker hat to easily and clearly identify as the person runners go to at each station.
- d. Once completed, the Camp Crew Member or designated station volunteer will give the container back to the runner. Runner can then advance to the next station. Same process is repeated at each station.
- f. It is suggested to use one runner for stations 1-4 and a second runner for stations 5-7. Experienced runners are suggested if available. Team Captains may not participate as a runner.

7. RELAY STATIONS

A. "Iceberg Challenge" (LAKE)

One leader (not team captain) from each team will be in a kayak in the boating area. On go, kayakers will race to an "iceberg" in the middle of the lake in order to retrieve their team color baton. Once the kayaker has obtained their baton, the kayaker will paddle to shore closest to the Old Pavilion. Once the kayak reaches the shore, batons will be given to the Team Runner who will be waiting at the water's edge.

B. "Penguin Piggyback" (POOL)

A predetermined number of campers will be stationed at the pool. Half the team will line up one side of the pool and the other half will line up on the opposite side. Each team will have an inflatable penguin. On go, the first camper in line will jump in the pool and ride the back of the penguin to the other side. Once they reach the wall, the next team member jumps and rides the penguin back to the other side. Once all campers have completed the challenge, the designated Camp Crew member gives the Runner their team item. Runner advances to next station.

NOTE: All participants must have passed the swim test and be wearing their swim wristband in order to participate.

C. "Sled Race" (FIELD STATION 1)

A predetermined number of campers will be in a single file line. Each team will need at least one designated team leader to pull a sled. On go, one camper gets onto their team sled. Once on the sled, the designated leader pulls the sled to a team color cone, goes around the cone, then back to their team line. Campers must stay on the sled the entire time. If they fall off, they must start over. The camper gets off and the next camper gets on, repeating this process until all campers have been pulled on their team color sled. Camp Crew member gives the Runner their team item and Runner advances to next station.

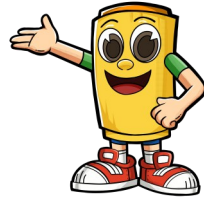
SMALL GROUP QUESTIONS

THURSDAY

1. During the service we met Cole & Avery, which character do you relate to more? Why?
2. Why do you think Cole called Avery? How is this like our relationship with Jesus?
3. When hearing the true story of Joseph in the Bible how did his brothers see him? How did God see him?
4. What do you think it means when we say "leave your sin and follow Jesus"?
5. Could you tell us of a time you were stuck in deciding to do the right thing or wrong. What did you decide? Are you glad you did?
6. How can we learn to follow Jesus every day and not just at camp?

FRIDAY

1. Were you surprised with Avery's decision to rescue her brother Cole? Why or why not?
2. When Avery reached her brother, he needed healing. Can you think of a time you were sick and needed healing? Tell us about it.
3. During our true Bible story, we heard that Joseph needed healing. What kind of healing did he need?
4. What miracle of Jesus speaks to you the most? Why?
5. What miracle are you praying for?



Kids Camp BGMC Challenge

BGMC is always an important part of Kids Camp. This year we are raising BGMC Funds for GA Missionaries Ron and Esther Marcotte to help them build a multipurpose pavilion in Ecuador. This pavilion will be used for after school activities and sports, family ministry on Sunday, and other outreach opportunities throughout the year. Our goal is to raise \$28,000 between all 4 camps. This would be our greatest BGMC Offering ever from Kids Camp. These funds will supply building materials, necessary supplies, sports equipment, and teaching resources & supplies.

All campers and leaders will attend a BGMC Late Night Buddy Bash the last night of Kids Camp. Every camper and leader will receive free snacks and drinks. Any camper or leader who gives at least \$20 to BGMC for Kids Camp will get to attend our BGMC Polar Party. Participants will enjoy a snow party complete with snow machines (not foam), a deluxe ice cream bar with toppings and candy, and Georgia's largest snowball fight. A form will be included with our Kids Camp packet to list all your students who will be participating in BGMC giving and should be turned in at registration as well. Please include the name of your church on the form to ensure proper BGMC giving credit for your church.

D. "Snow Cone Shuffle" (FIELD STATION 2)

A predetermined number of campers will stand in a single file line. On go, the first camper will place a team color cone over their foot (foot goes inside the cone) and must hop without the cone falling off their foot. Campers will race around a team color cone then back to the start. If the cone falls off between start line and cone, they start over at start line. If cone falls off after going around the cone and are headed back to the start line, they can start over at the cone. Once all campers have finished and are seated, Camp Crew will hand the runner their team item and runner advances to next station.

E. "Reindeer Relay" (ROADSIDE)

A predetermined number of campers will stand in a single file line. Each camper will be given 2 "hooves" (team color solo cups) and a team color ball. First camper will place a hoof (cup) on each hand then hold their ball between the cups without dropping the ball. Campers will race to go a certain distance, go around a team color cone, then back to the line. Upon returning, they give the ball to the next camper in line. Remaining campers repeat the process until all have finished. When all campers finish, Camp Crew member will hand the Team Runner their team and runner advances to next station. **NOTE: THIS STATION WILL BE OUR EQUALIZER STATION (since team numbers will likely not be exact)**

F. "Snowball Toss" (BASKETBALL COURT)

A predetermined number of campers will line up in a single file line. On go, the first camper in each line picks up a snowball out of a team color bucket. They will throw the snowball and try to ring it the "Santa Pants" worn by an older camper. The camper wearing the "Santa Pants" can move their body but NOT their feet. If the camper rings the snowball, they simply go to the back of the line and next camper throws. If the camper misses, they retrieve the ball and put it back in their team bucket. Teams compete until all snowballs have been tossed into the "Santa Pants". Once all campers finish, Camp Crew member will hand the runner their team item and runner advances to last station.

H. "Captain Challenge—Wrap Battle: Winter Edition" (GYM)

Each team captain will be stationed at a table. On the table will be a pair of thick winter gloves and a large ball of Saran wrap with a giant marshmallow in the middle of the wrap. When each team runner arrives, they will give their team color baton to Pastor Russell or another designated person. Once the baton has been received, the team captain will put the gloves on their hands and proceed to unwrap the Saran wrap ball until they reach the giant marshmallow. The team captain must then eat the marshmallow in its entirety. Once this has been done, the team will be considered done with the relay and placed accordingly.

First Place - 25,000,000	Fourth Place - 12,000,000
Second Place - 20,000,000	Fifth Place - 8,000,000
Third Place - 15,000,000	Sixth Place - 5,000,000

TEAM INFORMATION

TEAM CHEER: Friday Night during Service

1. Must have Team Name
2. No negative comments toward other teams
3. Under 3 minutes
4. Entrances are no longer allowed
5. Entire team must participate

1st - 500,000	2nd - 350,000	3rd - 250,000
4th - 150,000	5th - 100,000	6th - 50,000

THEME NIGHTS (10,000 points awarded for each team member who participates during the evening service)

1. Wednesday Night—Team Color Night
2. Thursday Night—BGMC Trading Card Characters Night
3. Friday Night—Arctic Animal Night

CLEAN CABIN: This year Clean Cabin will be awarded differently. Because multiple teams might be housed together, each bunk (kids and leaders) will be judged for cleanliness and neatness. If a bunk meets the criteria, point tokens will be placed on the bed. Leaders should collect these and give them to the Team Captain. Here is criteria for Clean Cabin:

1. Beds made
2. Floor free of trash and food/crumbs
3. Personal items neatly stored under or around bed
4. Bribes left in cabins will not be accepted this year.

For bathrooms, points will be deducted from your team's total if they are not cleaned properly (paper/trash on ground, toilets unflushed, personal items left in showers). The greater the mess, the greater the point deduction.