

# Designing A Camp

*“Think Outside The Box” - Why Be Normal?*

Dayn Mansfield, Program Director

Thousand Pines, Crestline, CA

- 1) **Who Are We Trying To Reach?**
  - Christians or Pre-Christians?**
  - Churched or Un-churched?**
  - Inner-city, Suburban, Rural?** (Think: “Cultural Style”)
  - Ethnicity Mix?** (Think: “Cultural Style”)
  - Gender Mix?** (Try to avoid the “Male Athlete” emphasis)
  - Social Style?** (What do they consider cool?)
  
- 2) **Why A Camp?** (Camps are “wholly other” experiences)
  
- 3) **What Should Camp Accomplish?** (Evangelism? Discipleship?)
  
- 4) **Keeping The Above In Mind, What Components Should Your Camp Include? List In order Of Importance.**
  - Examples:** **Prayer** (Before, During, After)
  - Bible Study** (Before, During, After)
  - Thought** (What a novel concept...)
  - Chapel** (Focal Point)
  - Music** (A band is not always best)
  - Devotions: Morning/Evening** (Theme Based)
  - Cabin/Youth Group Time** (Theme/Chapel Message/Cabin-need Based)
  - Skits/Crowd Breakers** (If done, done well)
  - Quiet Time/Alone Time** (A Must)
  - Meals** (Leave lasting memories...)
  - Recreation: Team/Group/Individual** (Fun, Different, Challenging)
  - Camp Facilities/Acreage** (How will you use the whole place?)
  - Free Time** (Just That. Activities?)

**KP Duty** (Kitchen Patrol - KP, Opportunity To Serve - OTS)  
**Arrival/Departure/Parking** (Planning Helps)  
**Camp Deans/Lead Counselors** (Organizers/Counselors To Counselors/Camp Cops)  
**Counselor/Leadership Meetings** (Very Important!)  
**Post- Camp Follow- Up** (Nurturing New Decisions)  
**Getting The Word Out** (Advertising)  
**Camp Guidelines** (The Rules)  
**A Plan "B"** (What if all heck breaks loose?)  
**What Else?**

- 5) **Define The Purpose Of Each Component.** (Each moment should contribute to the purpose/goal)
  
- 6) **Write Out How Each Component Will Actually Work.** (Limit unwanted surprises!)
  
- 7) **Assemble Each Component Into A Schedule.**  
**Schedule Should:**    **Reflect The Camp's Purpose/Priorities**  
                                  **Be Realistic Not Too Optimistic**  
                                  **Have Plenty Of Time For Transitions**  
                                  **Have Enough Free Time**  
                                  **Be Lively Not "Lazy"**  
                                  **Be Creative** (Breakfast at 3:00am?)
  
- 8) **Who Will You Get/Assign/Pay/Beg To Make The Camp Happen?**  
**People:**    **Speaker(s)** (Style counts, character counts most)  
                  **Musician(s)** (Style counts, character counts most)  
                  **Deans** (Not too nice, not too mean)  
                  **Counselors** (Spiritually mature, not too young/old)  
                  **Comedians, Dancers, Actors** (Corny won't cut it)  
                  **Cooks/Kitchen Crew** (?)  
                  **Camp Clean- Up Crew** (?)  
                  **Recreation Crew** (Got to be good)  
                  **Skit Team** (Got to be real good)