

## Characteristics of Camp Counselors

“The qualities we look for in camp leadership include the ‘wisdom of Solomon, the patience of Job, the eating habits of John the Baptist, the musical and athletic skills of David, the elocution of Apollos, the aggressiveness of Peter, and the theological understanding of Paul!’ Although the perfect leader is not likely to be found, it is helpful to know what traits are desirable.”<sup>1</sup> Your responsibilities and relationships during the week at camp will be under close observation, not only by the campers themselves but also by Christ who has called you to minister to the lives of those He has entrusted to your care. During the week of camp you will have a significant influence upon the camper’s lives as they observe and learn how to live the Christian life that you provide as a role model. The author of Hebrews encouraged us to “remember your leaders, who spoke the word of God to you. Consider the outcome of their way of life and imitate their faith.”<sup>2</sup> Your campers this week will look towards you as their leader and begin imitating a faith that they see manifested in your life.

### What Characteristics do Campers look for in Camp Counselors?

1. A person who has established a personal relationship with Jesus Christ as Savior and Lord.
2. A person who continues to maintain a dynamic relationship with Christ through prayer, Bible study, and worship.
3. A person who demonstrates spiritual maturity and is willing to share spiritual truths that they have learned with the campers.
4. A person who manifest emotional maturity and is able to endure considerable amounts of emotional stress which is brought about by living together in close quarters, increased noise level, loss of sleep, and interpersonal conflicts.
5. A person who has a genuine love and concern for the campers, and is willing to accept them for who they are regardless of behavior.
6. A person who is honest, not only with the campers but also with themselves and avoids the temptation of pretending to be someone greater than they are.
7. A person who the campers feel is approachable and is interested in them.
8. A person who is interested in providing a safe environment.
9. A person who is a dispenser of information. You are a “living library” from whom the campers can glean information from during the week.
10. A person who is willing to spend a week at camp so that the campers can have an opportunity to come to camp and enjoy the experiences and develop meaningful relationships with others and Jesus Christ.

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<sup>1</sup> Bob Raus, Ministry Through Camping (Nashville: Convention Press, 1990), 111-112.

<sup>2</sup> Hebrews 13:7 NIV.

## **Job Description: Camp Counselor**

Responsible to: Camp Director - Ultimately Jesus Christ

Length of Service: July 26-30

### Desired Qualifications:

Personal relationship with Jesus Christ.

At least eighteen years of age.

Maturity in judgement.

Physical ability - able to participate in activities with campers and overcome obstacles.

Education - participate in counselor training opportunities.

Good personal hygiene.

### Desired Characteristics:

Genuine concern for people.

Enjoys working with others.

Emotionally mature and emotionally stable.

Healthy acceptance for others.

Sensitive to the needs and emotions of the campers.

Available and openness to the campers.

Spiritual maturity - growing relationship with Christ.

### Responsibilities include:

Living in the cabin with eight boys.

Assume the responsibility for leadership and guidance to those campers in daily living, with special attention to:

- a. personal hygiene and safety
- b. their participation in all-camp activities.
- c. their participation in planning cabin activities.
- d. rainy day activities.

Assume responsibility to interpret the rules, policies, and traditions of the camp to the campers.

Serve as a good example to the campers in personal language, appearance, and health habits.

Assume the responsibility of supervising one of the program activities if asked by the director and having received training in that area.

### Benefits of being a counselor:

Since this is a volunteer position, no financial compensation is provided. There are a number of other benefits that come as a result of serving as a counselor.

One of which is helping to shape the future of another individual.

## What is the Counselor's Role?

As a Counselor, you have several roles to perform. Each is important and can be fulfilled only by the Holy Spirit ministering through you. This emphasizes the absolute necessity of **prayer** in your life regarding your own relationship with the Lord and needs of each child whose life you may influence during the camp. **Begin praying at this moment** for victory of God at camp.

**1. Spiritual Leader:** A living example of what Jesus Christ is like. At the close of the week, will your campers say to their friends, "If you want to know what Jesus is like, come and meet my camp Counselor"?

**2. Teacher:** You have knowledge not yet acquired by your campers. Share it in a loving, enthusiastic way, weather it be about the Bible, sports, insects and rocks, whatever.

**3. Listener/Observer/Counselor:** Listen and observe and pray for God's discernment and wisdom as you have contact with each child. Sit with your group at all worship services and Bible studies. Be available.

**4. Guardian and Friend:** Care about the physical safety of your campers. Explain the safety rules of the camp carefully. Know where your campers are; train them to report their whereabouts to you whenever they are not with you.

## Hints for Personal Counseling

**1.** If possible, it is best to have a comfortable, private place where you may feel free to talk with the camper without interruption and the camper may feel free to share their problems in confidence without being overheard by others.

**2.** Your basic job involves listening first, understanding second. Help the camper understand the problem clearly; then assist him in finding an answer to the problem. The answer may come from the campers themselves. You may need to suggest possible solutions; or, as a very last resort, give advice.

**3.** If the problem involves a spiritual principle and you have an applicable Scripture, the process should be: **(1)** listening; **(2)** understanding; **(3)** helping the camper understand the problem; **(4)** sharing applicable Scripture; **(5)** helping the camper find a solution; and **(6)** giving advice.

**Counseling Children About Salvation**  
**Basic Assumptions Based on Biblical Content:**

1. When a child is born, they are safe within God's care.
2. Young children continue to be "safe" within God's care until they become capable of responsible decision-making (age of accountability).
3. Children reach the age of responsible decision-making (age of accountability) at different chronological ages.
4. Children must be convicted of sin prior to becoming Christians.
5. A child who is old enough to become a Christian is old enough to accept the responsibilities of church membership. (church attendance, tithing, sharing Jesus, etc.)

**Commonly Recognized Steps to Becoming a Christian:**

1. God loves me. In the Bible, I read, "God so loved the world (you and me) that He gave His only Son, Jesus Christ, and that everyone who believes in Him will not die (be separated from God) but will live forever." (John 3:16) God tells me in His Word that, "I have loved thee with an everlasting love" (Jeremiah 31:3). God loves me with a love that never ends. He loves me although...
2. I have sinned. I am a sinner and Christ is the only remedy for my sin. (Romans 3:23, "For all have sinned and come short of the glory of God.") What is sin? (Disobedience to God; not minding God.) Sin must be punished, but God loved me so much that He provided Someone to take my punishment.
3. Christ died for me. All my sins were placed on Him as He hung on the cross and suffered and died. On the third day, He rose from the dead. He had paid the price for every one of my sins. Because of this ...
4. I receive Him. I confess to Jesus that I am sinful, and ask Jesus to forgive me. (1 John 1:9, "If we confess our sins, He is faithful and just to forgive us our sins, and to cleanse us from all unrighteousness.") I believe Jesus has forgiven me (taken away the penalty or payment of all the things I've done wrong.) Romans 10:9, "If you confess with your mouth "Jesus is Lord," and believe in your heart that God raised Him from the dead, you will be saved."
5. I am saved. Jesus now lives within my heart. The Bible says, "I will never leave thee or forsake thee..." (Hebrews 13:5). We can trust God's promises!

## Counseling Children About Salvation (continued)

### Asking Questions:

1. Do not lead a child into saying what you expect or want them to say. Your tone of voice, inflection, statements that are easily repeated, and other such mannerisms encourage the child to try to please you by "doing the right thing". Here are some commonly asked questions that are asked of children who come "forward". They lead children to answer correctly and should not be used.
  - Are you coming to accept Jesus?
  - Do you know that you have sinned?
  - Are you sorry for your sins?
  - Do you want Jesus to forgive you for your sins?
  - Do you love Jesus with all your heart?
  - Are you ready to follow Jesus in Baptism?
  - Do you want to become a Christian?
2. Avoid "yes" and "no" questions. You may effectively guide the conversation by asking questions such as these:
3. "Tell me how you feel"; "I'm glad you asked this question. Now tell me why you want to become a Christian"; "What made you start thinking about this?"; "What do you think one has to do to become a Christian?"; "How long have you thought about being a Christian?"; "What are you usually doing when you think about it"
4. The counselor who tells them how a new convert should feel can mislead a child who seems to have truly trusted the Lord. For example: "Everyone has sinned and must feel sorry for what they have done."
5. Do not go deeper into the subject than the child is ready to go. When a child ask you for information, you should ask a few questions of your own to be certain he understands what you are trying to communicate. ("Tell me more." "Why do you say that?")
6. Don't offer verbal rewards to the child who "comes forward". After a child makes a profession of faith, these may be appropriate (I'm very happy for you!)
7. Use ordinary, conversational tones.
8. Don't dominate the conversation.
9. Accept the child and their personality.

## **Counseling Children About Salvation (continued)**

Avoid using "Churchy" or "religious terms" which children (and most adults) do not understand.

Some of the words or phrases which do not communicate clearly:

<b>Avoid</b>	<b>Try Substituting Something Like:</b>
Christian	(one who believes Jesus is God's Son, and who has trusted Jesus to guide their life)
Saved	(trusted Jesus to pay for one's sins)
lost	(hasn't trusted Jesus)
profession of faith	(admitting Jesus is your Savior and Lord)
commit your life	(let God control, lead or guide your life)
Lord	(Boss of one's life)

You may improve upon these suggested definitions.  
Feel free to do so.

### **A Sample Prayer:**

Dear God, I love you. I am sorry that I have lived by my own plan instead of by Your plan for my life. Please forgive me. And Jesus, I ask you to come into my life, be my Savior and my Lord. Thank You for loving me, for forgiving me, and for coming into my life. In your name I pray. Amen

(If the child insists on praying silently, hold his hand and ask them to squeeze your hand when they finished. Then you pray aloud a prayer of thanksgiving, including the aspects of the child's decision as described in the sample prayer above.)

### **Follow Up**

Explain to the child the importance of baptism and its significance. Answer any questions they may have. Explain that they need to attend Sunday School and Church, to learn all they can about God's Word. They need to take time at church and alone to really think about God.

## **Outdoor Adventure Activities**

Adventure Recreation

All Terrain Biking

Backpacking

Bouldering

Bungee Jumping

Camping

Canoeing

Cross-country Skiing

Hang Gliding

Hiking

Horseback Riding

Ice Climbing

Kayaking

Mountaineering

Nature Walks

Off Road Vehicles

Parasailing

Parachuting

Scuba Diving

Skydiving

Snow Skiing

Snow Shoeing

Spelunking

Surfing

White Water Rafting

Winter Camping

Wilderness Solos

## **Outdoor Activity Leader**

Responsible to: Program Administrator - Ultimately Jesus Christ

Evaluation Time: At the end of Camp.

Length of Service: July 26-30

Summary of Position: Provide the leadership for an adventure recreation program for a group of junior high school boys at summer camp.

### Desired Qualifications:

- Personal relationship with Jesus Christ.
- Be at least twenty-one years of age.
- Maturity of judgment.
- Physical ability - be in good health.
- Education - Two years of college (education - psychology)
- Certified in First Aid & CPR
- Instructor Rating in Adventure Recreation

### Desired Characteristics:

- Genuine concern for people.
- Enjoys working with others.
- Emotionally mature and emotionally stable.
- Healthy acceptance for others.
- Sensitive to the needs and emotions of the campers.
- Spiritual maturity - growing relationship with Jesus Christ.

### Responsibilities include:

- Plan an adventure recreation program for junior high boys.
- Submit written lesson plans to program administrator.
- Modify activities for the abilities of participants.
- Lead adventure recreation activities for small groups.
- Ensure the safety of the participants.

### Benefits and Personal Development:

Since this is a volunteer position, no financial compensation is provided. You will have the opportunity to challenge others to grow and cooperate with each other and learn spiritual application. You will increase your leadership abilities and meet the needs of others who seek your leadership.

Attend Leadership Training Camp and become certified in leading adventure recreation and outdoor ministries.

## The Ideal Wilderness Trip Leader<sup>3</sup> Characteristics and Qualifications

### Personal Characteristics:

- Sound Judgment
- Integrity
- Desire to learn
- Sense of adventure
- High self-image
- Charisma
- Flexibility
- Commitment
- Persistence
- Compassion
- Cooperative outlook
- Ability to communicate effectively
- Willingness to accept responsibility
- Awareness
- Creativity
- Sense of humor
- Maturity
- Healthiness and physical fitness
- Positive role model
- Personal philosophy congruent with the program's

### Certificates:

- Collage Degree
- Tripler Certification
- First Aid & CPR
- Water Safety & Canoeing
- Safe Driving Record

### Skills - Experience - Theoretical Knowledge:

- Wilderness experience
- Leadership ability
- Health and safety
- Rescue and first aid
- Teaching
- Counseling
- Child care and Adolescent development
- Organizational skills
- Interpersonal communications
- Writing
- Driving

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<sup>3</sup>John C. Miles and Simon Priest, Adventure Education (State Collage, PA: Venture Publishing, Inc., 1990), 276-277.

## Welcome to Upwardbound Camp!

This is going to be a great week at camp. And we're glad that you have decided to participate. The purpose of this camp is to provide each camper with the opportunity to receive Christ as Savior. To grow in a closer relationship with Jesus Christ through participation in worship services, Bible studies, and other challenging activities. To learn new skills, and to join others in Christian fellowship and recreation.

This notebook has been designed with you, the Counselor in mind, please pay close attention to the schedule so that you and your group may receive the most from the opportunities. If you have any questions, the staff or lead Counselors will be glad to help.

There are a few guidelines we ask you and your group to observe in order to ensure the safety of your campers and others who are participating at camp.

The waterfront area is limited to scheduled activities only. And we ask that you stay on the camp grounds unless you have prior permission from the Encampment Manager or Camp Director.

The Camp grounds are Holy ground dedicated to God. And we ask that you be good stewards this week of the grounds taking the best of care of all the properties at camp.

Please be sure your campers stay with your group at all times. Most injuries that campers receive occur due to unsafe behavior without the supervision of adults.

We ask that you emphasize general safety precautions such as ensuring that the campers wear their sandals or shoes at all times in order to avoid injuries.

The list of "Thou Shall Not's" would be very exhaustive and still would fail to cover every aspect of camper safety in addition to presenting a challenge to some energetic camper in order to bend the existing rules or find one not listed. We encourage you to take a pro-active approach in establishing boundaries, keeping the rules simple and emphasizing the purpose for them such as the "Golden Rules." (Matt. 22:37-39)

We look forward to being able to serve you and your campers this week at camp. And to share in many of the Spiritual blessings God has for us.

In Christ Service,

Keith Mack  
Upwardbound Camp Director

## **Emergency Action Procedures**

**Every Counselor and Camp Leader needs to be informed as to the procedures to be followed in case of an emergency. It is not possible to cover all situations completely but leaders should realize that some circumstances call for common sense actions. In any emergency the key phrase is keep calm.**

### **Sever Thunderstorm or Tornadic Activity**

The camp staff will monitor the news and weather information. If you observe a storm moving into the area and can hear the thunder, have the campers seek refuge within the buildings. Have the campers remain in the buildings until the storm is over. In the event of tornadic activity, have the campers move away from the windows and seek a safe place to lay down, possible covering up with a mattress or sleeping bag. All outdoor activities such as swimming, riflery, archery, etc. will be canceled in the event of a storm. A good idea is to have a rainy day box of indoor activities that can only be opened in the event of rain.

### **Fire**

Evacuate the building. Counselors should designate a meeting place that is away from the dorm on the first day of camp and inform the campers to meet you there in the event of a fire. Campers should be informed as to the emergency exits and fire safety principles such as remaining low and crawling to the exit, stop-drop-roll in the event of being on fire, and to avoid the temptation of playing with matches. Campers are not authorized to use the fire extinguishers.

### **Intruders**

An intruder is anyone who has not registered with the camp office. This may include the parents of the camper. The camp office needs to be notified if you suspect there is someone in the camp who does not belong or is acting in a suspicious manner. Have the campers remain with adult supervision at all times for their safety and protection.

### **Child Abuse**

Should any counselor discover evidence of child abuse, it should be reported to the camp director. Advise on procedures to be followed can be obtained by calling the Abuse Hot Line (800) 252-5400. We are obligated by law to report all incidents.

### **Drowning**

No campers should be in the lake unless they are scheduled in an approved activity such as canoeing. If a suspected drowning has occurred, observers should seek to identify the location where the camper submerged, search and rescue personal should be contacted for recovery.

### **Medical Emergencies**

Medical emergencies such as snakebites, electrocution, allergic reactions, and poisoning require proper medical attention. Survey the scene to ensure that it is safe to approach. Keep the victim calm. Render emergency first aid if required. Seek to determine what has happened and possible witnesses. Contact the camp's nurse for stabilization and transportation to medical facilities.

## **ROYAL AMBASSADOR CAMP**

Your Name: \_\_\_\_\_ Church: \_\_\_\_\_

(circle one):           Lad           Crusader           Challenger           Counselor           Camp Staff

Did you make a commitment this week?

Accepted Christ as Savior           Re-Commitment           Special Services

Please help the Camp Committee know how our Associational Camps can be improved by providing the following information. Please circle the word below each item or activity that best describes that item or activity. Please comment by giving us specific ideas on how we can improve these items to make our camp meet the needs of your church's campers.

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Worship Services		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Camp Worship Leaders		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Bible Studies		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Bible Study Leaders		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Mission Studies		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Activities		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Camp Facilities		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Camp Food		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Camp Leadership		Comments:
Poor   Below Average   Average		
Good       Excellent		

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Please rate the following activities from favorite to least favorite: (Favorite is 1 - Least favorite is 7).

Swimming	___	Archery	___
Arts & Crafts	___	Camp Craft	___
Sling Shots	___	Flex Time	___
Riflery	___		

Royal Ambassador Camp Evaluation  
(For Adult Leadership, & Counselors)

Please list the names and addresses of each of the Counselors who worked with the Campers this week at Camp.

Name: \_\_\_\_\_ Address: \_\_\_\_\_

Name: \_\_\_\_\_ Address: \_\_\_\_\_

Comments concerning the camp program and facility: \_\_\_\_\_

What additional resources would you like to have added to the camp program? \_\_\_\_\_

Are you willing to participate in the leadership of this Camp by helping to plan and conduct one or more of the following activities or responsibilities. Please put a check beside each of the areas of responsibilities that are of interest to you.

Camp Director: \_\_\_\_\_

Assistant Camp Director: \_\_\_\_\_

Camp Pastor: \_\_\_\_\_

Camp Worship Director: \_\_\_\_\_

Bible Study Leader: \_\_\_\_\_

Arts & Crafts: \_\_\_\_\_

Riflery: \_\_\_\_\_

Archery: \_\_\_\_\_

Sling Shots: \_\_\_\_\_

Campcraft: \_\_\_\_\_

Challenger Director: \_\_\_\_\_

Challenger Pastor: \_\_\_\_\_

Challenger Worship Director: \_\_\_\_\_

Challenger Counselor: \_\_\_\_\_

Challenger Canoe Instructor: \_\_\_\_\_

Challenger Helper: \_\_\_\_\_

Adventure Recreation: \_\_\_\_\_

Please list your name and phone number:

Name: \_\_\_\_\_ Phone: \_\_\_\_\_

Address: \_\_\_\_\_

## **Guidelines for Regional State Staffer Service**

1. Provide room and board while at camp, including snacks.
2. Check with camp to see if staffers are covered by insurance. Parents have been notified that all camps may not carry insurance.
3. House staff together with camp director supervision.
4. Give specific instructions on what you expect staff to do, be responsible for their actions/attitudes.
5. Work with staffers when they need instruction on how to carry out responsibilities.
6. Outline any “perks” you want staff to have.
7. Have planning and share/prayer times.
8. Have staffers lead in “spiritual” times as well as in campcraft/activity times. (devotions)
9. Always be open and caring with staffers.
10. Do not judge current staffers by past staffers, especially bad experiences.
11. Do not allow staffers (or any camp leadership) to be involved in horse-play or practical jokes.
12. Encourage respect for staffers by all camp leadership, counselors and campers.
13. Camp director or staffers should talk to and encourage younger Challengers at camp to consider serving as state staffers.
14. Return the enclosed camp report/staff evaluation as soon as possible. It is very important that you give us honest evaluations of the staffers.

**Challengers State Staff  
RA/Challenger Camp Request**

Camp: \_\_\_\_\_ Phone: \_\_\_\_\_

RA Camp Director: \_\_\_\_\_ Phone: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ Zip: \_\_\_\_\_

Date of Camp: \_\_\_\_\_ Ages of Campers: \_\_\_\_\_

Number of Staffers Requested: \_\_\_\_\_

Staffers should arrive in camp no later than: \_\_\_\_\_ on \_\_\_\_\_  
(Time) (Date)

Staffers should be able to leave camp at: \_\_\_\_\_ on \_\_\_\_\_  
(Time) (Date)

Staffers will report to and be responsible to \_\_\_\_\_

Staffers will have responsibilities in the following areas:

- |                          |                      |
|--------------------------|----------------------|
| _____ Campcraft Training | _____ Backpacking    |
| _____ Music              | _____ Recreation     |
| _____ Campfire Services  | _____ Archery        |
| _____ Devotionals        | _____ Riflery        |
| _____ Funtime            | _____ Canoeing       |
| _____ Preaching          | _____ Crafts         |
| _____ Bible Study        | _____ Missions Study |
| _____ Nature Study       |                      |

Other Responsibilities not listed above: \_\_\_\_\_

\_\_\_\_\_

Staffers will need to bring: \_\_\_\_\_

\_\_\_\_\_

Requested by: \_\_\_\_\_

**Camp Directors  
Royal Ambassador/Challenger Camp Report**

Camp: \_\_\_\_\_ Phone: \_\_\_\_\_ E-Mail: \_\_\_\_\_

**Camp Attendance:**

Total Attendance of Camp (Boys & Adults): \_\_\_\_\_

Lads: \_\_\_\_\_ Crusaders: \_\_\_\_\_ Challengers: \_\_\_\_\_ Adults: \_\_\_\_\_

**Camp Decisions:**

Total number of decisions recorded: \_\_\_\_\_

Salvations: \_\_\_\_\_ Renewals: \_\_\_\_\_ Special Service: \_\_\_\_\_ Others: \_\_\_\_\_

List staff responsibilities and what you expected from staffers:

**Evaluation of staff performance (check blanks under appropriate rating):**

	Poor	Fair	Good	Very Good
1. Leadership of team leader				
2. Preparedness for assignments				
3. General attitude of staffers				
4. Ability to perform duties				
5. Performance in campcraft				
6. Performance in activities (archery, riflery, etc)				
7. Performance in worship and/or mission service				
8. Performance in group devotions				
9. Performance in campfires				
10. Response to services requested				
11. Relationship of staffers to:				
Campers				
Counselors				
Camp Director				
Other Personnel				
Encampment Staff				
Each Other				
12. Overall performance of Staffers				

On reverse please give evaluation of each staffer. Be honest in your evaluation.

Camp Director: \_\_\_\_\_ Date: \_\_\_\_\_

Return form to: Texas Baptist Men - RA Camps  
5351 Catron  
Dallas, Texas 75227

**State Staffer Team Leader  
Royal Ambassador/Challenger Camp Report**

Camp: \_\_\_\_\_

Camp Attendance : \_\_\_\_\_ Total Decisions: \_\_\_\_\_

Salvations: \_\_\_\_\_ Renewals: \_\_\_\_\_ Special Service: \_\_\_\_\_ Other: \_\_\_\_\_

General staff duties: \_\_\_\_\_

Staffers:

Duties:

Camp Rating	Good	Fair	Poor
Leadership			
Campers			
Counselors			
Program/Schedule			
Activities			
Worship/Missions			
RA Staff			
Camp Facilities			

Comments:

Team Leader: \_\_\_\_\_

Return form to: Texas Baptist Men - RA Camps  
5351 Catron  
Dallas, Texas 75227

## Twelve Month Countdown Calendar

Most of the problem areas of a resident camp will be eliminated when proper planning is initiated. Planning for a resident camp should begin immediately following the last camp. The following schedule is only a suggestion. Due to various commitments such as time scheduling, it will have to be adjusted for the individual camp planning. The Royal Ambassador camp director for the next year's camp should be enlisted twelve months in advanced.

Suggested Time Frame	Date Scheduled	Actions	Check off Completed
12 months		Evaluate with program director and camp/administrator from last camp. Determine program direction and basic needs for future camping. Set camp date. Secure copies of camp policies and discuss with camp administrator/manager.	
10 months		Enlist camp committee, activity coordinator, worship leaders, missions leaders, food service coordinator.	
		Camp committee complete orientation - study of this manual.	
		Camp committee determines camp goals and objectives. Makes all policies and develops budget and sets program fees.	
		Camp committee develops tentative camp schedule.	
		Camp committee enlist personnel as needed to accomplish goals.	
		Camp committee sets fall and spring training dates.	
		Camp committee tentatively sets date for remaining countdown calendar.	
6 months		All program personnel/staff enlisted for camp.	
5 months		Program personnel/staff contacted to assure their understanding of their role in the program and arrangements made for training.	
4 months		Print all necessary forms and promotional materials.	
		Mail and distribute promotional materials.	
		Finalize all program plans and assign program detail work.	
1 month		Check with camp/administrator concerning camp insurance and have program staff comply with health department standards.	
		Ensure all medical arrangements are in place.	
15 days		Camp Director double-check total program for any changes.	
1 day		Camp committee arrives to finalize program. Inspect camp.	
Before Camp		General meeting with camp staff to finalize responsibilities.	
Last day camp		Inspect camp – noting any differences since the day before camp.	
		Evaluate camp and select camp director for next year's camp.	

## Pre-Camp Inspection Form

This inspection takes place in the fall and spring with the camp director and camp administrator/manager, thereby giving time for needed equipment to be budgeted or secured for the following summer. Determine condition of resources.

Fall Insp.	Purchase	Spring Insp.	Items:
_____	_____	_____	Dorm style sleeping (how many beds _____)(# of dorms ____)
_____	_____	_____	Dining room (capacity _____)
_____	_____	_____	Auditorium (capacity _____)
_____	_____	_____	Assembly room (# _____ capacity _____)
_____	_____	_____	Outdoor open air shelters (# _____)
_____	_____	_____	Natural setting amphitheaters (# _____)
_____	_____	_____	Wilderness area (# of acres _____)
_____	_____	_____	Flag pole (# _____)
_____	_____	_____	U.S. Flag
_____	_____	_____	Christian Flag
_____	_____	_____	Royal Ambassador/Challenger Flag
_____	_____	_____	Swimming Pool (capacity _____)
_____	_____	_____	Large recreation area (how large _____)
_____	_____	_____	Archery Equipment (# of bows _____, # of arrows _____)
_____	_____	_____	Archery targets & backstops (# _____)
_____	_____	_____	Air Rifles (# _____, condition _____)
_____	_____	_____	Air Rifle supplies (# _____)
_____	_____	_____	22 Rifles (# _____)
_____	_____	_____	22 Rifle supplies (# _____)
_____	_____	_____	Shot gun skeet (# _____)
_____	_____	_____	Shot gun supplies (# _____)
_____	_____	_____	Canoes (# _____, paddles _____, life vest _____)
_____	_____	_____	Lake or river campgrounds
_____	_____	_____	Canteen available
_____	_____	_____	Camping skills training area (# _____ of acres)
_____	_____	_____	Small 2-man tents (# _____)
_____	_____	_____	Outdoor cooking equipment: List supplies
			_____
			_____
			_____
			_____
_____	_____	_____	Shovels (# _____)
_____	_____	_____	Bow saws (# _____)
_____	_____	_____	Pruning shears (# _____)
_____	_____	_____	Rope (type _____ amount _____)
_____	_____	_____	Binder's twine (amount _____)
_____	_____	_____	Additional camping equipment: List supplies
			_____
			_____
_____	_____	_____	Recreation equipment: List supplies
			_____
			_____
_____	_____	_____	Additional inventory: List supplies
			_____
			_____
			_____

**As a Royal Ambassador  
I will do my best . . .**

**To become a well-informed, responsible follower of Christ:**

1. by learning the plan of salvation.
2. by understanding what it means to accept Christ as Savior and Lord.
3. by understanding what it means to be baptized.
4. by understanding what it means to become a church member.

**To have a Christ-like concern for all people:**

1. by loving others regardless of race, color, or creed.
2. by being kind to others in forgiveness.
3. by learning how to get along with friends your own age.
4. by practicing doing good things for others.

**To learn how to carry the message of Christ around the world:**

1. by understanding the mission work of the church and denomination.
2. by understanding that the time, talents, and money contributed to the church carries Christ's message to the world in our day and age.
3. by learning how Jesus' disciples witnessed in their day.

**To work with others in sharing Christ:**

1. by sharing the plan of salvation with others.
2. by committing to pray for others.
3. by giving of my resources so that missionaries can share Christ with others.

**And to keep myself clean and healthy in mind and body:**

1. by understanding the Christian obligation to make your bodies strong and minds clean.
2. by developing the mind and body to better serve Christ and others.
3. by using health knowledge as it would apply to home, school, and community.
4. by developing physical skills.



“Therefore my dear brothers, stand firm. Let nothing move you. Always give yourselves fully to the work of the Lord, because you know that your labor in the Lord is not in vain.” I Corinthians 15:58

### Challenger Logo

Just as some games can be a challenge, life holds many challenges for us. The Challengers logo symbolizes some of these challenges.

The mountains on the Challengers logo are a fitting symbol. They remind us of the individual physical and spiritual challenges before us.

Missions and ministry are vital aspects of your participation in Challengers. Together and individually we will pursue missions and ministry by learning, praying, giving, going and doing.

The colors in the Challengers logo are significant. Red represents sacrifice. Blue depicts loyalty. White portrays purity. Green represents growth. These Christian disciplines – sacrifice, loyalty, purity and growth – are important aspects of your life in Christ and your commitment to Christian missions and ministry.

## **Camp Paraphrase of Ephesians 4:11-16**

And He gave some as directors, and some as counselors, and some as skill instructors, and some as cooks, and some as maintenance men, and some as prayer warriors. For the equipping of children for their future service, and to build up the body of believers in Christ. Until they all have come to know about God's Son and His plan of salvation, striving for Christlike maturity, to the point of being filled full with Christ. Then they will no longer be children in their faith, always changing their mind about what they believe, and often times when they return home being swept into Satan's ways, by the ever present pressure of their peer group. Instead, as camp staff, we will teach and live the truth, that our campers may become more and more like Christ who is the Head of His Body, the Church. Under Christ the whole body fits together perfectly, and each born again camper (now and when they grow older) will in some special way help the other parts, so that the whole body of Christ is healthy and growing and full of love.

Lloyd Mattson

## MEMORY VERSES

Any camper that memorizes the Roman Road can receive a Power Band from our Scripture Sergeant or one of his Corporals.

### **Romans 3:23**

For all have sinned and fall short of the glory of God.

### **Romans 6:23**

For the wages of sin is death, but the gift of God is eternal life in Christ Jesus our Lord.

### **Romans 5:8**

But God demonstrates his own love for us in this: While we were still sinners, Christ died for us.

### **Romans 10:9-10**

That if you confess with your mouth, "Jesus is Lord," and believe in your heart that God raised him from the dead, you will be saved. For it is with your heart that you believe and are justified, and it is with your mouth that you confess and are saved.

### **Romans 10:13**

For, "Everyone who calls on the name of the Lord will be saved."

Campers that have received the power band are eligible for our supper challenge to memorize these remaining verses to receive an award which will be given away during the awards ceremony on Friday. The first three campers in each age division who have memorized all the scriptures will receive the awards.

### **John 3:16-18**

For God so loved the world that he gave his one and only Son, that whoever believes in him shall not perish but have eternal life. For God did not send his Son into the world to condemn the world, but to save the world through him. Whoever believes in him is not condemned, but whoever does not believe stands condemned already because he has not believed in the name of God's one and only Son.

### **John 8:31-32**

"If you hold to my teachings, you are really my disciples. Then you will know the truth, and the truth will set you free."

### **John 10:10**

The thief comes only to steal and kill and to destroy; I have come that they may have life, and to have it to the full.

**John 1:12**

Yet to all who receive him, to those who believe in his name, he gave the right to become children of God.

**Revelations 3:20**

Here I am! I stand at the door and knock. If anyone hears my voice and opens the door, I will come in and eat with him, and he with me.

**Isaiah 55:6-7**

Seek the Lord while he may be found; call on his name while he is near. Let the wicked forsake his way and the evil man his thoughts. Let him turn to the Lord, and he will have mercy on him, and to our God, for he will freely pardon.

**Ephesians 2:8-10**

For it is by grace that you have been saved, through faith - and this not by yourselves, it is the gift of God - not by works, so that no one can boast. For we are God's workmanship, created in Christ Jesus to do good works, which God prepared in advance for us to do.

**Isaiah 55:8-9**

"For my thoughts are not your thoughts, neither are your ways my ways," declares the Lord. "As the heavens are higher than the earth, so are my ways higher than your ways and my thoughts higher than your thoughts.

**Psalms 1:1-3**

Blessed is the man who does not walk in the counsel of the wicked or stand in the way of the sinners or sit in the set of the mockers. But his delight is in the law of the Lord, and on his law he meditates day and night. He is like a tree planted by streams of water, which yields its fruit in season and whose leaf does not wither. Whatever he does he prospers.

**Psalms 119:9**

How can a young man keep his way pure? By living according to your word.

**Psalms 119:11**

I have hidden your word in my heart that I might not sin against you.

**Psalms 119:105**

Your word is a lamp to my feet and a light for my path.

**1 Peter 5:7**

Cast all your anxiety on him because he cares for you.

# Games and Activities

This section can be a great help at camp, especially when nothing is planned, on rainy days or as a scheduled activity. Listed below are some guidelines in successfully leading these activities & games.

- 1) Plan program of activities ahead of time.
- 2) Have ready all the things you will need.
- 3) Get the entire groups attention before giving instruction or starting the activity.
- 4) Outline the rules of the activity simply.
- 5) Demonstrate if possible.
- 6) Stop activity while everyone is still having fun. Don't let the activity last until it is boring.
- 7) Adapt rules to meet needs.
- 8) Be fair, positive, and enthusiastic!

## ACTIVITIES

### **Missions Activities:**

Talking with Missionaries - Pray for Missionaries - Mission Activities - Write Letters

Study and learn memory verses - Play games - Collect autographs - Create Memories

Mission Projects - Collect Offerings - Ham radios and campers speak to missionaries

E-Mail Missionaries - Missions Banquet - Missions fair

Missions coordinator will organize scheduled activities for campers in order that they may study about, pray for, give to, and do missions work. Activity ideals can come from the Lad-Crusader-Challenger resource materials or activity guides. Some mission project might include cleaning the camp grounds, or establishing a prayer garden, or care packages for shut-ins.

Conduct a missions banquet at camp during one of the evening meals by:

- coordinating meal with camp administrator/manager for special banquet.
- having older boys help decorate and arrange tables and clean-up.
- having special music.
- having boys dress-up for meal and stay for special speaker or film.
- invite area, associational, and retired missionaries.

**Hikes:**

Nature Hike - Exploration Hike - Backwards Hike - Bunny Hop Hike - Blind "Faith" Hike - Leap Frog Hike - One Leg "Hoping" Hike - Pick up trash Hike - "Snake" Hike  
Moonlight or Night Hike - Sunrise Hike

**Hunts:**

You can organize a wide variety of hunts. Designate the desired object and establish the boundaries. Ensure that the campers don't rush off in a stampede and injure each other in the pursuit of the quarry. The prize may be the object, a special award or just simple bragging rights. Conducted on individual or group basis. Set the rules clearly before beginning. One alternative is to assign both positive and negative values to the objects which are revealed after everyone has returned.

Gold Rush Hunt - painted pebbles

Trash Hunt

Peanut Hunt

Candy Bar Hunt

Counselor Hunt - Notify counselors before hand so they can begin dreaming about where to hide. Have an assembly for the campers and provide some entertainment. During the assembly have a "special meeting" with the counselors so that they can go to their hiding place. Then a person announces that all the counselors are missing and the campers need to find them. Let the campers know the boundaries and that they are to return when the whistle blows. Have them dismissed in an orderly manner to avoid campers running over each other.

**Magic Spot - Special Place:**

On the last day of camp have the campers select a special place and go there until and think about the week's activities. They are to place a small object that will last for one year. When they return the next year they will look and see if their object is still there and remember some of their experiences.

**Goodbye Letters:**

Have the campers write a letter to themselves recording some of their positive experiences. Mail the letters to the campers two months before the next camp.

**Time Capsules:**

Have the camp construct a time capsule. Seal it and place it somewhere in camp. When do you open the capsule? After one year - or two - or three.

**Amateur or Talent Show:**

Have the campers conduct a talent show. Or conduct a game show with several of the campers and leaders participating. Ideas found in skit books provide great amounts of laughter. How about a Bible trivia game show.

### Special Events:

Campers against Camp Leaders Tug-Of-War: Over a mud pit you ask, Yes. Campers can designate which leader they would like in the front of the line through an organized offering for missions. The camp leaders always lose but the camp wins.

Launch model rockets when the camp's goal for missions offering is achieved. Have several different size rockets available to represent a percentage of the mission offering.

**“Dog Patch” Relay** - Where each event is done by one persons. Campers on a voluntary basis form teams and one camper completes an activity and runs to the next event and tags a team member who completes their activity and so on until the race is won.

Riflery	Drink a coke and burp
Archery	3-leg race
Canoeing	Egg toss
Swimming	Wheel barrow race
Bubble gum blow	Tug-of-war
Eat a cracker and whistle	Hop-jump-skip

Create your own relay race at camp utilizing the natural objects at camp. The campers have to pass a baton from one camper to the next during the relay race. What is the baton you ask? Try using a banana, and have the last person eat the remains of the banana. How about James Bond style, a one liter bottle of soda, shaken not stirred, the person at the end has to drink all of the soda.

**Wild West** - Equipment: Bags of gold (?) Tube socks, and colored arm bands. Divide the group into four teams - cowboys, Indians, miners, and outlaws. The object of this game is to find the bags of gold that have been hidden within the boundaries of the campgrounds and take that gold safely to the bank. But you best beware because there are others out to get you. Cowboys can only get outlaws; outlaws can only get miners, miners can only get Indians; and Indians can only get cowboys. Each person will have a tube sock tucked into their pants and an arm band distinguishing the team they represent. The way you get a member of an opposing team is to pull their tube sock, sorry no tackling allowed. Once that has happened they are escorted to Boot-Hill where they must wait for three minutes until their release and then re-enter the game again. Score keepers are needed at the bank and at Boot-Hill. For every person that gets someone's flag from the correct opposing team they score 1000 points for their team. For every bag of gold that is successfully brought to the bank the team receives 5000 points. No one is allowed to guard the bank. The activity is over when all of the bags of gold have been found.

**Pony Express** - This relay is conducted outdoors. Each team is comprised of eight members. The equipment needed for each team is one broom or stick horse and a burlap sack used as a mailbag with the following items inside, twelve single crackers in a small plastic bag, one pair of large gloves, three pieces of cotton sash cord four feet in length, one small box of safety matches, one number ten can, two rulers one foot long, and seven numbered sealed envelopes containing the instructions for the members 2-8 of the team. The members of the team position themselves at each of the eight designated post that have been indicated by markers. Three judges position themselves along the mail route and the race begins.

1<sup>st</sup> person mounts the wooden pony and carries the mailbag to outpost number 2 and gives the mailbag to the 2<sup>nd</sup> person who reads their instructions.

2<sup>nd</sup> person selects the envelop labeled #2 and reads “The stick horse has been killed by enemy termites. You must take the mailbag and run to post number three.”

3<sup>rd</sup> person selects the envelop labeled #3 and reads “You have been wounded by an Indian arrow, crawl to outpost number four.”

4<sup>th</sup> person selects the envelop labeled #4 and reads “It is time for a lunch break. Eat the twelve crackers in this bag. As soon as you can whistle you may run to outpost number five.” Judges monitor this outpost.

5<sup>th</sup> person selects the envelop labeled #5 and reads “No horse is available but you have found a wheelbarrow. Put the gloves on and the mailbag on your back and team member #4 will take you by the ankles and wheelbarrow you to outpost number six.”

6<sup>th</sup> person selects the envelop labeled #6 and reads “You have captured three Indians. You must tie them up before leaving. Remove the three pieces of rope and tie a square knot, a bowline, and a sheet bend. When a judge has approved the knots, untie them and place the rope back in the mailbag and run to outpost number seven.” Judges monitor this outpost.

7<sup>th</sup> person selects the envelop labeled #7 and reads “The person from outpost number six has been captured by Indians and burned at the stake. Take two of the ropes and tie member #6 to a tree. Go at least ten feet away a build a fire big enough to burn the third rope into suspended one foot above the ground. Other members of the team may assist if they have completed their portion of the race. As soon as the rope is burnt, leave the fire burning and run to outpost number eight.” Judges monitors this outpost.

8<sup>th</sup> person selects the envelop labeled #8 and reads “Help! There is a fire at outpost number seven. Take the can and haul water to put out the fire.”

The winning team is the one who’s fire has been completely extinguished.

**Aggie Softball** - Equipment: Baseball bat, 3/4 full volleyball, two bases  
Campers are divide into two groups. The team that is up to bat must furnish their own pitcher. They pitch the ball to their teammate. The batter can either hit the pitch or catch the pitch. If they catch the pitch they can bat the ball in any direction. There are no foul balls. Once the batter has hit the ball they run to the only base located in the field. They can either stay on that base or continue back to home plate. They may continue running back and forth between the bases as may times while the ball is being retrieved. Once play is finished on their turn at bat they can only return home. They can not run between the bases when another person is batting (no stealing). Each time a player touches home plate they score one point for their team. A batter is put out one of three ways:

1. Their batted ball is caught in the air.
2. They are hit with the ball from the shoulders down while running between bases.
3. The ball beats the batter to the base.

## GAMES

**Toe Fencing** - To play two players face each other holding hands. Then they try to tap the tops of each other's toes with their own. When one person scores three hits, it's time to switch to a new partner.

**Crab Grab** - Assume the crab position - bellies up, elbows and knees bent, bodies elevated on hands and feet. You must maintain this position - supported by at least three extremities while each person tries to make the other person touch the ground with their rear.

**Human Spring** - Stand with your feet spread at shoulders' with, facing each other at about an arm's distance apart. Hold your hands up in front of you-palms facing forward. Now keeping your body as rigid as possible, lean toward each other at the same time, catching each other and rebounding to a standing position with a spring like action. If that's too easy, take a short step back and try again. Keep moving back until you not a spring but sprung.

**Pile Up** - In this chair-switching game, everyone is assured a place to sit, although there's no reserved seating and no guarantee of single occupancy. The game begins with one person sitting in each chair. Now we pose questions to the group that can be answered yes or no such as "Are you left handed?" or "Do you have a sister?" Whoever answers yes to a question moves one chair to the right. Whoever answers no stays in their chair. When a player moves over a chair that is already occupied, they sit on the lap of the occupant. We keep asking questions until (hopefully) all are sitting in one chair.

**Shoe Pile** - Have all campers take their shoes off and place them in a pile. From a starting point have all campers dash to the pile, get their shoes, put them on and then return to the finish line.

**Everybody's It** - There are many ways to play tag. **1)** When a player is tagged he is frozen. Play until only one person is not frozen. **2)** The first time the person is tagged they must place one hand on that area, the second time they are tagged they must place the other hand on that area, the third time they are tagged they become frozen.

**Stand Up** - Sit on the ground, back to back with your partner, knees bent and elbows linked. Now simply stand up together. With a little bit of practice you should be able to make it. Now do it with three--with four---with five---and so on!

**Snake In The Grass** - The starter snakes lies down on the ground on their stomach. Everybody else gathers fearlessly around to touch them. ( One finger will be enough - you don't want to get too close to a snake.) When the referee shouts, Snake in the grass!" everybody runs, staying within bounds of the snake area, while the snake, moving on their belly, tries to tag as many as they can. Those touched become snakes too.

**Caterpillar** - Get everyone laying on their stomachs, side by side. Make sure you're packed really close together, and have any little people squeeze between two big ones. Now have the person on the end of the line roll onto their neighbor and keep rolling until you have reached the end of the bodies. The next person rolls. Why not have two groups do the caterpillar race?

**Three Ball** - This game is very much like softball. The fielding team scatters on the field, while the batting team has one player at bat at a time. The batter has a kickball, football, and a Frisbee (other balls may be used in the place of one of these balls.) The person kicks or throws these anywhere on the field, then runs around the bases trying to make it back to home plate. The fielding team gathers the balls and Frisbee and returns them to the catcher who puts them all in a bag and runs it to the pitcher's mound. If the fielding team does this before the batter makes it back to home plate, the runner is out. If not, the batting team scores a point. Each team gets three outs. Five runs per team per inning rule.

**Raiders of the Lost Ark** - Each team will pick someone who can "express themselves" to be the first runner. On the word Go, that person will run to the "ARK" and grab one slip of paper from the ark. On that slip of paper will be the name of an animal. The runner must run back to their team and act out the animal until someone in their group guesses what animal they are trying to imitate. They may use gestures, play acting, and even sounds, but they may not use words. When someone from that team guesses the animal, that person must run to the ark yelling out the animal they have guessed as they go, and they must pick up another slip of paper. The object of the game is for your team to guess as many animal it possibly can in the time limit. The team with the most guessed animals is the winner.

**Teeth Teasing** - Have the entire group sit in a circle. The object is to never show your teeth. To speak, you pull your lips inward around your teeth to hide them. One person starts by asking the person next to them, "Is Mrs. Mumble home?" The person responds, "I don't know; I'll have to ask my neighbor." This keeps going around the circle. When someone's teeth show, they're out. Smiling is permitted provided the teeth don't show. When asking or answering, making faces is okay to make the person next to you laugh.

**Horsy Back Tag** - Each team is made up of a horse and a rider. The rider mounts the horse by jumping on the back of the horse with arms around the horse's neck. Each rider has a piece of masking tape placed on their back by the leader so that it can be easily seen and reached. When the signal "Mount up!" is given, the riders mount their horses and attempt to round up the tape on the other riders' backs. The last rider left with tape on their back wins. Only the riders may take the tape off other riders. If a horse falls, then that horse and rider are out of the game.

**American Turkey** - The playing area for this game is 60 feet wide. All players line up on one "safety line". When the signal is given, they run across the field to the other "safety line". Standing in the middle is one person who tries to grab a runner, holds them still while yelling " 1-2-3 American Turkey". the rest of the players cross over safely. This continues back and forth until everyone is in the middle.

**Ameba Race** - Tie a long rope around each group. Set a course for the teams to run, perhaps to one end of the room, over an object and back again. Race two teams at a time until you have a winner. To guard against crushed toes all members should remove their shoes.

**Relay** - Divide into teams. The relay includes;

- 1) line up according to birthdates
- 2) line up according to height
- 3) line up according to weight
- 4) line up according to age
- 5) others you may think of

The team that finishes first wins.

**Balloon Relay** - Teams line up in single file at one end of the room. Each person is given a balloon which they inflate and tie. When a signal is given, each person must run, one at a time to the opposite end of the room, sit on their balloon and pop it. They then run back to their team, tags the next player, and that person does the same. The first team to complete this activity wins.

**Filling Everybody's Shoes** - Divide the group into two or more teams. Have each team sit in a circle. When a signal to begin is given, each person removes their shoes passes them to the person on their right. Of course, they receive a pair from their left. They must put on the shoes ( they don't have to tie them ) and then remove them again, passing them to their right. This continues all the way around the circle until everyone receives their shoes back again. When each person receives their shoes they must lace them up, then stand up. The first team with all their members standing wins.

**Bumper Bods** - Everyone squats down and takes hold of their ankles firmly. On the signal "go", each person tries to bump everyone else over without letting go of their ankles. If anyone is caught with their hands not holding their ankles, they are automatically out.

**Nature Scavenger Hunt** - Form groups and go on a nature scavenger hunt. Include items such as these:

- |                 |                          |               |
|-----------------|--------------------------|---------------|
| 1. bird feather | 2. branch with buds      | 3. seed pod   |
| 4. pecan        | 5. smooth stone          | 6. acorn      |
| 7. round rock   | 8. insect                | 9. wildflower |
| 10 berry        | 11 five different leaves | 12 clover     |

**Newspaper Walk** - Players line up behind a starting line about 15 feet from a turning line. Give each player two squares of newspaper. At a signal, the first person places the newspaper on the floor, one in front of the other until they reach the turning point, then they come back. Then the next person goes. This can be used as a relay.

**Capture The Flag** - Divide into two teams. Each team guards one half of the field and designates one of the two corners of their field as the "fort". Each team places a flag in their fort. The object of the game is to try to rush across the opponents field, enter the fort and take the flag without being tagged by a member of the opposite team. If a player is tagged, they must sit in the enemy fort until the flag is captured by their team. When the flag is captured, all the prisoners in the fort from which the flag is taken go back to their team and the team gets one point. If the flag is captured and there are no prisoners in the fort, then the capturing team receives five points.

**Tangled Web** - Divide players into even groups, and have each group form a circle. Give a leader in each group a ball of twine. The leader must wind the twine around themselves, then pass the twine to the next player who does the same, and so on around the circle, with each person tying themselves. When the ball reaches the end of the circle the direction is reversed. The first team to finish wins.

**Gargle Champ** - see who can gargle the longest. Award a bottle of Scope to the winner.

**Shaving Cream Hairdos** - have the campers make hairdos on the Counselors or other campers using shaving cream.

**Sock Grab** - Have the campers remove their shoes before sitting in a circle (you must wear socks to participate). On a "go" signal try to collect as many socks as you can - any way you can! You're out of the game (and the circle) if both your socks are taken or if any part of your body goes outside the circle.

**Chubby Bunny** – Have the campers place one large marshmallow at a time into their mouth and repeat the words “Chubby Bunny.” The camper with the most marshmallows in their mouth and can say “Chubby Bunny” is declared the winner.

**Fat Face** – Have one camper apply shaving cream (non-alcohol) to the face of another camper. Use caution around the eyes and nose areas. After a given time limit have the camper who is applying a thick layer of shaving cream to the other campers face begin to throw Cheestoes-Balls at a distance to the other campers face in an effort to make them stick to the face. The campers with the fattest face and Cheestoes is declared the winners.

## Games From Other Lands

**Buying Chickens (Italy)** - One camper is the market man and another the buyer. The other campers are chickens. The chickens stoop down in a row, clasping their hands under their knees. The buyer approaches the market man asking, "Have you any chickens for sale?" The market man answers, "Would you like to see and try them?" The buyer goes up to different chickens and tries them by laying his clasped hands over their heads and pressing downward on them. He pretends to be dissatisfied saying "This one isn't the right size," etc. until he finds one to suit him. The chickens are not suppose to smile. When the right chicken is found, the buyer and the market man take him by the arms one on either side. The chicken remains in his first position with hands clasped under his knees while the buyer and market man swing him forward and backward three times. Should he stand this test with out loosening his clasped hands he is right and the buyer moves him to the side. The game continues until all the chickens are sold.

**The Tied Monkey (Africa)** - One camper is chosen to be the monkey. He is tied to a chair. The other campers try to hit him with torn pieces of a sheet while he tries to catch them. If he is successful, they exchange places.

**Guessing Game (Tlingit Tribe, Alaska)** - Gather twenty or more sticks. "It" arranges the sticks in small bundles while other campers hide their eyes. Each guesses quickly how many sticks are in each bundle. The first to call out the correct number becomes "It".

**Frog Dance (Burma)** - Campers squat in a circle, several feet apart. They hop forward around the ring by throwing out one foot, and then the other. As each hops, he claps his hands: (1) in front of his knees; (2) in back. All the while he is trying to make others fall over. Any camper who falls is out. The winner is the one who frog dances longest.

**Catching The Fish's Tail (China)** - Campers form a line and each places his hands on the shoulders of the person ahead so the line becomes compact. The first camper is the head, and the last the tail. The head tries to catch hold of the tail. Eliminate any camper who breaks hold.

**Pebble Game (Greece)** - Place two to six small pebbles on back of the hand. When a signal is given, turn the hand over and catch as many as possible with the same hand.

**Satsuma Ken (Japan)** - The campers form a circle with "it" blind-folded in the center. The campers stretch out the fingers of one or both hands, simultaneously. "It" tries to guess the total number of extended fingers.

**Tambele [tom bailey] (Africa)** - Line up the players, facing each other about four feet apart. "It" comes out into the middle and dances up and down between the rows, while all the others clap their hands rhythmically and chant, "Ta Mbele." Suddenly "It" stops before a player and shoots out one of their hands. This player throws out one of their hands at the same time. They have to match the leader's choice of right or left hand. If they do, the player may be "It." If not, the first "It" goes to somebody else.

**The Man, The Tiger, And The Gun (Argentina)** - Divide the campers into two groups facing each other. Have groups go into huddles to decide what they are to represent - Tiger, Gun, or Man. The two groups face each other, and at a signal each person in the group gives the sign which the group agreed upon. The following combinations must be understood: The tiger kills the Man; The Gun shoots the Tiger; The Man operates the Gun. To pantomime, The Tiger, raise hands shoulder high and show claws and teeth. For the Man, cross arms haughtily over the chest. Point an arm for the Gun. Groups huddle again after facing each other and decide on another sign or the same sign. Play until one group has ten points.

**The Sea Is Rough (Latin America)** - The players sit in a circle with their legs crossed. Each marks a cross on the ground in front of them. "It" stands in the center of the circle and gives to each player the name of a fish. "It" moves around outside the circle and says, "The sea is very rough today. Let the swordfish (for example) come out." The player who has that name leaves their place and begins to run outside the circle after the one who is "It". As they run, "It" keeps calling the names of other fish, As soon as six players are running after "It", "It" says "The sea is rough, Let all the fish come out." Then all players run around the circle after "It". After several turns "It" says "The sea is calm now." Then each player tries to get a place in the circle. "It" may sit in any place that is free. The player who cannot find a place in the circle becomes the new "It."

**Wolf, Are You Ready? (Peru)** - One player is the Wolf and hides. The other players hold hands, forming a circle. They dance around the place where the Wolf is hiding and call out: "While the wolf gets ready, let us play in the woods. Are you ready, Wolf, are you ready?" The Wolf replies, "I am just getting up." The players continue to repeat the words with the question, "Are you ready?" Each time the Wolf gives an answer, "I am putting on my pants," "I am putting on my shirt," "I am putting on my coat," or various articles of clothing until at last the Wolf shouts loudly "I am READY!" The Wolf dashes out of his hiding place after the players, who all start to run away. The player who is caught will be the next "Wolf."

**Takram (Thailand)** - A small, hallow ball is used in playing this game. In this country substitute a balloon or tennis ball. The players stand in a circle. One of them tosses the ball to another player, who knocks it on to another by hitting it with their head, shoulder, elbow, knee, toe, or heel. To hit the ball with a heel or head shot is regarded as a very skillful and clever play. The ball cannot be tossed with the hand except on the original play.

**The Goatherd (Switzerland)** - One player is chosen to be the Goatherd. They choose some stones to represent their goats. They place them in a pile or scatters them close together. Then they lie down beside them and pretends to fall asleep. They have their horn beside them. (or whistle) The other players surround them. One of them creeps up to the Goats and tries to run off with one of the Goats before the Goatherd can see them and blows their whistle. If the player succeeds, the Goatherd has lost a Goat. If the Goatherd blows their whistle, the player is caught and they become the next Goatherd.

## Conducting Campfire Services

Campfire services are conducted at night by dramatizing a current or Biblical story in order to convey a spiritual truth to the campers. This is a good way to close the days activities and involves the campers in God's creation to invoke a worshipful experience under the stars. Special planning and preparations are needed in order to accomplish effective campfire services.

### Philosophy of a Campfire Service:

#### A Campfire Service should be . . .

- a part of the daily activity
- inspired of God
- meaningful with a purpose - objective
- an illustration of a scripture
- a way of bringing all of God's creation into a service
- a way of teaching a lesson
- a bond for the fellowship
- a beautiful way to close the daily activity
- used as an invitation to commitment
- fifteen (15) to twenty (20) minutes in length

#### A Campfire Service should not be . . .

- a rally
- just a finish for the day
- just a fellowship gathering
- a high pressure - emotional built service
- a lengthy service

### Special effects in a Campfire Service:

- |                  |  |
|------------------|--|
| The stage area - | have the campers positioned in an area where they can see and hear the dramatization.  |
| Materials used - | ensure that the materials or special effects work correctly and that the individuals who are controlling them know how to use them. Stories could be told about effects that didn't. |
| Program used -   | participants of the campfire service should know their part and speak in such a way that the campers can hear and see the events of the dramatization.                               |

## Guiding Principles for Campfire Services

- Make a fire large enough to illuminate the stage area but don't build a bonfire. A teepee shape will burn quickly and brightly where as a crisscross fire will burn longer with a little less light source. Use a safe method of igniting the campfire by soaking the wood with kerosene or lighter fluid several minutes before the service and just before ignition. (Avoid using Coleman White Gas or Gasoline because of its explosiveness) An inexpensive type Duraflame log will ensure a good light source and aid in igniting the wood. A good rule of thumb is that there will be twice the height of flames as the height of the woodpile. Have designated persons tend to the fire and ensure that it is completely out and that the supplies are put away. Fire prevention measures need to be in place. Determine if permits are required from local agencies and that they are aware of your intent. Three flares are the signal for distress.
- All campfire services should be rehearsed with each person knowing their part and all materials ready ahead of time. Costumes can be constructed from sheets or elaborate patterns and costume shop hair can be prolonged if stored between wax paper sheets. After the characters are finished with their part of the program they should remove their costumes and be ready for helping during the invitation. Keep the invitation time to a minimum to avoid the follow-the-leader response. An alternate approach is to let the campers know that God's invitation is always open and if they have any question they need to speak to their counselors. This avoids large counseling sessions and works well, the counselors can report decision back to the camp director and ensure that the local pastor is aware of the camper's decision. Our primary role is to plant seeds and allow the Holy Spirit to convict and transform lives.
- Ensure the safety of the campers by establishing a designated boundary for them. Work with the camp administrator/manager to ensure that no fire ants are present. The use of 18" wooden stakes and binders twine work well but needs adult supervision to ensure that campers remain behind the boundary and attempt to minimize accidents. Have the counselors and campers sit in the area allowing all to see the outdoor stage area. Present the dramatization to the sides and slightly behind the campfire to allow the campers to see the faces of the participants. Speak loud enough to be heard on the back row. After the campfire service is over have adults supervision position themselves so that campers do not run up to the campfire, it is a natural magnet.

## Campfire Service Materials

### Box 1

6 red road flares (available from auto-truck supply)  
14 gauge general purpose wire (lumber yards, ranch supplies)  
charcoal lighter fluid  
heavy duty foil (for torches)  
flash light with head strap  
spot light (big)  
double stick masking tape or carpet tape  
smokeless gun powder (sporting goods supplies)  
model rocket jet engine starters (hobby shop)  
model rocket jet engine starter switch  
medium size pliers  
Small Dixie cups – one package  
pure glycerin (local drug store)  
paper sacks  
votive candles  
#10 can  
5 rags  
duct tape  
fishing line  
3 stakes  
3 blocks  
hammer

### Box 2

matches  
1/4" rope (50 ft.)  
1/8" binders twine-rope-cord  
potassium permanganate (pool chemical supply)  
six (6) sets of costumes (Biblical times)  
    shepherd - browns, gray, skins, ropes, wooden staff  
    wealthy - bright strips with matching head covers, sashes  
    young child - single robe or loin type cloth  
    Jesus - all white, flowing sleeves, full length  
    Woman - soft pastels with matching head cover  
    fisherman - loin cloth with robe  
(See any type if Biblical drama workbook for ideas on costuming)  
crepe hair (stage hair) (available from magic shop or theater make-up)  
latex glue for applying hair  
(get hair in gray, black and brown)

## **Fishers of Men**

(Mark 1:17)

- Cast:** Three men - two fishermen and Jesus
- Materials:** A teepee fire (medium size); a stream, river, or lake; a fishing net approximately four feet by four feet for casting; a spot light
- Dress:** Jesus is in a white flowing robe. The two fishermen are in loin clothes.
- Purpose:** To show how Jesus asks us to follow Him and become the instruments He uses to reach people for Him.
- Setting:** Two fishermen are warming by the fire at the edge of the water as the group, led by a guitarist approaches in preparation for the service. When the group is in place, the fishermen begin to cast their net into the water. They wade into the water about knee deep and continue to cast examining the net after each cast.

Jesus appears at the opposite edge of the water and extends His hands out to the fisherman. The fishermen talk among themselves as if discussing the invitation offered by Jesus. Then they join Jesus and walk into the darkness.

The narrator takes his place before the group and briefly discusses how Jesus extends an invitation to each of us to follow Him and allow Him to work in and through us in reaching men for Christ, thus we become “fishers of men”.

An invitation or prayer of commitment can be used to close the service.

## **My Life was Never the Same**

- Cast:** Moses, Paul, Blind Man, Woman at the well, Person from local group, Narrator.
- Materials:** Cross, flares, electric wire (fine), camera with flash, fireball, spot light, charcoal lighter fluid, rags.
- Dress:** Moses - an old man with staff - animal skins - gray hair  
Paul - a young man - black hair - fine dress  
Blind Man - a beggar dressed in rags - brown hair  
Woman at well - a young woman - soft pastel clothing with head covered  
Local person - in regular clothing
- Purpose:** Life is changed when a person comes in contact with Jesus. The lives represented by the cast were changed. Possibly there are those in the group that need a life changing experience by meeting Jesus.
- Setting:** To get the group in place and settled down, have a guitarist lead in various songs. Then the narration begins.

**Narrator:** “In all of history lives have been changed when people have come in contact with Jesus. Let us look at some of these lives tonight.”

A “fireball” is released down a pre-set wire into a bush that has been pre-set before the group. (A fire ball is a rock about the size of a baseball, wrapped in rags that have been soaked in charcoal lighter fluid and suspended from the wire.

**Moses:** After the fire ball has come to rest at the base of the bush, Moses appears at the bush and gives a two - three minute testimony of how God spoke to him at the burning bush. His closing remarks are “and after God spoke to me at the burning bush, my life was never the same.”

(Moses then walks out into the darkness at the same time a person at the front of the group flashes a flash from a camera over his head from a concealed position so the flash will temporarily blind the group.)

**Paul:** Paul walks to the front of the group while a spot light is fixed on him. He gives a two - three minute testimony of his conversion experience while on the road to Damascus.

He closes his testimony by saying, “after that experience with Jesus, my life was never the same.”

(Paul then walks into the darkness, while at the same time the Woman at the well appears at the other side of the group.)

Woman: While standing in the spot light, she gives a two - three minute testimony of her encounter with Jesus at the well. She closes by saying, “after that encounter with Jesus, my life was never the same.”

(Woman at the well walks into the darkness. Suddenly from behind the group comes the Blind Man running and jumping through the group, shouting “I can see!” The spot light follows him.)

Blind Man: “I can see! I can see!” he shouts as he runs through the group and stops at the front. He shouts with much excitement, “I don’t know how, but I was blind and I meet Jesus and now I can see!” He then turns and runs into the darkness shouting, “I can see! I can see!”

(Spotlight remains in the same place where the blindman was standing before he ran into the darkness, then a local person gets up and walks over to the position where the spot light is focused.)

Local Person: He gives a two - three testimony and closes by saying, “after I accepted Jesus as my Lord and Savior, my life has never been the same.”

(The local person returns to the group. A flare is ignited to illuminate a cross in the distance as the Narrator returns to the front of the group.)

Narrator: Has your life been changed? Jesus went to the cross and came off the cross to provide the way for a change in your life. Can you say, “my life has never been the same since Jesus came in?”

(An invitation may be given or close in prayer and let the campers know that the invitation is always open and to speak to their counselors if they have any questions.)

## Mystery Walk

Under the cloak of darkness inform the campers that they are going on a mystery walk. They are instructed to follow the leader and remain silent during the entire walk and they are not allowed to carry flashlights. Have the leader or leaders carry a torch constructed from old rags soaked in kerosene wrapped around the end of a long firm stick. (Or use coleman lanterns) The campers will be taken on a pre-established walk through the campgrounds. At different spots along the walk, you may have Bible characters or persons giving testimony about themselves or occupation. These stations are pre-arranged and remain in complete darkness until all of the campers arrive. Be creative - you can use this to expound upon the camp theme or teach about missionaries in different lands. I have seen a group as large as 250 campers remaining silent as we walked through the camp. Or you can separate the campers into smaller groups with several torches or lanterns, allowing five minutes differences between starting times. Have the persons learn to recite their narratives from memory very loudly so that everyone can hear.

John: My brother James and I enjoyed fishing on our father's boat out on the sea of Galilee. We had pretty short tempers and were constantly up to something. Then one day Jesus came by and called us to follow Him. What a difference He made in our lives! Soon He gave me my favorite nickname, "the beloved disciple". I had the great honor to be His best friend on earth. Soon I saw that His entire message and life could be summed up in one word: Love. Shamefully, I ran away like the rest when He was arrested, but I tried to make up for it by writing two books in the Bible which carry my name and one that I was inspired to write during a vision when I was banished to the Isle of Patmos. Who am I?

Peter: Like another fellow on this walk, I got a new name when I met the Master. I was already a grown man with a family, fishing for a living out on Galilee when Jesus entered my life. I followed Him and tried to understand His teachings; of course, sometimes I wanted to use more aggressive methods (remember when I cut the guy's ear off) to get results. Particularly shamed by my denial of my Savior, I felt so happy at seeing the empty tomb and being told to "feed His sheep"; I did just that by preaching His message and starting new churches, helping the gentiles to get into church. By the end of my life, I had stood for Him like a "rock". Do you know me? Even though a rock, I once walked on water!

Matthew:

A man others hated - I was a tax collector - that's what I was when Jesus called me to follow Him. He came among me and my outcast friends, ate with us, befriended us, and somehow touched my heart so that I came to the point of paying back four times the amount of money I had ever overcharged others! Then I turned my back on a good (money-wise) business; I became His disciple,

followed Him into poverty and adventure. Finally, I had the great honor of writing a biography of His life which you will find as one of the four gospels in the New Testament. How I loved recalling His words and writing them down to win the Jews especially to Him and then to help you know all about Him, too. Do you know me?

Paul: I grew up studying under the very best teachers such as Gamaliel. I became a very good Jew. So when I heard about a new church worshiping some young revolutionary named Jesus, I became so furious that I went and caused trouble for its members. But, on the road to Damascus, God sent a bright light to blind me so I could see the truth: that Jesus is His Son and our Savior. God forgave me, and I preached this message of Jesus from that time. I endured shipwreck, stoning, and jail sentences in order to preach to people and start new churches. Barnabas and I were the first missionaries! Even today you may read many of my letters in the New Testament. Surely you know me.

Jesus: Some of you know who I am. Some of you have never met me. Oh, all my life I was poor by men's standards; I never did anything particularly great in their eyes — never traveled far from home. But I taught men all about the love of my Father; I told them how they could live forever and how they could get the most out of living down here on earth. I promised to comfort, to guide, and to provide for them all their lives. Loving people was and is my speciality. Finally, one day I died on a rough Roman cross. But that wasn't the end! I rose from the dead and went back to Heaven. You know my name is \_\_\_\_\_. But do you know me in your heart?

## The Life that Wins

- Cast:** Six persons dress in athletic clothing and sports gear.
- Materials:** Wooden Cross, flare, spot light, boxing gloves, shot-put, weights, polevault.
- Dress:** Shot-put Thrower - dressed in gray warm-ups, holding shot-put  
Fighter - dressed in boxing shorts, muscle t-shirt, boxing gloves  
Sprint Runner - dressed in track clothing, track shoes  
Pole vaulter - dressed in track clothing, track shoes, with pole vault (long pole)  
Weightlifter - dressed in workout clothing holding barbell weights  
Distance Runner - dressed in running shorts, running shoes
- Purpose:** To emphasize the importance of maintaining a proper relationship with Jesus.
- Setting:** Have each of the sports figures stand in front of the group in frozen statue positions as the spot light illuminates each person.

Shot-put thrower in throwing position.  
Fighter in boxing stance.  
Sprint runner in starting position.  
Pole vaulter holding pole looking off in the distance.  
Weightlifter holding weights while flexing mussels.  
Distance runner with head-up, chest-out as if crossing the finish

line.

The spotlight will illuminate each figure one at a time as they remain frozen while the narrator reads a selected Bible verse. Then the figure will relax and give his part in a relaxed voice. The figure will return to their position and freezes then the spotlight moves to the next person.

After the last person has returned to their frozen position, illuminate the cross with one or more red flares. Have the each of the athletes turn and reach towards the cross as they are illuminated by the spot light. After the last person has turned towards the cross turn the spot light off so that only the cross is illuminated.

Have someone sing Isaiah 40:31 — Have the Narrator close in prayer.

### Spotlight #1

Narrator: Zechariah 4:6 - "Not by might, nor by power, but by My Spirit, says the Lord."

Shot-put To live the life that wins, a Christian has to train himself spiritually just as every dedicated athlete has to train his body. I go to church to study, to worship God, and to enjoy other Christians. Reading the Bible and talking to God are also ways I prepare myself.

### Spotlight #2

Narrator: 1 Timothy 6:12 - "Fight the good fight of faith."

Fighter: Sometimes I think it is easier to fight physically than to stand up and for what is right. One day in science class I refused to cheat on a test; this made some of my so-called friends angry. But I realized that I have to fight for my beliefs.

### Spotlight #3

Narrator: Philippians 3:14 - "I press toward the mark for the prize of the high calling of God in Christ Jesus."

Sprinter: When I run a race, I concentrate my mind totally on it. When I became a Christian I knew I had to straighten out my priorities. I wanted to love and work for Godly things only. I know that Jesus Christ is the #1 person in my life.

### Spotlight #4

Narrator: Hebrews 12:1 - "Let us lay aside every weight, and the sin which so easily entangles us and let us run with perseverance the race that is before us."

Pole vaulter: I love the feeling of sailing high in the air, toward my goal as I pole vault. I also love the feeling of living a clean life for Jesus. This means I often have to struggle with sinful bad habits like vulgar language and swearing.

## Spotlight #5

Narrator: Philippians 4:13 - "I can do all things through Christ which strengthens me."

Weightlifter: As a weightlifter I strain my muscles to use all my strength. But when it comes to temptations I rely on Jesus' strength to pull me through. I know that I am weak and would sit watch R-rated movies and look at bad magazines. But God spirit whispers to me and pushes me up and out of there!

## Spotlight #6

Narrator: 1 Corinthians 9:24 - "Do you not know that in a race all the runners run, but only one gets the prize? Run in such a way as to get the prize."

Runner: Any long distance runner knows that strength, determination and heart are all needed for winning trophies. The same applies to the Christian. I get my strength from reading the Bible and living close to Jesus; I set my mind to live for Him even when things are not going right. And I love Him more than anything else in the world.

Illuminate the cross with red flares. Spotlight each of the athletes one by one until they turn towards the cross. Turn spot light off.

Singer: Read Isaiah 40:31 - "but those who hope in the Lord will renew their strength. They will soar on wings like eagles; they will run and not grow weary, they will walk and not be faint."

Sing "On Wings Of Eagles" by Phil Driscoll.

Narrator: The life that wins is available to everyone who believes in Jesus.

Very brief invitation - Narrator closes in Prayer.

## **Gideon and the Royal Ambassador**

Preparation: A man dressed in robe and head cloth, sandals to represent Gideon.  
A boy (11 or 12) dressed in modern clothes.  
Both good speakers.

Something to start a fire quickly and magically.  
Bread (flat like tortillas)  
Trumpet  
Clay jar with lighted candle inside  
Bat and ball and New Testament  
Cross ready to be illuminated by red flares  
Spot light

Narrator: Tonight we want to listen to what has happened between our Bible hero, Gideon, and God, and an R.A. and God. First we'll hear about God's call to Gideon.

Spotlight Gideon

Gideon: One day I was threshing wheat down in the grape pit to hide it from our enemies; the Midianites. A stranger came up and said, "Mighty soldier, the Lord is with you!" Well, I started questioning him about why God was letting our enemies ruin us if He was taking such good care of us. I was really angry. Then this Angel said God would make me strong and would send me to save Israel. That scared me! How could I, the very poorest and least respected, save a whole nation? (Hands in the air with a quizzical expression)

Spotlight off

Narrator: Now let's see if God still speaks to anyone today? Let's look at an ordinary guy at R.A. camp.

Spotlight boy

Boy: Well, I was out at church camp in the woods, picking up stray balls and minding my own business. (Swings bat and ball in offhand manner) Suddenly I started thinking about one of the Bible verses from the Bible study. It was Acts 16:31 - "Believe on the Lord Jesus and you will be saved." Now I really haven't gone to church much and can hardly find things in the Bible today, but that verse started worrying me; I guess it was the Holy Spirit telling me I had sinned against God. But I just said, "Saved from what?" (In a sarcastic voice)

Spotlight off

Narrator: God had called each; now He wanted their response. Would they turn to Him? Listen to their answer.

(While narrator speaks, a fire should start up quickly, in a flash through the darkness to consume Gideon's offering. As it dies down, spotlight Gideon, who looks astonished and somewhat scared.)

Gideon: The Lord said He would be with me, but I needed more proof. So I made an offering and look what happened! God consumed it in His own fire. I had no doubt that was the Lord. Right away God asked me to go destroy and altar to Baal, an idol, and replace it with an alter (a pile of stones) to Him. Still frightened, I did it. He protected me, and I got a new name: Jerubbaal.

(Turn off spotlight. Begin burning a flare to illuminate a cross. The voice of the boy begins speaking out of the darkness until he mentions the name Jesus, then turn the spot light on the boy who is facing towards the cross.)

Boy: Saved from what? Then the words of the counselor popped into my mind - from all the things you ever done against God and from Hell. The name Jesus followed this thought. Right there I stopped dropped that ball and bat, and asked God to forgive me, asked Jesus to save me, and thanked Him, and ran down to tell Bro. \_\_\_\_\_. I got a new name that day, too: Christian!

Spotlight off

Narrator: But that is not the end of the story for either person. Let's here about the mission God gave Gideon and the mission he gave our R.A.

Spotlight each person as they speak.

Gideon: God sent me to defeat our enemies, the Midianites. He helped me to know how to choose 300 able soldiers by watching the they drank from a brook. Armed with trumpets and clay jars with torches in them, we followed God's instructions to the letter and crept up at midnight to the enemy camp. Then we blew the trumpets like this (Holds to mouth and someone somewhere blows or uses an air-horn) and smashed the jars, waving the lights (does this) and yelling, "For the Lord and for Gideon!" I'm telling you the enemy troops began running around and killing each other! Then they fled. This was my mission for God. I am so thankful that He would use me.

Boy: God sent me to live a clean life and witness for Him; I guess you might say we fight Satan every day. I do this by studying His word (holds up Bible) — This is my sword — and going to church and just talking to Jesus. He also asked me to tell my friends about Jesus. That is a little harder, but I'm trying to tell them in my own words about what Jesus has done for me. I don't know what other missions He has for me to do, but I know that it will be a life that wins. And I will say yes to Him.

Spotlight off

Narrator: Closes with a short thought and prayer.

**The Sin Trap**  
(Romans 6:23)

- Cast: Four individual actors and a narrator
- Materials: Campfire light, and some large object (cardboard box).
- Dress: All members wear normal street clothes.
- Purpose: To demonstrate how sin entangles the lives of individuals and results in death, and how God's plan of salvation sets us free and provides life.
- Setting: Have the campers positioned in a designated area near a campfire which is already burning. Someone leads in a few songs in order to allow the campers to settle down as the fire continues to burn.
- Narrator: Announces that the dramatization will demonstrate how sin effects a person's life.
- 1<sup>st</sup> Person: Walks up near to the campfire where there is a cardboard box which has been labeled as "Sin". The person starts examining the box a little closer and then expresses an interest in trying it, then begins to touch the imaginary contents of the box and decides to step into the box. Then he begins to struggle to get out and proclaims that he has been trapped.
- 2<sup>nd</sup> Person: Walks up near the campfire to warm themselves and the 1<sup>st</sup> person begins to ask for help in escaping the trap of the box. The 2<sup>nd</sup> person shrugs off the 1<sup>st</sup> person's request for help and announces that the 1<sup>st</sup> person should have known better and that they are going to die trapped in sin. Then walks off into the darkness.
- 3<sup>rd</sup> Person: Walks up near the campfire and the 1<sup>st</sup> person begins asking for help and that he is willing to pay for assistance. The 3<sup>rd</sup> person continues to look disinterested until the offer of money is suggested, then the 3<sup>rd</sup> person inquires how much money. The 1<sup>st</sup> person removes his wallet and counts out five dollars. The 3<sup>rd</sup> person takes the money and walks off into the darkness as the first person continues to struggle in the box.
- 4<sup>th</sup> Person: Walks up near the campfire and notices the 1<sup>st</sup> person's situation. The 1<sup>st</sup> person again asks for help in getting out of the box but they don't have any money to pay for the assistance. The 4<sup>th</sup> person assures the 1<sup>st</sup> that there is a way out of their sin and that it can't be bought because it is a

gift. The 4<sup>th</sup> person begins to explain God's plan of salvation to the 1<sup>st</sup> and asks if they are willing to pray and asks for God's help. The two pray a simple prayer together and walk away from the box.

Narrator: Explains that what the campers watched was a representation of how sin effects our lives and that only God can set us free from its effects. "For the wages of sin is death, but the gift of God is eternal life in Christ Jesus." And leaves the campers with this thought, that when they find themselves being effected by sin they can ask their counselors to help them in praying a similar prayer. Closes in prayer for the evening.

## The Cross Shop

- Cast:** Five individuals
- Materials:** Campfire
- Dress:** Modern street clothes
- Purpose:** To demonstrate that true Christianity can't be purchased but that it does require a total commitment to Jesus Christ.
- Setting:** Have the campers gather in a central location near a campfire. After several songs the campers watch as this dramatization unfolds.
- Shop Keeper:** Walks through an imaginary door and begins to clean his shop while he whistles. He continues to whip down the glass counter of his display case when the 1<sup>st</sup> person enters the shop.
- 1<sup>st</sup> Person:** Enters the shop through the imaginary door and begins to look around. The shop keeper ask if he can be of assistance, and the 1<sup>st</sup> person explains that they are looking for a special cross. The shop keeper assures him that he has come to the right location since this is "The Cross Shop". The shop keeper begin to show the 1<sup>st</sup> person some of the crosses in his display case:
- The Wall Cross - hangs on the wall so that others will think your Christian.
  - The Pocket Cross - so that you can display it when you want people to think your a Christian, or put it in your pocket when you don't want people to know that you profess to be a Christian.
  - The Neon Cross - wear it around your neck to demonstrate to others how hard you work to proclaim to be a Christian.
  - The Old Rugged Cross - the cross upon which Jesus died for our sins.
- The store keeper demonstrates how each of the crosses operate, but does not discuss the price of any of the crosses until the individual decides which cross they want.

1<sup>st</sup> Person: Decides to purchase the Wall Cross and takes it home to hang on the wall and collect dust.

2<sup>nd</sup> Person: Enters store through imaginary door and receives same greetings and explanations from the shop keeper. They decide to purchase the Pocket Cross since they like to live a double life - hang out a church and party with friends the rest of the time.

3<sup>rd</sup> Person: Enters store through imaginary door and receives same greetings and explanations from the shop keeper. They decide to purchase the Neon Cross since they believe they can work their way into heaven.

4<sup>th</sup> Person: Enters store through imaginary door and receives same greetings and explanations from the shop keeper. They decide they want the old wooden cross and enquire about the cost. The shop keeper explains that Jesus has already payed the debt for the cross and that we can receive the benefits of the cross for free, but that it requires our total commitment by trusting in Him. The 4<sup>th</sup> person decides to accept the free offer of salvation and to live the Christian life.

Shop Keeper: Closes service through prayer.

(This service is great for older campers but younger campers may struggle with some of the concepts presented.)

## **The Road, The Cross, The Tomb**

- Cast:** Three Individuals
- Materials:** Flash lights
- Dress:** Each character should wear all dark clothing with stocking caps.
- Purpose:** To dramatize the change that takes place when encountering Jesus.
- Setting:** Have each of the characters stand with their backs to the group. As they turn around to dramatize their part, they will hold a flashlight under their chin to brighten their face.
- The Road:** I am the road to Calvary. I have seen many criminals walk down my road on the way to their death. I treated this Jesus fellow the same as I have every-other criminal. I always make my road as hard and rough as possible for those who have been sentenced to die. I placed sharp stones in their path that causes them to stumble. (Then turn from hard cruel speech to soft compassionate voice) But you know, there was something different about this criminal. He had no bitter words for my rocks and stones. He seemed to love me even though I had been so hard on Him. I smoothed away the pebbles from in front of His path and made myself as soft as I could. The drops of blood that fell upon me felt warm and good. He was different than the other criminals that walked on me to Calvary.
- The Cross:** I am the cross that Jesus was crucified upon. I made my cross as heavy as I could for this criminal. I made myself so heavy that He fell under my weight. I was anticipating that He would fall at least a dozen times before He reach Calvary but that Roman soldier made someone else carry me part of the way. But, once we got to Calvary and they put Him on me I dug my splinters into His raw back. When they raised me up and dropped me into the socket in the ground I became loose so I would bounce and the nails would tear at His flesh. (Compassion) But you know, He was different than the other criminals. He didn't cry out when they nailed Him to me. He didn't fight or put up a struggle with the soldiers. He simply laid down on me as if He wanted to be nailed to me. He didn't curse my splinters or even the people who made fun of Him. In fact, He asked His Father to forgive them. To forgive them! Though I tried to be hard He was warm and comforting against me. I tried to make myself smooth as I could against His badly beaten back. I wanted to close my beam around Him and hold Him up - I don't know why - He was just different from than all the rest.

The Tomb: I am the tomb in which they laid Jesus. Can you believe what they did to me? I had been carved out to be a resting place for a leader, a man of wealth and prestige, but they brought this Jesus criminal to be buried in me. Well I was real angry when I saw them carrying Him through my door. When they laid Him on me I made myself as hard and cold as I could. Then as they rolled the stone door shut on me I knew that it was for real, I made myself as dark, and damp and cold as I could. How could they do this to me? (Compassion) But you know, He was different. No matter how cold or dark I tried to make myself, He seemed to have a light about Him, a warmth that soothed and comforted my disgrace - and - and He raised up — He raised up alive. I know He was dead when they laid Him on me because I could not feel his pulse or breathing. He actually sat up alive. He folded up His grave cloth and disappeared through my walls in a bright white robe. But, then that's not all. I was filled with light and an Angel, that right, an Angel rolled away the stone from in front of my door and several people came into me that day amazed because He was not here. The Angel told some that He had risen as He said He would. He was different — He arose!

Local Pastor: Emphasize that each of these characters represent a change that took place because of coming in contact with Jesus. Has the campers lives changed as a result of coming in contact with Jesus?

Short invitation - close in prayer.

## Who Will Fill My Shoes?

- Cast:** William Carey, David Livingstone, Camp Missionary, Counselor, Camp Pastor.
- Materials:** Shoes, Table, and a suitable area where people can walk in bare feet.
- Dress:** Modern Clothes - unless you have two sets of 18<sup>th</sup> century men's clothing.
- Purpose:** To emphasize that God calls us to serve.
- Setting:** Two individuals will represent the characters William Carey and David Livingstone and present the monologues below while the other three individuals will share a two - three minute testimony of how God called them to serve with their abilities and be On Mission with God. Each of the testimonies will conclude with individuals removing their shoes and placing them on the table and repeating the words "Who Will Fill My Shoes?"

Have the campers gather and sit in a designated area near the campfire area. In front of the campers is a table where they can see what is placed upon the table. After several songs the five individuals will stand a couple of feet behind the table, the first will step up to the table and present the testimony, remove their shoes and step back away from the table. Then the second will proceed and so on until all five pair of shoes are on the table. Then all five will step forward and recite in unison "Who Will Fill Our Shoes?"

- Carey:** Hi, my name is William Carey, you may have heard or studied about me, I am considered as the Father of the Modern Missions Movement. I was born on August 17, 1761 in Northamptonshire England. At the age of fourteen I became an apprentice cobbler (shoemaker) and continued making shoes for fourteen years. During this time I became a Christian and began realizing that there were a lot of people in the world who had never heard the gospel. I began serving as a pastor in some local churches which formed an association. In 1792, I wrote a book entitled *An Enquire* for short that begged the question that every Christian has the obligation to share the gospel with others around the world, and I preached a sermon that has been entitled "Expect great things, Attempt great things" at one of our associational meetings. Not very many of the others agreed with what I preached. I felt that God wanted me to share the gospel with others so on June 13, 1793 I boarded a ship with my family and sailed to India where I remained for more than forty years translating the gospel into

Bengali the language in India. I remained in India until I died in 1834.  
“Who Will Fill My Shoes?”

Livingston: Hi, my name is David Livingstone. You may have heard or studied about me also, but I would like share some of the adventures in my life. I was born on March 19, 1813 in Lanarkshire, England. If there is one word that could sum up my life it would be the word curiosity. I loved to explore and learn. As I grew up studying history, mathematics, grammar, and geography, I noticed on the world map that the continent of Africa was almost completely blank with the words “Unexplored” or “Unknown”. I accepted Jesus Christ as Savior and Lord at the age of twenty. I studied to become a doctor and was going to be a medical missionary to China until a civil war broke out, and I wondered what God wanted me to do. I went to the Missionary Society and listened as a man by the name of Roger Moffat spoke these words, “On a clear morning I have seen in Africa the rising smoke from a thousand villages where Jesus Christ is utterly unknown.” I decided to travel to Africa and work with Roger Moffat and I married his daughter. Some of the things I am remembered for is my exploration trips into the interior of Africa. I traveled thousands of miles across Africa in search for the head waters of the Nile River. I fought to abolish the slave-trading business in East Africa. After spending more than thirty years in Africa I died on an expedition. My friends cut my heart out and buried it under a tree since it belonged to Africa and then carried me for close to one year back to England. The only way the Missionary Society positively identified my body was by the scars on my shoulder from when I was attacked by a lion. “Who Will Fill My Shoes?”

Missionary: Gives personal testimony and concludes with the words, “Who Will Fill My Shoes?”

Counselor: Gives personal testimony and concludes with the words, “Who Will Fill My Shoes?”

Camp Pastor: Gives personal testimony and concludes with the words, “Who Will Fill My Shoes?”

Everyone: “Who Will Fill Our Shoes?”

Conclude: Have someone sing the Royal Ambassador song and give a brief invitation. Close with a prayer.

## Ticket to Heaven

- Cast:** Jesus, Saint Peter, two Angels guarding the entrance to heaven, and five individuals awaiting their turn to enter into heaven.
- Materials:** Large Spotlight and small flashlight, a piece of paper (see folding and tearing instructions), a podium, a large book (Lamb's Book of Life), a display board, and several pieces of scotch tape.
- Dress:** Jesus wearing a long white flowing robe.  
Saint Peter wearing a white robe.  
Angels wearing hooded clothing to obscure faces.  
People standing in line wearing regular clothing.
- Purpose:** To emphasize that there is only one way into heaven, by accepting Christ's invitation and having their name recorded in the Lamb's Book of Life.
- Setting:** Saint Peter is facing towards the crowd at an angle so that everyone can see his face. He is standing behind a podium looking through the Lamb's book of Life checking to see if the individual's name has been recorded in the book.
- Positioned behind Saint Peter are the two angels guarding the imaginary gate to heaven. Through the gate and off in the distance is Jesus standing with a large spotlight illuminating him.
- The five individuals are standing in line facing towards Saint Peter awaiting their turn to enter heaven. They are positioned so that the crowd can see their backs and one side of their face as they speak.
- 1<sup>st</sup> person:** Takes a step forward and Saint Peter asks the person for their name. 1<sup>st</sup> person gives their name and Saint Peter begins searching for their name in the Lamb's book of life and continues searching. (1<sup>st</sup> person waits as Peter searches book)
- 5<sup>th</sup> person & 4<sup>th</sup> person:** 5<sup>th</sup> person begins looking around and asks the 4<sup>th</sup> person where they are, the 4<sup>th</sup> person explains that they are standing in line awaiting their turn to enter heaven. The 5<sup>th</sup> person displays shock since he thought that heaven really did not exist.

(Saint Peter finds 1<sup>st</sup> person's name in the Lamb's book and announces that they may enter heaven. 1<sup>st</sup> person gives a shout of joy and enters through the imaginary gate and walks over to where Jesus is standing. Everyone moves forward.)

2<sup>nd</sup> person: Takes a step forward and Saint Peter ask the person for their name. 2<sup>nd</sup> person gives their name and Saint Peter begins searching for their name in the Lamb's book of life and continues searching. (2<sup>nd</sup> person waits as Peter searches book)

5<sup>th</sup> person &  
4<sup>th</sup> person: 5<sup>th</sup> person asks what the 4<sup>th</sup> person has in their hand. The 4<sup>th</sup> person explains that it is their ticket to heaven. The 5<sup>th</sup> person asks them to explain what they mean. The 4<sup>th</sup> person explains that it represents their invitation to accept Jesus Christ as Savior and Lord and contains the following words; (Acts 2:21) "Everyone who calls upon the name of the Lord will be saved." The 4<sup>th</sup> person asks the 5<sup>th</sup> person where is their invitation? The 5<sup>th</sup> person explains that they remember receiving their invitation but threw it away since they didn't think it was important. The 5<sup>th</sup> person asks the 4<sup>th</sup> person to share their invitation by tearing it into and giving a piece to the 5<sup>th</sup> person since it is addressed to "Everyone." The 5<sup>th</sup> person tells the 4<sup>th</sup> person to say that their invitation was torn in the washing machine if Saint Peter asks why the invitation was torn. The 4<sup>th</sup> person agrees and folds their invitation according to the folding instructions and tears off the first section of the paper and gives it to the 5<sup>th</sup> person.

(Saint Peter finds 2<sup>nd</sup> person's name in the Lamb's book and announces that they may enter heaven. 2<sup>nd</sup> person gives a shout of joy and enters through the imaginary gate and walks over to where Jesus is standing. Everyone moves forward.)

3<sup>rd</sup> person: Takes a step forward and Saint Peter ask the person for their name. 3<sup>rd</sup> person gives their name and Saint Peter begins searching for their name in the Lamb's book of life and continues searching. (3<sup>rd</sup> person waits as Peter searches book)

5<sup>th</sup> person &  
4<sup>th</sup> person: 5<sup>th</sup> person examines the portion that they received and notices that it is considerably smaller than the portion that the 4<sup>th</sup> person is holding. The 5<sup>th</sup> person asks the 4<sup>th</sup> person to tear off another section of the invitation. The 4<sup>th</sup> person honors the request and makes the second tear on the folded piece of paper and gives it to the 5<sup>th</sup> person.

(Saint Peter finds 3<sup>rd</sup> person's name in the Lamb's book and announces that they may enter heaven. 3<sup>rd</sup> person gives a shout of joy and enters through the imaginary gate and walks over to where Jesus is standing. Everyone moves forward.)

4<sup>th</sup> person: Takes a step forward and Saint Peter ask the person for their name. 4<sup>th</sup> person gives their name and Saint Peter begins searching for their name in the Lamb's book of life. 4<sup>th</sup> person gives Saint Peter the remains of their invitation. Saint Peter unfolds the invitation to reveal the shape of a cross. Saint Peter locates the individuals name written in the Lamb's book of life and announces that they may inter heaven. The 4<sup>th</sup> person shouts with excitement and enters heaven through the imaginary gate and joins the others who are standing around Jesus.

5<sup>th</sup> person: Takes a step forward and Saint Peter ask the person for their name. 5<sup>th</sup> person gives their name and Saint Peter begins searching for their name in the Lamb's book of life. 5<sup>th</sup> person gives Saint Peter the remains of the pieces that were torn from the invitation and explains that this is the remains of their ticket to heaven but their dog got a hold of it and tore it up, so this is all that is left. Saint Peter begins unfolding the pieces of paper and begins revealing the letters on the display board, H-E-L-L. (Use pieces of tape to hold letters together and small flashlight to reveal the spelling to crowd.) Saint Peter tells the 5<sup>th</sup> person that their name is not written in the Lamb's book of life. The 5<sup>th</sup> person begins expressing disbelief as the angels lock elbows with him and begin dragging him into the darkness and he continues to scream with shouts of "No!"

Saint Peter: Concludes by quoting John 3:16-18 and Revelation 21:27 and then giving a brief invitation or dismissing in prayer.

"For God so loved the world that He gave His one and only Son, that whoever believes in Him shall not perish but have eternal life. For God did not send His Son into the world to condemn the world, but to save the world through Him. Whoever believes in Him is not condemned, but whoever does not believe stands condemned already because he has not believed in the name of God's one and only Son."

"Nothing impure will ever enter it, nor will anyone who does what is shameful or deceitful, but only those whose names are written in the Lamb's book of life." Close with a short invitation or encourages campers to speak with counselors if they have questions and dismiss with prayer.

**Ticket to Heaven**  
**Folding and Tearing Instructions**

## **Jesus, You Can't Go . . .**

- Cast:** Jesus, worldly Christian, three worldly friends, and a narrator.
- Materials:** Hammer, metal striker, and a portable CD player sound system.
- Dress:** Jesus wearing a white robe.  
Worldly Christian and worldly friends wearing regular clothes.
- Purpose:** To contrast the internal struggle that Christians face as they have to choose between living by the Spirit or by the flesh.
- Setting:** It starts out with a Christian sitting in a chair reading a Bible. Jesus is standing behind the Christian making a halo over the Christian's head with his hands. Three worldly friends approach and knock on an imaginary door. The Christian quickly puts away the Bible and answers the door. (Jesus continues to follow the Christian around making a halo with his hands.) The excited friends invite the Christian to join them in attending a party. The Christian asks if alcohol is going to be present at the party. They cheerfully explain that there will be more than enough. The Christian begins displaying reluctance and that he doesn't want to attend the party. The Christian also inquires if there is going to be drugs and sex at the party, the worldly friends affirm that there is going to be plenty at the party and continue displaying anticipation in getting to the party. The Christian continues to display reluctance during this discussion, but the three worldly friends persuade him in attending by exclaiming that he doesn't have to participate in the activities and that they will not pressure him into participating. The worldly Christian agrees to attend the party and asks his worldly friends to wait in the car for him as he gets prepared. (The three worldly friends walk into the darkness.)

The worldly Christian proceeds to the imaginary counter and acts as though he is brushing his teeth. He looks in the mirror and notices that Jesus is standing behind him making a halo with his hands. The Christian turns around tells Jesus, "I'm sorry, you'll have to stay here tonight." Then he picks up the Bible he was reading and says, "Look, we'll finish what we were talking about when I get back." The Christian turns back to the mirror and begins brushing their hair as Jesus returns to his position behind the Christian and resumes making a halo with his hands over the Christian. The Christian turns around, pushes Jesus away as he says, "Look, I'm going to this party ... there's going to be drugs, and alcohol, and all sorts of evil ... you don't have to worry about me. I'm not going to do any of that stuff ... I just don't want you to have to see it, that's all."

Again the Christian returns to the counter and begins putting on deodorant and cologne. Jesus returns behind him displaying a halo over him. The Christian turns around and begins nailing Jesus hands to an imaginary cross as he says in a very agitated voice, "I told you, you're not going to the party!" (Someone behind the crowd strikes the hammer against the metal striker each time the Christian drives a nail in Jesus' hands.) Then the Christian exits, leaving Jesus to hang on the cross. (Someone behind the crowd plays the song "Feel the nails" by Ray Boltz)

Narrator: After the song has ended, the narrator stands before the group and explains what they have seen demonstrated represent the internal struggle that Christians have to face. The narrator shares these words of encouragement and challenge:

Galatians 2:20 "I have been crucified with Christ and I no longer live, But Christ lives in me. The life I live in the body, I live by faith in the Son of God, who loved me and gave himself for me."

2 Corinthians 5:20 "We are therefore Christ's ambassadors, as though God were making His appeal through us. We implore you on Christ's behalf: Be reconciled to God."

Narrator closes with this thought - "Will you represent the King or nail him to the cross also?"

Narrator closes with short invitation or prayer.

## **Baby Christian**

- Cast:** A Baby Christian, a Mature Christian, a Weeping Christians, two Cheerleading Christians, two Paranoid Christians, and the Reverend Revival.
- Materials:** Two large Bibles, and cheerleading pom-poms.
- Dress:** Baby Christian and Mature Christian wearing regular clothing.  
Weeping Christian wearing regular clothing.  
Over Enthusiastic Christians dressed as cheerleaders.  
Paranoid Christians wearing camouflage clothing.  
Reverend Revival wearing fine dress clothes.
- Purpose:** To emphasize that living the Christian life means allowing Christ to reign in their heart and not pretending to be someone else.
- Setting:** Two people are talking with one another, the first one leads the other in the plan of salvation and the second one prays and asks Jesus to come into their heart. Mature Christian realizes the time and hurries off as Baby Christian is calling after him, “So what do I do now?” Mature Christian yells as he exits, “Just learn from other Christians, I’ll be back to check on you later!”

Baby Christian sits and ponders what to do next. While deep in thought, Weeping Christian enters with deep sobs and sits down. Baby Christian asks what is wrong. Weeping Christian responds, “Don’t you get it! They killed our Jesus...on a cross, how horrible. He had to die for you and me ... Don’t you see ... We ... Killed ... JEEESUUUUS!” Weeping Christian runs out wailing at the top of his lungs. Slowly but surely, Baby Christian begins to sob and get louder as he recites Weeping Christian.

As Baby Christian weeps, two Over Enthusiastic Christians enter dressed as cheerleaders and recite, “Gimme a J — J, gimme a E — E, gimme a S — S, gimme a U — U, gimme another S — S, what does that spell, JESUS, what does that spell, JESUS, Yaaaaa!” Followed by attempted cartwheels and another cheer, “Jesus, Jesus, He’s our man, if He can’t do it no one can!” Baby Christian just watches them as they explain that Christians are to jump for joy for all that God has done for them. After this explanation, the Over Enthusiastic Christian run out kicking up their heels with much excitement.

Baby Christian, having stopped sobbing, is now quietly repeating Over Enthusiastic Christians. He slowly builds until he is jumping up and down, screaming at the top of his lungs. Two Paranoid Christians enter wearing camouflage and yank Baby Christian to the floor and cover his mouth. In a loud whisper they explain that the world is out to get them and they should hide and keep their identity hidden. They exit sliding on their stomachs, leaving Baby Christian crawling around scouting for people.

As Baby Christian remains low to the ground, the Reverend Revival enters with shouts of, "Amen, Hallelujah, Praise God, God is gonna send a revival!" The Reverend is waving a large Bible over his head when Baby Christian pulls him to the floor. The Reverend Revival is bewildered but lays down and keeps his head low as Baby Christian explains that they are not suppose to let anyone know that they are Christians. The Reverend Revival jumps up and announces with his hand on Baby Christian's head, "Child you are healed. This is how you do it . . ." The Reverend slaps his hand against his Bible and holds it up in the air and shouts, "You gotta turn or burn!" Baby Christian repeats in the same manner. "You gotta be filled or grilled!" Again Baby Christian repeats Reverend Revival. "You gotta be sanctified or french fried!" Baby Christian repeats this also, then Reverend Revival leaves with shouts of, "Amen, Hallelujah, Praise God, God is gonna send a revival!"

As Baby Christian is repeating all that he has learned from Reverend Revival, Mature Christian enters and Baby Christian grabs his hand and shouts, "You gotta be filled or grilled!" Mature Christian asks him what he is doing and he responds, "The preacher creature told me to do it." Mature Christian explains that it is not necessary to continue on in that manner. Immediately Baby Christian jumps to the ground and begins to recite what the Paranoid Christians taught him. Mature Christian shakes his head in disbelief. Baby Christian then begins to jump up and down as Over Enthusiastic Christian had done. Again Mature Christian shakes his head in disbelief. Then Baby Christian sits down and begins sobbing as he learned from Weeping Christian. Finally, Mature Christian stops him and explains that all he has to do is be himself, and approach people with sincerity and honesty about the gospel, just as Mature Christian had done with him.

Mature Christian then directs Baby Christian to turn in his Bible to Ephesians 2:8-10, and read out loud. They close in prayer and exit into darkness.

## No Baptist Here

- Cast: Angel, Devil, and Blademere Rounduff
- Materials: Podium, large book, and telephone.
- Dress: Angel wearing white robe.  
Devil wearing red clothing.  
Person wearing regular clothing.
- Purpose: To emphasize that religions will not get you into heaven, only a relationship with Jesus Christ.
- Setting: A person is walking around in heaven, looking at everything, they walk up to an angel who is standing at a podium writing in a book.
- Angel: Can I help you?
- Person: Yea, I, uh think so. Is this where I'm supposed to check in?
- Angel: That all depends. Name?
- Person: Blademere Rounduff.
- Angel: OK, Let's see here ... mmmmm .... mmmmm (Flips through pages unable to find name, person begins to get nervous.) I'm sorry but . . .
- Person: Wait — There it is!!
- Angel: Oh, so it is, sorry about that . . . OK, you're on the Aloha deck, room number 324.
- Person: Uhh, before I go, there's something I've always wanted to do. I. uhh, would like to see hell.
- Angel: Excuse me.
- Person: I have always wanted to see what hell looks like.
- Angel: We-e-e-l-l-l, I'll have to check that out with up stairs, please wait. (Walks over to telephone) Hello . . .oh, you heard . . . I don't know. I get all the weird ones . . . It's OK? . . . alright . . . a gallon of milk and a loaf of bread . . . unleavened. (Walks back over to person) Well, He said it was alright.

Person: So, how do I get there?

Angel: OK, you go down these stairs, take the fire entrance and, uh, keep going till you get hot. But one thing, whatever you do, don't go inside.

Person: OK, thanks a lot. (Starts walking off, devil walks on sene from opposite direction)

Devil: Get back there you dogs. (Switches to nice voice when he sees person.) Oh, hello Blademere, Blademere Rounduff, right? Hey come in, come in, there are people in here just dying to see you.

Person: No, no, that's alright. I, uh, just wanted to see what hell is like. So what do y'all do down here?

Devil: Hey, do you like the beach? I mean a hot, warm beach.

Person: Oh, sure, you bet.

Devil: You think the beaches in California were hot! Ooohhh, and do you like bar-b-que?

Person: Man, you know it.

Devil: Well, we always have someone, hmfp, something on the grill.

Person: Yea?

Devil: So come on down, there's people down here just all steamed up because they can't get a hold on you.

Person: No, I uh, don't think so, so stay cool alright. (Walks back over to the angel.)

Angel: So, how was it?

Person: Man, they were cooking. Hey, I'm ready to go in now, so if you could show me where the Baptist are.

Angel: I'm sorry, there aren't any Baptist here.

Devil: Hey, hey, we got Baptist. We got a whole committee full of Baptist.

Person: No, no, go on. No Baptist uh? Boy Brother Bob is gonna be upset about that. Well, I went to Catholic Church one time.

Angel: We don't have any Catholic either.

Devil: Catholics, man we got a whole crock-pot full of Catholics.

Person: Satan, back off. No Catholics, hmm. Hey, I turned around in a Pentecostal parking lot one time. Glory, where are the Pentecostals?

Angel: I'm sorry, no Pentecostals.

Devil: Pentecostals, Pentecostals, we got em, you think they were jumping around before, you ought to see them now.

Person: Satan, get the behind me. (Satan departs the scene) Pesky little devil, isn't he? No Baptist, no Catholics, no Pentecostals. Well, what do you have?

Angel: All we have here are Christians who accepted Jesus Christ as their Savior and Lord.

## Highway

- Cast:** Jesus, an Englishman, a Southern Lady, a Biker, and an Old Lady.
- Materials:** Bible, driving cap, sunglasses, leather jacket, motorcycle helmet, bonnet, glasses, bulky sweater.
- Dress:** Jesus wearing white robe holding Bible.  
Englishman - Sports car wearing driving cap and sunglasses.  
Southern Lady - Big luxury car wearing bulky sweater.  
Biker - motorcycle wearing black leather jacket and motorcycle helmet.  
Old Lady - Model T Ford wearing a bonnet and glasses.
- Purpose:** To emphasize the importance of allowing Jesus to be the Lord in our lives.
- Setting:** Jesus is standing by the side of a highway, reading his Bible and praying. The other characters will enter the scene from the back of the audience and pretend to be driving their vehicle by holding their arms out holding onto the steering wheel and making appropriate sounds with their mouth. Each character needs to enter as the other is exiting.
- Englishman:** (Passes by Jesus, then stops) I say, that was Jesus back there. (Backs up in front of Jesus, rolls down the window) Ah, Jesus, would you like a lift to town? It must be frightfully cold/hot out there?
- Jesus:** (Disappointed) No, thank you. I don't want a ride.
- Englishman:** Are you sure, old boy? There's plenty of room!
- Jesus:** I know, but no, anyway.
- Englishman:** Is there something wrong with my car? (Begins to feel offended)
- Jesus:** No, of course not, but I don't want a ride.
- Englishman:** Suit yourself! (Drives away muttering) Awfully rude, I'd say!
- Jesus:** (Sadly) Good-bye . . . (Jesus goes back to reading his Bible and praying. He hears another car coming, looks up and smiles.)

Southern

Lady: (Sees Jesus up ahead) Why, I declare. I think that's Jesus up there! (Pulls up) Hey Jesus. You want a ride in my new car? It's got air/heat, soft seats, lots of room! C' mon, get in!

Jesus: No . . . no thank you.

Southern

Lady: C' mon. You can even play with the power windows. They go up and down, up and down, up and down.

Jesus: I don't think so.

Southern

Lady: Please? I hate to see you out there all alone! Let me give you a ride.

Jesus: No. I don't want one. (Sadly and lovingly refuses)

Southern

Lady: All right . . . Good-bye. (Drives away sadly)

Jesus: (Looks away, shakes His head and resumes reading and praying.)

Biker: (Rides up) Hey, Jesus! Hop on. I'll take you into town.

Jesus: No thanks.

Biker: Hop on, I'm a safe driver.

Jesus: I know, but I don't want a ride.

Biker: I won't go over forty, Okay? Get on.

Jesus: Sorry, I can't. You go ahead, go on.

Biker: (Confused) Okay, if that's what you want. (Drives away)

Jesus: (Again goes back to reading)

Old Lady: (while driving up makes noises of "Boom, chick, chick: Boom, chick, chick") Is that you Jesus?

Jesus: (Smiling) Yes it is, and how are you?

Old Lady: Just fine. Say, how about a ride in my Model T Ford? It's got all the original parts! Listen to the horn. (Pretends to honk horn) The front seat is a little worn, but you could ride in the back. What do you say?

Jesus: No thanks.

Old Lady: Are you sure you wouldn't like to come along for a ride?

Jesus: Yes, I'm sure. But thanks anyway.

Old Lady: (Disappointed) All right. See you later. (Drives off)

Jesus: (Turns to the audience and says in a solemn voice) Maybe you're wondering why I turned four of my children away? They all loved me, but why wouldn't I go with them? I'll tell you. It's because they haven't yet learned a simple secret about me . . . I never ride, I only drive. I don't want to be the passenger in your life, I want to be the Lord of your life so that you can accomplish the assignments that I have for your life.

Highway script written by Neal Cline 1984 End Time Harvesters.

