Leader’s Scoop Sheet

Welcome to Lake Champion!!! We are thrilled that you are here!! This is going to be a FANTASTIC week as we have the opportunity to witness the Grace, Love and Compassion of our Lord Jesus Christ!! In order to make things run as smooth as possible for you, we have put together a list of some information that you might find helpful.

♦ Leading – NY State Law requires that leaders have visual and verbal contact with their campers at all times. You should know where your campers are at all times and they should know where you are. But since we live in the real world, we ask all leaders to be leaders for every kid... not just for your own kids... but also for every kid on this camp. Watch out for kids that might be in situations where accidents can happen. Be a leader and step in. Remember that other leaders will be looking out for your kids. All leaders, summer staff, assignment team and property staff will prominently wear orange wristbands. The bands remind us that we are leaders for all kids.

♦ Meals – Assigned Seating. A bell will sound five minutes prior to the start of every meal. Leaders should enter dining hall at this time at side door on the game room side by the women’s bathroom. Check the chart near the stage for your area’s tables. Please be leaders at the meals. Introduce the server to your table; keep kids in their seats.

♦ Rides - The rides' schedule will be posted in the leaders lounge. Check for your cabin’s times.
  - Arrive 15 minutes before ride. All rides require closed-toed shoes.
  - Please do not trade rides. They have been assigned very carefully based on cabin size, gender etc.
  - Mountains Bikes are a leader/cabin sign up option. First-come-first-served. Please sign up in Leader's Lounge and be careful not to conflict with your other rides.
  - Canoe Breakfast is by sign up. If more sign up than we have room for, names will be drawn to determine who gets the spots.
  -Tubing: One ticket per person will be passed out. Ticket holders go before 2nd time riders. Tickets may be traded, but no one gets a second one. You may ride as a cabin if you all show up together.
  - "Screamer" swing, Climbing Wall, Zipline, Blob and Pamper Pole are on a first-come-first-served basis. Just show up and wait your turn. If wait is more than several minutes there will be a sign up sheet.

♦ Obstacle Course –CLEAN UP: Please throw clothes that are beyond saving away in trash bags. Bags will be provided at the dorms. Other clothes can be hung up to dry for one day- in the morning Day 3 housekeepers will clear the porches and discard items left there.

♦ Final Cabin Bell – When the cabin bell rings at night, everyone should head to his or her cabins right away. The snack bar will be closed. Plan ahead – get drinks and make phone calls during evening free time. Talk about this at your 1st cabin time.

♦ Camp Property –Keep everything in the room--do not use any camp property for dress up events.

♦ Repairs - Please report any damage or problems immediately to the Head Leaders or the camp office!
Infirmary hours are 1/2 hour after each meal. We have an EMT on the property staff. If an emergency should arise in the middle of the night, please send another leader to get one of the head leaders and they will get the EMT for you. Otherwise go to the leaders lounge and use radio base station to call for the EMT. Stay with your kid or whoever is in need.

Mail and Phone messages - Incoming mail and messages will be distributed at meals. Campers can return calls at phones in camper lodges and game room. If there is an emergency message, we will find you and get that to you ASAP. Outgoing mail can brought to the office. Stamps may be purchased in the office. Calling cards may be purchased in the camp store or the office.

Lost and Found – most items are taken to the Laundry. Valuables are taken to the office. If not found at laundry please go to the office to complete a Lost and Found Form.

Cabins---No guys in girl’s dorms and vice versa. This means not in the room, in the lobby or on the porches. You can request a key from the head leader if you want to lock your door. There will be a towel exchange midweek—yeah!

Mattresses – jumping on a pile of mattresses or “surfing” destroys mattresses and damages the building, as well as creating the potential for very serious injuries.

Fans – can blow air out or into the room. Make sure the fan blades stop completely before reversing direction. Otherwise the motor burns out.

Smoking - smoking is allowed only at the Smoking area is located just off the path between Spring Glen (club room) and Millbrook (new rec. hall). Please place butts in the designer ashtrays provided! Young Life’s Smoking policy is posted in the Leader’s Lounge.

Thermal Bags: Breakfast in Bed will be delivered to you in thermal bags. Please make sure they are returned as directed. The $25 cost of the bag will be charged to your area for any unreturned bags.

Middle of the Night: If you need to find Head Leader at night go to the Leader’s Lounge and use the radio there to call “Head Leader – copy – Head Leader.”

Room Safe Instructions:
These safes are meant to keep your valuables secure. When thinking of a code please do not share that code with any of your kids, this will ensure that you are the only one that has access to the safe. If you experience any problems with it please let a head leader know and they can get the override key and you can re-set it. The safe should be open when you come into your room.

To program your personal code:
Open the door, remove the battery cover and press the key button inside the battery compartment on the door back. Yellow LED will go on. Enter your new code (2-8 digits) followed by the # key. Yellow LED will go off to indicate the new code has been accepted and stored.
If the new programming attempt fails, the yellow LED will flash with 5 beeps. You must attempt your new code again.

**Please leave safe OPENED at the end of the week when you leave your room.