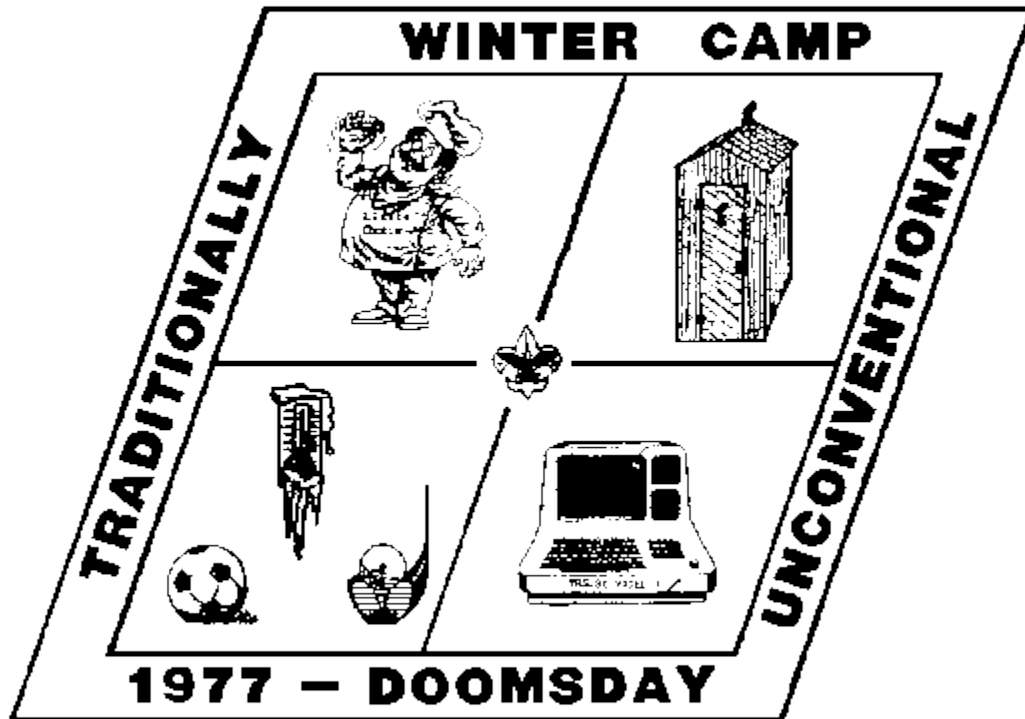


Winter Camp



Program Manual

Inaugural Edition - 2020

Winter Camp Program Manual

**Thoughts on how to create a schedule and activities to
make sure that if someone ruins Winter Camp,
it won't be you.**

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This is the inaugural edition.

Introduction

Scheduling Winter Camp is probably the hardest part of the process and things aren't getting easier. This doesn't mean scheduling as in "picking dates"; those are set for December 27-31. What this means is coming up with a list of activities that form a cohesive event that makes people want to participate and come back the next time.

This book is here to help you. It has thoughts on themes and activities which have succeeded before and why and some tips on things that have worked before.

Of course, one of the hallmarks of Winter Camp is to be unconventional. Part of this means that we create new activities, since holding the same ones year after year would only be traditional. Innovation is inherently risky – not every new idea becomes a crowd favorite activity. Some turn out not to be as fun as we'd thought they might be. Then again, if we never innovated, Winter Camp would consist of a series of hikes and discussions separated by a few meals with no names beyond "pizza" or "breakfast".

This book will primarily cover themes and activities. It will touch briefly on meals and will talk about combining activities and meals to make a schedule and fit a theme.

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Why is Scheduling a Challenge?

Just like any other group of people, not all Winter Campers are the same and it's only gotten worse over the years. When we held the first Winter Camp, the range of ages was about 13 to 22. Now that age range is 13 to over 60 with pretty much every age in between. Winter Camp has Baby Boomers, Gen X, Gen Y (millennials) and Gen Z (centennials). We have Winter Campers who grew up without home computers or cell phones and we even have a few who had a party line.

In short, we're trying to please an audience with very diverse backgrounds. That's the bad news. The good news is we're all Scouts and Scouters, so we do have things in common like enjoying the outdoors, camping, good food, and having fun. We all believe in the Scout Oath and Law which is another big similarity. Finally, everyone is coming to Winter Camp, so there's a certain belief that "traditionally unconventional" is a good idea.

Balance

The key to the Winter Camp schedule is balance. Different campers want different things and we need to try to deliver things to everyone so that we can all be happy. That doesn't mean everyone will be happy all the time; it means our goal is to make sure most people are happy most of the time and no one is unhappy all the time. When it comes to meals, no one expects that every dish will be their favorite; activities are the same: sometimes it's an activity you love, sometimes it's one you like, and sometimes you're just there because we need enough players to make the game happen. In a movie, you have the star(s) and then you have the extras. The goal is to make sure that as many people get to feel like a star during the week as possible.

We do that by having a variety of activities (new and old, indoor and outdoor, physical, mental, and social) and by giving everyone a chance to participate.

The other aspect of balance is related to the actual days and the activities scheduled on them. Generally, it's a bad idea to have a bunch of very physical outdoor activities scheduled for the same day; it's also bad to have a day where we sit inside at the tables all day.

This part of balance recognizes two things: one, people get tired of the same thing and two, people just plain get tired. Three hikes in a day is probably too many, just as three craft projects in a day would be too many. We want to be indoors and outdoors during the day and night, and we want to have fun.

Activity Traits

We have a long list of activities at Winter Camp and over time, we've divided many of them into types. The types are really an axis for some activities and a dichotomy for others. For example, indoor/outdoor is usually one or the other as are Night and Day. Other things are more of a scale: a hike is definitely physical, but it might also have a mental aspect (if we're looking for something or following clues).

Here are the categories we use along with some definitions.

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Category

Winter Camp has a bunch of categories for activities, probably too many to be honest. Here are the chief categories. There are others, but they aren't common and sometimes exist solely to say we aren't going to do something (or do it again).

Scout	This is typically a game or activity inspired by traditional Scouting events like Capture the flag, fire-building contests, or knot-tying races. It could be one we're playing using the standard rules or it could be something we've made unconventional.
Game	Typically, this is an indoor activity like Charades, Liar's Club, boardgames or card games.
Sport	This is an activity based on a traditional sport, like snow soccer, cross-country golf, or 4-way Volleyball.
Challenge	This is something where we are trying to do something like find a downed spaceship or build a trebuchet; typically, it's not clear that we'll succeed.
Creative	This is for things like papier mache dinosaurs, Uncle Ethan's Craft Hour, and Genius Night.
Multistation	This is an event where players have to go to different locations for different activities. It's a pretty typical Scouting event.
Learning	This is an event where we learn something new. It's mostly about training but it could be a specific craft like papermaking.
Hike	This is a long walk.
Unifying	These are activities that have been held at most, if not all, previous Winter Camps. These are things like the Blind Hike, Service Projects and Casino Night.
Ceremony	This is a ceremony. The most common one is the Time Capsule, but there have been other ceremonies over the years.

Difficulty

This one is very subjective. We rate the activity to decide if we think it is easy, moderate, or hard. When we talk about physical activities, 4-Way Volleyball is easy, Cross-Country Golf is moderate, and Snow Soccer is hard. It's really about how much effort we expect from the participants. Other activities can also be rated this same way: a word search is an easy mental task, a word jumble is moderate, and a crossword puzzle is hard.

Emphasis

This refers to the kinds of skills the activity focuses on. We identify three primary groups: physical (hiking, sports, most service projects), mental (riddles, codes, most board or card games) and social (games with bluffing, Arrowmen Bingo). Very few activities are purely of one sort and most will have elements of others in them. For instance, a hike is a physical activity, but you will need to know where you're going (mental) and work with other hikers (social). This is usually just the skills most emphasized.

Equipment

This is a general appraisal of the equipment needs. Once we schedule an activity, we'll create a detailed equipment list. We consider equipment needs to be Light (a frisbee for ultimate), Moderate (Cricket balls and bat, plus wickets) or Substantial (2-3 sets of clubs, bags, and balls for Cross-Country Golf). Generally, we do better with events that either don't require much equipment or where we already have what we need.

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Location

This is used to identify whether the event is likely to take place Indoors or Outdoors. Some events will take place in both locations and others it won't matter much where we do it. This is in some ways the least important of the activity traits.

Participation

We break this down into participating as Individuals (most craft projects and some sports), Teams (typically 2-3 teams which may be competing), or Group (everyone is an equal participant, kind of like Arrowmen Bingo). We usually lean more to team and group activities, but there are definitely some individual activities as well.

Time Frame

The last of the traits (alphabetically), this one is about whether the activity should happen at night or during the day. For some activities (like hikes), this may not be a big deal, but for others (like Capture the Objective) it makes a big difference. Swapping things between time frames can be fun, but it's important to remember why we thought one was better. Visual activities are very different during the day than at night for example. The other consideration is that we typically have about 6 hours of daylight (not counting meals) and 4-5 useable hours of darkness. Campers are often happier with indoor activities at night.

Themes

Themes are an overarching idea which helps to make Winter Camp unique not only historically but annually. Themes are used for a variety of things. They are often used to influence meals, activities, and even team selections.

There are many things that go into making a good theme. The key ones are:

- Easy to Understand
- Broad enough to include a range of activities and meals
- Narrow enough to let us focus on key elements
- Easy to emulate
- Has teams or factions
- A good name doesn't hurt.

The most successful themes are ones where most campers know what the theme is and what it's about. This means that themes based on popular books, movies, and tv shows are usually good. It also means that things which are well-known in our culture work. It's important to remember that not everyone has to know all about the theme – some exploration is fun too. Generational themes can be good as they allow campers to talk about things they may know better than others. For example, many campers lived through the Seventies and could pass on knowledge. Flip that and there are younger campers who could probably explain things like Pokémon, Discord, Twilight, and Anime. A few things are interesting because different generations may know them from different sources: most older campers probably read the Lord of the Rings trilogy before there were movies.

Themes also need to be big enough for us to hang a few things on them without running out of stuff. A theme like Matrix does okay for activities, but it is probably weak on meals; by comparison, an Eating Contest theme might have a lot of meals, but not many activities. We need some guidance on both. At the same time, the theme has to be focused enough that we can agree on the key activities and meals to bring the theme home.

Themes are best when we can easily do some things related to the theme and when people can possibly wear costumes or adopt mannerisms appropriate to the theme. A Medieval theme makes us think of knights, wizards, and dragons. Costumes are simple enough and people can speak in fake Old English. Other themes may not have clear costumes, like the Olympics theme a few years ago.

In recent years, we've used the theme to divide the group into teams. The teams have competed in some events and they've also been assigned to meals. This gives us a nice shortcut on the duty roster and allows for friendly rivalries between the teams, much like patrols in a troop.

The last thing is that a good name for your theme doesn't hurt. This rule applies to meals and activities too. If the name is evocative, it goes a long way to making the theme work well and feel exciting. A name that confuses people isn't a great choice.

Using an Existing Theme

Over the years, many themes have been suggested for Winter Camp. There are just under 100 and we've only used about twenty of them. There's no reason not to take a look at one of those old themes and try

to make it work – it could be one we’ve used before or one of the many we’ve never tried. The list of old themes is mostly on the internet, but there are a few in the back of this book.

Using an existing theme has the advantage that at least some of the work is already done and, if you aren’t the one who suggested it the first time, you probably have at least one other person who’d like to see it happen.

Creating a New Theme

Creating a new theme is a little more work but it might be worth it. If you check the template in the appendix and follow the advice above, you should be off to a good start.

Finalizing a Theme

Whether your idea is new or old, there are some things that need to happen before we can schedule Winter Camp using the theme.

We need to come up with a list of activities that will be part of the theme. If we can, it would be good to have them have different traits in terms of focus, location and timing. We typically want to have one or two a day. These can either be brand new activities or a retheming with perhaps minor changes to an existing activity. Follow the guidelines under Activities to finalize each new activity.

We have to do the same thing with meals. Meals are a little different as they are often less flexible than activities – we try not to have hard-to-prepare meals other than at dinner. At the same time, depending on theme, the meal could focus on either Cuisine or Ambience. We typically only need one thematic meal a day and in fact if we’re considering cuisine, we probably don’t want too many new meals in a single day as they may turn out to be harder work or not as satisfying as we’d hope. Follow the meals guidelines to get going but realize that the Kitchen crew may make changes if they find the meal is too difficult to prepare as described.

The third thing with themes is that it’s nice if we can come up with factions or teams as part of the theme. In recent years, we’ve used these factions in thematic competitions and, more importantly, in creating a duty roster for the kitchen. Factions can also help create friendships since campers will spend more time with a smaller group.

The last thing is to promote the theme. We want to ensure that everyone who comes to camp knows there’s a theme and what that theme is. It’s no fun to get to camp and realize everyone else has a light saber for Star Wars and you left yours at home. This might also get us some additional resources as campers may turn out to be collectors or fans of a particular theme.

Activities

Activities at Winter Camp really run from the mundane to the unorthodox. Some things are pretty normal, like hiking or boardgame night while others are unique to camp like Cross-Country Golf or Casino Night. Some are well-known games played a little differently like Snow Soccer or Capture the Flag.

It’s hard to predict what will succeed at Winter Camp, but it’s easy to predict what won’t work out: poorly planned activities with missing equipment nearly always fail. Avoiding that kind of failure is what this book is about. We’ll talk a little about what might succeed and what’s different about Winter Camp when it comes to activities. Here are a couple of things:

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- We don't have any Tenderfoot Scouts.
- Most campers are a little older.
- Winter Camp has no coffee pot.
- Resources are rarely an issue.

The first two go hand-in-hand. Winter Camp is for members of the Order of the Arrow; that means everyone is at least a First Class Scout and probably at least 12 or 13. The average age (of just the youth) is closer to 15. This means we don't have to worry about teaching basic Scout skills and we don't have to worry about people not knowing knots. That doesn't mean everyone knows everything, but it does mean each team ought to have a few people who can build a fire, tie a knot, or hike safely.

If you go to the average Scout event, you find a few adults running stations while most of them are hanging around their campsite drinking coffee. Winter Camp doesn't buy coffee and we don't have a pot. Adults are, for the most part, participants in the activities, just like the youth. This means we don't have a lot of events where there is staffing (like a typical Scout event with stations). We tend to find ways to let everyone participate as much as possible. When we do have a staff, they often travel with their group as a judge.

The last thing is that Winter Camp does pretty well on securing resources. We have a lot of adults come to camp and we have a pool of past campers we can call on for help. If we need something, we'll get it whether it's a piece of gear or a particular skillset to design an activity.

Using an Existing Activity

This happens a lot and it's usually for one of two reasons: first, it's a favorite or traditional activity like the Blind Hike or Casino Night or second, it's an activity we're going to modify to fit the current theme. Winter Camp has a strong history of bringing back old activities that are fan favorites, sometimes as is and sometimes with some changes.

One thing when we're reusing an existing activity is to look back. If you've been there when we held it before, you probably have some ideas about what went well and what didn't. You may also find that our evaluations have valuable information. For example, if you're about to hold an activity again and you see that last time it was listed as least favorite by a few people, it may need some changes. If you can't think of changes, then maybe just move on. The only worse than a bad activity is trying it again without making any adjustments.

Creating a New Activity

New activities are usually a little harder since the work isn't done. We've included a form in the back to help you think about your new activity and what it entails. It's a good idea to write some things down so you remember them. Sometimes writing things will make you think of other things. Winter Camp has a number of activities and meals where someone came up with a name and never described it and we're left to wonder what they had in mind. Don't be that person!

When you're coming up with a new activity, don't underestimate the importance of the name. Pick something that conveys what we're going to do and try to make it exciting. Snow Soccer is a very descriptive name and you have a good idea what's going to happen just by hearing it. That kind of name is worth it because it helps to sell your activity right away. At Winter Camp we typically hold fewer than twenty activities each year; you need to sell yours if you want it to be one of them.

Once you've done some basic legwork, take a look at other activities that we've held that were similar. Chances are that if we've never had a successful activity like it, we might be looking at another failure. That's not meant to discourage a new activity, it just means you might need to try harder to make it success. Don't forget that half our motto is "Unconventional" and that means we need to do some things that are unexpected.

Finalizing an Activity

Once you've got the basics, the next thing to do is to talk it over with other people. If it's a secret kind of thing, then pick one or two confidantes you think can help you pull it off. For most things, it's best to share with the group. There's an old saying I just made up: "Even if you're smarter than every single Winter Camper, you're not smarter than all of them put together". A little brainstorming on activities goes a long way to making them successful. Someone may have an idea that improves your original plan or someone else might have the perfect piece of gear to make it better. Even if they can't offer anything to improve the activity, thinking about it and anticipation will help to promote and make it more successful.

The big things to do now is to write things down. Make a plan for the activity and share it. We need to nail down the rules as much as we can in writing, and we need to figure out the equipment we'll need and where we're going to get it. We should write this down too so we can keep track of who's bringing things and remind them to bring it. At camp we need to check to see that it's there so we can make last-minute arrangements if possible or start thinking about what to do next. When we have to improvise parts of an activity, the more time we have the better.

Meals

This manual isn't really going to talk about the details of the meals; there's another book for that. This book will talk about the impact of meals on activities and about choosing the high-level details like the name and type of the meal. We won't talk about recipes and we mostly won't even talk about exactly which dishes to serve.

Using an Existing Meal

As before, there are some meals we've served before which are popular and should probably be included, there are some which are very popular and tasty and so should be included and there are some which maybe didn't make the cut but now fit the theme. For whatever the reason, we'll probably use some existing meals.

Meals have two components: ambience and cuisine. Some meals (Hot Potato Lunch, See Saw Supper, and Caveman Dinner) focus heavily on Ambience, the stuff that goes on during the meal and others (Mexican Meal, Lumberjack Breakfast, and Bakery Snack) focus more on the food. A few focus on both. When it comes to our use of meals during the scheduling process, this is the level of detail where we focus. We don't worry about figuring out all the details, just enough to make sure the Meals Team is able to plan the meal we're planning.

Creating a New Meal

Most of the advice for a new activity applies to a new meal. A good name helps a lot and there's a template to help gather your thoughts. The good news is that most of the time a new meal doesn't require as much work on the part of the Program team – the Kitchen team will do the bulk of it because it is very detail-oriented and probably not worth tying up an entire planning meeting or team to investigate.

The biggest questions are what's the name and what's the meal about? The name should be good and communicate the core of the meal if possible. The form tells you the rest: if the meal is about Cuisine then focus on identifying a few things we should eat. If you're not sure, say so. Some cuisines are pretty broad and could mean a wide range of things. Seafood could mean fish sticks and fries, or it could mean salmon patties and scallops.

If the focus is Ambience tell us what to expect. The Hot Potato Meal needs to have food we can set down and wait to eat. A Blindfolded meal probably shouldn't require the use of a steak knife (not that we have steak knives). The idea is that if you tell the Kitchen team what you want, it's up to them to deliver it. The more clearly you delineate your desires, the better a job they'll do.

Finalizing a meal

Here's the good news: you mostly don't have to. It's still a good idea to bring your meal up to the group for some brainstorming and make some notes, but beyond that, finalizing meals falls to the Kitchen team because it's always going to be very detail-oriented down to teaspoons of this and cups of that.

Choosing the Program

In the past, we had a complicated set of rules for determining which activities and meals would be served at Winter Camp. For the most part, they favored experienced Winter Campers who could steal votes from inattentive meeting attendees. For the most part the rules were pretty successful, but they didn't always wind up with a consensus on activities and sometimes we made poor decisions. That's always going to be true.

The old meeting started with activities, then meals, and then themes. We'd have a round robin brainstorming session where everyone had to come up with a new idea until they couldn't anymore. This is how many of the craziest ideas were generated: unwilling to admit they had no good ideas, sometimes people would propose an idea they knew was bad, just to keep the stream going. Once we had a long list of activities, we'd vote on each of them and then make an ordered list.

We'd then do the same thing with meals and we'd end up with similar results including truly horrible ideas for meals. Once we had ordered lists for both, we'd put together a schedule based on top items first. It worked, but it took a very long time and was probably not the best way to create a schedule.

In recent years, we've moved to more of a consensus approach. We try to have a theme before we get to the planning meeting and keep that in mind as we pick things. We look at the live and dead lists for meals and activities and write down the ones people think are interesting. The live list includes any ideas from the website, and we accept new ideas at the meeting. We wind up with a short list of meals and activities that people find interesting.

Scheduling: Putting It All Together

The next part is the hardest. We pick from the short list and fill in the schedule. This approach seems to work better, but it requires a strong leader to keep us on task. It does get the scheduling done more quickly and gives us more time to talk about details of activities and meals once we have the final schedule completed.

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There is a generic schedule form in the appendices. It is worth reading over and thinking about as we start to plan. It's probably not necessary to plug in the exact items for every slot, but it has a good mix of different things and so it makes sense to consider the guidance it provides.

Sacred Cows

There are some meals and activities that are probably best considered as Sacred Cows. These are things that we've either held often or which have become recently popular. They aren't mandatory but leaving them out probably requires a very good reason as these are the definitive things people will share across many years of camp. We divide these into two groups:

Untouchable – these are the must have items for each Winter Camp

- Blind Hike – the only activity held at every Winter Camp
- Baking – this is one of our defining activities, plus it saves some money.
- Bollmano's Pizza – There's not really a good reason to not serve a very popular meal.
- Service Project – We are a service organization
- Time Capsule Opening – When you bury a 5-year capsule, you're promising to open it in 5 years

Think Carefully – these are activities and meals that are very popular and have become traditional

- Casino Night – Adults may have lost interest, but Scouts still love the idea of striking it rich.
- 4-Way Volleyball – This one is so popular it has its own traditions.
- Caveman Dinner – Another trademark activity that we haven't always had but usually enjoy.
- Rand Stew – People who don't love it love to complain about it.
- Jackpot Grits – Another common meal that is newer than you'd think.
- Continental Breakfast – it's a chance to sleep in, eat, and have very little clean-up.

Service Day

This is another difficulty in the schedule. We will spend most of the day working, but it can be a bit unpredictable. Some years all the projects have finished by 3:30 WCST and other years we've had projects go until after dark. For this day, we try to ensure a warm breakfast, an easily prepared lunch and dinner, and less-demanding activities in the evening. It's a day when we will work hard and so need to be able to put most of our resources on projects. After the day most people will be tired and some will be sore, so taking it easy makes sense.

We usually try to get the day of the service day in advance, but sometimes weather will force a last-minute change. The day also requires that we do some things based on camp time, so the projects likely start at 10:17 and lunch is at 1:17. Dinner usually reverts to us controlling our own time.

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The Schedule

We have recently moved to a consensus decision on the schedule with a group discussion putting everything into a slot. We work from the short list of meals and activities and fill things in typically starting from lunch on the first day of camp (the 27th) and then moving forward from there.

There are a few things that are likely to be the same each year:

December 27	This day is characterized by people arriving all day.
Noon	Lunch, something easy with no Advanced Prep; the Hot Potato often works here.
1:00 pm	Orientation and Faction building, duty roster
2:00 pm	An outdoor activity, usually something light like 4-way volleyball
	(A bunch of other stuff)
Midnight	Lights Out

Service Day	(whatever day it is)
9:00 am	Breakfast – it should be hot and worth waking up for.
10:17 am	Service Projects start
1:17 pm	Lunch. Ideally something that can be prepared by 1 or 2 people; it should be something hot, probably made in the roaster
2:17 pm	More Service. Cleanup should be by 1 or 2 people, so most are back to work
6:00 pm	Dinner. Should be something relatively easy to prepare so 3-4 people can get it ready (so not Pasties for example). Smoked fish has worked well here as could the Caveman.
7:00 pm	Some indoor activities
Midnight	Lights Out

December 31	The opposite of the 27 th . People start departing almost immediately.
9:00 am	Breakfast. Should be something fun and good.
10:00 am	Light activity that no one will be heartbroken if it doesn't happen.
Noon	Conglomerate Lunch (it's a tradition)

Beyond those things, we are pretty open. We typically use 9:00 am as breakfast, 10:00 am as our first activity, and Midnight as quiet time. We don't worry too much about the other times, but lunch tends to be around noon and dinner around 6:00 pm.

Some other Meal suggestions

- Lunches should be easy to make.
- On days when we have the Continental Breakfast, we should have a better lunch.
- If we have a light dinner, we should have a heavier snack. This works the other way too; we shouldn't have a big dinner on the day we have Bollmano's as a snack.
- No matter how tempting, Bollmano's is much better as a snack than as a dinner.
- Snacks should be quick to make and usually not require sitting down – grazing for snacks is good.

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- We should try not to have two new meals in a row just in case neither is great.

Some other Activity suggestions

- It's best to mix things up within a day; don't go from sport to sport or from hike to hike. Variety is the spice of life.
- Moving things from day to night or night to day is tempting, but don't run out of times for something you really want to do.
- Holding reunions and events where you'd like visitors usually works best if they're on Friday or Saturday.
- Service Day sometimes attracts visitors; keep that in mind when planning activities and meals.
- The key is the mix. Don't spend whole days (or nights) inside and don't spend whole days (or nights) outside.

Assignments

Once we've made the detailed schedule, we move to assignments. Some meals and activities will require more effort to make them ready for Winter Camp, others will need equipment. We start at the top again and work through the items. We don't usually focus as strongly on the meals, but we will discuss any special requirements needed to meet our ambience goals for the meals. For activities, the discussion will typically include how much additional preparation and equipment will be needed followed by finding and recording a volunteer for each item.

Make sure to write down who is assigned to each task and get them to agree to a date when they'll have it completed. If the date is too late (i.e., everything is December 27), ask them to reconsider or recruit someone to help them.

Appendix I: The Themes List

Themes are relatively new to Winter Camp having first appeared at Winter Camp XV, but not becoming a standard part of Winter Camp until Winter Camp XXVII; prior to that we skipped some years or had daily themes. As a result, the list of has just short of 100 entries. This list is only of themes we've used or created in the last 5 years, so it's limited to 23 items.

This list isn't intended to be exhaustive. Bringing back the dead is pretty common, as is using an existing suggestion as the basis for something new.

Theme Suggestion	Description
Al Capone	Campers take on the role of various prohibition era gangsters with each lead gangster having a crew of followers.
Backwards	Do things backwards. Maybe one day starts with snack and ends with breakfast. Another day we could eat desserts first. There are many ways to be backwards, not just the order but we could also hold an activity, then prepare.
Barbarians	Winter Campers become barbarians like Conan or the barbarian brothers. They spend their week adventuring, killing dragons, and wasting all their money on idle pursuits and stupid vanity purchases.
Big Bro	We spend our time at camp in games which have names with one-part words. We speak in one-part words and we eat just foods with one-part names.
Celts	We undertake activities which would be historically popular in Celtic times.
Circus	We're all under the big top!
Classic Monsters	We devote the weekette to activities and events related to the classic Universal movie monsters: Frankenstein the Wolfman, Dracula, Creature from the Black Lagoon, the Mummy, and the Invisible Man.
Cold War	We recreate our own version of the Cold War with preparedness drills and espionage.
Countries	Campers are divided into a number of teams which then identify as countries with names, flags, and other historical and cultural aspects.
Election Season	We create three (or more) political parties each of which has a specific agenda to achieve and/or candidates to elect.
Fiery Death	Everything is on fire! Activities: Meals: marshmallow roast, weenie roast, spicy foods, barbecue, roast something on a spit, from the ashes (cook on a fire from raze the village or something similar)
Gladiators	The campers are probably organized into gladiator stables. A few people in each are trainers and owners, the rest are warriors.
Hollywood	We create our own movie studios with the goal of making our own movies.
Indiana Jones	We take on the role of two-fisted action heroes seeking archeological treasures.

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Theme Suggestion	Description
Luchador	Masked Wrestling is popular in Mexico. In the traditional model, they don't just wrestle, they also fight the good fight and stick up for underdogs.
Merit Badge	We pick and complete a bunch of fun merit badge requirements
Mythology	Campers are split into groups and each group is assigned to a historical pantheon like Greek, Roman, Egyptian, etc. Throughout the week the pantheons share their culture while competing to prove who is the best.
Pioneer	Throwback to events and activities at Winter Camp I.
Pirate	We spend our weekette aboard an imaginary pirate ship plunging the high seas, visiting ports of call, and looking for treasure!
Russia	We adopt elements and activities common to Russia (or at least the American view of Russia).
Spy vs. Spy	If you want this to be serious, look at Cold War. In this case the groups are spies and are sent to outsmart each other.
The Rock	We could have a variety of activities based on the movies of Dwayne Johnson, aka The Rock.
Tom Clancy / Call of Duty	The idea is that a small team of operatives is able to successfully complete a variety of missions.

Appendix II: The Activities List

Winter Camp has a long history of activity ideas. There are just over 900 activities listed on the Winter Camp Universe. The list included here is just the ones that are considered active in 2020. Active means we've either held or created the activity in the last 5 years.

This list isn't intended to be exhaustive. Bringing back the dead is pretty common, as is using an existing suggestion as the basis for something new. We also sometimes change the name of an activity and some details to create a thematic version of the activity.

Activity Suggestions	Description
4-way Volleyball	Who can make the least mistakes?
Armageddon	An overnight activity based on a nuclear holocaust.
Arrowmen Bingo	Get your card signed and play along
Battle Chess	Pieces fight to take the squares
Behind the Enemy Lines	Yet another Capture the Objective variant
Black Rhombus	Inside the rhombus is a drama called The Artifact
Blind Hike	Destination Unknown
Bolas Throwing	Attempt the use of this South American weapon
Build nuclear survival shelters	Build a shelter designed to withstand a simulated attack
Burn the Witch!	Set creations from earlier in the week ablaze.
Capture the Objective	Capture the Flag for big kids
Card Draft	Pick cards to be used in the market game.
Casino Night	Win big or lose it all.
Cheeseball Machinegun	Uses cheeseballs and a leaf blower for an automated weapon.
Chinese Percussion	Gongs, chimes and other chimes percussion instruments
Chinese Prohibition	You cannot do something Chinese
Clout Shooting	Long distance archery
Codebreaking	Decode the encrypted message
Commando Stalking	Track down the target
Continuous Storytelling	Everyone tells a little of this tall tale
Crew Baking	Each crew bakes bread and other items to completion.
Crew Competition	Crews compete in three events: Tall Tales, Genius Night, and Write and Follow Directions
Cricket	Try not to hit a batsman or get caught in a sticky wicket.
Croquet Kickball	Use kickballs to play croquet
Cross-Country Golf	The Winter Camp classic par 62 hole
Deadeye contest	Attempt to shoot or throw for accuracy.
Delegation Meeting	Introductory meeting
Demo Derby	Crash up go carts.
Edge of Space Balloon	Launch a balloon which will soar to the edge of space then burst and land near D-bar-A
Emperor Race	One player rides a freshly built sedan chair
Escape Contest	Who can break their bonds fastest?
Escape Room	Build our own escape room
Fair Trial	A mock trial for the murder game.
Find the Terrorist	Search for the traitor among us Murder-style

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Activity Suggestions	Description
Fire Skills	Test your skills with fire
First Class Hanging	Punishment is meted for the Murder game
Form Teams	Groups gather and form countries choosing a name and some cultural elements
Game Festival	Various games, no real structure
Geography Bee	Like a spelling bee but the quiz is on geographic locations
Haka	Winter Camp could start by driving out evil (aka unfun) spirits.
Jail construction & testing & Murder Interviews	A jail is built while others answer questions to set up the Murder Game.
Launch of Sputnik	Launch an object into the air
Learn to Juggle	Have a session to teach those interested to juggle.
Leg wrestling	Indian leg wresting.
Lemans Grand Prix of D-A	Once around Ranch Road in hand-drawn go carts
Magic the Gathering Live	Like Battle Chess but with Magic cards
Majority Rules	Separate players by category and score points using an equation
Market Game	Players use their resources to barter for lunch
Market Madness	Buy and trade resources for maximum market penetration
Mastodon Hunt	Use spears to hunt mastodons
McCarthyism	Separate players by category and score points using an equation
Minefield	Lay a minefield for other teams to negotiate
Mission Control	Each team is given a set of directions, a geocache box, and a set of walkie talkies (or they can use cell phones). One team has the directions and must guide the other team to a specific location where the box will open. Inside the box is a Lego kit. The team with the instructions tries to explain to the group with the parts how to assemble them. Whichever team does the best job wins.
Model Rockets	Build and launch model rockets from kits
Murder Game	Computer instructed mayhem.
Not Being Seen	Players attempt not to be seen and are marked with smoke bombs when found.
Objective Space	Find objects based on a series of hidden clues
Orienteering/DDA	Compass course.
Papier Mache	Teams create constructs using wet newspaper.
Payload Planning	Clean up our gear and get rid of the junk.
Perimeter Hike	Hike around the outside of camp
Perimeter Hike Relay	Groups gather for the hike but do it in stages.
Pit Crew for Lemans	Prepare go carts for their trip around D-A.
Place card rockets	Each camper decorates a cheesy rocket which becomes his avatar for some events
Postcards from Space	Get some astronomical cards and send them to those who aren't at camp.
Problem solver	Genius night with a specific space related problem. Each team is given an identical set of parts with the same specific problem to solve. The problem should be something we could time or maybe the whole event is timed.

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Activity Suggestions	Description
Prohibition	You cannot do something.
Projects and competition	Teams show off their projects and choose a favorite amongst those created.
Quest for the Grail	Players follow directions to find the holy grail.
Ranch Hand Games	Hold a round of games that might be skills one would need to live in the Old West.
Re-Entry	Participants take a quiz to see who has learned the most about other campers during the weekette.
Religious Service	A scout is Reverent
Repair Crew	Players have to fix something while wearing heavy gloves and with limited vision because of helmets. Maybe they have to stack something after tossing it to each other. I.e., a chain of people throwing rings or blocks from person to person and the last one
Requiem for Boy Scouts Ceremony	A commemoration of the inclusion of females as youth members
Rocket Building	Build both model and water rockets
Rocket Launch	Build & launch model rockets
Role-Playing Round Up	Play role-playing games
Rolling Donut Shoot	Kick a soccer ball thru an old tire
Satellite Images	We could receive satellite images live during camp
Satellite Recovery	Using GPS locate the parts of a missing satellite and create something using the salvage
Sausage Making	Make various types of sausage.
Saving the Earth: Alien Invasion	Saving the Earth: Alien Invasion
Saving the Earth: Natural Disaster	Saving the Earth: Natural Disaster
Saving the Earth: Plague	Saving the Earth: Plague
Saving the Earth: Zombie Apocalypse	Saving the Earth: Zombie Apocalypse
Service Project	Help the camp.
Shatner	Kind of like a fire drill but when someone yells Shatner everyone has to overact whatever they are doing.
Showdown	It's a showdown you use stuff that won't hurt too much and try to kill the other team once everyone dies on one team the other team wins
Silly Walk	Who has the silliest walk? (Python-themed)
Singing / dancing choreographed	Our very own Busby Berkeley moment
Snow Castle Building	Make a snow castle
Snow Soccer	The classic Game
Space Invaders (Capture the Flag)	Yet another Capture the Objective variant
Space Race	Build and launch Water Rockets
Spacewalk	Teams have to accomplish some task while tethered to each other and to a fixed point (the ship). Could involve reaching several

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Activity Suggestions	Description
	different points on a fairly long line which might require winding and unwinding
Speakeasy	Re-themed Casino
Staring Contest	Competitive starting contest
STEM Space	An object streaks across the sky. It must be found and its message decoded
The Rush is On	Search for resources
Thou Art a Bowyer	Bow Making
Time Capsule	Bury your past
Tomahawk throw	Use tomahawks to complete an obstacle course
Torch Event	Lighting of the Olympic Torch to mark the start of the Games
Trek from Independence	Simulate the wagon trip out west with a camp wagon.
Tribal Inventory	Separate players by category and score points using an equation
Trophy Put	Throw trophies for distance
Ultimate Frisbee	Kind of like football.
Uncle Ethan's Craft Hour	We make something cool with guidance from Uncle Ethan.
Unique Fact	Each person identifies one thing they think is unique about themselves and others try to match facts to people.
Video night	A night of watching videos.
Water Rocket Construction	Construct the typical Boy Scout rocket from a two-liter bottle and assorted bits of foam and cardboard
Weekly Pinata	Each time a team wins they designate a member to smack the pinata until it breaks open
Wheelchair Broomball	Broomball played while seated in wheelchairs
Will it Stick?	Throw all manner of sharp objects at a target in hopes of sticking them.
Winter Camp Future Olympics	Test yourself now and again
Wounded Spy	From your Scout Fieldbook
WWI Flour Wars	Attack the other team with flour ala Follow Me Boys!
Yeti Dodgeball	Dodgeball with a very large ball.

Appendix III: The Meal Lists

Winter Camp has a long history of meal ideas; some are for the specific foods (Mexican Meal) and others are for things to be done during the meal (See-Saw Dinner). Sometimes it's a mix of both. There are just over 400 meal suggestions listed on the Winter Camp Universe. The list included here is just the ones that are considered active in 2020. Active means we've either eaten or created the meal in the last 5 years.

This list isn't intended to be exhaustive. Bringing back the dead is pretty common, as is using an existing suggestion as the basis for something new.

Activity Suggestion	Description
Anti-Obedience Snack	Eat foods which would generally not be enjoyed by Mr. Oatley or anyone else trying to eat healthy.
Apres Smoke Dinner	A lovely meal of smoked foods
Apres-Cardiac Meal	Eat the sort of foods you're allowed to eat after a cardiac event
Bakery Snack	Freshly baked bread and other treats
Bali Brunch	A light repast of fruits and bread.
Bavarian Bistro	A meal typical of a German cafe.
Bellissima Banquet	Fine Italian dining.
Bollmano's Pizza	The traditional pizza smorgasbord
Boodle Fight	A Thai banquet where food is served on the table and you eat what you can claim.
Boomerang Bash!	Australian food?
Burger Kabobs	Mold ground meat into a hotdog like tube using a 2-liter bottle
Casino Snack	Watered-down drinks and bar snacks
Catch of the Day	Smoked fish and trimmings
Caveman Dinner	The other Winter Camp classic
Chicken Cacciatore	Chicken Hungarian style
Chili Cook-off	A competition to make the best Chili
Chinese Dinner	Assorted Chinese foods.
Chops5tick Breakfast	Campers eat breakfast foods with chopsticks
Colazione Breakfast	An Italian-style breakfast.
Competitive Eating	Attempt to eat a lot of something quickly.
Conglomerate Lunch	Rand Stew and its companions
Continental Breakfast	Optional fast food
Dark Knight Dinner	A medieval style dinner
Dem Bollmano's pizza guys	Bollmano's pizza
Doggy Style Lunch	Hot dogs
Doughboy Breakfast	Food appropriate to a WW II GI.
Easy Breakfast	Continental Breakfast
Eggs in Space	A variety of egg-based dishes including eggnog
Epic Anniversary Dinner	Big dinner
Epicurious Snack	A snack with interesting choices.
Ethan's Speakeasy	A snack similar to Casino Snack
First Meal on the Moon	Bacon squares, peaches, sugar cookie cubes, pineapple grapefruit drink and coffee
Fish Slappin' Fun	Smoked fish and trimmings

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Activity Suggestion	Description
Food Paste Tubes	Food is dispensed into toothpaste style tubes
Foraging Lunch	Food must be found in the wild then added to the pot.
Fortune's Grits	Jackpot Grits with an F
Freeze Drying	attempt to freeze dry our own food using vacuum and heat
Freeze-dried Ice Cream Sandwiches	A snack of ice cream
Fuhget About It Lunch	Business lunch
Greco-American Lunch	Thinly themed way to eat chili dogs.
Grits Smorgasbord	Various types of grits with various toppings
Gumball Grits	Put ingredients for grits in the gumball machine and you get what falls out
Half Moon Dinner	Pasties are the star of this show.
Hot Irish Potato Lunch	Irish food with a potato to pass
Hot Meteor(ite) Lunch	Participants try not to be caught holding the meteor(ite) when the bell sounds and cannot eat until it sounds again.
Ice Cream Snack	Handmade and freeze-dried ice cream treats
Indian Lunch	Unlike the Hindu meal, this one just misses beef, not all meat.
Inside-out Candy Burgers	S'mores made with giant marshmallows outside and candy inside.
Jackpot Grits	Grits with randomized additives.
Koreshan Snack	A variety of foods served inside out (like a sandwich with two layers of meat and a slice of bread in the middle).
Lumberjack Breakfast	Eat like a lumberjack.
Meal from Home	Campers write down a favorite dinner and throw it in a hat; one is drawn to serve as a late week dinner
Meat Slapping Meal	Cook meat (probably a hot dog) by imparting sufficient kinetic energy to it.
Mexican Breakfast	A breakfast made from south of the US border dishes
Mexican Dinner	Mexican Meal
Moon Meal	A meal focused on cheese of which the moon is made
National Identity Meal	Meal constructed by each country to be their home cuisine
No Waste Meal	The meal must generate no trash -- everything edible including any packaging for the ingredients.
Olympic Meal	Each continent represented by a dish.
One-hand pancakes	Pancakes served on a stick.
Orbital Meals	Determine menu for some meals based on position of Winter Camp in a simulated orbit of the earth.
Patty Melt	Made with ground turkey
Payload Eggs	One day eggs are launched or dropped in protective cases, next day the remains are breakfast
Pineapple Upside down pancakes	Grill pineapple, then cover it in pancake batter, brown sugar, and a cherry.
Polish Breakfast	Food you might have for breakfast in Poland,
Rat on a Stick	Food cooked on a stick
Raw Deal Lunch	Everything about this lunch is made from raw ingredients; peanuts for peanut butter for example.

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Activity Suggestion	Description
Sausage-ghetti	Sausage with noodles pushed through
Smoked Beast	Using the smoker for a better taste.
Space Faring Dinner	Eat dinners from countries/organizations which are considered spacefaring
Spamsgiving	Spam everywhere you look
Splash Down Lunch	A simple lunch of soup and sandwiches.
Splashed Fish	Smoked fish dinner
Stan Lee Memorial Breakfast	A breakfast where each dish must have an alliterative two-word title, thus following the Stan Lee rule for superheroes.
Stove top waffles	Use an old school waffle iron to make waffles
Surprise Baking	We bake cookies or something similar in time for breakfast.
Tripoli Dinner	Food from Lebanon
UFO Meal	Unidentified Food Objects
Unique Meal	Each thing must have no shared ingredients
Youper Dinner	Pasties and other delicacies from north of the Mackinac Bridge

Appendix IV: Forms
Activity Suggestions

**Winter Camp Activity Suggestion Form Traditionally
Unconventional**

Your name: _____

E-mail address: _____

Activity name: _____

Skills Emphasized:

- Physical Mental Social

Difficulty

- Easy Moderate Hard

Location

- Indoors Outdoors Combined Unimportant

Time Frame

- Day Night Unimportant

Participation

- Team Individual Entire Group

Equipment Requirements

- Light Moderate Substantial

Describe the Activity, including rules

(Write on the back if necessary)

Meal Suggestions

Winter Camp **Meal Suggestion Form** **Traditionally Unconventional**

Your name: _____

E-mail address: _____

Meal Name: _____

Primary Concept:

- Cuisine (Food) Setting/Activity Both

Difficulty

- Easy Moderate Hard

Type

- Breakfast Lunch Dinner Snack Multiple

Estimated Preparation Time

- < 30 Minutes 30-60 Minutes 60 – 120 Minutes > 120 Minutes

Estimated Cost

- Inexpensive Average Expensive Ridiculous

Equipment Requirements (do we need props or special pans?)

- Light Moderate Substantial

Describe the Meal, including ambience and some menu ideas if those matter

(Write on the back if necessary)

Theme Suggestions

Winter Camp **Theme Suggestion Form** **Traditionally
Unconventional**

Your name: _____

E-mail address: _____

Theme Name: _____

Describe the Basics of the Theme

Why would this be fun?

What are some meals we might have with this theme?

What are some activities we might have with this theme?

Anything else we should consider?

(Write on the back if necessary)

Appendix V: Generic Schedule

Winter Camp Program Guide Generic Schedule

Day 1

12:00 Lunch
1:00 Orientation
1:00 Quest/Super theme event
4:00 Free time
6:00 Dinner
7:00 Blind hike
 Level 1 - Road hike
 Level 2 - Trail
8:00 Special projects session #1
11:00 Bakery Snack

Day 2

9:00 Continental breakfast
10:00 Sporting event #1
12:00 Lunch
1:00 Theme event update
1:30 Scouting action event
4:00 Free time
6:00 Dinner
7:00 Night adventure event
9:00 Gaming/Casino etc.
11:00 Snack

Day 3

8:00 Hearty breakfast
10:00 Service project
1:00 Lunch on the run
2:00 Service project
4:00 Free time
6:00 Dinner (Caveman)
7:00 Theme event update
7:30 Mental event
8:30 Special projects session #2
 (Pizza served during session)

Day 4

9:00 Continental breakfast
10:00 Sporting event #2
12:00 Lunch
1:00 Theme event update
1:30 Hobby/Craft event
4:00 Free time
6:00 Banquet
7:00 Mini work session
 (Clean kitchen, pack gear, newspaper, etc.)
8:30 Time capsule ceremony
10:00 Spiritual activity
11:00 Snack

Day 5

9:30 Oatley Breakfast
10:30 Sporting event #3
12:00 Conglomerate lunch
1:00 Clean up

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Winter Camp Program Guide Generic Schedule

Activity Descriptions

Quest/super theme event

Premier kickoff event with three update sessions for teams

Sporting events

Choose from list as conditions and interests dictate: golf, soccer, kickball, volleyball, croquet, Olympics, bowling, ultimate, sledding, horseshoes, etc.

Scouting event

Traditional or nontraditional such as orienteering, hike, wounded spy, pioneering, search and rescue

Night Adventure

Winter Camp favorite or new idea such as Capture the Objective, Murder-Clue, Predator, drop-off hike, abandoned railroad excursion

Mental event

Mental competition by individual or team such as Jeopardy, genius night, trivia

Spiritual event

Meditation, religious service, philosophy discussions

Special projects sessions

- Publish newspaper
- Set up activities
- WC or D-A improvement projects such as paint silverware box, remove tarnish from silver platter, prepare Winter Camp Worship and Meditation Book, mint coins for candy machine, fix springs on cots, construct coin box for trading post
- Bake bread (during second session make pizza)
- Make breadsticks
- Make cakes as needed

Activity Balance Analysis

Category	Occurrences	Time
Sporting events	3	4.0 hours
Theme event	1	3.0
Theme updates	3	1.5
Blind Hike	1	1.0
Gaming	1	2.0
Mental challenge	1	1.0
Scouting	1	2.5
Hobby/Craft	1	2.5
Spiritual	1	1.0
Ceremonial	1	1.0
Service	1	5.0
Night adventure	1	2.0
Camp projects	2	6.0
Free time	4	8.0

Appendix VI: Other Resources

This manual isn't the only resource to help with planning Winter Camp. Google can often be your friend when looking for new activities, particularly those related to a theme or based on a known activity or cuisine. Below are some other spots where you can find help with themes, meals, and activities.

Online

Winter Camp Universe is the number one source for collected ideas. Check out the page at:

<https://www.wintercamp.com/planning/>

Winter Camp Universe also has an online library of a number of resources including those listed below.

They can be found at:

<https://www.wintercamp.com/library/>

and

<https://www.wintercamp.com/rfnc/theguide/>

Planning for each Winter Camp is also available online:

<https://www.wintercamp.com/rfnc/xliv/>

Printed

Winter Camp has a number of printed resources which can be helpful. There are, of course, other sources too.

Encyclopedia WinterCampica

This is the definitive resource for history of specific events and meals as well as Winter Camp in general

Winter Camp Book of Worship

This book contains resources for holding religious services at camp. If we are at camp on Sunday, we usually hold a Scout's Own service.

Winter Camp Kitchen Manual

This book explains how we successfully manage the kitchen and serve meals at Winter Camp.

Winter Camp Leader's Guide

This book features ideas, suggestions, checklists, and forms to help plan and develop Winter Camp. It was created by a group of long-time campers and is the definitive resource on how Winter Camp works.

Winter Camp Manual

This book includes the complete history of Winter Camp and provides some advice on being ready for camp. It also talks about roles & responsibilities and includes the schedule and menus.

Winter Camp Meals Manual

This is really the counterpart to this book only about meals. It covers how we create the meals for Winter Camp and what the considerations are related to scheduling and planning.

Winter Camp Program Manual

Winter Campers

There are a lot of Winter Campers out there and many of them have skills that might not appear on the task list, but which could prove useful in planning for Winter Camp. This isn't an exhaustive list, but it may provide some ideas. Most of them will also have tools and equipment related to their interests. So if you need a bunch of games, ask Steve, Andrew, and Ethan. Want an interesting compass course? Ask Alan or Jeff.

Skill	Resource
Artistic Endeavors	Dave Oakley
Automotive	Brian Mann, Doug Wilson
Balloons	Steve Donohue, Ethan Rein
Chemistry	Brian Maghran
Climbing	Andrew Fountain
Computer Hardware	Keith King, Alan Wilson
Computer Software	Jeff Rand, Keith King
Construction	Adam Haubenstricker, Doug Wilson
DDA (Winter Camp Compass Stuff)	Jeff Rand, Alan Wilson
Electronics	Alan Wilson, Doug Wilson
Engineering	Doug Wilson, Alan Wilson
Fixing Stuff	Doug Wilson, Alan Wilson, John Ferencz, Brian Mann, Roger Horn
Games and Gaming (non-video)	Steve Donohue, Andrew Fountain, Ethan Rein
Hiking	Jeff Rand, Ethan Rein
Math	Mark Bollman, Ethan Rein
Outdoor Sleeping	Jeff Rand, Ethan Rein
Painting	Dave Milon
Scoutcraft	Jeff Rand, Ethan Rein
Sports	Mark Bollman
Trivia	Mark Bollman
Video Games	?
Winter Camp Trivia	Mark Bollman
Wintercamp.com	Steve Donohue

The Attic

Over the years, Winter Camp has acquired a few pieces of gear for frequent activities as well as an eclectic collection of equipment stored in the attic. We could probably do with a complete inventory, but here's a best guess at things we have in the attic.

2-3 Bowling Balls

Frame for Giant Tic-Tac-Toe

2 Volleyball Nets and ball

Bunch of X's and some pipes that fit them.

Air Pump

Ball of Twine

2-3 sets of golf clubs and bags, plus some balls

Assorted bits of rope

Box of balls for various sports

Appendix VII: Online Planning Tools

Although mentioned above, the scope of the online tools has increased and it is worth explaining what they are and how to use them. Most of these tools are accessed at the url:

<https://www.wintercamp.com/planning/>

The tools there serve a variety of functions; most of them are lists of activities, meals, and themes which have been suggested before; some have been used, most have not. There are also tools to add or edit activities, meals and themes. Most of those are pretty self-explanatory.

We're going to spend a few pages talking about the most complex (and probably useful) part of the planning system. The schedule maker can help create a schedule and list of meals for Winter Camp and do it quickly. It works using the lists of activities and meals.

Choosing a Camp

Right now, there are a lot of camps which don't have a schedule using the new system. To make that work, we have a screen to choose the camp to work with. There are two lists: one shows the camps which are completed and the other shows the camps which can be edited/created. Simply choose one and hit the "Go" button.

Winter Camp / Planning / Scheduling Tools

Scheduling Tools

Winter Camp has a tool for building schedules as of July 2020. Some of the previous schedules are already loaded and there are more to come.

Review

These schedules have already been created and are locked down for changes. They can be reviewed, but not altered. If there is an issue with one, email Stee Donohue.

Please select from the list below:

Review:

Create

These camps don't have schedules yet, so they're read to be created.

Please select from the list below:

Create:

Once a schedule is selected, the next screen lets you set up some header information for the schedule.

Creating the Schedule Header

The Display Time can be set to Normal (meaning a 12 hour clock with AM/PM), Military (a 24 hour clock) or Jiffy (which displays the time in elapsed jiffies; this is currently only used for Winter Camp II).

The time zone is either EST (Eastern Standard Time) or WCST (Winter Camp Savings Time). WCST really doesn't start until Winter Camp XV. This has no real effect other than appearing as a footer on the schedule.

The last section lets you choose themes for the weekette and/or the days. Early Winter Camps often had no themes, then later there were daily themes and finally weekly themes. The system will let you have both. If you want to get rid of one, just leave the box blank.

Once you're done, click on the Save button.

Create Schedule for Winter Camp XLI

Display Time:

Display Time: (typically WCST For Winter XV and beyond)

Themes

Weekly Theme:

Daily Theme for the 27th:

Daily Theme for the 28th:

Daily Theme for the 29th:

Daily Theme for the 30th:

Daily Theme for the 31st:

Creating the Detailed Schedule

Finally, we get to the heart of the system. This is where the detailed schedule is created. The top of the page will show the schedule in progress and the bottom will allow the entry of details.

[Winter Camp](#) / [Planning](#) / Schedule Details for XLI

Schedule Details for XLI

Current Schedule for 2017

12/27/2017

7:45 AM Congregate at Bollman's Hoouse	Delete
11:30 AM Unique Meal	Delete
1:00 PM Card Draft	Delete
2:00 PM 4-Way Dodgeball	Delete

Add More Events/Meals

Year: Month: Day:

Hour: Minute:

Activity Meal Alternate Name

Event:

Meal:

At the top, we see that we are working on Winter Camp XLI, which has held in 2017. We've added a few items already and are about to add another one. If one of the ones we've added is incorrect, we can click the delete button to remove it.

Below in the Add More Events/Meals section, we specify the Year, Month, and Day. These will default from the previous entry. The Hour of the event should be entered in the 24-hour format, but the system will display it either in normal or military format depending on the data from the last screen.

The next line lets us pick whether we're entering an activity or meal and give it an Alternate Name. The Alternate Name is useful if we're having a thematic version of an existing event. For example, if we're

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holding Casino Night but it's a pirate theme and we've decided to call it "Shore Leave". On the schedule, it will show up as "Shore Leave", but if you look at the details, it will show the Casino Night listing. This will help keep us from creating a lot of extra activities and meals when all we're really changing is the name.

We also pick whether we're adding an Activity or a Meal, then pick one from the appropriate drop-down box. You can click on the box and type the first few letters to move down the list quickly.

Once we've completed all the data for an entry, we click save and should see it added to the schedule.

Continue adding items until the schedule is complete.

The Finished Product(s)

The complete schedule looks like this:

Schedule of Winter Camp XLIII	
Friday, 12/27/2019	
12:07	Hot Meteor(ite) Lunch
13:03	Organizational/Orientation Meeting
14:10	4-way Volleyball
16:39	Craft Hour
17:55	Caveman Dinner
19:02	Open Time Capsule
19:39	Blind Experience
20:33	Baking
23:01	Bakery Snack
24:01	Lights Out
Saturday, 12/28/2019	
09:05	Lumberjack Breakfast
10:16	Camp Set-up
13:23	Splash Down Lunch

(Note this is the schedule for XLIII, not XLI).

It also creates the meal listing from the same set of data:

Friday, 12/27/2019

Hot Meteor(ite) Lunch

Apple, Fresh Carrot Sticks Sloppy Joes (New)	Bug Juice Potato Chips
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Caveman Dinner

Bread, Garlic - Homemade Milk, Chilled Tossed Salad	Chocolate Pudding Spaghetti with Turkey
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Bakery Snack

Bread Spreads, Sugary Butter, Churned Pretzels, Homemade	Bread, White Milk, Chilled
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Saturday, 12/28/2019

Lumberjack Breakfast

Eggs Milk, Chilled Pancakes	Hash Browns Orange Juice Sausage
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In both the schedule and the meal, you can click on the title of the item to see more details about that event or activity.

Here's the listing for the Organizational Meeting:

Activity Details - Organizational/Orientation Meeting

AKA: Orientation
Description: Explain camp to the new and remind the old of the rules.
Previously Held: XXIX
Emphasis: Social
Description: Explain camp to the new and remind the old of the rules. Introduce everyone and divide into teams for the week. Create Duty Roster.
Difficulty: Easy
Location: Indoors
Time Frame: Unimportant
Participation: Group
Equipment Requirements: None
Variations: Undefined

Detailed Equipment:

Item	Source
Duty Roster.	

Return to [Schedule](#) for XLIII

As you can see, it includes all the data from our Activities form, plus a couple of extra items. AKA means this event is normally called Orientation but we've given it an alternate name for this event. Previously Held shows which camps we've had this event at before.

Here's the listing for the Bakery Snack later that same day:

Meal Details - Bakery Snack

Description: Freshly baked bread and other treats
Previously Held: I, XXII, XXIII, XXVI, XXVII, XXVIII, XXIX, XXXIV, XXXV, XXXVI, XXXVI, XXXVII, XXXVIII, XL, XLI, XLII, XLIII
Ambience: All we need is the smell of warm bread.
Cuisine: Warm bread, pretzels, other baked goods.
Menu Updated: 2009

Items Served: Bread Spreads, Sugary	Bread, White
Butter, Churned	Milk, Chilled
Pretzels, Homemade	

Return to [Schedule](#) for XLIII

This one will show similar, but not identical data. It also follows the data from the Meals form for the most part, but it adds a little more: AKA could appear here, but this meal is going by it's common name. Previously Held is the same – which Winter Camps we've served this meal at before. Meals in the meals database can have multiple versions; in the WCU, we only keep the name. To help make the section on Items Served work, we show only the latest version of each meal: Menu Updated really tells us which version we're addressing and when the menu was last changed. Items Served shows the items we ate last time we ate this meal.

Some of the data in this section is still evolving and so these shots might not be exact as things improve.