

INFO FOR SPONSORS



SPONSORS

All youth **MUST** be accompanied by a sponsor. The suggested ratio is one adult for every eight youth. All sponsors must be 21 years of age or older.

CHURCH GROUP MEETINGS

Each church will meet as a group twice a day, beginning Monday night. The meetings will last 45-50 minutes and the leadership of these meetings will be the responsibility of the sponsor in charge of your church group. Materials for these meetings will be provided with your registration confirmation, or you may provide your own materials if you prefer.

K.P.

K.P. stands for Kitchen Patrol. Everyone does K.P.- students and sponsors. When you arrive at camp, you will receive your assignment. Every group is assigned to one meal. When you report for K.P., you will be given instructions and assignments (such as filling drinks, picking up trays, sweeping, scraping trays, etc.).

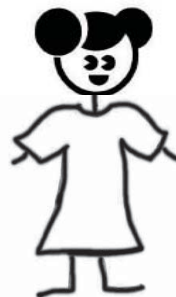
OFFICIAL SUPER SUMMER DRESS CODE:



Dress Casual-
Jeans & T-shirts
are great-even
at evening sessions.



Shorts are good
too- but no
short-shorts or mes-
sage shorts.



Girls can wear
dresses or skirts if
they want.



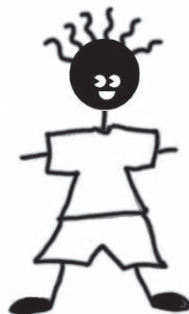
Yikes! No bare
midriifs- shirts
should be long
enough that no
skin is visible.



Hemlines and
necklines must be
modest.



Don't advertise for the
wrong guys! Clothing
promoting tobacco, alcohol,
sex and secular music is
inappropriate at Super
Summer.



Keep your shoes on!
Shoes should be
worn at all times.
(Take them off when
you sleep, shower,
or swim)



Sleeves, please!
No tank tops,
spaghetti straps, or
anything sleeveless.



Cover up!
Dark T-shirts must
be worn over swim-
suits- to, from, and
in the pool- for both
girls & guys.

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B.L.A.S.T. GAMES

B.L.A.S.T. stands for “Bringing Leaders and Students Together”. When you arrive at Super Summer, you will be assigned to one of four B.L.A.S.T. Teams. There is something fun that everyone can do regardless of the age or health limitations. The concept is to bring people together in a fun atmosphere and help them develop deeper relationships with those from their church, as well as others from different churches. It is wet, wild and low-skill fun recreation!

WATER GAMES are a significant part of the B.L.A.S.T. Games. Please bring appropriate clothing. Swimsuits, dark T-shirts, shorts and shoes that can be wet will be needed.

MASCOTS: Each team will choose an adult to serve as their mascot and will be responsible for creating a costume for their mascot. You will only be able to use items you bring with you or can find on campus to create that costume. Sponsors and students can bring any items (all 4 colors) they want to camp, but teams will not be allowed to go into town to purchase supplies.

B.L.A.S.T. TEAM COLORS: Each B.L.A.S.T. Team has a team color. The 2009 colors are:

❖ Red ❖ Blue ❖ Orange ❖ Green

(Team colors will be determined each Monday morning of camp, so no one will know their team color until they arrive at camp.)

CHALLENGE COURSE INFO

The Challenge Course is a system of elements that are designed to provide a church group with team building initiatives and activities to help develop teamship while having fun. Everything is “challenge by choice”, so even if students come and then decide not be a participant, their wish will be respected and they will not be forced to participate.

The Challenge Course consists of the Low Challenge Course with 19 elements, the High Challenge Course with 6 elements, and The Climbing Tower with 6 elements.

(For detailed information about the Challenge Course, visit www.webstercc.org and click on the facilities tab.)

RECREATION SIGN-UPS

All recreation activities are free of charge for those attending Super Summer. However, some activities require sign-up in order to facilitate scheduling. Sign-ups will be available at camp beginning on Monday night at 10:40 p.m.. Every night immediately after Late Night, the sign-up sheets will be available in Chapel Conference Room A.

WHEN YOU ARRIVE AT SUPER SUMMER

- Registration begins at 1:30 p.m. in the Chapel. Early arrivals will not be registered until the registration set-up is complete.
- Only adults are allowed in the registration area. Please ask all youth to remain outside.
- After completing registration, please transport your youth to their assigned housing unit. DO NOT allow anyone to change housing assignments. If you see an empty bed when you move in, chances are almost 100% someone will arrive to occupy that bed in the near future.
- After unloading and getting settled, youth and adults are free to participate in the recreational activities until Orientation begins.
- Please park in designated parking areas. Do not park on the grass.