****

**HANOVER MASTER GUIDE CLUB**

**HANOVER OUTDOOR TRAINING CAMP**

**(HOT CAMP)**

**PROFILE**

****

**© 2011 Hanover Master Guide Club**

**e-mail hanovermgc@yahoo.com**

**TABLE OF CONTENTS**

Introduction 2

Aims and Objectives 3

Venue Selection 3

Camp Rules 3

Camp Fees and item costs 4

Program Components 5

Program Outline 7

Staffing 8

HOT Squad 9

Application procedure 9

Club registration form

Camper application form

HOT Squad Profile sheet

1

**INTRODUCTION**

Each pathfinder class is required to attend two two-night outdoor camps for the practical instruction in a number of areas on the training curriculum. Unfortunately, the absence of these camping opportunities have prevented the completion of these requirements to the detriment of the eventual skill and knowledge base of the pathfinder, and the impairment of the pathfinder experience.

The Hanover Outdoor Training Camp “HOT Camp” is designed to partly fulfill these needs, and to promote the expansion of appreciation of nature and the outdoors.

This added dimension will undoubtedly enhance the pathfinder experience and give each one something extra to look forward to each year.

This is not a general youth camp, it is specifically for active pathfinders, TMGs, and master guides, and is geared toward spiritual upliftment, nature appreciation, and skill development rather than pure recreation.

I trust each camper approach the camp with this in mind, and leave, in every way, better than he entered.

Ryon Grant

July 2011

2

**AIMS OF THE CAMP**

1. To help campers feel the nearness of God and to become acquainted with him through his creation.
2. To learn about nature and to develop respect and appreciation for the outdoors.
3. To teach self-reliance, resourcefulness, creativity, and adaptive flexibility.
4. To satisfy the spirit of adventure.
5. To teach a range of survival and problem-solving skills in preparation for challenges to come as prophesied.
6. To promote health and fitness.
7. To provide an environment where pathfinders and leaders can enjoy pleasant fellowship.
8. To teach the benefits of teamwork and the harmonization of personal and group goals in task accomplishment.

**VENUE SELECTION**

The camp will accommodate a wide age range with the resultant differences in endurance and other abilities. This, coupled with the fact that each club will be required to bring all its food, accommodation and other supplies, will require that a site is selected that has ease of access from the transportation terminus, in addition to the other established outdoor camp-site criteria.

This is of particular importance if the camp attracts sufficient numbers to make rented toilet facilities a necessity for environmental and personal hygiene protection.

**CAMP RULES**

1. Campers eligible to attend are;
   1. Currently enrolled pathfinders from friend to guide.
   2. Registered master guide trainees from active centers
   3. Invested master guides
2. All registrations and applications must be finalized by the given deadline.
3. Each attending club must provide separate and adequate sleeping, accommodation, and other facilities for males and females.

3

1. Each club must bring its own food, drinking water, and other supplies, and must organize its own meals within the time-frame set on the camp program
2. Each club must be accompanied by the director or a deputy director and the officers must include at least one male and one female counselor.
3. Clubs will separate into male and female groups, but each such group will be kept intact at their section of the campsite.
4. Campers will be organized into units for classes and activities.
5. Campers must obey all proper instructions, and show respect to officers and seniors.
6. Campers unwilling to comply with camp rule, and clubs incapable of maintaining discipline among its members will be barred from future camps.
7. Campers must attend and participate in all activities.
8. Campers will be assigned chest tags which must be worn at all times during the camp.
9. No one is allowed outside the camp boundaries without proper authorization.
10. No guests or visitors are allowed during camp.
11. No electronic gadgets with earpieces are allowed at the camp, and cell phones must be turned off during all classes, assembly, or activity sessions. Campers must direct parents and guardians to contact the club director in case of emergencies.
12. No disorderly conduct will be tolerated.
13. No littering of the campsite is allowed.
14. The lighting of fires shall be done only by, or under the supervision of, a camp officer

**CAMP FEES AND ITEM COSTS**

The fee for this camp is five hundred $500.

This is required to cover the cost of organizing and promoting the camp as well as paying for supplies to be used for administration of scheduled camp programs. Clearly identifiable costs include;

Identification Tag

Honor patches for work completed

Stationery, printing, and communication

Transportation

4

Camp souvenirs are to be available as a means of promoting the camp as well as to contribute to the

general funding of master guide programs. These items and the possible price ranges are as follows.

ITEM PRICE RANGE

T-Shirt 500-700

Cap 200-250

Key Chain 150-200

Camp Cup/ HOT Cup 50 -100

Exercise Books 50

Pens 50

**PROGRAM COMPONENTS**

SPIRITUAL

*STARLIGHT VESPER*

This is the first worship service at camp and will set the tone for the rest of the weekend. It will highlight the God-man-nature unity as intended in Eden and offer a chance to reorient focus from the world left behind to the one we are preparing for among the stars.

*CAMP SCHOOL*

A combination of nature study and Sabbath school lesson review, partly presented by campers

*PRAISE IN THE WILDERNESS*

A musical celebration of the goodness of God manifested in the bounties of nature. This is an extension and enhancement of the usual praise and worship segment and should have the active and enthusiastic participation of all campers.

*DIVINE HOUR*

The sermons for Divine Hour should be inspirational and promote introspection, renewal, and consecration. Themes relating to or incorporating nature and promoting wholesome, healthful living should always be considered

5

SOCIAL

*FIRESIDE FELLOWSHIP*

This is an open air bonding and sharing session around a large campfire. It will provide opportunities for storytelling and communication skills development, and for each club to introduce members and share expectations and experiences for the weekend.

*ORGANIZED GAMES*

One hour play session to promote togetherness , communication and freedom of expression

PHYSICAL

*HIKING*

Early morning (Sunday) to view the natural world awaking. Keen observation of trail and scenes required for assignment report.

*CAMP DUTIES*

Contribute to the maintenance of the camp community, and offers exercise as well as sense of purpose and belonging. This is a privilege and should not be seen as punishment.

*SKILL DEVEIOPMENT SESSIONS*

A wide range of practical skill must be learned and developed. These range from recreation to survival skills. Skilled instructors will be assigned to these sessions.

INTELLECTUAL

*HONORS + INSTRUCTION CLASSES*

A wide range of honor and subject areas will be offered in each time slot. This is to ensure age relevant content, and sufficient diversity for all the pathfinder outdoor requirements to be offered each year.

*UNIT PRESENTATION*

Each unit will be assigned a topic for research and the development of a presentation to be given on the Sabbath afternoon. This will promote, learning, teamwork, resourcefulness, creativity, and build confidence.

6

**SAMPLE PROGRAM OUTLINE**

FRIDAY EVENING

05:00-07:00 Campsite zoning and setup

07:00-08:00 Program Checklist and preparation

08:00-09:00 Starlight Vesper

09:00-10:00 Fireside Fellowship

10;:30 Flame Out

SABBATH MORNING

05:00- Rising and Readiness

05:30-06:00 Line Call

06:00-07:00 Breakfast

08:00-09:00 Camp School

09:00-10:00 Praise in the wilderness

10:00-11:00 Divine Hour

11:00-11:30 Break

11:30-01:30 Honors Class (Outreach/ Nature)

01:30-03:00 Lunch and Rest

SABBATH EVENING

03:00-04:30 Classes/ Presentations

04:30-06:00 Unit Presentations

06:00-06:30 Sunset Vesper

06:30-08:00 Bathroom & Supper Break

08:00-09:30 Stars honor presentation

09:30-10:30 Organized Games

10:30-11:00 Roll Call

11:00 Lights Out

7

SUNDAY MORNING

05:00 Rising

05:30-07:00 Hike

07:00-07:30 Line Call

07:30-08:30 Breakfast

08:30-10:00 Outdoor Honors

10:00-11:30 Camping Skills (1-4)

11:30-01:00 Wilderness Living Components

01:00-01:30 Last Supper

01:30-02:00 Restoration of campsite

02:00 Break Camp

**STAFFING**

*OFFICE MAIN DUTIES*

Camp Director Overall supervision and coordination of officers

Deputy Director- Female Supervision of female superintendents. Assist Director

Deputy Director- Males Supervision of male superintendents. Assist the director

Superintendents Male and female officers to supervise counselors

Counselors Local club officers who will supervise their members

Security Coordinator Perimeter enforcement, order, and safety

Instructors For honors, activities, class sessions, presentations etc.

Medical Coordinator Review applications for at risk individuals, to monitor general health and first aid services.

Facilities Coordinator Grounds layout and facilities. Physical campsite supervision

8

HOT SQUAD

In recognition of the need for trained instructors and supervisors of outdoor activities, the HMGC introduced outdoor training as one of the four specialization paths to master guide service.

This will support the establishment of a special corps for outdoor instruction. Members of this corps must have completed the ten compulsory honors from the current master guide profile, which are also required during the six pathfinder training years. They will also complete the five outdoor specialization honors and five additional honors to fully prepare them for the task of outdoor instruction and leadership.

A formal training profile document is to be completed for each prospect, and on fulfilling all the honor requirements, the individual must demonstrate a level of responsibility, resourcefulness, and reliability to be formally coopted as a member of this special squad.

**APPLICATION PROCEDURE**

There will be three groups at the camp;

* Pathfinder clubs comprising officers and members
* Master Guide Trainees from active centers with their instructor.
* General camp officers and instructors.

General Camp officers will submit their application forms directly to the HMGC and be rostered for their assignments.

Prospective campers from MG Training centers and pathfinder clubs will complete the application form and submit this to their club director or center instructor.

The director/instructor will then complete the club/ Center registration form detailing the number and characteristics of the campers attending, as well as the inventory of key equipment to be brought to the camp. This document will be used to organize the camp layout and supervisory requirements.

Fees for the camp must be collected by the director or instructor and submitted with the club registration form in full.

9