



## *2014 Camp Promo Kit*



# Contents

Program.....	3
Alternative Options.....	4
2014 FUGE Camp Sign Up Sheet .....	5
Fuge Commitment Cards.....	6
Camp Promotion Games .....	7
Game 1: Blanket Drop.....	7
Game 2: Human Scramble .....	7
Game 3: Photo Finish.....	8
Game 4: Back Artistry .....	8
Game 5: Mini Mega.....	8
Fundraising .....	10
The BRING ONE MORE Challenge.....	12

It's gonna **BE** good! We believe camp has the power to change a student's life. We have seen and experienced how, through camp, Christ has transformed the hearts of both students and adults. So, we want you and your group to be excited about the camp experience, before the summer even arrives. This promo kit is designed for you to do just that – to get your students and adults pumped about the week of camp to come. We hope this kit will help you plan a time that has everyone eagerly and enthusiastically anticipating what the Lord will do at FUGE this summer.

Be sure to keep up with the latest FUGE happenings...



@fugecamps



FUGE Camps



blog.lifeway.com/fuge



Fugecamps



# Program

- 2 min *FUGE Theme Video*: This video shows a preview of what your students will be studying while at camp this summer. It can be viewed at <http://www2.lifeway.com/fuge/index.php/pages/fugepromo/>\*
- 20 min Games (as outlined on pages 7-9)
- 4 min *Location Video*: These videos are some of our end-of -week videos from summer of 2013 that allow you to see a glimpse of camp at the location you will be visiting. They can be viewed at <http://vimeo.com/fugecamps/>. On the right-hand side bar, click album, open the album, and find your location's video!
- 5 min Song
- 4 min Mission Emphasis: This is a great way to remind students to think about and give to missions throughout the year and not just while they are at camp. You can explore <http://www.fugeforafrica.org/> to find a video to play or information to share with students about Fuge's current mission involvement. For a brief history of the missions offering over the years, visit: <http://www2.lifeway.com/fuge/index.php/pages/about/missions/>.
- 5 min Song
- 4 min *This Will Leave a Mark Video*: This video contains testimonies of students who have attended FUGE camps in the past. It is a great way to give students a glimpse of the life-change that happens at camp. It can be viewed at <http://www2.lifeway.com/fuge/index.php/pages/fugepromo/>
- 16 min Message by youth pastor and/or student testimonies about what God has done at camp\*\*
- 5 min The Bring One More Challenge (see page 12)
- 25 min Questions/Sign Up/Fellowship Time

\* *MFuge promo video*: If attending MFuge, consider also showing this video as well. It can be viewed at: <http://www2.lifeway.com/fuge/index.php/pages/fugepromo/>

\*\*If you have not attended FUGE before, we want to encourage you to let them know why you chose this camp and what you want to see the Lord do in all of your lives while you are there. If you are running out of ideas or stories to fill this time, send an email to [fuge@lifeway.com](mailto:fuge@lifeway.com) to get some suggestions.

# Alternative Options

- If you don't have a band, you can easily replace the 10 minutes of music with 10 more minutes of games, refreshments, or question time.
- If your meeting is only an hour, use this outline
  - 10 min Games
  - 2 min *FUGE Theme Video*
  - 4min *Location Video*
  - 5 min Song
  - 4 min Mission Emphasis
  - 4 min *This Will Leave a Mark Video*
  - 11 min Message
  - 20 min Sign Up
- If you don't feel like the fellowship will work for your group, check out these "Minute to Win it" options at <http://www.nbc.com/minute-to-win-it/how-to/>.

## Here are a few ideas for the last 30 minutes:

- Provide students an opportunity to sign up for camp (See page 5)
- Talk about payment deadlines
- Discuss fundraising for camp (See page 10)
- Sign commitment cards to begin praying for each other (See page 6)
- Set a goal for your church's mission offering
- Discuss fundraising for missions offering (See pages 10)



Sign this FUGE Commitment Card and keep it somewhere to remind you to pray about what the Lord will do this summer.

As we prepare to attend Fuge this summer, I, \_\_\_\_\_, commit to pray for

My youth group

My church

My youth pastor

Myself

The FUGE Staff

Other campers

*I love the Lord because He has heard my appeal for mercy. Because He has turned ear to me, I will call out to Him as long as I live. - Psalm 116:1-2*

Sign this FUGE Commitment Card and keep it somewhere to remind you to pray about what the Lord will do this summer.

As we prepare to attend Fuge this summer, I, \_\_\_\_\_, commit to pray for

My youth group

My church

My youth pastor

Myself

The FUGE Staff

Other campers

*I love the Lord because He has heard my appeal for mercy. Because He has turned ear to me, I will call out to Him as long as I live. - Psalm 116:1-2*

Sign this FUGE Commitment Card and keep it somewhere to remind you to pray about what the Lord will do this summer.

As we prepare to attend FUGE this summer, I, \_\_\_\_\_, commit to pray for

My youth group

My church

My youth pastor

Myself

The FUGE Staff

Other campers

*I love the Lord because He has heard my appeal for mercy. Because He has turned ear to me, I will call out to Him as long as I live. - Psalm 116:1-2*



# Camp Promotion Games

Included are a range of games that should work for any size group. Remind students these games are a good preview of the fun that is to be had at camp next summer!

- You can rearrange any of these games.
- Gather supplies and group by game before the service starts.
- Consider having stage managers who will set up the games.

---

## Game 1: Blanket Drop

**Materials needed:** Large blanket

**Objective:** The team that has significantly fewer persons than the other wins!

**Game play:** This activity calls for high level, group cooperation and face/name association. So, designate one person as an assistant and provide a blanket, sheet, or other opaque, movable partition. Divide the group into two teams and immediately separate the teams with the blanket. Each team should be clustered in a seated position so its members cannot see nor be seen by the other team. Each team chooses one person to move to the blanket quietly and sit facing it. On your command, the blanket is dropped. The person on each side tries to name the other. The first one to shout the correct name wins and carries the spoils of war back to his side (the loser becomes a member of the winner's team). Allow team members to be creative as they prepare for the "face-off."

---

## Game 2: Human Scramble

**Materials Needed:** None

**Objective:** To be the last pair remaining.

**Game Play:** This lively game is a great way to warm up both physically and socially. It may be played on any safe surface, with up to 40 or 50 people. The participants find partners and form a double circle with one partner in the inner circle and the other in the outer circle. At a signal from the leader, the inner circle begins to move clockwise, while the outer circle moves counterclockwise. The leader calls out two body parts, such as "hand, knee." The partners rush toward one another (tripping over the other pairs in the process). The participants in the outer circle must touch the hand of their partners, while those in the inner circle touch their partners' knees. The last pair to achieve this is eliminated and moves out to assist in judging future efforts. The final pair remaining wins.



## Game 3: Photo Finish

**Materials Needed:** Paint, tape, or rope for a finish line

**Objective:** To have everyone cross the finish line at the exact same time.

**Game Play:** Establish a finish line using one of the items noted above. Your entire group tries to cross the finish line at the exact same time. Give them an opportunity to try it once...and then strategize. Everyone must start behind the line and cross it at the exact same time. Time is not a factor in this initiative. If a group fails (if someone goes over early or finishes late) they are to start over and try again. The team may have an unlimited number of tries.

---

## Game 4: Back Artistry

**Materials Needed:** None

**Objective:** To correctly guess the most designs.

**Game Play:** This activity is done easily, in any setting, with any number of participants. People get in groups of 10 to 12 and sit one behind the other. The person at the back of the line begins by using a finger to draw a simple design on the back of the person in front of him. That person in turn tries to replicate the design, drawing it on the one in front of her, and so on up to the first person in the line. Students cannot discuss the image drawn. The front person may either draw on paper or describe what they think was drawn on his back. Compare with the original design drawn at the back of the line. Repeat this process at least 4 times. Keep the designs simple to begin with, like a Christmas tree or a star.

---

## Game 5: Mini Mega

**Materials Needed:** Stopwatch, cones or tape to make lanes, music to play while Mini Mega is taking place, Mini Mega Outlines (1 per team)

**Objective:** For a team to finish all elements of Mini Mega as fast as possible.

**Set Up:** Select 4 elements for your Mini Mega from the following. We suggest 2 elements that involve every student and 2 elements that involve a small group or 1 person. Create a Mini Mega Outline based on the elements you have selected. Edit it to include only the elements you have selected. Create lanes for each team. Use your judgment for how many teams/lanes to create. Mini Mega can be played with as few as 6 people on a team and up to as many as you would like.

**Game Play:** Divide students evenly into teams. Give each team a Mini Mega Outline sheet that you have created. Walk students through the outline collectively, explaining each element in the order it will be played. Allow the students 3 minutes to decide who will run the elements of Mini Mega that do not involve everyone. Lead teams to get into place in front of their lane. Tell the students to “go” and start the stopwatch. The first team to complete all the Mini Mega elements successfully is the Mini Mega Winner!

\*If you have adults around during this time, use them to cheer/coach teams throughout Mini Mega.

\*\*If you need to fill more time you may use more than 4 Mini Mega elements. You may also give each team time to come up with a name and cheer. Before announcing the Mini Mega winner, allow teams to compete against each other to see who has the most creative cheer.



## Mini Mega Elements

**Chug-A-Soda:** One student will run to the center and chug a soda. They must burp, and then sprint back to the rest of their team. (1 person)

**Materials Needed:** 1 soda per team

**T-shirt Freeze:** Two people will run to the center. One person will open the frozen t-shirt and then hand it to the other team member. The other team member will put on the frozen t-shirt. (2 people)

**Materials Needed:** 1 frozen t-shirt per team

**Balloon Pop:** Two students will run to the center. One person will blow up the balloon and tie it. The other will take the balloon and sit on it to pop it. The balloon must pop before both individuals run back to their team. (2 people)

**Materials Needed:** 1 balloon per team

**Gerber Baby:** Someone eats a jar of baby food. The baby food may be eaten with a spoon or directly from the jar. (1 person)

**Materials Needed:** 1 can of baby food and spoon per team

**Leap Frog:** First team member kneels on the ground. The next person jumps over them and kneels down in front of them. The rest of the team does the same until someone reaches the center. (Everyone)

**Materials Needed:** None

**FUGE Tunnel:** Students will form a line with feet placed more than shoulder width apart. The person at the end will crawl through the legs of the entire group. The next person on the end crawls through the legs of the entire group as soon as the first individual has crawled under their legs. Once each student reaches the end, he/she sits down. Once all students have completed the tunnel and are sitting down, they are finished. (Everyone)\*

**Materials Needed:** None

\*We suggest ending Mini Mega with the FUGE Tunnel.

## Mini Mega Outline

Leap Frog: Everyone

Chug-A-Soda: \_\_\_\_\_

T-Shirt Freeze: \_\_\_\_\_, \_\_\_\_\_

Balloon Pop: \_\_\_\_\_, \_\_\_\_\_

Gerber Baby: \_\_\_\_\_

FUGE Tunnel: Everyone

# Fundraising

## Tips for Fundraising:

- You need help! Seek volunteers who will be enthusiastic, hard-working and motivate them to serve.\*
- You need time! Spend time planning and preparing and thinking through your fundraising project.\*
- You might need money! It often takes money to make money, so the 3:1 ratio usually works well: 3 parts income to 1 part expense.\*
- You might need free stuff! Don't be afraid to ask for sponsorship and donations for things that can help your fundraising efforts.
- You need people to be in the know! Get the word out, make sure you include publicizing into your planning and preparation.\*
- You need a goal! Goal-setting is an important aspect of fundraising because it will help give your volunteers something to work toward.\*
- Fundraising can be used as a tool to continue to foster unity between your youth ministry and the rest of your church body.

## Ideas for Fundraising:

### Little-To-No-Prep

- **Phoenix Community Coffee:** Phoenix Community Coffee can help you generate revenue to support your cause. You can create your own partnership page. They take the frustration out of fundraising with: no upfront cost, no contract, branded URL, selling incentives, quality products and no product management. Visit [www.phoenixcommunitycoffee.com](http://www.phoenixcommunitycoffee.com) for more information.
- **Donation Containers:** Place fun, eye-catching containers for people to drop money into around your church with an explanation of why the money is being collected. Don't forget to publicize the purpose of the containers as often as you can!
- **Money Tree:** Set up a small, artificial tree in a well-traveled spot in your church. Provide envelopes and a way to fasten them to the branches by the tree. People should be informed and encouraged to place money in the envelopes as they are led and attach their envelope to a tree branch.
- **Restaurant Partnerships:** Ask around...some restaurants may be willing to donate a percentage of the proceeds of a certain day and time. Some may require student participation while others may not.

### Humorous

- **Tacky Yard:** This has great potential for lots of laughs and hopefully lots of dollars! Gather tacky yard decorations and other random objects that one would be appalled to find in one's yard. Ask several individuals to dress up in tacky clothing and other items and plan to hunker down in the front yard of different church members (make sure you know they will be home, but don't tell them you're coming). Tell them you refuse to leave until they give a donation!\*\*
- **Bail Me Out:** Handcuff a willing youth leader who is well known in the church or community. Challenge youth to call individuals throughout the church or community to raise funds for his "bail". Release the prisoner when they raise "bail". Make sure people called know this is happening in advance so they understand it is a fundraiser to avoid any miscommunication.\*\*\*



- **Karaoke Talent Night:** Have students commit to lip-sync to one a song and raise pledges for their performance. Let everyone know the night of the performances and sell tickets.\*\*\*

### Service Related Fundraising Projects:

- **Parent's Night Out:** This is a great way to serve the families of your church and community! Plan a night (before Christmas and around Valentine's Day are good choices) where parents can bring their children for several hours while they have the night off! Plan age-appropriate activities and give both the kids and their parents a great evening! Decide on a price to charge for the services and make sure everyone knows what their dollars are contributing to! Parents will be asking when the next PNO will be!
- **Mail Box:** Set up a system within your church where members can send Christmas cards to others in the church. Have your youth fulfill the requests for the cards by delivering the cards. Set a price for each card or ask for donations.
- **Gift Wrapping:** Set up a gift wrapping station around Christmas and encourage youth (or anyone else who has mad gift wrapping skills) to wrap gifts...those who partake of your services will be inclined to leave a donation!\*\*
- **Banquet:** Plan a banquet for church members to buy and sell tickets. Involve your youth in the planning, preparation and entertainment for the evening. Include in the entertainment portion of the evening a way to inform church members about camp and why it is so important that as many students as possible have a seat on the van headed for camp! The entertainment can be anything you can imagine: skits, songs, a video made by you and your students, testimonials, a game show, etc...the sky is the limit!

### A Few More Ideas

- **Car Wash:** Let's face it...along with a clean car comes a good feeling, and good feelings lead to generous people! Be creative...publicize incentives! Decide that the "nth" number car that is washed will receive a car wash once a month for the next 6 months...be sure to bring your donation bucket and your water bucket each month!
- **Auction:** This can be an event that is way fun and will have people talking for months! Invite your church family to participate by bringing items they have made or want to pass on. The more stuff or services to auction...the more money you will make! This event can be fun for the entire church body!
- **Yard Sale:** Host a yard sale sponsored by your youth group. Enlist youth to encourage church members to donate items, organize and publicize the sale. This event will hopefully draw people from the community and introduce them to your church body! Make sure everyone knows where their money is going!
- **Sporting Event Benefit:** Plan a basketball, volleyball (or any other sport) tournament! Make the team match-ups fun—play your students against your adults, put two small groups or Sunday school classes against each other; or any other match up that will draw a crowd. Charge admission and/or ask for donations. Make half-time fun with advertisements about the upcoming trip to camp!\*\*
- **Bake Sale:** Invite any and everyone to be involved in a Bake Sale. Ask volunteers to bring baked goods to sell on one particular day, once a week, or once a month.

\* Idea adapted from [http://www.gosh.org/get\\_involved/community/hints.html](http://www.gosh.org/get_involved/community/hints.html)

\*\* Idea adapted from [www.fundraising-ideas.org](http://www.fundraising-ideas.org)

\*\*\*Idea adapted from <http://www.easy-fundraising-ideas.com/>



# The BRING ONE MORE Challenge

Camp is a great place for both believers and non-believers. Each summer, God works through camp to bring His children into a deeper love for him, as well as to bring new believers into the Kingdom. We know that God has planned far in advance for those who will come to camp, and how he will work in each student's life.

We encourage you to issue the *BRING ONE MORE Challenge* to your students during the months leading up to camp. If they have been to camp before, remind them of how it affected them, and that it could have the same power in one of their friends' lives. Challenge your students to invite a friend to camp with them, and keep them accountable as camp approaches. Here are some ideas to get your students excited about the BRING ONE MORE Challenge:

- **Establish an incentive.** Tell your students that if all of them (or a certain percentage) has a friend register for camp, there will be a reward. Shave a Mohawk in your head. Throw a victory party. Let them pie the pastor in the face. Get creative!
- **Mention it weekly.** Continuously remind your students of the BRING ONE MORE challenge, and recognize students who have a friend register.
- **Student Testimonies.** If you have students who have attended camp before, ask them to give a brief testimony of their experience at camp. In the months leading up to camp, invite students speak at various youth meetings/events.
- **Hand out the BRING ONE MORE Challenge cards.** Make copies of the cards below and hand these out to your students. Challenge them to give them to a friend who they'd like to invite to camp.

## IT'S GONNA BE GOOD!

Join me for a life-changing week at FUGE on \_\_\_\_\_, 2014.

More details at [fuge.com](http://fuge.com)!



## IT'S GONNA BE GOOD!

Join me for a life-changing week at FUGE on \_\_\_\_\_, 2014.

More details at [fuge.com](http://fuge.com)!



## IT'S GONNA BE GOOD!

Join me for a life-changing week at FUGE on \_\_\_\_\_, 2014.

More details at [fuge.com](http://fuge.com)!



## IT'S GONNA BE GOOD!

Join me for a life-changing week at FUGE on \_\_\_\_\_, 2014.

More details at [fuge.com](http://fuge.com)!



Print, cut out, and fill in the date your group is attending camp. Then hand them out and issue the BRING ONE MORE Challenge to your students. See you this summer!