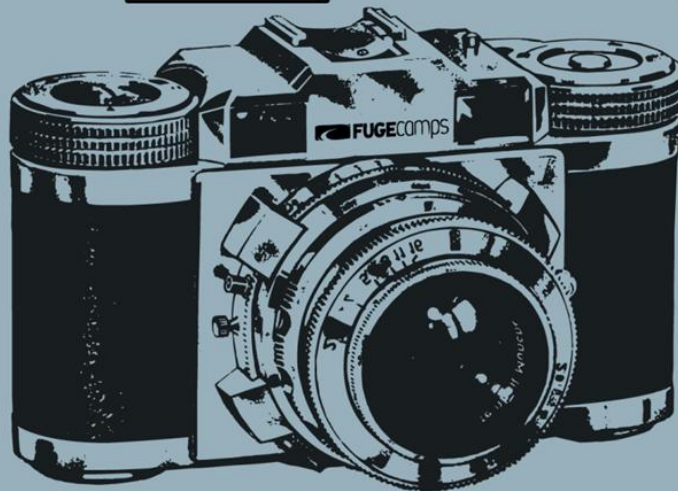




2013 Camp Promo Kit

THE **BIG** PICTURE



FUGE CAMPS 2013

Oh snap, Camp is coming! We believe that 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 rolls around. This promo kit is designed for you to do just that – to get your students and adults pumped about the week of camp that is to come. We hope that this kit will help you plan a time that has everyone eagerly 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



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Program

- 2 min *Fuge Promo Video*: This video shows several elements of camp that students will participate in such as bible study, worship services, recreation, service projects, and MEGA Relay.
<http://www2.lifeway.com/fuge/index.php/pages/fugepromo?intcmp=fuge-head-nav-about-promo-pg-Promotional%20Resources>
- 20 min Games (as outlined on pages 8-14)
- 4 min *Location Video*: These videos are some of our past end-of -week videos that allow you to see things at the location you will be visiting. They can be viewed at <http://vimeo.com/fugecamps/>
On the right-hand side bar, click albums, and find your location's video!
- 5 min Song
- 4 min Mission Emphasis.*
You can view some of our past year's mission videos at <http://vimeo.com/fugecamps>. For more information about the history and current plans for the missions offering go to:
<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 exceptionally beneficial for churches that are coming for the first time. <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 15)
- 30 min Questions/Sign Up/Fellowship Time

*One idea for getting your students ready to give to the mission offering at camp is to have a jar/box/bucket in your youth room that they can drop money and spare change in every week. It would be a great way to remind them to think about and give to missions all throughout the year and not just while they are at camp.

**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.



Other 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:
 - 10 min Nightlife Games
 - 2 min *Fuge Promo 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:
<http://www.nbc.com/minute-to-win-it/how-to/>

Here are a few ideas for the last 30 minutes

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

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

As we prepare to attend Fuge this summer, I, _____, commit to praying 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***

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Camp Promotion Games

We have included 6 games for you to choose from.

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

Points to ponder:

- You can rearrange any of these games.
- Have the supplies ready and grouped by game before the service starts.
- Get a large tarp to place down on the stage for the entire game.
- Consider having stage managers that will set up the games.
- Have a large table close by for the entire game where you can easily move it when you're not using it.



Game 1: Fast Photo

Materials needed: None.

Objective: The team that most closely repositions the opposing team in to their original “picture” wins.

Game play: Divide your group into two teams. This game works best with at least four people on each team. Have both teams stand in a group, facing one another. Have one group, “the photographers,” turn their backs on the other group, “the models.” The models now have 15 seconds to get into any sort of pose they’d like. (Here, it is best if the youth pastor/game leader snaps a photo of the pose). At 30 seconds, they must hold that pose. Then, the photographers turn around and have 30 seconds to study every detail of the other groups pose. After 30 seconds is up, the photographers turn back around while the models rearrange and change positions. Now, the photographers have 1 minute to try and place the models into their snapshot position.

Give both teams a chance to be the models. The team that most closely positions the models into their original pose wins!



Game 2: Elephant, Kangaroo, Fish

Materials Needed: None

Objective: To stay out of the middle of the circle by quickly reacting to the commands of the person who is "It."

Game Play: Players are seated in a circle (in chairs are best), with one person designated as "It." The one who is It moves around the circle, points to someone, and calls out either "elephant," "kangaroo," or "fish" before counting to five. The person at whom It pointed, and the two people seated on either side of him or her must form the designated animal before It counts to five. If the threesome correctly form the animal in time, It must seek another set of victims. IF any one of the trio makes an error in forming the animal, that person loses their chair and becomes It. Should more than one of the trio make an error, It may choose his or her replacement.

Formations:

Elephant: The middle person extends their arm in front of their face with a close fist, making an elephant's trunk. Those on either side make big C's (like when dancing to Y-M-C-A) pointing toward the middle person. This will form the two ears of the elephant.

Kangaroo: The middle person uses both hands to give themselves ears on top of his or her head. The two people on the side hop out of their chairs.

Fish: The middle person puckers his or her lips. The side people pretend to swim.



Game 3: Find Your Knee

Materials Needed: none

Objective: To be the last pair remaining at the end of the game.

Game Play: This game can be played outside on a grassy field or indoors in a large carpeted room. Ask participants to find a partner (an even # of players is needed). Partners should form a double circle, with one partner in the inner circle and the other partner in the outer circle. At the leader's signal, the players in the inner circle begin to walk counter clockwise, while the outer circle walks clockwise. Thus, partners are walking in opposite directions.

As the two circles move, the leader finally shouts "find your knee!" At this cue, partners scramble to find one another. Upon finding each other, one partner gets down on one knee, while the other partner sits on the knee. The slowest pair to find one another and assume this position is eliminated. Then, the two circles re-form, and you play another round. This continues until one pair remains, who are then declared the winners!

Eliminated players can continue to be involved as referees for the remainder of the game.



Game 4: Bumpity, Bump, Bump, Bump

Materials Needed: None

Objective: Stay out of the middle of the circle by having quick reflexes and a good memory.

Game Play: Have participants form a circle. Select someone to be “It.” It stands on the inside of the circle. To begin play, It walks around inside of the circle, and walks up to a player of his or her choice, saying either “left,” “right,” or “front.” It then follows the chosen command with the phrase “Bumpity Bump Bump Bump.” The chosen player must, as quickly as possible, respond with the person’s name on his left, right, or It’s name BEFORE It has finished saying “bumpity bump bump bump.” If the chosen player says the correct name before It finishes saying the phrase, It must move on to a new player. If a wrong or slow or no answer occurs, that player then becomes the new It. As play progresses, add two or three more Its to keep the game challenging.



Game 5: Who's the Leader?

Materials Needed: None

Objective: For It to figure out who is leading the group in various motions and movements.

Game Play: Participants form a large circle, and sit either in chairs or on the floor. One person is chosen as It. It leaves the room until notified he or she can re-enter. While it is gone, the other players nominate someone in the circle to be the leader. The leader then begins to do some sort of repeated hand motion. It could be patting his right knee, tugging on his ear, tapping his elbow, etc. The leader can change the motion he or she is doing at any point, and the group must follow his lead. Whatever he or she does, the rest of the players must also do. Get the circle of players going in this manner, where they are all following the leader. Now, have It come into the room and stand in the middle of the circle. It's goal is to figure out who the leader is. The players in the circle must be strategic about where they look, and how they transition from one motion to another. They do not want It to figure out who the leader is. Once It guesses the leader, the leader becomes It and goes outside the room, and another round begins.



Game 6: Look Up, Look Down, SCREAM!

Materials Needed: None

Objective: To get the entire group to go as many rounds as possible without screaming.

Game Play: Have players get in a circle. One person should be designated as the game leader, and will stand outside of the circle. To begin play, the game leader cues everyone to look down. The leader then counts to three and says “Look Up!” At this point, each player in the circle must immediately look up at any single person. If the person they are looking at is looking directly back at them, they both must scream! As long as a player is not making eye contact with another player in the circle, they remain silent. This procedure is repeated until everyone in the circle looks up without screaming. There should be no out loud strategizing among the group!



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.

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 that have attended camp before, have them give a brief testimony of their experience at camp. In the months leading up to camp, have students speak at various youth meetings/events.
- **Hand out the BRING ONE MORE Challenge cards.** Make copies of the next page and hand these cards out to your students. Challenge them to give them to a friend that they'd like to invite to camp.



OH SNAP, camp is coming!

Join me for a life-changing week at FUGE on _____, 2013.

More details at fuge.com!



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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!