

Name: _____

Cabin: _____



LUTHERLYN

Family Camp – 2025

Executive Director
Associate Director
Site Manager
Food Service Manager
Office Manager/Registrar
Development Director
Environmental Education Director
Unit Leaders
Nurse
Chaplain

Deb Roberts
Rev. Ryan Fitch
Eric Roehling
Lisa Blackburn
Jennifer Stanley
Andi Dunmyre
Todd Garcia-Bish
Suzy, Nadine, Sam
Melissa Ray (Nurse Cell: 724-841-5805)
Pastor Tricia Schneck

2026 Family Camp Dates: June 28-July 3

*A representative from each family should attend the Family Camp Kick-Off
in Baker Chapel at 4:45 on Sunday.*

- Please do not use mini-refrigerators, coffee makers, microwaves, or window air conditioners in your cabins. The electrical system cannot handle appliances running in the cabins.
- Hot & Cold beverages will be available in the dining hall from 7am-10pm every day.
- There is a full-size refrigerator in Redwood Lodge that you are welcome to use. Please label all items with your name and please do not take anything from the refrigerator that is not yours.



Maintenance Shop
Water Treatment
Forge
5
6
7
Dogwood
Cherry
Elm
Storage
Ash
Miller Center
The Ark
Beech
Craft Cabin
Craft Cabin 2

Hickory
Greenbriar
Fir
Ironwood
Juniper

Red Pine
Scots Pine

Tamarack
Redwood Lodge
White Pine
Yellow Pine

30
Resource Center
Health Hut

Shaulis Village
Wallace Hall
Dogwood Pavilion

J2
J1
Woodland Lodge

Main Entrance to Dick Road

Octagon Pavilion
Sand Volleyball
Environmental Education Center

Arbor Village – Ash, Beech, Cherry, Dogwood, Elm
A-Frame Village – Fir, Greenbriar, Hickory, Ironwood, Juniper
Log Cabin Village – Red Pine, Scots Pine, Tamarack, White Pine, Yellow Pine
Ridge Village – Locust, Maple, Norway Spruce, Oak, Poplar

1 inch = 233 feet

0 0.025 0.05 0.1 Miles

Challenge Courses
Amphitheater
High Ropes Course
Boat House
Lower Lake

Field 1
Field 2
Field 3

Ball Courts

Friendship Way

Stewart Center
Office
Fireside
Rice Hall

Pool
Dining Hall

Recreation Building
Baker Chapel

Chapel Hill Lane

Shaulis Village

Wallace Hall

Dogwood Pavilion

J2

J1

Woodland Lodge

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Octagon Pavilion

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Rice Hall

HEALTH CARE INFORMATION: The health and safety of each camper is of the utmost importance. A camp nurse/health care provider is on duty 24-hours/day, cabin leaders are trained and certified in First Aid and CPR, the “Health Hut” is equipped to care for the medical needs of campers and staff, and the local hospital and ambulance service are quickly available. All campers, volunteers, and staff **MUST** have a current health record on file at Lutherlyn prior to staying at camp.

Please take the health and well-being of others, particularly those who may have compromised immune systems, into consideration when evaluating your own health prior to a retreat/event at Lutherlyn. While we certainly would love to have you here, we do not want others to get sick while attending a retreat. When sharing a cabin/sleeping space and meeting rooms with people from other households, it is important to consider multiple factors prior to arriving at Lutherlyn. If you have symptoms that indicate you could have a contagious illness (fever, vomiting, diarrhea, cough, congestion, etc.) that could transmit to others, please cancel your reservation for a full refund. Lutherlyn will issue a full refund for ALL medical related cancellations.

Anyone who tests positive for or is diagnosed with a respiratory viral illness (such as COVID-19, influenza, and RSV) with onset of symptoms within 5 days prior to the start of camp, should cancel for a full refund. To come to a Lutherlyn program or retreat after having a respiratory viral illness, you must be at least 5 days past the onset of symptoms, 48 hours fever free, and have no symptoms or mild and improving symptoms. If symptoms develop while at Lutherlyn, please refrain from interacting with others, notify the retreat leader, and depart from Lutherlyn. A pro-rated refund will be issued.

HERE’S WHAT’S HAPPENING

SUNDAY

The first day of Family Camp!

2:00pm	Cabins Ready
2:30-4:00pm	Check-In on the Dining Hall Porch – bring the whole family for photo and tree cookie name tag Family Photos on the Dining Hall Porch Camp Store Open
2:30-4:30pm	Jump Pillow (socks required), Cornhole , Shuffleboard , Pool Bouldering Room , Indoor Gaga , 4-Square , Creativity Lab in the Rec Building
4:45pm	FAMILY CAMP KICK-OFF in Baker Chapel (Everyone attend) Kids will meet their Bible Study groups Dinner prayer
5:15pm	Dinner Sign-Up Board ready, begin signing up for activities for the week
6:15pm	Get to Know You and Family Mixers at Friendship Way
7:00pm	Shuttle to Chapel Hill – meet by the Fireside Room of the Dining Hall
7:15pm	Singing and Worship on Chapel Hill
8:00pm	Campfire and S’Mores on Chapel Hill There will be a shuttle back to camp after worship and after campfire.
8:30-10:00pm	Night Swim – Pool
9:00-10:30pm	Snacks at the Dining Hall

We ask that every family be represented at the Family Camp Kick-Off at Baker Chapel on Sunday at 4:45. This is when you will find out what’s happening and what the policies are for the week. We will see you there!

If you have dietary concerns that require a special menu that you informed Lutherlyn of prior to your arrival at camp; please go to the serving line in the large dining room that is closest to the main lobby. The kitchen staff in that serving line will get your meal for you.

MONDAY

8:00am

8:15-9:00am

8:30am

9:30am-11:30am

9:40-11:20am

9:45-11:15am

11:30am

11:45am-12:15pm

12:15-1:00pm

12:30pm

1:00pm

1:00-3:00pm

1:00-3:00pm

1:00-3:00pm

1:00-4:00pm

1:00-5:00pm

1:00-5:00pm

1:30pm

2:00-5:00pm

3:00pm

3:00-5:00pm

3:00-5:00pm

4:00-5:00pm

4:00pm

5:15-6:00pm

5:30pm

6:00pm

6:30-7:00pm

6:30-7:15pm

7:00pm

7:30pm

8:15pm

8:30-10:00pm

8:30-10:30pm

11:00pm

Classic Lutherlyn Shirt Day

Morning Watch – Friendship Way (Rain = Fireside Room)

Breakfast

Table Grace and Announcements

Kid's Bible Study & Morning Activities Groups – Drop kids off at the Recreation Building for Bible Study. We will open with songs and skits at 9:30.

Play Time/Bible Study for 1-5 year olds – Drop off and pick-up at Redwood Lodge (they will be divided into 2 groups once there, 1-3yrs & 4-5 yrs)

Adult Bible Study with Pastor Ryan – This group will do the same Bible Study curriculum as the kids. - Octagon Picnic Shelter

Adult Bible Study with Pastor Tricia – This group will do the same curriculum but in a more traditional way - Fireside Room

Pick up kids from Bible Study at Recreation Building

Jump Pillow just for kids 6 and younger – Socks - Must be dry & have an adult

Lunch

Table Grace and Announcements

Tournament meeting – All who are interested in participating in any tournament should meet near the signup board on the Dining Hall porch.

Canoeing & Kayaking at the lake (no swimming)

Jump Pillow – Socks required

Crafts (children under 12 must be accompanied by an adult) – Store Account only, no cash

Popcorn in the Dining Hall Lobby

Family Activities (pool, hiking, tournaments, recreation, Discovery Room)

There will be a break at the pool from 3:00-3:15 – campers can be on the deck but not in the water.

Recreation Building - Gaga, Boulderling Room, 4-Square, Corn Hole, Lego Room, Creativity Lab

Nature Activity (Tunnel Rock) – meet on the porch of the Environmental Education Center

Camp Store will be open

Terra Dei Tour – meet at Terra Dei Pavilion

High Ropes Course – 7th grade and older. Must sign-up on bulletin board.

Adult/Family Craft – Tie Dye (This is a family craft – children under 12 must have an adult with them) ***Purchase items for dying at the camp store before going to the Craft Cabin.***

Pony Rides - Children 4th grade and younger can ride a pony in the indoor riding arena at the Equestrian Center. Families can walk or drive there anytime between 4:00-5:00.

Group Game – Ultimate Frisbee – Meet at Friendship Way

Dinner

Table Grace and Announcements

Campfire for Younger Campers – Octagon Picnic Shelter

Bingo – Picnic Tables next to the Dining Hall

Photo Scavenger Hunt – Meet in Rice Hall at 6:30 for the rules and to split into teams. A family can be a team or a small group can work together. Each group will need someone with a phone to take photos.

Shuttle – Departs from the Rock in the Parking Lot and drop off at Miller Lake. Will still need to walk from Miller Lake across dam to Lakeside Chapel. (Will return to parking lot after worship & campfire.)

Worship – Lakeside Chapel

Campfire – Miller Lake (formerly known as “Upper Lake”)

Night Swim – Pool

Snacks at the Dining Hall

QUIET TIME

TUESDAY

7:30am
7:45am
8:15-9:00am
8:30am
9:30am-11:30am

9:40-11:20am

9:45-11:15am

11:30am
11:45am-12:15pm
12:15-1:00pm
12:30pm
1:00-3:00pm
1:00-2:00pm
2:00-3:00pm
1:00-4:00pm
1:00-4:00pm
1:00-5:00pm

1:00-5:00pm
1:30pm
1:30pm
2:00-3:00pm
2:00-4:00pm
2:30-3:30pm
3:00-5:00pm
3:00-5:00pm
4:00pm
4:00-5:00pm
5:15-6:00pm
5:30pm
6:00pm
6:30-7:30pm
6:30-7:30pm
7:30pm
8:00pm (after campfire)
8:30-10:00pm
8:30-10:30pm
11:00pm

FARMYARD FUN

Shuttle for Communion Worship – Departs from the Dining Hall porch, next to the Fireside Room. Will return to the Dining Hall after worship.
Communion Worship on Chapel Hill
Breakfast served cafeteria style
Table Grace and Announcements will be made halfway through each meal.
Kid's Bible Study & Morning Activities Groups – Drop kids off at Recreation Building for Bible Study Group. We will open with songs and skits at 9:30.
Play Time/Bible Study for 1-5 year olds – Drop off and pick-up at Redwood Lodge (they will be divided into 2 groups once there, 1-3yrs & 4-5 yrs)
Adult Bible Study with Pastor Ryan – This group will do the same Bible Study curriculum as the kids. - Octagon Picnic Shelter
Adult Bible Study with Pastor Tricia – This group will do the same curriculum but in a more traditional way - Fireside Room
Pick up kids from Bible Study at Recreation Building
Jump Pillow just for kids 6 and younger – Socks - Must be dry & have an adult
Lunch
Table Grace and Announcements
Horseback Riding – Trail Ride (\$20) – see adventure notes – must sign-up
Archery – 4th grade and older
Jump Pillow – Socks required
Popcorn in the Dining Hall Lobby
Crafts (children under 12 must be accompanied by an adult)
Family Activities - pool, hiking, tournaments, recreation (**NO LAKE**)
There will be a break at the pool from 3:00-3:15 – campers can be on the deck but not in the water.
Recreation Building - Gaga, Boulderling Room, 4-Square, Corn Hole, Lego Room, Creativity Lab
Nature Activity (Ferns and Dams Hike) – meet on porch of Env. Ed. Center
Nature Activity (Creating Habitat) – meet at Terra Dei Pavilion
Adult Craft – Mandala Rock Painting – Paint Place
Camp Store will be open
Hayrides – meet at the rock in the parking lot, rides depart every 15-20 minutes
High Ropes Course – 7th grade and older. Must sign-up on bulletin board.
Horseback Riding – Trail Ride (\$20) – see adventure notes – must sign-up
Group Game – Kickball Games – meet at the ball field
Adult Craft Time – Craft Cabin time for adults only
Dinner
Table Grace and Announcements
Campfire for Younger Campers – Octagon Picnic Shelter
Farmyard Fun Games & Wagon Rides – Shaulis Field
Adult Swim – Pool time for age 18 & older
Farmyard Fun Campfire – Shaulis Fire Circle
Worship – Shaulis Fire Circle
Night Swim – Pool
Snacks at the Dining Hall
QUIET TIME

WEDNESDAY

8:00am	Morning Watch – Friendship Way (Rain = Fireside Room)
8:15-9:00am	Breakfast
8:30am	Table Grace and Announcements
9:00am	Deadline to sign up for Thursday Mountain Pie Lunch Cookout
9:30am-11:30am	Kid's Bible Study & Morning Activities Groups – Drop kids off at Recreation Building for Bible Study Group. We will open with songs and skits at 9:30.
9:40-11:20am	Play Time/Bible Study for 1-5 year olds – Drop off and pick-up at Redwood Lodge (they will be divided into 2 groups once there, 1-3yrs & 4-5 yrs)
9:45-11:15am	Adult Bible Study with Pastor Ryan – This group will do the same Bible Study curriculum as the kids. - Octagon Picnic Shelter
	Adult Bible Study with Pastor Tricia – This group will do the same curriculum but in a more traditional way - Fireside Room
11:30am	Pick up kids from Bible Study at Recreation Building
11:45am-12:15pm	Jump Pillow just for kids 6 and younger – Socks - Must be dry & have an adult
12:15-1:00pm	Lunch (Past Staff & Past Campers plan Campfire for Thurs. in Small at 12:15)
12:30pm	Table Grace and Announcements
1:00-3:00pm	Canoeing & Kayaking at the lake (no swimming)
1:00-3:00pm	Jump Pillow – Socks required
1:00-3:00pm	Rock Painting – Come to the Paint Place (Craft Cabin #2) to paint a rock for the rock garden in front of the office.
1:00-4:00pm	Rock Climbing at Chapel Rock – 7 th grade and older. Sign-up on bulletin board.
1:00-4:00pm	Popcorn in the Dining Hall Lobby
1:00-4:00pm	Crafts (children under 12 must be accompanied by an adult)
1:00-5:00pm	Family Activities - (pool, hiking, tournaments, recreation, Discovery Room) There will be a break at the pool from 3:00-3:15 – campers can be on the deck but not in the water.
1:00-5:00pm	Recreation Building - Gaga, Boulderling Room, 4-Square, Corn Hole, Lego Room, Creativity Lab
1:30pm	Nature Activity (Edible & Medicinal Plants) – Meet on porch of the Env. Ed. Center
2:00-4:00pm	Camp Store will be open
3:00pm	Creek Hike – Meet at the Rock in the parking lot with close-toed shoes that can get wet. Campers younger than 12 must have an adult with them. You will be walking in the creek.
3:00pm	Nature Activity (Botanical Bookmarks) – Meet at Terra Dei Pavilion
4:00pm	Group Game – Capture the Flag in the Ball Field
4:00-5:00pm	Adult Craft – Mason Jar Candle Holders - \$4 – Craft Cabin
5:15-6:00pm	Dinner
5:30pm	Table Grace and Announcements
6:15pm	Communion Worship – Baker Chapel
7:00-8:00pm	Camp Store will be open
7:30-8:30pm	Square Dance – Dogwood Shelter
8:30-10:00pm	Night Swim – Pool
9:00pm	Campfire – Shaulis Fire Circle
9:00-10:00pm	Recreation Building Teen Time – just for camper age 13-19
9:00-10:30pm	Snacks at the Dining Hall
9:30pm	Bats Program – Meet at the canoe shelter
11:00pm	QUIET TIME

THURSDAY

8:00am
8:15-9:00am
8:30am
9:30am-11:30am

9:40-11:20am

9:45-11:15am

11:30am
11:45am-12:15pm
Noon-1:00pm
12:15-1:00pm
12:30pm
1:00pm
1:00-2:00pm
1:00-3:00pm
1:00-3:00pm
1:00-3:00pm
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4:00-5:00pm
5:15-6:00pm
5:30pm
6:00pm
6:30pm

8:00pm
8:30pm
8:30-10:00pm
8:30-10:30pm
11:00pm

Morning Watch – Friendship Way (Rain = Fireside Room)

Breakfast

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Adult Bible Study with Pastor Tricia – This group will do the same curriculum but in a more traditional way - Fireside Room

Pick up kids from Bible Study at Recreation Building

Jump Pillow just for kids 6 and younger – Socks - Must be dry & have an adult

Mountain Pie Cookout Lunch – Next to Dining Hall – Sign-Up by 9am on Wed
Lunch

Table Grace and Announcements

Talent Show Meeting – Performers meet at Baker Chapel

Board Games for kids/youth – Rice Hall

Jump Pillow – Socks required

Canoeing & Kayaking at the lake (no swimming)

High Ropes Course – 7th grade and older. Must sign-up on bulletin board.

Popcorn in the Dining Hall Lobby

Crafts (children under 12 must be accompanied by an adult)

Family Activities - (pool, hiking, tournaments, recreation, Discovery Room)

There will be a break at the pool from 3:00-3:15 – camper can be on the deck but not in the water.

Recreation Building - Gaga, Boulderling Room, 4-Square, Corn Hole, Lego Room, Creativity Lab

Nature Activity (Stream Critters) - Meet on porch of the Environmental Ed Center

Card/Dice Games for adults – Fireside Room

Camp Store will be open

Rock Painting – Paint Place

Nature Activity (Garden Splash Bash) – Meet at Terra Dei Pavilion

Group Game – Gaga Ball for ages 7-12 (near jump pillow)

Group Game – Gaga Ball for ages 13-18 (near jump pillow)

Group Game – Gaga Ball for adults (near jump pillow)

Adult Craft – July 4th Firecrackers – Paint Place

Dinner

Table Grace and Announcements

Campfire for Younger Campers – Peace Fire circle (next to Rec. Building)

Talent Show & Camp Songs – Baker Chapel – Limit acts to three minutes, sign up on bulletin board on Dining Hall porch by lunch Wednesday.

Worship – Baker Chapel

Campfire – Lower Lake (bring something to sit on) – Led by past Staff/Family Campers

Night Swim – Pool

Snacks at the Dining Hall

QUIET TIME

FRIDAY

HAPPY 4TH OF JULY! Decorate your cabin!

7:45am
8:00-9:00am
8:30am
9:05am
9:15am
9:30am-11:30am

9:40-11:20am

9:45-11:15am

11:30am
11:45-1:00pm
11:45am-12:15pm
Noon
12:15-1:00pm
12:30pm
1:00pm
1:10pm

1:30-3:00pm
1:30-3:00pm
1:30-3:00pm
1:30-3:00pm
1:30-3:00pm
1:30pm

1:30-3:15pm
2:00pm
3:00pm

3:30pm
After Worship
5:00-6:00pm
6:00-6:45pm
6:00-7:00pm

Morning Watch – Friendship Way (Rain = Fireside Room)

Breakfast

Table Grace and Announcements

Scouts meet at flagpole to prepare for flag raising

July 4th Flag Raising – Flagpole near Dining Hall (led by Scouts)

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Play Time/Bible Study for 1-5 year olds – Drop off and pick-up at Redwood Lodge (they will be divided into 2 groups once there, 1-3yrs & 4-5 yrs)

Adult Bible Study with Pastor Ryan – This group will do the same Bible Study curriculum as the kids. - Octagon Picnic Shelter

Adult Bible Study with Pastor Tricia – This group will do the same curriculum but in a more traditional way - Fireside Room

Pick up kids from Bible Study at Recreation Building

Supplies for **decorating bikes** for the July 4th Parade are in Rice Hall

Jump Pillow just for kids 6 and younger – Socks - Must be dry & have an adult

Judging for 4th of July Cabin Decorating (winners announced after worship)

Lunch

Table Grace and Announcements

Parade Participants meet outside of Rice Hall

4th of July Parade will come down the road from the Dining Hall to the Flagpole area. If you are not in the parade, sit along the road by the flagpole to cheer! Everyone will meet at the flagpole after for sparklers and ice cream.

Canoeing & Kayaking at the lake (no swimming)

Archery – 4th grade and older

Crafts (children under 12 must be accompanied by an adult)

Family Activities (pool, hiking, recreation, Discovery Room)

Recreation Building - Gaga, Boulderling Room, 4-Square, Corn Hole, Lego Room, Creativity Lab

Nature Activity (Meander to the Marsh) – Meet on the porch of the Environmental Ed. Center

Camp Store will be open

Parachute Games – near the flagpole

Worship Shuttle – Meet in front of the office. The shuttle will make as many trips needed. Shuttle will return to the office after worship.

Worship – Amphitheater

Tournament and Cabin Decoration Awards - Amphitheater

Pizza Party (Pick up picture, directory, and evaluation on the Dining Hall porch)

Camp Store Open

Go in Peace

When you move out of your cabin:

- Take your garbage to the dumpster behind the dining hall. Note that the dumpsters are labeled for garbage and recycling.
- Turn off all lights in the cabin.
- Make sure doors are closed.
- Check bathrooms and the porch to make sure you have all your belongings.

***If you are staying Friday night and leaving on Saturday morning, please make sure that you move out of your cabin by 9am on Saturday. There will be no staff, programs, or services available after 7pm on Friday.**

ACTIVITY NOTES

YOUTH BIBLE STUDY AND RECREATION GROUPS - 9:30 - 11:30am DAILY

Please drop your children off at the Recreation Building at 9:30am each morning. Please pick your children up at the Recreation Building at 11:30am. Children age 5 and younger get dropped off at Redwood Lodge at 9:40 and picked up at Redwood Lodge at 11:20. Children that are 12 or younger must be picked up by an adult each day.

HORSEBACK RIDING:

Equestrian Center Pony Rides— Monday, 4:00-5:00pm. Walk or drive to the Equestrian Center. All are welcome to visit the Equestrian Center, anyone 12 or younger must have a parent go with them. Pony rides are for campers age 12 or younger and must be accompanied by an adult.

Trail Ride - \$20/rider – pay at the office before going to Equestrian Center. Tuesday – 1:00pm-3:00pm or 3:00-5:00 pm. 6 riders max. per time block. Ages 12 & up. 200lbs or less. The session will include pre-ride instruction and then a one-hour trail ride. Meet at the Equestrian Center at 1pm or 3pm on Tuesday. Must wear jeans. A sign-up sheet will be posted on the Dining Hall porch. Riders under the age of 18 must have a parent go with them to sign a release and all riders must be 12 or older. Must sign up by dinner on Monday.

SPECIAL RECREATION:

Group Game - Each day. All ages are invited to play. Anyone 10 or younger must bring an adult.

Monday: Ultimate Frisbee – Meet at Friendship Way
Tuesday: Kickball Games – meet in Field #1
Wednesday: Capture the Flag – Meet in Field #1
Thursday: Gaga Ball – Meet at Gaga pit near the jump pillow

Available all week:

- **Disc Golf** - Discs and score cards for Lutherlyn's 9-hole disc golf course are available on the office porch.
- **Recreation Building** – Boulderling Room, 4-square, corn hole, Lego room, Creativity lab, & GaGa.
- **Board Games** – There is a bin of cards and games in the Fireside Room. Please do not remove games from the Dining Hall area and make sure they are returned to the bin when you are finished playing.
- **Sports** – The playing fields and courts all have the appropriate sports equipment in a basket, please return it to the basket when finished.
- **Lawn Games** – Shuffleboard, corn hole, ladder golf, tic tac toe benches.
- **Prayer Path** – The prayer path is a nice independent way to spend some time praying in the woods. The path is off the path leading from Chapel Hill down to Miller Lake. There is a sign marking the way.

CRAFTS CABIN:

Family Hours: 1:00 - 4:00 p.m. NO CASH - Store Account must be used at the craft cabin.

PLEASE NOTE: CHILDREN UNDER 10 YEARS OF AGE MUST BE ACCOMPANIED BY AN ADULT (18 YEARS OR OLDER).

SPECIAL CRAFT OPORTUNITIES:

Monday Tie Dyeing (this is a Family Craft – kids under 12 years old must have an adult with them). Bandanas, Lutherlyn shirts, bags, and tea towels are available for purchase at the CAMP STORE.
3:30-5:00, Logo Shirt - \$15 (dye included), Tea Towel, Bandanna, Tote Bag - \$6 (dye included), Tie-Dye - \$4/item if you brought your own items

Tuesday Adult Craft – Mandala Rock Painting – Paint Place (Craft Cabin 2) – 2-3pm
Adult Craft Time – Adult only time in the craft cabin – 4-5pm

Wednesday Adult Craft – Mason Jar Candle Holder - \$4 – 4-5pm at Craft Cabin

Thursday Adult Craft – Firecracker – free – 4-5pm at Paint Place

MEALS: Meals are served between the following times: Breakfast - 8:15-9:00; Lunch - 12:15-1:00; Dinner - 5:15-6:00 Please respect these serving times. If you have special dietary needs and did not fill out a food service form, please talk with Chef Lisa. If you filled out a food service form for a dietary concern (gluten free, vegetarian, vegan) please go to the kitchen entrance doorway in the serving line closest to the main lobby. Families are welcome to eat at the picnic tables outside.

GRACE AND ANNOUNCEMENTS: Announcements will be made halfway through each meal. This is an attempt to reach the greatest number of people at one time for these important items. Mealtimes prayers are included in the back of this book.

CHANGING TABLE: There is a baby changing table in the family restroom on the Fireside Room side of the Dining Hall.

TOURNAMENTS: Tournaments will run Monday afternoon through 6pm on Thursday. Please sign-up (including your name and cabin name) for any tournament play you would like to participate in by lunch on Monday and meet the other participants at 1:00pm on Monday near the sign-up board. Tournament pairings and times will be set at the Monday meeting. Unit Leaders will oversee tournaments and one staff or family member will organize each tournament. There will be no loser bracket play. All tournaments are single elimination. **Tournaments planned include** *Scrabble (16 and older), Scrabble (15 and younger), Shuffleboard, Euchre, Corn Hole, and Bocce Ball.*

TALENT SHOW: The family talent show will be Thursday evening. A sign-up sheet is posted on the porch of the Dining Hall. Talent Show performers will meet in Baker Chapel at 1pm on Thursday.

NATURE ACTIVITIES

These events are for the whole family! Please check each activity for meeting time and location.

DAILY – ENVIRONMENTAL EDUCATION CENTER – Located at the far end of the parking lot, the Environmental Education Center Discovery Room is open for your enjoyment all day. Lots of activities and interesting items from God's creation are waiting for your family. Adult supervision is required for anyone under the age of 12. We welcome you to tour!

MONDAY – TUNNEL ROCK – Join the EE Staff for a discovery hike to the elusive Tunnel Rock. We will discuss western PA geology as we hike along the Chapel Rock trail. Meet at the EE Center porch at 1:30 PM.

MONDAY – TERRA DEI TOUR – Learn about ways to take care of God's Creation while you explore the first straw bale house built in Pennsylvania. Includes a brief tour and tasting of the organic garden. Meet at the Terra Dei pavilion at 3:00 PM.

TUESDAY – FERNS AND DAMS HIKE – Join the EE staff for an approximately 2-mile loop hike that will visit two 200-year-old dams. Along the way, we'll identify some of Lutherlyn's ferns – including the elusive maidenhair fern! Bring a water bottle and sturdy hiking shoes that can get muddy and/or wet (there will be 2 stream crossings on the hike)! We don't plan to be back to main camp until about 3:30 PM. Meet at the EE Center porch at 1:30 PM.

TUESDAY – CREATING HABITATS – Enjoy a scavenger hunt around the garden that introduces campers to methods of providing habitats for wildlife and inviting animals into yards or neighborhoods. Includes a tour and tasting of the organic garden. Meet at the Terra Dei pavilion at 1:30 PM.

WEDNESDAY – EDIBLE & MEDICINAL PLANTS HIKE – Take a short hike and look at wild plants that can be eaten and those that have been used for medicines. Meet on the E.E. Center porch at 1:30 PM.

WEDNESDAY – BOTANICAL BOOKMARKS – Explore the garden and grounds of Terra Dei while collecting your favorite bits of a variety of plants. Use these bits to create your own beautiful garden-inspired bookmark - a quick, personalized keepsake you can take home right away. Includes a tour and tasting of the organic garden. Meet at Terra Dei Pavilion at 3:00 PM.

WEDNESDAY – BATS! – Join us as the sun sets to learn more about bats! We'll bring along our bat detector that lets us hear the sounds that bats make as they hunt for food. Meet at the canoe shelter by lower lake at 9:30pm.

THURSDAY – STREAM CRITTERS – Investigate the incredible variety of life in the Shawnee Run stream. Wear shoes that can get wet or muddy. Meet at the EE Center porch at 1:30 PM.

THURSDAY – GARDEN SPLASH BASH – Get ready to water up and cool down! Help care for our garden by watering plants and once the garden is happy and hydrated, it's time for the real fun: splash-around silliness! Come dressed to get wet and leave with a smile! Meet at the Terra Dei Pavilion at 3:00 PM.

FRIDAY – MEANDER TO THE MARSH – Wetlands are such a cool place to find plants and animals! Join us for a discovery hike to Lutherlyn's marsh at the top of Miller Lake. Meet at the EE Center porch at 1:30 PM.

Children 12 or younger must have an adult present with them for all Nature Activities.

Any changes due to weather will be posted daily on the Dining Hall bulletin board and will be announced at lunch.

Adventure Program Opportunities

Adventure Programs are available to those who are 7th grade and above. Sign-up sheets will be posted on the bulletin board on the porch of the Dining Hall. Each activity is weather contingent. All activities require close-toed shoes (no sandals).

MONDAY

High Ropes Course & Zipline: The High Ropes Course and Zipline are for campers entering 7th grade and older. Please sign up on the Bulletin Board, 15 people can sign up. Monday from 3:00-5:00 for anyone 7th grade and older. **250lb limit.**

TUESDAY

High Ropes Course & Zipline: The High Ropes Course and Zipline are for campers entering 7th grade and older. Please sign up on the Bulletin Board, 15 people can sign up. Tuesday from 3:00-5:00 for anyone 7th grade and older. **250lb limit.**

Horseback Riding: \$20/rider – pay at the office before going to Equestrian Center. Tuesday – 1:00pm-3:00pm or 3:00-5:00 pm. 6 riders max. per time block. Ages 12 & up. 200lbs or less. The session will include pre-ride instruction and then a one-hour trail ride. Meet at the Equestrian Center at 1pm or 3pm on Tuesday. Must wear jeans. A sign-up sheet will be posted on the Dining Hall porch. Riders under the age of 18 must have a parent go with them to sign a release and all riders must be 12 or older. Must sign up by dinner on Monday.

WEDNESDAY

Rock Climbing at Chapel Rock: 7th grade and older. Sign up on the Bulletin Board (limited to 12 people). Meet on Environmental Education Center porch at 1pm to hike to Chapel Rock together. Bring water. **250lb limit.**

THURSDAY

High Ropes Course & Zipline: The High Ropes Course and Zipline are for campers entering 7th grade and older. Please sign up on the Bulletin Board, 15 people can sign up. Wednesday from 1:00-3:00 for anyone 7th grade and older. **250lb limit.**

THE FAMILY CAMP COMMUNITY

Although the following rules are expressed in "negative" terms, they are established for the "positive" purpose of providing the best possible community experience for the campers who come to Lutherlyn. The cooperation of each camper will assist the staff in providing all with a week of friendly, enjoyable Christian community life.

1. USE OF MOTOR VEHICLES

All motor vehicles must remain parked in the parking lot. Use of cars or other motor vehicles is strictly prohibited in the cabin area at all times. Please do not park by your cabins. Please observe posted speed limits and do not drive on the grass.

2. BIKES All riders age 12 and younger are required to wear a helmet.

All bike riding will stop at 8:30pm each evening. Pedestrians have right of way and bikes must yield. Bikes must be parked in designated areas near Rice Hall, Wallace Hall, Rec. Building, and Dining Hall. Do not park on porches.

3. QUIET TIME

There is no restriction regarding lights out in the cabins. Quiet time is from 11pm-8am.

4. CAMPFIRES

Fires are permitted in the established campfire areas only.

5. LITTERING

Please help us keep our camp clean and beautiful. Use the garbage cans provided for that purpose. **Cigarettes** and **chewing gum** are litter; please do not throw them on the ground. All aluminum cans may be recycled in containers in front of the office. Plastics (1, 2, & 5) may also be recycled in container on the office porch.

6. **FOOD**

Meals and evening snacks will be provided in the DINING HALL. **PLEASE DO NOT ENTER OR PASS THROUGH THE KITCHEN AT ANY TIME.** Please use the paper or disposable cups conservatively for the economy and ecology of the camp. If you have food in your cabin, please keep it stored in an air-tight container and avoid spills and crumbs on the floors. Food in the cabins welcomes four-legged, furry visitors! There is a fridge in Redwood Lodge that you can use.

7. **SUPERVISION OF CHILDREN**

Except during the morning program, families must always supervise their children. This is especially important while swimming, boating, and fishing.

8. **PETS**

The Lutherlyn Board of Directors has adopted a **NO PET POLICY**.

9. **GAMBLING, DRUGS, FIREARMS, ALCOHOL, ETC.**

Gambling and illegal drugs are never permitted on the campsite. Firearms, air rifles, archery equipment, slingshots, or weapons of any kind are not permitted on the camp site at any time. Alcohol is prohibited.

10. **QUIET CONSIDERATION**

During both morning and evening periods a quiet atmosphere must be maintained throughout the camp. This also applies to any special devotional period that might be scheduled. Tournaments and other activities should not be scheduled during study and devotional times.

11. **REMINDER TO ALL**

Please be courteous and respectful toward other campers and the staff. Smile at others often and have fun.

WATERFRONT AND POOL RULES

The following are the **WATERFRONT** and **POOL** rules. These rules have been established and revised for the safety of all swimmers. They must be followed to insure maximum safety. All rules must be followed, otherwise you will be asked to leave.

The **POOL** Rules are **POSTED** at the **POOL**.

1. There is **NO SWIMMING** in the lake (canoeing/kayaking only).
2. Non-swimmers under 16 and all children under 10 years old must be accompanied by an adult.
3. There will be absolutely **NO** diving into the swimming pool. It is too shallow.
4. Children under 4'6" must be carefully supervised at the pool (The pool is 4' deep)
5. The following will not be tolerated inside the fenced off areas of the pool and lake:

Smoking	Foul Language
Food or Drink	Horseplay
Chewing gum	Persons under the influence of alcohol

BOATING AND CANOEING:

1. All persons using boats and canoes must wear life jackets.
2. No horseplay is permitted while boating and canoeing.
3. Three (3) person maximum per canoe.
4. Kayakers must be 7th grade or older.
5. Always return paddles and oars to the paddle room when finished using them.
6. Remain seated in the boats.

The Lifeguards are the authority at the pool and lake.

FISHING REGULATIONS:

1. Only registered campers may fish.
2. Live minnows may not be used for bait.
3. Barbs must be removed or crimped on all hooks or lures.

4. All bass under 9 inches and pickerel under 24 inches must be released with care.
5. Two bass per day and one pickerel per week is the limit per camper.
6. Campers will not be permitted to wade into the lake.
7. Fishing is at Miller (Upper) Lake only.

UNIVERSAL EMERGENCY PROCEDURES

STEP ONE: STAY CALM:

Remember, a life may depend upon your clear thinking and prompt, correct action. You can help no one if you panic or perform the incorrect action.

STEP TWO: ASSESS THE SITUATION:

What are the facts? Is there still danger? Is there need for help? Should we take cover? Is there injury? What needs to be done?

STEP THREE: PLAN THE COURSE OF ACTION

Determine the order of needs, movement, first aid, send for help, take cover, etc. Plan how to carry out the action. Determine who is to do what. When applicable, yield authority to a superior or to one more highly trained in dealing with the emergency.

STEP FOUR: CARRY OUT THE PLAN:

When you have formed your plan, put it into action.

STEP FIVE: GET HELP AS SOON AS POSSIBLE:

This step may have been part of step four or it could wait until the emergency passed. As soon as possible, notify the Nurse, Directors/Unit Leaders.

PUBLIC RELATIONS CONCERNING AN EMERGENCY

1. Cooperate fully with the authorities.
2. Know the essential facts, i.e., nature of events, results. Stick to the Facts!! Do not offer opinions.
3. Do not volunteer information to spectators, campers, or strangers.
4. If asked about insurance coverage, you are only authorized to say "it will be referred to the camp's insurance company."
5. In dealing with the news media/public, maintain an attitude of cooperation, but do not give any information. Refer all questions to the Directors.
6. Never give any information off the record.

POLICY ON UNAUTHORIZED VISITORS

All visitors must sign in/out at the office and wear a visitor badge to indicate that they have permission to be on the property. If someone is wearing a visitor badge, they have permission to be on the property. All visitors are to be approached in a friendly and welcoming manner and asked their business. If they have no legitimate business on camp, they are to be informed that they are on private property and asked to leave. If they should fail to comply, a director is to be notified to follow up. As a last resort, the police are to be called.

PROCEDURE FOR ACTIVE ATTACKER

An active attacker incident would involve an individual threatening to or shooting a firearm at camp. An active attacker is an armed person(s) whose action is immediately causing death or great bodily injury. It is imperative that camp staff be vigilant to identify risks and unwanted visitors in camp and react quickly and appropriately.

- During an emergency, staff should be familiar with the emergency action plan. If possible, staff will be alerted to the active attacker situation. Anyone that perceives an active attacker situation should immediately text/call a Director with the location and brief description of the threat. The Director will call 911 and send a group message to the staff. The group message will say, "Active Attacker: (location of the attacker)". If there is not time to notify a director, the staff person to perceive the danger will send the group message and call 911.

- First, identify the general location of the threat. Then, calm campers and guests and reassure them that, “It’s going to be all right. Follow my lead.” Be prepared to take immediate action, lock and barricade doors, and evacuate campers to a safe area. You also need to be prepared to help those with special needs and/or physical challenges. This is different from other emergencies as we would not come together in one place until an “all clear” signal is heard. Remember that campers are likely to follow the lead of staff during an emergency. With campers, the biggest thing is for you to remain calm and keep the kids calm. Give the campers clear and concise instructions as to what to do when such an event happens. Staff need to be prepared to help the greatest number of campers that they can help. This might mean leaving some campers to save others that are trapped or hurt.

The following guidelines are based on studies of active attacker events by the FBI, Department of Homeland Security, and the U.S. Secret Service. The most important things to remember are RUN, HIDE, FIGHT. For a violent situation like this, you do the opposite of other emergencies where you all gather in one place.

- **RUN** away from danger. Be out of the attacker’s view. Do not return once you have made it to a safe place. Leave your belongings behind. Take your phone only if it’s safe to do so. Getting rid of backpacks will help police to know you are not the attacker.
- **HIDE** in a safe area, out of the active attacker’s view. Prevent individuals from entering an area where the active attacker may be. Indoors, stay in the building, lock or barricade doors, cover windows, and turn out the lights. Your hiding place should not trap you or restrict your options for movement. Hide behind large items and remain quiet. Outdoors, guide campers and guests to seek shelter in any safe building nearby. If not practical to do so: run with the group in a safe direction; spread out in small pockets; run between trees/objects. Upon arriving at a safer location, remain there.
- Call 911 when you are safe. Avoid calling others; only call 911. If you are a safe distance from the attacker, call or text the camp director to alert of your whereabouts. Silence your phone and turn off any other source of noise.
- You and your campers should remain concealed and quiet until called out by police or one of your camp leaders who you can positively identify by voice or another sign. Be prepared to remain at that location for hours. When the police arrive, keep your hands visible to responding officers and follow their instructions.
- Provide protection if shots are fired in your direction. Do not attempt to move wounded people but if someone with you is wounded, use your first aid training.
- If running and hiding are not possible, remain calm and dial 911, if possible, to alert police to the active attacker’s location. If you cannot speak, leave the line open and allow the dispatcher to listen.
- Get out if you can, hide if you must, and as a last resort commit to taking out your attacker. If you find yourself in the position of not being able to escape from an active attacker, your best chance of survival is to **FIGHT** and actively engage your attacker in combat. Take the attacker out. Be resourceful, use whatever tools (i.e. weapons) that are at your disposal. Throw items and improvise weapons. Work as a team if possible. Use items such as chairs, brooms, lamps, heavy garbage cans, sticks, rocks, or loop your belt through a heavy item to swing. Yell. Maintain a low center of gravity. A confident mindset and a willingness to attack are your most valuable assets in this situation. **SPEED, SURPRISE and AGGRESSIVE ACTION** are your best chance to combat an active attacker.
- **ALL CLEAR:** When the incident is over you will be notified by police or camp staff through direct contact. Listen and follow all the directions given. This might mean coming out with your hands visible or above your head. Do not come out of hiding just because you haven’t heard anything in a while. If it is necessary to evacuate camp, you will be told how to do so. Assist other staff with the headcount process and continue to reassure your campers. At this point, put our campers and guests ahead of your own needs. We will assist you with personal counseling as soon as possible.

MEDIA: If an active attacker event happens at camp, our normal media procedures will be put into play. For the safety of you, our other staff, campers, and guests, please do not post anything on social media about the incident. This may make it more difficult for law enforcement and Lutherlyn to manage the situation.

CAMP LUTHERLYN DISASTER PLAN MANUAL

"Universal Emergency Procedures: To be applied in all disaster situations.

1. The administrator on duty will direct all operations from the office.

**** All staff will be given instructions via text message.**

2. Following any major disaster, it is very important for all people to remain where they are until an inspection is made of the area by the Administrator.
3. The Administrator on duty or other appointed personnel will:
 - a. Call 911 to request the proper help.
 1. State nature of emergency.
 2. Give directions to camp and the site of emergency our address is 500 Lutherlyn Lane, Butler, PA 16001
(Instruct emergency vehicles to use main gate)
 3. Give camp phone number 724-865-2161
 - b. Dispatch someone to the front gate to guide emergency personnel to site.
** The person at the Main gate should let only emergency vehicles onto the camp and close the gate to all other traffic.
 - c. Remain at the office to receive all requests for aid, and to send the proper staff to areas in need of help.
 - d. Initiate the follow-up inspection of scene.
 - e. Issue the "all clear" signal when proper to do so.
4. To make these emergency plans most effective, all camp groups will make a daily report of all activities on the activity board in the staff lounge. This will include:
 - a. Group and leader identification.
 - b. Time and place of activity.

SEVERE STORMS

1. When severe warnings are received by the camp office, the administrator on duty will:
 - a. Notify all staff members and campers of the warning.
 1. All activities will be restricted to cabin areas.
 2. All campers and counselors remain in cabin groups
2. Counselors will:
 - a. Make a check to make sure all campers are present.
 - b. Initiate activities to keep campers occupied throughout storm periods.
 - c. Not permit campers to leave the cabin until the "all clear" has been issued.
3. If cabins or buildings are struck by lightening:
 - a. The staff person in charge will:
 1. Evacuate all persons and send them to the immediate next building.
 2. If persons are injured, initiate proper first aid procedures.
 3. Send a responsible person to nearest place to call for help.
 - b. The Administrator in charge upon receiving the call for help will:
 1. Initiate the procedures outlined in "Universal Emergency Procedures".
 2. Send additional staff to the scene of disaster.

WIND STORMS

1. Seek shelter inside a building.
 - a. Camper cabins are preferred.
 - b. Other buildings with smallest roof areas are best if you are not near your cabin.
 - c. Avoid buildings with many windows or large windows.
 - d. Inside of building, gather in the corner which faces the direction from which wind is coming.
 - e. Construct an inside shelter of tables, beds, etc., and place all people under it.
 - f. If needed, give first aid treatment within the "inside shelter".
 - g. If possible, evacuate the area when the storm subsides.
 - h. If a person is trapped, send a pair of reliable persons to the office or nearest calling point to request help.
2. If no buildings are available:
 - a. Lie flat on the ground in ditches or depressions or behind large rocks and stumps.
 - b. Avoid the areas where there are large trees or electric lines.
 - c. Seek shelter in groves of small trees or brush.
 - d. When storm subsides initiate first aid procedures if necessary.
3. Report your location to camp office as soon as possible.

FIRES

FIRES IN BUILDINGS:

1. When a fire is detected:
 - a. Notify office.
 - b. Evacuate the area.
 - c. Make a check to determine the presence of campers.
2. In case of major fire the Administrator will order a mass evacuation by announcing it over the public address system.
 - a. Camp counselors will lead their campers to the announced location of their Unit Leader. The Unit Leader will lead the group to a safe location.
 - b. The Camp Administration will announce specific pick-up points and dispatch vehicles to these areas if it is necessary to evacuate.
 - c. In most cases, the campers will be instructed to proceed to the lake area.
 - d. Each Unit Leader will be responsible for making sure all are present and accounted for.

FOREST FIRES OR FIELD FIRES:

1. Notify office.
2. Evacuate campers.
 - a. Proceed in a direction away from the fire.
 - b. Head toward to nearest body of water or road.
 - c. If necessary, enter the body of water (only if there is no danger of drowning) otherwise remain at edge.
3. Keep clothing wet.
4. Lie close to the ground to avoid smoke inhalation.
5. Keep the group close together.

FIRE RISK MINIMALIZATION

1. The danger of fire is considered minimal at Lutherlyn because:
 - a. The construction of the buildings.
 - b. The large amount of open spaces present in the camp.
2. In times of prolonged drought the Administration will restrict campfires and sleep-out activities.
3. Fire extinguishers are located in all public buildings.
4. To help prevent fires as well as to promote a healthy atmosphere, Lutherlyn prohibits smoking in any camp building.

DROWNING

1. If a guard notices a swimmer struggling, the guard will initiate a rescue.
2. If a "Buddy" reports a "Buddy" in trouble, the guard will initiate a rescue.
3. If during a buddy check a person appears to be missing, clear the swimming area.
 - A. The Waterfront Director will instruct the guards to begin an orderly "dive and search procedure".
 - B. He/she will use the intercom to notify the office of the identity of the missing person.
 - C. All counselors at the lake will immediately take an attendance check of their campers and report the results to the Waterfront Director. If the "missing person" is not missing, the search will be halted.

** If a camper is indeed missing, the counselor will lead the other campers back to their cabin.
3. The office will:
 - A. Send the nurse to the waterfront.
 - B. Initiate a search of the camp in case the person left the lake area to return to his or her cabin or joined other activities.
 - C. Call 911 for emergency help.
4. If a person is found in the water, a waterfront staff person will initiate first aid as necessary.