

Camp Terms 2024

ALs (Assistant Leaders): LEAD campers who have been trained by staff to help for a week in a cabin with two other staff. They are campers, but are learning to become staff and are eager to help and learn. We <3 ALs.

Cabin: Typical camper housing at Camp Seymour. Each cabin houses around 10 campers and two staff, but capacity varies. Cabin staff stay in a counselor room that is slightly separated from the rest of the cabin. Each cabin has a bathroom with a shower and sink, lighting, outlets, and heat. Camp Seymour has 17 cabins!

Cabin Constitution: This is a first night activity where campers and counselors create a list of guidelines that they agree to as they live together for a week. It should be a good mix of camper and staff led, and once everyone agrees on 4-8 guidelines, they all sign their names.

Cabin Time: An hour of the day spent with the cabin group. Your cabin votes on Sunday evening on what they'd like to do during this time. Each cabin time is different, and it is another chance for campers to try an activity or program area. Counselors can also plan something outside the normal program areas with the prior approval of Unit Leader and Program Director.

Camper Memories: A paper filled out by counselors about each individual camper's time at camp. Divided into four sections; Ask your camper about, Camptivities, You should be so proud of, and Dear Camper. *Ask your camper* has three bullet points to fill in with full sentences about things they did this week. *Camptivities* are simply their three camptivities. *You should be so proud of* shares something admirable about their camper you noticed this week. *Dear Camper* is a letter from the counselor to the camper and should be genuine and personal without getting too in depth.

Campfire: An all-camp activity, we have three campfires a week. A Campfire has two staff hosts who plan the skits and songs to be performed by staff or camper groups. Sunday night campfire is usually Leadership Staff performers, Monday night campfire is Cabin Staff performers, and Closing campfire (Thursday night) is usually camptivities that have been preparing something – a skit, song, or talent – all week during their sessions.

Camptivity: Hour-long skills sessions designed to teach or expand campers' knowledge and skill in various program areas around camp. Camptivities offered in camp include, field sports, archery, creative arts performing arts, swimming, outdoor living skills, games, nature, and many original ideas from counselors! Campers sign up for the activities they are interested in on Sunday. These are taught Monday through Thursday.

Candlelight: Camp's traditional closing ceremony after our final campfire. We meet on the upper ballfield to reflect on our incredible week. Each camper and staff

gets a candle that we light all together and then blow out. Each person gets to keep their candle!

Co: Each cabin has 2 counselors and 8-14 campers. The counselors are co-leaders and hence the derivation of "Co," to refer to the other counselor in the cabin.

Dippy: A quick dip in the cove after German Stairs! Campers who complete this both mornings earn a pin and certificate. More fun the more staff jump in!

Dual Zip: A classic zipline in our Outback. It's called Dual Zip because there are two parallel ziplines that are used simultaneously. Two campers zip at the same time! Our dual zipline is 450ft long and takes about 15 seconds from beginning to end.

Embers: A quiet, mellow, time before going to sleep. Embers is a time for cabins to get to know each other better and share with each other. It is often used as a time to summarize the day as a group, and to work on conflicts or difficulties the cabin group may be having.

Extreme Commando: Campers who complete German Stairs and Dippy each morning earn an Extreme Commando pin and certificate.

Flag Raising/Lowering: We take the time to raise the flag in the morning at breakfast lineup and say the pledge of allegiance. Any camper or staff can opt out of the saying the pledge. We lower the flag at dinner lineup. Cabins are assigned to help unfold/raise the flag and lower/fold up the flag.

Gaga Ball: A popular camp game that is akin to dodgeball. Played in octagonal "pit", the origins of the game are somewhat of a mystery as there are many different supposed sources and claims about who invented it and when, but it is played all over the world. Because of this the rules vary from place to place. Camp Seymour's Gaga Rules are posted near our main camp Gaga Pit. In general, campers hit the ball with an open hand in an attempt to get others out. You are out if the ball touches your leg or foot below the knee.

German Stairs: A ½ mile run, walk, or jog around camp in the morning. Campers who complete this both mornings earn a pin and certificate. All Cabins meet at the Triangle at 6:55am so they can hear the German Stairs origin story before an experienced staff member leads the pack through the route.

Golden Broom: A competition for cleanest cabin awarded every day at lunch lineup. Each Unit has a winner decided by the Unit Leader on morning rounds. Many cabins find creative ways to make their cabin décor and cleanliness unique.

Grace: Before each meal, we take moment to say something that reminds us to be thankful for the food we're about to eat, the people who made it, and the Earth that grew it. The meal host will lead this short non-denominational chant or song repeat after me style.

High Ropes: Teambuilding activities that take place higher off the ground. Camp Seymour has high rope elements such as Statics Course, Flying Squirrel, Giant Jenga, High V, and Vertical Playpen. These challenge campers to rely on each other, expand their horizons, and face their fears. Requires a certification to lead.

Icebreakers: Games or activities that allow campers and staff to get to know each other. Usually “name games” or games where you learn about commonalities between members of the group.

Kapers: The morning time each day that campers and staff spend cleaning their personal living areas after breakfast. All in order to try and receive the golden broom for the day, handed out at lunch.

KP: Kitchen Party! Cabins assist staff in setting up before meals and cleaning up after meals. This is assigned and is listed on the Camptivity schedule.

Leadership Staff: Includes Assistant Camp Directors; Unit Leaders; Camper Support Specialist; Program Area Specialists; Health Hut team; full-time Program Directors; and Scotty.

Lineup: Just before each meal, we gather everyone in the amphitheater. Cabins sit together and we lead songs and other stalling activities until the Dining Hall is set up and ready for us to go in. We release groups to wash their hands in creative ways usually a few cabins at a time.

Low Ropes: Teambuilding activities that occur low to the ground. Some involve elements like cables, boxes, and rope swings. Usually activities have a story built in them or many variations to evolve the activity as you go. Requires certification to lead.

Morning Inspiration: A time for reflection and celebration that happens every morning after breakfast. Each day focuses on a different Y core value. A Unit Leader leads Morning Inspiration each morning with Pappy, our Mission Emphasis Director. Programming included stories and songs related the daily value.

Natural Wonders: Programming focusing on exploring natural processes and local ecology. Includes our Farm and Garden (chickens, ducks, flower garden, koi, hydroponics, and green house), stream table (visual and physical observation of the powers of erosion in a tub of sand and water), beach walks, reptiles, and touch tanks.

Oh Snap: Response by audience to the obvious punchline of a skit or tweener. Exclaimed like “OHHHHHHHHHHH snap!” while forming a large circle above your head with both arms.

Outback: The woods and trail system behind main camp. This includes our low and high rope elements, the Pioneer Bowl, and xxx acres of wooded trails.

Overnight: Most units on camp spend one night sleeping outside either in main camp, at a campsite in our Outback woods, or at our sister camp, Camp Lake Helena. Each unit has different games they play, dinner, and each does a unit-only campfire.

Parent Packets: An envelope for campers to take home to their parents. Inside is their Camper Memories sheet, their Dippy, German Stairs, Whale Swim, and Extreme Commando certificates. It is handed to each camper by their counselor during Check-Out, just before they go home.

Program Areas: Activity areas around camp that have specialized staff to help run them. All require a certification, acquired during skills week, to run. Pool, Waterfront, Archery, Arts & Crafts, and Climbing Wall.

PYP: Stands for "Pick your Pleasure." Campers choose from a variety of one-hour activities to do. They are different from Campactivities in that they are not necessarily skill-oriented, but they do focus on camp values and program themes. The creative possibilities are endless!

Ragger Program: A YMCA character development and goal-setting program founded in 1914. Also called "Rags" or "Raggers". It is for campers 12 years old and older. The ceremony, tradition, and counseling included in the program are something we will discuss during staff training.

SADTV: An all-camp rule and expectation of all campers and staff. Stands for the things we do not bring up in conversation or actions throughout the week. Each age group may utilize a slightly different acronym, especially the younger groups. Letters stand for - Sex, Alcohol, Drugs, Tobacco (or Technology), and Violence. Some groups add P (politics) or R (religion). Younger groups utilize ITV (Inappropriate language/action, Technology, Violence).

Saska: A time for kids (and staff!) to relax after lunch, digest food, and get ready for a full afternoon of activities. Saska takes place inside the cabin for both counselors and campers. Campers should be on their bunks napping, writing a letter home, reading, or maybe playing a quiet game with each other.

Skit: A humorous performance that tells a short story through props, exaggerated emotions, and scripted lines. Usually has one definitive punchline that signifies the end of the skit. Performed by 1-any number of staff and/or campers.

Staff Auction: Each summer, Camp Seymour staff get together to raise money for camper scholarships. Alumni, staff, and community members donate items to be bid on by staff. Items up for auction in the past have included: tickets to a baseball games, artwork, homemade treats, limited edition Seymour gear, and more!

Tailgate: A block party on Wednesday night! This is a time that all of camp gathers to play lawn games, Gaga ball, and dance to music.

Teen Programming: Camp Seymour offers programming for campers who have aged out of regular overnight programming. Here's a breakdown of our current offerings:

Trek: Going into 9th and 10th grades, outdoor adventure programming in Olympic National Park, volunteering, and camping outdoors.

Teen Wilderness Adventure: Going into 9th, 10th, or 11th grade, two-day backpacking trip and three-day kayak trip

Quest: Going into 10th and 11th grades, eight-day paddling and backpacking adventure in Olympic National Park

LEAD: Stands for Leadership Experience and Development, campers going into 11th and 12th grade. This programming is for campers who are interested in someday becoming camp staff. Two-week programming – learning about camp and the behind the scenes, and then helping in a cabin as an Assistant Leader.

Tie Dye: A classic summer camp Arts & Crafts activity. Each unit gets the chance to dye shirts or other items they brought from home. Items are soaked in soda ash water, tied with rubber bands to create a pattern, and dyed with premixed dye. Camp staff wash and dry tie dye to be returned to campers on Check-Out day.

Touch Tanks: Open tanks of water filled with small marine creatures from Glen Cove. Allows campers to see and interact with unique parts of the ecosystem. Requires a certification to run.

Tweener: Even shorter skits, performed by the campfire hosts in-between the main acts of the campfire, hence the name tweener. Can all be themed (witches, pirates, rocks, cheese).

Unit: Units are the age groups at camp. Each unit operates with its own schedule, campivities, overnight, and unit cheer. Here's a breakdown:

Trailblazers: Campers entering 3rd and 4th grades, Landanda meeting spot, overnight in cabins

Explorers: Campers entering 5th and 6th grades, Cove Bowl meeting spot, overnight in the Outback

Mountaineers: Campers entering 6th and 7th grades, Amphitheater meeting spot, overnight in the Outback

Voyagers: Campers entering 8th and 9th grades, Yurt Bowl meeting spot, overnight at Camp Lake Helena

Unit Awards: Given out by Unit Leaders on Check-Out day, Unit Awards include Dippy, German Stairs, and Extreme Commando pins.

Unit Time: Large group game or activity with an entire Unit. Unit Leaders plan and usually lead this hour with the help of their cabin staff.

Whale Swim: Cabin groups swim around a buoy in the cove on Wednesday nights! Campers who complete this earn a pin and certificate

Who's in the Hole: The response to "ask me the other question" from the campfire host. Shares who will be on after the upcoming performer. Gives that act time to get into costume and be ready to perform.

Who's On Deck: The response to "ask me the question" from the campfire hosts during campfire. Shares with the audience who will be up on stage next. Paired with arm movements taught by hosts.

Yurt: A circular canvas tent reinforced with wood framing, built on a wooden platform. Camp Seymour has five yurts. Typically, older campers (Voyagers and Teen Programming), may stay in Yurts. Can house up to ten campers and two staff – 6 bunk beds.