

EASTERN NORTH CAROLINA YOUTH CAMP

Cabin Wars Points List

Each cabin is a team and combined cabins make an even bigger team competing for End Games. The points system is as follows:

Cabin Spirit: +3,000 points (entire day)

End Game Dress Up Participation: +50 points per day (each person)

Rec time games: +1,000 points for every game won (rec staff will keep up with this)

Best dressed: +2,000 points (Boys and Girls)

Table cleanup: +500 points each meal / Messy Tables: -500 points each meal

Cleanest Cabin: +5,000 points / Dirtiest Cabin: -5,000 points

Highest Cabin Offering: +1,000 points

One big group camp game at the end of the day: +5,000 points

Orphan Run for Hope: +15,000 points for team with most money raised

Spiritual Points:

Most scripture Memorized (Boys and Girls): refer to Scripture Memorization Form

Bringing your Bible to service: +50 points (each person)

Engaging during worship: +1,000 points / Disruptive during worship: -1,000 points

Super Cabin Points List

In addition, each cabin will compete for the Super Cabin Award to be given on the last night of camp. Points earned during Cabin Wars contribute to the overall score of the cabin:

Fun Times/Theme Days (based on participation)

Clean Cabin/Room (refer to the Youth Camp Room Check Sheet) p. 27

Spiritual Emphasis (based on participation, scripture memorization, bringing your bible, etc.)

Miscellaneous (having a good attitude, being helpful, following dress code, etc.)

PLEASE NOTE: Other points may be awarded at the discretion of the Youth & Discipleship Director, Youth Board, or any other staff.

Please refer to page 76 for the Camp Awards Program. These awards are handed out the last day of camp.