

Regional Aaronic Priesthood Commemoration Camp

Friday

Registration and Tents Set up	5:30 – 7:00pm
Meal provided	7:00 – 7:30pm
Official Opening of Camp and Fireside at Camp fire	8:00 – 9:00pm
Games and Skits at the campfire	9:00pm
Bedtime	

Saturday

Morning

Arise, Dress, Breakfast	7:00-8:00am
Gather at Campfire area instructions for the day	8:00am
Small group devotionals	8:15-9:00am
Small group Activities	9:00-11am
Large Group activity	11:00-12:00noon
Lunch	12:00-1:00pm

Afternoon

Small group activities	1:00-3:00pm
Large group activity	3:00-4:00pm
Closing of camp at campfire area	4:15pm
Strike Camp, Packed meal, Travel Home	4:45 – 5:30pm



Aaronic Priesthood Commemoration Camp Activity Plan (Saturday)

After a hearty breakfast the young men will gather at the fireside area to have a briefing on the day's activities from 8-8:15am. The first activity block will begin shortly after this. Having received their assignment into a group at registration the young men will know which activity they will attend first. The activities are as follows:

Block 1 (Morning):

Devotional groups as assigned followed by activities.

Activity 1: Pioneer Dash Down Rocky Ridge – Two teams (or more) race against one another to get from the bottom of rocky ridge to the top. One young man in each team is chosen to be the Ox. As they progress up the hill they will have pioneer items added to their load (such as rope, backpack, lamp, and so forth). However each Ox is to walk on a bail of hay. Each team will have two bails that need to be placed in front of the other in succession as they progress up the slope. If the Ox falls from the bail they are to stop and get organised and then move on. The first group to reach the finish line wins.

Activity 2: Hold to the Rod – This activity is a particularly memorable one for those who like a laugh as well as a purpose. A pre-prepared course is made in a forested area using thick string or rope. This is a route deliberately made to include obstacles such as tree branches, logs, tyres, mud, or leaders. The young men are split up into groups of five or six, blindfolded, and begin walking through the course holding the rope at all times. With their other hand they hold onto the shoulder of the person in front. The person at the head of the group gives instructions of obstacles to the rest of his group.

This activity encourages teamwork and is linked closely with the vision of the tree of life found in the Book of Mormon.

Activity 3: Aim High – Two teams are issued with a supply of water filled balloons (enough to make up two rounds, which will be quite a lot). Two people from each group are chosen as the ‘catchers’ and another is chosen as the ‘enemy hitter’. The rest of the group line up at one end of the area and their ‘catchers’ stand facing them a few yards away. They will be holding a small blanket that will be used to catch as many balloons as possible thrown by their own team members. In the meantime the opposing teams ‘enemy hitter’ will stand in a designated area in front of the other group’s catchers. He will attempt to destroy as many balloons as possible, or prevent them from being caught in the blanket. To do this he will be equipped with a long pole or stick. Judges (willing to get wet) will stand at each group ‘catcher’ area to count the amount of balloons caught by the teams. The group with the most intact balloons will win the competition.

Larger Group Activity 1: Quorum Assault Course - Two teams are pitted against each other to reach the Susquehanna River at the end of the course. One large part of the fielded area is utilised in order to construct a moderately challenging course of jumps, crawls, sprints, and climbs. The two courses will mirror each other and be side by side. This can be done in rounds that include different age groups, couples tied together, and quorums. The idea is that the young men appreciate the value of teamwork and good sportsmanship.
End of Block 1 and Lunch (12pm).

Block 2 (Afternoon):

Devotional groups as assigned followed by activities.

Activity 1: Fireside Race and Workshop – This activity can involve small or large groups and allows the young men to be educated on basic campfires skills whilst being part of a competitive game. The first part is taken up with an experienced leader showing the group how to prepare, maintain, and safely use a functional campfire. The second part involves the young men in groups racing against one another to build and light their own small campfire. The first group to burn through their string wins.

Activity 2: Shelter Build – Another practical camp craft activity that can be adapted as a competition also. All the young men sit as a group and are shown the basic skills required to construct a simple emergency shelter (of various designs). They are then given a choice of materials (chosen by picking straws) and have to build their shelter in a specified time. This can also be likened to gospel themes of ‘good foundations’, ‘the shelter of the Lord’, or ‘protection from sin’.

Activity 3: Restoration Games – Like a miniature version of the Olympics this selection of challenges involves games often played by the pioneers as they travelled west. These include ‘stick pulling’, ‘drop the handkerchief’, ‘leapfrog’, ‘grasshopper’, and so forth. Two teams can battle against each other to be the overall winner.

Larger Group Activity 2: Hunt for Little Cumorah – Two teams race to find the treasure hidden beneath ‘Little Cumorah’. Following a pre-determined course at Auchengillan, each group collects clues that will lead them to the treasure (Gold Plates upon which each young man can scribe his name).
End of Block2 and preparation for closing ceremony at fireside area.