

Winter Camp Manual

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Introduction

Winter Camp is a unique experience. During your weekette at camp, you'll get a chance to try activities, games, and meals unlike any you've tried before.

Participation is really the key to understanding Winter Camp. Many of the things we'll be doing this week will be new to you and those around you. By putting forth your best effort to have fun and enjoy them, you will help yourself and everyone around you have a better Winter Camp.

Participation is also the biggest difference between Winter Camp and most other Scout events. Most of the time in Scouting, Adults put on games, events and contests for the Scouts to participate in. During Winter Camp, everyone is expected to participate. Adults don't just kick you out of the cabin to go play outside; they actually come outside with you and join in the fun.

Because we don't have a designation of "staff" and "participant", everyone gets to be both. To help make sure things are fair, we use a duty roster, just like most troops. Everyone is expected to complete their assignments as shown on the duty roster. Most times, the roster is made by letting you sign up for the activities and meals you're interested in preparing.

Winter Camp tends to borrow a lot of equipment from those in attendance. Some of this equipment is valuable and some may be fragile. It's important to be careful when using someone else's stuff. Treat it better than you would your own. Remember that it never hurts to ask before borrowing something or using it for an unusual purpose.

This manual is meant to help you understand what's going on at Winter Camp and how to arrive at camp prepared. Having the right equipment can really make a difference in how much fun you have at camp. Some of the equipment is pretty basic, like remembering gloves and a coat, but some of it is specialized, like bringing a blindfold for the Blind Hike. With any luck, you should be able to read this manual and make sure you have the right stuff when it comes to Winter Camp.

A Few Simple Rules

The most important rules at Winter Camp are the Scout Oath and Law, followed quickly by D-bar-A's Camp Code of Conduct. Some other rules of which you should be aware include:

Trading Post

Winter Camp operates its own trading post using a combination of vending machines and the honor system. Please don't do anything stupid when it comes to the trading post. Believe it or not, the trading post is an integral part of funding camp. It also provides snacks and pop in case you need a little something extra to eat or drink. Please don't cheat the trading post by selling your own pop or candy at camp. Without this money, the cost for Winter Camp would have to go up.

Computers

When computers first came to Winter Camp they were new and exciting and most campers had never used one. Now most campers know at least something about computers. Even so, it's important to treat the computers with respect. Installing software, changing preferences, and other "semi-permanent" changes should only be done with the owner's permission.

Computers are brought to Winter Camp to help prepare activities and events for camp. This means that someone who wants to prepare something for camp has priority over someone playing games.

Youth Protection

Although the Order of the Arrow officially considers you a youth until you are 21, please bear in mind that youth protection considers you an adult at 18. This means anyone 18 or older should not use the same bathroom or shower facilities as those under 18. Those 18 or older must have completed Youth Protection Training.

Participation

There can be some pretty strange activities at camp, ranging from odd versions of games you may be familiar with to games that might call for you to imagine yourself as a pirate, an alien, or a moonshiner. It's important that everyone participates because, as they say, "if everyone does it, no one will look stupid". More importantly, if you don't get into the spirit of Winter Camp, you probably won't have a good time and may even spoil things for others.

Quiet Hours

While you are not required to go to bed at any particular time at Winter Camp, you are expected to respect others' need for quiet at night. This means that loud activity should cease after midnight. Additionally, you should get sufficient rest at night so that you are ready to go in the morning. If you're staying up so late that you can't get up for the first morning event, you diminish the activity for everyone participating.

Basic Personal Equipment

Since you're a First Class Scout you probably have a good idea what to pack for a campout, but it never hurts to offer a few reminders. Winter Camp is also longer than most campouts so some extra equipment is required. Here is a suggested list prepared by a Winter Camper as part of earning the Winter Camp Participation Award

- 5 Pairs Of Underwear
- 10 Pairs Regular Socks
- 2 Pairs Wool Socks Or Thermal Socks
- 1 Pair Of Shoes Or Sneakers For Indoors
- 1 Pair Of Boots For Outdoors
- 1 Pair Of Long Johns, Preferably Not Cotton Or Cotton Blend
- 1 Pair Of Thin Gloves (Stretchy Are Good)
- 1 Pair Of Heavy Duty Gloves Or Heavy Mittens
- 3 Pairs Of Pants
- Sleepwear
- Sweaters Or Pullovers
- 3-4 Shirts, Short Sleeve
- 3-4 Shirts, Long Sleeve
- Sleeping Bag Or Sheets And Blankets
- Pillow
- Shower Gear
- Shaving Gear (If Needed)
- Flashlight
- Toothbrush And Paste
- Toilet Paper
- Optional (You Are Responsible For):
 - Cards
 - Candy
 - Board Games
 - Deck Of Cards
 - Hand Warmers
 - Cd Player
 - Bottle Water
 - Magazines
 - Outdoor Sleeping Gear
 - Any Other Cool Things

The list isn't meant to show everything you should or could bring, just some suggestions. Check the Scout Handbook or Fieldbook for more ideas and bear in mind that we're going for 5 days.

The Winter Camp Future Society

Winter Camp Future Society (WCFS) derives its purpose from its name:

Winter Camp

The WCFS works to make Winter Camp great. Officially, they do this by helping to maintain traditions and by providing a special activity every five years. Unofficially, they serve as the financial backers of Winter Camp, providing funds and other support for equipment and services we might not otherwise be able to afford. The WCFS also serves as an umbrella organization for a number of official and unofficial projects. Some of their projects include time capsules, reunions, books, short stories, wintercamp.com, wintercampuniversity.com, onепartwords.com, askdoctorbeast.com, jackpotgrits.com, bollmanos.com, Universalmeasurementsystem.com, and randinstituteofleadership.com, the Winter Camp Store, and, of course, the Winter Camp Participation Award.

Future

Apart from helping to ensure that Winter Camp is held in the future, the WCFS collects predictions about future Winter Camps and sponsors our Time Capsule projects.

Society

The WCFS provides a core group of dedicated Arrowmen who share a love of Winter Camp and can be counted on to provide aid both to camp and each other when needed.

Membership

To become a member of the WCFS, a camper has to have attended at least three previous Winter Camps. Every five years, Winter Campers choose a project or souvenir (sometimes both) to commemorate the anniversary. Costs are determined and then those who would like to be members pay a portion of the cost of the project(s). The donation amount is not fixed and members may contribute as much or as little as they feel they can afford. Excess funds are used for other expenses associated with Winter Camp.

Participation Award

One of the most important offerings of the WCFS in recent years is the Participation Award. The Award was created in 2000 with the express purpose of encouraging youth members to participate in all the activities and opportunities of Winter Camp. Adults are not eligible for the award and only achievements from Winter Camp XXIV forward may be used to receive the award. To date, no adult has touched an award patch other than the one they earned as a youth.

The requirements are:

1. While attending Winter Camp, do each of the following:
 - a) Participate in baking a loaf of bread or similar baked good
 - b) Help set-up or coordinate an event
 - c) Provide four (4) hours of service to camp
 - d) Climb D-A's highest peak
 - e) Participate in the Blind Hike
 - f) Set a personal goal to achieve during camp and achieve it
2. While attending Winter Camp, do at least two of the following:
 - a) Participate in a project aimed at improving Winter Camp
 - b) Write an article or short story for the Winter Camp Newsletter
 - c) Sleep outdoors safely during Winter Camp
 - d) Hold a leadership position. This includes coordinating a day, serving as youth leader or any other office designated by the leader
3. Do at least two of the following:
 - a) Surf the Winter Camp Universe and participate in one or more discussion areas (the Wall, Activity Suggestions, Meal Suggestions, Theme Suggestions, or day planning
 - b) Pass the Winter Camp Basic History exam either online or in written form.
 - c) Correctly define the following terms
 - i. CHR
 - ii. Jiffy
 - iii. Kitchamajig
 - iv. El Mediodia
 - v. Rand Stew
 - vi. Weekette
 - vii. Quiet Hours
 - viii. Winter Camp Savings Time

Winter Camp Menu

Winter Camp Schedule

Winter Camp Duty Roster

Camp Traditions

Winter Camp in its attempt to prove its societal value provides for a direct accomplishment of achieving one of the purposes of the Order of the Arrow. Camping traditions have been started and maintained by Winter Camp. Tradition over the years, has been the guiding force behind much of the Winter Camp operation. Participants, by nature, have been traditionalists, which accounts for the strong loyalty to Winter Camp itself.

Winter Camp I	Homemade Pizza
Winter Camp I	Homemade Breads
Winter Camp I	Blind Hike
Winter Camp I	Christmas Decorations
Winter Camp I	Use of Beaver Creek Subcamp
Winter Camp I	Excessive Eating
Winter Camp I	Changing of Donohue Pot Handles
Winter Camp I	Use of Kitchamajig
Winter Camp I	Late Bed Times
Winter Camp I	Use of Marvel Alarm Clock
Winter Camp I	Self Appointed Leadership
Winter Camp II	No Hamburgers on Menu
Winter Camp II	Casino Night
Winter Camp II	Computer Equipment at Camp
Winter Camp II	Hanging of Jell-O Molds
Winter Camp II	Rand Stew
Winter Camp III	Murder Game
Winter Camp III	Service Project
Winter Camp IV	Printed Currency
Winter Camp IV	Winter Camp Manual
Winter Camp IV	Gamefest
Winter Camp IV	Use of Two Cabins
Winter Camp V	Invited Guests
Winter Camp V	Communist System
Winter Camp VI	Out of State Participants
Winter Camp VII	Trivia Test
Winter Camp VII	Winter Camp Museum
Winter Camp VIII	Cross Country Golf
Winter Camp VIII	Volleyball
Winter Camp IX	Newspaper
Winter Camp XI	Future Society
Winter Camp XI	Time Capsule
Winter Camp XIV	Automated Vending Machine for Trading Post
Winter Camp XIV	Winter Camp Logo
Winter Camp XV	New Continental Breakfast
Winter Camp XV	Winter Camp Savings Time
Winter Camp XV	Red Nickels

Winter Camp XVI	Hobby Draw
Winter Camp XVII	Hobby Demo
Winter Camp XVII	Pizza Wars
Winter Camp XVII	Winter Camp Fiction
Winter Camp XVIII	Epic Limerick Cycle created
Winter Camp XVIII	Selecting meals for the Historic Banquet
Winter Camp XIX	Bollmano's wins the Pizza War
Winter Camp XIX	Catchphrases for each Winter Camp
Winter Camp XIX	Wilson's rules of Order
Winter Camp XX	Future Society celebration events
Winter Camp XX	Future Society souvenirs
Winter Camp XX	Prank Menu Call
Winter Camp XXI	White Snowflakes on Blue Background as Winter Camp "colors"
Winter Camp XXI	Vigintennial Perimeter Hike
Winter Camp XXI	WinterCamp.com makes year-round public discussion possible.
Winter Camp XXII	Bakery Snack
Winter Camp XXII	Pre-Planning Meeting
Winter Camp XXII	Primary storage of Winter Camp gear in the BC attic
Winter Camp XXIV	Winter Camp Patch
Winter Camp XXIV	Winter Camp Participation Award
Winter Camp XXV	Encyclopedia WinterCampica
Winter Camp XXVI	Jackpot Grits
Winter Camp XXVI	Outdoor signs and letters
Winter Camp XXVIII	The Pinball Machine
Winter Camp XXIX	Roulette Wheel
Winter Camp XXIX	Inflatable Bear
Winter Camp XXX	Attendance of people whose parents attended camp before they were born
Winter Camp XXX	Cabin Improvement through decorations
Winter Camp XXXI	You might be a Winter Camper if....
Winter Camp XXXII	M*A*S*H style signpost
Winter Camp XXXIII	Giant Jenga
Winter Camp XXXIII	Birth of the term HDA (Hike Disguised as Activity)
Winter Camp XXXIII	The roaster becomes a dominant force at Winter Camp lunches
Winter Camp XXXV	The Donohue suite
Winter Camp XXXVI	Use of the Historic Banquet to dodge tough dishes in the future
Winter Camp XXXVI	Risk: Legacy
Winter Camp XXXVII	Purging of unneeded gear.
Winter Camp XXXIX	Purpose-built ladder for access to the attic
Winter Camp XL	GPS Enabled Clue Boxes
Winter Camp XL	The Smoker
Winter Camp XLI	Use of cabins with indoor restrooms
Winter Camp XLI	Custom 3D printing used to enhance program at Winter Camp.

Dictionary of Names

Achatz Spaghetti: A concoction of noodles and sauce cooked in a single pot; a very starchy meal.

Bollman-Oakes: A former member of former troop 1058 in Allen Park.

Donohue: Play; amusement.

McGrath Wood Pile: Any collection of a cord or more of firewood to be used for Order of the Arrow ceremonies.

Oakes' Lunch: Any midday meal involving chicken noodle soup and cold cuts.

Oatley Breakfast: A low sugar morning meal high in nutrients.

Osvath Wiring: Any extensive maze or web of wiring.

Radtke Ground Flame: Any dangerous burst of fire from the ground reaching a height of at least six feet.

Rand Rule: A previously unannounced rule which provides a benefit in the current situation

Rand Stew: A concoction of food prepared from all Winter Camp leftovers.

Wilson Pie: A well-prepared and tasty pie.

Popular Phrases and Acronyms

Back in the Day: Before Sam Stocker came to Winter Camp.

HDA, Hike Disguised as Activity: If it's not a hike why is there so much walking?

MDA, Hike Disguised as Meal: If it's not a hike why is there so much walking?

Winter Camp for One: Refers to the idea that someone is selfishly making everyone engage in some activity that perhaps only they enjoy.

You Ruined Winter Camp: You did something differently than I would have. Generally, you haven't ruined Winter Camp.

You Saved Winter Camp: You made a choice which improved Winter Camp for me.

Winter Camp Nicknames

Nickname	Real Name
Baby Shork	Ryan Shork
The Beast	Ron Donohue
Big Ed	Ed Parsons
Bollmen	Bollmans
Box	Eric Rohloff
The Canadian	Chris Kirschke
Captain Underpants	Kieran Bledsoe
D3	Dickson Mann
Daha	Stephen Donohue
Den, Deputy Den	Daniel Bollman
E	Erik Lowhorn
F@LG	Steve Harig
Hector's Boy	Steven Paz Pejuan
HO	Harold Oatley
Howard, the Duck	Howard Hammes
Indian Guy	Dave Woods
K2	Keith King
Luru	Louis Pezet, Jr.
Mister Horn	Roger Horn
Mister Wilson	Doug Wilson
Mr. Boy Scout	Dave Oakley
Occasional Visitor, OV	Kristie Donohue
Old Bob, Fish Scale Head	Robert Stone, Sr.
Ooswah	Michael Osvath
The Overcompensator	Joseph Roberts
Pitchfork	Kenneth Pitchford
Pockets	Adam Pezet
The Queberite	Michael Perez
Rip Van Callison	Richard Callison
Silly Little Milkmaid	Daniel Hammon
Silver Spoon	Shaun Range
Sleeves	Nick Polifroni
Soda Sipper	Steven Tapazglou
Squirrelly	Reed Shannon
Stick Man	Joseph Cipponeri
Uncle Ethan	Ethan Rein
Young Ethan Rein	Ethan Rein

Measurement System

In preparation for Winter Camp II in 1978, a new measurement system based on universal constants was developed. This system was the logical progression from the Old English System and its human measures, through the Metric System with its earth measures, to a system of constants appropriate throughout the universe. This is the official system of measure in use at Winter Camp.

Distance Measures:

Tit: The classical radius of an electron at rest.
Tad: 10^{15} tits.

Measures of Mass:

Dash: Mass of an electron at rest.
Holbrook: 10^{30} dashes.

Time Measures:

Flash: Time it takes light to travel the radius of an electron in a vacuum, stationery reference.
Jiffy: 10^{26} flashes. (The time it takes Laurel & Hardy to travel to the thirteenth floor in the movie "*Blockheads*.")
Bluemoon: 10^{30} flashes. 10^4 jiffies
Hellfreeze: 10^{35} flashes. 10^9 jiffies.

Temperature Measures:

Scorch: 10^{-1} times Triple Point of Hydrogen, 100% H^1 isotopes.

Energy Measures:

Friedman: 1 dash times 1 square tit divided by 1 square flash.

Electricity:

Zap: The charge on an electron
Osvath 1 zap per flash (current)
Milon 1 friedman per (zap times osvath)

Amount of Substance:

Jimpop The number of elementary objects equal to the number of atoms in .1 holbrook of hydrogen₁

Luminous Intensity:

Gary The luminous intensity generated from the photon emitted by an electron jumping from the first excited state to the ground state in a hydrogen atom.

Force:

Nudge (1 dash times 1 tit) per square flash

Pressure:

Peer A nudge on a square tit

Approximate Conversions

1 Tad (T)	=	2.817938 meters or 9.245203 feet.
1 Holbrook (hbk)	=	910.953447 grams.
1 Jiffy (J)	=	939.96297 seconds or 15.66605 minutes.
1 Bluemoon (bm)	=	108.79201 days.
1 Hellfreeze (hf)=		29786.24 Gregorian years.
1 Scorch (s)	=	1.3810247 deg. K or 271.769 deg. C.

Note: For more information refer to *Winter Camp Almanac and Book of Facts*.

Understanding Roman Numerals

Basic Roman Numerals

Symbol	Value
I	1
V	5
X	10
L	50
C	100
D	500
M	1000

Another way to remember this is with a weird sentence called a mnemonic device:

My	Dear	Cat	Loves	eXtra	Vanilla	Ice-cream
1000	500	100	50	10	5	1

There are 5 basic rules:

1. If a symbol is after another symbol that's the same or greater, it is added.
So I is 1, II is 2, VI is six, and MD is 1500.
2. If a symbol is before another symbol that's greater, it is subtracted.
So I is still I, II is still 2, IV is 4, and CM is 900.
3. The same symbol can't be used more than three times in a row.
This means that, for example, 9 is IX and not VIIII.
4. The biggest digit(s) come first.
So you don't write IIII for 7 or for 13.
5. You can only subtract powers of 10 (I, X, and C) and you can only subtract them from the next two numbers (so I can be subtracted only from V and X).

A chart and some rules

Number	Roman Numeral	Some Rules
1	I	<ul style="list-style-type: none"> • To add 10 to each of these, just put an X in front, so XI is 11. • To add 20, add two X's, so 25 is XXV. • To add 30, for 1-9, add three X's, so XXXIX is 39. • Once you reach 40, you'll break the three in a row rule so 40-49 all start XL. You might think you could write 49 as IL, but you can't subtract I from anything but V and X. • When you get to 50, it's L. Everything after that is the same until you get to 90. 90 is XC, because LXXXX would break the three in a row rule. • When you get to 99, it's XCIX, again IC isn't allowed. • Craziest thing? There is no zero in Roman numerals
2	II	
3	III	
4	IV	
5	V	
6	VI	
7	VII	
8	VIII	
9	IX	
10	X	

Which Winter Camp is it?

Subtract 1976 from the current year, so 2026 will be Winter Camp 50, which we'll call Winter Camp L.

Winter Camp Code

In answer to popular demand, we present here, for the first time ever, a complete explanation of the Winter Camp Code. This code can be used to encrypt any data, for any reason. It has (of course) been adapted for computer use, so it can be used if data must travel over unsecured phone lines.

It is also suitable for use in recording what items you have offered to bring to Camp. In some cases, parents become quite irate at finding their microwave oven gone. At least this way, they don't suspect anything 'til we've used it a few times.

Now, without further ado, the Winter Camp Code:

Firstly, the Winter Camp Code is a substitution cipher. Simply put this means an 'A' represents a 'B' and a 'B' means 'C'. Of course, to complicate things, we start our code transmissions with a three letter system. The first two letters represent the substitution portion of the cipher, so code ABM means an A is replaced by a B.

The third letter is either an N, an M, or a B. This represents a positional shift in letter order. N means no shift has taken place, B means it's written backwards, and M means the words are inside out, with the last half placed in front. For purposes of the code, all words consist of five letters. In the case of an M, the last two letters would go first. Therefore, the following would all be valid ways to encode the word 'there':

Using a 'B' code:	ereht
Using an 'N' code:	there
Using an 'M' code:	rethe

To encode a message, first write the message out in groups of five letters. If the end of the message isn't a whole group, pad with E's to complete the five letter grouping. Once that's done, complete the substitutions, then adjust the letter order. Don't forget that the first three letters represent the code name.

Meet me at the latrine in ABN code becomes:

ABNNF FUNFB UUIFM BUSJO FFFFF Note that the E's in this case
became F's in the coded version.

Bring a microwave in ACM code becomes:

ACMDT COKPI QYKET GG CXG Note that the first word is not
adjusted but appears in normal order.

If your message includes numbers, they follow the alphabet, and should be arranged sequentially. Therefore, our alphabet is effectively ABCDEFGHIJKLMNOPQRSTUVWXYZ0123456789.

Song Sheet

As a new attraction for Winter Camp IX, these songs were written to honor the event. They are, of course, confidential material, especially the Funeral Song.

In keeping with the spirit of Winter Camp, we ask not that you sing these songs well, but that you do it with feeling.

CAG Funeral Song (I'm lookin' over a four leaf clover)

I'm lookin' over the CAG's dead body,
A sight that fills me with glee.
His face is broken;
His clothes are a mess!
I am just glad that
We're rid of this pest!
There's nobody crying;
Our thoughts are flying;
The wretched CAG is gone at long last.
Oh I'm lookin' over the CAG's dead body,
A sight that fills me with glee!

Winter Camp Promotional Song (Alouette)

Winter Camp's great; we think Winter Camp's great.
In December, it's the place to be.
If you know someone who's been,
Bet he's going back again
Back to camp - 'cuz it's fun - Oh!

Winter Camp Spirit Song (America the Beautiful)

Oh Winter Camp you are so good, so great in every way.
I only wish that we could stay at least another day.
Oh Winter Camp! Oh Winter Camp,
You've brought us so much fun.
I made a list of all your faults
And found that there were none.

Computer Systems

The use of a microcomputer as an aid to Winter Camp dates back to 1978, when the chapter was fortunate to have use of one at Winter Camp II owned by Mike Osvath. At the time few people were familiar with the microcomputer and several members of the chapter were pioneer programmers and users. In the subsequent years, computers have become more available to the common man and are now much less a mystery. However, they remain widely used as a vital part of the Winter Camp program.

Computer Programming:

In the early days of microcomputing, little prewritten software was available. The user had to be a programmer. It is mixed blessing today, that much software is available and most computer owners and users know very little of computer programming. Fortunately, Winter Camp computing is based on a tradition of programming and all participants are encouraged to make this use of the computer.

Many programming languages have been developed for various applications, but the high-level language called "BASIC" is available for most personal computer systems. Winter Camp participants will want to learn the syntax of BASIC, so that they can communicate with the computer and write their own useful programs. As one increases in proficiency in the vocabulary of BASIC, learning the additional enhancements of the Disk Operating System will provide the ability to communicate with a disk drive.

By far, the most challenging computer programming is writing a machine language program, probably through use of an assembler program. This is the high speed language that provides the single simple commands that make sense to the computer. BASIC and other high-level languages must eventually use these simple machine commands in their own execution. Winter Camp participants may want to explore the almost limitless possibilities of assembly-level programming.

Computer Rules:

Since the computers and the peripherals brought to Winter Camp are more than cheap toys, their use must be strictly regulated. Improper use of the computers could spell disaster. Unauthorized users should not turn on or off the equipment, particularly when a TRS80 computer is being used. While all Winter Camp participants will be allowed access to the computer equipment, they must do so only under the permission and supervision of the equipment owner.

Murder Game

This game of life and death will test a player's ingenuity and skill. Each player spends 48 hours trying to avoid being killed; at the same time, he strives to carry out the instructions assigned by the computer. As one or more people will probably be trying to kill him, he must be constantly alert. Realistic role playing will make the game most successful. The game is divided into four phases, detailed below.

PHASE I: "Computer Discussion"

During this phase, the players answer several questions posed by the computer. The computer then evaluates this data and assigns each player a set of instructions. The instructions are based on the answers given by the players.

Phase II: "Implementation"

Once all players have received their instructions, the game begins. All instructions must be carried out by 12:00 noon on December 30. Most of the instructions are self-explanatory, but a few words may help to explain:

1. Wills must be posted as directed.
2. Arguments must be seen by at least one witness.
3. Assaults involve striking the victim in a non-lethal area, or with a non-lethal item. They do not involve actual harm to their victim.
4. Letters must reach the Security Officer as ordered.
5. Suicide notes must precede the suicide.
6. Conspirators should work together.
7. Murders are performed **ONLY** when ordered by the computer.
8. All murders should leave no doubt of the victim's death.
9. Murders should not involve real damage to the victim or his property
10. The only time one can commit a murder without instructions is if his own life is in danger.
11. Dead men tell no tales. Victims are not allowed to talk about their death or any other events in the Game.

PHASE III: "Investigation and Arrest"

The Security Officer should investigate all crimes. The Security Officer and his deputies can make arrests until 4:00 p.m. December 30. All those arrested are free on bail.

PHASE IV: "Trials"

Trials are held in accordance with standard judicial practice. The Security Officer serves as prosecutor or can appoint one. The Judge appoints a four member jury. They must be impartial, and select their own foreman. Defendants are entitled to an attorney.

Capture The Objective

This game is really nothing more than an advanced version of Capture the Flag. The goal is simple; each team tries to defend its own objective while taking those of the opposing team(s). Teamwork is an essential ingredient, as all participants should have a chance for meaningful play.

Territory:

The home territories for two teams are bounded by Ranch Road. One team is headquartered in Cow Camp, and the other in Highland Campsite. The furthest boundaries of D-A itself form the extent of possible playing territory.

Capture:

A player is captured if he is touched by an opposing player while in enemy territory. He must accompany that player to enemy headquarters and have his card punched. From there, he returns directly to his own headquarters and has a matching punch put in his card.

Objective:

The objective must be in plain sight and readily available. The person(s) guarding the objective must stay ten feet from it unless an opponent is within ten feet.

Treasures (Optional):

These items are scattered in home territory away from the headquarters, but within 500 feet of the objective. They must be in plain sight and at ground level accessibility.

Night Rules:

Since some games may be held at night, flashlights are a common item of equipment. Flashlights may be carried and used by either team.

Victory:

A victor is determined by adding up the value of all captured objects and subtracting 5 points for each capture. The objective is worth 50 points, and all additional treasures are worth 5 points each. Whichever team winds up with the greatest total wins.

Strategy:

Obviously, the big points are involved in capturing the objective. For this reason, as much manpower as possible should be devoted to this task. Strategies involving a high level of defense have been used before, but during night games, stealth may become much more feasible.

Capture The Objective (Balloon Version - Introduced WC XIV)

This game is really nothing more than an advanced version of Capture the Flag. The goal is simple; each team tries to defend its own objective while taking those of the opposing team(s). Teamwork is an essential ingredient, as all participants should have a chance for meaningful play.

Territory:

The home territories for two teams are bounded by Ranch Road. One team is headquartered in Cow Camp, and the other in Highland Campsite. The furthest boundaries of D-A itself form the extent of possible playing territory.

Objective

The objective in this version is not a single piece, but rather 25 balloons in the formation of a circle. The balloons are placed around the periphery of the headquarters area, so that no two balloons are within 15 feet of each other. The balloons will be hung no higher than six feet on tree branches with string and wire hooks, such that they can be easily removed. Guards may be placed in the area and may approach as close as five feet to the balloons, unless in pursuit of an enemy.

Play:

Players will invade enemy territory to capture balloons and return with them to their own territory. Captured balloons will be used to improve the invader's objective. Invaders may bring back balloons alive or dead. Balloons may be killed only by human contact. No projectiles or tools may be used. If an invader is captured while in contact with a balloon, he may complete the kill, if desired. Flashlights may be used during night play.

Capture:

A player is captured if he is touched by an opposing player while in enemy territory. He must accompany that player to enemy headquarters and have his card punched. From there, he returns directly to his own headquarters and has a matching punch put in his card.

Victory:

A team's score is determined by adding up the value of all balloons forming the objective. Two points are awarded for each live balloon and one point for carcass. One point will be subtracted for each human capture by the enemy team. The victor is the team with the greatest number points. A perfect score is 100 points.

Strategy:

Obviously, the big points are involved in capturing live balloons. For this reason, as much manpower as possible should be devoted to this task. However, a team might do damage to the enemy by simply killing his balloons.

Winter Camp History

Foundation: 1977-1982

Winter Camp began as an informal outing, a chance for Arrowmen to get together between Christmas and New Year's Day. The first one was held at D-A Scout Ranch in 1977 and was largely the work of Jeff Rand. Jeff assembled the menu and arranged for the cabin, rides, and food. The only other person who was key to the planning was Doug Wilson; the other four participants just came and had fun. As a result, it has since been traditional that the first purpose of Winter Camp has been recreation. While service and training have occupied important parts of the program, fellowship has always been the #1 priority.

Attendance doubled the following year as most of Downriver chapter's leadership team joined in. The event grew in complexity and an actual schedule directed the weekette. In the years that followed, Winter Camp began to assume a more important role in the chapter and in the lives of those who attended. It took on a life of its own and became a driving force in the chapter and to some extent in the lodge.

The first formal history was written as part of the new Winter Camp Manual for Winter Camp IV in 1980. Since then, several archivists have meticulously maintained a detailed record so that the history of Winter Camp can be preserved and its traditions communicated to each participant, and now also to interested outsiders.

Downriver Arrowmen performed numerous camping experiments in these years as Winter Camp sought distinction and aimed to create the ultimate camping experience. Notable among these is the early and continuous use of home computers in event planning and execution-only Winter Camp I has been without a computer. Several campers were pioneers in home computing and programming as they created a variety of programs for administrative and recreational use at camp.

The Winter Camp kitchen also rose to unusual levels of distinction and has since become known for its achievements in camp cooking. Beginning at Winter Camp I, the majority of baked goods at camp has been prepared from scratch. Individual meals beginning at Winter Camp II have had themes built around both menu and activities. Several, including the Caveman Dinner, Conglomerate Lunch, and Pizza Smorgasbord, are still served each year. Our most impressive kitchen accomplishment is easily the 100-Dish Banquet prepared at Winter Camp III. The capacity of the Beaver Creek kitchen was reached and cooking spilled over onto a series of hot plates in the dining room and on the porch as 25 campers enjoyed what is said to be the largest banquet in Order of the Arrow history.

Camp service, a commitment central to the Order, became a formal part of the Winter Camp program at Winter Camp IV. Every Winter Camp since 1980 has included a day committed to a camp service project.

Evolution: 1983-1990

Winter Camp grew and matured throughout the 1980's and became a focal point for many of the year's activities. More and more, it became as much a reunion of old friends as a campout for Arrowmen. Advisers, once limited to one or two in their early twenties, grew much more numerous as those who had been to camp before continued to come back, often returning from new homes across America.

Auspicious innovations in this second era included the establishment of Winter Camp newspapers, published daily during camp at first before evolving into expanded pre-camp and post-camp editions. These periodicals are still published, serving as a historical record and a tool for encouraging participation.

With the creation of the Museum of Winter Camp History at camp, continued evolution of the Winter Camp Manual, and numerous formal and informal traditions, it became increasingly clear that our historical record might prove to be of interest. At the same time, we also began to look farther forward. In 1986, camp veterans founded the Winter Camp Future Society and formally dedicated themselves to

perpetuating the spirit of Winter Camp beyond its first ten years. Society members began to look to the long-term future by establishing an endowment to fund an anniversary celebration at Winter Camp XX in 1996.

Fine-tuning: 1991-1997

Downriver, Menominee, and Sauk Trail chapters merged in 1991 to form the new Mahican chapter. This new order for the lodge coincided with new developments at Winter Camp. Beginning at Winter Camp XV, each camp has adopted a theme that inspires some of the activities and meals. Ranging in time from Medieval to Star Trek and in space from Pirates to Vikings, these themes have been catalysts for new activities and meals.

Particularly noteworthy events in this era tended to be larger in scale than old games. New recurring activities during the early 1990's included the Winter Camp Future Olympics, in which campers will challenge themselves every 5 years at a collection of physical tests. The competition is against one's own past-the scores set in 1991 and 1996 will mark each individual's target in 2001. Also rising to prominence was The Quest, an annual series of challenges organized around the year's theme and tied together into an eventful afternoon.

The Winter Camp News led to the first Winter Camp books. Origins and The Winter Camp Book of Lists gave careful attention to Winter Camp's past and present, while Channel 120 became Winter Camp's first novel and provided a look at one possible future. Additional collections of information would join them, with at least one new book landing in the camp library each year.

In 1996, the 20th anniversary celebration set a new attendance record when 52 people, both full-time campers and visitors, assembled at D-A on December 28. Winter Camp's finest kitchen talent prepared a traditional Scouting banquet for friends and family, and visitors enjoyed a program which commemorated Winter Camp's history and pointed toward a continued bright future. The Future Society met that night to begin preparations for the 25th Anniversary Banquet in 2001.

Electronic Expansion: 1998-

With the development in late 1997 of the new Winter Camp Web site, discussion and commentary about Winter Camp now go on year-round. Conversation at this new forum has led to a growing realization that Winter Camp needs to better serve the needs of the young men who attend it. In the late eighties and early nineties, little attention was paid to their needs, and Winter Camp suffered as a result. In the last few years, more youths have come to Winter Camp and the fresh blood has improved camp tremendously. Winter Camp has returned to its roots, with more new activities and more new ideas than before. The quest for interesting events remains the same, but the new challenge is to pick activities which will be of interest to a group of people with nearly thirty years' difference in age-what has been aptly described as a curious mix of adults seeking to retain their youth and youths rushing toward adulthood. Thus far, we believe we have succeeded.

HISTORY OF WINTER CAMP WINTER CAMP I - 1977

Dates:	December 27-30, 1977
Location:	Clearwater Cabin, D-A Scout Ranch
Cost:	\$12.00
Attendance:	6
Leader:	Jeffrey Rand
Adviser:	Douglas Wilson
Income:	\$72.00
Expense:	\$71.92
Catchphrase:	We finally have an adult

While the first Chapter Winter Camp was not held until 1977, a couple of preceding events helped to bring it about. The first and only lodge Winter Camp was held at D-A Scout Ranch from December 26-31, 1972. Two members from the Downriver area stayed in the Trout Lake Cabin as the lodge members present served as a sort of "Winter Camp Staff." A small group of Arrowmen within the Chapter made a first attempt to organize a Chapter Winter Camp in 1975. A lack of any available adult leadership made the encampment impossible and four members made a one-day excursion to Kensington Park instead. Finally, in 1977 Winter Camp became a reality for the Downriver Chapter.

It was during the first Chapter Winter Camp that many traditions were established, which have since become a most integral part of the program. Here members especially sharpened their culinary skills as food was a most important part of Winter Camp. A full pound of pepperoni was used to make the most potent pizza that any of the members had ever tasted. Many hours were spent baking homemade breads, cakes, and cookies. The participants deprived themselves of sleep during the first night of Winter Camp watching the dough rise, thereby establishing the baking tradition. A special Christmas Banquet was held, where several delightful dishes stimulated the taste buds of all who were present. Members watched with interest as cannibalistic chickadees devoured scraps of left-over chicken that had been placed outside.

While the schedule for this first Winter Camp was somewhat loosely organized, several memorable events brought pleasure to their participants. Activities included a blind hike, tracking and stalking, a perimeter hike following the boundary of D-A, and a Christmas party. An abandoned railroad excursion, seemingly innocent, turned into a narrow escape from a search party. A most memorable event occurred when Stephen Donohue constructed a three-level bunk, placed four mattresses on top, and slept with his face smashed against the ceiling.

HISTORY OF WINTER CAMP WINTER CAMP II - 1978

Dates:	December 27-30, 1978
Location:	Beaver Creek Cabin, D-A Scout Ranch
Cost:	\$13.13
Attendance:	12
Leader:	Michael Osvath
Adviser:	Douglas Wilson
Income:	\$157.61
Expense:	\$165.86
Catchphrase:	Beginning of eternity

Along with a two-fold increase in attendance, the second Chapter Winter Camp was also marked by a substantial increase in the spirit and enthusiasm of each member present. Winter Camp II was greatly modernized over Winter Camp I with the development and use of a computer to help plan and organize the event. The cabin provided additional conveniences, such as hot and cold running water and sufficient electrical power to supply the intense electrical needs of the power hungry Chapter.

As with the first Winter Camp, food became an important part of the program. A Winter Camp Recipe Book was developed to aid in meal preparation. Each meal was assigned a different theme, which provided great variety in the dishes served and the dining atmosphere. Included in the list of meal themes were: a prison breakfast, a gruesome snack, a caveman dinner, a masquerade lunch, an electric lunch, and a 16 dish banquet. Many different recipes were used to bake breads, cakes, pies, cookies, and candies.

A full schedule of activities brought many new experiences to the members. A new system of measure was introduced, as three teams of Arrowmen competed against each other in a 2446 tad (22600 ft.) compass course. Other new events included: a casino party, a campfire in the middle of the lake, winter sports, camping promotion training, a game of capture the objective, and an elevation hike. Much of the free time was spent in discussions about reality and the Universe.

The intense participation and Arrow spirit of Winter Camp II set the stage for years to come. Participants quite accurately predicted a bright and continued future for the event. Every member went home hoping that the next 362 days would pass quickly and they did.

HISTORY OF WINTER CAMP WINTER CAMP III - 1979

Dates:	December 27-31, 1979
Location:	Beaver Creek Cabin, D-A Scout Ranch
Cost:	\$16.16
Attendance:	25 (All 12 from 1978 included)
Leader:	Michael Osvath
Adviser:	Jeffrey Rand
Income:	\$404.00
Expense:	\$395.76
Catchphrase:	We've achieved critical mass

Winter Camp III included many of the traditions of previous years, but with some improvements. Winter Camp had grown by such proportions that the cabin itself nearly exploded with members and equipment. With every bunk filled and a kitchen packed with food, it was difficult to store the thousands of articles brought by the members.

Food, as expected, was more than an essential part of the program. Although the participants paid only \$16.16 for the cabin and food, arrangements were made to provide more than \$20.20 in food value for each consumer. As in the past year, baking and different meal themes were definite parts of the food operation. New meal themes included: a junk food snack, an Achatz lunch, a Chinese meal, and a candidate lunch. Dining reached its peak when members prepared 100 different dishes for the largest banquet in Arrow history. This massive feast filled the dining room with food and the kitchen with hundreds of dirty dishes.

Many activities were included in the program that were held in previous years; however, several new events provided for a varied program. New activities included: a murder game arranged by the computer, a religious service, a conservation project, a cemetery excursion, and the erection of a windmill electrical generating plant. Many individual recreational pursuits provided for the varied and sometimes hedonistic, interests of the membership. A couple of larger attendees (300-500 lbs.) used most of their time shopping for food in Lapeer, preparing their find, and of course, expanding their bellies.

Winter Camp III was such an intense activity that its memory will likely stand forever in the minds of its participants.

The certain highlight of Winter Camp III was the 100 dish banquet, as described in the previous paragraphs. The list below describes the content of this monumental feast:

APPETIZERS: (10) Caviar, Octopus, Shrimp, Fondue, Mild Cheese Tray, Sharp Cheese Tray, Assorted Nuts, Bologna Hors D'oeuvres, Mincemeat Pie, and Peanut Butter Maple Chews.

RELISHES: (6) Deviled Eggs, Onion-Radish Tray, Olive Pickle Tray, Carrot-Celery Tray, Hot Pepper Tray, and Cauliflower and Dip.

SOUPS and JUICES: (6) Bean and Ham Soup, Vegetable Blend, Chicken-Noodle Soup, Rice-Tomato Soup, Grapefruit Juice, and Lemonade.

SALADS: (16) Peaches and Cream, Tossed Salad, Achatz Gelatin, Bean Salad, Cottage Cheese Salad, Pickled Cactus, Anti-Pasto Salad, Cucumber Slices, Macaroni Salad, Potato Salad, Waldorf Salad, Cole Slaw, Taco Salad, Apple Sauce, Fruit Salad, and Fruit Gelatin.

BREADS: (7) Corn Muffins, Tortillas, French Bread, White Bread, Herb Bread, Garlic Bread, and Homemade Bread Sticks.

ENTREES: (18) Fried Chicken, Liver and Onions, Tortsierre, Gorilla Casserole, Quiche Lorraine, Fried Oysters, Hungarian Hamburger, Mostaccioli, Roast Turkey, Chinese Surprise, Baked Clams, Sloppy Joes, Fried Fish Fillets, Kielbasa, Smoked Herring, Spaghetti, Homemade Pizza, and Macaroni and Cheese.

POTATO RELATED DISHES: (9) Potatoes Au Gratin, Breaded Potatoes, Scalloped Potatoes, Stuffing, Chili, Mashed Potatoes, Baked Beans, Burritos, and Pierogies.

VEGETABLES: (8) Fried Mushrooms and Peppers, Rutabaga, Whole Kernel Corn, Green Bean Casserole, Lima Beans, Spinach, Brussels Sprouts, and Cranberry Sauce.

BEVERAGES: (8) Milk, Olive 7-up, Ginger ale, Carbonated Cola, Perrier, Sassafras Tea, Punch, and Guyana Kool aid.

DESSERTS: (12) Homemade Fudge, Baked Alaska, Ice Cream, Crepes, Cream Puffs, Apple Pie, Pear Halves, Fruit Cakes, Angel Food Cake, Nut Rolls, Brownies, Chocolate Chip Cookies.

HISTORY OF WINTER CAMP WINTER CAMP IV - 1980

Dates:	December 27-31, 1980
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$16.16
Attendance:	28
Leader:	Stephen Donohue
Adviser:	Jeffrey Rand
Income:	\$446.32
Expense:	\$433.96
Catchphrase:	Rebellious expansion

Winter Camp IV, while maintaining many of the traditions of the past years, took on a new direction for this annual event. Because there were more members in attendance than could be crammed into just one cabin, a second building was necessary to house the expanding participation. Patrols of eight to ten were formed to conduct many of the activities and special assignments. This provided additional opportunities to share leadership and responsibility for Winter Camp.

Three unique Winter Camp patrols were formed. The Rebel Patrol assumed the posture and symbols appropriate to the southern states during the middle of the 19th century. But, the Reiver Patrol assumed a motto in reference to the Seven Deadly Sins described by the Roman Catholic Church. In contrast, the Black Sheep Patrol attempted to separate itself from the sense of lawlessness it attributed to the others.

As traditional, food remained of great importance at Winter Camp IV. Quite remarkably, food costs were held in check and no increase was observed in Winter Camp fees from 1979. New meal themes for Winter Camp IV included: an eating contest, a McDonald's Breakfast (complete with a drive-thru), a Hindu Dinner, a birthday party, the Last Breakfast, and an alphabetic banquet. The diners at the alphabetic banquet enjoyed a feast of dishes with names from A-Z.

The program was well planned as in previous years, but many important facts were put in writing for all in attendance. While documents and plans for previous Winter Camps were only single copies, all important plans were reproduced and distributed for Winter Camp IV. Members were issued the first edition of the Winter Camp Manual, containing 19 enthralling pages of Winter Camp information. New events for Winter Camp IV were: a camp service project, a special ceremony, patrol activities, a game festival, and a committee training program.

Winter Camp had grown to such importance that planning for Winter Camp V began even before the start of Winter Camp IV.

HISTORY OF WINTER CAMP WINTER CAMP V - 1981

Dates:	December 27-31, 1981
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$18.18
Attendance:	28
Leader:	Daniel Bollman
Adviser:	Douglas Wilson
Income:	\$***.**
Expense:	\$***.**
Catchphrase:	Communism: the introduction of currency

Communism -- is a just description of the government and economic system of Winter Camp V. A central committee constructed a "Five Day Plan" to decide which tasks were to be performed, the salary levels of the participants, and the qualifications necessary to perform the tasks. A bureau of engraving was established to design and circulate \$55,000 in Winter Camp Currency. While Arrowmen drew salaries for such careers as food preparation and janitorial services, fees were levied for bunk rentals, computer use, equipment rentals, and even first aid. Also included in the system were fees for licenses and fines for crimes against the chapter. The communist system was so much in disfavor of private enterprise that it used its legal structure to all but destroy a single insurance company that sought to establish free trade.

Human digestive systems attending Winter Camp V were worked to the limit as they sought to devour the many pounds of organic materials provided for them. So as not to break tradition, change was incorporated in the food program to introduce the following meal themes: a Seven Bro's Banquet, a Roman Snack, a shovel lunch, a brotherhood dinner, a caste breakfast, and a carnivorous lunch. A potent batch of Rand Stew, which served as the finale to this food extravaganza, required use of a canoe paddle for mixing.

Printing machines were fertile as a multitude of Winter Camp documents were reproduced to make for a smooth operation during the encampment. A wide base of manpower helped to provide for less effort from top leadership to maintain this outstanding Winter Camp program. Several special assignments such as a police force, a clean-up crew, service committee, and activities committee helped to provide substance to the program. New activities that were tried and tested included: a toga party, a mission impossible game, ice soccer, night stalking, and a sound hike.

Members left Winter Camp V knowing that the next 3 1/3 blue moons might bring many changes, journeys, and adventures, but Winter Camp VI would be a certainty.

HISTORY OF WINTER CAMP WINTER CAMP VI - 1982

Dates:	December 27-31, 1982
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$19.19
Attendance:	27
Leader:	Stephen Donohue
Adviser:	Jeffrey Rand
Income:	\$***.**
Expense:	\$***.**
Catchphrase:	Soda pop, anyone?

The idea of a hierarchy of authority initiated at Winter Camp V was continued at Winter Camp VI, as Arrowmen once again took on a variety of leadership roles to ensure the success of the event. This led to the first two civil suits in Winter Camp history, as Security Director Dan Bollman and Maintenance Director Paul Duran each filed suit against the other for neglect of duty.

In the continuing tradition of fine cuisine which has typified Winter Camp throughout the ages, the ongoing revision of the menu continued to encompass the following new meals: a naval dinner, a weenie roast and beach party, coastal cuisine, a toaster breakfast, a vendor's lunch, and an awards banquet. The Winter Camp menu was plagued with a virtual plethora of soda pop, as Food Director Jim Warren sought to quench the vicious thirsts of the participants. It was necessary for Jim to fill the outside porch with the numerous empty bottles.

Revisions were also evident in the activities which took place, which included, for the first time, a carnival, a softball game, a video game tournament, and the expansion of the ever-popular Murder Game to two days; although the Real Man Decathlon planned by the Security Department was canceled due to lack of sufficient "real men". The record setting warm weather provided for the first ever Winter Camp swim at the beach party.

As Winter Camp VI drew to a close, the minds of all participants were focused on the ticking of the clock as it counted down the mere 31,104,000 seconds before the members of Downriver Chapter, Order of the Arrow would converge upon D-A Scout Ranch for Winter Camp VII.

HISTORY OF WINTER CAMP WINTER CAMP VIII - 1984

Dates:	December 27-31, 1984
Location:	Beaver Creek Cabin, D-A Scout Ranch
Cost:	\$22.22
Attendance:	18
Leader:	Paul Duran
Adviser:	Stephen Donohue
Income:	\$399.02
Expense:	\$389.29
Catchphrase:	Terts are people too

Winter Camp VIII saw the introduction of a new form of government. Instead of the communist system, all leadership roles were assigned to the centricks, with the Korish serving as supreme authority. Unfortunately, this government was the most corrupt in Winter Camp history. Its leaders were even more oppressive and self-serving than the unenlightened scum who destroyed Winter Camp's first private enterprise at Winter Camp V. There were, of course, some exceptions to the rule, but they were prosecuted for dereliction of duty by the Korish and assessed heavy fines.

Despite these administrative difficulties, several new activities were introduced at Winter Camp VIII. Making the best of the unseasonably warm (and rainy) weather, the Arrowmen enjoyed Winter Camp's first volleyball game, and played an impromptu game of mud kickball. Highlights of the game included several players sliding through mud to beat the tag. Other new activities included a cooking contest and an exciting tournament of cross country golf..

Horrendous quantities of edible materials were again consumed, with several new meals scheduled for the weekette. Among these were the Japanese Dinner, the Animal Lunch, the Johnny Appleseed Snack, the Blind Lunch, and the Normal Banquet. The Gruesome Snack reached new heights of horror when pig testicles were prepared by Mr. Rand and consumed by several Arrowmen, including newcomer Bill Harper. Another outrageous meal was consumed by the Beast who ate dog food at the Animal Lunch.

The Arrowmen in attendance at Winter Camp VIII felt their spirits soar when told that only 3.3274502 bluemoons remained before Winter Camp IX.

HISTORY OF WINTER CAMP WINTER CAMP IX - 1985

Dates:	December 27-31, 1985
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$23.23
Attendance:	26
Leader:	Douglas Seman
Adviser:	Stephen Donohue
Income:	\$564.59
Expense:	\$490.43
Catchphrase:	The Committee strikes back

A new improved system for labor distribution debuted at Winter Camp IX. Although it maintained the tradition of assigning humans to positions of authority, the labor was divided in a unique manner. Each camper was assigned to a squad. The squads were responsible for preparing the meals, but were not otherwise utilized.

The various squads became a cohesive unit under the direction of kitchen chief Brent Musolf. To make things run smoothly, adviser Jeff Rand produced the most detailed food preparation sheets ever seen by man. These sheets, providing such important information as cost/calorie of food, insured that the meals were prepared correctly.

New meals abounded, as nearly half the themes were brand new. Perhaps the most popular of the new ideas was the Hot Potato Lunch. During this meal, members fought to devour their food while passing several microwaved potatoes. Other new meals included the following: Silent Breakfast, Twister Snack, Picnic Lunch, Pie Snack, Rainbow Repast, and the Brotherhood Breakfast.

New activities were also created, including a feature movie, a gong show, the late night adventure, a trivia contest, a recording session, a game of wounded spy, and a Frisbee golf tournament.

Also popular were events centered around a man who wants to destroy the Arrow. These events and meals celebrated his death in both word and deed.

Several other firsts occurred at Winter Camp IX. A daily newspaper was established and provided accurate coverage of all Winter Camp events. There was also a latrine sitting contest, won (not surprisingly) by the Beast.

Campers rejoiced knowing that the 10th anniversary of Winter Camp was less than a year away.

HISTORY OF WINTER CAMP WINTER CAMP X - 1986

Dates:	December 27-31, 1986
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$24.24
Attendance:	28
Leader:	Douglas Seman
Adviser:	Michael Osvath
Income:	\$577.73
Expense:	\$538.56
Catchphrase:	A glimpse of the future

A festive atmosphere abounded, as Winter Camp X served as the celebration for the first decade set of Winter Camps. Many fine traditions were embraced from years past, including an organization similar to Winter Camp IX. The Winter Camp Newspaper began its second year of publication.

The chief celebration involved a Winter Camp Anniversary Banquet where several past participants made an appearance to reminisce about times past. The hearty meal, quite expectedly, included large portions and variety. The finest Winter Camp china was used to add a touch of elegance.

Several new meal themes helped to add culinary variety to the program. New meals included the following: Mexican Meal, Anniversary Dinner, Theater Snack, Continental Breakfast, and Random Meal. The Synchronized Dinner became the Synchronized Lunch, where the Donohue brothers were particularly amusing in their coordinated antics. The entire menu provided 19,676 kilocalories and 33.2 lbs. worth of food for each Arrowman.

Many exciting activities were tried as Winter Camp firsts, including Frisbee golf, Winter Camp Adventure Game, wacky decathlon, ultimate Frisbee, forest bowling, and a soccer obstacle course.

Several participants with an eye towards the future, formed the Winter Camp Future Society. Chief among their projects was to formulate a list of predictions for Winter Camps 20, 50, and 100. The society agreed to bring a scale to Winter Camp XX in order to weigh Mike Osvath.

As Winter Camp concluded, the Jiffy Clock began its countdown of 33,153.838 jiffies until Winter Camp XI.

HISTORY OF WINTER CAMP WINTER CAMP XI - 1987

Dates:	December 27-31, 1987
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$25.25
Attendance:	20
Leader:	John Howey
Adviser:	Ron Donohue
Income:	\$577.48
Expense:	\$512.54
Catchphrase:	Dawn of the Information Age

A new socialist regime became the governing structure for Winter Camp XI. however, the government being mired in its own bureaucracy, suffered the exploits of two underground movements.

A variety of activities provided for a balanced indoor and outdoor program. New events included: rumor spreading (Did you know that ...),, continuous story telling, CHR monument construction and dedication, snake hockey, a puzzle building competition, and Paul Bunyan games. A pioneering project made for some very numb fingers, as a double inverted pyramid tower was constructed. The traditional favorite volleyball developed a new twist as four-way volleyball.

Alimentary canals, as usual, went rampant with activity. The growing culinary expertise at Winter Camp provided some very hearty and quite tasty meals. The following new meals were introduced: barbecue dinner, musical meal, scramble breakfast, lumberjack breakfast, bureaucratic lunch, and counter-weight meal. The Beast served a remarkable batch of Rand stew as the final lunch for 1987.

Winter Camp XI was marked by an abundance of nonscheduled events and projects. The latrine seats were warmed more than ever by human bottoms, but once again, the Beast held the throne the longest. Mister Horn was the proud owner of an indoor four-square court that provided him with much bunk-side amusement. Six newspaper editions were published for Winter Camp XI, but only one official edition was produced. A movie of the Winter Camp experience was shot on location, using amateurs as actors. Doug Wilson received the first piece of mail ever delivered to Winter Camp. Clearwater served as the computer palace, with a record eight computers consuming all available electricity.

The Winter Camp Future Society accepted it first members and let each Arrowman make predictions for 1988. The most certain prediction was for the existence of Winter Camp XII.

HISTORY OF WINTER CAMP WINTER CAMP XII - 1988

Dates:	December 27-31, 1988
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$25.25
Attendance:	21
Leader:	Rodger Lee Gardy
Adviser:	Stephen Donohue
Income:	\$***.**
Expense:	\$***.**
Catchphrase:	Six people, six cars, six full cars

A strong system of delegating responsibilities, coupled with exceptional youth involvement, helped produce the greatest task distribution at any Winter Camp. Each participant played a part in such things as activity planning and newspaper reporting, as well as food preparation.

Winter Camp XII saw the explosion of gear reach a new level when the six members of the set-up crew each drove to camp and had no room for any passengers. One had to drive with milk jugs literally on his lap.

Many new gadgets made their debut at this Winter Camp. The long awaited alarm system was installed to guard the road from Midway to Highpoint. Two ear piercing alarms and indicator lights adorned the cabins as part of this system. For the first time a system of indicator lights was used to monitor latrine usage.

New meal themes, continuing a long tradition, included a Junk Snack, Hell Lunch, Heart-Stupid Breakfast, Soup Line Lunch, Turkey Roost Dinner (finally), Bake-off Snack, Tag Lunch, and the Salute to the States Banquet. Many of the meals were especially challenging to the digestive systems, particularly on Backwards Day.

New activities were also introduced including the rolling donut shoot, human clue, human checkers, and the maze craze. The Winter Camp Future Society donated a handsome spice rack and sponsored a one year and ten year time capsule.

Winter Camp served as a most fitting end to 1988 and Arrowmen left knowing that they would return to camp before the Earth could finish a complete orbit around Sol.

HISTORY OF WINTER CAMP WINTER CAMP XIII - 1989

Dates:	December 27-31, 1989
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$26.26
Attendance:	20
Leader:	Thomas Ray
Adviser:	Stephen Donohue
Income:	\$607.03
Expense:	\$607.03
Catchphrase:	What's my password? I gotta go!

Cold air flooded the valleys of D-A as Winter Camp XIII got off to a slow start. A backwards day mixed up the Winter Campers early in the weekette such that three meals were held in the evening on the second day. The enthusiasm grew, however, as a very successful service project was completed in removing the walk-ins at the kitchen.

Gadgetry culminated with the first computerized latrine monitor in the universe. The computer controlled access to the latrine, as well as keeping a record of each user's personal accomplishments. Latrine invaders were met with an ear piercing alarm.

New meal themes, keeping with tradition, included a high speed meal, a crude meal, a slow motion snack, a monochrome lunch, a future snack, a beggar's banquet, a sleeping Indian breakfast, and a deli meal. A special sense of elegance was exhibited during the Emily Post Dinner, as the participants provided a rare showing of manners.

While not all scheduled activities were held during the busy Winter Camp schedule, two new events included a Zan Tec's game and the Osvath wiring maze. A good bit of snow on the ground provided for several active winter sports.

Winter Camp once again became the highlight of a five day year. Each Arrowman knew that after Winter Camp, he had a period of oblivion in which to prepare for the next five day year.

HISTORY OF WINTER CAMP WINTER CAMP XIV - 1990

Dates:	December 27-31, 1990
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$27.27
Attendance:	18
Leader:	Louis Pezet, Jr.
Adviser:	Michael Osvath
Income:	\$697.37
Expense:	\$762.46
Catchphrase:	Traditionally Unconventional

Winter Camp XIV saw a lesser number of scheduled activities than in recent years. Unfortunately, the plan to offer equipment and materials for spontaneous activities did not materialize into very many meaningful events. New events included battle chess, a night in hell, the Winter Camp future Olympics, and the great cola challenge. The Winter Campers performed another successful service project by establishing a tent and cot storage area in a new storage building.

After many years of discussion, a Winter Camp logo was produced and distributed. Souvenir notebook binders were printed and now serve as the storage device for the Winter Camp Manual.

Food ranged from delicious to atrocious. New meal themes included the geometric snack, a Hawaiian luau, chili cook-off, TV dinner, and herbivorous breakfast. As usual, much time was devoted to meal preparation, resulting in late breakfasts. The chili cook-off proved that chemistry applies to cooking and toxic substances can be produced with ordinary ingredients.

The *Winter Camp News* published six editions of the newspaper, with feature columns and improved graphics. The newspaper was joined by two other publications, The *Winter Camp Book of Lists*, and the popular *Origins* book.

Gadgetry culminated with an elaborate alarm system and two electronic toilet paper dispensers. The Winter Camp candy machine was brought into full working order and offered the first nickel candy bars in decades.

Although time may be imaginary, all were hopeful that some semblance of direction would coalesce a group of jiffies with enough continuity to produce Winter Camp XV.

HISTORY OF WINTER CAMP WINTER CAMP XV - 1991

Dates:	December 27-31, 1991
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$28.28
Attendance:	23
Leader:	Thomas Ray
Adviser:	Stephen Donohue
Income:	\$657.34
Expense:	\$653.88
Catchphrase:	Forever young

Winter Camp XV took a turn from human leadership to that of a computer. But the computer, with all its speed and accuracy, lacked the vision to plan the complete schedule and menu, causing some delays in the program. Yet, a number of new events did happen, including Predator, a Brotherhood Ceremony, and the construction of a trebuchet.

Using Winter Camp Savings Time with its delay of 77 minutes, several unscheduled events made for a varied program. Josh Davis recorded the first ever Winter Camp soundtrack. Juggling, balloonography, slot car racing, ice golf, and various board and role playing games provided amusement during the free hours.

A serious attempt was made to simplify the food operation. While the kitchen was as loaded with food and utensils as ever, meal preparation was not as complicated as in the past. Two continental breakfasts provided morning nourishment, yet required little group preparation. Other new meal themes included the popular medieval feast, midnight snack, buffoon lunch, grovel snack, and slow motion lunch.

The *Winter Camp News* changed its format and did not publish during camp,, but produced an enhanced post-camp edition. The first part of *Big Bro's Word Book* was put to print, a task that will take ten and ten and five years to be done.

Gadgetry for the first time in many years was less prolific than the previous encampment. Rather than construct an alarm system, sensors were used to make a speed trap on the road to the Beaver Creek Building.

With the certainty of memory Winter Camp XV would mark the countdown to the start of the next exciting visit to the realm of Winter Camp.

HISTORY OF WINTER CAMP WINTER CAMP XVI - 1992

Dates:	December 27-31, 1992
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$28.28
Attendance:	23
Leader:	Joseph Hall
Adviser:	Stephen Donohue
Income:	\$649.54
Expense:	\$631.88
Catchphrase:	Murphy was an optimist

Rain! Winter Camp XVI was perhaps most noticeable for its rain, including two days during which it rained almost constantly. While the rain forced some changes, it did not stop the fun and encouraged further creativity. For the first time ever the hyperthermic conditions forced the campers not to complete the service project to their high expectations.

Making their rain-enhanced debut were Table-Top Soccer and the Murder-Clue board game. Both games were designed by Steve Donohue, with some assistance from Tim Hunt, John Howey, and Aaron Prunkard. In typical fashion, the soccer game produced a couple of arguments, few goals, and lots of simulated bumps and bruises.

The biggest addition of the year was The Quest, a multi-station rotating event that challenged pairs of campers both physically and mentally. The most memorable part of the quest occurred during set-up when Mr. Horn was left dangling from a tree for an hour as Mr. Rand worked to extricate him. Other new activities included the Frankenstein Event, Paper Airplane Flying Contest (scheduled previously, but never really held), Tug-of-War with a Pulley, Communications Merit Badge, and tournament competition in euchre and chess. The Hobby Draw also joined the list of new events and promised to give campers something to do while waiting for the next Winter Camp. Scout Jeopardy was raised to new heights with the addition of lock-out buzzers and a display board. Also, detailed instruction sheets were prepared for each activity.

New meal themes for the year included the Wayfarer's Lunch, the Body Temperature Meal, and the once impossible Willy Wonka Meal.

Winter Camp Savings Time was again imposed with reasonable success. In the end, Arrowmen left knowing that Winter Camp XVII would occur as surely as the sun rises in the west on Venus.

HISTORY OF WINTER CAMP WINTER CAMP XVII - 1993

Dates:	December 27-31, 1993
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$30.30
Attendance:	20
Leader:	Joseph Hall
Adviser:	Stephen Donohue
Income:	\$840.26
Expense:	\$835.83
Catchphrase:	Help us make the right decisions

Conditions at Winter Camp XVII proved to be conducive to a successful encampment. The perpetually cold weather allowed for the completion of most planned activities, both indoors and outdoors. New events included a hobby demo, a game of Alermeraine, and an alien design contest. The Quest, repeated from 1992, went to outer space. The hobby project included the demonstration of the previous selections and new selections for 1994.

Of significance in the realm of Winter Camp attendance was the absence of pioneer Michael Osvath. Now only three of the 113 who have ever attended Winter Camp, maintain unblemished records.

Curiously, the meal program deviated from the plan and included much less baking than traditional. When a menu was not planned for the international smorgasbord (presumably for financial reasons), a second pizza meal was substituted without complaint. New meal themes included the civil war lunch and Troi meal. The Troi meal featured a specially designed cake of a feminine shape patterned after an episode of *Star Trek: The Next Generation*.

Publishing presses regained some fertility as Winter Camp XVII was graced with the first feature novel for Winter Camp. Mark Bollman's *Channel 21* provided 50,000 words of stimulating reading for the Arrowmen present. The *Winter Camp News* continued its recent trend of pre-camp and post-camp editions. Jeffrey Rand defined 326 more words in *Big Bro's Word Book*.

Much has happened in the days following Winter Camp XVII, but it is only prologue for future Winter Camps leading to the end of time.

HISTORY OF WINTER CAMP WINTER CAMP XVIII - 1994

Dates:	December 27-31, 1994
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$32.32
Attendance:	22
Leader:	Louis Pezet, Jr.
Adviser:	Stephen Donohue
Income:	\$830.82
Expense:	\$804.20
Catchphrase:	We, the fallen

Winter Camp XVIII will be remembered for a number of reasons, some statistical, some emotional. Statistically, it was the driest Winter Camp ever, with only a small amount of precipitation on the 31st and almost, but not quite any snow for the entire weekette. This good weather helped us complete all but one of the scheduled activities.

It also saw the end of the “gear explosion” which resulted in a very different last day of camp than usual. Rather than scrambling to fit everyone and everything into a car by the end of camp, we actually stopped and played Four-Way Volleyball. Even then, most people left camp before the 3:00pm end time.

On a personal level, it marked the end of John Howey’s career as a grey area goon. He arrived at camp recuperating from surgery and was joined on the injured list by the Donohue brothers (Ron became the second Winter Camper to go to the hospital during camp) and Joe Hall. Mike Osvath returned to the fold after a year’s absence and was warmly received. Three newcomers attended camp this year, Jordan Hancock, Carl Mullican, and Nick Polifroni. John Howey and Ron Donohue announced wedding plans for February ‘95 and March ‘96 respectively.

The theme for the year was Pirates and most of the new meals and activities revolved around that. New activities included Snow Croquet, Pirate Ship Battles, and Pirate Kings. The Quest, Orienteering Race and Casino Night all returned in new piratic versions. On the meals side, many old favorites were joined by the Swinging Meal, Buried Treasure Snack, and the Cannonball Lunch. The big meal for the year was the “Winter Camp Historic Banquet” which included a unique item from each Winter Camp. Little Ozzie’s and Bollmano’s pizza chains both strived for top billing with Mark Bollman’s endurance resulting in the second year of Bollmano’s.

Publishing continued to be popular with Mark Bollman *delivering The Winter Camp Almanac and Book of Facts* as one entry. Less cerebral was *The Winter Camp Book of Poetry* edited by Steve Donohue and including poems by himself, John Howey, Jeff Rand, Mark Bollman and Joe Hall. Jeff added another chapter to his “Book of Words”.

Arrowmen left camp knowing that unless time reversed direction they would reconvene in less than a year for Winter Camp XIX.

HISTORY OF WINTER CAMP WINTER CAMP XIX - 1995

Dates:	December 27-31, 1995
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$32.32
Attendance:	18 1/2
Leader:	Brian Mann
Adviser:	Stephen Donohue
Income:	\$840.26
Expense:	\$835.83
Catchphrase:	Conquering new worlds of fun

Winter Camp XIX deserves special notice for a variety of curious reasons. High on this list was the attendance of Kyle Storm Howey, who at 5 months of age was easily the youngest Winter Camper in history, if not the youngest conscious participant. In addition, for the first time since Winter Camp used an activity schedule, not a single planned event was missed. This milestone was achieved largely due to a skeleton crew who took to Clearwater Field on Day 5 for a game of kickball which ended after a record number of extra innings in a 3-3 tie.

XIX was a Viking event as the thematic Winter Camp tradition continued into its fifth year. The Viking Olympics hexathlon and the Viking Explorers board game incorporated this theme into new activities. Other first-time events were ice cream making, curling, and the shooting of the first Winter Camp movie. Dan Bollman starred as Lt. Columbo in the murder mystery film.

While the Viking Olympics itself may have been the most devastating culinary experience of the weekette, the list of new meals was longer than in most previous years. Checking in to the Cavalcade of Winter Camp Food were the Box o' Chocolates Snack, Continental Lunch, Fancy Ice Meal, Giant Meal, Night at the Tavern, and Viking Feast. Mike Osvath's second Winter Camp absence handed the year's pizza war title to Mark Bollman and Bollmano's.

The second edition of the Winter Camp Almanac and Book of Facts was published and included Wilson's Rules of Order, the definitive explanation of Winter Camp parliamentary procedure. Steve Donohue wrote The Goon Guide, noteworthy as the first Winter Camp book ever written at Winter Camp. Jeff Rand and Mark Bollman each chipped in with a new short story for Winter Camp.

While three of the four dimensions of spacetime are bidirectional, it is the fourth, which works in one direction only, that dictates the order of Winter Camps. That being the case, all Arrowmen knew at the close of Winter Camp XIX that Winter Camp XX, rather than XVIII, would follow.

HISTORY OF WINTER CAMP WINTER CAMP XX - 1996

Dates:	December 27-31, 1996
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$30.30 youth, \$36.36 adult
Attendance:	41
Leader:	Jared Thompson
Adviser:	Stephen Donohue
Income:	\$830.82
Expense:	\$804.20
Catchphrase:	The investment pays off

The twentieth Winter Camp proved to be a record-breaker on several fronts. Sixteen newcomers broke the previous record of 13 attained at Winter Camp III, while the total attendance of 41 was also a new all-time record. This surge in participation could be traced to the celebration of Winter Camp's first 20 years. An Anniversary Banquet was held at the D-A main dining hall, where former campers and their families gathered with the full-time participants. A total of 51 people turned out for the reunion.

Winter Camp XX was planned as an Indian-themed event. While the anniversary celebration directed some of the members' energy in other directions, the theme was observed with the Mestizo Meal, Stone Game, and Indian Olympics. Other new events and meals included the Anti-Stone Sink Dinner, Campfire Snack, Card Tournament, and the debut of Roger Horn's Winter Camp Stock Market game. This new game proved to be one of the most popular activities, as Arrowmen formed into corporations and traded stocks in several old and new Winter Camp enterprises. Ray Toilet Trolls, Inc. closed highest at the end of trading on the final day, having risen to \$66 per share from its opening value of \$25.

The Book of the Year was the first Winter Camp Planning Guide, distributed at the planning meeting as an aid to the organizers. Several participants in the Stock Market Game revived the Winter Camp News, which returned to publish one issue during camp along with its customary pre-camp and post-camp editions.

The Winter Camp Future Society cashed out its nine-year investment portfolio, and the proceeds were used to provide commemorative T-shirts to all full-time campers. Eight Arrowmen then formed the WCFS Class of XXV in preparation for the next reunion.

As the new millennium drew nearer, a number of apocalyptic sects began to predict the end of the world before the year 2000. However, no one was so bold as to predict the end of Winter Camp.

HISTORY OF WINTER CAMP WINTER CAMP XXI - 1997

Dates:	December 27-31, 1997
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$30.30 youth, \$36.36 adult
Attendance:	34
Leader:	Tommy Lee
Adviser:	Stephen Donohue
Income:	*****
Expense:	*****
Catchphrase:	Aliens are among us

The 72 weekettes of oblivion between Winter Camps XX and XXI were unusually active. Under Steve Donohue's direction, Winter Camp and the Winter Camp Future Society launched Worldwide Web pages in April and set them up at www.wintercamp.com in October. The site includes a complete history of Winter Camp, announcements about the upcoming camp, space for commentary, the "Ask Dr. Beast" interactive feature, and a hypertext version of Mark Bollman's new book Encyclopedia WinterCampica. New pages were posted to the site during camp with illustrated updates on each day's events.

Attendance remained high as costs remained level for 1997. The theme for the year was "Area 51", as Winter Campers explored the possibilities of intelligent aliens coming to the Winter Camp universe. Murder Clue and the Quest were modified to accommodate this theme, and the Area 51 role-playing game borrowed from the Murder Game in assigning roles to campers based on a computer interview. Other new events were a rocket launch, hydrogen ballooning, and Ball Blast, which was an improvised game combining elements of kickball, volleyball, and dodgeball. A can toss fund-raiser netted \$3.68 in additional income. The Perimeter Hike was repeated for the first time since Winter Camp I; its anticipated return date is now 2017. Steve Donohue's short story "Training Camp" was tapped as inspiration for a new version of Night In Hell.

Five new meals joined the food list. The "Something Is Out There" Snack and Space Lunch were theme-related meals, while the Undercover Dinner, Southern Hospitality Banquet, and Hume Lunch (planned with a random phone call to Everett, WA) also made their debuts. Also adding to the bill of fare were two Winter Camp soft drinks, provided by the Donohue brothers. Winter Camp Soda was a black cherry beverage, while Goon Brew was vanilla cream soda in gold and gray packaging.

Some players in the Area 51 role-playing game taught all campers that freedom of the press had its dark side. While five newspapers published a total of seven editions during camp, there was considerable variation among them as to the accuracy of their contents and the integrity of the individual publishers.

While all were sad to see Winter Camp XXI end, it was somewhat reassuring that a return to the Winter Camp world was for the first time as close as a computer with Internet access.

HISTORY OF WINTER CAMP WINTER CAMP XXII - 1998

Dates:	December 27-31, 1998
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$30.30 youth, \$36.36 adult
Attendance:	33
Leader:	Steve Harig
Adviser:	Tom Ray
Income:	*****
Expense:	*****
Catchphrase:	A new kitchen- no more stove fires

Winter Camp XXII dawned after a full year of active planning facilitated by the expanding Winter Camp Web site. A new direction was charted when a pre-planning meeting in October led to the decision to replace a week-long theme with a different theme for each day.

Multiple themes led to a wide variety of new activities planned for Winter Camp Classics Day, Tron/Service Day, Canada Day, Star Wars Day, and Pythonesque Day. Several new events were old favorites reworked, as when Capture the Objective was played in reverse as Viral infestation, the Quest was transformed into Star Wars Quest, and Casino Night became Casino Windsor Night. Others were completely new ideas: Disks of Tron, Clearwater Stamped, and Dead or Canadian? Trivia.

Among the other changes was a new stove in Beaver Creek, made possible by donations from Winter Campers. New meals prepared in the new kitchen abounded. Classics Day brought back group baking and introduced the Bakery Snack, described as "the classic that always should have been". The Geometric Lunch made for a new break from the service project. The newly remodeled Beaver Creek building was inspiration for two new meals on Tron Day, as both the Burger Time Dinner and Pac-Man Snack made good use of the new rafters in the dining room. Canada Day led to a trio of new meals, with the Big Hearty Canadian Breakfast, Bouchard's Bonanza, and the Sallee Manger Supper joining Winter Camp's kitchen history. Star Wars Day brought the Cantina Lunch and the "Never tell me the odds" Dinner from the film, and Pythonesque Day saw the Conglomerate Lunch renamed the "Bring me a bucket" Lunch.

Winter Camp Trading Post operations were fully mechanized with the addition of new snack and pop machines, provided by Dave Woods. Steve Donohue created Winter Camp's first board game, and his WinterCampopoly provided much free-time entertainment. The first 10-year time capsule was unearthed and a new capsule placed for Winter Camp XXXII.

Revealed at camp was a special project which had taken the year to assemble. Steve and Ron Donohue spent 1998 secretly collecting celebrity autographs for Winter Camp, and their collection of over 40 endorsements and good wishes was placed in the Winter Camp library under the title "How Cool Is Winter Camp?"

As Winter Camp XXII closed, there was talk of extending Winter Camp XXIII through January 1 to greet the year 2000 at camp. One thing remained certain: the dates from December 27-31, 1999 were booked.

HISTORY OF WINTER CAMP WINTER CAMP XXIII - 1999

Dates:	December 27-31, 1999
Location:	Beaver Creek & Clearwater Cabins, D-A
Cost:	\$32.32 youth, \$38.38 adult
Attendance:	41
Leader:	Stephan Clark
Adviser:	Stephen Donohue
Income:	*****
Expense:	*****
Catchphrase:	A web of opportunity

Winter Camp XXIII tied the all-time attendance record with forty-one campers and smashed the previous record for camper-nights by 10 with 131 total nights being spent. This influx of people led to some logistical challenges in getting bunks for everyone every night, but we managed to survive.

Survival became one of the more serious issues at this year's encampment as illness threatened to wreak havoc on our plans. Lou Pezet and Dave Oakley were both laid low early in the week, and Lou never seemed to recover completely. Brian Longre also took sick, as did Dr. Beast and Gordon Draper. Also on the injured list were Geoff Booth (sore wrist following soccer), Dr. Beast (pulled leg muscle following soccer), and Steve Donohue (bruised heel following kickball).

Despite these complications, camp came off pretty well. We managed to add several daily themes to our list, including Holiday Day, Dr. Seuss Day, and Ceremony Day, each of which had a mixture of old and new activities and meals. Completely new activities included Seuss Hat Making and the Droopy Drawers Marathon. Clothed in new names or themes we had a trivia contest (The Cat's Quizzer), casino night (Hunches in Bunches), and a new special ceremony which capped Ceremony Day.

Meals were, as always, one of the highlights of the event. The bakery snack returned and was joined by a number of new themes including Green Eggs and Ham, Roast Beast Dinner, and the Christmas dinner. The Snack in the Hat, which showed early promise, never materialized. Several meals were enhanced by the presence of custom place mats, featuring mazes, lessons, trivia games and a word search.

Arrowmen left knowing they had only one more chance to attend Winter Camp in this millennium and that it was only 361 days away.

HISTORY OF WINTER CAMP WINTER CAMP XXIV - 2000

Dates:	December 27-31, 2000
Location:	Beaver Creek, Clearwater & Highpoint Cabins, D-A
Cost:	\$32.32 youth, \$38.38 adult
Attendance:	35
Leader:	Michael Quirouette
Adviser:	Stephen Donohue
Income:	\$1,511.19
Expense:	\$1,403.25
Catchphrase:	Thinking to the future

Winter Camp XXIV became the first camp in history to use three cabins and it created some logistical problems since High Point was quite a hike. Adding to the problems of distance was the amount of snow already on the ground and the colder than normal temperatures. Still, Winter Campers being a stubborn lot, nearly every activity went off as planned.

Perhaps the biggest innovation of the year was the Youth Participation Award. For the first time ever, we had a Winter Camp patch and it was available with two different borders. The blue borders were sold but the gold bordered version could be earned only by youth members who met the requirements. Philip Roscoe became the first youth to earn the award. He was followed by four more youth: Steve Clark, Andrew Whaley, Robert Hartwig and Keith King. Andrew and Philip were both attending their first Winter Camps.

The year marked the first time we did daily themes (Spaceballs Day, Real Genius Day, Spy Day, and Matrix Day) wrapped around a weekly theme (At the Movies). Many old favorite meals were changed to match the themes and we wound up with quite a few new meals including the Barf the Mog Lunch, KFC Dinner, Sim City Pizzerias, Engineering Breakfast, Radioactive (aka Hot Potato) Lunch, Giant Popcorn Snack, Business Lunch, Embassy Dinner, Tasty Wheat Breakfast, Lunch on the Run, Cube Dinner, and the Oracle Snack. Lunch on the Run was cooked and served outdoors and was part of the Agent's Pursuit event. Many of the new themes used food from previous meals. Overall, the food was probably the best we'd had at Winter Camp in several years - not one meal included a cave loaf.

We also had quite a few new activities this year including the Sim City Market, Bunny Slipper Relay, Mutant Hamster Races, Spy Games, Agents Pursuit, and Dodge the Bullet. Only two scheduled activities were missed, and one of those was Kickball, tentatively scheduled for the last day.

Our service project was very ambitious. We had one crew which varnished Lakeview cabin and a larger group which worked on insulating and cleaning at the new museum. The museum took the whole day, with members working until almost 6:30 WCST.

Overall the camp was very successful and Arrowmen left knowing they would be less than a year older before Andrew Whaley served as leader of Winter Camp's Silver Anniversary.

HISTORY OF WINTER CAMP WINTER CAMP XXV - 2001

Dates:	December 27-31, 2001
Location:	Beaver Creek, Clearwater & Highpoint Cabins, D-A
Cost:	\$33.33 youth, \$39.39 adult
Attendance:	39
Leader:	Andrew Whaley
Adviser:	Stephen Donohue
Income:	\$1,395.70
Expense:	\$1,508.53
Catchphrase:	Our first quarter century of excess

Winter Camp XXV featured the largest feast in our history, conjuring up 162 separate dishes for the anniversary dinner held on Saturday. There were six guests on hand for the dinner: Gary Allen, Reed Shannon, Steve Pejuan, Dave Radecki, Dr. Brent Musolf, and Howard Hammes. The dinner went well and five people were able to eat all 162 dishes: Jeff Rand, Steve Donohue, Ron Donohue, Lou Pezet, and Craig Summers, the lone youth who dared it.

Apart from the feast, we had two new meals. The Hooter's Dinner featured hot wings and Philly cheese steak subs and was well-received. Owing to leftovers from the banquet, the Viking Outdoor Feast was never prepared.

On the activity front, we had Hatchet Throwing, Shield Construction, a King's Table Tournament, Squaw Point Erection, and Razing the Village. Casino night and the Viking Explorer's game disappeared into the aftermath of the banquet and Longship Battles was never held. The other activities were all held although not necessarily at their scheduled times. The fourth installment of the Future Olympics was only partially completed.

The camp went well, with perhaps the finest group of youth ever assembled at Winter Camp making sure things got done. Advising was kept to a minimum and the youth rose to the challenge and made camp a rousing success. Six youth earned the participation award: Zach Polifroni, Craig Summers, John Semetko, Sam Stocker, Ethan Rein, and Chris Wilson.

The Encyclopedia WinterCampica finally came to print and there were two different newspapers, The Goon Gazette and the Youth Yodel, both published at camp and, in the yellow tradition of Winter Camp, each with their own slant on the week's events.

By year's end, Arrowmen knew that Winter Camp XXVI would find Ethan Rein at the helm of Winter Camp with Steve Donohue as his adviser.

HISTORY OF WINTER CAMP WINTER CAMP XXVI - 2002

Dates:	December 27-31, 2002
Location:	Beaver Creek, Clearwater & Lang Cabins, D-A
Cost:	\$36.36 youth, \$40.40 adult
Attendance:	43 (27 youth, 16 adults)
Leader:	Ethan Rein
Adviser:	Stephen Donohue
Income:	\$***.**
Expense:	\$***.**
Catchphrase:	Surviving the Plague

In the first quarter century of Winter Camp there were three or four serious illnesses during camp: Steve Donohue, Mike Osvath, Paul Duran, and perhaps Dan Bollman. At Winter Camp XXVI, someone arrived carrying a bug. Before the weekette was out, two people had left early from illness and another six or so were temporarily felled with an intestinal malady of near epic proportions.

Winter Camp XXVI was one of the largest in terms of attendance in history. It also had considerably fewer adults than average as many regulars found themselves with family and other commitments over the holidays. That being said, we still had plenty of adult leadership on hand, including the youngest full-time adviser in history, Jon Semetko, who turned 21 on the 25th.

With record attendance and strong leadership from Ethan Rein (first sitting Lodge Chief to run Winter Camp since Winter Camp I), many new events were held. Some were brand new, like Snow Snake, Arrowman Bingo, and Blob Tag, while others like An Evening with Dante and the Scout Skills Contest were variations on existing themes. The culinary arts saw a much greater outpouring of creativity with the Renegade Lunch, Ark Dinner, G. vs E. Lunch, Irish Feast, Tarzan of the Apes Lunch, and, of course, Jackpot Grits as new items. The Hooter's dinner returned, this year featuring caffeinated onion rings as an impromptu addition, and the Do or Die(t) Dinner became our most successful outdoor meal to date.

Probably the most memorable thing about Winter Camp XXVI will be "the plague". In all, nearly a dozen arrowmen were sick with vomiting and diarrhea during the course of the week. Two went home early while the rest toughed it out. Newcomer Alex Noble beat it the fastest while Jeff Rand and Ethan Rein share honors for the worst case of it. Although there was a great deal of speculation as to the cause, the revelation that someone had shown up to camp sick and that others had contracted the same flu-like symptoms prior to camp, leaves little doubt that some bug was being passed from camper to camper.

Campers left Winter Camp XXVI knowing that while they were likely to return the following year, the plague was not.

HISTORY OF WINTER CAMP WINTER CAMP XXVII - 2003

Dates:	December 27-31, 2003
Location:	Beaver Creek and Clearwater Cabins, D-A
Cost:	\$36.36 youth, \$40.40 adult
Attendance:	35
Leader:	Zachary Polifroni
Adviser:	Paul Kupser
Income:	\$1,455.30
Expense:	\$1,430.68
Catchphrase:	Yes, it's a real plane

Roger Horn's pilot license and plane were put to good use during Murder-Clue. Clues were written on long streamers and attached to light sticks. The sticks were Clues were written on long streamers and attached to light sticks. The sticks were difficult conditions 20 of 28 were recovered

Winter Camp XXVII, though smaller than XXVI, gave up nothing in spirit. The theme for the week was "Television", specifically channel surfing and nearly every meal and every event was modified slightly to accommodate the channel it aired on. The TV theme was perhaps best shown in the five daily newspapers that assigned a channel to each activity in providing the daily schedule.

There was no shortage of new activities, with Extreme Bowling probably being the favorite. Other new activities included the Walk Race (held before and after Snow Soccer), Winter Camp Squares, and football. New meals included the Infomercial Snack which pitted competing types of popcorn against each other, and the Tailgate Lunch served during the service project. Dinner and a Movie blurred the line between meal and activity offering a spicy Caribbean dinner and the chance to watch Pirates of the Caribbean during the meal.

Many old favorites were also changed to support the new theme, usually to help align them with the channel they were on. Frisbee Ultimate became Rock and Jock Ultimate with appropriate players having special abilities. Perhaps the most amazing development at Winter Camp XXVII was the use of a plane during one of our activities.

Veteran camper Roger Horn owns his own small plane and he flew with Doug Wilson over the face at night dropping clues for the murder clue game. The clues were on streamers attached to glow sticks. Amazingly nearly all thirty were recovered despite the somewhat unorthodox means of delivery.

Winter Camp XXVII also saw the return of movie-making to the schedule. This time Ricky Naida took on the role of director as he rolled film on a version of After the Apocalypse, the still unfinished (as of Winter Camp XXVIII) novel written by Steve Donohue and Mark Bollman→. As luck would have it, the movie is also unfinished, but there are high hopes.

Speaking of high hopes, Arrowmen left Winter Camp XXVII knowing that the following year Winter Camp XXVIII would bring them not only the most digits in a Roman numeral ever used for Winter Camp but the opportunity for more fun than had ever been had before too.

HISTORY OF WINTER CAMP WINTER CAMP XXVIII - 2004

Dates:	December 27-31, 2004
Location:	Beaver Creek and Clearwater Cabins, D-A
Cost:	\$38.38 youth, \$42.42 adult
Attendance:	30 (16 youth, 14 adults)
Leader:	Ricky Naida
Adviser:	Stephen Donohue
Income:	\$1,420.50
Expense:	\$1,398.95
Catchphrase:	Westward ho, wagon in tow

After several years as an also-ran, "Wild West" was finally chosen as the theme for Winter Camp XXVIII. Camp began with the Independence Hike, a trek throughout all three subcamps that included a meal, the North American Aboriginal Lunch (which became the first Winter Camp meal ever served in Jack Lord Subcamp), and three activities: Four-Way Volleyball, Cow Chip Tossing, and the Winter Camp Survival Exercise.

Other new meals that year included the Bar Meal, a slight modification of the Hooters Dinner; and the Leftover Dinner. Planned for the middle of the weekette as insurance against too many leftovers overrunning the Conglomerate Lunch, this latter meal had to be hastily redesigned with a run to Lapeer after insufficient leftovers were generated in the first two days.

New activities beyond the Independence Hike were the Ranch Hand Games and a collection of frontier communications projects, presented by the Four Families into which campers were divided. The Murder Game was expanded to include construction of a jail and a first-class hanging. The service project for the year involved the extension of a fishing dock behind Frischkorn Cabin in which a quarter-mile of nails was driven by campers. Ron Donohue and Doug Wilson joined forces to bring a pinball machine to the Beaver Creek building, which was a frequent choice for free-time entertainment. A total of 664 games were played at camp.

To the ancient Greeks, 28 was a perfect number. While Winter Camp XXVIII may not have been perfect, it was certainly good enough that Winter Camp XXIX-sure to be a prime experience-was eagerly anticipated as the temperature rose into the mid-50's and camp ended.

HISTORY OF WINTER CAMP WINTER CAMP XXIX - 2005

Dates:	December 27-31, 2005
Location:	Beaver Creek and Clearwater Cabins, D-A
Cost:	\$38.38 youth, \$42.42 adult
Attendance:	32 (19 youth, 13 adults)
Leader:	Ethan Rein
Adviser:	Douglas Wilson
Income:	*****
Expense:	*****
Catchphrase:	Eighty days is too many

Winter Camp XXIX took participants "Around the World in a Weekette," a theme that was able to tie each meal and activity to a different place on the globe, starting in Ireland and ending in the United States. Following the success of Winter Camp XXVIII's Independence Hike, the first major event was the LeMans Grand Prix of D-bar-A, where two teams raced in opposite directions on the same loop around the camp.

An attempt was made to limit the amount of meals, resulting in activities scheduled before late breakfasts, and later lunches and dinners. Many meals were slightly redesigned or renamed to fit into the Global Theme. Bollmano's Pizza appeared as a Dinner alongside the film National Treasure for the Tripoli Dinner. The Indian Lunch stood out as Winter Camp's most ambitious lunch yet. The conglomerate lunch appeared on the 30th. A new roulette wheel added to the excitement of the always interesting Jackpots Grits, the last served meal of Winter Camp XXIX.

New activities beyond the Grand Prix were the appearance of Boomerangs and Bolas. Horse rides made their first appearance at Winter Camp. Variations were made on the Blind Hike, Arrowman Bingo, and Battle Chess. The "Yeti" variation (playing a regular game with a huge ball) made its way into Volleyball and Snow Soccer. Board games were prevalent during free time, as well as the Pinball Machine, back for a second Winter Camp.

The anticipation for Winter Camp XXX was high as Campers left, hoping that the next 85.11 weekettes will fly by faster than it took them go around the world at Winter Camp XXIX.

HISTORY OF WINTER CAMP WINTER CAMP XXX - 2006

Dates:	December 27-31, 2006
Location:	Beaver Creek, Clearwater & Highpoint Cabins, D-A
Cost:	\$39.39 youth, \$43.43 adult
Attendance:	34 (16 youth, 18 adults)
Leader:	Aaron Ankiel
Adviser:	Paul Kupser
Income:	*****
Expense:	*****
Catchphrase:	Look, they got the lake on fire

Two themes vied for top honors at Winter Camp XXX and finally we opted to combine the two and have a single theme Pirates of Brownsea Island. The schedule was modified to include pirates in the early part of the week and then to include more traditional scouting activities once the pirates lost their ship and washed ashore on Brownsea Island.

New activities included X Marks the Spot, boat building, and Brownsea island games. A number of new activities planned for the event did not occur due to a change of schedule enacted late on the third day. Brownsea island games were based on traditional activities, but carried them to the extremes one would expect from Winter Camp. We had a 2 mile long string maze. New meals included the Business Lunch, Cannonball Lunch and the Dinner and a Movie featuring Carribbean cuisine.

The event was also enlivened by the inclusion of a surprise 30th anniversary celebration. The anniversary was marked by the arrival of Kristie Donohue with a specially decorated cake for the event and some souvenirs for all the participants. The cake was made in three layers and featured roman numerals on the edge of each layer. The top layer was labeled with the XXX for our 30th anniversary.

Another memorable event occurred when the youth leaders staged a "coup" and decided not to follow the schedule they had created for the remainder of the weekette. This split the youth contingent down the middle and left none of the youth completely happy with Winter Camp, something that would come back to haunt us in the coming year and especially at Winter Camp XXXI.

Campers left Winter Camp knowing that there were only 180 days until they could celebrate El Mediodia and know that their future was closer than the past.

HISTORY OF WINTER CAMP WINTER CAMP XXXI - 2007

Dates:	December 27-31, 2007
Location:	Beaver Creek, Clearwater & Highpoint Cabins, D-A
Cost:	\$39.39 youth, \$43.43 adult
Attendance:	28 (14 youth, 14 adults)
Leader:	Shaun Range
Adviser:	Stephen Donohue
Income:	*****
Expense:	*****
Catchphrase:	Veni, Vidi, castri

Ancient Rome was the theme for Winter Camp XXXI and campers marked the occasion with a number of new activities. New activities included a chariot race, gladiator games, trireme building, and bocce ball. Several old favorites returned with a Roman theme including burning and pillaging, and battle chess.

The year produced several new meals: the Frugal Roman Lunch, the Vesuvius Dinner, Southern Breakfast, the Grape Snack, and the Pope's Lunch, Several existing meals were re-themed to be more roman or to provide a better experience at camp including the Emperor's Challenge Meal and Coastal Cuisine. The kitchen also produced some new delicacies including spaetzel, grape pie, and orange pie. The bakery was in full swing, producing the finest bread in Winter Camp history. A bountiful supply of molasses cake rounded out the menu on several meals.

Attendance was lower than in recent years, but we had a near record number of new campers, with 9 new campers joining our ranks, 7 youth and 2 adults. The previous year's coup reared its ugly head as most of the youth from the previous year did not return.

Despite only one participant earning the participation award, the youth in attendance were active in their support of the program and everyone, youth and adult alike, had a great time at camp.

We left camp knowing who our leaders and what our theme would be for Winter Camp XXXII.

HISTORY OF WINTER CAMP WINTER CAMP XXXII – 2008

Dates:	December 27-31, 2008
Location:	Beaver Creek, Clearwater & Trout Lake Cabins, D-A
Cost:	\$39.39 youth, \$43.43 adult
Attendance:	27 (15 youth, 12 adults)
Leader:	Robert Fountain
Adviser:	Stephen Donohue
Income:	\$975.14
Expense:	\$866.31
Catchphrase:	Bug-out from Beaver Creek

The military theme for Winter Camp XXXII was selected by a popular vote at Winter Camp XXXI with the idea that additional planning time would result in an even better implementation of the theme. It didn't quite work out that way as some campers had lost enthusiasm for the theme before we even got there.

The most memorable event of Winter Camp XXXII by far was the "Bug-out!". An overnight windstorm left everyone in camp without power except Beaver Creek and Clearwater cabins. As Ethan Morlock and Dougal MacEachren arrived for religious services, the power in our cabins went out too. The power remained out for the rest of Sunday and cooking was complicated by the darkness. The power company promised a return of service soon, but when "sometime Monday" changed to "after 5:00 PM Tuesday" the decision was made to move to Trout Lake cabin where the Cub Scouts had left and the power was on. The lights had not come back on at Beaver Creek when we left camp.

Despite the bug-out, we managed to stick to our schedule for the most part. New activities included the Bug-out!, Artillery Battleship, the Long Distance Slingshot, a Downed Pilot search, and the Mentos Challenge. Not appearing on the schedule but very successful was Yeti Dodgeball. New Meals included the Alamo Dinner, M*A*S*H Meal (a lunch), the SOS Lunch, the Radioactive Snack, and the Officer and Enlisted Breakfast. The World Christmas dinner returned with items from around the world. Among the most memorable foods at the dinner were the Czech Hoska (a kind of sweetbread) and South American Key Lime pie which, in the hands of Winter Campers, had a very gummy texture and a brilliant green (some would say nuclear) color.

As they left, Winter Campers didn't know the theme for Winter Camp XXXIII, but they knew that it would be held a mere 360 days later, thus turning another circle in the great wheel of life.

HISTORY OF WINTER CAMP WINTER CAMP XXXIII – 2009

Dates:	December 27-31, 2009
Location:	Beaver Creek & Clearwater Cabins, D-bar-A
Cost:	\$41.41 youth, \$47.47 adult
Attendance:	29 (15 youth, 14 adults)
Leader:	Gabe Church
Adviser:	Keith King
Income:	*****
Expense:	*****
Catchphrase:	Bigger than big barrage of balls

Texans are known to boast about the size of their state, but the Lone Star is small when compared to the excitement at Winter Camp XXXIII. As the theme *bigger than big and then some* suggested, normal Winter Camp activities were expanded in size and scope to challenge the participants.

The program included both unscheduled and scheduled activities. However, it was some of the unscheduled ones that captured the attention of the group. Most notable of these was the Giant Jenga block contest and the impressive crashes that occurred when the structures became too unstable. The record height of 32 levels exceeded 4 feet in height and it was suggested that a serious tower might eventually reach the ceiling beams.

For the first time in recent memory all scheduled activities were held as the planners worked toward a more balanced schedule of events. Even the hikes that were disguised as fun activities were widely accepted. New activities included papermaking, road bowling, kickball billiards, giant balloons, kick in hole, and the forgery contest. Several events were enhanced in keeping with the theme. These included cross country golf with tennis balls, a movie on the giant screen at Wykoff Lodge, a giant objective made out of light sticks for capture the objective, and super-sized bocce. In total there were seven scheduled and one unscheduled event involving balls. Human foosball would have been added to the list, but it was replaced with Frisbee golf due to dangerous ice conditions on the foosball court.

Culinary skills were especially evident at Winter Camp XXXIII, as the menu achieved a good balance between the customary meals and some new themes. New meals included the Palamedes Lunch, Puzzle Meal, Nautilus Lunch, Roaster Lunch, Southern Hospitality Dinner, Blind Beggars' Banquet, and the Mold Meal. Although the lunches were simplified, the dinners remained as a highlight, and the pulled pork was especially tasty during the Southern Hospitality Dinner. The new roaster proved to be useful in preparing a delicious batch of Rand Stew for the Conglomerate Lunch.

Participants left eagerly anticipating three and a third blue moons before they could return to Winter Camp XXXIV, and were pleased to experience one in the conventional sense at the conclusion of camp.

HISTORY OF WINTER CAMP WINTER CAMP XXXIV – 2010

Dates:	December 27-31, 2010
Location:	Beaver Creek and Clearwater Cabins, D-bar-A
Cost:	\$41.41 youth, \$47.47 adult
Attendance:	24 (11 youth, 13 adults)
Leader:	Tim Leong
Adviser:	Keith King
Income:	\$***.**
Expense:	\$***.**
Catchphrase:	A century in a weekette

Winter Camp XXXIV had a "Back to the Future" theme tied to the 100th anniversary of Scouting. Campers were sent back to 1910 by an anomaly in the time stream on the first day and then worked to advance the timeline about 20 years each day of camp until the camp culminated in their return to 2010.

As always new activities and meals fought for the spotlight against perennial favorites. New activities for the year included Behind Enemy Lines, WWI Flour Wars (inspired by Follow Me Boys), Prohibition, McCarthyism, Fire Skills, the Showdown, launching the Sputnik, Find the Terrorist, and constructing Nuclear Survival Shelters.

We also had new meals like the Polish Buffet, Stylish Seafood, Working Mom Lunch, Mom and Apple Pie dinner, False Dilemma lunch, Back of the Box dinner, and the blowtorch snack.

Among the renamed events were the Casino Snack and Casino night, which were renamed to Speakeasy and the Prohibition Snack, and several variations on outdoor games like capture the objective.

Arrowmen left with the sure knowledge that the next year they visited would be 2011 and that Winter Camp would be back for its 35th installment with Steve Donohue and Josh Cicotte at the helm.

HISTORY OF WINTER CAMP WINTER CAMP XXXV – 2011

Dates:	December 27-31, 2011
Location:	Beaver Creek and Clearwater Cabins, D-bar-A
Cost:	\$44.44 youth, \$50.50 adult
Attendance:	32 (20 youth, 12 adults)
Leader:	Josh Cicotte
Adviser:	Steve Donohue
Income:	\$***.**
Expense:	\$***.**
Catchphrase:	Food, friends, and fire

Participants at Winter Camp XXXV became “Defenders of the Earth,” as they sought to protect their world from a number of disasters. On Day One they encountered the “Zombie Apocalypse,” only to face an “Alien Invasion” on the second day. On subsequent days they encountered “Natural Disasters” and a “Plague.”

Fire played a prominent roll in both planned and unplanned events. While no one was actually burned during Armageddon on the first day, three teams of survivors prepared to sacrifice one of their own to the eternal flames. The subsequent Zombie Apocalypse challenged teams to move a dangerous ground flame to the Clearwater fire pit where a series on colorful accelerants hastened the demise of the zombies. Fire continued its prominent role with the clout shoot (flaming arrows) from “The Face.” In an effort to save the earth from annihilation due to various natural disasters, teams constructed devices from various craft supplies. Whether these devices were effective, most of them were ultimately destroyed by fire.

Food shopping was a little more flexible in 2011 as the “That Looks Good Snack” consisted of items decided upon at the time of purchase rather than the typical planned menu. Other new meals included the Anniversary Breakfast, Made in Michigan Lunch, Pancake Dinner, and Smoked Meat Meal.

That this camp marked the 35th consecutive gathering in the fields and forests of D-bar-A was tribute to the friendships that have endured and those that continue to flourish among the less seasoned participants. At the conclusion of Winter Camp XXXV, 268 different Arrowmen have spent 3,230 nights enjoying the unconventional traditions of the event.

The “End of the World” occurred on December 31 for those attending Winter Camp XXXV, but Arrowmen were certain that it would be temporary and another cycle would begin on December 27, 2012 in spite of others predicting a less certain future.

HISTORY OF WINTER CAMP WINTER CAMP XXXVI – 2012

Dates:	December 27-31, 2012
Location:	Beaver Creek and Clearwater Cabins, D-bar-A
Cost:	\$44.44 youth, \$49.49 adult
Attendance:	32 (20 youth, 12 adults)
Leader:	Timmy Kasprzak
Adviser:	Ethan Rein
Income:	\$***.**
Expense:	\$***.**
Catchphrase:	冬令营欢迎您

Borrowing from a part of a former state slogan, it was a Winter Wonderland at Winter Camp XXXVI, as 8 inches of fresh snow greeted the campers on December 27th. Customs and traditions from the other side of the sphere and of centuries past pervaded the atmosphere of the encampment in line with the theme of “Ancient China.”

As a large gathering convened in Beaver Creek, there were activities for all ages. Many of the campers enjoyed outdoor events of old favorites, such as cross country golf and capture the objective. But there were some new events and variants of old ones held at Winter Camp XXXVI, including a tomahawk throw on a trail of balloons, commando stalking, Chinese Prohibition (moving from one site to another without being detected), and the launch of Chinese lanterns. Some of the activities involved crafts and engineering. Bow making was especially popular, and a couple of Arrowmen spent much of their free time using the homemade bows. One camper was particularly successful in carving a flute from natural rushes that came from the Verde River in Arizona.

Three things highlighted the culinary experiences at Winter Camp XXXVI: chopsticks, bacon, and turducken. The Turducken Dinner, although very labor intensive, was enjoyed by all as they feasted on chickens stuffed in ducks that were stuffed in turkeys. Other new meals included the No Hands Electric Lunch, Bacon Breakfast, China Poverty Buffet, Chopstick Lunch, Improvised Eating Device (IED) Lunch, and Servant Leadership Meal. During the Meal by Numbers, the campers had to paint a picture on a tortilla with different colors of food.

Winter Camp continued to gain in notoriety, as evidenced by visits from various dignitaries, and Arrowmen knew that it could keep the promise of lasting until doomsday.

HISTORY OF WINTER CAMP WINTER CAMP XXXVII – 2013

Dates:	December 27-31, 2013
Location:	Kane Cabin & Rotary Lodge, Silver Trails CHR Memorial Site, D-bar-A
Cost:	\$45.45 youth, \$50.50 adult
Attendance:	32 (19 youth, 13 adults)
Leader:	TR Evangelista
Adviser:	Gabe Church
Income:	\$1490.76
Expense:	\$1409.92
Catchphrase:	Strange fruit, strange land

The story of Winter Camp XXXVII cannot be told without including the ice storm that barreled across Michigan in the days before camp. Lost power, downed trees, damaged electrical lines, and treacherous driving conditions conspired to close D-bar-A Scout Ranch, forcing Winter Campers to find a temporary home at Silver Trails Scout Reservation.

At Silver Trails, Winter Camp was afforded a large kitchen and dining room which became the central meeting place. The dining room's fireplace provided much needed heat and entertainment. Campers also had use of the camp's large cabin for sleeping.

Thematically, this Winter Camp took participants on a journey from man's primitive origins to the modern day. Meat and heat were not available until the group demonstrated its mastery of hunting and fire making. These skills were demonstrated when the group set out on a successful mastodon hunt and sent a large block of magnesium up in flames. Later in the weekette, teams harnessed their powers or creativity, observation, and collaboration to compete in the Market Madness game.

The change in location added an element of unfamiliarity to traditional events such as the Blind Hike and Cross Country Golf. The golf groups took time to explore the camp's central valley while moving toward the hole. Silver Trails' Ranger Jerry Deeg helped continue Winter Camp's tradition of service. Projects included storm damage clean up, odd jobs in the camp's wood shop, and stacking firewood.

Members of the set-up team dug up a time capsule, allowing those activities to continue without interruption. Those determined to take part in the time capsule burial drove to D-bar-A for the hike and ceremony.

Although sausage making failed to excite much participation, the Skittles Sausage it produced was highly rated. Buddha's Hand, a citrus fruit, made its first appearance on the Winter Camp menu. Time will tell if it was the last.

Some will look forward to December 27, 2014 as the sixteenth anniversary of the adoption of the Socialist Constitution of the Democratic People's Republic of Korea. Winter Campers will spend the year anticipating a return to the traditional confines of Beaver Creek.

HISTORY OF WINTER CAMP WINTER CAMP XXXVIII – 2014

Dates:	December 27-31, 2014
Location:	Beaver Creek and Clearwater Cabins, D-bar-A
Cost:	\$45.45 youth, \$50.50 adult
Attendance:	32 (18 youth, 14 adults)
Leader:	Ian McKeever
Adviser:	Kristie Donohue
Income:	\$1589.65
Expense:	\$1515.09
Catchphrase:	Achieving new heights

Winter Camp XXXVIII was hosted by the newly formed Mi-Gi-Si O-Paw-Gan Chapter, which came to be when the former Mahican and Wsigau chapters merged. After having been displaced to Silver Trails Scout Reservation for XXXVII, this camp marked the triumphant return to Beaver Creek. For the most part, the weather was cold and windy. While temperatures were consistently below freezing, D-bar-A was not visited by snow. In addition to Beaver Creek and Clearwater cabins, Winter Campers slept out in four different tents or shelters.

The Ocean's 38 theme was manifested primarily on December 30th, when the Winter Camp casino was moved to Trout Lake Cabin. Cheat cards improved Winter Camper's gambling prowess. As a result, the \$10,000,000 and \$50,000,000 chips made several appearances. The Casino Buffet, complementary drink station, and Stage Show were also part of the expanded Casino Night.

Winter Campers proved adaptable when the Service Project was moved from December 29 to 28 at the request of newly elevated Head Ranger Jack Sims. That project found Winter Campers on ladders and scaffolds with paint brushes and rollers for a complete repainting of the Ranger's automotive shop. The activity schedule proved too ambitious at times as several events (a showing of Ocean's 11, Couch Potato Triathlon, Snow Soccer, and Escape Contest,) were cancelled due to participants having been worn out from prior activities or time conflicts. An unscheduled four square game broke out in Trout Lake cabin prior to the Luncheon meal. The String Maze and subsequent trading activity and Hunter-Gatherer Meal challenged participants to work as a team and be creative in terms of making deals and using food and supplies.

There were other memorable meals, including well-reviewed Mexican Team Dinner, the Luncheon at Trout Lake Cabin, which featured macaroni and cheese served in edible cones, and Jackpot Grits. Adviser Kristie Donohue presented four participation awards prior to the Conglomerate Lunch.

Participants left camp looking forward to exploring new hobbies and collecting items for the next time capsule in the 4.10 Mercurian years until they would be back for Winter Camp XXXIX.

HISTORY OF WINTER CAMP WINTER CAMP XXXIX – 2015

Dates:	December 27-31, 2015
Location:	Beaver Creek and Clearwater Cabins, D-bar-A
Cost:	\$45.45 youth, \$50.50 adult
Attendance:	38 (20 youth, 18 adults)
Leader:	Steven Lardin
Adviser:	Steve Donohue
Income:	\$1,591.80
Expense:	\$1,484.10
Catchphrase:	Yes, we ate it!

Winter Campers took a trip back millions of years, long before the dawn of man, for a dinosaur themed camp. Enthusiasm for the program was reflected in the two participation awards that were presented. This thirty-ninth Winter Camp was had a thrilling mix of meals and activities.

Activities challenged participants' mental and physical capacities, often at the same time. A brief hike to the Trout Lake activity field allowed for a round of "pterodactyl" kite fighting, which included genuine glass covered kite string from India. A question-and-answer version of the sound hike revealed an incorrect message, but will surely not be forgotten. Blind volleyball and cricket were played for the first time at Winter Camp, while classic activities such the blind hike, cross country golf, 4-way volleyball and the time capsule hike were enjoyed. Time spent indoors included the construction of two human-sized papier-mâché dinosaurs (later destroyed), a soldering exercise, the Winter Camp Casino, at which Skip Bo replaced the familiar Chuck A Luck game, a viewing of *Jurassic World*, a the Hobby Demo and Draw. For this camp, the group selected "shenanigans" as a group-wide hobby for all participants.

Those leaving camp hungry did so at their own folly, as the meals of Winter Camp XXXIX were as filling as they were delightful. The *Jurassic Park*-inspired scavenged meal featured many campers' first (and possibly last) peanut butter meatloaf and chocolate mashed potatoes. Bollmano's pizza continued to be a crowd favorite. Thanks to the cranking efforts of many in the Clearwater cabin, three varieties of homemade ice cream (vanilla, chocolate, and strawberry) were served at the Ice Cream Social snack. Hunters Creek cabin played host to the Found Meal, at which included many wonders from the sea were served.

While Winter Campers are happy for the seasonal stability that Leap Day provides, they will struggle with the challenge of waiting an additional 0.3038 weekettes until Winter Camp XL.

HISTORY OF WINTER CAMP WINTER CAMP XL – 2016

Dates:	December 27-31, 2016
Location:	Beaver Creek, Clearwater and Trout Lake Cabins, D-bar-A
Cost:	\$45.45 youth, \$50.50 adult
Attendance:	46 (16 youth, 30 adults), plus 4 nonmember guests
Leader:	Timmy Kasprzak
Adviser:	Steve Donohue
Income:	
Expense:	
Catchphrase:	A few more tads to victory

The fortieth Winter Camp will be remembered by participants for its reunion banquet, crime families theme, activities, and meals.

Fifteen guests, most of whom were familiar faces around Beaver Creek Cabin joined the festivities for the reunion banquet, held at Trout Lake Cabin. The banquet featured classic Winter Camp activities such as 4-way volleyball, Giant Jenga, and pinball, as well as video shot at Winter Camps X and XII. The museum and historical posters were on display. The Winter Camp Future Society provided participants with commemorative duffle bags, play dough, blindfolds, a card game, and winter caps. Gabe Church and Steve Donohue were presented with Centurion Awards by the Noquet Lodge for their outstanding service during the first century of the Order of the Arrow.

Participants seeking time in the out of doors were pleased to find many opportunities on the Winter Camp schedule. Games such as 4-way volleyball, bocce, cross-country golf, cricket, and snow soccer comprised much of the schedule. In addition, Capture the Bootleggers, the blind hike, the time capsule hike, and a new game, Computerized Cartography, provided ample opportunities to hike. Winter Camper Alan Wilson provided GPS-enabled devices, based on the Universal Measurement System, for Computerized Cartography. These devices sent participants hunting for pre-determined locations by showing only the distance between the user and the sought-after destination. Winter Campers seeking to spend time in the comfort of Beaver Creek Cabin were also far from disappointed. Casino night, a showing of *Last Vegas*, as well as many opportunities for fellowship late into the evening satisfied their desires. Service rendered to camp included teams splitting firewood (which would in turn be sold by the camp to campers), swapping out mattresses, clearing brush along the roadsides, and painting offices in the Martin Administration Building.

Winter Camp XL featured meals ranging in complexity from store bought root beer Pop Tarts to homemade cannoli. Keith King's smoker provided the protein portion of meals - smoked salmon for the Catch of the Day Dinner and smoked turkey made into sandwiches for the Ethan's Speakeasy. The Boodle Fight lunch was inspired by Jeff Rand's trip to the Philippines. This no-utensils lunch played a role comparable to the Caveman Dinner in Winter Camps past. When discussing the roast beef which was part of the dinner portion of Dinner and a Movie, Winter Campers were reminded of the importance of letting cooked meat rest prior to serving.

Winter Campers left D-bar-A with bellies full of Rand Stew and heads full of dreams of Winter Camps to come.

HISTORY OF WINTER CAMP WINTER CAMP XLI – 2017

Dates:	December 27-31, 2017
Location:	Trout Lake Cabin, D-bar-A
Cost:	\$45.45 youth, \$50.50 adult
Attendance:	34 (17 youth, 17 adults)
Leader:	Matthew Grimble
Adviser:	Keith King
Income:	\$1,518.84
Expense:	\$1,532.38
Catchphrase:	Colder than first forty

If Winter Camp XLI will be remembered for only one thing, it will be that it was colder than the 40 that preceded it. If two things are remembered, it will be that this camp featured our second permanent relocation, this time to Trout Lake Cabin. Campers enjoyed their stay in D-A's most well-appointed cabin, making full use of the extra kitchen space, a large dining room, and indoor bathrooms.

Although most of the activities took place in Trout Lake subcamp, Winter Campers visited Beaver Creek during one of the Blind Hikes, Cross Country Golf, and of course to bury the time capsule. This year's Cross Country Golf hole started at Trout Lake Cabin and ended at the CAG rock, near the traditional tee box. The Perimeter Hike (held at Winter Camps I and XXI) was postponed. In its place campers hiked around the perimeter of Trout Lake. No strangers to destruction, Winter Campers were asked to help tear down several structures in The Pines, which will undergo a major renovation in 2018. D-A's preferred method of large scale disposal (fire) was used to remove the debris. These fires provided much appreciated respites from the cold. Prior to the demolition, the gang attempted to answer the question "Will It Stick?" by introducing a variety of knives, hatchets, and spears to the old shower building. Answers were mixed.

Familiar meals such as the bakery snack, Bollmano's Pizza, Jackpot Grits, and the Conglomerate Lunch were served at Winter Camp XLI. The King family smoker returned to camp to and made contributions to three meals – Smoked Beast, Rat on a Stick, and Fish Slappin' Fun. Peanut Butter and Jelly sandwiches made from scratch were consumed during the Raw Deal Lunch.

The Monty Python theme turned up when three teams went on Quests for the Holy Grail, during which Alan Wilson's geocaching boxes were used. Those same teams competed in the Market Game to determine who could make the most of the resource cards picked up along the Quest. Uncle Ethan's Craft Hour provided opportunities to make secret boxes out of old books. Other pythonesque events included watching sketches from *Monty Python's Flying Circus* and a viewing of *Monty Python and the Holy Grail*, and Monty Python themed puzzle placemats at the Dark Knight Dinner.

With the 13th prime numbered Winter Camp in the books, campers went home with Rand stew in their bellies thinking about ways to prepare for a camp whose number corresponds to the number of gallons in a barrel.

HISTORY OF WINTER CAMP WINTER CAMP XLII – 2018

Dates:	December 27-31, 2018
Location:	Trout Lake Cabin, D-bar-A
Cost:	\$47.47 youth, \$52.52 adult
Attendance:	35 (12 youth, 23 adults)
Leader:	Ian McKeever
Adviser:	Keith King
Income:	
Expense:	
Catchphrase:	Nations battle for medals

For the second year in a row, Winter Camp was held at the former Trailside Cabin at D-bar-A Scout Ranch. Winter Camp XLII was one of the warmer camps on record, with a high temperature of 55 degrees on December 28, 2018.

Athletic competition was the order of the weekette as participants found themselves divided into national teams - BRANNES, Grand Fenwick, and The People's Democratic Communist Republic of North Australiastan - in an Olympic theme. Gold, Silver, and Blue medals were handed out for first, second, and third place finishes in five events - 4 Way Volleyball, 3-Way Dodgeball, a Geography Bee, Cross-Country Golf, and a grueling Pentathlon which tested both brains and brawn.

A variety of new activities were held at camp, including 3-way dodgeball, an Olympic torch relay, the construction and launching of bottle rockets, a Jeopardy style geography bee, and a pentathlon. Classic activities such as the blind hike, cross-country golf (which returned to its usual location in Beaver Creek Sub-camp), and 4-way volleyball could also be found on the schedule. The perimeter hike which had been initially scheduled for Winter Camp XLI was held at this camp. In the 21 years since the perimeter hike at Winter Camp XXI the camp grew to the west thanks to further expansion from additional Frischkorn property. Thus, it was now the longest perimeter hike in Winter Camp history.

The Winter Camp XLII menu featured new and old favorites. One of the gastronomic highlights of Winter Camp was the Yooper meal, at which pasties first appeared on a Winter Camp menu. The results were tasty and came as a result of much effort. Although the Caveman Dinner was described as a "Horrible" by one visitor, it was enjoyed by many in attendance both during the Caveman Dinner and again at the Conglomerate Lunch. Three "National Identity" meals were designed on the fly - one by each of three teams assigned as a part of the Olympic theme.

An additional hike and ceremony preceded the usual time capsule ceremony (at which the usual 5 and occasional 10 year time capsules were buried) which encouraged participants to reflect on the history and future of the Boy Scouts, D-bar-A Scout Ranch, and Winter Camp.

Scientists spent 156 years attempting to isolate an element with atomic number 43. Luckily, Winter Campers will not have to wait nearly that long to isolate the fun of the 43rd Winter Camp.

HISTORY OF WINTER CAMP WINTER CAMP XLIII – 2019

Dates:	December 27-31, 2019
Location:	Jack Lord & James E. West Cabins, D-bar-A
Cost:	\$47.47 youth, \$52.52 adult
Attendance:	32 (13 youth, 19 adults), 5 guests
Leader:	Matthew Grimble
Adviser:	Steve Donohue
Income:	\$1,734.97
Expense:	\$1,691.61
Catchphrase:	Ranger Invades Cabin

Winter Campers continued their multiyear sojourn through D-bar-A Scout Ranch at Winter Camp XLIII. This time, the weekette was held in Jack Lord subcamp with Jack Lord and James West, two cabins named for Silver Buffalo recipients, playing host. Winter Camp XLIII's space theme took participants on a thematic journey to the stars.

Longstanding activities such as the Blind Hike, bread baking, Cross Country Golf, 4-Way Volleyball, and Casino Night were held. The Re-entry game and the multistage Crew Competition, which combined Genius Night, an Escape Room, and a game based around the description and construction of an object made of Lego Bricks, made their first appearances on the Winter Camp Schedule. The new Satellite Recovery activity combined the geocaching mechanics from prior Winter Camps with classic Scout skills of orienteering and pioneering. An expanded Scout's Own religious service provided content for the new *Winter Camp Book of Worship*.

The Jack Lord Cabin proved mostly adequate as a Winter Camp kitchen. There were no stove fires and the hot water only ran out only occasionally. The bread made at Winter Camp XLIII was a noticeable improvement over prior years, due in part to the additional emphasis put on participation in a complete round of baking as well as an ingredient upgrade from standard camp residual moisture to distilled residual moisture. Homemade peanut butter (this time squeezed into tubes) and pasties (not squeezed into tubes) made their second appearances on the Winter Camp menu. The No Waste Meal was a triumph of planning and menu diversity, the likes of which may never be seen again.

Winter Campers made full use of their new subcamp, expanding into the Forester Yurts for the Crew Competition, the Scoutcraft Pavilion for the Space Walk, and James West and Dan Beard cabins when additional ovens were required. Activities taking place on the field between Jack Lord and James West Cabins included 4-Way Volleyball and rocket launches.

Winter Campers left D-bar-A comfortable in the knowledge that the additional day between December 31, 2019 and December 27, 2020 would provide an opportunity to plan an unforgettable weekette.

HISTORY OF WINTER CAMP WINTER CAMP XLIV – 2020

Dates:	December 27-31, 2020
Location:	Brookside Campsite, D-bar-A Scout Ranch Member's Homes and Online
Cost:	\$10.10 at Home, \$13.13 at Camp (each night)
Attendance:	34 (12 youth, 22 adults), 5 guests
Leader:	Matthew Grimble
Adviser:	Doug Wilson
At Home Leader:	Tim Pfeiffer
At Home Adviser:	Ethan Rein
At Camp Leader:	Matthew Grimble
At Camp Adviser:	Jeff Rand
Income:	\$515.48
Expense:	\$473.93
Catchphrase:	Not Quite Doomsday

Like most events in the year 2020, Winter Camp XLIV was planned and executed against a backdrop of the global COVID-19 pandemic. 2020's extra day turned out to be particularly useful as Winter Campers needed all the time they could get to plan two versions of Winter Camp, one at camp and one held mostly at home and online.

The Winter Camp events held at D-bar-A took place around Beaver Creek Cabin with tents set up outside Clearwater Cabin and in the Brookside campsite. Winter Campers were not permitted to enter any cabins, but the porch at Beaver Creek cabin was available for gather at safe distances. There were two distinct overnights, one beginning December 27 and ending December 28 and another beginning December 30 and ending December 31. Both sessions began and ended with lunch. Traditional Winter Camp events such as the Blind Hike, 4-Way Volleyball, the Bakery Snack, Pizza making, and Cross-Country Golf were held at both sessions. Other than the baking, which was done in Dutch ovens, cooking took place on stoves outside of the Beaver Creek Cabin. During the first overnight, the new activity "Geocache Mythology" was conducted in keeping with the annual theme. The College Student Trail Lunch was offered as a new meal. The session on December 30 also included service to camp and the Time Capsule ceremony.

Winter Camp At Home gave participants an opportunity to enjoy a Winter Camper experience wherever they may be. Each day from December 27-31 included recommended activities and meals as well as a group activity. The group activities included online social games, a trivia contest, and livestreams of opening and burying the time capsule. The recommended meals included Winter Camp favorite such as the bakery snack, the Mexican Dinner, and Jackpot Grits. Individual activities included Cross-Country Golf, a hike, local service, and casino games. A Winter Camp At Home packet was dropped off or sent to all participants. This kit included yeast, spices, and a grit kit as well as resources for casino games and a Meccano kit for the Remote Control activity. Winter Camp At Home also made use of a Discord server to communicate throughout the weekette.

Winter Campers concluded Winter Camp XLIV proud in their ability have a camp despite challenging circumstances. They also hoped to return to a cabin-based activity for Winter Camp XLV.

Other Publications

Winter Camp has a lot of creative and fertile minds. As a result, there are more than a few documents which may be of interest

Electronic

Combining elements of fiction and non-fiction, www.wintercamp.com is the online home of all things Winter Camp.

Non-Fiction

Encyclopedia WinterCampica

Origins

Winter Camp Book of Hobbies

The Original Winter Camp Book of Lists

Winter Camp Kitchen Manual

Winter Camp Leadership Guide

Winter Camp Meals Manual

Winter Camp Worship Guide

Winter Camp Worst-Case Survival Guide

Fiction