

CAMP DEER RUN

two-week compass



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welcome

Camp is almost here and it's time to start getting ready for the best two weeks of the summer! Welcome to the Camp Deer Run Compass. This document has all of the information that you need to know to help you prepare for your camper's session at Camp Deer Run. Our goal is to make your kid's Camp experience as stress-free and fun-filled as possible, so we want to share our suggestions for exactly how to pack for your camper's session, what to expect during the session and how you can stay connected through the whole process.

Each section of the Compass will contain helpful information about several different topics and will end with a short FAQ section of answers to the most common questions we get from our camper families before and during their camp sessions.

We can't wait to see you all out at Camp this summer. If you ever have any questions or need any help getting ready for your session, please [contact us](#), we're happy to help! See you in the pines!



preparing for camp

PACKING LIST

CLOTHES

- Loose Fitting T-shirts
- Modest Shorts that reach no less than roughly 6 inches above the knee
- Long pants or jeans (mandatory for horse-back riding)
- Socks
- Underwear
- Pajamas/clothes for bed
- Light Jacket or Sweatshirt
- Rain Gear
- One-Piece Swimsuit
- Theme Day Costumes

SHOES

- Closed-Toed Tennis Shoes
- Old tennis shoes or water shoes to wear in the creek
- Open-toed shoes or sandals (only for walking to the pool or bathhouses)
- Crocs and other similar shoes (these are permitted but cannot be worn during active camp activities)

PERSONAL ITEMS

- Water Bottle
- Camp Chair
- Bedding (twin size sheets and blanket, pillow, extra pillowcase)
- Sleeping Bag for Outcamping
- Towels and washcloths (for swimming and showering)
- Toiletries: toothbrush, toothpaste, shampoo, soap, conditioner, deodorant
- Laundry Bag
- Bible
- Notebook, Pen or Pencils
- A good flashlight and batteries
- Box fan or clip fan (we recommend a box fan).
- Insect repellent & Sunscreen
- [Any necessary medications](#)

OPTIONAL

- Softball Glove
- Hammock



preparing for camp

PACKING LIST CONTINUED



LABELING

Please label all clothing and personal items with your camper's name or initials. When you have 10 kids living in the same cabin, things tend to get mixed up at times! The easiest way to make sure that everyone comes home with all of their things (and nobody else's) is by labeling everything! It will be a huge help to your camper when they're packing up to go home, as well as to their counselors and their cabinmates.

Camp Deer Run is happy to help you look for lost items, but we are not responsible for lost, stolen or damaged items. Labeling is the best way to prevent any of these issues.

PACKING TIPS

- Especially for younger campers, you can pack each day's clothes into a gallon sized zip lock bag and label each one so your camper knows what to wear and when!
- While it's great to have specific clothes and shoes for playing in the creek or getting muddy, sometimes spontaneous fun happens and no one has time to change clothes or shoes! It's always good to have some extra shirts, shorts, underwear and tennis shoes just in case.
- For two-week sessions, each camper will be able to have 10 clothing items washed mid-session, so you don't have to pack a full two weeks' worth of clothes. [Click here for more info on laundry.](#)

DO NOT BRING

- Electronic Devices: Cell Phones, Radios, CD or MP3 players, Handheld Gaming Devices, TVs, Laptops, Tablets, iPods, 2-way Radios, Walkie Talkies, Smart Watches or any handheld electronics
- Knives with blades larger than 3 inches (Campers under 13 may not bring knives)
- Weapons, Firearms, Paintball/Airsoft Guns
- Fireworks, Matches or Lighters
- Bikes, Skateboards, scooters, etc.
- Pets
- Alcohol, Tobacco, E-Cigarettes, Juuls or Illegal substances
- Candy or Food Items
- Short Shorts or Bike Shorts
- Tank Tops, Spaghetti Straps, Crop Tops
- Valuable or sentimental items

preparing for camp

BUNK SETUP

scan for a cabin tour!



preparing for camp

BUNK SETUP

All of the cabins and bunks at Camp Deer Run are arranged to ensure that everyone has ample space to store their luggage and belongings. Please refer to the photo below for a visual explanation of how your bunk at Camp Deer Run will look and the best way to store your belongings. For a video walkthrough of a Camp Deer Run cabin and bunk bed setup, [click here](#).

There is space under each bunk bed for both campers to store their belongings. We recommend bringing a trunk, storage container or a large suitcase that can be easily accessed and stored under the bunk. Every camper will have a space of at least 36" deep x 31" wide x 16" tall under their bunk for storage.

Each bunk is also fitted with a fan box¹ that is 5 ½"x27 ½" and easily fits a standard box fan. If you prefer to bring a clip-on fan, the thickness of the bed posts where a fan can be clipped is 1 ½". In years past, some parents have used bungee cords and zip ties and extension cords to set up fans for their campers. This is no longer necessary. Every bunk has a fan box where a box fan fits comfortably, and every fan box is in easy range of an outlet².

We also recommend bringing toiletries in a shower caddy³ with plenty of drainage. There is room for shower caddies under each bunk as well. Another great way to give your camper a little extra storage space is to bring a bunk bed organizer⁴ to hang on the rails of the bunk.

[Click here for a list of our recommended packing supplies!](#)

preparing for camp

PHOTOS

We're excited to announce that we're partnering with a new service called Waldo to enhance our photo sharing capabilities! With Waldo, parents can sign up to receive notifications from the Waldo app every time your camper is in a photo that we take throughout the session. In past years, we've uploaded just a handful of pictures per day to give parents a glimpse of what's going on. With Waldo, you'll be able to see every picture of your camper every day.

HOW TO USE WALDO:

Using the information from the graphic below, parents can enroll for Waldo's face detecting service (free of charge) before their camper's session. This way, every time your camper's face is found in a picture, you'll get a notification on your phone! If you don't want to sign up for the face detection, that's totally fine! You can still see each day's photos at the link below.



CHECK OUT OUR PHOTO GALLERIES ON **WALDO!**



✦ BROWSE ALL OUR PHOTO GALLERIES HERE:

Visit waldophotos.com/@campdeerrun

or

Scan this QR code with your phone!



preparing for camp

MEDICINE

Any medication that your camper needs during their session must be given to the Camp Medical Staff upon Check-In when arriving at Camp. Here's what you need to know about packing your camper's medications:

- All medications must be in their original packaging and contain only the item identified on the container.
- If it is a prescription, the prescription label must be legible with the camper's name on it.
- The Camp Medical Staff will have access to most general over-the-counter medications like ibuprofen, aspirin, allergy medicine, cough and cold medicine, etc. Please consider leaving non-essential over-the-counter medications at home.

DIETARY RESTRICTIONS

We understand that some of our campers have specific dietary restrictions, and we want to do our best to accommodate them and make sure that these restrictions don't disrupt their Camp experience.

While feeding hundreds of campers at a time, our Kitchen Staff is unable to cater to the specific dietary needs of each individual camper. To the extent that the camper has a dietary need, it will be the parent's duty to provide what is necessary for the camp session.

If your camper has medically prescribed dietary restrictions, please bring enough food for your camper to eat for the entire session. Please provide dry, microwavable, cold or otherwise easily prepared foods for your camper. Your child's counselor will assist them in preparing their meals, so it is best for the provided meals to be simple to prepare. We will store any dry goods or cold and frozen foods for your camper. All food items must be labeled with your child's name.

There will be a Staff Member available at Check-In to assist you with getting your camper's food set up.

Please note: We cannot cater to every individual parent or child's food preferences. Please only bring alternate meals for your camper if it is medically necessary. If you would like more information on the menu for your camper's session, please email office@campdeerrun.com.

preparing for camp

CHECK-IN

ARRIVAL INFORMATION

About 2 weeks before your session, each parent will receive an email with their camper(s) arrival information. The email will include what cabin and group your camper has been assigned to, and it will also provide an arrival time window. This will be your guide to checking in on the Sunday that your session begins. If you'd like to request a different arrival time than you are given, please email office@campdeerrun.com and we'll find a time that works for you.

UPON ARRIVAL

Please arrive as close to your designated check-in time as possible. Upon arrival, you will be greeted by our Staff and directed to park your car on Cheuk Ballfield. At your designated time, please come to the Pavilion (basketball court) for a quick check-in process.

- Check your camper(s) in with a Staff Member.
- Turn in [medications](#) to a Camp Nurse.
- Turn in [camper cell-phones](#) for safekeeping in the office until the session ends.

LUGGAGE

After completing the check-in process, please return to your car to get your camper's belongings and take them to your assigned cabin. Our Summer Staff will be ready and waiting to help you carry your camper's belongings from your vehicle to their cabin.

CABIN MOVE-IN

Campers and parents will be greeted at the cabin by the Cabin Counselor. Inside the cabin, each camper's name will be posted on their assigned bunk. We will do our best to place cabin buddies near each other. Take your time helping your camper get their bed made and their [bunk set up](#) before you say your goodbyes.

GIFT SHOP

We invite you to visit the Gift Shop at any time before or after you check in. The Gift Shop has a wide selection of Camp Deer Run merchandise and memorabilia as well as practical items like batteries, toiletries and even camp chairs. The Gift Shop is set up in the old Mess Hall building directly across from the Pavilion where you will be checking in.

SAYING GOODBYE

When you've finished setting up your camper's bunk, there's no rush to say goodbye, but we do ask that you move outside of the cabin to make room for other families who are beginning the check-in process. You're more than welcome to visit the Gift Shop or visit with your camper's Staff Members at this time if you'd like. When you do say your goodbyes, campers will stay at their cabin, where they will hang out outside and play games with friends and Staff Members as other campers continue to arrive.

preparing for camp

FAQ

DO I NEED TO SEND MONEY WITH MY CAMPER TO THEIR SESSION?

No. Campers will not need any money during the session. Canteen and Crafts are covered by your registration fees. Some parents send their campers with money for the Gift Shop, but most will just do their shopping with their parents after check out. Please be careful sending money, as Camp Deer Run cannot be held responsible for any lost cash, checks or cards.

DO I NEED TO SEND OVER-THE-COUNTER MEDICATION WITH MY CAMPER?

No. The Medical Staff on site will have access to most OTC medications. Please only send OTC medications if prescribed by a doctor for regular use.

WHAT IF I NEED TO CHANGE MY ARRIVAL TIME?

If you'd like to request a different arrival time than you are given, please email office@campdeerrun.com and we will find a time that works for you.

HOW DO I SEE PHOTOS OF MY CAMPER?

You can see updated photos from Camp every day with our photo app, Waldo. Visit www.waldophotos.com/@campdeerrun or download the Waldo app and use the code DEERRUN24 to access overnight camp photos.

For full instructions on using the face-detection feature within Waldo, please visit the website or use instructions provided in the app.



during the session

ACTIVITIES

FLAG DEVO

We start every day gathered around the flagpole at the center of Camp with a short, camper-led devotional. Then we send everyone off to their day with a cheer!

GROUP BIBLE

At Group Bible, campers gather with their group for a one-hour Bible lesson given by the Group Leader. It is a special time for campers to grow together, learn from each other and hear relevant messages from Scripture.

CANTEEN

Three times a day, campers get to refuel with a snack and a drink at the Canteen. At Canteen, campers and Staff can just relax and enjoy each other's company. Sometimes there are themes at Night Canteen like the Hawaiian Day Luau!

CRAFTS

Campers get to choose from a wide variety of handicrafts to work on during their crafts time. Crafts is all about getting creative!

SWIMMING

Campers get an hour of swim-time every day. Boys and girls swim separately. Campers must pass a swim test (swim the length of the pool unassisted) to swim without a life-jacket. Lifeguards are on duty at all swim times.

GROUP ACTIVITY

Each day has a theme, and each Group Activity revolves around the theme of the day. This is the time for activities like Capture the Flag or the giant slip'n'slide. Group Activity is the main event!

CABIN BIBLE

Cabin Bible is a 30 minute Bible lesson time led by each Cabin Counselor. At this time, campers have the opportunity to study God's Word with just their cabin-mates, allowing for growth and discussion in a smaller-group setting.

CABIN ACTIVITY

Counselors lead their cabin in any kind of fun outdoor activity like a hike, game, or a trip to the creek. It's a great time for the campers to just have fun with their cabin-mates. This is also the time when campers ride horses and the Swing!

HORSES

Once a week, each cabin will ride horses. The horse program is different for each age group of campers. Young campers will enjoy a much simpler horse experience. Older campers will go on a longer trail ride during their Horse time.

during the session

ACTIVITIES



GIANT SWING

The swing is a great thrill ride and team-building activity for our two oldest groups. Campers are secured into a harness, hoisted by their cabinmates about 40 feet into the air, then released to swing back and forth in the treetops.

QUIET TIME

Each afternoon, everyone in camp stops and spends time alone with God for 15 minutes. It's a time to slow down, take in the beauty of creation, and just be with God. Quiet Time is a habit that we hope campers will bring home with them.

HYMN TIME

After Quiet Time every day, the entire camp comes together in the Rec Hall to sing praises to God. Many campers and Staff list this as one of their favorite parts of the day at camp.

BALL GAMES

While some groups are eating dinner, the other groups go to Ball Games. Campers play a different game each day, rotating between ball games like softball, volleyball, dodgeball and some CDR Specials like Monkey Ball!

QUICK DIP

After dinner and ball games, everyone gets another 15 minute swim time to cool down one more time after a fun day in the woods.

COOKOUTS

On Tuesdays, after Quick Dip, the whole camp splits into groups and hikes into the woods for a cookout. At cookouts, campers will play campfire games, hang out with their friends and roast hotdogs over a campfire.

WORSHIP

Most nights, the whole camp gathers together for worship. Worship here is simple and short, usually only 30 minutes, consisting of a lot of singing and a scriptural message from one of our Summer Staff Members.

NIGHT GAMES

We can't go to bed without one last hoorah, so before Night Devo, campers play one last short game with their group like Freeze Tag.

NIGHT DEVO

We start the day worshipping God, and we end the day worshipping Him at Night Devo. Night Devo is led by the Group Leader as the last activity of every day. Night Devo ends with each group's special Night Song.

during the session

THEME DAYS

Each day at Camp has a theme. Along with each theme comes different group activities, fun costumes, and special traditions. Here's a quick introduction to each of the theme days, including tips on special clothes or costumes you might want to pack! Of course, it is completely optional to dress up for theme days.



OLYMPIC DAY

During Group Activity on Olympic Day, campers will compete in all kinds of fun and crazy "Olympic" events.

What you could bring:

Anything related to the Olympics would be perfect. Many campers wear patriotic or international apparel on Olympic Day.



HERO DAY

Campers and staff dress up in superhero costumes and play our epic nail-biting, sock-stealing Heroes vs. Villains game during Group Activity!

What you could bring:

T-Shirts or costumes of your favorite superhero are perfect for Hero Day. And don't forget your cape!



COWBOY DAY

On Cowboy Day, campers & staff embrace the Wild West while they play cowboy games, hunt critters, and flop in the creek!

What you could bring:

Anything western goes with this day - pearl snaps, cowboy hats, boots, etc. Just make sure to bring clothes that can get wet!



LUMBERJACK DAY

Leave your manners behind on Lumberjack Day! Exchange please and thank you for a grunt and a burp. Lumberjack Day is all about embracing our rugged side as we prepare for outcamping!

What you could bring:

Flannel shirts, fake beards, overalls, anything lumberjack-y!



OUTCAMPING

Leaving the already rustic campgrounds behind and hiking into the woods, campers and Staff will make so many memories at outcamping - cooking meals over a fire, spending time in nature and just enjoying each other's company. The three youngest groups camp out for one night, the two oldest do two nights.

What you could bring: Sleeping bag and pillow, bug spray and a flashlight. Some campers prefer to wear long pants to protect their legs from thorns or bug bites.



HAWAIIAN DAY

Surf's Up! Sand castles, beach volleyball, water games, Hawaiian luaus and of course, a giant slip-n-slide are all a part of the fun on Hawaiian Day.

What you could bring: Flowery shirts, grass skirt, leis, etc. This is a day full of water activities, so you'll need clothes you don't mind getting wet.



MIDDLE SUNDAY

Middle Sunday is our visiting day for two week sessions. We'll worship together, have lunch, sing at hymn time and just enjoy the fellowship. [For more info about Middle Sunday, click here.](#)

What you could bring: Some campers like to bring some nicer clothes for worship, but it is not required.



CAPTURE THE FLAG DAY

Put on your camo and get ready to run, hide, and find the flag! Many campers say that Capture The Flag Day is their favorite day at Camp! During Group Activity, each group plays an epic game of Capture the Flag in the woods.

What you could bring: All things camouflage! A long pair of pants is also helpful for avoiding thorns.



GROOVY DAY

On Groovy Day, campers and Staff spend the day chillin' out. You'll see retro costumes, lots of performing and maybe even a color war! The main event comes in the evening with Mellow Night, a camp-wide talent show.

What you could bring: Tie-Dye, bell bottoms, flower crowns and don't forget to bring your talent!



KILLI DAY

Killi Day is a celebration of all things Camp Deer Run. The day will revolve around traditional games that lead up to the traditional Group Leader chase. Campers go searching into the woods, find where he is hiding, and dunk him into Killi Creek.

What you could bring: All your favorite Camp Deer Run clothes!

during the session

COMMUNICATION

One of the most foundational aspects of the Camp Deer Run experience is to be unplugged from the world and insulated from everything else that may be going on in the world so that campers can simply focus on having fun and experiencing God. But we also know that it's hard not to hear from them or talk to them!

We have two ways for parents to communicate with their campers during a session: traditional mail and emails. Mail and email will be delivered on Mondays, Wednesdays and Saturday.

MAIL

It's time to brush off those letter-writing skills. Campers love getting mail during their session, and a handwritten letter is a great way to send a note to your kids during camp. Letters will be delivered on Mondays, Wednesdays and Saturdays. Please address any letters in this format:

Attn: * Camper Name * - * Camper's Cabin *
Camp Deer Run
1227 CR 4590
Winnsboro, TX 75494

In the past, we allowed campers to receive packages during the session. Over the years, we saw the number and sizes of packages increase, and it became a problem and a distraction. With this in mind, we have set guidelines for the mail that we will allow campers to receive during a session.

Campers can receive letters, cards and emails during their camp session, but please do not send anything larger than a 9 x 12 envelope.

All letters and cards must be sent through the mail. Parents cannot drop off letters or cards in the office to be passed out daily to their camper.

during the session

EMAIL

As a convenient alternative to mailing a letter, parents may send campers an email. This option is for parents only. Emails will be printed out at 11:00 a.m on mail days (Monday, Wednesday, Saturday). Any emails received after 11:00 a.m. will be printed the following mail day.

Campers will not have access to a computer to reply to your messages. Your emails are simply for their enjoyment. If your camper would like to send you correspondence from Camp, they may do so via traditional mail (we do not supply stationery or postage, please bring your own if you wish to send mail from Camp).

Please keep the following guidelines in mind:

- Camper email is for parent/guardian use only.
- Send emails to mycamper@campdeerrun.com or visit www.campdeerrun.com/email-my-camper
- Please note your camper's name and cabin number in the subject line of the email
- One-line messages will not be delivered. Please send meaningful correspondence.
- Send emails that are uplifting, encouraging and beneficial to your child's experience.
- Please do not send pictures as a part of any emails.

We recognize that campers enjoy receiving mail from home while at camp and want to continue to allow this to be a part of the Camp experience. Please follow these guidelines to help us continue our program in the most beneficial way for our campers.

during the session

CELL PHONE POLICY

CELL PHONES ARE NOT ALLOWED AT CAMP DEER RUN. We believe that campers will benefit from spending time away from texting, social media and constant connection. Campers will not have access to any phones during the session. However, please trust that if there is a legitimate need for your camper to call home, they will be allowed. If you have an emergency or urgent message for your camper, please call the Camp Office (903-629-7165).

We require all campers who bring a phone to Camp to turn in their cell phones at check-in for the entirety of the session. Cell phones can be left at home, kept by parents or checked-in on Registration Sunday for safekeeping in the Camp Office.

Any cell phones that are found during the session will be taken up and stored in the office. All campers' checked-in cell phones will be stored in the camp office and returned on the final day of the session.

EMERGENCY CALLS

The Camp Office is open each day from 9:00 a.m. to 4:00 p.m., during which time you may call the Office (903-629-7165). If you have an emergency after the Office closes for the day or no one answers, the answering machine will give you the option to make an emergency call. Follow the instructions given by the answering machine, and your call will be forwarded to Camp Director, Ty Ford. He will respond to your need accordingly. Please use this option for emergencies only.

during the session

VISITING CAMP

We have two visiting opportunities for every two-week session. Families and friends are welcome to join on either or both visiting days.

Middle Sunday

Middle Sunday visiting hours will begin at 10:00 am (world time). For everyone's safety, cabins will be locked at 12:30 pm, so if you are planning to take laundry into town, please get it before 12:30. Worship will begin at 11:00 am. We will worship together, celebrate any baptisms and then we'll serve lunch in the Mess Hall. Lunch is provided for campers, and is available to visitors for \$8 per person.

When everyone has had time to eat lunch, we'll have Hymn Time in the Pavilion. After Hymn Time, campers and staff will say their goodbyes and go back to their normal camp schedules.

Second Wednesday

On the second Wednesday night of a two week session, visitors are welcome to join us for a few hours of fellowship and worship. Visitors are permitted beginning at 7:00 p.m. and are welcome to stay for our evening worship service which begins at 9:00 p.m. Following worship, all visitors will leave Camp so that we may continue with our nightly activities. Please eat before your arrival, as we can't prepare food for an unpredictable amount of visitors.



during the session

CAMP TIME

Camp Deer Run has it's own time zone! We call it "Camp Time." Camp Time is just one hour behind Central Standard Time (aka "World Time"). At the beginning of every session, we set our watches back one hour to Camp Time so that we gain "an extra hour of camp" and also achieve an even further degree of separation from the outside world. We know that can be a little confusing, but don't worry. For simplicity, **all times and schedules listed online or on Camp Deer Run documents will be in Central Standard Time.**

LAUNDRY

Campers may have 10 items washed during the middle weekend of a session. The cost is covered within their camper fees. This should provide them enough clean clothes to last throughout the 2nd week. If you prefer to pick up your camper's laundry to wash it yourself, you are welcome to do so. Please call the camp office well in advance of your arrival to let us know if you are coming to pick up laundry on a non-visiting day. We will have the camper's laundry ready at the office. Please do not go to your camper's cabin to gather laundry.

LEAVING CAMP EARLY

If your camper needs to leave camp for any reason during the session, please [contact the office](#) in advance so we can have your camper ready for your arrival. You will need to sign out at the office and leave information about your return time. Please sign in at the office when you return. If your camper will not be returning to camp, please let us know when you talk with us so that your camper may have all of their belongings packed and ready. As stated above, only a camper's parent or Authorized Pickup may sign a camper out.

during the session

FAQ

Why isn't my camper with their cabin buddy?

We do everything in our power to keep cabin buddies together. Generally, we place cabin buddies together if they have each requested each other and if they are within one year of each other in age. We cannot guarantee cabin buddies will be placed together if these guidelines are not met.

What if I need to change my check-in time?

If you need to change your check-in time, just email us at office@campdeerrun.com.

What if I'm not going to be the one picking up my camper?

You can always update authorized pickups or emergency contacts through your [parent dashboard](#). If you're having trouble with that, please feel free to call us at the camp office or send an email to office@campdeerrun.com.

Can I take my camper away from Camp on Middle Sunday?

No. We cannot allow campers to leave temporarily on Middle Sunday. It causes too much of a safety risk to have campers coming in and out. If you need to take your camper away from camp for any reason during the session, please [contact us](#) in advance to arrange it.



camper safety

STORM

We work hard to ensure that Camp Deer Run is a safe place. There are plenty of storms in the world, and we want to be a shelter from those storms. We train our Staff and instruct our campers based on a simple acronym: STORM. STORM stands for Stop Bullying; Touch, Talk, Territory; Obvious Safety Risks; Rule of Three; Modesty. With cooperation from campers and Staff, we can prevent a STORM at Camp Deer Run.

STOP BULLYING

Bullying is any intentional hurtful act committed by one or more persons against another. The main types of bullying include physical (punching, hitting, shoving), verbal (name calling, hurtful teasing, taunting) and relational (exclusion, humiliation, blackmailing). **No form of bullying will be tolerated at Camp Deer Run.**

Bullying is generally a pattern of behavior rather than a single event. Staff are trained to be aware of these behaviors and to intervene immediately. If bullying continues after intervention, parents will be notified and appropriate measures will be taken to rectify the issue.

TOUCH, TALK, TERRITORY

Campers and Staff must abide by boundaries in touch, talk and territory - that is, their physical interactions, their verbal interactions and where they go.

Touch

There are appropriate and inappropriate physical interactions among campers and Staff. For the safety of all, campers will be instructed on what types of physical interaction are appropriate and inappropriate at Camp. All Staff have been trained on these guidelines.

Some examples of appropriate touch are high fives, quick side hugs or putting arms around shoulders. Examples of inappropriate touch include sitting in laps, hand holding, kissing and of course, any touching in areas that would be covered by a bathing suit, etc.

Talk

Campers and Staff will refrain from speaking with vulgar language, hateful speech, racial epithets, curse words, by-words and any type of sexual references. Instead, campers and Staff should speak with positive words of encouragement that build others up. As Colossians 4:6 says, "Let your conversation be always full of grace, seasoned with salt."

Territory

The living areas of the campground are separated into a boys' side of camp and a girls' side of camp. It is not appropriate for Staff or campers to be on the opposite gender's side of camp. If there is a legitimate need for going across camp, it is necessary to be accompanied by a Staff member of that gender.

It is not appropriate for campers to visit Staff-only living quarters for any reason. Staff will not allow or invite campers into Staff-only living areas.

Maintaining touch, talk and territory boundaries is a vital part of keeping our campers and Staff members safe.

camper safety

STORM

OBVIOUS SAFETY RISKS

Staff are trained to be alert at all times for common sense safety risks. Campers can sometimes get carried away horseplaying or creating silly games that are not always safe, like swordfighting with sticks or swinging each other around in hammocks. Staff are always looking for obvious safety risks such as these and are trained to intervene.

RULE OF THREE

To avoid one-on-one situations, we use the Rule of Three. Simply put, there should be three people together, not two and not one. Campers generally do not need to go alone, and they don't need to go in pairs. It is always safest for campers and Staff to be in groups of at least three. Of course, in supervised situations, campers may go alone to the restroom or to do other quick, simple tasks.

One-on-Ones

It is not appropriate for a Staff member to be completely alone with any camper for any reason. Staff members are trained to recognize and avoid these moments by moving into the open where they are in plain sight of other campers and Staff. If there is a need for one-on-one counseling, it must happen out in the open (in plain sight), not inside or behind a building. This is for the protection of both the campers and Staff.

MODESTY

Dress Code

We all have to get dressed, and we want to dress in a way that mirrors God's design and not that of the outside world. With that in mind, please bring clothes that are suitable to run and play in the woods and that "glorify God with your body." 1 Corinthians 6:20

The following guidelines apply to campers and Staff:

- Tight or form-fitting attire should not be worn.
- Modest shorts are allowed but should be no shorter than roughly 6 inches above the knee.
- Loose fitting T-shirts are ideal.
- Sleeveless shirts that are neatly and closely cut under the arm are permitted.
- Tank tops are not permitted.
- Shoes must be worn at all times.
- Flip Flops and sandals are permitted only to the pool and bathhouse.
- Crocs and other slip-ons can be worn but are not allowed during active camp activities.
- Logos or designs on attire may not include vulgar language or promote alcohol, tobacco, drugs or anything else that does not uphold the values of the Camp.



camper safety

STORM

MODESTY (cont.)

Changing and Nudity

During changing times, everyone's privacy will be respected, and no one should call attention to themselves or others while naked or changing. Campers may change discreetly in the cabin, or they may go to the bath house to change if they are more comfortable with that option. Regardless, campers will never be made to feel uncomfortable about where or how they change clothes. When changing clothes in the cabin, Staff will always change discreetly and with an effort not to be exposed to the campers. Staff will also immediately redirect campers who may try to be silly or playful while they or others are changing clothes.

There are no acceptable activities that occur in the nude at Camp Deer Run. Sometimes young people may find it funny to do certain activities naked, like swimming, but this is **never** acceptable at Camp Deer Run. Staff are instructed to avoid and immediately intervene in any kind of nude activities.

There are no nude activities at Camp Deer Run.



after the session

DEPARTURE

All good things must come to an end, and sadly, Camp is no exception. We hope that as your camper heads home, they're filled to the brim with fun memories, impactful lessons, and the fire of the Holy Spirit to lead them on in their faith journey.

As the session comes to a close, here is everything you'll need to know about checking out, getting home, and staying connected with Camp Deer Run.

after the session

AUTHORIZED PICKUPS

During camper registration, you filled out an Authorized Pickups Form. The individuals you listed on this form are the only people other than parents who will be authorized to check out your camper. **Under NO circumstances shall any other person be permitted to do so.**

Parents can update the Authorized Pickups form at any time before or during the camp session by emailing the camp office or accessing the form through the [online parent dashboard](#). If you need to update authorized pickups, please do so by 4 pm on the last Thursday of your session. Before your camper may be picked up by any authorized person, they will be required to show their driver's license to Staff. We understand that plans do change, and we're happy to work with you if anything unexpected comes up, but we will always prioritize camper safety.

CHECK-OUT

Upon arrival, you will be greeted by members of our Summer Staff and directed to park your car on Cheuk Ballfield. At your designated time, please come to the Check-Out table (between the Rec Hall and old Mess Hall) to go through a quick Check-Out process. You must have your driver's license or another form of government ID to check-out your camper. We will check IDs to ensure that the adult picking up each camper is on the camper's Authorized Pickup list. We will also return any camper medications at this time.

Campers will be waiting in a designated area with their group. Campers will be brought to the check-out table area at their assigned pick-up time so they will be ready when you arrive. After check-out, if you would like to meet and visit with your camper's friends, counselors or Group Leader, please do. There is no rush, and we encourage parents to take as much time as they would like to stay and visit.

GIFT SHOP

The Gift Shop will be open throughout Check-Out Friday. Campers will not be able to visit the Gift Shop before their parent arrives. The Gift Shop is located in the old Mess Hall building directly across from the Pavilion. Our Gift Shop accepts cash, cards, and mobile payments like Apple Pay or Google Pay.

after the session

LUGGAGE

Campers will have their belongings packed up and ready to go. If your camper is a Cheukawaka or Wenachee, their luggage will be in the Pavilion. If they are a Tawaka, Nashamie or Hoche, their luggage will be with them at their designated waiting area. Summer Staff will be ready and waiting to help carry camper's belongings to your car.

LOST AND FOUND

All lost and found will be located in the pavilion. Ask any Staff Member for help locating the lost and found. All lost and found items will be kept for 3 weeks after your session. At that time, unclaimed items will be donated to a local charity. Please contact office@campdeerrun.com for inquiries regarding lost and found.

PHOTOS AND FEEDBACK

Shortly after your the session is over, an email will be sent to the email address provided at checkout for each camper's parent or guardian that will have a link to both a photo album and a feedback survey.

The photo link will contain every picture taken during the session - just a heads up, there are a ton! Now that we're using [Waldo](#), it's easier to find photos with your camper in them with Waldo's automated facial recognition feature. But if you prefer to look through them all the old-fashioned way, they'll all be available to you!

The survey link will take you to a short survey. You will have the option to keep the survey anonymous or to share your contact information if you'd like us to follow up with you about your feedback. It is a short survey, but your participation is incredibly valuable to us in working to make Camp Deer Run the best experience possible. We thank you in advance for your help.

after the session

STAY CONNECTED

There are several ways that you can keep connected with Camp Deer Run after your session. You are always welcome to come back and visit at any other Middle Sundays after your session. We also have a few ways to stay in touch virtually as well!

Social Media

Camp Deer Run is active on social media posting photos, videos, blogs, podcasts and much more. Follow us at @CampDeerRun on [Facebook](#) and [Instagram](#) to stay engaged!

The Rafters Project

The very best way to stay connected with Camp Deer Run is to join our monthly donor group, [The Rafters Project](#). The Rafters Project is a group of people who love the mission of Camp Deer Run and want to see God's work continue here. They ensure that the legacy of experiencing God at Camp Deer Run will continue for many generations to come and that thousands more painted names will be added to our beloved Rec Hall rafters. Find out more by scanning the QR Code. If you loved your session and you and your family had a great experience with CDR, we ask that you prayerfully consider joining us and continuing God's story here!

FAQ

WHAT IF I NEED TO CHANGE MY CHECK OUT TIME?

If you need to change your check-in time, just email us at office@campdeerrun.com.

HOW DO I UPDATE AUTHORIZED PICKUPS OR EMERGENCY CONTACTS?

You can always update authorized pickups or emergency contacts through your [parent dashboard](#). If you're having trouble with that, please feel free to call us at the camp office or send an email to office@campdeerrun.com.

WHAT IF MY CAMPER LEAVES SOMETHING BEHIND?

We are happy to help you find lost belongings. We will gather all lost and found at the end of each session and keep it together for 3 weeks after the end of your session. Please call us or email us at office@campdeerrun.com, and we will be glad to assist you.

WHERE DO I FIND PHOTOS FROM THE SESSION?

We will email all parents with a link to all the photos from their camper's session. If you do not receive the email, all photos can be found at <https://waldo.photos/@campdeerrun>

**WE'LL SEE YOU
IN THE PINES!**



WWW.CAMPDEERRUN.COM