

# 100 Percent In

The summer is not that long, but 11 weeks is also quite a long time, especially since camp time can be counted like dog years – every 1 year (day) is like 7 years (days). That works out to over a year! ☺ Also, camp life is 24 hours a day, often with only an hour off per day.

Under those conditions, even the normally strong can find out that their endurance is tested. Camp Augusta needs people that are *certain* of their physical, mental, and emotional stamina. There are times when what happens is outside the realm of what is expected, and during those times, that endurance can be hard to obtain – like rounding a corner on a long bike ride and realizing there is a 2000 foot hill in front of you.

- ✚ If you don't like the Capture the Flag (or any example) evening program, you still need to take a role, whether that be jailer (there is only 1 of those), strategist, short run, long run, ballistic runner, defense, or whatever. Passivity or non-participation is not okay.
- ✚ During time off, if you choose to be at camp and around campers, you are still engaged. Campers don't have a split personality – camp me and non-camp me; you're always your authentic self in full integrity.
- ✚ Attention is fully offered during knowledge management and other meetings
- ✚ Being on time
- ✚ While at chill activities such as hammock village or Gypsy Falls, you are engaged with the campers, and not just chilling reading a book or napping.
- ✚ Evening embers are purposeful and thoughtful
- ✚ Special wakeups happen and fit their purpose
- ✚ Teaching activities (or participating with them) to the campers requires your focus on the best experience you can provide for them. Instructing almost anything active requires you to be active as well. At archery, you walk the line and constantly instruct and engage. Teaching badminton, you are right in there with a racquet with them. Belaying from a chair is not okay. If you're teaching fire spinning, you need to have a staff or poi in your hands the whole clinic, offering instruction and tips, and never sitting. You get the idea.
- ✚ You are selling Playstation. There is a mission point centered around this activity. Unenthusiastic, unprepared presentations of your activity do not help move this forward.
- ✚ You never need to be reminded to be with your campers – especially during meal times or more flux times, and certainly never during dedicated times. To be asked to go and be with your campers would be an insult to your very heart and soul (by yourself), as it would indicate a lapse in your character and honor.
- ✚ Parent letters are written so that the family better understands their camper's experience, personality, and strengths and challenges while at camp. These are a critical aid to the development of the camper.
- ✚ Cabin wood cookies are created with real meditation about the campers' spirit and character. "Ah, whatever, I'll just put that down and run with it" is not an acceptable philosophy.

When you are tired, and you need to rest, or you need an extra minute to arrange things due to some circumstance, you need to ask for it, and not let your energy or efforts lag

If you aren't going to be in 100%, then make way for someone who will be