

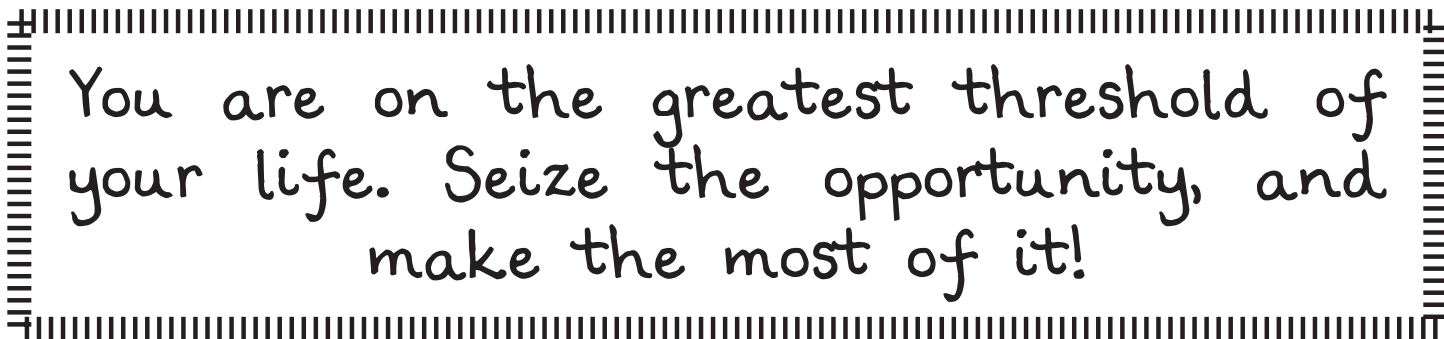
Camp Olympia Manual



Section 1 Facilities and Definitions



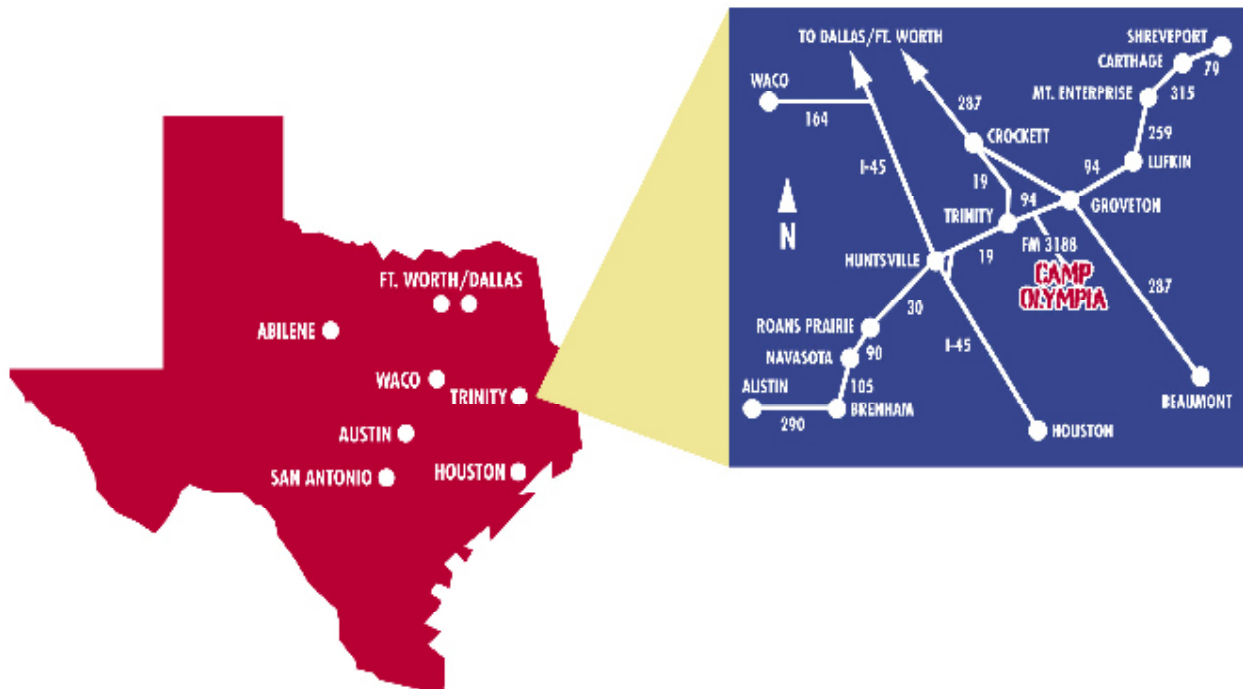
You are on the greatest threshold of your life. Seize the opportunity, and make the most of it!



CAMP OLYMPIA

Camp Olympia is tucked away in the pine-covered, rolling hills of East Texas' Big Thicket country. It spreads over 500 acres on a lush peninsula surrounded by the beautiful waters of Lake Livingston. This is an ideal setting for a summer filled with fun, sun, and water. At Camp Olympia children and counselors will have the opportunity to learn new skills, meet new friends and gain memories that will last a lifetime.

MAP



LOCATIONS AND DEFINITIONS

Camp Olympia is located on 100 acres about five miles northeast of Trinity, Texas in Trinity County. By road it is four miles north-northeast of Trinity on Texas highway 94 and then five miles east on FM 3188. Olympia is at the end of the road. Camp Olympia also has limited access to the Whispering Pines Golf Club.

FACILITIES

The following facilities are a part of camp and give some idea of the types of things we have to offer.

BUILDINGS:

- 1) An air-conditioned dining hall designed to seat 400.
- 2) The Olympadome Complex is a large open air gymnasium with basketball courts, arts and crafts room, textiles room, the Country Store, the radio room, and restrooms. The upstairs is a 3000 square foot movie room and auditorium.
- 3) An air-conditioned nurse's station with facilities for overnight sick stay.
- 4) A laundry facility.
- 5) An air-conditioned media production room.
- 6) Camp offices.
- 7) Thirty air-conditioned cabins and nearby or connected restrooms.
- 8) Counselor retreat and Staff Lounge.
- 9) Maintenance area for constant upkeep of the facility.
- 10) Staff Housing.

RECREATION AREAS

- 11) Swimming Pool: Has a one meter diving board, a three-meter platform, super slide, trolley, climbing wall, Water Wars, water polo nets, and water basketball goals.
- 12) Two tennis courts.
- 13) Football field.
- 14) Baseball and Softball fields.
- 15) Soccer field.

- 16) Sand volleyball court and optional concrete court.
- 17) NRA 50-foot rifle range.
- 18) NAA 40-meter archery range.
- 19) Adventure Experiences Challenge Course.
- 20) Tetherball courts.
- 21) Eighteen hole golf course.
- 23) Driving Range with par 3 course.
- 24) Jumping Pillow.
- 25) Auto belay rock climbing wall.
- 26) Basketball court.
- 27) O-O Courts.
- 28) 9 hole Mini Golf Course and O-Park.
- 29) Weightlifting Room.

WATERFRONT:

- 1) Two Blobs with jumping platforms.
- 2) 100 Foot Water Slide.
- 3) Pier with lifeguard equipment.
- 4) Permanent bulkhead.
- 5) Ski area and boats.
- 6) Sail area and boats.
- 7) Kayaking area and kayaks.
- 8) Canoe area and canoeing.
- 9) Paddleboard area and paddleboards.
- 10) Bathroom facilities.

MISCELLANEOUS:

- 1) Horse barn with stables and multi-corral. Western style riding and trails complete the horseback program at camp.
- 2) Model farm. Pioneer type barn is housing chickens, sheep, goats, rabbits, and a large garden.
- 3) A chapel site set in the woods.
- 4) Amphitheater at the lake.
- 5) Dog Kennels.

DEFINITIONS

Many things at camp have unique names or sayings that correspond with them. Below is a list of the ones most commonly used.

Activity Team: Responsible for the upkeep of activity equipment and areas as well as instruction of staff and lesson plans.

Black Lagoon: The name of the swimming pool.

Blob: The large red, yellow and blue inflated bladder at the poin used as a type of water trampoline.

Cabin Camper of the Week: (CCOW) Camper chosen from each cabin and recognized in the cluster on Fridays after counselor meeting. Criteria for choosing camper is SPARK.

Cabin Camper of the Day: A Camper name is chosen each day per cabin for camper of the day. This entitles the camper to certain rights and responsibilities for that day. The cabin completes a CCOD card for the camper that evening.

Challenge Course: A series of challenging treetop obstacles designed to build confidence. It has its own series of odd names including: Dual Zipline, Pamper Pole, Screamer, 3-in-1, and Giant Swing.

Check Out a Book: Take a tonk.

Chicken Coop: Where you meet for Work Detail.

Chief/Chieftess: A male and female camper from the oldest cabins is chosen to lead their tribe after the first week of competition. They are chosen based on their spirit, enthusiasm, dedication, and leadership abilities.

Chow Hall: Camp Olympia's dining hall.

Cluster: Cabin grouping.

C.L.P.: Our sixteen year old campers are eligible to attend our Camp Leadership Program, which includes leadership training, lifeguard training and a week in Colorado.

Cypress Point Trail: Trail across from cluster A to be used to walk down to the lake area. Mini Golf Course sits just off the trail.

Demerit or D: A blue token taken for performing a misdeed.

A.D.: Assistant Director; responsible for the overall needs and programs for a cluster of campers and counselors. Lives outside the cluster area.

D.H.: Division Head; responsible for the overall needs and programs for a cluster of campers and counselors. Lives in the cluster area.

Great Blue Dolphin: One of Olympia's oldest traditions. The GBD makes a trip from Atlantis every three week term to open and oversee the running of Water Carnival. Usually accompanied by his wife Little Minnow.

Hammock Village: Area on the side of the O'Dome where there are 5 hammocks. Campers can hang out in these hammocks during free time, such as before COLOCO, but ONLY 1 camper in a hammock at a time.

Hidden O's: A game that campers can play during certain times of camp to find the CO logo placed all around camp. Introduced in 2011.

Jr. Counselor: Counselor who has completed CLP and O'Crew and is 18 years old.

Jumping Pillow: A blob on land/ bouncy dome without walls. This is a great place for campers to hang out and jump! But no flips please!

KAMP: The call letters of the camp radio station. Tune into 98.9 for all the up to the moment happenings at Camp O'.

K.O. Corral: The horse stables.

Lead Counselor: A counselor chosen in the four cabin clusters there to assist the DH and take responsibility when the DH is out of the cluster.

Lettering: Earning beginner, intermediate or advanced in an activity.

Library: The camp restrooms. Leads to the phrase "I need to check out a book".

Little Minnow: Wife of the legendary Great Blue Dolphin. She often makes the trip from Atlantis with him to help open Water Carnival.

Making Merits: A euphemism used as an excuse when off-duty and leaving for the night. Counselors speak of going to the "Merit Machine."

Marathon: The all-camp Spartan/Athenian relay race.

Merit: A red token given for performing a kind deed or accomplishing something beyond the ordinary. Also the name of our mascot dog!

Merit Machine: The counselor retreat.

Mini Golf Course: Also known as Lil' Pines. A 9 hole mini golf course built off the Cypress Point Trail. It is to be used during Breakout and cabin/cluster nights.

Nation Chief & Chieftess: A male and female counselor chosen at the beginning of each term to lead their tribe of the Spartans and the Athenians.

O-Dome: The huge green building/open air gymnasium where many activities take place including basketball, gymnastics, aerobics, arts & crafts, cheerleading, and dance.

O'Crew: Once a camper completes CLP they are eligible to return as a volunteer work crew member.

Olympian of the Day: Camper honored by the entire camp as a model camper. Selected by the AD on Prowl.

Olympic Flame: The camp favorites chosen by popular vote.

One-two: Another way of saying twelve. See twelve.

O-O: Also known as Gaga, which is an exciting version of dodgeball that requires players to hit the ball with their hand or fist (rather than catching & throwing) below the waist of other players.

Overnight site: Camp out area where each cluster cooks out and plays games one night.

Package in the Office: Discreet message issued over P.A. system for off-duty counselors that have a phone message or visitor waiting.

Point: The peninsula that juts into Lake Livingston at the south end of camp. The site of all waterfront activities.

Program Team: Leadership team responsible for all full camp nightly programs from the ideas to setup.

Prowl: Director on evening duty who makes security rounds through each cabin. This usually occurs between 12:30 and 2:00 AM every night.

Sherwood Forest: The name of the archery range.

Shoreline Trail: Trail that runs from girls camp down

by administration who exemplifies these traits. S (speaks well of others), P (praises others), A (appreciates others), R (respects others), K (kind to others).

Spartan\Athenian: The weekday competitive games held at Olympia. The Spartans (red) and the Athenians (blue) are competing tribes.

Special Duty: The night off-duty counselors must serve answering phones in the radio room.

Super Structure: The building out at the overnight site that is covered and used in case of bad weather.

The Sacrifice: The sacrificial jump into the pool by the defeated tribe's Nation Chief and Chieftess to appease the gods and end Spartan-Athenian competition for the term.

Thirty-one Eighty-eight: The road into camp.

Thunder Dome: The name of the covered tennis courts.

Tonk: A bowel movement.

TOTAL Ministries: Male or Female staff member in charge of encouraging and ministering to the spiritual needs of campers and counselors.

Twelve: The partial day off earned by counselors twice each three week term and once during our two week term. May start at 12:30 p.m. and end at 8:30 a.m. on Sat. & Sun. or may start at 6:15 p.m. and end at 2:00 p.m. on Mon. & Wed.

Washing Boats: A euphemism used as an excuse when off-duty counselors get a chance to go to the Point for a night of water skiing.

Water Carnival: A special day of fun and games focused on the pool and waterfront. Great Blue Dolphin and Little Minnow join us for the excitement.

Water Wars: A water balloon launching station designed for 4 campers at a time. They are aiming at a target at the opposite end and trying to hit the bulls eye to set off the water explosion.

Zeus, Neptune, Apollo, Taurus etc.: The names of all the camp cabins. Taken from characters in Greek and Roman mythology in keeping with the camp theme. Also, Zeus reigns as god over all in the Spartan-Athenian games. Mercury is god over the Spartans and Neptune is god over the Athenians.