

Mountain Magic Leader Weekend World of Wizardry January 25 – 27, 2013

Entertainment & Philanthropy Committee Overview

Plan and oversee Friday “Get Acquainted” activities and set up leaders corner. Assemble puzzles, games, posters and activities related to yearly theme. Corner will be available to all campers during their free time throughout the weekend between Friday 4pm thru Sunday 11am.

Organize and/or prepare opening and closing ceremonies, Scouts Own and Graces for the weekend.

Plan and oversee Saturday evening all-camp activities.

Responsible for Philanthropy sub-committee (organize and oversee as needed).

Entertainment & Philanthropy Committee in Detail

Philanthropy pre-planning:

- Make collection box for **Stand Up for Kids** and small display poster to explain what it is for
- Have something based on theme that leaders as they drop in items can sign their name and/or troop or SU numbers.
- If leaders do not wish to shop during time after Saturday lunch, they can come help sort and stuff bags for 30 minutes.
- Any stuffing/sorting that does not get done during this time at the weekend will be finished by girl troop members on a designated Sunday afternoon.
- Those who want to participate can sign up their troop at this time.

Leader corner pre-planning and activities:

- Prepare welcome poster using theme.
- Collect 2 – 3 500+ piece puzzles to be available on tables.

- Bring single use games and decks of cards lay out attractively for use.
- Provide activities with tips to use with troops such as: pre-meeting poster & box, leader tips small poster based on theme where leaders can leave tips or take tips on post-its, supplies for make it and take it tic-tac-toe game folders.
- Make sure you have space for seating to play games
- Can use sheet or tablecloth on tables but use only bare table tops for puzzles (glare problem).
- Set up prior to beginning of registration and take down Sunday am (around 11 before lunch).

Friday Night get acquainted activity. As we continue to “go green and paperless”, we can

- Use the time after registration and before opening to
- **“Swap and Meet”** time
- Dining hall, cabins, etc.
- Stress the meeting part.

Opening: 8 pm, max 15 minutes

- Make sure microphone works
- Committee Members gather at front
- Start with short welcome and GS Promise
- Short piece introducing committee members and what they do, use this time for emphasis on issues. Have each member stand as name is called
- Encourage everyone to have a great weekend and let know what is next (classes, finish registration, Swap and Meet, free time, shopping, etc.)
Finalize with friendship circle, sing make new friends

Saturday after lunch during 3 breakout sessions reserved for shopping, market place, **3rd activity organized by entertainment.**

- Participants need to be assigned time by cabin.
- Each cabin will have a session after lunch to meet and prepare a short **“paper bag” skit** to be presented after the sing-a-long on Saturday night.
- Committee members need to encourage bunk mates to participate.
- Need to include all props in bag.
- No more than 5 minute skits

Saturday Evening program:

- **Sing A Long** after dinner.

- Power point of songs.
- Include both active, rounds, traditional songs.
- Have song book to Marie so she can place on site for participants to download.
- Have about 20 song books available for those who don't bring. Copy at council for free.
- Have at least 3 song leaders assigned before Event and go over who will do what.
- After Sing-A-Long have bathroom break
- Start skits. Have small trinket for each participant.
- Would be fun to have popcorn or some type of good smelling snack before skits start.
- MC – encourages everyone to clap and cheer and at the end, everyone wins. (find a freebie to give everyone who participates, such as before mentioned trinkets.)
- Break for evening free time and/or other activities.

Sunday AM after breakfast

- Scouts Own – this is Becky's baby around the Flag Pole if it is not raining. If rain, have in downstairs of dining hall.
- Committee members round up campers to participate

Sunday pm after lunch, before kapers and leaving

- Closing – have big Friendship Circle in Dining Hall. Everyone says one word to describe either weekend or what they have learned. Sing taps and twist out with Goodbye y'all.

Graces – at each meal

- Provide 3 graces to each cabin so participants can decide on one to use.
- Each cabin leads grace and does food cleanup at same meal.
- Give graces to Kippy with an explanation of what and when this is happening. She will give out with the kaper schedule and add the graces to it.
- Graces can be lead at either beginning or middle of meal, when all cabin mates are there to lead together.
- A few copies of the graces should be on each table so campers can participate. They can be kept in the leaders' corner.
- Graces should be given to Marie Lott so participants can download.