

House Counselor Duties

Monday

Check-In

- Choose a power spot and tell your kids to put all their stuff down - this will be our meeting spot the whole week and where we keep our personal belongings
- Circle up: explain pronouns and do a quick name game
 - One counselor should write pronouns while they go around the circle - H/S/T next to their names on the attendance sheet. Have a kid repeat if you miss them.
- Still in Circle, have them sit down to go over rules and expectations
 - At camp you can do almost anything you want, but there are a few things we need to do to keep you safe
 - Be Safe, Be Kind
 - Circle-ups: their purpose, when they happen
 - “Cardboard” call and response
 - Countoff for attendance
 - Create a group call that will signal its time to count off (can be silly, can be cool. Examples include “chicken nuggets” and “Blood for the Blood Gods”
 - Look at name tags: Everyone has a number on it. Practice Count-off with group call
- Final Thing: Schedule for the day and what they should bring to each activity
 - Water
 - Weapons only for games
- Dismiss from circle to play until morning circle up, practice count off when it's time for morning circle up and have them all sit in one section together.

Before Lunch

- Meet at Power Spot. Have everyone put their weapons in a pile and then explain the rules for lunch before grabbing their lunches
 - We are all going to eat at our power spot/near it
 - No fighting/doing anything with cardboard until you have finished your lunch AND cleaned up your spot. You must check out with the counselor on duty and have them check your spot to see if you cleaned up before leaving.
 - Once you've checked out and grabbed your weapon, you can head over to the games field to play killmeister!

Before Closing Circle

- Meet at power spots and count off (if you haven't already)
- Have campers get all their stuff together and then gather up
- Explain rules for check out. Have the campers explain it back to you to make sure they understand.
- Have campers head to closing circle up with all of their stuff so that you can leave for check out immediately afterwards.

Tuesday/Rest of the Week As Needed

Check-In/Preparing for Games

- Once to power spot gather campers up and explain that we are doing games this morning
 - Tell them that EVERYONE must bring a water bottle with them to games
 - Encourage them to bring weapons if they have them, but tell them that if they don't yet that they have to wait until after morning circle up to grab some from the games bin.
 - Explain respawn and coming back to it when the game is over. Remind them of this often
 - Tell them to bring to morning circle up their weapons and their water so that we can leave immediately after morning circle up
 - If they want to be an archer or a mage, we will decide as a group and the counselors will give you those weapons after circle up
 - They will get their headbands during morning circle up, remind them where they are allowed to wear them (head, upper arm, neck)
 - COSTUMES! Explain that there are costumes that a counselor will walk anyone interested over to in a second, but the rules are if you get tired of wearing it during games you have to bring it to respawn. Otherwise, return costume pieces to where you got them either at lunch or at the end of the day before closing circle up
- When it's circle up time, have one counselor lead the kids over and have them all sit together and the other counselor at power spot checking that the campers are all grabbing water bottles and weapons.
- During circle up, one counselor should sit with the kids and make sure they are listening while the other preps for games
 - Hand out headbands
 - Grab flags
 - Grab projectiles and magic
 - Make sure you have whistles, walkies, a first aid kit, and tape in your basket
- After circle up:
 - Decide as a group mages and archers
 - Assign campers to carry stuff out
 - EVERYONE MUST CARRY THEIR OWN STUFF
 - Head out - one counselor at the front with the big flag leading the way and the other at the back with any stragglers

During Games

- Once at respawn, countoff
- Have campers leave water bottles/extra weapons with the respawn counselor off to the side - wherever you think is out of the way and not where a lot of fighting will happen
- Make sure you check where campers hid their flags
 - Flags must be straight up and down, touching the ground, unfurled, and visible from a trail
- Radio as soon as flags are hid and talk to your kids about strategy
- During wave respawns, it can add excitement to battles if you loudly countdown when there's only 10 second left so campers that are coming back to respawn know they need to run

Getting Back from Games

- Once all campers have returned, countoff and collect headbands in your basket
- Ensure all campers are carrying back everything they carried out there
- Again, One counselor at the front with the big flag and one at the back
- Have campers drop off flags and projectiles/magic before heading to power spot
- Collect weapons and remind them the rules for lunch

Tips and Tricks

- Name Tag Etiquette:
 - Should include campers name, house, pronouns, and a number in the corner for countoff
 - Do not let campers take off name tags throughout the day. If they fall off that's fine, but don't do games that involve taking nametags off
 - For nicknames, still put their real name in parentheses on the nametag somewhere
- To keep kids from losing gold, this is what I do
 - Have a large box/ziploc bag in house basket for the bank
 - Have a cardboard "check in" sheet for each kid and each day to write how much gold they put in
 - Explain to the kids that keeping their gold with a counselor is safer (no one will steal) and easier (you don't have to carry it around with you) and ensures they never forget it (will be at respawn during games and will always be accessible every morning)
 - Tell them if they lose gold from the bank, you will replace it, but if they lose gold and didn't put it in the bank you will not
 - I typically explain the gold bank concept monday afternoon after explaining the checkout procedure
- Always have Tape in your basket
- Always have a knife and gold in your pocket (refill every morning)
- Bring a chair for chilling while doing respawn
- Get kids excited about potential non-games related group projects (past examples have been making a trojan chicken, putting on a skit about house lore in castle, building awesome matching armor, etc)