



TABLE OF CONTENTS

page 2 >> **2017 GUEST SPEAKER**

page 3 >> **SCHEDULE**

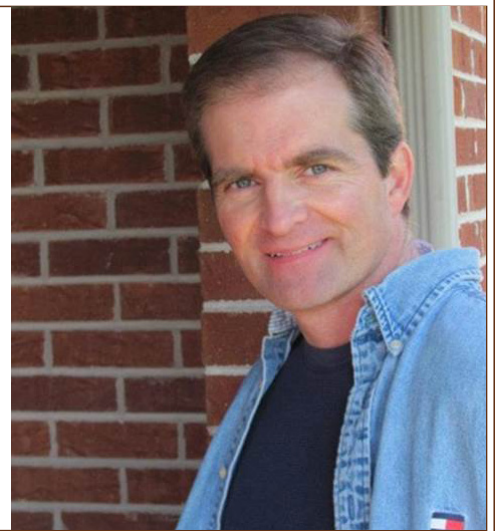
page 4 >> **WHAT TO PACK: CLOTHING & LODGING**

page 5 >> **WHAT TO PACK: EQUIPMENT FOR FISHING, PAINTBALL, ARCHERY**

PAGE 6 >> **FAQ**

2017 GUEST SPEAKER

TOM TOOMBS



SOME SAY HE'S JUST A BIG KID.

And, to some extent they are right. In character as "Tommy" he wears red overalls, a yellow baseball hat perched sideways on his head, and he carries a small furry animal named "Bubba" which he describes as a "varmint." It's just part of the **ONE-OF-A-KIND MINISTRY** of Tom Toombs.

When Tom juggled his way into the hearts of audiences beginning in 1976 with his **COMEDY, DRAMA** and **ILLUSIONS**, it was clear that the only limits of his efforts to communicate the gospel were the bounds of his own imagination. He has appeared before thousands for over three decades, reaching audiences ranging from preschoolers to senior adults.

TOM IS NOT JUST ANOTHER FUNNY FACE. HE IS AN INVENTIVE COMMUNICATOR.

Preaching, drama, mime, juggling, balloon parables, illusion, comedy and his energetic characters portray the gospel truth. He has been featured in major conferences throughout the country and recently the Billy Graham Evangelical Association, and overseas for several military bases and deployment readiness for children.



ADVENTURE REC OPTIONS

Paid participants receive a colored armband which **MUST BE WORN** and shown to the recreation facilitator in order to participate.

- **3-D ARCHERY TOURNAMENT:** CAMO armband \$5 per person/all ages
- **45-FT CLIMBING TOWER:** GREEN armband \$10 per person/all ages
- **33-FT LEAP OF FAITH:** YELLOW armband \$10 per person/ages 6 & up
- **GIANT SWING:** ORANGE armband \$10 per person/ages 6 & up
- **ARCHERY TAG:** PURPLE armband \$15 per person/ages 6 & up
- **PEDAL KART:** BLACK armband \$15 per person/ages 5 & up
- **ZIP LINE ADVENTURES:** BLUE armband \$25 per person, grade 3 & up
- **PAINTBALL:** RED armband \$15 per person/ages 9 & up
1½ hr session (including instruction time) with 100 rounds of paint.
Additional paint: \$20 for 1 bag/500 rounds; \$35 for ½ box/1000 rounds, \$60 for 1 box/2000 rounds

FISHING TOURNAMENT

NO SIGN UP. FISHING IS CATCH & RELEASE ONLY. A limited amount of fishing tackle — poles, hooks, sinkers, bait — can be purchased at the Camp Store.

FATHER-SON PROJECT

Pick up FREE kits at the Camp Store on Friday and Saturday. One project per son. You can work together on the project at The Creekside Pavilion.

CAMP STORE

Open throughout the weekend except during Sessions in the Fortress and during Saturday morning devotion.

FRIDAY



4:00–6:00 p.m. Check-in

Open Rec: Lake (swimming, zip line, aqua park, water slide), Archery Target Practice, Bank Fishing, Carpetball, Sand Volleyball, Wiffle Ball, Gaga Ball, Hiking, BB Guns, Slingshots

Sign-ups for Adventure Rec Options: (see list at top right) After check-in closes, stop by the Camp Store to sign up.

5:30–6:45 p.m. **Dinner** at The Creekside

6:00–7:30 p.m. **FISHING TOURNAMENT**

6:30–7:30 p.m. **WIFFLE BALL GAME:**
Fathers vs Sons

FLAG FOOTBALL GAME:
Father-Son Teams

7:30–7:45 p.m. **Door Prizes**
at The Fortress
(must be present to win)

7:45–9:05 p.m. **SESSION 1: OPENING;
MUSIC & SPEAKER**

9:15–10:30 p.m. Campfire, S'mores,
Wagon Rides,
Self-guided Night Hikes

**Sign-ups at the Camp
Store for Adventure Rec
Options**
(see list at top right)

SATURDAY



6:30–8:00 a.m. **Coffee & Breakfast**
at The Creekside

6:30–8:00 a.m. **FISHING TOURNAMENT**

7:00–8:00 a.m. Archery Practice

8:00–8:15 a.m. **Door Prizes**
at The Fortress
(must be present to win)

8:15–8:45 a.m. Announcements &
Devotion at The Fortress

8:45–9:00 a.m. **Last opportunity to
sign up for Adventure
Rec Options at the
Camp Store**
(see list at top right)

9:00 am–12:00 p.m. Lake Activities
and 1:00–5:00 p.m.

9:00 am–12:00 p.m. **Open Rec:** Archery
and 1:00–5:30 p.m. Target Practice, Bank
Fishing, Carpetball,
Sand Volleyball,
Wiffle Ball, Gaga Ball,
Hiking, BB Guns,
Slingshots

11:30 am–1:00 p.m. **Lunch** at The Creekside

2:00–5:00 p.m. **Football Challenges**
**Wiffle Ball Home Run
Derby**

3:00–5:00 p.m. **FISHING TOURNAMENT**

5:00–6:15 p.m. **Dinner**
at The Creekside

6:15–6:30 p.m. **Door Prizes**
at The Fortress
(must be present to win)

6:30–7:50 p.m. **SESSION 2: OPENING;
MUSIC & SPEAKER**

8:00–10:00 p.m. Campfire, S'mores,
Wagon Rides,
Self-guided Night Hikes

SUNDAY



6:30 a.m. Coffee available
at The Creekside

7:00–8:15 a.m. **Breakfast**
at The Creekside

8:15–8:45 a.m. **Devotion on Your Own**
**Check Out of Cabins
by 9:00 a.m.**

8:45–9:00 a.m. **Door Prizes**
at The Fortress
(must be present to win)

9:00–10:15 a.m. **SESSION 3: OPENING
MUSIC & SPEAKER;
Father-Son Blessing**

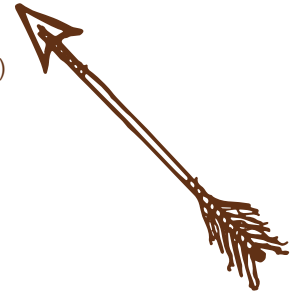
10:15–10:45 a.m. **AWARDS
PRESENTATION**

11:15 a.m. Pack-up to Go Home
CAMP STORE OPEN



WHAT TO PACK

- casual clothing and athletic shoes or hiking boots
- insect repellent (for wooded archery and paintball courses)
- rain gear
- flashlight and extra batteries
- a camera or phone to capture memorable moments
- Bible



Some toiletry items are available at the Camp Store for purchase if you forget them.

TIMBER RIDGE CABIN: WHAT TO PACK

- personal toiletries
- flip flops or sandals for the shower
- *Linens, pillows, towels & soap are provided

LAKEVIEW & CEDAR POINT CABINS OR TENTS: WHAT TO PACK

- sleeping bags or twin sheets and a blanket plus pillow for each person
- towel, washcloth and personal toiletries including soap
- flip flops or sandals for the shower

TIMBER RIDGE CABIN & LAKEVIEW CABINS HAVE A SMALL REFRIGERATOR, MICROWAVE AND COFFEE MAKER. LABEL ITEMS SINCE THE REFRIGERATOR IS SHARED.

WHAT NOT TO PACK OR WEAR

- clothing with offensive language or promoting persons, bands or products which are offensive

WHAT NOT TO PACK

- chewing or bubble gum since it damages property
- alcoholic beverages, illegal drugs, firearms or fireworks
- anything of value; Deer Run is not responsible for lost or stolen items.

**CEDAR POINT CABINS OR CREEKSIDE CAMPSITES
STORE FOOD IN A TIGHTLY CLOSED PLASTIC CONTAINER TO AVOID INSECTS AND CRITTERS.**

ADVENTURE REC: WHAT TO WEAR OR BRING

SPRING VALLEY LAKE

- swimsuit (see info about swim suits below)
- beach towel
- sunscreen
- waterproof shoes
- **A lifejacket (provided by Deer Run) is required** to be worn by EACH participant for ALL lake activities including kayaking and canoeing – regardless of swimming ability. Bank fishing does not require a lifejacket.
- **WET WILLIE WATER SLIDE: 250 lb. weight limit**
- **SWIMSUITS CANNOT HAVE** metal or plastic zippers, grommets or metal of any kind since these damage the parachute-like fabric on the slide. Guests with these items will not be allowed to go down the slide. No exceptions. Safety rules are posted at the lake and **MUST** be observed at all times. Walking on the docks, wading or swimming in the lake are not allowed without a lifeguard present.

LEAP OF FAITH & CLIMBING TOWER REQUIRED

- sturdy shoes such as hiking boots or athletic shoes
- loose-fitting pants

GIANT SWING, ZIP LINES & PEDAL KARTS REQUIRED

- sturdy shoes – no flip flops or open toe shoes

PAINTBALL RECOMMENDED

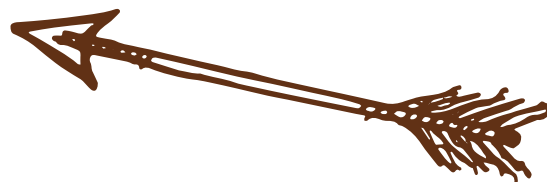
- sturdy shoes such as hiking boots or athletic shoes
- long sleeve shirt or a jacket
- long pants
- gloves

There is a short, strenuous uphill hike to the wooded course.

<<EQUIPMENT TO PACK ON NEXT PAGE>>



EQUIPMENT TO PACK



FISHING

Bring fishing equipment and bait for both you and your son(s).

A limited supply of fishing bait and tackle — poles, hooks, sinkers — is available for purchase at the Camp Store.

Fish include large mouth bass, catfish, hybrid striped bass, carp and bluegill.

**ONLY
CATCH-AND-RELEASE
BANK FISHING
IS ALLOWED.**

**NO FISHING
IS ALLOWED FROM
THE DOCKS
OR IN
THE SWIM AREA.**

PAINTBALL

Deer Run provides all paintball equipment needed and our staff provides training on how to use the equipment.

Optional chest protectors/vests can be rented for \$5 on site.

You may bring your own paintball equipment, but **DO NOT BRING YOUR OWN PAINT.**

Deer Run provides all paint for use on our property.

The initial paintball play fee includes 100 rounds of paint.

Extra paint is available for purchase on site.

- \$20 for 1 bag — 500 rounds
- \$35 for ½ box — 1000 rounds
- \$60 for 1 box — 2000 rounds

**TEAMS ARE DIVIDED
ACCORDING TO
PLAYING EXPERIENCE
AND
TYPES OF MARKERS
SO THERE IS NO
UNFAIR ADVANTAGE.**

ARCHERY

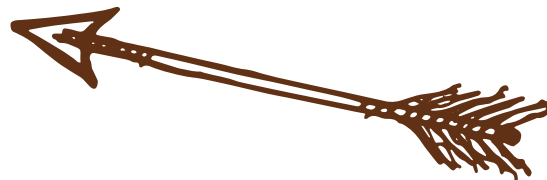
Deer Run provides all archery equipment needed and our staff provides training on how to use the equipment.

You may bring your own equipment, but **CROSS BOWS ARE NOT ALLOWED.**

**FOR THE TOURNAMENT,
TEAMS ARE DIVIDED
ACCORDING TO
PLAYING EXPERIENCE
— BEGINNER AND
ADVANCED —
SO THERE IS NO
UNFAIR ADVANTAGE.**



FAQ



WHAT IS THE MINIMUM AGE FOR BOYS TO PARTICIPATE IN THE WEEKEND?

There is no age minimum. However, boys under the age of 6 may not be able to participate in all activities; participation is based on their own ability.

IS IT OKAY TO BRING A BOY WHO IS NOT MY SON?

Sure! This weekend is about guys bonding together while having fun — father-son, grandfather-grandson, uncle-nephew or mentor-mentee.

WILL THE ENTIRE WEEKEND BE FILLED WITH SCHEDULED ACTIVITIES OR WILL WE HAVE SOME FREE TIME TO CHOOSE WHAT TO DO ON OUR OWN?

There are scheduled activities as well as free time to relax or enjoy some optional recreation choices.

WHAT IS DEER RUN'S RESPONSE TO THREATENING WEATHER?

Deer Run staff has your safety in mind. Normally, all scheduled recreation and activities take place regardless of weather conditions. In case of heavy rains or thunderstorms, our staff may need to make adjustments to the schedule or facility to accomplish scheduled activities.

IS DEER RUN AFFILIATED WITH A SPECIFIC DENOMINATION?

No. Deer Run is a nondenominational, 501(c)(3) nonprofit Christian ministry. Deer Run has a volunteer board of directors and is funded through user fees, individual donations and grants. Deer Run is not owned, governed or funded by a church or church organization.

WHAT ARE CAMP BUCKS AND HOW ARE THEY USED AT THE CAMP STORE?

Camp Bucks can be purchased during your online registration or at any time by using the link below and logging into your account. They can be added to an individual or to a family account. Camp Bucks do not expire. If unused, they remain in your account and can be used for summer camp or any family event.

Camp Bucks are used to make purchases at the Camp Store while you are at Deer Run and work well so you don't have to keep up with cash or a credit card.

When you visit the Camp Store to make purchases such as drinks, snacks, merchandise, apparel or fishing bait, the staff person working in the store deducts the total of your purchase from your online Camp Bucks.

Of course, you are always welcome to use cash or credit cards — Discover, MasterCard or Visa — at the store.

Purchase or Add Camp Bucks

www.ultracamp.com/storeDeposits.aspx?idCamp=395&campCode=drr