

Team of the Week Overview and Rules

Teams are determined after all chapters have checked in. The team structure may vary depending on number of campers and size of chapters, but usually a team is composed of your chapter and the other chapters in your cabin. Males and females compete separately.

Leadership Team of the Week

At the end of the week each team will vote for the team that best exhibits the ideals of Summer Leadership Camp. This team strives to make sure all campers and teams get the most out of the camp experience. The winning team will be recognized at the awards assembly.

Rules for Leadership Team of the Week:

- The Leadership Team of the Week should display the following traits:
 - Sportsmanship (including fairness, respect for opponent, and graciousness in winning or losing)
 - Teamwork (utilizing all team members effectively in an effort to accomplish the team's goals)
 - Team Spirit
 - Positive Attitude
 - Cooperation
 - Adherence to Camp Rules
- Teams will cast their votes by turning in the form included in the Advisor Packet
- Only one vote per team; Do not vote for your own team
- Boys Teams only vote for Boys Teams, Girls Teams only vote for Girls Teams

Competition Team of the Week

Teams compete in various competitions and activities throughout the week, most of which participants can earn points for their team. The team with the most points will earn the title "Team of the Week," which will be awarded on Thursday night. For a list of the activities, see the Team of the Week Point System sheet.

Rules for all competitions:

1. Failure to arrive at designated game area within 10 minutes of starting time may result in a forfeit.
2. Player making first move in game/sport will be determined by a coin toss. Volleyball games will volley for serve.
3. Points will be awarded according to the Team of the Week Point System sheet.
4. Unless otherwise authorized by the Athletics Director, only current middle school or current high school members of FFA or FCCLA may compete. High school seniors that graduated in the current year may also compete.
5. Ties will be broken when feasible. If a tie cannot be broken, then the tying teams each receive the points for the place that they made.
6. Unsportsmanlike conduct will be given a warning by the referee for each event. Each instance thereafter will result in the ejection of the participant *and* a minimum of one point deduction from the team's total points.
 - Point deductions will be decided by the Camp Director, Athletic Director, and the referee for the event based on the severity of the misconduct.
 - If a participant is ejected, he/she will be asked to leave the playing area.
 - Unsportsmanlike conduct includes, but is not limited to:
 1. Use of profanity
 2. Disrespect toward referee, advisor, or other participant
 - Points can be deducted by conduct of a student, advisor, or chaperone.

Individual Competition Rules

Fishing Tournament

Tournament is held at the old swimming lake off the camp road. If more than one person per team is allowed, then their efforts are combined. Points will be issued for the top three largest combined weights of fish per team. Only the designated number of contestants are allowed to fish during this time.

Checkers

Red always makes the first move. Each move will travel in one DIAGONAL square except in the case of a jump. When jumping, player must land in the square immediately diagonally behind the opponent. Double and triple jumps are allowed. There are no forced jumps except in the case that there are no other moves. Backward moves can only be made by kings, but kings must also move diagonally and one square at a time.

Horseshoes

Scoring shall be as follows:

- Ringer-five points
- Leaner-three points
- Toucher-two points
- One a way-one point

If there are no points from any of the above, then one point will be awarded to the team that has the closest horseshoe. There will be a minimum of one point per rotation. A coin toss will determine which team will throw first. First player to fifteen wins.

Putt-Putt

Rules of the putt-putt course apply. Lowest par over all competitors wins.

Skeet Shoot

The advisor must accompany each student during skeet shooting. Best of five shots wins. If shoot results in a tie, a tiebreaker round will be held.

Archery

Scores will be taken and tabulated by the archery instructor. Any arrows removed before being scored by instructor will not be added to the total score. Point value of each ring will be given at the competition. Arrows that cut the dividing line between two scoring rings will count as the higher score. Four rounds of six shots each will be used for scoring. (Two practice shots will be allowed before each round.) All shots will be scored from ten yards. In case of a tie between two shooters, one round of six arrows will be shot until one shooter gains more points than the other.

.22 Shoot

Scores will be taken and tabulated by the certified instructors. Rules and scoring will be explained at the shoot.

Ping-Pong

Game will be played to 15. You must win by two points. Two games out of three wins the event. One bounce on the serve. You must serve diagonally. No leaning on the table during play. No slamming of paddles. Five serves per player at a time. Game is called if score is 7-0 or 11-1.

Tennis

Standard rules of tennis will apply. A 4 game proset format will be used with no AD scoring. You do not have to win by 2. The best 2 out of 3 sets will be played.

Football Throw

Different point values will be assigned to each of the designated locations. Five throws per person. Throws can be taken from any of the locations. Total points of the two teammates will determine the overall score. Team with highest combined points wins. Ball must go completely through the target hole to count. Bounces will not count.

Soccer Kick

Different point values will be assigned to each of the designated shot locations. Five shots per person. Shots can be taken from any of the locations. Total points of the two teammates will determine the overall score. Ball must break the plane of the front of goal to count. Team with highest combined points wins.

Basketball Shootout

Different point values will be assigned to each of the designated court locations. Five shots per person. Shots can be taken from any of the locations. Total points of the two teammates will determine the overall score.

Team Competition Rules

Swim Meet

- Events:
 1. **Freestyle:** Any stroke can be used on this event. The most common stroke used is the Australian crawl or front crawl. Whichever stroke the swimmer uses, it must be performed correctly. The swimmer may not change to another stroke or disqualification will be called.
 2. **Back Stroke:** The start is from in the water. The arm pull- while one arm is pulling forward, the other arm is recovering to above the head. A flutter kick is used. You must stay on your back at all times.
 3. **Freestyle Relay:** Any stroke can be used. Make sure the stroke is performed correctly, or disqualification will be called. The swimmer who starts first must touch the wall before the next swimmer goes.
 4. **Diving:** Each diver will do two dives. One required dive—A Jack Knife; this will be the first dive. The second dive is up to the diver—please inform judges of the type of dive you are performing. Points will be given on difficulty of the dive, form, and entry into the water. All dives will be performed from a low diving board.
 5. **Largest Splash (males only):** Jumps will be made from a low diving board. Each diver will do one jump. Points will be awarded by the judges for height of splash, density, and water distribution.
 6. **Smallest Splash (females only):** Jumps will be made from a low diving board. Each diver will do one jump. Points will be awarded by the judges for the smallest height of splash.
 7. **Belly Flop (males only):** Jumps will be made from a low diving board. Each diver will have one jump.
- All starts (except back stroke) will be from the side unless the swimmer wants to start in the water.
- All individual races are 25 yards, and the relay is a 100 yards total.
- If racing heats are required, then time will be kept to determine winners.
- Each swimmer is limited to two events.

Canoe Race

Three contestants per team; Team will have lifejackets and paddles. Team must canoe around the designated buoy, pick up the designated object, paddle back to the shore, and deposit the designated object into the designated container. If heats are needed, each race will be timed with team with fastest time overall winning. Failure to wear lifejackets or follow guidelines will result in disqualification.

One Mile Relay

Each team may enter one relay team of four individuals. The Athletic Director will decide if runner's need to run in heats for safety concerns.

Volleyball

- Volley for serve.
- LINE is considered "IN".
- Server must wait for the whistle to serve. Violation of this rule results in a side-out.
- Foot must not cross back line while serving.
- Team must rotate for each serving term.
- No lifting.
- Rules for Spiking:
 1. Ball must come back over to your side before a spike can be made, if you spike ball before it crosses the plane of the net then no point is scored.
 2. No parts of the body can be in, on, or under the net during play.
 3. No spiking off the serve.
- Each team has 3 tries to get ball back over. Each game will be played to 15. You must win by two.
- Game is called if score is 7-0 or 11-1.
- Two out of three games to win match. 35 minute match rule.
- If time is running out before the third match has begun, the third game may be played to 7 points.
- If there are more than 8 teams, each game will be played to 15 with a Rally Scoring System. This means that each time the ball is served, a point will be awarded to one team or the other. If time runs out, the third game may be played to 7.

Team Competition Rules (Continued)

Softball

- No sliding! (or you are out!)
- Each team will furnish the pitcher for their own team.
- Each batter is allowed up to four pitches.
 - No balls and no walks.
 - If no fair ball is hit in four pitches, then the batter is out.
- Ball must be hit fair past the “Dead Zone” line. The dead zone will be marked clearly. A ball that lands on the dead zone line is a fair ball. A ball that lands inside the dead zone will be treated as foul. A ground ball that hits inside the dead zone but rolls into fair territory is considered a fair ball. A ball that lands fair but rolls into the dead zone will be treated as foul.
- A pop fly can be caught inside the dead zone.
- Ground balls cannot be played inside the dead territory. Interference by the fielding team with a ground ball inside the dead territory will result in an extra pitch for the batter.
- If the batting team’s pitcher intentionally interferes with a live ball, there is an automatic out.
- Batter will be called out on a foul tip that is caught by the catcher only if the ball is hit above the batter's head.
- No Bunting.
- Pitcher does not bat.
- Team can substitute the pitcher only between innings. Once the inning has started, the pitcher cannot be substituted.
- 8 or less teams: max 5 innings or 35 minutes; whichever comes first. A 10 run lead after three innings will call the game.
- More than 8 teams: max 3 innings or 30 minutes. 10 run lead after two innings will call the game.
- Can overrun any base as long as you turn to the right.
- There is no infield fly rule.
- Regulation slow pitch.
- No profanity on field!
- If a batter throws the bat, they will be called out.
- Homerun if ball goes into woods on the fly. If ball goes into the woods on bounce or roll, or if ball goes over hill—as many bases as you can get.
- Cannot leave base until ball is hit.
- Each team will be given an equal number of innings.
- 10 run limit for an inning change.
- Diving back to a base is legal.
- If an overthrow occurs at first base, third base, or home plate, runner can only advance one base, and at own risk

Challenge Obstacle Course

- The number of participants will be determined and announced during the week of camp
- Specific rules will be announced prior to the event
- Participants should wear appropriate clothing that can get wet and muddy.
- Order will be determined by the Assembly Challenge winner.

Non-Sporting Events

Assembly Challenge

- Rules for each event will be explained prior to the event.
- The teams will receive points according to the Point System.
- In addition to points, the 1st place team will choose the order that teams will compete for the Obstacle Course.

Craft Exhibits

- Projects due for entry, Thursday noon.
- Judged on neatness, originality, and creativity.
- Pick up project Thursday after award assembly.
- Advisors' children will have their own category in which points are not earned for any team.
- Craft shop instructor will determine categories available.

Cabin Check

- Cabin check committee will score cabins during breakfast Tuesday-Thursday.
- The cabin committee will consist of the same individuals each day.
- Cabins will be scored according to the posted score card and points awarded accordingly.
- Points are awarded daily.

Door Prizes

- Points will be awarded for each team bringing door prizes of at least a \$10 value.
- Chapters are encouraged to bring class-related student projects.

Quiz Bowl Challenge

- Teams will enter two members. Each member will take their own test individually.
- The scores will be totaled to determine the team score.
- The most correct answers win. Ties are broken on bonus questions.
- Cheating is not permitted and will result in disqualification and deduction of overall team points.
- The questions are related to the Center, FFA, FCCLA, and Leadership (info available in the Archives area)

Other Events (No Points Awarded)

Leadership Course (Team-Building) - This is not a part of the point system.

- Teams will be assigned times to go through the low-ropes style teambuilding elements on the Leadership Course.
- Teams will have 30-minute slots.
- All team members should participate except those that are at the skeet range.
- Participants must wear tennis shoes and remove any dangling jewelry.

Talent Show - This is not a part of the point system.

- Participants in the talent show will receive spirit bucks, and the winner will receive a gift card.
- Acts must be entered and presented to Talent Coordinator during tryouts.
- All acts must meet the approval of the Camp Director.
- Acts will be performed during evening assembly.
- Music with explicit words will not be allowed for performance. References to drinking, lewd acts, and smoking fall under this rule. No profanity, sexual content, or inappropriate gestures or words will be allowed. Dancing that is viewed as offensive will not be allowed for performance.
- Talent cannot be directed to antagonize other teams, campers, or advisors
- Students must provide their own music.
- Written or typed lyrics to songs must be presented at tryouts.
- If act performed is different than the act approved, or if the act is obscene or offensive, then the performance will be stopped and disqualified.
- Talent will be judged based on predetermined criteria, such as originality, creativity, difficulty, preparation, overall performance, skill level, and audience reaction.
- Talents should not last more than five minutes.
- Lip synching that is not tied to a skit will not be allowed.
- Cross-dressing is not allowed.

Point System

Cabin Check	
<u>Score</u>	<u>Points Awarded</u>
95-100	5
90-94	4
80-89	3
70-79	1
Below 70	0 (and clean again)
Crafts	
<i>Categories determined by craft shop instructor</i>	
Individual Category Win = 3 points Participation = 1 point per category (Maximum 1 point per team per category)	
One Mile Relay	
Overall Team Win= First= 5 pts. Second=4 pts. Third=3 pts. Participation=1 pt	
Boat Race	
Overall Team Win= First= 5 pts. Second=4 pts. Third=3 pts. Participation=1 pt	
Swimming Events	
<i>Categories:</i> <i>Free Style, Back Stroke, Small Splash,</i> <i>Free Style Relay, Big Splash,</i> <i>Diving, Belly Flop</i>	
Individual Category Win = 1 point	
Overall Team Meet Win = First= 5 pts. Second=4 pts. Third=3 pts. Participation=1 pts	

Softball
Each win = 5 points Participation = 1 point
Volleyball
Each win = 5 points Participation = 1 point
Individual Sports
<i>Categories:</i> <i>Soccer-Kick, Checkers,</i> <i>Football-Throw, Ping Pong,</i> <i>Putt Putt, Fishing, Quiz Bowl</i> <i>Archery, Skeet Shoot, Horseshoes</i> <i>Tennis, .22 rifle, Basketball, Cornhole</i>
Overall Category Win = First=5 pts. Second=4 pts. Third=3 pts. Participation=1 pt
Essay, Speech, Cupcake Contests
Winner=3 pts Participation=1 pt
Assembly Challenge
Overall Team Win= First=5 pts. Second=4 pts. Third=3 pts. Participation=1 pt
Door Prizes
Team will receive 5 points for providing one door prize of at least \$10 value. Max 5 points possible.
Obstacle Course
Overall Team Win= First=15 pts. Second=12 pts. Third=9 pts. Participation=5 pts.

- **If the team/participant places, the team is not awarded participation points.**
- **Unsportsmanlike conduct will result in ejection and deduction of team points.**
(See Team of the Week Rules)

Cabin Check Guide

****Each of the following worth 6 points.**

- All beds neatly made - All blankets/sleeping bags fixed the same way. They may be folded at the end of the bed or neatly tucked with the bed cover.
- All the floors clean - No trash or dirt on the floor.
- All drawers neatly closed.
- All inside trash cans emptied.
- If applicable, hanging racks neatly arranged.
- All dresser tops cleaned and orderly - Items on chest top should be arranged neatly. The top should be dusted. Mirrors should be clean.
- Luggage stacked neatly and orderly.
- All curtains fixed the same way - They may be closed or pulled open. Shower curtains should be closed to prevent mildew.
- Mops and brooms in proper place - IF it has a hanger, it should be hanging.
- Lavatories clean - No trash on lavatories and soap in proper place.
- Towels and cloths folded neatly on rack.
- Wet bathing suits on the clothesline if available. If no clothesline, then wet suits should be hung in a proper way to dry.
- All persons out of cabin by 7:45 AM. One student may stay with cabin until cabin check committee arrives.
- All lights out in cabin.

****Each of the following worth 8 points.**

- Entrance free of trash. Sidewalks swept.
- Area within 50 feet of cabin clear of trash; all trash in outside garbage can.

2012 Judged Competitions (New)

Points for all three judged competitions: Winner=3 pts. Participation=1 pt

Speech Contest

- Only one speech per team may be submitted for judging.
- Speech must follow the assigned topic. Topics may be picked up from the office Monday during the dance
- Time limit: 2 to 4 minutes
- Schedule: Girls Thurs 9:00 AM, Boys Thurs 10:30 AM, Location: Downstairs Sheffer Hall
- Speeches will be judged using the following criteria:
 - Comprehension: Does the speech address the topic provided? Did significant thought go into the speech?
 - Organization: Does the speech follow a logical and easily understood progression? Do all points remain on the topic and support the main thought of the speech?
 - Creativity: Creative angles are introduced. Remains interesting throughout.
 - Delivery: Eye contact, body movement, enthusiasm, articulation, Grammar and pronunciation, Good flow and transitions
 - Following the instructions: Were all rules followed exactly? (Deadlines, length, etc)

Essay Contest

- Only one essay per team may be submitted for judging.
- Length: 250 to 500 words
- Essay must be handwritten neatly. Pen or pencil and paper will be provided by the camp
- Essay must follow the assigned topic. Topic and supplies may be picked up in the office Monday night during the dance. Turn in essay at the office by 5:00 PM on Wednesday
- Required Heading on the paper: Name, Chapter, Team, Title of Essay
- Essays will be judged using the following criteria:
 - Comprehension: Does the essay address the topic provided? Did significant thought go into the essay?
 - Organization: Does the essay follow a logical and easily understood progression? Do all points remain on the topic and support the main thought of the essay?
 - Creativity: Creative angles are introduced. Essay remains interesting throughout.
 - Writing: Handwriting is neat and easy to read. Correct grammar, spelling, and punctuation. Concise language is used.
 - Following the instructions: Were all rules followed exactly? (Deadlines, length, etc)

Cupcake Decorating Contest

- Only one member per category allowed. (Two categories: SLC Theme, FFA/FCCLA)
- Advisors are able to advise but not prepare/decorate cupcakes
- Teams will have only the scheduled time to complete all cupcake decorations
- Only the decorations provided by the camp will be allowed
- Cupcake Info Card must be filled out and turned in for each entry
- Categories will be judged on the following criteria:
 - Presentation- How well did the students execute the decorations?
 - Use of Category - Does the look of the cupcake relate to the category?
 - Punctuality- Were the cupcakes finished on time?

2012 Cornhole Competition (New)

How to Play

- Teams will select two people to compete, one person at each end of the court. The two opponents at one end will receive 4 bags each. Coin toss determines who will toss first.
- The opponents at one end will alternate toss until all bags have been thrown, concluding a round.
- The team that scores the most points in a round starts the throwing for the next round. If the round is tied, the team that pitched last in the previous round will pitch first.

Foul

- The foul line is made by the front of the boxes and all throws must be made from behind the foul line. If a player breaks the foul line or throws out of turn, the player will lose a turn and the foul toss will be removed.
- Any bag that touches the ground during the throw or while hanging from the board does not count and will be removed.
- Any bag that is pushed by a foul toss will be returned to its original position.

Scoring

- 1 point for a bag thrown that is on the board but not touching the ground.
- 3 points for a bag in the hole (by the toss or by another bag pushing it in)
- Within a round of play, if both competitors toss a bag in the hole, then the bag in the hole points are cancelled.
- The first team to reach 21 points wins. Game cannot end until the current round is complete.
- In case of a tie, additional rounds are played until the tie is broken.

History of the Georgia FFA-FCCLA Center as of November 2009

This information may be on the Quiz Bowl. This sheet will also be available in the archives during camp.

From the time that the first FFA chapters in Georgia joined together in 1929 to form a state association, vocational agriculture leaders envisioned a camp where rural boys could gather during the summers for wholesome recreation. Their hopes began to materialize in 1937.

A hillside site overlooking the headwaters of Lake Jackson in Newton County was chosen, and in August 1937, a 150-acre tract with approximately one and one-half miles of lake shoreline was purchased from Mr. S.C. Candler of Madison, Georgia, for \$1000.00. Because the FFA treasury contained only this amount, Mr. Candler agreed to retain four acres of the tract and grant a ten-year option for the Georgia FFA Association to buy this property.

In that same year, the vocational agriculture teachers in their annual conference voted to accept a proposal whereby funds for the development of the property would be raised through chapter pledges. Each chapter pledged three dollars per member, and over a period of years, some \$45,000 was raised in this fashion.

When the property was purchased, it was inaccessible by automobile. The Newton County commissioners agreed to grade a road to the proposed campsite.

Officials of the National Youth Administration (NYA) accompanied FFA leaders on a visit to the site and arrangements were made for a cooperative project to improve the property and erect buildings. Work actually began in October 1937 with a group of NYA students being transported to and from the site daily. When the first buildings were completed, NYA students took up residence at the camp.

Granite was discovered on the property and stone was quarried for use in the erection of several of the main buildings. Students were asked to find rocks out of Lake Jackson. These rocks were then used to construct the dining hall fireplace. Some fifty years later, these same students revisited the camp and pointed out the rock that they had found. Some timber on the site was cut and milled. Additional materials were purchased as money trickled in from the FFA chapter pledges. In 1938, Mrs. Franklin D. Roosevelt visited the camp. She saw a need for an infirmary and provided funds for this building.

Because the NYA could only provide labor, the need for materials to keep construction underway steadily grew. It began to look as though the project might have to be discontinued, or at best delayed, pending the accumulation of more funds from FFA chapters. In light of this situation, Dr. M. D. Mobley, then State Director of Vocational Education and State Advisor of FFA, went to Governor E.D. Rivers and to the State Board of Education seeking financial help. He was authorized to spend up to \$35,000 from the annual budget for vocational education to purchase supplies essential to keeping the building program going.

During the administration of Governor Eugene Talmadge (1941-42), convict labor was used to grade an improved road into the camp and clear the area for a three-acre swimming lake. Equipment to do the grading was furnished by the State Highway Department. However, all the fuel used for the trucks and tractors and all of pipe and cement for culverts was paid for out of FFA funds. The convict labor was used for approximately thirty days. In the administration of Governor Ellis Arnall, the highway department surfaced the camp road.

Initial construction was completed in 1943. The camp now had an Infirmary, a dining hall, assembly halls, and ten cottages. Completion of the buildings presented another problem, because they now had to be furnished. Using FFA funds, lumber was purchased, and NYA students made the oak tables that are still being used in the Dining Hall. Chairs were also bought with FFA money. This resulted in a dining hall with seating for up to 300 persons.

To furnish the auditorium in the assembly hall, delegates at the State Future Farmers of America Convention voted that each chapter would buy two cushion-bottomed folding chairs. The chairs cost \$11 each, and more than 500 were bought at a cost exceeding \$6,000. This money was raised by chapters as a supplement to their original pledges. A gift of \$1,200 was received from the Eugene Talmadge Memorial Fund. These funds were used to buy a curtain and scenic background painting to furnish the stage in Mobley Hall.

Following World War II, delegates to the annual FFA Convention voted to erect a memorial to former members and advisors who were killed in the defense of their country. They decided the memorial should take the form of an amphitheater at the camp. For this project, they raised funds in excess of \$8,000.

Funds accumulated in the operation of the camp were used to take the option on the four-acre tract which Mr. Candler had retained when the property was originally purchased in 1937. Later, Mr. Samp Aiken offered a 212-acre farm adjoining the camp for sale. It was considered necessary to purchase this in order to control the watershed for the swimming lake. The purchase of this land brought the camp property to approximately 373 acres.

During the years following World War II when beef was in short supply and prices were high, the additional camp lands were used to produce grain and pasture for producing cattle to slaughter for use at the camp. In 1947, an education project for visitors and campers was begun by purchase of four registered Hereford cows with calves at their side and one bred heifer. A bull from the Mill Iron Ranch in Texas was obtained through the Sears, Roebuck Foundation. All of the beef used during the summer camping seasons was produced and slaughtered on the farm. Except for the replacement of herd bulls, no additional purebred cattle have been introduced to the herd.

In 1945, the Georgia Future Homemakers of America Organization was formed. Two years later, the FHA members were invited to a "test" week of joint camping with the FFA. The joint camping program proved so successful that in 1953, the delegates at the State FFA Convention voted to make this a permanent arrangement.

In 1956, upon the approval of the staff and teachers of vocational agriculture, the official name of the camp was changed to the State FFA-FHA Camp. In 1959, the Future Homemakers chose as their state project the development of a Reading and Library Room in Mobley Hall. In September 1960, the members selected as a state project to provide curtains for all of the girls' cottages, the Guest Cottage, and the living rooms of the boys' cottages.

By August 1961, Future Homemakers had raised \$42,030.00 for the improvement of the camp. The first \$25,000 contributed by FHA members was matched by Governor Herman Talmadge. (He also matched \$10,000.00 raised by FFA members.) This grant enabled FHAers to build, furnish, and landscape the Homemakers Cottage and Girls' Cottage One and Two. After the completion of the Homemakers Cottage and Cottages One and Two, Future Homemakers selected as their state project for three years the improvement of other facilities at the camp. These improvements included water coolers for boys' and girls' cottages, the Guest Cottage, a complete change of shower curtains for the entire camp, and the purchase of some mattresses between 1957 and 1958.

Even with their untiring efforts in raising money for camp improvements, the Future Farmers and Future Homemakers associations realized they would need outside help. In 1956, friends of the two organizations viewed the camp facilities and found them inadequate to accommodate the number of boys and girls wishing to attend camp each summer. Therefore, a committee made up of lay people was formed and named the FFA-FHA Camp Development Committee. These men and women worked with other people throughout the state in a drive to raise funds to build new and better facilities at the camp. They set their goal for \$100,000.00, which they not only met but surpassed. The total amount of money expended in the camp improvement program exceeded \$300,000.00. A state grant awarded by Governor Marvin Griffin accounted for \$118,000.00 of this expenditure.

Over the years, a number of well-known firms throughout Georgia have contributed \$10,000 or more for the construction of a cottage. These cottages in turn were named for the company donating the money. For example, Pebble Hill cottage was built from funds donated by Mrs. Parker B. Poe of the Pebble Hill Plantation in Thomasville, Georgia. Other firms donating money were the Southeast Ford Tractor Company, the Union Bag-Camp Paper Corporation, the Georgia Bankers Association, and the Georgia Rural Electric Membership Association. During these years, improvements of the camp facilities include the construction of nine more cottages, and the remodeling of all old cottages and other buildings. The Infirmary has been renovated to handle more patients more efficiently. The baseball diamond has been regraded; security lights have been placed throughout the camp, and additional sewage lines have been installed. A patio outside Mobley Hall was constructed, and a small kitchen and dining area was built in the basement of the large dining hall so that smaller groups could be served without using the larger area.

A small conference type building was constructed in 1960. The Georgia Power Company donated \$25,000 of the \$50,000 that was used to construct this facility. This building houses a semi-circular auditorium with raised tiers of seats for 158

people. It has a thrust stage and a complete electric kitchen. The auditorium has an electric heat pump for year-round air conditioning and heating. Adjoining the auditorium is a laboratory area.

During the years of the Camp Development Committee, the state provided \$118,000 to aid in developing the camp. This money was used to build other cottages that have been dedicated to outstanding Georgians who have help enhance vocational education. Bowdoin-Randolph cabin was named in honor of the first Georgia FFA and FHA presidents. The George-Deen and Smith Hughes cabins were named for the four U.S. Congressmen and Senators that co-authored acts establishing and expanding vocational education.

Utilizing camp development money, a home for the camp director and his family was built on the property. Lumber for the house came from the camp forestry area. Next door to the director's home is another house reserved for the assistant director.

In the 70's, the FFA and FHA chapters wanted a pool instead of the swimming pond. The chapters sold candy to raise funds to construct an olympic size pool.

In the 80's, the dining hall was expanded. The kitchen was renovated and enlarged, additional restrooms were added, and a smaller dining room was added adjacent to the main dining room. The downstairs portion of the dining hall was converted into meeting room space, including the Newton County conference room. The Brown Center, also below the dining hall, houses the displays of the History of The Georgia FFA-FCCLA Center, The Georgia FFA Association, and The Georgia FHA Association. The old shop was converted into a conference center, now known as Walters Hall. Girls' Cabins One and Two, and the Infirmary were converted into semi-private lodging facilities.

In 1994, the educational program was expanded with the construction of an arboretum. This facility has an educational pavilion and restrooms. It is located on the camp road near the cattle pastures.

In 1995, the camp had the opportunity to purchase 46 acres of adjoining lake front property. Because of the rapid development of Lake Jackson and the closeness of this land to the facility, it was necessary for the camp to obtain this land. Timber from the camp was sold to provide the funds for this property purchase.

When the Olympics came to Atlanta in 1996, a German delegation of over 3200 campers used the facility for the majority of the summer. The accumulation of funds from this project allowed the camp to expand with the addition of new cabins and buildings. This brought the camp lodging capacity to over 800. The camp was also able to purchase 95 acres of land adjoining the pastures and Highway 36. This purchase brought the total camp property to approximately 500 acres.

In 1996, Camp Director Melvin Johnson became the State Director of Agricultural Education. Todd Teasley was chosen as the new Camp Director.

Over the years, the camp evolved into a year round educational conference center. The Camp Administrative Committee decided to change the name of the facility to The Georgia FFA-FHA Center in March 1997.

On May 14, 2001, the Camp Administrative Committee voted to change the name to the Georgia FFA-FCCLA Center to reflect the name change of the FHA organization to FCCLA (Family Career and Community Leaders of America).

In 2002, the Oconee FFA Chapter built the Leadership Course on the softball field. The course is used for low-ropes teambuilding programs and as an obstacle course. The course was a great addition to the FFA and FCCLA programs, and is also used to teach leadership to other organizations that utilize the Center. The course led to the development of the B.A.S.I.C. (Building and Achieving Success in Chapters) Training Program in 2005, a field trip opportunity for student organizations. In 2007 the course was expanded to include a High Ropes Course, constructed with funds from General Mills, Georgia Cooperative Council, Snapping Shoals EMC, and Georgia Agricultural Education.

Two cabins were completed and dedicated in 2003. Pulliam Cottage, the replacement of Gray Cottage, contains 14 semi-private rooms, office space, and a conference room. McAllister Cabin was rededicated after a complete renovation, changing it from a deteriorating bunk cabin to a three room semi-private cabin. Both buildings were constructed by the

Department of Corrections. Pulliam Cottage was built with the financial assistance of the H.M. Pulliam Family and many donors who purchased a room for \$1,000 each.

Also in 2003, the Center began the FFA Wildlife Camp Program, a hands-on outdoor educational summer camp open to the public. Wildlife Camp is built around hunter safety, but includes many other outdoor sports and wildlife education.

In 2004, the Center opened the renovated archives in the Brown Center. The renovated archives included history of the FFA, FCCLA, and the Georgia FFA-FCCLA Center. In 2006, Sheffer Hall received a much needed facelift, including a new roof, new dining hall floor, and renovated conference rooms.

In 2008, a new sewage treatment system was completed along with replacement lines on much of the camp. The old sand filter system that was located near Jackson Lake was replaced with a modern system with drain fields behind the horse barn. Funds were provided by the State of Georgia for this project.

In 2009 a new bunk cabin was completed on the site where Cabin B3 once stood. The new cabin was constructed using funds from the State of Georgia and through room sponsors who donated funds for individual room naming rights. The cabin was named and dedicated in honor of Mr. Melvin Johnson. The remaining State funds were used to construct the exterior of a second bunk cabin. These new cabins were constructed to replace some of the old wooden cabins that could not be sufficiently renovated.

Also in 2009 the renovated board room next to the kitchen was dedicated in honor of David Skinner. Georgia FCCLA provided funds to replace the stage curtain in Mobley Hall, paint the Mobley Auditorium, and replace the chairs in Newton County Conference Room. The camp obtained a large number of trees to plant around the facility to replace trees lost during the drought.

The facility is open year round serving over 20,000 campers and preparing approximately 100,000 meals annually. All of the funds generated through the Center's daily operations are put back into the facility for improvements. These improvements have included air conditioning all cabins, replacing windows in the stone cabins, replacing all curtains, adding handrails and guardrails, painting cabins, and improving emergency exits.

As part of a long-range development plan, the Center has obtained plans for a 1600 seat auditorium, a new dining hall, educational building, and additional semi-private lodging.

For more information on the Georgia FFA-FCCLA Center please call Todd Teasley, Director at (770) 786-6926 or visit the Center online at www.GeorgiaFFAFCCLACenter.org.

Camp Directors:

Henry Durden 1936-1938

W.A. Maddox 1938-1942

T.D. Brown 1943-1958

I.A. Dickerson 1958-1969

Marvin Herrington 1969-1978

Melvin Johnson 1978-1996

Todd Teasley 1996-Present

SLC Principles of Effective Leaders

This information may be on the Quiz Bowl. This sheet will also be available in the archives during camp.

These are some of the sample concepts that we teach during our Summer Leadership Camp and B.A.S.I.C. Training programs. The primary goal of SLC and BASIC is to instill leadership qualities in you that will last for a life time. The concepts listed on this page are designed to aid you in process of becoming an effective leader. Test questions will be derived from the information listed below.

Honesty and Integrity

According to Dictionary.com, “honesty is truthfulness, sincerity, or frankness”. In addition, “integrity is a steadfast adherence to a strict moral or ethical code” (Merriam-Webster’s.com). Integrity and honesty work hand in hand. It is impossible to possess one without the other.

Communication

According to Dictionary.com, “communication is the interchanging of goals, ideas, thoughts and/or feelings through speech, writing, and signs”. In order for a team/individual to be effective they must be able to understand the importance of communication. Effective **communication is the key** to a group’s success. There are three different types of communication:

- *Verbal Communication*¹
This is any communication that is spoken. There are two major components of verbal communication. Talking and listening are the parts of verbal communication. You cannot have one without the other. To have effective verbal communication one member must be able to properly communicate the spoken message. The other member must be able to properly listen to and digest the spoken message
- *Non-Verbal Communication*²
This is any communication that is not actually spoken or written. Some examples of non-verbal communication are body language and facial expressions. The majority of what a person is communicating is not spoken. For the most part people are able to read how you feel without even using verbal communication.
- *Written Communication*
This is any communication that is written.

Goal Setting

Creating S.M.A.R.T. Goals³

- S**pecific-one goal at a time
- M**asurable-in time and quantity
- A**chievable-but also a stretch
- R**ealistic-has a direct significance and connection
- T**rackable-allows monitoring of progress

Specific – To fully focus your attention on attaining a goal, it should be clearly defined. It is also helpful to focus on one goal at a time. Allowing for alternative or options can lead to inaction. Choosing one goal does not imply that people should be inflexible or unable to change their goal. The important factor is to have a clearly identifiable objective. A good specific goal will help focus the individual and allows others to observe the behavior when it occurs.

Masurable - Establish concrete criteria for measuring progress toward the attainment of each goal you set. When you measure your progress, you stay on track, reach your target dates, and experience the exhilaration of achievement that spurs you on to continued effort required to reach your goal. To determine if your goal is measurable, ask questions such as.....How much? How many? How will I know when it is accomplished?

Achievable – The goals you set must be reasonable and attainable with your given strengths and abilities. While you want to stretch yourself, you do not want to set goals that are so difficult that they are unrealistic and become a source of motivation rather than frustration.

Realistic - To be realistic, a goal must represent an objective toward which you are both *willing* and *able* to work. A goal can be both high and realistic; you are the only one who can decide just how high your goal should be. But be sure that every goal represents substantial progress. A high goal is frequently easier to reach than a low one because a low goal exerts low motivational force. Some of the hardest jobs you ever accomplished actually seem easy simply because they were a labor of love. Your goal is probably realistic if you truly *believe* that it can be accomplished. Additional ways to know if your goal is realistic is to determine if you have accomplished anything similar in the past or ask yourself what conditions would have to exist to accomplish this goal.

Trackable- Ideally you want to be able to monitor your progress. In order to do that you have got to be able to measure or count performance frequently, which means you need to put a recordkeeping system in place to track performance.

Team

A team is “a group of individuals working together to achieve a common goal” (Dictionary.com).

Together Everyone Achieves More⁴

Team Work

Team work is a joint action by a team to accomplish a task. Effective team work works best when all of the teammates are included in the process. Most effective teams operate under the principle of synergy. Merriam-Webster’s.com states, synergy is a mutually advantageous conjunction where the whole is greater than the sum of the parts”.

Cooperation

According to Dictionary.com, cooperation is “the act of working together for a common purpose or benefit”. In order for a team to work effectively all members must cooperate. The individual members must cooperate for the sake of the team’s goals.

Trust

Trust is “reliance on the integrity, strength, ability, surety, etc., of a person or thing” (Dictionary.com). Trust is the element that all teams must have in order to work together. It is the glue that holds the individuals on the team together. For trust to exist on a team the team members must first trust their self. In order for the teammates to trust each other the members must possess’ traits that are exhibit trustworthiness. (truthfulness, respect, honor, loyalty, consistency, etc.)

Members must realize that trust must be distributed equally. Meaning that, every teammate must trust each other. Trust exists when the members are confident in the team, goals, and or objectives.

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