Counselor Information Sheet

| Name: | Age: | Birth Date: | |
|--|---------------|-------------|--|
| Your e-mail address: | | | |
| vegetariannon vegetarian | | | |
| What are your favorite things to eat? | | | |
| Is there anything you won't eat or are a | allergic to? | | |
| Please check all of the certifications/tra | ining you hav | e: | |
| First Aid (current expired) | | | |
| CPR (current expired) | | | |
| Baby-sitting training (current expired | d) | | |
| Red Cross Life Saving (current expin | red) | | |
| Red Cross Water Safety Instructor (currer | ntexpired) | | |
| Swimming ability: | | | |
| non swimmer | | | |
| beginning swimmer | | | |
| good swimmer | | | |
| excellent swimmer | | | |
| Canoeing ability: | | | |
| never canoed before | | | |
| have canoed before | | | |
| skilled paddler | | | |

Please list other training or certification you have that might be useful during camp:

Counselors will provide leadership at various times during the day. . . especially during games first thing in the morning, with your buddy group, while participating in all camp meetings (morning circle and closing circle) and during anything goes. Please list any and all leadership experience you have. (Groups you have led, classes you have taught, group facilitation/conflict resolution skills you have, etc.):

Counselors will help lead cooperative games every morning.

_____Please check here if you love games and would like to help lead games (whether you know any or not at the moment!)

Please list any and all cooperative games that you know well enough to lead:

Counselors will teach during anything goes. Please list any and all skills, talents, activities, games, etc. that you can share with campers:

Please list materials you will need in order to lead the activities you listed above:

What are you looking forward to most about camp?

What do you think will be the most difficult part of camp?

Are there any other things we should know about you so we can support you in having a great camp experience?