

Date Received: \_\_\_\_\_ Time Received: \_\_\_\_\_ am / pm Unit: **Franklin**

## 2019 Junior 4-H Camp Class Request Form

Name (Camper / CIT): \_\_\_\_\_ Age: \_\_\_\_\_ Gender: \_\_\_\_\_

### Section I: Class Registration

Campers and CITs will take four classes, but should rank twenty classes from the list of choices below with #1 as the top choice. Classes are assigned on a first-returned, first-assigned basis, so return all forms and the balance due as quickly as possible. Parents/guardians should discuss class choices with participants before completing the form. Due to risk management concerns, participants will not be allowed to make class changes at camp. CIT's take 3 classes and 1 CIT class.

Rank	Class	Office Use
	<b>Advanced Climbing:</b> (Only available to campers 12+ who have previously taken Basic Climbing) This class covers advanced climbing techniques and skills. Campers will learn in-depth information about climbing equipment (harness, ropes, carabineers, etc.) and its uses. Campers will learn the basics of belaying and may have the opportunity to belay upon the completion of necessary skills (learned in the class) and approved by the instructor. Two period-class.	
	<b>Advanced Swimming:</b> Designed for campers who feel comfortable in the water, can swim without guidance, and have already learned several swimming strokes. Campers will learn more advanced swimming strokes and ways to propel themselves through the water.	
	<b>Archery:</b> Utilizing the 4-H Center archery range re-curve and Genesis bows, campers will learn basic archery skills such as bow safety, stance, arrow design, loading, and release. Campers will have multiple opportunities to shoot at stationary targets.	
	<b>Arts and Crafts:</b> Campers will learn creative craft ideas and make crafts they can take home and share.	
	<b>Basic Horsemanship:</b> Campers will learn to manage and maintain a horse barn and how to provide proper horse care (including deeding, watering, grooming, and conditioning). Campers will learn about various pieces of horse tack (equipment) and the proper care and use of tack. Campers will have opportunities to ride a horse (with instructor control) in the riding ring as well as outside the ring after demonstrating the ability to maintain proper control.	
	<b>Basketball:</b> Campers will learn the basic skills and techniques of basketball including dribbling, passing, and shooting through drills and scrimmages.	
	<b>Beginning Climbing:</b> Using the 4-H Center's 25ft outdoor climbing wall, campers will learn the basics of climbing safety, equipment, bouldering, climbing, and belaying. Campers will have the opportunity to climb 1-2 climbing routes.	
	<b>Beginning Swimming:</b> Designed for campers who do not know how to swim, campers will learn how to become more comfortable with the water, including how to submerge their head, water safety, the basics of floatation, and simple strokes. Games will be used to help campers get used to their new swimming skills.	
	<b>Canoe:</b> Campers will learn about paddling and water safety, the parts of the canoe/paddle, canoe types, and paddling strokes. Campers will practice paddling strokes and how to recover a capsized canoe (in shallow water).	
	<b>Challenge Course:</b> Campers will learn to work together in small groups to overcome various types of initiatives and challenges, using teamwork, cooperation, communication, and problem solving.	

	<b>CIT:</b> Counselors-In-Training will all be assigned to this class to learn the responsibilities of CITs and future camp counselors. If you were 13 years old by January 1, 2019, this class is for you.	
	<b>CSI:</b> (Crime Scene Investigation) Campers will learn the basics of crime scene investigation and law enforcement through hands on experiences. Activities may include dusting for finger prints, tracking foot prints, and how to search for and properly obtain evidence.	
	<b>Fishing:</b> Campers may catch a variety of species including smallmouth bass, largemouth bass, catfish, striped bass, perch, bluegill, and more in Smith Mountain Lake.	
	<b>Flag Football:</b> Campers will learn the skills of the game of football including passing, receiving, offense, defense, and strategy while playing flag football.	
	<b>Gardening:</b> Campers will learn the basics of gardening, learn about pollinators, and complete a variety of garden projects.	
	<b>Golf:</b> Campers will learn the fundamentals and fun of golf. The class features putting instruction, learning the dynamics of the golf swing and well as distance control and chipping, and working on the use of drivers on the golf course.	
	<b>High Ropes:</b> (Only available to campers 12+). Participants will learn safety techniques, belaying skills, develop self-confidence and team building skills, all while climbing to new heights. Campers will have the opportunity to traverse the 5-station High Ropes Course, afterward rappelling down an access pole. Two-period class.	
	<b>Junior Chef:</b> Campers learn a variety of cooking techniques then apply what they learn to create (and enjoy) their own food masterpieces.	
	<b>Kayak:</b> Using small, plastic kayaks, campers will learn about paddling and water safety, the parts of the kayak and paddle, kayak types, and paddling strokes. Campers will practice paddling strokes and how to recover a capsized kayak (in shallow water).	
	<b>Leathercrafts:</b> Hammer, stamp, stain and be creative! Use your imagination to create leather items like bookmarks, keychains, and more! This class lets campers develop new leatherworking skills that could turn into a hobby that lasts a lifetime.	
	<b>Mad Scientist:</b> Campers will conduct a variety of fun scientific experiments as they channel their inner “Mad Scientist!”	
	<b>Multimedia/Tech World:</b> Campers will explore the fun and exciting world of technology through various computer programs and tablet applications. Participants will also learn basic skills for using digital video cameras including filming and editing to make the camp DVD.	
	<b>Outdoor Adventures:</b> Campers will learn the basics of hiking, backpacking, camping, orienteering, knot tying, and campsite setup. Campers will also have an opportunity to participate in an overnight camp out at the 4-H Center’s Far Point. Campers will learn about their natural surroundings including basic forestry, local wildlife, and lake ecology.	
	<b>Outdoor Cooking:</b> Campers will experience what it’s like to utilize the resources around them to prepare and enjoy meals in the great outdoors!	
	<b>Performing Arts:</b> Campers will learn fundamentals of expressive arts, including drama, acting, and dance. Campers will be encouraged to develop their own way of expressing themselves through these arts. Campers will have the opportunity to perform during the 4-H Center’s Talent Show.	
	<b>Riflery:</b> Utilizing the 4-H Center’s Indoor shooting sports complex under strict supervision, campers will learn the importance of shooting safety. Campers will be introduced to .22 caliber riflery. Campers will have multiple opportunities to shoot at stationary targets.	
	<b>Robotics:</b> Utilizing LEGO Mindstorms Robotics sets, campers will learn to use this leading technology while building robots that will be tested to complete and overcome a series of challenges. The 6-hour class will culminate with a mini-tournament! Two-period class.	



**Section III: Signatures**

Name of Camper	
Signature of Camper	
Name of Parent/Guardian	
Signature of Parent/Guardian	

For Office Use Only: Agent Notes:
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Campers Name & DOB	Address	Home Phone Number
<hr/> <hr/> / <hr/> / <hr/>		
Parent/Guardian Name	Cell Phone Number	Email

Please Print Clearly

**Please return these papers back to:**

**Virginia Cooperative Extension  
90 East Court Street  
Rocky Mount, VA 24151**