

Twelve Tribes

Disciple's Guide



This guide belongs to _____

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Read This First

This is 100% your adventure.

Adults will make sure you're safe.

But they won't tell you to get up on time or go to bed or
clean your camp or follow the schedule.

You're responsible for that. *All* that.

Yup, you.

You're in charge of reading this guide and charting your
course at camp.

And you can do it. There is greatness in you!

Read on...

Introduction

Hello there, young disciples!

Welcome to **Twelve Tribes**, a multi-day journey based on the experiences of the **Children of Israel** during the times of Moses.

You are one of the **Twelve Tribes**, based on actual historical people from the **Old Testament**. With your brothers-at-arms, you will complete physical, mental, and spiritual challenges.

This book is your guide. Read every word and guard it well. It will point you toward excellence and awesomeness.

Onward!



Schedule

Monday

Time	Action
3:30p – 5:00p	Drive to Ensign Ranch
5:00p – 6:00p	Arrival and registration
6:00p – 7:00p	Dinner at The Hearth
7:00p – 8:00p	Welcome and Sorting Ceremony @ <i>The Assembly: young men sorted into Tribes</i>
8:00p – 8:30p	Grab gear and unload at your Camp
8:30p – 9:30p	Read Twelve Tribes Disciple's Guide
9:30p – 10:00p	Wind down @ your Camp <i>Tribe Leaders meet w/ Aaronic Priesthood Camp Leaders</i>
10:00p	Lights out / quiet time

Tuesday

Time	Action
7:30a – 8:00a	Wake up, get ready; read Sinai Signal
8:00a – 8:30a	Gird Up Your Loins time @ your Camp (Pg. 34)
8:30a – 9:15a	Breakfast @ The Hearth
9:15a – 9:45a	Tribe Study @ your camp (Pg. 23, led by Adult Leaders)
9:45a – 10:00a	Travel to 1 st Plague Games @ Softball Field
10:00a – 12:15p	Compete in the Plague Games
12:15p – 1:00p	Lunch @ The Hearth
1:00p – 4:00p	Escape from Captivity @ The Hearth
4:00p – 5:15p	Free Time (<i>Climbing Tower is available</i>)
5:15p – 6:00p	Complete Daily Diligences
6:00p – 7:00p	Dinner @ The Hearth
7:00p – 8:00p	Devotional @ The Assembly
8:00p – 9:00p	Free Time
9:00p	Headcount @ your Camp (<i>done by Tribe Leaders</i>)
9:00p – 9:30p	Nightly Debrief @ your Camp (<i>led by Adult Leaders</i>)
9:30p – 10:00p	Wind down @ your Camp <i>Tribe Leaders meet w/ Aaronic Priesthood Camp Leaders</i>
10:00p	Lights out / quiet time

Wednesday

Time	Action
7:30a – 8:00a	Wake up, get ready; read Sinai Signal
8:00a – 8:30a	Gird Up Your Loins time @ your Camp (page 34)
8:30a – 9:15a	Breakfast @ The Hearth
9:15a – 9:45a	Tribe Study @ your camp (Pg. 23, led by Adult Leaders)
9:45a – 10:00a	Go to The Assembly
10:00a – 12:15p	Wandering in the Wilderness @ The Assembly
12:15p – 1:00p	Lunch @ The Hearth
1:00p – 3:00p	Waterslide!
3:00p – 5:15p	Prepare your Skit / Hunt for Artifacts
5:15p – 6:00p	Complete Daily Diligences
6:00p – 7:30p	Dinner & Time w/ Bishops @ The Hearth
7:30p – 9:00p	Perform Skits @ The Assembly
9:00p – 9:15p	Travel to Mount Sinai
9:15p – 9:45p	Burning Bush Devotional @ Mount Sinai
9:45p – 10:00p	Return to Camp
10:00p	Headcount @ your Camp (done by Tribe Leaders)
	Lights out / quiet time

Thursday

Time	Action
7:30a – 8:00a	Wake up, get ready; read Sinai Signal
8:00a – 8:30a	Gird Up Your Loins time @ your Camp (Pg. 34)
8:30a – 9:15a	Breakfast @ The Hearth
9:15a – 9:45a	Tribe Study @ your camp (Pg. 23, led by Adult Leaders)
9:45a – 10:00a	Go to The Hearth to Forge Your Sword & Shield
10:00a – 12:15p	Forge Your Sword & Shield
12:15p – 1:00p	Lunch @ The Hearth
1:00p – 4:00p	Stand Together @ The Battlefield
4:00p – 5:15p	AUCTION! @ The Assembly
5:15p – 6:00p	Complete Daily Diligences
6:00p – 7:00p	Dinner @ The Hearth
7:00p – 8:00p	Devotional @ The Assembly
8:00p – 9:00p	Free Time
9:00p	Headcount @ your Camp (done by Tribe Leaders)
9:00p – 9:30p	Nightly Debrief @ your Camp (led by Adult Leaders)
9:30p – 10:00p	Wind down @ your Camp <i>Tribe Leaders meet w/ Aaronic Priesthood Camp Leaders</i>
10:00p	Lights out / quiet time

Friday

Time	Action
7:30a – 8:00a	Wake up, get ready, and tidy camp
8:00a – 8:30a	Breakfast @ The Hearth
8:30a – 10:00a	Testimony Meeting at The Assembly
10:00a – 11:00a	Pack up and check out
11:00a – 12:30p	Return home

Your Backstory

For generations, your family has lived as shepherds and travelers, guided by promises made long ago. The Lord called Abraham and covenanted that his descendants would become a great nation. Through Isaac and Jacob, those promises were passed down—promises of land, posterity, and God’s protection.

Jacob’s family grows into the **Twelve Tribes**, bound by covenant and faith. Life is simple and often hard, but you worship the God of your fathers and trust in His promises.

When famine strikes Canaan, survival becomes uncertain. Stories spread of Egypt—a powerful kingdom with stored grain. Through unexpected events, one of your own, **Joseph**, rises to power there. Because of him, Pharaoh invites Jacob’s family to settle in Egypt, where food is plentiful and life feels secure.

Your journey to Egypt grateful for refuge. At first, you are welcomed as guests. Your people grow strong, your families multiply, and the Lord blesses you.

But generations pass. Joseph is forgotten. New rulers rise who do not remember how you came to Egypt.

Fear replaces gratitude. Tasks become demands. Labor becomes forced.

Now, you find yourselves no longer guests—but servants—crying out to remember the promises made long ago.

You must break free...

Twelve Tribes Experience

Ensign Ranch represents Egypt and the surrounding area during the time of Moses.

Your **Twelve Tribes** experience immerses you in the Old Testament through three key challenges:



Escape From Captivity

Race against time to build your structure to satisfy Pharaoh



Wander in the Wilderness

Find and assemble the lost parts of the tabernacle



Stand Together

Outwit your opponents in a territory conquest game with a twist

You'll receive instructions before each challenge. Based on your performance, you can earn **shekels**—the currency of the land—to redeem at the **Lion's Den** for treats and cool stuff. You'll also earn **Sun**, **Moon**, or **Star** stickers to place on your **Reward Board**.

You can also earn **shekels** and **stickers** by completing:

- The **Plague Games**
- Performing a **Skit**
- Finding **Artifacts**
- Performing **Daily Diligences**

You'll also build your spirit through **Daily Devotions** and service around camp.

Daily Devotions & Diligences

Daily Devotions happen each day:

Daily Devotion
Participate in Tribe Study *
Attend Devotional each evening
Participate in Nightly Debrief

Daily reading is in the **Tribe Study section.*

After **Tribe Study**, **Adult Leaders** give you a **Manna** token to redeem at the **Lion's Den** for food to fuel your journey.



Daily Diligences happen each day:

- Clean Biffies (four porta-potties) and flush toilets
- Help at **The Hearth** as assigned by the cooks
- Pick up five pieces of trash per **Tribe** member

Camp Duty	Tuesday	Wednesday	Thursday
Clean Biffies	Reuben, Simeon, Zebulun	Joseph, Naphtali, Gad	Asher, Benjamin, Issachar
Help at The Hearth	Asher, Benjamin, Issachar	Reuben, Simeon, Zebulun	Joseph, Naphtali, Gad
Pick up Trash	Joseph, Naphtali, Gad	Asher, Benjamin, Issachar	Reuben, Simeon, Zebulun

After **Daily Diligences** are completed, **Adult Leaders** provide a **5 shekel** reward.

Artifacts

When you finish early or have free time, search for **Artifacts** hidden around Ensign Ranch.

Artifact	Description
Brazen Serpent 	A symbol of Christ, afflicted Israelites looked upon it and lived
Ten Commandments 	Written by the finger of God on Mount Sinai
Staff of Moses 	Used by Moses to perform miracles and show the power of the Lord
Shofar 	Used to gather Israel and signal important events
Paschal Lamb 	Was sacrificed, and its blood marked Israel's homes for protection
Golden Calf 	Idol made while Moses was on Sinai, showing Israel's struggle with faith
Unleavened Bread 	Bread made without yeast, reminding Israel to leave Egypt in haste
Quail 	Birds sent by the Lord to feed Israel when they complained of hunger

When you find an **Artifact**, take the highest rated **Sun**, **Moon**, or **Star** sticker and place it on your **Reward Board** when you return to **Camp**.

The faster you find **Artifacts**, the more rewards you earn.

Finding order determines reward	Reward per artifact		
	Tues	Wed	Thurs
First 2 tribes = Sun	20 shekels	40 shekels	60 shekels
Next 3 tribes = Moon	10 shekels	20 shekels	30 shekels
Last 4 tribes = Star	5 shekels	10 shekels	15 shekels

NOTE

The first two **Tribes** to find the **Artifact** take **Sun** sticker, the next 3 take **Moon**, and the last 4 tribes take **Star**.

Ask your **Adult Leader** for the matching **shekels**.

Leave the **Artifact** in place for other **Tribes** to find.

Your **Tribe** must stay together when searching for **Artifacts**; breaking into smaller groups is not permitted.

Artifacts will NOT change locations during the week.

Revealing an **Artifact** location to another **Tribe** means your **Tribe** loses all **shekels** earned from **Artifacts**.

Don't spoil the fun. 😊

The Plague Games & Skit Activities

The **Plague Games** are “field-day” style games where you compete against other **Tribes**.

Game	Description
	Fly - Throw a football through a hoop that’s tossed into the air.
	Gnat - Cross the Nile as fast as you can using cardboard squares.
	Locust - Use your wits to complete puzzles as fast as you can.
	Frog - Complete physical challenges to show your athletic prowess.

Below is the schedule for the **Plague Games**:

Time	Reuben & Simeon	Zebulun & Joseph	Naphtali & Gad	Asher, Benjamin & Issachar
10:00a– 10:30a				
10:30a– 11:00a				
11:00a– 11:30a				
11:30a– 12:00p				

After the **Plague Games**, rewards will be calculated and announced during Lunch @ **The Hearth**.

Your **Tribe** will also prepare a **Skit** for that evening.

Guidelines

- 4-5 minutes long
- Based on camp experiences
- Use props (we'll have some on hand)
- Should be appropriate 😊
- The **Bishops** will judge your performance

Tribes will be rewarded for your performance in the **Plague Games** and the **Skit** as follows:

- Top two **Tribes** receive Sun rating and **15 shekels**
- Next three **Tribes** receive Moon rating and **10 shekels**
- Last four **Tribes** receive Star rating and **5 shekels**

Adult Leaders will provide **shekel** rewards and a **Sun, Moon, or Star** sticker to place on your **Reward Board** for each activity.



NOTE

*The two **Tribes** achieving Sun rating in the **Plague Games** will receive a valuable advantage for **Escape from Captivity** activity*

*The two **Tribes** achieving Sun rating in the **Skit** will receive a valuable advantage for **Stand Together** activity*

Reward Board

Before gathering for the **Devotional** each evening, you should place any stickers earned on the **Reward Board** as shown.



Reward Boards are found at **The Assembly** near the **Mega Map**.



The Reavers

Watch out for **The Reavers**, a nasty band of marauders who roam the Egyptian countryside looking for trouble.



If you hear...

“DECLARE YOURSELVES!”

You must respond with your **Tribe's** name:

“WE ARE THE TRIBE OF JOSEPH!”

To which the Reavers will reply,

“STAND FAST. WE CHALLENGE THEE.”

You must face **The Reavers** in a challenge.

- Lose and **The Reavers** will take **15 shekels**
- Win and **The Reavers** will give you **15 shekels**

You can only face the **Reavers** once per day.

NOTE

*Running from or harassing the **Reavers** earns a **15 shekel** penalty. Don't mess with the **Reavers**; they mean business. 😊*

Sinai Signal

Each morning, you will receive the **Sinai Signal** which will provide:

- News about your adventure for the day
- The location of hidden **Artifacts**
- Puzzles you can solve for a few extra **shekels**

Read it cover to cover.



HEADLINE NEWS



Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas porttitor congue massa. Fusce posuere, magna sed pulvinar ultricies, purus lectus malesuada libero, sit amet commodo magna eros quis urna. Nunc viverra imperdiet enim. Fusce est. Vivamus a tellus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Proin pharetra nonummy pede. Mauris et orci. Aenean nec lorem. In porttitor. Donec laoreet nonummy augue. Suspendisse dui purus, scelerisque at, vulputate vitae,

pretium mattis, nunc. Mauris eget neque at sem venenatis eleifend. Ut nonummy.

EXODUS IN EGYPT!

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SOUNDING THE SIGNAL

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas porttitor congue massa. Fusce posuere, magna sed pulvinar ultricies, purus lectus malesuada libero, sit amet commodo magna eros quis urna. Nunc viverra imperdiet enim. Fusce est. Vivamus a tellus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Proin pharetra nonummy pede. Mauris et orci. Aenean nec lorem. In porttitor. Donec



Tribe Leaders

Each **Tribe** has **Tribe Leaders**, identified by the two-way radios they carry throughout the day.

Their responsibilities include:

- Lead by example and love as the Savior would
- Participate actively in **Tribe Study**
- Keep the schedule and arrive on time to *all* events
- Carry two-way radios and communicate with camp leadership
- Lead the **Tribe** in completing **Daily Diligences**
- Carry **shekels** and stickers in the **Messenger Bag**
- Keep **Tribe** together when adventuring
- Do nightly headcount before bedtime
- Ensure **Tribe** is in bed and quiet by 10:00pm
- Encourage, love, and support one another

If **Tribes** are stuck in **Twelve Tribes**, they may purchase hints from **Adult Leaders** (see **Adult Leader** section).

When it's hard to make decisions, **Tribe Leaders** should convene a **Tribe Council** and decide on the best path.

In a **Tribe Council**...

- You start with a prayer and invite the Spirit
- Everyone is encouraged to speak freely and share
- When there is unity and peace about the decision, you conclude the council

Tribe Leaders should help everyone feel included and heard, even when not everyone agrees with the council's final decision.

Two-way Radios

Each **Tribe Leader** receives a two-way radio to communicate with camp leadership on **CHANNEL ONE**.

Radios should be charged nightly at charging stations at camp.

For some activities, **Tribe Leaders** may receive extra radios for boys to use on **different channels**. Return those radios when the activity ends.



CHARGING STATION



Messenger Bag

Tribe Leaders must carry the **Messenger Bag** while adventuring. Use it to store **shekels** and stickers until they go on the **Reward Board**.

NOTE

*Any **Tribe** adventuring without its **Messenger Bag** will be fined **5 shekels**.*

It contains **10 shekels** to start your adventures.

When the **Tribe** returns to camp, you may divide **shekels** among **Tribe** members, and stickers go on the **Reward Board**.

Adult Leaders

Each **Tribe** has two appointed **Adult Leaders**.

These leaders:

- Dispense stickers and rewards for completed activities
- Conduct the morning **Tribe Study** and **Nightly Debrief**
- Give hints, for a price, when **Tribes** are stuck
- Ensure no **Tribe Member** is in physical or emotional danger at *any time*

NOTE

Aside from **Tribe Study** and **Nightly Debriebs**, **Adult Leaders** observe during **Twelve Tribes** and intervene only to prevent injury or provide purchased hints.

Three hints per day are allowed.

Hint	Cost
1 st hint	5 shekels
2 nd hint	7 shekels
3 rd hint	10 shekels

Auction

At **4:00p Thursday**, we'll hold an **Auction**. We'll sell everything in the store, including the sign, **Artifacts**, and activity items.

Everything must go!

The Lion's Den

The **Lion's Den** is open during **free time** and **mealtimes**. Use your hard-earned **shekels** to buy treats and cool stuff.



THE LION'S DEN



Gold Coin:
3 Shekels



Silver Coin:
2 Shekels



Bronze Coin:
1 Shekel

After **Tribe Study** each morning, **Tribes** can redeem **Manna** tokens for sweet sustenance to eat during the day.



Reward Table Summary

Shekels are earned for being awesome campers.

Item	Reward
Wake up, get ready and tidy camp	5 shekels
Complete Tribe Study as part of Daily Devotions <i>Conducted by Adult Leaders</i>	Manna token
Complete Daily Diligences	5 shekels
Finding Artifacts	See Artifacts section
Participating in Plague Games and Skit	2 Tribes = Sun / 15 shekels 3 Tribes = Moon / 10 shekels 4 Tribes = Star / 5 shekels
On time for dinner	5 shekels
On time and reverent for Devotional	5 shekels
Headcount completion <i>Conducted by Tribe Leaders</i>	5 shekels
Participate in Nightly Debrief <i>Conducted by Adult Leaders</i>	
In bed, lights out by 10:00p <i>Conducted by Tribe Leaders</i>	

Shekels are also earned in epic challenges. The rewards are so insane they can't be printed here and will be announced before each activity.

- **Escape From Captivity**
- **Wandering in the Wilderness**
- **Stand Together**

Tribe Study

Each morning **Adult Leaders** will lead you in **Tribe Study**.

Bring your **Disciple's Guide, scriptures** and a **pencil or pen**:

- Read the day's study materials aloud as a **Tribe**
 - Discuss the questions at the end of each section
 - After discussing, write down your personal thoughts
-

Tuesday's Study

While Israel was in bondage to Pharaoh, God sent several plagues upon Egypt. The tenth plague threatened the death of every firstborn child and animal. The Lord provided a way for the Israelites to escape: the Passover meal.



Read Exodus 12:4–6, 46

The Lord commanded the Israelites to kill and eat a male lamb “without blemish.” Apostle Peter described Jesus Christ as the “lamb without blemish.” As the Lamb of God, Jesus Christ was slain for the sins of the world.

Read Exodus 12:6–7, 12–13

Elder Gerrit W. Gong taught:

“The final plague threatened the death of the firstborn in the land but not in the house of Israel if—if those households put the blood of an unblemished firstling lamb on the lintels of their doors.

“The angel of death passed by the houses marked with the symbolic blood of the lamb. That passing by, or pass over, represents Jesus Christ ultimately overcoming death.”



Take a few minutes to discuss and write your thoughts below

How is Jesus like the Passover lamb?

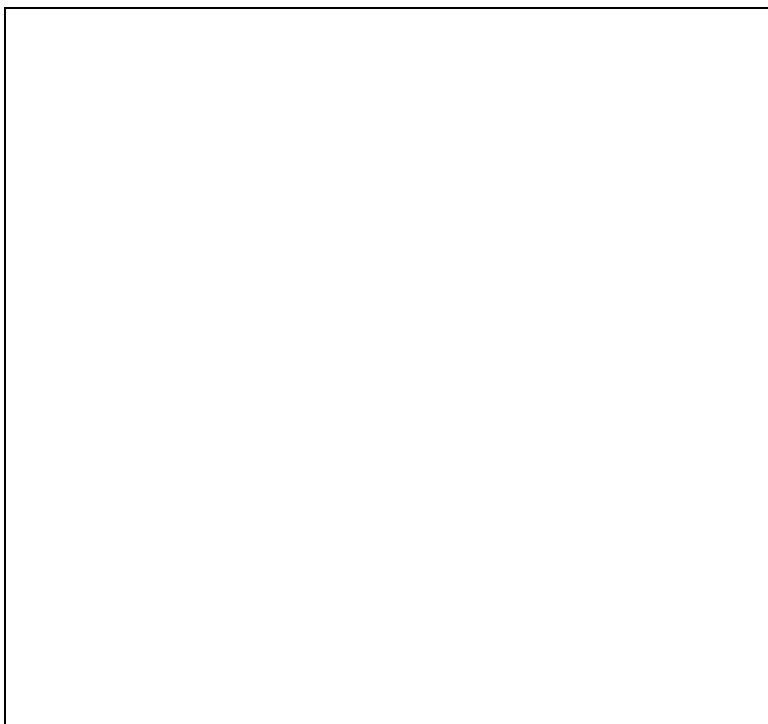
Before Jesus Christ was crucified, He shared a Passover meal with His disciples and introduced the sacrament. He told them to repeat it and remember Him. The next day, as Passover lambs were sacrificed, Jesus—the Lamb of God—was sacrificed for the sins of the world.

Today we no longer offer animal sacrifices. Instead, we take the sacrament each week to remember the Savior's sacrifice and how He saves us from death and sin.

Take a few minutes to discuss and write your thoughts below

What does it mean to you to take the Sacrament every week?

How can it help you to be more like Jesus?

A large, empty rectangular box with a thin black border, intended for students to write their thoughts and reflections on the sacrament.

Wednesday's Study

Moses grew up in Pharaoh's house and was "learned in all the wisdom of the Egyptians" (Acts 7:21–22). After defending a Hebrew and slaying an Egyptian, he fled to Midian. There he met Jethro, married Zipporah, tended flocks near Mount Sinai, and saw God in a burning bush.



Read Moses 1:1-6

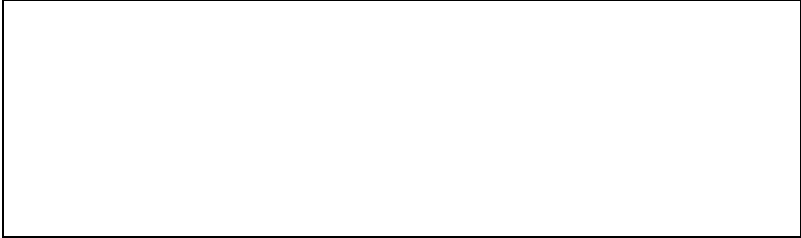
Take a few minutes to discuss and write your thoughts below

What was the work God had for Moses to do? What work does he have for you to do?

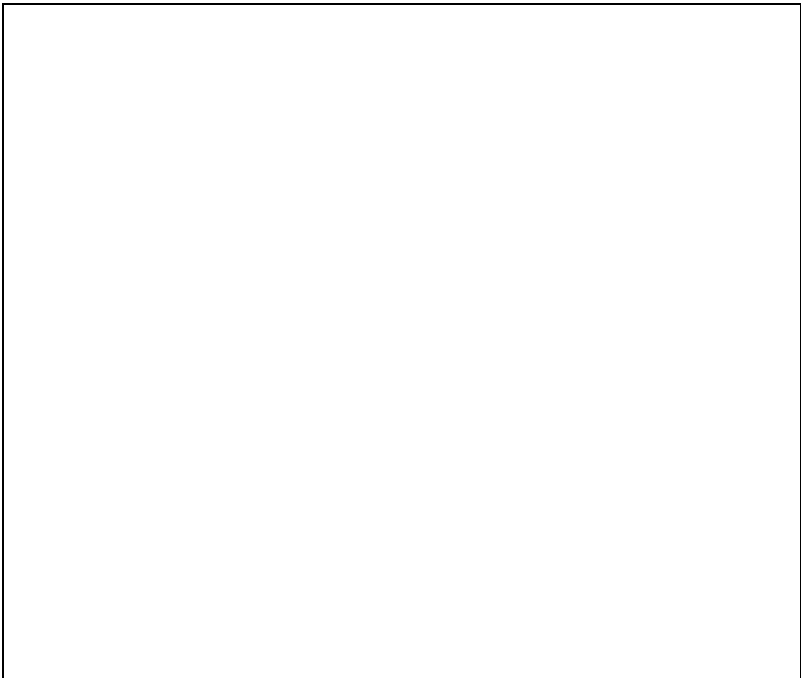
Read Moses 1:7-26

Take a few minutes to discuss and write your thoughts below

What happened to Moses after he talked with God face to face?



How can knowing you are a son of God help you resist Satan?



Thursday's Study

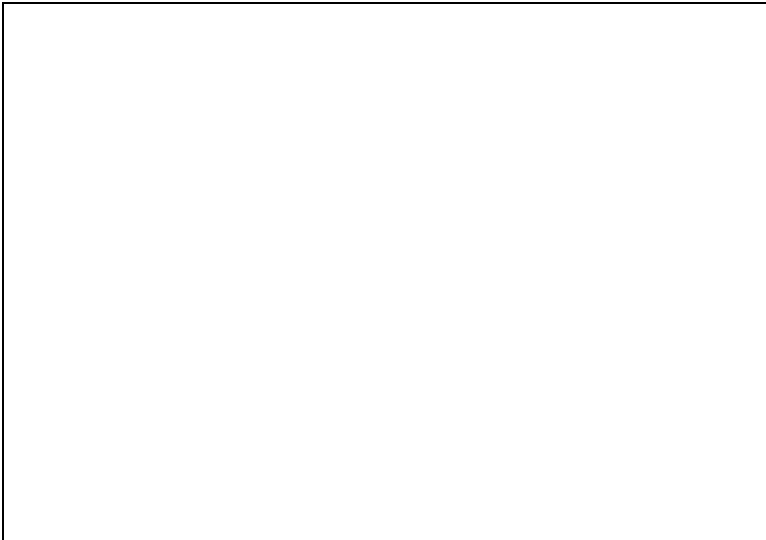
After Moses was taken by the Lord, Joshua led Israel across the Jordan, conquered key cities in Canaan, and divided the promised land among the tribes. Under his leadership, the tribes fought together, secured their inheritance, and remained committed to the covenant.

Read Joshua 24:1–11

Take a few minutes to discuss and write your thoughts below

Joshua counseled the tribes to remember what God had done for them since they left Egypt.

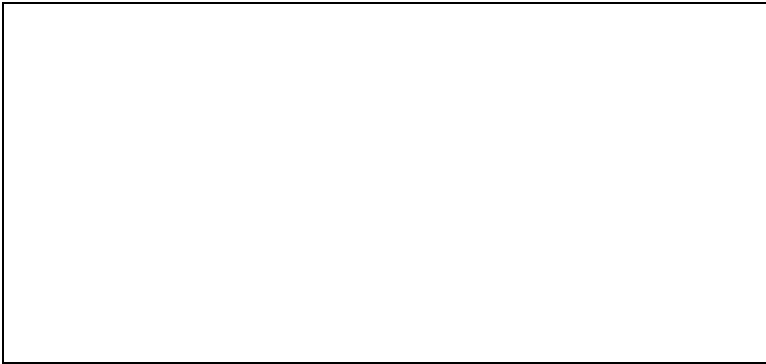
Write a few things God has done for you. How have they affected your life?

A large, empty rectangular box with a thin black border, intended for the student to write their response to the prompt.

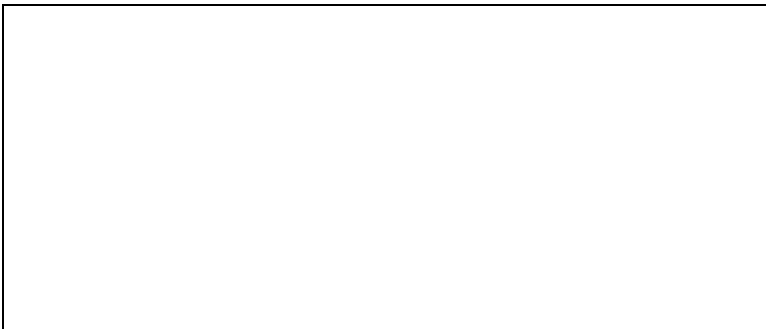
Take a few minutes to discuss and write your thoughts below

Joshua said, "Choose you this day whom ye will serve... but as for me and my house, we will serve the Lord."

What does it mean to choose to serve the Lord? How can you serve Him better?

A large, empty rectangular box with a thin black border, intended for a person to write their thoughts in response to the preceding question.

Like the Nephites, the tribes of Israel prevailed in battle when they were unified with God. How can you prevail in your battles with God's help?

A large, empty rectangular box with a thin black border, intended for a person to write their thoughts in response to the preceding question.

Devotional Notes

Tuesday Night
Wednesday Night
Thursday Night

Ayatma Campground



Devotional Songs

Gethsemane

Jesus climbed the hill to the garden still.
His steps were heavy and slow.
Love and a prayer took Him there
To the place only He could go.
Gethsemane. Jesus loves me,
So He went willingly to Gethsemane.

He felt all that was sad, wicked, or bad,
All the pain we would ever know.
While His friends were asleep, He fought to keep
His promise made long ago.
Gethsemane. Jesus loves me,
So He went willingly to Gethsemane.

The hardest thing that ever was done,
The greatest pain that ever was known,
The biggest battle that ever was won—
This was done by Jesus!
The fight was won by Jesus!

Gethsemane. Jesus loves me,
So He gave His gift to me in Gethsemane.
Gethsemane. Jesus loves me,
So He gives His gift to me from Gethsemane.

Redeemer of Israel

1. Redeemer of Israel, Our only delight,
On whom for a blessing we call;
Our shadow by day, And our pillar by night,
Our king, our deliverer, our all.

2. We know he is coming To gather his sheep,
And bring them to Zion, in love,
For why in the valley Of death should they weep,
Or alone in the wilderness rove?

3. How long we have wander'd As strangers in sin,
And cried in the desert for thee!
Our foes have rejoic'd When our sorrows they've seen;
But Israel will shortly be free.

4. As children of Zion Good tidings for us:
The tokens already appear; Fear not and be just,
For the kingdom is ours, And the hour of redemption is near.

Ye Elders of Israel

1. Ye elders of Israel, come join now with me
And seek out the righteous, where e're they may be
In desert, on mountain, on land or on sea
And bring them to Zion, the pure and the free.
2. The harvest is great, and the lab'ers are few;
But if we're united, we all things can do.
We'll gather the wheat from the midst of the tares
And bring them from bondage, from sorrows and snares.
3. We'll go to the poor, like our Captain of old,
And visit the weary, the hungry, and cold;
We'll cheer up their hearts with the news that he bore
And point them to Zion and life evermore.

Chorus

*O Babylon, O Babylon, we bid thee farewell;
We're going to the mountains of Ephraim to dwell.*

As I Walk With Jesus

1. Jesus walked in wisdom. Jesus grew in truth,
Showing love to God and man while in His youth.
Jesus wants to guide me. Jesus shows the way,
Calling me to come and walk with Him each day.
2. I can grow like Jesus. I will try each day—
Promising to walk His path and there to stay.
Standing by my Savior, safe within His care,
Step by step I'll follow, and His love I'll share.
3. I will trust in Jesus. I will hear His call.
He will never leave me, even when I fall.
Jesus gives me power, lifts and comforts me,
Helping me to live and grow eternally.

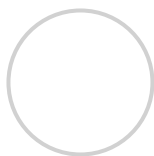
Chorus

*As I walk with Jesus to my home above,
He will bless me with His Spirit and fill me with His love,
Change my heart forever and help me clearly see.
I will walk with Jesus, and He will walk with me.*

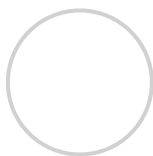
Gird Up Your Loins Challenges (GUYL)

Not every reward is for **shekels**. The **BEST** rewards are heavenly. A **Camp Leader** can stamp your Guide for each **GUYL** challenge you complete.

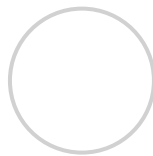
Feast Upon the Word (memorize these scriptures)



Moses 1:39 *or*
Moses 7:18



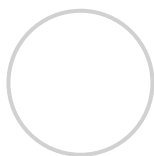
Isaiah 1:18 *or*
Isaiah 5:20



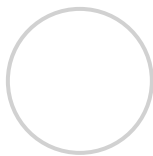
Joshua 24:15 *or*
Isaiah 53:3-5

Get To Know Another (try this at mealtime)

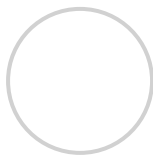
Find a camper from another Tribe *that you don't know*. Ask their name, where they're from, and one of the following:



Favorite scripture
story, and why.

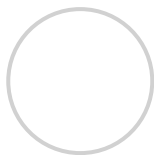


A time when they felt
the Spirit.

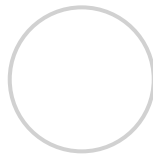


What they want to be
when they grow up.

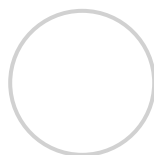
Love Thy Brother (do this for someone)



Offer encouragement
during an activity



Say what you admire
about them



Do an act of service