FRIENDLY PINES CAMP
Est. 1941

CAMPER HANDBOOK



SUMMER 2027

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A BRIEF HISTORY OF FRIENDLY PINES CAMP



Friendly Pines Camp has been around since 1941. That's a long time. It was before everyone had television. Computers? Video Games? Forget about it. When Friendly Pines started, people listened to President Franklin Delano Roosevelt on the radio. Many of your grandparents hadn't yet been born. We wouldn't even go to the moon for almost 30 years.

Friendly Pines Camp was the dream of Uncle Bud and Brownie. They wanted to create a place where boys and girls could go to get "out of the summer heat" and enjoy being kids. At Friendly Pines children could ride horses, hike the mountains, and sleep under the stars. Sure, camp was fun, but it was also a place to learn; yet, it wasn't learning as one does at school. Uncle Bud was a longtime schoolteacher; however, he and Brownie knew that it was important that boys and girls learned outside the classroom. They needed to learn by doing. So Uncle Bud and Brownie made sure that campers had the chance to bottle-feed goats and lambs; that they understood the proper way to swing an axe and build a fire. Every camper learned to roll dough in his or her hand and produce the perfect golden Dutch Oven Biscuit. And when the day was done the campers learned to entertain themselves by singing songs, telling stories, and playing games.

Uncle Bud and Brownie lived long enough to see Friendly Pines grow from a tiny camp of mostly family and friends to a camp that serves nearly 1,000 boys and girls each summer. They saw not only the children of former campers return to Friendly Pines, but also the grandchildren of former campers. Nowadays, we even have great-grandchildren of some of those earliest campers attend Friendly Pines. That's pretty amazing. That's why we say that Friendly Pines has become an Arizona tradition.

From the 1960s through the mid-2010s, Uncle Bud and Brownie's daughter and son-in-law, the late Bebe and Jack May, carefully carried their vision forward. Their great-granddaughter, Megan May, later served on the leadership team.

Today, Friendly Pines is operated by a dedicated team committed to carrying on the mission Uncle Bud and Brownie began. While some things have changed, the heart of camp remains the same: having fun, learning by doing, building friendships, and growing along the way. Meet the team carrying that mission forward on our Friendly Faces page.

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HELPFUL NAMES & FRIENDLY FACES



ADAM ESPOSITO
Summer Camp Director



ELDON ORGILL
Program Director



SAYAKA PIERSON
Business Manager & Registrar



VALERIE ESPOSITO
New Family Coordinator



MATT GILMER
Chief Executive Officer



JONATHAN PIERSON
Chief Operating Officer



MARY GILMER
Chief Marketing Officer



RYAN BURKE
Food Service Director



DEREK HASSLER
Maintenance Director

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A TYPICAL DAY @ FRIENDLY PINES

7:00 AM	Rising Bell
7:30 AM	Clean-Up Bell for Breakfast
7:35 AM	Flag Raising on Ball field
7:45 AM	Breakfast
8:30 AM	Cabin Clean-up
9:10 AM	Ready bell for Activities
9:20 AM	First Activity Period Begins
10:20 AM	First Activity Period Ends; AM Snack
10:30 AM	Second Activity Period Begins
11:30 AM	Second Activity Period Ends
11:30 AM	Cabin Re-Group
After Re-Group	Cabin Free-Time
11:50 AM	Clean-Up Bell for Lunch
12:00 PM	Lunch
1:00 PM	Siesta in Cabins
2:10 PM	Siesta Ends; PM Snack
2:20 PM	Third Activity Period Begins
3:20 PM	Third Activity Period Ends
3:30 PM	Fourth Activity Period Begins
4:30 PM	Fourth Activity Period Ends
4:30 PM	Cabin Re-Group; Mail Time
After Re-Group	Cabin Free-Time
5:10 PM	Clean-Up Bell for dinner
5:15 PM	Flag lowering on Ball field
5:30 PM	Dinner
6:45 PM	Evening activity
8:00 PM	Cabin Closing
9:00 PM	Lights Out











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FRIENDLY PINES CAMP MAP

CAMPER CABINS

1) ACACIA
2) AGAVE
3) BISON
4) BOBCAT
5) CHOLLA
6) CONDOR
7) COYOTE
8) EAGLE
9) ELK
10) FALCON
11) GOLDFINCH
12) HAWK
13) HUMMINGBIRD
14) IRONWOOD
15) KINGFISHER
16) MESQUITE
17) OCELOT
18) OCOTILLO
19) OSPREY
20) OWL
21) PALO VERDE
22) PINYON
23) PRONGHORN
24) QUAIL
25) RINGTAIL
26) SAGUARO
27) SPARROW
28) SYCAMORE
29) WOLF
30) WREN

STAFF CABINS

31) B-B
32) LOG HOUSE
33) MAVERICK
34) SCORPION
35) TARANTULA

MEETING SPACES & OTHER CAMP BUILDINGS

36) BENCHES
37) BIRDBATH (BATHHOUSE)
38) DINING LODGE
39) INFIRMARY
40) PARKING/BALL FIELD
41) PAVILLION
42) POOL
43) POST OFFICE/ SUMMER OFFICE
44) PROGRAM OFFICE
45) QUIET PLACE
46) TENNIS COURTS
47) TREE HOUSE
48) WAGON SHED
49) WINTER OFFICE



*Map is not to scale. The hike to the lake is ~1 mile long each way.

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SOME TYPICAL CAMPER QUESTIONS

WHAT IF I MISS MY FAMILY?

It's totally okay to miss home when you first get to camp. Some campers feel a little nervous or even a bit sad on the first day or night. That's completely normal! But don't worry—there's so much to do here, from riding horses to making cool crafts, that homesick feelings usually go away pretty fast. Your counselor is always there for you. You can talk to them about anything, and they'll help you feel better. Missing your family means you love them, but going to camp helps you grow braver and more confident. And guess what? Your family will be *so* proud of you!

WHY CAN'T I CALL HOME?

We get it—you might think a quick call to Mom or Dad would help. But with nearly 300 campers and staff, there just isn't time or space for everyone to call home. More importantly, calling home can actually make you feel more homesick, not less. Camp is a place where you get to practice being independent and discover how strong you are! Like taking the training wheels off a bike, it might feel wobbly at first—but before long, you're riding smooth and fast, all on your own.

WHAT IF I HAVE A PROBLEM?

Everyone at camp is here to help you. That means your counselor, the Camp Director (that's Adam!), the Program Director, the Medical Staff, and even the kitchen crew! If something's bothering you, big or small, start by talking to your counselor. If they can't fix it, they'll help you find someone who can. You are never alone at camp—we've got your back every step of the way.

WHAT IF I DON'T KNOW HOW TO DO ANYTHING?

That's okay! You're not expected to know how to do everything (or anything!) before you come to camp. Most campers are trying things like archery, horseback riding, sewing, or canoeing for the very first time. That's what camp is for—trying new stuff in a fun, safe place. No one is here to judge you, and the counselors are here to teach you. You'll be amazed at all the cool things you'll learn by the end of your session!

WHAT IF I DON'T KNOW ANYBODY?

You're not alone—lots of campers come to Friendly Pines without knowing anyone yet. But that changes super quickly. Your counselors will help you make friends and feel included. You'll live in a cabin with other kids your age and do lots of fun things together. Sharing stories, doing silly activities, and even brushing your teeth together can turn new people into friends really fast. And by the end of camp, you might have a whole new crew of buddies to look forward to seeing every summer!

WHAT'S IN THE CAMP STORE?

Our camp store has useful things you might need like toothbrushes, toothpaste, shampoo, stamps, postcards, water bottles, and other camp gear. If you need something, your counselor will help you get it. Your parents will get a bill at the end of the summer, so you don't have to bring any money. We don't sell snacks, candy, or soda—but don't worry, the kitchen makes delicious food and you'll get plenty of desserts and snacks during the day!

WHAT IF I TAKE MEDICINE EVERY DAY?

If you bring medicine to camp, your counselor will take it to the Infirmary (that's our camp health center) on the first day. Our awesome Medical Staff will keep it safe and make sure you get it when you're supposed to. They'll even remind you, so you don't have to remember all on your own. You'll just stop by the Infirmary, take your meds, and get back to the fun!

HOW DO I PICK MY ACTIVITIES? WHAT IF I DON'T LIKE MY SCHEDULE?

If you are a two-week camper, your family will receive an 'Activity Preference Form' for you to fill out before you come to camp. You'll rank our activities in order of how much you want to do them, and we will build your schedule off of your preferences. If you really dislike an activity after trying it, your counselor can help you get it swapped for something else.

If you are coming to Mini Camp, our team has already created an awesome schedule for you and your cabinmates to do. Either way, you'll try a lot of cool things, have lots of fun, and learn a whole lot along the way.

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TO KEEP YOU HAPPY SAFE, & HEALTHY



At Friendly Pines Camp, we want every camper to feel great, have fun, and stay safe. Here are some important things to know while you're here:

1) There's nothing to fear in the forest: The animals around camp are usually deer, birds, squirrels, lizards—and sometimes a skunk or two! They're not dangerous, and they usually stay away from people. If you see a critter, enjoy it from a distance and don't try to bring it into your cabin. Forest creatures belong in the forest!

2) Follow the bells: At camp, we don't use watches or phones to tell time—we use bells! The bells let you know when it's time to eat, start an activity, clean up, or go to bed. Just listen for the sound, and you'll always know where to go and what to do.

3) Always travel in groups of 3 or more: You should never be alone with just one other camper or counselor. Instead, always walk with at least two other people. We call this the "thruddy" system. It keeps everyone safe and helps you stick together!

4) Wear your name tag: You'll get a name tag when you arrive at camp—and it's important! Wear it every day. It helps people learn your name and it has your schedule on the back, so you always know what you're doing next.
No name tag = no snack!

5) No candy or soda at camp: We've got plenty of yummy meals and snacks at camp, so you don't need to bring any candy or treats. In fact, bringing food into your cabin can attract animals (yikes!). A few weeks without gum and candy does a body good and you don't want all that sugar to slow you down and cause you to miss out on all the fun we have planned.

6) Most of our buildings have red roofs. If you ever find yourself somewhere that you can't see a red roof, that means you've gone too far. Sit down, stay put, and "hug a tree"—someone will find you quickly. Red roofs are like friendly landmarks to help you stay safe!

7) Girls in girls' village, boys in boys' village: Girls and boys stay in different areas of camp, called "villages." This helps everyone feel comfortable and gives each group their own space. So, no boys in girls' village and no girls in boys' village. Easy as that!

8) No social media with staff after camp: We know it's tempting to stay in touch, but once camp ends, campers and staff shouldn't follow each other on social media. If you want to stay in touch durign the schoolyear, you can always write a letter to our camp office!

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THE H.E.R.O. PROGRAM



At Friendly Pines Camp, we want camp to be a place where everyone feels happy, safe, and included. That's why we have something really special called the H.E.R.O. Program. It helps remind us to treat others the way we want to be treated—with kindness and respect.

H.E.R.O = HONORING EVERYONE, RESPECTING OURSELVES

WHAT DOES BEING A HERO MEAN?

It means you try your best to:

- Be friendly to everyone.
- Include others in games and conversations.
- Stand up for your friends and cabinmates.
- Be kind to people who are different from you.
- Help make camp feel safe and welcoming for all.

WHAT DOESN'T BELONG AT CAMP?

We don't allow:

- Teasing or bullying
- Name-calling or put-downs
- Gossip or mean jokes
- Excluding others on purpose

If you see something unkind, you can tell your counselor. Everyone deserves to feel respected and supported.

WE'RE ALL IN THIS TOGETHER

Everyone at camp—campers, counselors, medical staff, kitchen staff, office staff, maintenance staff, and program staff—are part of the H.E.R.O. team. We all work together to make sure camp is full of kindness, laughter, and fun.

When you come to camp, you'll learn more about the H.E.R.O. Program and sign a special promise to be your best H.E.R.O. self. It's all part of what makes Friendly Pines such a special place to be!

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THE H.E.R.O PROGRAM

"HONORING EVERYONE -- RESPECTING OURSELVES"

The H.E.R.O. Program: "Honoring Everyone – Respecting Ourselves" Friendly Pines commits itself to one of the oldest and most valued ideals. We want to ensure that Friendly Pines Camp is a place where each of its nearly 1,000 (total) campers and staff will be guaranteed the kindness, respect and acceptance that everyone deserves. Of course, in order to achieve this goal, we will need to encourage and help each of our campers and staff to develop the practices of kindness, respect, and tolerance toward one another until it becomes a habit – a way of life. The HERO program asks campers and parents to embrace some basic, "Golden Rule" kinds of ideals.

Sit down as a family and review the sample agreement below. Discuss the ideas; digest them. On the first day of camp, each cabin will review and discuss the HERO program; afterwards, every member of the camp community will be asked to sign and commit to a HERO Agreement. This copy is for you to hang on your refrigerator (or wherever it is you display your most important family documents) as a constant reminder of what will be expected of each one of us. As always, please call if you have questions or concerns. The HERO program is a reflection of Friendly Pines' long history of high standards and expectations.

I WILL OBEY THE LONG-STANDING NPC RULE AT FRIENDLY PINES CAMP.

NPC means "No Personal Contact" and it means that "I must keep myself to myself" – hands, feet, flying elbows, *everything*.

I WILL FOLLOW THE OLD ADAGE THAT SAYS, "IF YOU CAN'T SAY SOMETHING NICE, DON'T SAY ANYTHING AT ALL."

In fact, I will take it a step further and make an effort to find nice things to say. I know how good it makes me feel to be praised and complimented or to have someone simply say "Hello," and I will do my best job of spreading those good feelings myself!

I WILL AVOID ALL "PUT-DOWNS", TEASING, AND SARCASTIC REMARKS.

Even making a playful joke about someone can be hurtful. If I need to make a joke about someone, maybe I'll just make it about myself.

I WON'T GANG UP ON ANOTHER PERSON.

We all want to feel like we belong, and nothing is worse than being mocked or made to feel left out. I won't let that happen to one of my cabin mates.

I'LL BE MORE TOLERANT OF PEOPLE WHO ARE DIFFERENT FROM ME.

Instead of immediately making fun of an idea I've never heard of, I'll take the time to give it some thought. I don't want to be the kind of person who slams the door on new ideas and different ways of looking at things. (Might try new foods, even!)

I'LL DO A BETTER JOB OF VALUING THE THINGS IN LIFE THAT ARE REALLY IMPORTANT.

Nature, friendship, and what's in a person's heart – those are the things that last. The brand of shoes that a person wears or the music they listen to will always go in and out of style. So I'll not judge people from the surface and I'll take time to get to know each one of my fellow campers deep down inside.

I WILL USE CAMP-APPROPRIATE LANGUAGE & ONLY DISCUSS APPROPRIATE TOPICS.

I will not use crude, obscene, vulgar or any other unacceptable conduct or language that may be hurtful. This is to include language that is offensive to others on the basis of gender, race, religion, lifestyle, physical characteristics, etc. And I'll expect the same from others.

I WILL BE THERE TO PROTECT MY CABIN MATES FROM UNKIND ATTACKS AND ABUSE.

I'll say "OUCH" when I hear a "put-down", even when it's not directed at me. And if the unkindness, bullying or teasing doesn't stop, I'll make sure my counselor knows about it. I'll do this for my fellow campers and I'm confident they'll do the same for me.

FINALLY, I WILL REMEMBER THAT GOING TO CAMP IS A VALUABLE EXPERIENCE AND A PRIVILEGE THAT MY FAMILY HAS KINDLY MADE AVAILABLE TO ME.

I will also keep in mind that going to camp is a privilege. So if I don't keep my promise to be a H.E.R.O., I understand that I will need to speak with Adam and that he will speak to my family. And if after all that, I still fail to improve, and my conduct makes camp an unpleasant experience for my cabin mates, I may be sent home early.

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THE FPC DRESS CODE



At Friendly Pines Camp, we want everyone to feel comfortable, confident, and ready for fun! That's why we have a dress code—it helps make sure your clothes are safe for activities, easy to move in, and make you feel good just being you.

WHAT SHOULD I WEAR AT CAMP?

Camp clothes are all about comfort and play! Think:

- T-shirts with sleeves (no tank tops, spaghetti straps, or crop tops)
- Shorts or jeans you can move around in (no shorts that are too short)
- Sturdy shoes for walking and exploring (closed toed shoes only)
- Swimsuits that stay on during active games (like one-piece suits or board shorts)

Camp is not a fashion show. You don't need anything fancy—just stuff you can run, climb, play, and have adventures in!

WHY DO THESE RULES EXIST?

Some of the rules are for safety (like wearing sleeves to protect you from sunburn) and some are for practicality (like making sure your swimsuit won't fall off when you're on the rolling log in the pool!). We want you to feel free to be active without worrying about your clothes getting in the way.

WHAT IF I DRESS DIFFERENTLY AT HOME?

That's totally okay! At camp, we just ask that everyone follows the same simple rules so that we can all enjoy our activities together. We never want anyone to feel judged or shamed because of what they wear. We respect all campers, no matter their body type, background, or style.

WHAT'S THE BIG IDEA?

Dress in a way that lets you:

- Participate in every activity
- Feel safe and comfy
- Respect others around you

If you follow those three things, you're doing great! Let's focus on what matters most—having the best time ever at camp!

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CAMP TERMINOLOGY



FPC:
Friendly Pines Camp

NPC:
"No Personal Contact" - A term which means you are not respecting someone's personal space and you must stop any physical contact and give them more space. Used by counselors towards campers, campers toward one another, and even counselors toward counselors.

RENDEZVOUS:
A frontier-themed ceremony where campers are recognized for the good deeds they performed during the session.

FRIENDSHIP CIRCLE:
Following the ending of all camp evening activities, campers cross arms and join hands with those on either side and form a circle, sing the friendship song, and say goodnight.

STICK DEDICATION
This is an important ceremony held the last night of each session. It involves tossing a small stick in the fire and then "dedicating" your stick to the person, place, or event that made your time at camp special and memorable.

QUIET COYOTE:
The hand symbol used to let all know that they must be quiet and listen to whomever is speaking.

H.E.R.O.:
"Honoring Everyone, Respecting Ourselves" (See Page 9)

FIRST HELP:
The 10-15 min. period at the beginning of every meal during which everyone is silent while they are being served and enjoying their first helping of food.

HEAD OF TABLE:
The counselor at each table who is in charge of serving the food.

FOOT OF TABLE:
The counselor at each table who is in charge of serving the drinks.

L.I.T.:
"Leader in Training" - A 15/16 year old returning camper who lives with younger campers and learns the responsibilities involved in being a counselor but is not yet a counselor.

C.I.T.:
"Counselor in Training" - A returning camper who is typically 16/17 years old. They still live with the younger campers but is still not yet a counselor.

TREE TALK:
The explanation, under a large tree near the Western Tack Room, given to all riding classes before being allowed near the horses for the first time.

COWBOY COOKOUT DAY:
The one day of the week when the food is cooked and served by the counselors and program staff and everyone eats outside; the kitchen staff work so hard and deserve a day off!

QUIET PLACE:
Where the entire camp assembles on Sunday to sing songs and learn about the different things that are important to camp such as attitude, respect, honesty, courage etc.

CABIN SHIELD:
The round sign that indicates your cabin name and symbol. It's important for arrival day & Rendezvous, but is also used during cabin photos!.

SIESTA:
The hour following lunch that is a quiet time in the cabins used for letter writing, reading, and napping.

CABIN CLEAN-UP:
The half hour after breakfast and before first activity during which the campers clean and organize their cabin.

HAMMOCK SIESTA:
A siesta spent outside in the hammocks; the same siesta principles apply, it just happens outside!

HORSENGOGGLE:
The game played at the dining table to determine who wins the extra dessert, should there be one.

NIGHT DUTY COUNSELOR
The staff member who sits outside of the cabin after lights-out and makes sure the campers go to bed quietly. They stay outside until the cabin counselor returns for bed.

UV (UPPER VILLAGE):
The 6 or 7 cabins that house the oldest girls and boys at camp.

RE-GROUP:
A time following the 2nd and 4th activity periods when the campers meet up with their cabin counselor before returning to the cabin for free time.

BELLS
Used throughout camp to signal different things:

BIG BELL
Wake up/end of siesta/beginning or end of evening activity/ meet at benches; if ringing at a random time of day, and for a long time, this could signal an emergency and you should stop what you're doing and head for the benches!

CLEAN-UP BELL
10-15 min. prior to meals to remind campers to wash hands and head to dining lodge with cabinmates.

ACTIVITY GONG
Signifies the beginning or end of activities.

"COME IN" BELL
Signifies you may enter the dining lodge and head to your table.

DINING LODGE BELL
Used to signify that announcements are about to begin.