

Opening Rally Script – Day 2: “Boldness”

Theme Introduction + Waypoint 2 (subtly woven in)

Cast of Characters

- **Bryce** – Unsure about camping, humorous, on a journey of belonging
 - **Markie** – Confident, kind friend who believes in Bryce
 - **Ranger Mark** – Wise, warm-hearted camp leader
 - **Chris** – Comic relief, speaks truth, but gets laughs
 - **Genevieve** – Worship team, around the fire, joins group reactions
 - **Harvest** – Worship team, fully in the camp scene, sings during worship
 - **Layne** – Worship team, interactive background camper
 - **Stephanie** – Recreation/worship team, joins background action and cheering
 - **Anna Beth** – Recreation/worship team, expressive and supportive camper
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Pre-Show Atmosphere (5:40–6:00 PM)

Stage Set:

- Campfire center stage (realistic fake fire or lighting effect)
- Logs/stools/rocks around the fire for sitting
- Background scenery to evoke a night at camp

Sounds:

- Ambient forest sounds (crickets, distant owl, soft breeze)
- Gentle fire crackle

Lighting:

- Warm campfire glow on the cast
- House lights dimmed but not fully down

Action:

- Stage is empty
-

Scene Begins (6:00 PM)

The group is returning from their hike. Bryce enters first, followed closely by Chris and Markie.]

[Chris struts toward a log bench, confidently goes to sit, and completely misses—falling off with a *THUD* behind it.]

Chris (popping up):

I'm fine! I totally meant to do that.

[Markie shakes his head and helps him up. Other campers begin entering from the sides.]

Genevieve (collapsing dramatically):

I'm never moving again. Ever. Just leave me here. Tell my family I went out doing what I loved - complaining.

Anna Beth (hobbling with a walking stick):

My knees are older than I am.

Harvest (slumping onto a bench):

Somebody call a helicopter. I'm not hiking back.

[Laughter. General energy is tired but upbeat. Everyone settles around the fire.]

Ranger Mark Steps In

Ranger Mark:

Camp RidgeKids... you made it!

Ten miles, sunshine, mud, and one incredible waterfall. You should be proud.

[The campers cheer weakly. Someone half-heartedly claps.]

Ranger Mark (smiling):

But one person really stepped up.

Let's hear it for our hike leader, **Bryce!**

You kept us on track, made sure no one got left behind, and led with confidence.

[Group claps. A few cheers. Bryce is surprised but smiles proudly.]

Bryce:

Thanks... I was kinda nervous, but it was actually pretty cool.

Teasing Begins

Chris:

Yeah, great job, Bryce!

I mean, *maybe* next time we hike a little faster, but hey - solid C+ pace!

Anna Beth:

The waterfall was amazing. SO beautiful. Oh, and so funny when Bryce slipped and landed in the mud. Classic!

[Chris mimes a dramatic slow-mo belly flop to laughs.]

Genevieve (still lying flat on the ground):

I loved the peaceful silence on the trail... until Bryce screamed at the butterfly.

Bryce:

In my defense, it was a very aggressive butterfly.

Genevieve:

Yeah, but the way you screamed at it.

Harvest:

You screamed too.

Genevieve:

I screamed because he screamed!

[Group laughs.]

Lainey:

And then there was the the time when Bryce opened the bag of trail mix and spilled it everywhere. I thought that those squirrels were going to take us out.

[Group laughs. Bryce forces a chuckle but starts to withdraw a little.]

Bryce (suddenly and seemingly hurt):

Guess I was just comic relief today, huh?

[He stands up and walks off the stage. Laughter dies down as the group notices.]

Markie Stands Up

Markie (firm, not angry):

Okay, hold up.

I know we're just joking, but maybe we missed something.

Bryce wasn't perfect—but let's be real, **none** of us were.

(beat)

Chris tried to brush his teeth with sunscreen. **Again.**

Chris:

In my defense... it was *kinda* minty.

Markie:

SPF 50 Fresh.

[Laughter returns lightly.]

Anna Beth tripped over her own walking stick and rolled straight into Marybeth like a bowling pin.

Anna Beth:

That was a tactical dive.

And I... zipped myself into my own backpack. I couldn't move. I was a human burrito.

Campers Speak Up

Lainey:

Bryce helped me open my water bottle when I couldn't.
He didn't say anything—just noticed I was struggling.

Stephanie:

He stayed behind with me when I was falling behind.
Walked next to me the whole time, and didn't make me feel bad.

Chris (quietly, seriously):

Okay... real talk.
There was this one part of the hike...
I heard a noise in the woods. A stick snapped or something... and my brain immediately said:
“**BEAR.**”

I am not joking—bears are my biggest fear.

Like, I would rather swim with sharks while holding a ham sandwich than face a bear.

(beat)

I was panicking. Like... I almost cried. I thought it was *over*.

And Bryce... he saw me.

He didn't laugh.

He just looked at me and started singing this insane song about **marshmallows on roller skates**.

It was so weird and so dumb, I forgot to be scared.

[Laughter.]

Ranger Mark Steps In

Ranger Mark (gentle, reflective):

You know what that is? That's boldness. Markie, the way you stood up for Bryce. How you all are responding now. That's boldness.

Not the big, loud kind. The *real* kind.

It's easy to treat someone like they don't matter—especially when we think it's just funny.

But what you did just now? You noticed. You spoke up. You reminded each other that **everyone matters**.

(beat, steps forward, slightly dramatic)

Now listen - this is the most important thing I'll say all day.

Everyone (instinctively):

Don't feed the bears!

Ranger Mark (grins):

Okay... yes. Always that.

But also: **Be bold enough to treat others like they matter.**

That's what we're learning today. And I think you're already doing it.

Markie & Chris Step Up

Chris:

We should go find him.

Markie:

Yeah. Let's go.

[They exit. Group watches quietly.]

Worship Transition

Ranger Mark (to the group):

While they go check on Bryce, let's do what we do best around this fire.
Let's sing. Let's remember who God is... and who He made us to be.

[Worship leaders step forward as music begins.]

Worship Set Begins

- "This is Living"
 - "At the Top of My Lungs"
-

Game Time Cupquake Tower Showdown

Cast of Characters

- **Chris** – Game Master (loud, dramatic, running the show)
 - **Annabeth** – Dodgeball Captain (back of the room, full energy)
 - **Stephanie** – Dodgeball Captain (same)
 - **Campers** – One **leader** + one **kid** from each tribe, called on stage to compete
 - **All Campers** – Loud cheering squad for their tribe
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Game Introduction

[Music fades down. Chris runs up center stage, hyped. Stephanie and Annabeth are stretching dramatically in the background, holding dodgeballs.]

Chris:

LADIES AND GENTLEMEN.

CAMPERS OF ALL AGES.

It's time for today's *utterly ridiculous* camp competition...

(dramatic beat)

Chris:

CUPQUAKE. TOWER. SHOWDOWN.

[Cue dramatic sting or campy boom sound effect.]

Chris:

Here's how this madness works: We've got one **leader** and one **camper** from **each tribe**—that's two players per team.

Your mission:

BUILD. THE. TALLEST. TOWER. OF. CUPS. YOU. CAN. IN. 45. SECONDS.

[Stephanie and Annabeth roll their shoulders and stretch behind him, warming up like Olympic athletes.]

Chris:

But wait... there's a catch.

Because while you're trying to stack your glorious masterpiece...

These two dodgeball dominators back here—**Stephanie** and **Annabeth**—will be LAUNCHING foam balls at your towers.

[Annabeth does a slow-motion wind-up. Stephanie mimes dodging lasers.]

Chris:

So you've got one builder and one **defender** per team.

Builders - you stack.

Defenders - you protect your tower like it's made of gold, marshmallows, and the last slice of pizza.

Setup Instructions

Chris:

Each team will come up and get their official RidgeKids Cupquake Tower Station.

You'll have 45 seconds.

You can use any style, any shape, any strategy.

Just don't knock it over yourself—or *that's on you*.

Quick Rule Recap

Chris:

- 1 builder, 1 defender from each tribe.
- 45 seconds on the clock.
- Stephanie and Annabeth are launching dodgeballs the **entire time**.

- At the end—we measure the tallest surviving tower.
- **Tallest standing tower wins.**

Chris (to audience):

Are you ready to cheer for your tribe?!?

[Let the room erupt with tribe cheers. Chris hypes them up even more.]

Gameplay Begins

Chris (pointing):

Builders—hands on your cups!

Defenders—get your stance ready!

Dodgeball Queens—LOCKED AND LOADED?

Stephanie & Annabeth (together):

READY!!

Chris (dramatic):

3... 2... 1... **STACK!!!**

[Upbeat, intense music plays. Game begins. Campers frantically stack. Stephanie and Annabeth begin launching dodgeballs from the back of the room, aiming for towers. Defenders are diving, blocking, and flailing dramatically. Campers are laughing and screaming encouragement. Chris is running commentary like a sportscaster.]

Chris (shouting):

We've got a triple-decker over here! Oh! Tower 3 just took a hit to the base!

The Pioneers are building with reckless speed! Trailblazers are stacking sideways!

Whoa—someone's doing the pyramid method?! Bold move!

[At 45 seconds...]

Chris:

3... 2... 1... **FREEZE! HANDS UP!**

[Music stops. Stephanie and Annabeth throw their arms up in victory. Teams freeze. Leaders go out to measure each tower.]

Winner Declared

Chris:

We have our winner...

(Insert tribe name here) with the tallest remaining tower of **X cups!**

[Cheers and wild celebration. Someone gets a high five. A loser does a fake dramatic collapse. Everyone wins inside.]

Welcome Back – Rules Reminder & Banter

Cast of Characters

- **Kenny** – Camp Director, warm, clear, and encouraging
 - **Markie** – Supportive co-host: friendly, engaging, occasionally funny, but not goofy
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[Music from worship fades out. Kenny and Markie walk up center stage, smiling. Campers are seated or returning to the campfire area.]

Kenny:

What a way to kick off Day 2! Can we give it up for our worship leaders? You crushed it!

Markie:

And how about that campfire moment this morning? I mean... marshmallows on roller skates? Bears? Feelings? All in one hike?

Kenny:

(laughs) That's camp magic right there. And that's what I love - fun, laughter, and learning all wrapped up together.

Rules Reminder (Quick)

Markie:

Now, before we head off to rotations, you *know* we've got to say it:

Markie & Kenny (together, call-and-response style):

- **Rule 1:** Respect your leaders!
- **Rule 2:** Respect each other!

- **Rule 3:** Respect our camp!

Kenny:

You've been doing awesome so far—let's keep that going today.

Waypoint Review & Today's Focus

Kenny:

Now—who remembers yesterday's Waypoint?

Markie:

Let's say it together:

All (led by Kenny & Markie):

“Brilliance: I am God's one-of-a-kind masterpiece!”

Markie:

You lived that out yesterday. You showed up, you shined, and you made space for others to shine too.

Kenny:

And today, we've got a new Waypoint to walk in...

Markie & Kenny (together):

“Boldness: Treat others like they matter.”

Kenny:

Let's say it one more time with bold voices!

All Campers:

“Boldness: Treat others like they matter!”

Memory Verse Review

Markie:

All right, one more thing before we head out - let's go over our memory verse again!

Markie:

*“Show me your ways, Lord, teach me your paths.
Guide me in your truth and teach me,*

for you are God my Savior, and my hope is in you all day long.”

Psalm 25:4–5

Markie:

Keep that in your heart as you go into your rotations today!

Send-Off to Rotations

Kenny:

All right, campers - it's time! We've got games to play, crafts to make, food to eat, and stories to hear.

Markie:

Let's go live boldly. Let's treat others like they matter. And let's have the best day *yet* at Camp RidgeKids!

Kenny:

Tribe leaders, please guide your groups to your first rotation.

Markie:

We'll see you back here tonight—ready for more!

[Upbeat camp music starts as groups begin transitioning to their first activity.]