Camp Augusta Symposium

Process notes

- Not to come up with a solution. Maybe a path will emerge, and maybe it won't. Maybe the sense will be that most thoughts have been put on the table, and maybe it'll be that there is still a ways to go. Decisions are not the goal or intent.
- Not a Q&A (lecturer and audience). Instead of "have you considered . . ." it is a "have we considered . . ."
- Not selling or convincing.
- There is not a set facilitator. It is group led. Various folks may step up to that role as they see fit.
- ♣ No starting presentation, other than to bring to the table what information already exists on a topic.
- 4 It is to flesh out "all" of the ideas that are on the table around a topic, organize those ideas a bit, and seek out more ideas from those not present
- ♣ Play the "Believing and Doubting Game" around ideas; often people play just one or the other. Keep poking at ideas. Shine lights in as many corners and as into as many facets as we can.
- ♣ Know where you stand (self-expression, empathic listening, self-empathy)
- Symposium time is not the place for personal processing about one's own experience, or going into storytelling mode. At the same time, one's experience and perspective is very important as they elucidate a point.
- Symposium time is not a place to make people right or wrong, judging oneself or others. It is a time to envision what beauty, excellence, and complex balances look like.

Tier 1

- 1) Staffing proposal (see e-mail)
- 2) Flat hierarchy, consensus, and camp unity
- 3) Balance for campers and staff / sourcing and expending energy / Unstructured time for campers?
- 4) Staff training

Tier 2

- 1) Wise resource use what is valued and wasted?
- 2) KM and OWL / discussing and expanding upon 2 pages in staff manual / utilization overall / creativity / meetings
- 3) Competition at camp
- 4) Performances at camp build repertoire and create more meaningful, intentionally layered work // more participation

The tiers were developed based on the number of folks who expressed interest in a given topic.

There will be two concurrent sessions – one from Tier 1 and one from Tier 2.

Snacks and drinks will be provided during slots 1 and 3.

10am – Noon Slot 1 12:30 – 2:30 Slot 2 (with lunch) 3:00 – 5:00 Slot 3 6:00 – 8:00 Slot 4 (with dinner)