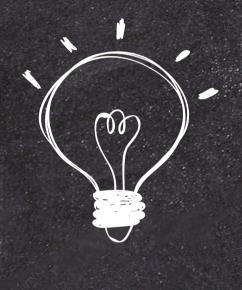




THIS SESSION IS ALL ABOUT LEVERAGING THE GENIUS AND EXPERIENCE WE HAVE IN THE ROOM.



WHILE WE'RE WAITING FOR THE SESSION TO BEGIN, GRAB THE COLOURED SQUARES NEAR THE EXIT OR AT THE FRONT OF THE ROOM AND WRITE DOWN ONE OR TWO THINGS THAT YOUR CAMP DOES REALLY WELL IN THOSE CATEGORIES!

ALL THINGS CULTURE

LEADING MGMT (THROUGH CHANGE, CRISIS, OR CONFLICT)

FUNDRAISING (RAISIN' THOSE BUCKS)

BOARD (NOT BORED) STUFF

WILD CARD WRITE DOWN A **QUESTION YOU** NEED SOME **ANSWERS ON**

THE HEIST

EVERY CAMP IS GOOD AND EVEN GREAT AT THINGS OTHER CAMPS ARE NOT. SO LET'S OPEN UP THE VAULTS OF OUR EXPERIENCE AND START STEALING!

DIRECTOR'S HEIST



WHAT DO YOU NEED?

BE THE THIEF

BE THE BARTERER

Be the thief and steal ALL.THE.IDEAS

Be the Barterer - offering your ideas and taking some new ones home Be the unlocked vault, sharing your experience and wealth of knowledge

BE THE VAULT

And Dense assister

Grab the coloured squares and write down what your camp does well in the categories listed below. Do one or all - it's all up to you!



We have a nifty volunteer taking notes so that you don't have to!

ALL THINGS CULTURE LEADING MGMT (THROUGH CHANGE, CRISIS, OR CONFLICT)

FUNDRAISING (RAISIN' THOSE BUCKS)

THE PLAN

BOARD (NOT BORED) STUFF

WILD CARD WRITE DOWN A QUESTION YOU NEED SOME ANSWERS ON

THANK YOU!

MAKE SURE YOU ADD YOUR EMAIL ADDRESS TO THE GOOGLE DOC!

Thank you for being part of our Heist!

REMAIL EDOC! Heist