

The following guidelines are meant to help you in thinking about the program/activity you are designing:

- What is “success” or “winning” in this program/activity? What skills are required?
- Who is included and who is excluded in that definition of success?
- What changes would you make to redefine success and to meet as many wants and needs as possible?
- What do you feel you cannot change? Why?
- If you were at camp right now, who would you involve in this conversation?
- What does it look like to infuse this program/activity with more ruach?
- If possible, try it out! Play/do/model your program/activity



Zecharia 4:6

וַיַּעַן וַיֹּאמֶר אֵלַי לֵאמֹר זֶה דְבַר־ה' אֱלֹהֵי־זְרֻבָבֶל לֵאמֹר לֹא בְחַיִל וְלֹא בְכֹחַ כִּי אִם־בְּרוּחִי אָמַר ה' צְבָאוֹת:

Then he explained to me as follows: “This is the word of the LORD to Zerubbabel: **Not by might, nor by power, but by My RUACH [spirit]**—said the LORD of Hosts.

[Transliteration of the bold words: *Lo v'chayil v'lo v'choach ki im b'ruchi*]