



# BEGINNER'S GUIDE TO THE MASSACHUSETTS BOY CHOIR COURSE (MBCC)

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In the beginning, the "M" in MBCC stood for Montreal, serving the local choirs. As a reflection on its original sites (Laurentians, north of Montréal and Lennoxville, south of Montréal), it had a culture that was based on how residential summer camps are typically run in Ontario and Quebec. Many of those quirks and traditions remain at the Massachusetts Boys Choir Course. Here is an attempt to explain some of our traditions and events so that you can arrive prepared for our unique experience. They will be explained in chronological order.

## TEAMS — VOYAGEURS, DRAVEURS, MAYHEM AND MUSIC

These are the four teams (like in Harry Potter), except that *Voyageurs* and *Draveurs* are the kids' teams, and *Music* and *Mayhem* are the adult teams. The team names for the kids reflect our Québécois heritage. Amazingly, each year, either *Voyageurs* or *Draveurs* win the competition, and *Music* and *Mayhem* battle for 3<sup>rd</sup> and 4<sup>th</sup> place. Points are earned from room inspection, inter-team competition, or even Hogwarts-like random points awarding for things like answering questions correctly in practice.



## OPENING NIGHT: THE TIME WARP



We use a thing called "Camp Time", where we move the clocks ahead by an hour. So, 5pm becomes 6pm. This gives us more sunlight for our evening programmes, and also provides us an extra hour. We do this because it's just so much fun and quirky! So, practice your dancing to that tune from the Rocky Horror Picture Show.

## TWIN LUNCH

Find a friend and attempt to convince the judges that you actually are twins by the way you dress and the way you act.



## MEDLEY RELAY

Voyageurs and Draveurs split into smaller



teams, and travel from place to place completing tasks or challenges. These usually include a balloon toss, movie-making, a rhythm challenge, a quiz on the week's theme with the chaplain, the human knot, and free-throw shooting. It is intended as a way for the kids and the adults to interact and

"break the ice" in a structured environment.

## MURDER DAY: WEDNESDAY

At the Gather for Breakfast, one of our teens gets to be the initial staged and fake death. After that, the adults will start pretending to die in a loud and glorious way. It is the job of the kids to figure out which adult is murdering the other adults. The "murderer" winks at another adult, and then that adult must fake or stage a loud and glorious death 2 to 4 minutes later. As the number of walking dead increases, the pool of suspects grows smaller.



## CAMOUFLAGE: A WIDE GAME

Here is a [link](#) explaining the rules and providing strategies. While fun, it is also a chance to enjoy real nature, and to consider an environmental lesson. Some kids pack some clothes in preparation. However, a ghillie suit is just going way too far.

## GERMAN DODGEBALL: THURSDAY

I don't know why it is called German Dodgeball. That is what it was called when I first played it at the MBCC in 1973. It is like normal dodgeball, except, when you are out, you can still get the players on the other team out as those in the grave yard can still throw the ball at those who are still alive.

## CANADA DAY: THURSDAY



This is our most recent "tradition". At lunch on Thursday, we ask you to wear your best Canadian attire, or at least a whole bunch of red. We do this to have some fun, and to show some love to our Canadian roots. Bonus points for anyone who shows up in a Canadian Tuxedo. There

will also be a competition to see which team best knows its Canadian vocabulary. Just what is a "hoser" anyways?

## MELLOW DAY: FRIDAY

After so much excitement all week long, we change gears on Mellow Day. We start with Bedhead and PJ Breakfast. Then during the day, naps are encouraged, and falling asleep at Rest Period can earn your team points.



## HOME GROAN: FRIDAY EVENING

The talent show for our home grown talent.



## TACKY DRESS LUNCH: SATURDAY

Dress "tacky" and earn your team some points. Mr. Google can help you with this one.

## THE TRIAL: SATURDAY NIGHT

Remember "Murder Day"? This is where the "murderer" will get their comeuppance in our kangaroo court. And who will

get to be that laziest of superheroes, "Mattress Man"? The Trial is followed by awards, and then the closing Time Warp, to bring us back to the same time zone as the rest of the world around us.

