



# **Doughboys!**

## **The Mon Plaisir Assault**

September 21<sup>st</sup>, 1918

From the staff of Gen. John J. Pershing, commander, American Expeditionary Force (AEF) Eastern France, near the Belgian border.

For four long years, the French and the British have fought trench warfare with the Germans. They call it "The Great War" or "The War to End All Wars." We call it the First World War. Now, American troops have joined in the fight, and you are among them! Because the Americans are "soft" and inexperienced, the British and French jokingly refer to them as "Doughboys."

The orders have come down from High Command: you must take out a German stronghold. The target: a machine-gun nest in an old farmhouse, on the Mon Plaisir Ferme. You must cross No Man's Land, avoiding the patrols and gunfire from the German trenches. Be on special lookout for an experimental new device that the Germans are rumored to have; it will forever change the way wars are fought!

The mission is based on "Helicopter". The Jr. Boathouse will be the American trench - the starting point. All camp will be grouped in this area when the game begins. Campers will be released into active game play in attack waves. Their goal is then to evade hostile patrol (certain counselors) and make it to the rallying point, which will be next to the Senior Volleyball Court.

The following pages have the latest intel on your mission. Read and destroy.

Good luck!





# Doughboys!

The Mon Plaisir Assault

ORIGIN - Jr. Boathouse

The TRENCHES - Craig Village

1<sup>st</sup> WAYPOINT - Junior Village Bridge

NO MAN'S LAND - Tennis Courts

2<sup>nd</sup> WAYPOINT - Field above tennis courts

The BONEYARD - Maijgren Village

3<sup>rd</sup> WAYPOINT - Maijgren Picnic Table

The MAELSTROM - Senior Lower Athletic Field

The MON PLAISIR FARM - Senior Upper Athletic





No Man's Land



British Troops Marching  
Mesopotamian Campaign



Russian Troops

**WAYPOINT TICKET # 1**

**The bearer of this ticket has  
completed**

**THE TRENCHES**

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**THE TRENCHES**

**WAYPOINT TICKET # 2**

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**NO MAN'S LAND**

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**NO MAN'S LAND**

**WAYPOINT TICKET # 3**

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**THE BONEYARD**

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**THE BONEYARD**

# GAME FLOW

## ***THE TRENCHES*** - (ORIGIN - JR. BOATHOUSE)

Campers start at the boathouse (American trenches) where every couple minutes the Allied Commanders will announce an “attack wave” and release about 20 people into play. Their first objective is to make it to the J-1 porch. A German guard will be posted at the porch and a US Reconnaissance Scout is nearby. When campers make it to the porch, the Scout will call them over, give them a ***1<sup>st</sup> waypoint ticket*** and direct them to the nearby bridge where they will have to sneak past a German patrol.

### ***1<sup>st</sup> Waypoint***

A German guard will be patrolling from the central area side of the bridge to the infirmary and back. A US Scout stationed at the bridge will amass campers and instruct them to walk to the east porch of the dining hall when the guard is walking away. If the guard spots the campers, he will take their ***1<sup>st</sup> waypoint ticket*** and send them back to the Jr. Boathouse. The campers will group up with a game official at the east porch of the dining hall

## ***NO MAN'S LAND*** - (Tennis courts)

Campers start from the east porch of the dining hall and must play helicopter to get to the old archery range field. A German lookout is stationed at that field. A US Scout is nearby. When the campers make it to the field, the Scout will give them a ***2<sup>nd</sup> waypoint ticket*** (only if they have a ***1<sup>st</sup> waypoint ticket***) and send them over to another scout. If campers are caught, they must return to the east porch of the dining hall.

### ***2<sup>nd</sup> Waypoint***

A German patrol guard is walking from the parking lot to the bridge-to-the-leadership lodge and back. The US Scout will instruct the campers to walk silently behind the guard and hide if he turns around. Another U.S. Scout will make sure campers don't cross that bridge over to Senior Village. The campers must follow the guard, staying out of his field of vision and make it to the epo-depot where a US Scout will direct them to another scout at the yacht club. If campers are caught, the guard will confiscate their ***2<sup>nd</sup> waypoint tickets*** and send them back to the E. porch of the dining hall.

## ***THE BONEYARD***

Helicopter from the yacht club to the Maijgren picnic table by M-3 and M-4. There is a German lookout at the table and a US Scout nearby. The Scout will award ***3<sup>rd</sup> waypoint tickets*** (campers must show a ***2<sup>nd</sup> waypoint ticket***) and direct them to the US outpost by the Maijgren water fountain/big sign.



### ***3<sup>rd</sup> Waypoint***

The soldiers at the slope by S-8/Maijgren water fountain will group up campers and release them in groups of about 10. They will instruct the campers that the Sr. field is overrun with German troops (“It’s a bloodbath up there!”, “The Boche have taken the field!”). There will be a shootout with a German soldier, and when that soldier is killed the U.S. Troops will release the campers, “Over the Top! Over the Top!”

### ***THE MAELSTROM***

When the groups run across the field, guards will run after them. Some of the doughboys from the bottom of the hill will accompany each group of campers part of the way up the field. Other doughboys (KIA) will already be fighting in the field, from behind cover. They’ll join the campers, being killed along the way. If the Germans tag or (water-gun) shoot the campers, they will confiscate ***3<sup>rd</sup> waypoint tickets*** and send them back to the yacht club. The field has a tank and a mortally wounded US soldier.

### ***END GAME***

When campers arrive safely at the BBall courts, they will stand behind a line and throw grenades (playground balls) at the machine gun. Once they hit close enough, the US Scout there will congratulate them. The Scout will take their name down, or give them a tally mark for completing the game again. They can rest for a couple minutes. A game official will take their tickets and send them back to the Jr. Boathouse to start over.

### ***Tactical Escort***

This elite squad of American commandos will escort campers who have finished the game back to the Jr. Boathouse to play again.

### **GLOSSARY:**

“The Boche” – What the Americans call the Germans

“Brodie” – The helmet used by U.S. troops (e.g., “Don’t forget your Brodie!”)

“The Hun” – The Germans, collective (e.g., “The Hun is up to something!”)

“Yanks” – what the Germans call the Americans (“Doughboys” is also acceptable)

IN GENERAL, GERMAN CHARACTERS SHOULD DRESS IN BLACK, AND AMERICAN CHARACTERS SHOULD DRESS IN GREEN/CAMO. PROGRAM WILL PROVIDE GREEN HELMETS TO IMPORTANT AMERICAN SOLDIERS, AND GUNS TO OTHER CHARACTERS.

# STAFF PLACEMENT

## THE TRENCHES:

- Uncle Sam (1) – Mayer
- Lady Liberty (1) – Sypniewski
- Bald Eagle of America (1) – Likly
- German whistler (1) – Barrette
- U.S. Scout @ porch (1) – Stockman
- Enforcers (3) – CITs

## 1<sup>ST</sup> WAYPOINT:

- German patrol guard (2) – McLaud, Hassan
- U.S. Scout (2) – Gagneir, Jones

## NO MAN'S LAND:

- German lookout and help (2) – York & Rosette
- Enforcers (2) – CITs
- U.S. Scout @ ~dumpster (2) – Civiletti, Graham

## 2<sup>ND</sup> WAYPOINT:

- German patrol guard (1) – Kealey, Mailloux Kux
- U.S. Scouts [1 @ Boat planter, 1 @ epo depot] (2) – Anastasio & Nagy

## THE BONEYARD:

- German lookout (1) – Baum
- U.S. Scout @ Maijgren picnic table (1) – Nikolayeva
- Enforcers (2) – Casto & Gombert

## 3<sup>RD</sup> WAYPOINT / THE MAELSTROM:

- U.S. Troops (4) – Lecomer, Scribner, Zahn, Landry
- German Shooter (2) – Romell, Park
- German Stormtroopers (8) – Treihafts, Jejelowo, Morrissey, Kuchera, Lopez, Rinaldo, Jaques, Caron, McLaud
- Wounded Soldier (1) – Jagel

## ENDGAME:

- U.S. Scout (1) – Avino
- Game Official (2) – Hill, Wolf
- Tactical Escort (6) – Tynon, Ward, DeRusha, Martell, Wilder, Casto

## Media:

- Photo – Beckman
- GoPro – Barrette

# COSTUME INSPIRATION



# DOUGHBOYS!

The Mon Plaisir Assault



COMING TO CAMP CORY  
THURSDAY



# **AN IRISH HERO!**

## **1 IRISHMAN DEFEATS 10 GERMANS.**



**SERGEANT MICHAEL O'LEARY, V.C.**

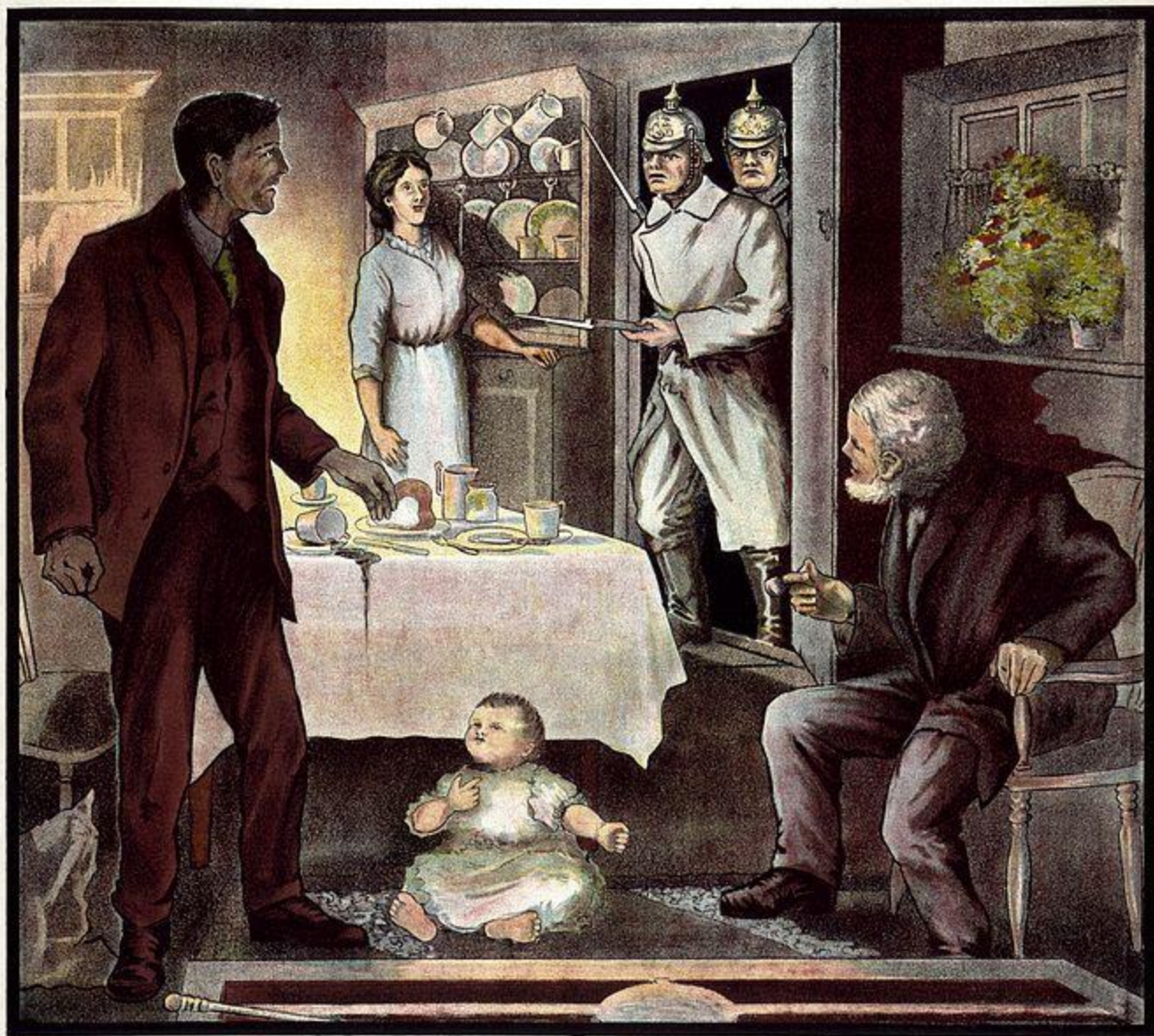
**• IRISH GUARDS •**

HAVE YOU NO WISH TO EMULATE THE SPLENDID  
BRAVERY OF YOUR FELLOW COUNTRYMAN?

**JOIN AN IRISH  
REGIMENT TO-DAY**



# IS YOUR HOME WORTH FIGHTING FOR?



IT WILL BE TOO LATE TO FIGHT  
WHEN THE ENEMY IS AT YOUR DOOR  
so **JOIN TO-DAY**





JOHN MONTEGOMERY FLAGG

**I WANT YOU  
FOR U.S. ARMY**

**NEAREST RECRUITING STATION**



# WASTE NOT—WANT NOT



## PREPARE FOR WINTER



Save  
Perishable Foods  
by  
Preserving Now



# EVERY GIRL PULLING FOR VICTORY



## VICTORY GIRLS

UNITED WAR WORK CAMPAIGN



A detailed illustration of a World War I soldier in a trench. The soldier is wearing a helmet, a heavy tunic, and breeches with puttees. He is holding a mallet in his right hand and looking back over his shoulder towards the viewer. The background shows a trench with barbed wire and a bright yellow sky.

Und  
Ihr?

Zeichnet  
**7. Kriegsanleihe**  
bei der  
**Creditanstalt** f.H.u.G.

k.k.pr.öst.

I. Am Hof 6 und VII. Mariahilferstr. 60



# ZEICHNET



# KRIEGSANLEIHE

## WIENER KOMMERZIAL-BANK

WIEN I. KOHLMARKT 8.





Es gilt die letzten Schläge.  
den Sieg zu vollenden!

Zeichmet  
Kriegsanleihe!