



# Sõrve Sosin

10.1.20

Weather: Sõrve Australia; Hot, Sunny, max 34° Sõrve Estonia; Sunny, max 4°C

## Sõrve Sõnad

### Rosolje

Salad of potato, apple, dill pickle, herring, beetroot meat, mayo, mustard & cream

### Sült

Pork & veal meat in aspic

### Veri Vorst

Black pudding sausage made with pigs blood, pearl barley & marjoram

### Skumbria

Fried fish marinated in tomato, onion, carrot & spices

### Hapud kapsad

Pickled cabbage steamed & fried with butter, apple, speck and sugar

### Täidetud munad

Cooked egg halves filled with yolk, mayo, cream & spices & topped with caviar

### Kringel

Sweet yeast bread with sultanas & cranberries topped with almonds & stripes of lemon icing

Happy Birthday  
Evie Fraser



## Tare teemad of Sõrve 2020 – Estonian films

The best way to learn a language is through films and songs, so this year the *tare* themes were chosen from old Estonian films – „Nukitsamees“, „Suvi“, „Viimne reliikvia“ and one other more recent film of Lotte the inventor girl. These films were not just a piece of entertainment but played a very important role in sustaining the consciousness of Estonian customs and memories, from little things like bringing a Christmas tree into the house (which was condemned under the Soviet rule) to values like getting education regardless of who you were (university education was only allowed if a special permission was given by the state) and of course, speaking in Estonian language. Like with the lyrics of the songs such as „*Ta lendab mesipuu poole*“ that remained ‘ciphered’ from the foreign rule, the memories passed on through generations like a secret message. Many songs are known off by heart and have been sung at the *laulupidu*. It was fantastic to see the skits presenting the kids’ interpretation of these films at Sõrve Avalõke. For the film fans – this year, there will be a sequence launched to the Oskar Luts’ *Kevade-Suvi-Sügis* trilogy, and no surprise what the name will be – „Talv“.

*Marju Tõnisson*



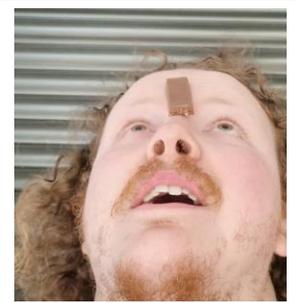
Marju



Väsinud Marju



This is what Sõrve is all about



You can't cross a chasm  
with two small jumps





### The Leaders' hut - Juhtide Tare

by Andrew Kass

Much like the Room of Requirement within Hogwarts, the Sörve leaders' hut serves you what you need, when you need it. Is it a bustling think tank of ideas & camp planning expertise? Is it a quiet place to catch a rare, overdue 10-minute snooze? Is it where you left your leader shirt? Or, is it a place to find much needed medical or leader assistance? At face value, the leaders' hut is all of these, but look closer and you will see that it represents much more.

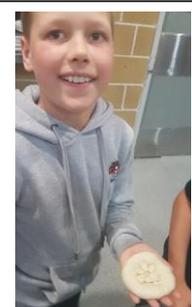
The leaders' hut is the central brain or mission control of camp, and somewhere amongst the mess that it turns into by Monday evening is the beehive of activity that represents the entirety of the prior year's planning, and the on-the-go choreographing that occurs during camp week itself. Within the walls of the leaders' hut, a multitude of computers, spreadsheets, books, sheets of butcher's paper and sharp intellectual minds are busy pulling together all of the separate wheels that turn to make Sörve happen. Late night meetings to organise and refine the upcoming days are conducted behind closed doors in secrecy, and are rumoured to keep the leaders up to a time closer to *äratus* than *magama aeg*.

Some might describe the atmosphere of leaders' hut as "organised chaos" and when you cannot seem to locate the one important piece of paper or equipment that you literally had in your hand 2 minutes prior, you begin to understand why. Shortly after nearly giving up and a few utterances of *Issand jummal* you realise the missing item was in your hand the entire time and that maybe you need to request an extra *lõunarahu*.

Looking back, those with a keen memory will recall that the current leaders' hut was a toilet & shower block in a past life. While this may be a horrifying thought to some, and certainly raised a few eyebrows the first year it assumed its new function, it shows that Sörve has the ability to adapt. Over the years, many things about camp change, but the camp community and the leaders are always able to adapt to changes big and small and wherever they may be located, the *juhid* are always able to create a *suurepärase laager* for *elanikud, vanemad ja sõbrad* alike, and will continue to do so well into the future.



Andrew



True friends are like diamonds, precious and rare

False ones like autumn leaves found everywhere



### My favourite big game and what made it so good – Jana Moisa

You know that a Big Game is your favourite when it still stands out to you after 18 years. This is the case for me as the one that I still remember fondly to this day was my first ever Big Game as a B group elanik back in 2002. The theme was Harry Potter and this came just as the first Harry Potter movie had been released in cinemas the previous year. A relevant, timely and popular theme such as this made the game easy to love in itself, the hype for Harry Potter amongst the majority of the kids was massive!

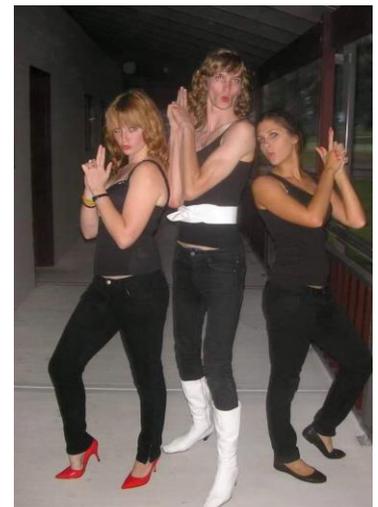
This Big Game certainly had a multitude of winning factors. The portrayal of the characters for one was fantastic. Each parent or leader that was involved really seemed to truly commit to who or what they were acting as, making every noise, accent, movement or detail of costume count. Then there were the checkpoints that didn't even seem to feel like checkpoints but merely another location in the wizarding world that we were incidentally visiting. It's difficult to remember each one after all this time but the one that I can't forget was the hospital wing checkpoint where 'Madam Pomfrey', the matron, had to literally plaster someone's 'broken' arm from each group that stopped by, that stayed on their arm for the remainder of the game. Luckily for me I happened to be that 'unlucky' person with the broken arm in my group. What a Big Game souvenir!

It was also the small details that really counted. Take for example the fact that every camper who participated had to wear something around their neck and shoulders as a wizard's or witch's cape. This simple addition really added to the overall atmosphere and excitement of the game as well, whilst we undertook our magical adventure. The sorting hat at the beginning of the game that sorted each elanik into their Big Game group or 'house' was another attentive and engaging feature. Perhaps the most memorable highlight of all though was the halfway intermission activity. Each group was required to face off against each other in a game of Quidditch, the popular wizarding sport. I recall us riding long sticks or cleaning brooms as 'flying broomsticks' whilst we raced up and down a field, passing the various Quidditch balls to score goals and looking out for the all important snitch (a clear, flashing light ball with sounds in this case) to help win the game. It was incredible! It was the closest you could essentially get to the exuberant, fictional sport.

A special and memorable Big Game needs to feel magical. That's exactly what the Harry Potter Big Game had. Magical details big and small, interwoven in every possible facet. It provided the feeling that you were actually experiencing the Harry Potter world in each part of the game. This is what makes a Big Game feel big!



Jana



A plethora of big game moments



The Big Game is where folk of all ages can dress up in somewhat silly or ridiculous attire and spend an evening working in groups to traverse various checkpoints where they must sing, act, mime, solve problems, build things, be ridiculed and do so under constant pressure. The BG fosters creativity, teamwork, problem resolution and fun. It is a Sörve institution and possibly the most delightful of all camp evenings

**What would  
you  
attempt to do  
if you knew  
you could not  
fail?**



08/01/2003

Dear Diary,

On day 6 of Sörve 2003 we did kasiöö, volleyball and waterpolo. That night we had the Big Game. I was in F group with Martin, Jaan, Ines, Karlene, Nicola and Alex. Martin was the leader of our group and he got a phone call to tell us when we needed to change stops. The game never properly finished. Gandalf appeared from the Söögi Saal and told us it would continue next year. Did I mention that Rolf was Austin Powers, lol. I got to hold xxx's hand during the night song.

By Tara



One of the greatest pleasures in life is doing what people say you cannot do