The idea had been in the back of my mind for a few years...get teens in the library after hours! Some brave souls even keep them locked in all night long, but I was looking for an easier (read: not having to spend the night) way to try out this type of program, so decided on a 7-11 p.m. event. After checking in with building managers, bosses, and our facilities crew, the Late Night Lock In got the green light.

I scheduled it for the first Friday after most schools got out for the summer, since I wanted this to be a kick-off for our Teen Summer Reading Program. While we didn’t require advanced registration, teens did need to have a permission slip filled out and signed by parents/guardians so we had emergency contact information, and a note about how the teen would be leaving the library at the end of the night. The form was available at the library the week leading up to the lock in, and also available at the beginning of the event; no teen could enter the lock in until we had a form to match their face.

Recreational programming attendance at the Downtown Bend library has been spotty for the past few years, both during the school year and during summer reading. Despite heavy promotion in all the local schools, I was expecting 50 teens, tops, to show up. I planned accordingly—enough food, activities, and adult supervision to split up a group that size and keep them entertained for 4 hours. No big deal...

...Until the night of the event. The registration line snaked out the door and nearly to the end of the block. The first stop for collecting the teens was a meeting room with a capacity of 80 or so, but within 15 minutes we were nearing 100 teens, and that's when all my well-laid plans flew out the window. No ice-breaker exercise, no explanation of the ground rules, no way to get my voice heard over what would soon be about 130 teens. Time to fly by the seat of our pants!

While the structure I had imagined quickly dissolved, the teens were happy to roam through the library with their friends, most of them spending some time at the stations and activities I had set up (gaming, movies, mini-golf, and crafts).

Provisions ran out quickly, so one of our adults headed out on a snack-food run. By 10 p.m. the introverts among the group had found nooks and crannies to relax in, the extroverts were engaged in a rowdy game of Infection, and the crafts area was a giant explosion of duct tape and embroidery floss. We started to slowly pick up around everyone, and got all the teens back down to the ground floor of the library at 10:30. The teens had to be checked out against their permission slips as they got picked up, and we did need to make a couple phone calls to ensure that everyone had made it home safely.

By 11:15 all the teens had gone, and we were left to clean up and marvel at the horde. In the following days we heard from teens and parents all around the city about how incredible the night was, and can we do it again next week? Well, no, not next week, but it does look like a new tradition has been started and this will be our kick-off event every year for Teen Summer Reading at the Downtown Bend Public Library.

Success!
Amazing Race=Amazing Fun by Sonja Somerville, Salem Public Library

For the last few years, the Salem Public Library Teen Summer Reading Club programming has kicked off with a Fear Factor Foods competition. I’ll be honest here. It was popular, but I just couldn’t stomach doing it again (pun intended) after upholding the tradition last year. Also, it was an expensive program because it required buying a good deal of outlandish food. It was time for a new reality show. I chose to kick off this year with an Amazing Race, inspired by the CBS show, and launched an amazing success.

I had room for thirty players—fifteen teams of two—and the roster filled quickly during pre-registration. In fact, on the night of, a couple of hopeful teams became part of the audience because all slots were full. About forty people just came to watch. Because I did not want to have to prep fifteen stations for each activity, I came up with a fancy system of starting three teams at each of the five stations, then moving them in a unique rotation that—of course—ended with a trip to the “Pitstop” where they received their prizes.

The five activities were a mixture of my own inspiration and suggestions from my Teen Advisory Board and each—as Amazing Race host Phil Keoghan is wont to say—came with its own advantages and drawbacks.

Chocolate Tasting—This may have been the activity that really drew in the competitors. Taken directly from the TV game (only changing from sausage to chocolate), this challenge took competitors to one room to sample five labeled brands of milk chocolate. They then went to another area and sampled the same brands, only without labels and in a different order. The challenge was to identify three of the five brands correctly. Overall assessment: Awesome. Not only delicious, but just the right balance of difficult and do-able.

Magic Trick—One member of each team had to learn and then perform a simple magic trick to the satisfaction of the Magic Master. We supplied the directions and all materials for a trick involving cutting and then restoring a straw. Overall assessment: Perfect. It was kind of frustrating and many teams had to be sent back, but ultimately, everyone delivered.

De-Coding—Each team was given a coded message, the tools needed to de-code it, and access to a step-by-step explanation of the code. They were instructed to de-code the message, follow the instructions. It told them to find a paperback book, then read the summary on the back into the microphone on our auditorium stage. Overall assessment: Disaster! Neither myself nor any of these kids are in danger of being recruited by the CIA anytime soon. First, they COULD NOT figure out how to de-code the message (even with the instructions and a demonstration by me). Then, I made a mistake about 3/4 of the way into the message that made it impossible to get the final instruction. If I do this again, I will choose a very simple code and a very short message, provide all instructions up front, and triple-test my coded message. But I’d probably just find a better activity.

Book Sorting—The Teen Advisory Board members really wanted to include what basically comes down to a cart test. One member of each team (the member who did not perform the magic trick) had to correctly sort a row of thirty books on a book cart. Overall assessment: Good idea. Pretty challenging, but possible. It took too much time. It should have been fifteen books, all fiction.

Magnetic Puzzle—I created a simple picture from the Own the Night graphics and printed them on 11x17 cardstock. I then cut them into twelve random pieces, each with a piece of adhesive magnetic tape on the back. The challenge was to put the picture back together on a cookie sheet balanced on an easel (so everyone could watch.) Overall assessment – Excellent! It was challenging enough to be fun without frustrating anyone.

Best moment: The grandmother of one of the competitors approached me and said, “This was amazing. You taught these kids about social skills, problem solving, library work, team work, and fine motor skills and they were having so much fun—they never even knew they were learning something tonight. Well done!” So, they got prizes and I got one of the best compliments of my life. It was a good night.
A Toast to Boris Karloff by Elizabeth LaShomb, Lake County Libraries

As part of “Own the Night” our teens had a great time creating a toast mural of Boris Karloff as Frankenstein’s Monster. It wasn’t easy. It took a lot of prep and two hours of scraping burnt toast, but it turned out great! The group worked well as a team, and they did something the whole town is impressed with. This week we are inviting the teens and the whole town to join us under the stars on the courthouse lawn for a Creature Feature, Frankenstein circa 1931 with Boris Karloff.

Our enrollment is up and our participation is up for this year’s teen program. I’ll toast to that!!

The Lowdown on Big Events in Comics by Mark Richardson, Cedar Mills Community Library

With the Avengers, Spider-man and Batman films crowding the theaters, it seems like a good time to look at the comic events that inspire these superhero films. Just like the movies, summertime brings big “events” to the comics (currently the Avengers are fighting the X-men in the AVX event).

These events usually cross over multiple magazines and have wide ranging effects on various characters. There are usually big fights that will “change comics forever.” Some fans love them, while others hate them, but no one can deny how important they have become to the comics industry.

Several events from last year have recently been published in book form. I’ve included info on older comic events as well so you can catch up on all the crazy comics mayhem.

Who knows, maybe one day, these stories will be in your local cineplex.

Flashpoint – DC comics really did “change everything” with this event. Flash’s running disrupts reality and creates an entirely new, darker DC universe with greatly altered versions of Batman, Superman and other heroes. Things get sort-of fixed in the end, but the new fixed reality leads to the New 52, DC’s reboot of all their storylines which allows writers to write fresher stories without the weight of twenty plus years of prior storytelling complicating things. They have had some definite hits and misses with this new approach, but there is a lot of new interest in the new titles. Standouts include Batman, Animal Man, Wonder Woman, Flash to name a few.

Fear Itself - Marvel’s big event of 2011 has an ancient Norse entity returning to earth and giving the strongest heroes weapons like Thor has. This, of course, turns them evil and they battle the remaining “sane” heroes while the fate of the world hangs in the balance.

Decimators are the big “events” to the comics (currently the Flashpoint event). The Flash and Supergirl died, various worlds merged, and a lot of characters started over (much like what happened to DC recently). The artwork alone makes this one a must read.

Final Crisis – While it’s unlikely that this is DC’s “final” crisis, it is famed writer Grant Morrison’s attempt at an event comic. As usual with Morrison, there are some crazy ideas in this story, some of them work, while many falter. Many of the ideas involve alternate realities with different versions of Superman, some of whom have come back in his new Superman series.

The Infinity Gauntlet - The Infinity Gauntlet introduced Thanos to the Marvel universe and it inspired so many of the comic events that are now being adapted to film. I’ve included info on older comic events as well so you can catch up on all the crazy comics events.

Some fans love them, while others hate them, but no one can deny how important they have become to the comics industry.

Older Events:

Crisis on Infinite Earths - The event that kicked off the event craze in comics. This one truly did change some things (though some have changed back). The Flash and Super girl died, various worlds merged, and a lot of characters started over (much like what happened to DC recently). The artwork alone makes this one a must read.

Secret Invasion - Brian Michael Bendis spent years planting the seeds for this event by revealing that many Marvel characters were actually Skrull sleeper agents waiting to take over the earth. Who could you trust? That’s the tricky question.

X-men: Schism - The X-men mini-event has Wolverine and Cyclops coming to blows over how best to lead the remaining mutants.

Spider Island – Someone has taken Peter Parker’s powers and transferred them to ALL the inhabitants of Manhattan! Now Peter must fight and protect thousands of people struggling with their own various spider powers.

Titles of note to explain the new Batman movie:

Batman: Knightfall
This storyline introduces Bane and shows how he figuratively and literally “breaks” the Batman. Good title to stock up on as the new movie gets released.

Batman Vs. Bane
How did Batman meet Bane, the villain of the new Batman movie? Find out in this reprinting of some classic Batman tales.

Batman: Venom
How did Bane get his powers? It was actually Batman who tried the serum first that elevated his strength levels and drove him temporarily insane.
“Trafficked” by Kim Purcell—A Review by Anvita, 12 grade

Skeptical that the cover calling Trafficked a “gripping thriller” was just another case of mismarking, I was pleasantly surprised when this book lived up to that label.

This book did an exquisite job of retaining a voice and staying true to its main character while fully developing all the other characters. However, the most refreshing part of this book was that, despite its mature subject matter, it didn’t apologize for being realistic. It was a page-turner until the very last page. I would recommend this book to anyone above the age of 16, particularly those who are fans of thrillers.

“Trafficked” by Kim Purcell—Book Review

A Review by Rebecca, 8th grade

Written by Jess Rothenberg, The Catastrophic History of You and Me is the story of Brie, a girl who has just died when her heart literally breaks in two. She ends up a ghost, drifting through her life after she’s gone. Brie is all alone, with one exception, Patrick — her guide and resident lost soul.

This book is much less about what it’s like being a ghost and more about how your decisions affect the people around you and the consequences of those actions. It’s about how things aren’t always as they seem and that you shouldn’t judge events or people before you have the full story. Lost love and betrayal figure into the plot and how to find love again after that loss. For ages 13 and up.

Cool Quotes about Libraries

“When you are growing up, there are two institutional places that affect you most powerfully—the church, which belongs to God, and the public library, which belongs to you. The public library is a great equalizer.”

— Keith Richards
"Promise the Night" by Michaela MacColl—A Book Talk from Sonja Somerville, Salem Public Library

The Facts
246 pages; published January 2012

The Basics
Pioneering aviator Beryl Markham started life as the unusually bold daughter of an English colonist in Africa. Abandoned by her mother at a young age, Beryl is raised by a distracted horsebreeding father and the Nandi tribe that works for him. Her childhood is spent learning to glide noiselessly in the woods, hunt large game, jump higher than her head, and train some of the finest horses on the African continent. MacColl interlaces her account of Markham’s early life with journal entries detailing her daring flight that set her as the first female aviator to fly solo from England to North America.

Booktalk
What would you do if a leopard had just dragged your favorite dog from your sleeping hut? Well, first of all, few of us would ever be in that situation. But even fewer – as 10-year-old girls – would plunge into the African jungle intent on saving the dog and fighting the leopard. But Beryl Clutterbuck, daughter of an English colonist in Kenya, was never like most people. Most people don’t know how to jump higher than their heads, willingly hunt a lion, train champion racehorses, or fly alone in a small plane through endless darkness just to be the first person ever to fly solo from England to North America. Beryl, better known by her married name of Beryl Markham, lived a life of wild adventure. This exciting novel shows where it all began – hunting alongside the Nandi tribe in the early years of the 20th century – and reveals the details of her daring trans-Atlantic solo flight in 1936.

Random Thoughts
I have been fascinated by Beryl Markham for a long time, having read her autobiography, "West with the Night." By both accounts, she was clearly a very intense and difficult person, but also amazing and courageous.

—A Review from Sonja Somerville, Salem Public Library

The Basics
162 pages; published January 2012 - new edition from a book originally published in 2000

The Facts
Based on her own journey as a young woman, Stillman offers sensible, straight talk advice for girls on how to figure out what they really want, believe, and feel. Rather than advocating for a specific mindset, this book explains a broad range of ideas and encourages girls to think for themselves.

Review
Sarah Stillman was just 16 years old when she wrote and published the first edition of this interesting book that encourages girls to set aside society’s hype and expectations and decide who they want to be. Early chapters focus on being calm and thoughtful, and dedicating time to bodily and mental health.

Additional chapters offer many ways for girls to explore their core beliefs about themselves, their personal passions, and the larger world. Of particular interest are the final two chapters which in very simple, unbiased terms introduce the major schools of philosophy and religion.

Stillman strikes a beautiful balance, providing information and encouragement, but leaving all the room in the world for each reader to decide what makes sense to them.

My Favorite Quote
“Sometimes we forget that the majority isn’t always right.” – page 121

Cool Quotes about Libraries
“"My grandma always said that God made libraries so that people didn’t have any excuse to be stupid.”
— Joan Bauer, from “Rules of the Road”
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**OYAN [Oregon Young Adult Network] exists to provide a network for communication and growth among people who provide library services to teens, to increase awareness of teen library services in the state of Oregon, and to promote cooperation between school and public libraries.**

**Visit us online at**  
http://www.olaweb.org/oyan/

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**Upcoming Meetings**

| Fall 2012 | October 26  
10 AM | Tualatin Public Library  
18878 SW Martinazzi Avenue  
Tualatin, OR, 97062  
Tel: 503.691.3071 |
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