

Pack 73 December 2002 Olympic Games

Goals

Pack 73's Mini-Olympics is not just a fun-for-all evening. Our goals are to show how teamwork and competition can be healthy, friendly and fun. Competition helps us learn about ourselves...our fitness, health and attitudes. A scout can compete fiercely not just to win, but also to do his best. Teamwork is often more important than individual skill or capability. By competing as teams we learn not to give up as we might if competing individually because our teammates depend on our efforts, such as in a relay race. Scouts can also learn that even if the task seems difficult alone, a team can accomplish it, and have fun in the process.

Overview

6 periods of 8 minutes each. This includes 2 minutes changing/instruction time and 6 minutes of playtime. Divide Olympic arena up into 4 equal fields. The first 4 events are rotated thru in the first 4 periods rotating opposite directions so that each team plays a different team. For the last two events the 8 teams are combined into 4 teams.

Materials and Roles

- Tape for marking floor as needed
- PA System
- 8 colors crepe paper for teams
- Team matching
- Game equipment as needed
- MC for the event
- Referees and coaches for each event
- Stopwatch for MC to announce times

Assignments

- Per event
- Nick K. Decides
- Nick K. provides numbered team labels
- Paul M., Bruce D., Victor M., Nick K.
- Event Coordinators (see events below)
- Nick K.
- as assigned plus Den Leaders
- Nick K.

Overcoming Initial Chaos:

- All event leaders have agreed to arrive by 6:45 PM. to prepare.
- Before games begin consider collecting all eyeglasses from scouts.

Let the Games Begin

Periods 1-4 (2+6=8 minutes each)

4 Simultaneous Events A, B, C, D: (2+6 minutes), 2 minutes to change and explain game, 6 minutes to play.

8 total teams, two teams each event

"Freeze!" Rotate teams after each period Evens Clockwise, Odds Anticlockwise

	Event	Teams	Event	Teams	Event	Teams	Event	Teams
P 1	A	T1, T2	B	T3, T4	C	T5, T6	D	T7, T8
P 2	A	T3, T8	B	T5, T2	C	T7, T4	D	T1, T6
P 3	A	T5, T6	B	T7, T8	C	T1, T2	D	T3, T4
P 4	A	T7, T4	B	T1, T6	C	T3, T8	D	T5, T2

Periods 5-6 ((2+6=8 minutes each)

2 Simultaneous Events E, F: (2+6 minutes), 2 minutes to change and explain game, 6 minutes to play.

4 total teams, two teams each event

"Freeze!" Rotate teams after each period Evens Clockwise, Odds Anticlockwise

	Event	Teams	Event	Teams
P 5	E	T1+2 T3+4	F	T5+6 T7+8
P 6	E	T5+6 T7+8	F	T1+2 T3+4

Mini - Olympic Events

A Event A: Dizzy as a Bat Relay

- Equipment:**
- Baseball bat (plastic)/, Really Big Boots, Helmet/team
 - Referee for each team

Game Description: Teams at 1 end zone with BIG boots and helmets. Bats are at other end zone. At whistle, first scout in line puts helmet and boots on (ideally boots will fit over all scouts shoes) runs to other end zone puts forehead on bat handle and keeping business end of bat on floor, circles around the bat 10-15-20 times until dizzy. Scout runs (tries) back to start and hands off helmet, boots to next scout. Keep going until end.

B Event B: Wrap the Mummy Relay

- Equipment:**
- 2-3 Rolls of TP/team/period (36, 48?).....P.M.
 - plastic grocery bag/team.....P.M.
 - Referee for each team.....

Game Description: Line teams up on one end zone of field. Choose a mummy-to-be from each team. Position each mummy-to-be on opposite end zone lined up **facing opposing team**. Place TP (1/1+, started/unstarted rolls, your choice) in front of each team. In turn each team member grabs TP role runs to opposing team mummy and starts wrapping him up for a given time period (10-15 seconds by team referee). When his time is up scout must tear off the TP role and bring it back for the next scout. Next scout continues. Play until out of TP or 1 minute remains. Then mummy does best to get back to own team. Team then tears off TP and puts in bag. First team to have all TP into bag is "winner". All TP must be in bags for any winner to be declared.

C Event C: Scout Promise/Law relay

- Equipment:**
- Set (differently colored) Promise/Law cards/team.....DCS
 - Referee for each team

Game Description: Teams in end zone. Place one complete pile of Promise cards upside down for each team, half way to the other end zone. Scouts take turn running to cards, take one and put them in order at other end zone. If cards are out of order only two can be swapped each time. Winner is first team to assemble the entire scout Promise/Law in correct order. Will probably need to help the Tigers.

"I Promise to do my best, To do my duty to God and my country, To help other people, and to obey the Law of the Pack."

D Event D: Caterpillar Race

- Equipment:**
- Cardboard square for "lead" scout/team to rest feet onV.M.
 - Referee for each team

Game Description: Scout teams sit down toboggan ride style in one end zone. The entire team must move through the relay course without using their feet or legs other than to hold onto scout in front of them. Each team must remain connected to be allowed to move. Try forwards, backwards, obstacle course.

E Event E: Red Card Dribble Relay

- Equipment:**
- 1 deck playing cards per team.....V.M.
 - 1 dribbling ball per teamV.M., N.K.
 - Referee for each team

Game Description: Line both teams up in one end zone. First in line holds ball. Referees stand in other end zone in front of each team holding the shuffled pack of cards. Go! Each referee shows "their" team the first card.

- Black: If card is black the scout goes to end of line.

- Red: If card is red, scout dribbles ball to referee and back to **start** of line and waits for next card.

- Next card is shown. Cycle until time runs out or deck runs out.

F Event F: Tug-O-War

- Equipment:**
- Official Tug-o-War RopeB.D.
 - Referee for each team

Game Description: Teams play classic Tug-o-War. Ribbon marks center of rope. "Mud Pit" is the goal. TOWs are usually short so try variations. Tug-O-War sitting, TOW backwards, TOW between legs backwards, TOW using only hands and butts, be creative. Mind the safety of the small fry.

Assignments

Mike Hagan, Kathy Schuh alt
M.H., DCS

Paul Maye

Bruce Dunbar

Victor Morris

Victor Morris

Bruce Dunbar