

Pack 73 January 2004 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
- Game equipment as needed
- MC for the event
- Referees and coaches for each event
- Stopwatch for MC to announce times

Assignments

Per event
 Event Coordinators (see events below)
 Ham Barnes
 as assigned plus Den Leaders
 Ham Barnes

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

Period 5 ((2+6=8 minutes)

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

Best Merge of 8 teams to 4 total teams, two teams each event

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

Theme: Sportsmanship and Athletics.

Game Leaders: Feel free to customize your event, but make sure you sort of "play it through" so that it actually works. Note particularly that event B has no description D and C, please work out the gameplay.

Master of Ceremony

H. Barnes

Equipment: • Timer (to keep to the schedule) H.B.
 • Whistle..... H.B.

8 teams, Run Events A, B, C, D simultaneously Periods (2+6=8 min. each)

2 minutes to change and explain game, 6 minutes to play.

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

A) Football Training Relay (01/2004) Individual Relay

B Baldwin, M Harvey

Equipment: • Tires (or substitute) for classic footwork course B.B., M.H.
 • "Blocker" (with pad/pillow) B.B., M.H.
 • Nerf Football..... B.B., M.H.

Game Description: Relay starts with scout catching ball from referee. Does 5 Jumping Jacks, Navigates through classic tire obstacle course, blocks and pushes leader out of way, does 2 sit ups (with ball), does 1 push-up, navigates back through tire obstacle course (with ball), tosses ball back to referee.

B) Basketball Training Relay (01/2004) Individual Relay

D Kuykendall, C Beaumont

Equipment: • mini goal D.K., C. B.
 • mini Basketball..... D.K., C. B.

Game Description: Relay starts with scout catching ball from referee. ?????, tosses ball back to referee.

C) Blanket Volleyball (01/2004) Team Event

C Pooler, B Maye

Equipment: • 2 blankets..... C.P., B.M.
 • "Volleyball" C.P., B.M.

Game Description: Teams use blankets to toss "volleyball" back and forth. Score as in tennis or likewise game. Optionally add additional objects.

D) Fitness Training (aka Simon Says Calisthenics) (01/2004) Team Event

M Dorros, N Kalantzakos

Equipment: • Two Simons (adult or scout depending)..... M. D., N. K.
 • Is that all?

Game Description: Event leaders each take a team and lead Calisthenics with a Simon Says twist. Count points but don't actually eliminate scouts (idea being activity not inactivity).

Variations: Each team elects a Simon, Swap Simons. Simon leads calisthenics with a Simon Says twist

Combine 8 teams to 4 teams, Run Event E) 2x simultaneously

(Other event leaders should lend a hand for Event E)

E) Event F: Tug-O-War (played 02/2002, 12/2002)

B Dunbar, M Hagan

Equipment: • Official Tug-o-War Rope (2) B.D, D Schuh
 • Tape and small ribbon to mark rope and end zones..... B. D., M. H.
 • Referee for each team

Game Description: Classic Tug-o-War. Ribbon marks center of rope, tape marks end zones. Each team has a goal line to protect. TOWs are short so extemporaneously variate... Tug-O-War sitting, backwards, between legs backwards, using only hands and butts, be creative. Mind the safety of the small fry. Take n players from winning team and give to 2nd place team.