

# Pack 73 January 2005 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**

**John Rex (Bancroft)**

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 (01/2005) 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 (01/2005) Individual Relay**

**D Kuykendall, C Beaumont**

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

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

**C) Team Style Relays (01/2005) Team Event**

**C Pooler, Mark Marotta**

Equipment: • As Needed by Relays ..... C.P., M.M.

**Game Description:** Various Team relays were under discussion (Spoon & String, Balloon...). Caroline and Mark will decide.

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

**N Kalantzakos, Carl Mellin**

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

**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/F) 2 Periods**

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

**E) Event E: Zone Dodge Ball (1/2005)**

**John Lundgren, ????**

Equipment: • 8 big Walmart balls (lightweight, difficult to throw hard)..... J.L.  
 • Cones for end zone ..... D.C.S. C.P.  
 • Referee for each team

**Game Description:** 4 zones and teams. Each zone is like a "side" in regular dodge ball. When a player is hit he is out (var: joins the team which threw the ball at him). Each of the 4 teams are allocated a corner each. When a team knocks over another teams "wicket" all "out" players on the throwing team can rejoin the fray.

**Variations:** Until everyone's out; Diagonal Zone Teams, wicket knock down, ...

**F) Event F: OPTIONAL( if Zone DB boring) Sharks and Minnows (1/2005)**

**John Lundgren, ????**

Equipment: • Referees

**Game Description:** 2 beaches and the ocean: Standard Sharks and Minnows. Watch for rough housing. Last Minnow becomes next shark

**Variations:** Until everyone's out; Diagonal Zone Teams, wicket knock down...