

The Camp Honor Olympiad

GOAL: To create a fun, interactive game based on the summer Olympics where everyone gets to play, mix and meet each other, and have a good time.

SUPPLIES: Sign painted with the Olympic Rings, medals (assembled), costuming material (aluminum foil, crepe paper etc.), sound system, a camping lighter, a tiki torch with fluid, Olympic music. A camping lighter

PROGRAM:

1. During the day, so they have time to prepare, the cabins are given the following assignment for the Olympics; Each cabin will create a make believe country, create the "national dress", create and perform their "national dance", and be able to tell the rest of camp a little bit about their country. Materials will be made available to the cabins for costumes.

2. After dinner, cabins will be given 25 minutes to get into their costumes, rehearse their dances and and meet at the barn. The opening ceremonies will begin, and we will dedicate the games with a "Time to Remember" ceremony. Then, the cabins will be called upon to show their costumes, tell us about their country and perform their national dance.

3. After every country has performed, the games will begin. There are seven events and they are:

a. The Super Sloppy Backstroke - A tarp is laid out and kept wet with a bucket of water. One kid from each cabin scoots along his backside to the other end of the tarp, flips and comes back. Repeat until everyone goes.

SUPPLIES Tarp, bucket of water, water supply.

b. Volley Balloon - Using a net, a court is set up to hold 6 players, three to a side. Tape is used to outline the court. A round balloon is substituted for a volley ball and a game to three is played. All volleyball rules apply except, there is no service line (you can serve from anywhere and the serve can not

be a spike), and there is not limit to the amount of hits per side. Repeat the game with a different set of players from each cabin.

SUPPLIES Masking tape, a supply of balloons.

c. The Dream Team - This is an all cabin relay where campers change in to over-sized pajamas. On the word go, the first camper runs to a sleeping bag on the ground where the pajamas are and puts on the pajamas, when he is through, he runs to a line where his teammate is waiting. The waiting team member takes the pajamas, puts them on and runs to the sleeping bag and back to the starting line where he changes with the next camper. And so on until everyone has gone. The two teams race against each other.

SUPPLIES Two sleeping bags, two pairs of over-sized pajamas, a start/finish line.

d. Shot Put - A relay involving all the campers in the cabin. The starting camper is giving a syringe to place between their knees. At go, they have to waddle to a wastebasket, go around it, and return to a waiting camper and pass the syringe with out using their hands, if the syringe drops, the team has to start over. The last camper waddles with it to the waste basket and drops it in to finish the race.

SUPPLIES Two large syringes, two waste baskets, starting line, and relay starting lines.

e. JUMP JUMP - 3 contestants are picked from each team. From a line the first person on each team does a standing broad jump and holds still where they land. The next person on the team does a standing broad jump from that point. The first team to reach the finish line wins. Repeat the game with different campers.

SUPPLIES start and finish line.

f. Synchronized Snacking - Two contestants are chosen from each team. One piece of long licorice is given to each team. They have to place opposite ends in their mouths and chew toward the center. Repeat with different campers.

SUPPLIES Jar of long licorice.

g. Boxing - The object is for a counselor to place all of their campers inside a series of squares taped to the floor. At the word go, campers remove their shoes. Counselors have to pick up their campers and place them inside the square box, and then the next one, and so on until they are good and tired.

SUPPLIES tape square boxes to the floor.

4. Following the opening ceremonies, cabins are assigned a number and a station then they are released. Counselors are the team coaches and play the games with the kids as well. Coaches select which campers play in which teams, cheer their campers and makes sure everyone gets the same number of chances to play. The games are to be played at least twice. Following the announcement to "switch", even number teams rotate clockwise and odd number teams rotate counterclockwise.

5. When time has expired, we will meet back for the closing ceremonies where team coaches award their campers medals. As the national anthem is sung by Jessica Casper, and counselors place medals on their kids. Medals have to be divided among the campers prior to this evening.