

MASC Olympics 2013

Order of Events

- 1) Councils '**march**' in. (like always). Councils will find your JC at a game. Councils will eventually be seated once all councils have entered the arena.
- 2) **Flag ceremony.** 4 JCs will carry the US, Missouri, MASC, & Olympic Flags on poles and post them on the backside of the fountain
- 3) A collection of JCs will come up on the deck and sing the **National Anthem.**
- 4) Joey Smith will read a story about the **Greek Gods** and the gods will enter the arena, go around to the fountain and line up along the aisle in the middle of the delegates.

Poseiden -	Artemis -
Demeter -	Ares -
Athena -	Aphordite -
Hestia -	Hephaestus -
Apollo -	Hermes -

These two will be last and they will go up on the deck.
Hera - Olivia Zeus - Brice
- 5) **Vestal Virgins** will enter with one carrying the torch. The torch will be taken to Zeus and Hera on the deck and they will light the torch.
- 6) Delegates will stand and take the **Olympic Oath.**
- 7) The **Games in the Round.** (Page 2)
- 8) During the **Line Games** JCs need to stay with their councils, cheer for them, and help them complete the games. (Rizner)
-Orange Pass, Spoon Pass (do not use yarn - use twine), Hula Hoop
- 9) During the **Deck Games** each council will send 1 representative when called for. They will come up on the deck and complete the event. (Rizner)
-Hammer Throw (marshmallow on a string), Javelin (Paper Airplane), Discuss (Paper Plate),
- 10) During the lap sit, all JCs will help delegates get arranged in a big circle. Then you will come to the middle and demonstrate the **lap sit**. We will sit and stand. Then sit and walk the lap sit in a circle. After we demonstrate, you will help delegates get organized in their circle. Remember to tell them to move IN TOWARDS THE MIDDLE OF THE CIRCLE to make the circle smaller. (Rizner announces)
- 11) (Maybe do away with and add ships and sailors)

We will then play the **animal game**. Each JC will come to the middle of the circle and grab a piece of paper with an animal on it. Then they will go ALL AROUND the circle and tell people what animal they are. The delegate will put their hand down once they are given an animal. Once everybody's hands are down, we will start the game.

Cows	Sheep
Pigs	Lions
Dogs	Cats
Elephants	Ducks
Snakes	Monkeys

Games in the Round

1. Pencil Drop	A	N
2. Cotton Ball Blow	B	O
3. Ping Pong Ball Balance	C	P
4. Card Toss	D	Q
5. Balloon Balance Relay	E	R
6. Explorer Hop	F	S
7. Hula Hoop Challenge	G	T
8. Badminton Bounce	H	U
9. Tennis Ball Bounce	I	V
10. Beans and Straws	J	W
11. Washer Toss	K	X
12. Jump Rope Task	L	Y
13. H2O Zone	M	Z

The letters next to the game indicate where each council will start during "**The Games in the Round**". One JC from that council will report to the Olympic Arena at _____. That JC will stay at the event and run it the whole time. The other JC will stay with his/her council and walk with them down to the Olympic Arena and move around the arena with them. The JCs that help set up will need to help clean up.

Event #1 - Pencil Drop Councils A & N

Materials: one empty bottle, 10 pencils

Procedure: council will be in a single file line going backward from the bottle. One at a time, the camper will place eraser of pencil on nose and lean over bottle attempting to drop pencil straight into bottle. Pencils may be removed and given to people in line. The participant can should stand fully upright and only bend at the neck. Continue process for allotted time.

**Each pencil successfully dropped into bottle= 1 point

Event #2 - Cotton Ball Blow Councils B & O

Materials: one hat, bag of cotton balls

Procedure: Set a hat upside down with a line ~3ft away. The council will line up and, one at a time, blow the cotton ball off their hand into the hat. During the allotted time, the council will have to blow as many cotton balls into the upside down hat as possible.

**Each cotton ball successfully blown into hat= 1 point

Event#3- Ping Pong Balance Councils C & P

Materials: ping pong ball, one tee, and one cone

Procedure: Council will be in a single file line. Cone will be placed 5ft in front of the line. The first person will have to balance ball on tee, walk down and around cone, and come back to line where they will pass off to the next person. If a person touched the ball with their hands or drops it, they must stop and give ball to next person.

**Each down and back= 1 point

Event #4- Card Toss
Councils D & Q

Materials: one hat, deck of cards

Procedure: Set a hat upside down with a line ~3ft away. The council will line up and, one at a time, throw one card at a time into the hat. During the allotted time, the council will throw as many cards into the upside down hat as possible.

** Each card successfully in hat= 1 point

Event #5- Balloon Balance Relay
Councils E & R

Materials: one blown up balloon and cone (have extra balloons)

Procedure: two team members must hold the balloon between their foreheads. While holding the balloon between heads, they must run down to the cone, around the cone and back to the start. Team members cannot move while touching the balloon with their hands. Each pair of team members repeats this process

** each down and back= 1 point

Event #6- Explorer Hop
Councils F & S

Materials: one tennis ball, one bucket

Procedure: first team member places ball between their knees. They, then, carry the ball between their knees to the bucket. They must drop the ball into the bucket. Once the ball is in the bucket, the team member picks it up and runs back to the start. If they drop it before the bucket they will return the ball to the next person in line. Each member repeats process until time is out.

** each ball in bucket= 1 point

Event #7- Hula Hoop Challenge
Councils G & T

Materials: one hula hoop

Procedure: One person will be selected by the council that they think can get the highest number of revolutions at one time without stopping. If the selected person drops the hoop, another student must take their place. The highest continuous revolutions will be the points scored.

** each time around= 1 point

Event #8- Badminton Bounce
Councils H & U

Materials: one badminton birdie, one badminton racquet

Procedure: during the allotted time, one camper will be selected by the council to see how many times they can hit the birdie into the air. If the birdie falls, another camper will be selected to try. The highest continuous 'bounces' will be the points scored.

** each consecutive hit= 1 point

Event #9- Tennis Ball Bounce
Councils I & V

Materials: tennis ball, one bucket

Procedure: One council member will place the bucket on their head. One at a time, council members will try to **bounce** the ball into the bucket. They must, then, retrieve the ball and pass it to the next camper and go to the end of line. Repeat process for time period.

** each ball bounced in= 1 point

Event #10- Beans and Straws
Councils J & W

Materials: 2 solo cup, beans, straws (one/ person), One Chair

Procedure: Council will line up behind a chair that is five feet from JC holding the cup of beans. There will be a solo cup on the chair. One at a time, they will run to JC with the cup and using the straw they will suck a bean up and then run back and drop it in the cup on the chair. If the bean is dropped, the camper must go to the end of line with no points

**each bean successfully crossing line= 1 point

Event #11- Washers
Councils K & X

Materials: one set of washers

Procedure: the council will line up 5 feet from the washers box. One at a time they will toss a washer into the box. After they toss, they will go to the end of the line. Repeat for the allotted time.

**land in box= 1 point, Land in circle= 2 points

Event #12- Jump Rope
Councils L & Y

Materials: jump rope

Procedure: council will select one camper to jump rope during allotted time. If this person messes up, another is picked. If the selected person stops jumping, another student must take their place. The highest continuous jumps will be the points scored.

**each consecutive jumps = 1 point

Event # 13- H2O Zone
Councils M & Z

Materials: water coolers, cups

Procedure: each camper must drink at least one cup of water

** everyone drinks a cup of water= 100 points (all or nothing)