

Teamwork



Camporee

*"Many of us are more capable than some of us . . .
but none of us is as capable as all of us!!"*

Event competitions will be patrol based and each patrol should strive to have 8 scouts in them. Each troop should ensure all patrols have 6 or more youth in them as each of the events expects no less than 6 in a patrol. The morning events are non-competitive allowing all patrols to learn about the event and strategize for the afternoon competitions.

The key to all of these events is: TEAMWORK

Events:

He Ain't Heavy, He's my Brother:

Eight patrol members will participate in a relay. Each patrol member will carry another member a pre-determined distance and drop him off. Another patrol member at this location must then carry the carrier back. This will continue until each patrol member participating has carried one of his patrol members. Any carrying method may be used provided that carriers bear their patrol member without any outside assistance or device. There is a 20 second penalty each time you're not so heavy patrol member touches the ground between the start and finish line. The fastest time wins. If a patrol has less than 8 members a patrol member can go more than once.

Tarantula Race:

Seven patrol members lock arms in a circle facing out. A leader in the group then must guide the group through an obstacle course. Watch out! If an arm breaks loose or an unofficial speaker speaks then a penalty of 20 seconds will be added for each infraction. Fastest time wins. If a patrol has less than 7 members, they will borrow from another patrol enough scouts to fill the requirement at the time they compete.

Human Foosball:

Six patrol members will take the foosball field against another patrol. One will be goalie, 3 will be mid-field/defender and two will be forwards attempting to score. Each game will be 10 minutes long. The movement of the ball must stay below 6 feet (approximate height of the players) or play will be stopped and restarted. If the ball leaves the playing field the referee will restart by rolling the ball into the center of the field. Each player will be attached to a cross line acting as the foosball bars you find on the table top game. They can move laterally but cannot move up or down the field. See Human Foosball on pages 4-5 to see setup and rules.

Ultimate:

All standard Ultimate rules apply. Each game will be 10 minutes. High score wins. See pages 6-7 for setup and rules.

Tank Maneuvers:

An obstacle course will be setup for each patrol to navigate a tank through. The tank will be approximately the size of a large refrigerator box with 3 holes cut in the bottom. The box will be placed over 3 patrol members and rest on their head. The patrol members in the box will not be able to see out. They will have a FRS radio inside. Outside their remaining patrol members will have 3 radios. The object of the game is for the outside patrol members via radio to guide their “tank” through the obstacle course. Note: The other patrols participating in Patrol Maneuvers will be bombarding the tank with water balloons as they traverse the obstacle course. Come prepared to get wet. The Patrol Maneuvers will be tough and take coordination to accomplish a hit on the tank.

Caterpillar Walk:

Each patrol will be given two 2 X 4's with rope handles attached. The patrol members will line up facing forward one behind the other. They will stand together on the 2 X 4's and grab the rope handles. Together with their feet remaining in contact with the 2 X 4 they will walk a specified distance (i.e. 50 feet).

Patrol Maneuvers:

Each patrol will be given exactly 30 water balloons to fill and place in a cooler to carry around on the Tank Maneuvers course. All of the patrol members will be blindfolded except the patrol leader. The patrol leader must stay outside of the Tank Maneuvers course and verbally direct his patrol. They will need to strategize to get into position to achieve a hit on the tank. Hitting the top of the tank is worth 10 points. Hitting the front or back is worth 4 points. Hitting the sides is worth 2 points. Teamwork and strategy will be needed to get the most points. At least 4 different patrol members must throw at least 3 water balloons; it cannot be dominated by 1 or 2 patrol members. A 15 point penalty will be assessed if this rule is not followed.

Blind Football

Mastering Football is difficult enough, but doing it blindfold is a completely new story. Half of the patrol will be blindfolded, while the remaining participants are to guide them in the game. Can your patrol cooperate and use their communication skills to score some touchdowns.

All Aboard

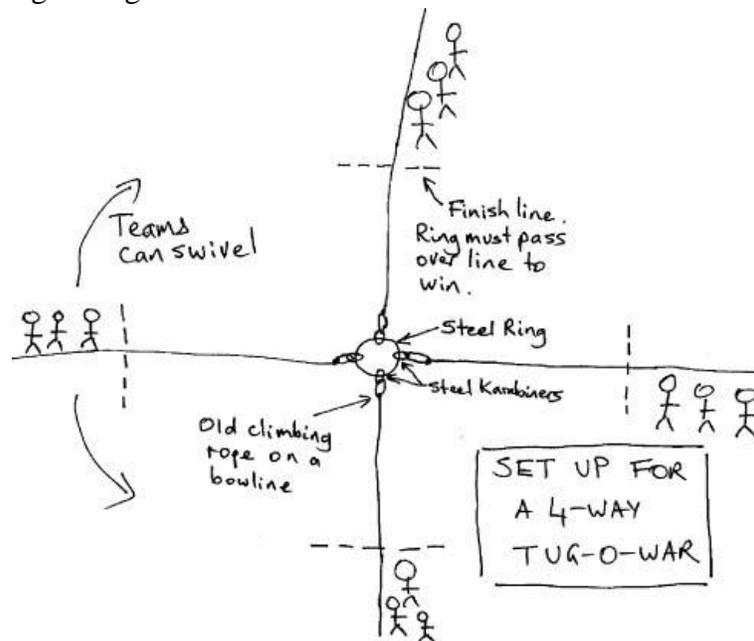
This activity requires working together in close physical proximity in order to solve a practical, physical problem. A patrol have must try and fit inside a small area which is marked by a tarpaulin or blanket. Every time they achieve their target, the area is then folded in half. How far can the group go?

Multi-Way Tug-of-War

In traditional one-on-one tug-of-war it is mostly strength that wins with a few tactics. In multi-way tug-of-war it is mostly tactics that wins, with some strength.

- Lay out the ropes, etc. as shown in diagram below.
- Participants should prepare appropriately e.g., remove watches and jewelry.
- Make sure the patrols are of similar age groups (i.e. 11-13 and 14-17), numbers, and weight.
- Brief the patrols on normal tug-of-war safety rules:
 - no wrapping or tying rope around anyone or anything - only hold rope with hands
 - watch out for rope burn on hands - let go if rope is moving through hands
 - watch out for rope burn on body - let go if you lose footing
- First command from the Tug-of-War master is to "take the strain". This is only to take up the slack and that's all. The Tug-of-War master makes sure the centre ring is stable and centered. At that time he gives the second command of "Go!!"
- Patrols attempt to pull the center ring or knot over their finish line. This can rarely be achieved by strength alone and instead will require guile. Patrols can swivel to cooperate and/or compete with other patrols, then switch directions, etc.
- Conduct several rounds. Continue, say, until one patrol earns 3 victories and the Tug-of-War title. Allow patrols plenty of time to physically recover and debrief/plan after each round.

Make your own 4 way tug of war with several good quality ropes each ~60 feet with attachment e.g., via knots, splicing or ring/karabiners



Human Foosball

Human Foosball, as the name implies is a life size, version of the popular table game found around the world.

Materials Needed:

Rope	Plastic fencing
PVC pipe (4 x 15', 2 x 10', 2 x 5')	Zip ties
Duct tape	Stakes
Fence posts	Soccer ball

Step 1

You will need 8 pieces of rope. Cut them all to be the same length. They need to be as long as the width you would like your field to be plus additional length to tie to the fence posts and stakes.

Step 2

You will also need 4 pieces of PVC pipe 15 feet long (one for each row of 3 people), 2 pieces of PVC pipe 10 feet long for (one for each row of 2 people), and 2 pieces of PVC pipe 5 feet long (one for each of the goalies).

Step 3

Insert the rope through the PVC pipe. Make sure the rope is thin enough that the pipe easily glides over the rope when the rope is pulled tight. Do not fasten the PVC pipe to the rope as it needs glide over the rope.

Step 4

With the PVC pipes on the ropes, stretch the ropes tight across the area you would like to play and fasten them to each side. The following numbers represent the layout for the number of people that need to fit on each piece of PVC pipe: **1 2 3 3 3 3 2 1**

Step 5

Using the duct tape you will form the handle for the players to hold. You should have a 2 foot handle at each spot you would like a player to stand.



Human Foosball Rules

- All teams are 9 people. The foosball field will consist of 2 rows of 3 people each, 1 row of 2 people, plus a goalie for each team.
- The field of play is a 50' x 30' arena. The goal markers are about 8 ft apart at the center of the end boundaries.
- Like real Foosball, the players will have to stay in the same order on their designated line.
- Each line of players may move to the left or right, but they can never pass the lines in front or behind them.
- The game is started by rolling a ball between the two lines at the center.
- For safety reasons, the ball must remain at waist height or lower.
- If a player kicks the ball above waist height, play is stopped and a penalty kick is awarded to the other team from their first line in front of the goal.
- Players must keep their hands on the handles at all time during play or a penalty kick is awarded to the other team. Players on the same PVC pipe as others will need to work together and move in synchronization - much like the plastic men on a foosball table. While keeping both hands affixed the line, players try to pass the ball to another teammate or kick the ball into the opposing team's goal.
- If the ball ricochets out of the playing area, the game is restarted by rolling a ball between the two lines at the center.
- Games will last 12 minutes or first team to 5 points.



Ultimate Frisbee Rules

Ultimate Frisbee Rules are played differently for ultimate Frisbee pick-up games depending on where and who the ultimate players are. But for many ultimate Frisbee tournaments and ultimate Frisbee leagues the ultimate Frisbee rules below are followed.

The Field

The field is a rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 25 yards deep.



Teams

A regulation game has seven players per team on the field at one time.

Initiate Play

To begin play the ultimate players from each team line up on their end zones and the defense team pulls (throws) the disc to the other team as a "kick-off". Pulls are long throws, and they are thrown in efforts of giving the offensive team poor field position and a chance for the defense to get down the field soon enough to stop advances.

The pull is often started by a member of the defending team raising one arm with the disc to show that they are ready to pull the disc and begin play. The team that pulls to start the game is usually decided in a manner similar to a coin toss. Instead of using a coin often an ultimate Frisbee disc is used.

Scoring

Each time the offense completes a pass in the defense's end zone, the offense scores a point. After a point is scored, the teams exchange ends. The team who just scored remains in that end zone, and the opposing team takes the opposite end zone. This can be commonly referred to in the phrase: "Losers walk." Play is re-initiated with a pull by the scoring team.

Movement of the Disc

The disc may be advanced in any direction by completing a pass to a teammate. The disc may be moved in any direction by completing a pass to a teammate. After catching a pass, a player is required to come to a stop as quickly as possible, and then can only move their non-pivot foot. Players may not run with the disc.

Upon receiving the disc, a player has ten seconds to pass it. This period is known as the "stall", and each second is counted out (a stall count) by a defender (the marker), who must be standing

within 10 feet of the thrower. A player may keep the disc for longer than ten seconds if no marker is within 10 feet, or if the marker is not counting the stall

Reasons for Change in possession:

- Throw-away — the thrower misses his target and the disc falls to the ground.
- Drop — the receiver is not able to catch the disc.
- Block — a defender deflects the disc in mid flight, causing it to hit the ground.
- Interception — a defender catches a disc thrown by the offense.
- Out of bounds — the disc lands out of bounds, hits an object out of bounds or is caught by a player who lands out of bounds or leaps from outside the playing field.
- Stall — a player on offense does not release the disc before the defender has counted out ten seconds.

When one of the above reasons for change in possession occurs, the defense immediately takes possession of the disc and becomes the offense.

Substitutions

Players not in the game may replace players in the game after a score and during an injury timeout.

Non-contact

No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.

Refereeing

Players are responsible for foul and line calls. Players usually resolve their own disputes. This creates a spirit of honesty and respect on the playing field. It is the duty of the player who committed the foul to speak up and admit his infraction. Occasionally, official observers are used to aid players in refereeing, known as observers.