

1970

CAMP WALPACA

DATE

AND

WHITE

FOR

Blue Team : 1970

JOE HECHT
Steve Schwartz

+
+++++++
+

White Team : 1970

DICK GARB
Jeff Fitzrandolph

.....

SACHEMS::

B. Cantu
A. Feldstein
S. Housh
G. Hurwitz
G. McDonald
R. Passman
D. Scheer
P. Steck

WARRIORS::

L. Becker
L. Coleman
L. Klein
J. Korman
R. Gerowitz
S. Lev
S. Lavine
J. Tobias
M. Tulskey

MED. MEN::

E. Becker
G. Grossman
E. Goldberg
M. Horwitz
D. Korman
J. Lust
E. Slavin
E. Slavin
R. Schwartz
B. Pochis
B. Zalay

BRAVES::

M. Feiger
L. Fishbein
D. Feingold
D. Karlin
G. Klein
D. Lappins
M. Levine
S. Nagelberg
B. Osher
A. Pawlow
K. Robbins
D. Tobias
J. Upin

HUNTERS::

J. Bernfield
L. Berns
M. Brown
C. Clotiaux
S. Kruger
M. Lurie
D. Feltman
S. Mendelson
R. Refkin
C. Retsky
M. Rudenberg
M. Shabelman

BUCKS::

M. Friedman
R. Feingold
T. Kamin
P. Koplan
M. Heim
J. Lavin
M. Lewis
M. Miller
G. Rubinstein
B. Saper
B. Walter

SCOUTS::

G. Becker
M. Blumenthal
C. Clotiaux
L. Gordon
J. Juron
D. Skor
S. Skurie
R. Weber
J. Weisman
S. Weiser
R. Saunders
M. Leiberman

HUNTERS::

S. Friedell
H. Gartzman
D. Lewis
M. Miller
S. Ornoff
M. Oppman
C. Rodriguez
M. Nosonov
D. Troyan
R. Sklare
J. Wolff
M. Zuckerman

BUCKS::

S. Alex
M. Berns
M. Ehrlich
M. Feldman
M. Goldberg
C. Goldberg
P. Goldstine
R. Kolman
S. Shaps
S. Shyman
K. Saunders

SCOUTS::

S. Chavin
J. Feiger
C. Bernfield
G. Goldberg
D. Goldstein
D. Karger
S. Osher
G. Pavalon
R. Newman
S. Refkin
R. Ungar
D. Wax

SACHEMS::

S. Erin
C. Fuller
D. Halter
B. Peterson
G. Pressley
P. Ringel
H. Resnick
S. Roth

WARRIORS::

R. Berg
M. Goldstein
S. Karlin
P. Kuznetsky
A. McGhee
A. Nagelberg
S. Perlow
B. Robbins
P. Steinfeld
S. Sorkin

MED. MEN::

S. Belson
H. Booth
M. Chavin
R. Davis
M. Fleischer
A. Meigs
S. Marcus
D. Slivnick
S. Shein
R. Tepperman
G. Thalheimer

BRAVES::

D. Auerbach
P. Becker
M. Bogin
M. Field
H. Hollander
A. Mandel
R. Miller
J. Janowitz
S. Rosenberg
L. Rubin
R. Tickman
A. Wax

OFFICIALS:

Ron Lavine
Mike Euer
Mark Kettler
Wayne Towne
Bob Mowen
Jim France

BLUE AND WHITE WAR PROGRAM 1970

Saturday (evening): Official declaration of war

Sunday (morning): 9:30==SCOUTS.....Badminton (2), Billiards (3),
Flickerball accuracy toss (3)
BUCKS.....Lay-ups (3), Archery (4)
HUNTERS.....Riflery (5), Table Tennis (3)
BRAVES.....Tennis (4), Horseshoes (4)
SACHEMS.....Golf (3), Rugby Conversions (2)

10:00==HUNTERS.....Badminton (2), Billiards (3)
Flickerball accuracy toss (3)
WARRIORS.....Free Throws (3), Archery (4)
SACHEMS.....Riflery (5), Table Tennis (3)
MED. MEN.....Tennis (4), Horseshoes (4)
BRAVES.....Golf (3), Rugby Conversions (2)

10:30==BUCKS.....Badminton (2), Billiards (3)
Flickerball accuracy toss (3)
SACHEMS.....Free throws (3), Archery (4)
BRAVES.....Riflery (5), Table Tennis (3)
SCOUTS.....Marathon Relay (5), Horseshoes (4)
MED. MEN.....Golf (3), Rugby Conversions (2)

11:00==WARRIORS.....Badminton (2), Billiards (3)
Flickerball accuracy toss (3)
MED. MEN.....Lay-ups (3), Archery (4)
BUCKS.....Riflery (5), Table Tennis (3)
HUNTERS.....Tennis (4), Horseshoes (4)
SCOUTS.....Golf (3), Obstacle Course (3)

11:30==BRAVES.....Lay-ups (3), Archery (4)
WARRIORS.....Riflery (5), Table Tennis (3)
SACHEMS.....Tennis (4), Horseshoes (4)
HUNTERS.....Golf (3), Obstacle Course (3)

12:00==SCOUTS.....Lay-ups (3), Archery (4)
MED. MEN.....Riflery (5), Table Tennis (3)
WARRIORS.....Tennis (4), Horseshoes (4)
BUCKS.....Golf (3), Obstacle Course (3)

//duplication rules//-no individual in more than one event per time period...and no individual in three events unless all other members of his division are entered in two events
...SEE "RULES" FOR GAME STRUCTURE AND SCORING.

Sunday (afternoon):

2:30==SWIMMING, BOATING, AND OTHER WATERFRONT COMPETITION.....SEE ATTACHED PAGES.....

Sunday (evening): QUIZ NIGHT

...Each division is to divide in half...each new unit will work independently on fifty minutes of questions and problems...this will be followed by a short College Bowl for 4 Sachems from each team...

Monday (morning): SOFTBALL (50 minute games) officials

9:30==Warriors.....far diamond.....Kettler
Bucks!.....golf field.....France
Hunters.....near diamond.....staff

10:30=Med. Men.....far diamond.....France
Braves.....near diamond.....Lavine

11:30=Sachems.....near diamond.....Lavine
Scouts.....golf field.....France

SOCCER (25 minute games)

9:30==Braves.....red field.....Lavine
Med. Men.....white field.....staff

10:00=Scouts.....red field.....staff

10:30=SACHEMS.....red field.....Kettler

11:00=Hunters.....red field.....staff

11:30=Warriors!.....red field.....Kettler

12:00=Bucks.....red field.....Kettler

Monday (afternoon): SONGFEST PRACTICE.....Rec Hall & Mess Hall

Monday (evening): SONGFEST (fight song, loyalty song, comedy song)

//duplication rules for Monday morning//-all members of a division must compete in at least one of the two sports...Softball has nine players for all divisions...Soccer has nine players and subs may be used if desired...if a man is a sub or is substituted for--he must compete in softball also

.....

Tuesday (morning):

RUGBY (25 minute games)

officials

9:30==Hunters.....red field.....Lavine
10:00=Sachems.....red field.....Lavine
10:30=Scouts.....red field.....Kettler
11:00=Bucks.....white field.....Kettler
 Braves.....red field.....Lavine
11:30=Med. Men.....red field.....Kettler
12:00=Warriors.....red field.....Kettler

BOMBARDMENT (25 minute games)

9:30==Warriors.....court 1.....Mowen-Euer
10:00=Scouts.....court 1.....Euer
 Bucks.....court 3.....Mowen
10:30=Med. Men.....court 1.....staff
11:00=Sachems.....court 1.....staff
11:30=Hunters.....court 1.....Euer
12:00=Braves.....court 1.....Mowen

FLICKERBALL (25 minute games)

9:30==Braves.....far field.....France-sta
10:00=Med. Men.....far field.....France
10:30=Hunters.....far field.....staff
11:00=Warriors.....far field.....France
11:30=Scouts.....far field.....France
12:00=Bucks.....far field.....France

SOFTBALL (one 50 minute game)

11:30=Sachems.....near diamond.....Lavine

//duplication rules//
-softball teams of nine players...all staff participates (subs if necessary)
...flickerball has seven players and at least two subs...bombardment is for the entire division...
rugby has nine players.

Tuesday (afternoon): TRACK MEET

rest hour==High jump (2 per division)....Kettler
Ball throw (2 per division)...Lavine

2:30=Long jump (2 per division).....staff
Triple jump (1 per division).....staff
Punt-Pass-Kick (1 per division)....Lavine
Shot put (1 Sachem, 1 Warrior).....France
Frisby toss (1 per div. except War.
and Sach..France
Basketball Dribbling (1 per div.)...Kettler

3:15=50 yard dash (1 per division)
220 yard dash (1 per division)
440 yard relay (4 per division)

4:00=TUG O' WAR

4:20=PURSUIT RELAY

//duplication rules//--no duplication between
the 50 yard dash and the 220 yard dash...the
long jump and the high jump and the triple
jump...all members must be entered in one event
before a member of that division may be entered
in two events.

Tuesday (evening): CAPTURE THE FLAG & THE MESSAGE GAME

Wednesday (morning): VOLLEYBALL (25 minute games) NEWCOMBE

9:15==Med. Men.....volleyball court....staff
9:45==Sachems.....volleyball court....Kettler
10:15=Warriors.....volleyball court....Kettler
10:45=Bucks.....newcombe.....staff
11:15=Scouts.....newcombe.....staff
11:45=Braves.....newcombe.....Lavine
12:15=Hunters.....newcombe.....staff

16" SOFTBALL (30 minute games)

9:15==Warriors.....near diamond.....Kettler
11:45=Med. Men.....near diamond.....Kettler

HOCKEY (25 minute games)

9:45==Braves.....tennis courts.....Lavine
10:15=Scouts.....tennis courts.....staff
10:45=Hunters.....tennis courts.....staff
11:15=Bucks.....tennis courts.....Lavine

BASKETBALL (25 minute games)

9:15==Scouts.....goal ball.....France
9:45==Bucks.....basketball.....France
10:15=Hunters.....basketball.....France
10:45=Braves.....basketball.....Lavine
11:15=Med! Men.....basketball.....staff
11:45=Warriors.....basketball.....France
12:15=Sachems.....basketball.....France

//duplication rules//--basketball has a five man
squad plus one sub...hockey has a nine man squad
...softball has a nine man squad...all members
of the division should go to volleyball or new-
combe...no one person competes in three events
unless the rest of his division competes in two.

Wednesday (afternoon): PRACTICE FOR PLAY

TENT EVENT (for 10-15 boys not involved with
play practice)

...both teams compete in a race to
set up and take apart a camp site...

4-5 boys set up the tent
2 boys mix batter
2-3 boys build the fire
1 boy cooks
everyone eats
2-3 boys gather wood
1-2 boys douse fire

(no Sachems may compete.....Towne)

Wednesday (evening):

Thursday (morning):

Thursday (afternoon):

PRESENTATION OF PLAYS

PRACTICE FOR RELAY

SUPER DUPER RELAY & DUNKING OF WINNING CHIEFS

EXPLANATION OF WATERFRONT COMPETITION ON SUNDAY AFTERNOON

Events:

No. of Contestants:

Events per division:

Events:	No. of Contestants:	Events per division:					
1. Survival Swim	1	S					
2. Water Flag Race	ALL	C					
3. Swimming Candle Race	1	O			M		
4. Spoon-and egg race	1	U			E		
5. Disrobing Race	1*	T			D		
6. Cork Retrieve	4	S			I		
7. Water Push Ball	ALL				C	W	
8. 10 yard Puppy Crawl	6	&	H		I	A	S
9. 25 yard Free Style	1		U	B	N	R	A
10. 50 yard Breast Stroke	1	B	N	R	E	R	C
11. 50 yard Side Stroke	1	U	T	A		I	H
12. 75 yard Medley	4	C	E	V	M	O	E
13. Bathing Suit Rope Race	ALL	K	R	E	E	R	M
14. Funnel Ball	ALL	S	S	S	N	S	S
15. Kick Board Race--25 yards	2						
16. Swimming Spell Down	ALL	2	2	2	2	2	2
17. Pigeon	ALL	4	3	3	3	3	3
18. Leap Frog	4	5	4	4	4	4	4
19. Obstacle Relay	ALL	6	5	5	5	5	5
20. Disrobing Relay	4*	7	6	16	16	16	16
21. Pajama Relay	ALL*	8	7	19	19	19	19
22. Flag Relay	ALL	13	9	20	20	20	20
23. Alligator	2	14	10	21	21	21	21
24. The Big Bust	4	17	11	22	22	22	22
25. Dog Biting	1	18	12	24	24	24	24
26. Pillow Fight	2	19	13	28	28	28	28
27. Kick Fight	3	21	16	37	37	37	37
28. Run, Swim, and Paddle Race	3	22	17	38	38	38	38
BOATING:		24	18	39	39	39	39
29. Paired-Oar Race	3	26	19	40	40	40	40
30. Paddle Crew	6	27	21	41	41	41	41
31. Rescue	2	29	22	42	42	42	42
CANOEING:		30	23				
32. Crew of Four	4	34	24	29	29	29	29
33. Obstacle Race	2	43	27	30	30	30	30
34. Canoe Rescue	2		28	31	31	31	31
35. Hand Paddling	2		29	32	32	32	32
36. Playak Race	1*		30	33	33	33	33
RESCUE METHODS:			34	34	34	34	34
37. Rapid Disrobing and Shirt Rescue	2		43	35	35	35	35
38. Swimming Rescue	2			36	36	36	36
39. Ring Bouy and Heaving Line	8						
40. 50-yard Butterfly Breast Stroke	1						
41. 50-yard Racing Back Stroke	1						
42. 50-yard Free Style	1						
43. Watermelon (if time permits)							

(The numbering system for events is to be taken from the above list... the following pages should be used as an explanation of events and all numbers should be disregarded)

* Contestant must bring necessary articles of clothing (nos. 5, 20, 21, 3)

SWIMMING STUNTS AND GAMES FOR THE 1970 CAMP WAUPACA BLUE AND WHITE

WAR

1. SURVIVAL SWIM: Contestant must be a very good swimmer. Contestant will be dropped off in the middle of the lake blindfolded and must make his way back to a predetermined point on the shore. Contestant coming the closest to the point will be declared the winner.
2. WATER FLAG RACE: The contestant carries flags. If the cloth touches the water, the racer is disqualified. Distances of 50 to 100 yards will be used depending on age group.
3. SWIMMING CANDLE RACE: The contestants line up fifty feet from the dock or raft. At a given signal, they swim to the dock or raft, light a candle, and return to the starting line with the lighted candle. The player with a lighted candle finishing first wins.
4. SPOON-AND-EGG RACE: The contestants swim fifty feet, carrying an egg or potato in a spoon held in the mouth by the teeth. Older divisions will carry a potato.
5. DISROBING RACE: Contestants line up on a dock or shore, wearing a bathing suit under an old shirt, trousers, and shoes. At a given signal, they swim to a float, climb on, undress, put clothes in a pile, leave them, and swim back to the shore or dock. The one finishing first wins.
6. CORK RETRIEVE: The players will be lined up on the side of the swimming area. A circle will be drawn on the pier. Thirty or forty feet out in the water will be scattered about two or three dozen corks or small blocks of wood. At the signal each player dives in and brings back the corks, one at a time, placing them in his circle. The player wins who secures the most corks.
7. WATER PUSH BALL: This is a team contest. The Blue and White teams will be divided up and placed thirty to fifty yards apart. A thirty-inch cage ball will be placed in the water between the two teams. At a given signal, they swim for the ball and try to push or bat it over the opposing goal. No ducking or roughness allowed.
8. 10-YARD PUPPY CRAWL: No explanation needed.
9. 25-YARD FREE STYLE: No explanation needed.
10. 50-YARD BREAST STROKE: No explanation needed.
11. 50-YARD SIDE STROKE: No explanation needed.

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12. 75 YARD MEDLEY, BREAST, SIDE, AND CRAWL: No explanation needed.
13. BATHING SUIT ROPE RACE: Entire team line up in a streight line and at signal must pass a rope through their bathing suits.
14. TUNNEL BALL: Passing ball back under legs, line of 7.
15. KICK BOARD RACE - 25 YARDS: No explanation needed.
16. SWIMMING SPELL DOWN: Judge calls out a stunt. Swimmers performing the stunt remain in the game; others are eliminated as in a spelling match until a champion is left. We will start with easy stunts to prevent players from being eliminated too fast, and gradually make stunts more difficult.
17. PIGEON: Everyone sits at the edge of the water with the knees under the chin and hands clasped around the legs. On the blow of the whistle they dive in and swim to the other side of the pool; those who are last - say five - are called "pigeoned," and are out. The last person in the game wins for his team.
18. LEAP FROG: Players line up starting in shallow water, those in deep water treading. Last in line puts hands on shoulders of one before him pushing latter under water while he leaps over with feet wide spread. Continue until the first in line becomes last.
19. OBSTACLE RELAY: Teams line up on shore. At signal, first swimmer in each team races to a boat anchored in the water, climbs over it, turns and swims under it, returning to start. Second swimmer follows suit. Other obstacles may be used.
20. DISROBING RELAY: First swimmer in each team wears over bathing suit, an assortment of clothing. Must include shirt, long pants, belt, shoes and socks. At signal, dives in, swims to raft, climbs on raft and removes clothing, which must be piled in a heap in the center of raft. Returns to start, upon which second swimmer swims to raft, climbs out and dresses in the outfit discarded. Second swimmer may use any clothing found in the heap; need not secure clothing his partner left but must dress in complete outfit and return to Start.
21. PAJAMA RELAY: Put on pajamas, dive in, swim a certain distance or to the raft, get out, take off pajamas, then return. Partner has to put on wet pajamas or gown and swim distance, repeating until whole team has swum with the garment, which will probably be completely wrecked by the finish.

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22. FLAG RELAY: (This event is not the same as the Water Flag Race.) This event is designed to develop and utilize the side-carry position in life saving. A small flag will be carried in the upper hand and passed to teammates in water at each end. The base may rest on the swimmer's upper hip; the flag is carried upright and must be kept dry. Shallow pull of under arm and scissor kick must be used.
23. ALLIGATOR: Front swimmer's legs around rear one's body.
24. THE BIG BUST: Swim 10 yards, climb out, blow up a rubber ballon until it bursts, then swim back to start.
25. DOG BITING: A cord will be stretched four feet above surface in deep water. To this will be suspended on individual cords sausages so that they hang six to eighteen inches above the water. Start upon signal and swim to sausages; without bringing hands out of water bite or eat the sausages. Return to start after your sausage has been eaten.
25. PILLOW FIGHT: No explanation needed.
26. KICK FIGHT: Contestants on opposite sides of a flutter board. Kick as hard as possible trying to force opponent back to a certain mark. (We may use flutter vs scissors in the upper divisions.)
27. RUN, SWIM AND PADDLE RACE: Contestants line up about fifty feet from water's edge. Upon signal run to water, swim to canoe and paddle to shore as fast as possible.

BOATING:

28. PAIRED-OAR RACE: Three-man team. From starting line, row straight away to finish line. Crew consists of two oarsmen and coxswain without steering oar. Distance 150 yards.
29. PADDLE CREW: Six-man team. Start with stern at stake on shore. Paddle to opposite shore. Take boat out of water, carry it around stake, launch, return to starting point, and place boat with bow against starting stake.
30. RESCUE: Two men rowing and one man in the water. At the sound of the whistle the rowers row out and pick up man in the water and bring him back to shore.

CANOEING:

31. CREW OF FOUR: Four-man crew. From starting point, paddle to finish line. Distance 200 yards.

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32. OBSTACLE RACE: Two-man crew. On whistle signals, jump out, get back in; paddle around. On return whistles, make fast change of positions.
33. CANOE RESCUE: Two-man crew. One man launches canoe; paddles straight away, passing buoy on your port; pivot; and return. Distance 200 yards.
34. HAND PADDLING: Two-man crew. From starting point, hand-paddle past finish line.
35. PLAYAK RACE: One-man event. From starting point, paddle straight away, passing buoy on your port; pivot; and return. Distance 200 yards.

RESCUE METHODS:

36. RAPID DISROBING AND SHIRT RESCUE: Two-man team. Disrobe (buttoned shirt, socks, low-laced shoes, trousers). Make leaping entry with shirt in mouth. Approach subject, tow to starting point.
37. SWIMMING RESCUE: Two-man team. Make a leaping entry, swim to subject, make a surface approach and cross-chest carry.
38. RING BUOY AND HEAVING LINE: Eight-man team. Throw ring buoy three times in one minute across marker 5 feet wide, placed 30 feet from starting point. Do the same with heaving line.
39. 50-YARD BUTTERFLY BREAST STROKE: No explanation needed.
40. 50-YARD RACING BACK STROKE: No explanation needed.
41. 50-YARD FREE STYLE: No explanation needed.

RULES
(Sunday Morning Game Structure)

BADMINTON	One Doubles match to 21 points...must win by 2
TABLE TENNIS	Three singles matches...2 out of 3 to 21
BILLIARDS	One singles and one doubles match
FLICKERBALL POSS	Ten shots from an assigned distance...total team score determined by total team points scored on all 30 shots
LAY-UPS	30 seconds are given to score as many baskets as possible...total team score
ARCHERY	10 arrows per man...total team score
RIFLERY	10 shots per man...total team score
TENNIS	2 singles matches and one doubles match per division
HORSESHOES	4 Singles matches...winner is first to score 50 or the leader at the end of the period
GOLF	3 men combined score for four holes
RUGBY CONVERSIONS	2 man combined score...10 try's each
MARATHON RELAY	Meet at the red soccer field...each man runs 300 yds.
OBSTACLE COURSE	2 man combined total time
FREE THROWS	10 chances...3 men...combined total