EVENTS FOR GIANT TRIBE SUNDAY

.

LONG JUMP

** , 辦

2:20	
RUGBY	SachemsPawnee vs. Illini on the white fieldand Blackfeet vs. Comanche on the red fieldgame ends at 2:50
SOFTBALL	WarriorsIllini vs. Comanche on the near diamond and Pawnee vs. Blackfeet on the far diamondgames end at 2:50
BOMBARDMENT	Huntersall four tribes will play a round robin bombardment tournament on the tennis courtsgames end at 2:50
3:00	
SINGLES ROWING	Three men from each tribe in the following sequence: Two Sachems, One Warrioropen until 4:20at the ski dock
CANOEING	Six men from each tribe in the following sequence: Two Sachems, Two Warriors, Two Huntersopen until 4:20 at the ski dock(see scheduling instructions)
PLAYAK	Four men from each tribe in the following sequence: Two Sachems, One Warrior, One Hunteropen until 4:20 at the ski dock
BACKSTROKE BREASTSTROKE FREESTYLE	Two men from each tribe (One Sachem and One Warrior) for each of the three swimming eventsa total of six men from each tribeentries in these events must report to the waterfront and complete their time trials before 4:00
50 YARD DASH	Seven men from each tribe in the following sequence: Two Sachems, Two Warriors, Three Huntersopen until 4:20white soccer field
220 YARD DASH	Five men from each tribe in the following sequence: One Sachem, Two Warriors, Two Huntersopen until 4:20red soccer field
600 YARD RUN	Two entries from each tribe in the following sequence: One Sachem, One Warrioropen until 4:20red soccer field

Six men from each tribe in the following sequence: Two Sachems, Two Warriors, Two Hunters...open until 4:20...long jump pit

SHOT PUT One man from each tribe...must be a Sachem...open until 4:20 at the Tee Pee Six men from each tribe in the following sequence: RIFLERY Two Sachems, Two Warriors, Two Hunters...open until 4:20 at the rifle range (allow for time waiting) ARCHERY Five men from each tribe in the following sequence: Two Sachems, Two Warriors, One Hunter...open until 4:20...archery range GOLF Eight men from each tribe in the following sequence: Three Sachems, Three Warriors, Two Hunters...allow time for waiting and playing...open until 4:20... golf course DRIBBLING Six men from each tribe in the following sequence: Two Sachems, Two Warriors, Two Hunters...open until 4:20...on the tennis courts FREE THROWS Four men from each tribe in the following sequence: Two Sachems, Two Warriors...open until 4:20...on the basketball court LAY-UPS Seven men from each tribe in the following sequence: Three Sachems, Two Warriors, Two Hunters...open until 4:20...basketball court OBSTACLE COURSE Five men from each tribe in the following sequence: Two Warriors, Three Hunters...open until 4:20...at the trampoline FUNGO HITTING Two men from each tribe in the following sequence: One Sachem, One Warrior...open until 4:20...far diamond backstop RUGBY Four men from each tribe in the following sequence: CONVERSIONS One Sachem, One Warrior, Two Hunters...Hunters may drop kick...open until 4:20...red soccer field FLICKERBALL Seventeen men from each tribe in the following se-ACCURACY TOSS quence: Four Sachems, Three Warriors, All Hunters... open until 4:20...Flickerball goals FRISBY (DIST.) Five men from each tribe in the following sequence:

范畴

4:30

o there

PUNT-PASS-KICK Three men from each tribe in the following sequnece:
One Sachem, One Warrior, One Hunter...flickerball field

the Tee Pee

Two Warriors, Three Hunters,..open until 4:20...at

MARATHON RELAY Two five man teams from each tribe...Five Hunters on one team and Five Warriors on the other...red soccer field

L. Const.

HIGH JUMP

MEDELY RELAY One Three man team from each tribe composed of one boy from each division...swimming piers

Two men from each tribe in the following sequence: One Sachem, One Warrior...side of the rec hall

BASKETBALL One Four man team from each tribe (all Sachems) to compete in a round robin half-court tournament...at the basketball court

CRAFTS Three Hunters from each tribe...at the craft shop

TENNIS One doubles team from each tribe (Sachems only)...
round robin tournament on the tennis courts

DUPLICATION RULES FOR 3:00 EVENTS

All Sachems and Warriors must enter four events and all Hunters must enter at least three.

Any boy may swim a maximum of two events--and if he
does--one of them must be the Medely Relay (4:30).

Any boy may <u>run</u> a maximum of two events--and if he does--one of them must be the Marathon Relay (4:30) No duplicatio between Golf & Riflery

SCHEDULING INSTRUCTIONS

Make sure that the two members on each of your three canoeing teams come to the ski dock at the same time...one cannot race without the other...it may be wise to schedule them first

Points will be awarded for both individual and team performance...it is unwise to completely throw certain such events

Double check both the duplication rules and scheduling guide once your line-ups have been completed

SCHEDULING GUIDE

Selection of

3:00	<u>s</u>	W	<u>H</u>	
ROWING CANOEING PLAYAK BACKSTROKE BREASTSTROKE FREESTYLE 50 YARD DASH 220 YARD DASH 600 YARD RUN LONG JUMP SHOT PUT RIFLERY ARCHERY GOLF DRIBBLING FREE THROWS LAY-UPS OBSTACLE COURSE FUNGO HITTING RUGBY CONVERSIONS FLICKERBALL TOSS FRISBY	2 2 1 1 1 2 1 1 2 1 2 3 2 3 2 3 0 1 1 4 0	121112212022322221132	0 2 1 0 0 0 3 2 0 2 0 2 1 2 2 0 2 3 0 2 3 0 2 1 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 0 2 3 3 3 3	ski dock ski dock swimming piers swimming piers swimming piers white soccer field red soccer field red soccer field long jump pit tee pee rifle range archery range golf course tennis courts basketball court basketball court trampoline far diamond red soccer field flickerball field tee pee
PUNT-PASS-KICK MARATHON RELAY MEDELY RELAY HIGH JUMP BASKETBALL CRAFTS TENNIS	1 0 1 1 4 0 2	1 5 1 1 0 0	1 5 1 0 0 3	flickerball field red soccer field swimming piers side of the rec hall basketball court craft shop tennis courts

. . .

SCORING SYSTEM

3:00	<u>s</u>	\overline{M}	<u>H</u>	<u>4:30</u> <u>S W H</u>
ROWING CANOEING	TA A	A A	A	PUNT-PASS-KICK B B B MARATHON RELAY A A
PLAYAK BACKSTROKE BREASTSTROKE	TA. B B	A B B	A	MEDELY RELAY B
FREESTYLE	B EA	B EA	ΕA	CRAFTS EA TENNIS B
LONG JUMP 50 YD DASH	EA EA A	EA EA	EA EA	115147412
220 YD DASH 600 YD DASH	B A	В	тA	
SHOT PUT	TA	TA	TA	INDIVIDUAL PLACES
ARCHERY	TA TA	TA TA	A TA	FOR ALL EVENTS MARKED "EA"
DRIBBLING FREE THROWS	EA	EA TA	TA	
LAY-UPS OBSTACLE COURSE	EA	EA EA	EA EA	
FUNGO HITTING RUGBY CONVERSIONS	A A	A A	TA	a Mila
FLICKERBALL TOSS FRISBY	EA	EA EA	B EA	

SCORING KEY:

A	Top four places receive 8631 respectively
B	Top four places receive 12942 respectively
Т	All members from the division from the same tribe have their scores added together to determine the team total
E	All but the best score from several members of the same tribe and same division are eliminated in the scoring

GIANT TRIBAL RELAY

1	.From the front of the Mess Hall, run to the barn and then to the basketball courtPass the sock to number 2
2	.Make five baskets with a regulation basketball and pass the sock to number 3
3	Run from the basketball court to the archery range and pass the sock to number 4
4	•Make three arrows stick in the target and pass the sock to number 5
5	Run to the red soccer field and kick three rugby conversions from ten yards outNumber 6 will retrieve and upon completion of the event, he will receive the sock
6	Run from the soccer field to the golf shed and pass the sock to number 7
7	Hit three golf balls 100 yards (need not be on the fly) and pass the sock to number 8
8	Run from the golf shed to the volleyball court and pass the sock to number 9
9 & 10	.Volley a volleyball eight connsecutive times over the net and pass the sock to number 11
11	Run to the high bar and do one chin-upPass the sock to number 12
12	Run to the bench behind the craft shop and drive three nails into a boardPass the sock to number 13
13	.Run to the badminton court and pass the sock to number 14
14 & 15	.Volley a shuttle-cock four connsecutive times over the net and pass the sock to number 16
16	Run to the tennis courts and pass the sock to number 17
17 & 18	·Volley a tennis ball six connsecutive times from behind the service line and pass the sock to number 19 who then runs to the near diamond backstop
19 & 20	.Throw and catch a softball (12 inch) ten connsecutive times from a distance of 15 yardsFass the sock to number 21

21......Run to the waterfront and pass the sock to number 22

22 & 23Paddle a canoe around a bouy and back to shorePass the sock to number 24 (sock may be passed only after the canoe is completely up on shore)							
24-27Swim a medely relay consisting of backstroke, side- stroke, breaststroke, and freestyle in that order Swimming is done between the pierstwo lengths per strokePass the sock to 28 who is standing on the pier							
28Run from the waterfrontaround the brave ringto the officepass the sock to Ronand die of exhaustion.							
7:45	EVENING	ACTIVITIES					
CAPTURE THE FI	LAG (Hunters (Sachems) & Warriors)	.golf course .athletic field				
8:15							
PURSUIT RELAY	(All div	isions)	.athletic field				
	COUNSELOR OFFICIATING ASSIGNMENTS						
2:20	ocomodium of the	1100 1100 1101	<u> </u>				
RUGBY	D. Garb	RIFLERY	H. Resnick				
	R. Lavine	ARCHERY	P. Steinfeld				
SOFTBALL	J. Hecht J. Clingingsmith	GOLF	B. Togerson S. Karlin				
BOMBARDMENT	D. Kalscheur W. Metzdorff H. Resnick S. Karlin J. Tobias P. Steinfeld	DRIBBLING FREE THROWS LAY-UPS OBSTACLE CSE FUNGO	D. Kalscheur C. Schielke S. Smithart D. Boyer J. Burdue I. Goldberg				
3:00		CONVERSIONS FLICKERBALL	J. Tobias J. Korman				
ROWING CANOEING	S. Erin	4:30	P. Lakey				
PLAYAK BACKSTROKE	D. Scheer	PPK	D. Garb				
BREASTSTROKE	R. Passman	MARATHON	C. Addams				
FREESTYLE 50 YD DASH	C. Fuller C. Addams	MEDELY	J. Burdue R. Passman				
220 YD DASH 600 YD RUN	D. Kirkeby T. Dahlberg	HIGH JUMP	C. Fuller P. Lakey				
LONG JUMP	J. Hecht R. Iwanski	CRAFTS TENNIS	E. Kasian S. Sorkin				
SHOT PUT FRISBY TOSS	S. Lavine S. Sorkin	BASKETBALL	T. Dahlberg S. Erin D. Scheer				
			C. Schielke				