

year?

Yearbook I

Ron Lavine
Program Director

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SCOUTS

Don Schnair
 David Mallen
 Greg Prebish
 Andy Diengott
 David Euer
 Greg Kreger
 Jason More
 Jason Gorchow
 Bill Hoffman
 Josh Myers

TRAPPERS

David Lewis
 Larry Klinsky
 Jeff Bornstein
 Ross Much
 Greg Braun
 Arthur Reinstein
 John Rubiner
 Howard Rosenblum
 Mike Greenberg
 Greg Berke

TRAPPERS

Jeff Hissman
 Gary Lipkin
 Karamath Khan
 Eric Gelber
 Jon Shulman
 Mike Weindling
 Shawn Lieber
 Paul Harris
 Kurt Heyman
 Rich Novak

SCOUTS

Marc Roskin
 Andy Rudich
 Ted Sirota
 Todd Zirlin
 David Reinstein
 Jeff Pearl
 Mike Cohen
 David Neiman
 John Hellerman
 Andy Pfau

BUCKS

Bob Gross
 Jason Schwartz
 Rick Garfinkle
 Derek Dobrin
 Vic Swerdlove
 Steve Michaels
 David Kaplan
 Ken Lapins
 Brian Rosenberg
 Scott Bortz

BRAVES

Mike Savin
 Steve Zimansky
 Geoff Levin
 James Horowitz
 Craig Bernstein
 Dan Vishny
 Tony Goldish
 Aron Feinberg
 Todd Weingardt
 Andy Much

BRAVES

Jeff Warman
 Andy Danz
 Joey Gan
 Bruce Thau
 Mike Lambert
 Joel Kaplan
 Brad Schwartz
 Mike Stern
 Vic Cohen
 Mike Bortz

BUCKS

David Goldman
 Ron Sklare
 Scott Simons
 David Barr
 Jeff Spagat
 Howie Goldberg
 David Metz
 Lee Roth
 Joe Berman
 Don Zirlin

MEDICINE MEN

Ken Marx
 Jeff Auerbach
 Neil Ornoff
 Craig Steinberg
 Loren Cohen
 David Glick
 Steve Altman
 Mike Fine
 Steve Glenner
 Kevin Schulman

WARRIORS

Phil Goldberg
 Steve Silbar
 Mike Hollobow
 Dave Weindling
 Scott Loochtan
 Steve Diamond
 Bill Shayman
 Mike Roskin
 Jeremy Baskin
 Brian Vinet

WARRIORS

G Rosengarten
 Lee Multack
 Dan Shaffer
 Howie Bramson
 Steve Prebish
 Mike Mandell
 Andy Sirota
 C Saperstein
 Steve Lasin
 Bob Garfinkle

MEDICINE MEN

Glen Traeger
 Jon Myers
 Dan Mostovoy
 Josh Sorkin
 Dan Greenstein
 David Silbar
 Steve Goldblatt
 Greg Gaffen
 Mike Davis
 Kevin Walpert

HUNTERS

Keith Ross
 Brian Fishman
 Mike Licari
 Gary Savin
 Steve Doppelt
 Larry S. Kirsch
 Kip Poncher
 Howard Metz
 Steve Levin
 Brad Polan

SACHEMS

John Schmitt
 Gordy Adams
 Jeff Fortin
 Rich Turiel
 Ray Meyer
 Rob Gerowitz
 Rick Poole

SACHEMS

Ted Habermann
 Larry Gordon
 Cliff Hawkins
 Curt Calkins
 Will Murphy
 Mike Montalto
 Mark Lui

HUNTERS

Noel Zweig
 Joel Feiger
 Andy Slavitt
 Aaron Sussman
 Joel Feinstein
 Eric Kaplan
 Larry J. Kirsch
 David Kreger
 Scott Dimond
 Barry Schnair

MEDIC

Susie Stoffel

BLUE-WHITE OFFICIALS FOR 1978:

Ron Lavine
 Ray Krysh
 Dick Garb
 George Lamm
 Paul Warshauer
 Mike Lurie

Mike Euer
 Ken Harwood
 Pete Jones
 Wayne Towne
 Erv Kasian
 Jeff Pierce

MEDIC

Mary Ann Pfau

CHIEFS: JOHN SCHMITT + GORDY ADAMS

CHIEFS: TED HABERMANN + LARRY GORDON

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THE MONDAY MORNING PROGRAM

9:30

SCOUTS

Flickerball (all)

MED MEN

Basketball 3
 Golf 3-4
 Basketball Skills 3

HUNTERS

Riflery 2
 Billiards 2
 Table Tennis 2
 Rugby Conversions 2
 Frisbee 1-2

BRAVES

Riflery 3-4
 Penalty Shots 6

BUCKS

Tetherball 2
 Horseshoes 2
 Obstacle Course 4
 Air Hockey 1-2

TRAPPERS

Tennis 4 (singles)
 Punt Pass Kick 2
Archery 3-4

10:00

WARRIORS

Basketball 3
 Golf 4
 Basketball Skills 3

SACHEMS

Tennis 3 (singles)
 Table Tennis 2
 Rugby Conversions 1

HUNTERS

Archery 5
 Flickerball 4-5

SCOUTS

Tetherball 2
 Seat Drop War 2
 Air Hockey 2
 Obstacle Course 3-4

BUCKS

Riflery 5-6
 Punt Pass Kick 2
 Rugby Conversions 2

TRAPPERS

Horseshoes 2
 Golf 3-4
 Penalty Shots 4

10:30

TRAPPERS

Basketball 3
 Obstacle Course 3-4
 Tri-Skills 3

BRAVES

Tennis 4 (singles)
 Billiards 1-2
 Table Tennis 2
 Rugby Conversions 2

WARRIORS

Archery 4
 Flickerball 3-4
 Seat Drop War 2

SACHEMS

Basketball 3
 Golf 3

MED MEN

Riflery 5-6
 Penalty Shots 4

11:00

SCOUTS

Line Soccer (all)

MED MEN

Tetherball 2
 Horseshoes 2
 Air Hockey 1-2
 Tennis 4 (doubles)

HUNTERS

Golf 3-4
 Basketball Skills 2
 Punt Pass Kick 2
 Seat Drop War 2

BRAVES

Archery 4-5
 Flickerball 5

BUCKS

Tennis 3 (doubles + sing)
 Billiards 1-2
 Table Tennis 2
 Tri-Skills 3

11:30

WARRIORS

Riflery 3-4
 Penalty Shots 4
 Punt Pass Kick 2

SACHEMS

Archery 4
 Flickerball 2

SCOUTS

Billiards 2-3
 Rugby Conversions 2
 Tri-Skills 3
 Frisbee 2

BUCKS

Basketball 3
 Golf 3-4
 Basketball Skills 3

HUNTERS

Tennis 4 (singles)
 Tetherball 1-2
 Horseshoes 2
 Air Hockey 2

TRAPPERS

Table Tennis 2
 Riflery 2
 Flickerball 3-4
 Frisbee 2

12:00

MED MEN

Flickerball 6-7
 Tri-Skills 3

SACHEMS

Riflery 4
 Penalty Shots 2

WARRIORS

Tetherball 1-2
Horseshoes 2
Tennis 4 (singles)
Air Hockey 2

BRAVES

Basketball 3
Golf 3-4
Basketball Skills 3

Note on Conversions:

Drop kicks allowed for
Scouts, Bucks, Med Men,
and Hunters only.

MONDAY AFTERNOON WATERFRONT AND SOFTBALL COMPETITION

2:30

WATERFRONT COMPETITION: Scouts, Med Men, Trappers, Braves.
SOFTBALL COMPETITION: Bucks, Hunters, Warriors, Sachems.

3:30

WATERFRONT COMPETITION: Bucks, Hunters, Warriors, Sachems.
SOFTBALL COMPETITION: Scouts, Med Men, Trappers, Braves.

Explanation of Waterfront Events:

SWIMMING: Each division enters 4 boys in the following events. Each boy must compete in at least two events. No boy can do more than one of the individual strokes: Freestyle (1) Backstroke (1) Breaststroke (1) Ball Retrieve (4) Medley Relay (3).

*note: Scouts enter only 3 boys in the Swimming. Each boy does 3 events.

BOATING: All other boys in the division are entered in boating competition. Each boy must compete in at least 2 events. No boy can compete in more than 3: Canoe Obstacle (3) Rowing (2) Canoeing (2) Playak Relay (5)

*note: Scouts and Bucks will only have a Playak Relay. They will not compete in the other events listed above. All boys will participate.

4:30

FREE TIME: All areas open. BLUE TEAM (Waterfront O.D.) WHITE TEAM (Land)

MONDAY EVENING TUG O' WAR AND QUIZ NIGHT COMPETITION

6:30

TUG O' WAR: Eight tugs, by divisions, on the golf course. Two out of Three

7:15

QUIZ NIGHT COMPETITION: All members of both teams in the Dining Hall. Each division should split into two equal groups. Sachems do not split.

8:45

INFORMAL CHEERING: The flags will not be raised again until the next morning, but each team will have a chance to cheer twice after the quiz competition has ended.

TUESDAY MORNING TEAM SPORTS COMPETITION

SOFTBALL

9:30	SCOUTS BUCKS WARRIORS	Near Diamond Golf Field Far Diamond	Mike Euer George Lamm Ray Krysh
10:30	HUNTERS TRAPPERS BRAVES	Near Diamond Golf Field Far Diamond	Manny Desnet George Lamm Ron Lavine
11:30	SACHEMS MED MEN	Near Diamond Golf Field	Ron Lavine Ray Krysh

RUGBY

9:30	HUNTERS TRAPPERS	Red Field White Field	Dick Garb Ron Lavine
10:00	BRAVES	Red Field	Ron Lavine
10:30	MED MEN	Red Field	Dick Garb
11:00	WARRIORS	Red Field	Dick Garb
11:30	SCOUTS	Red Field	Dick Garb
12:00	BUCKS	Red Field	Dick Garb

BOMBARDMENT

9:30	BRAVES	Tennis Courts	Paul W + Mike L
10:00	MED MEN	Tennis Courts	Paul W + Mike L
10:30	WARRIORS	Tennis Courts	Ray K
11:00	BUCKS	Tennis Courts	Paul W + Mike L
11:30	HUNTERS	Tennis Courts	Paul W + Mike L
12:00	TRAPPERS	Tennis Courts	Paul W + Mike L

FIELD ASSIGNMENTS FOR SOFTBALL GAMES DURING MONDAY SWIM COMPETITION

2:30	BUCKS HUNTERS WARRIORS SACHEMS	Soccer Field Golf Shack Field Golf Field Near Diamond	Mike Euer Jeff Pierce George Lamm Ron Lavine
3:30	SCOUTS MED MEN TRAPPERS BRAVES	Near Diamond Golf Field Golf Shack Field Far Diamond	Manny Desnet George Lamm Jeff Pierce Ron Lavine

TUESDAY AFTERNOON TRACK COMPETITION: WAUPACA RELAYS 1978

	<u>S</u>	<u>B</u>	<u>M</u>	<u>H</u>	<u>T</u>	<u>B</u>	<u>W</u>	<u>S</u>
Challenge High Jump	0	0	0	2	2	3	3	0
Long Jump	3	3	3	3	3	3	3	2
50 Yard Dash	4	4	4	4	4	4	4	4
220 Yard Dash	4	3	3	2	2	3	3	3
600 Yard Run	0	0	0	2	2	2	2	2
Ball Throw	4	4	3	3	3	3	4	3
Pull-Ups	3	3	3	3	3	3	3	2
Push-Ups	3	3	2	2	3	3	3	0
Dips	0	0	0	0	2	3	3	0
Rope Jumping	3	3	3	3	3	0	0	0
Low Hurdles	3	3	3	3	3	3	3	0
Frisbee	4	3	3	3	3	0	0	3
Shuttle Run	4	4	3	3	3	3	2	2
Punting	2	3	3	3	0	3	3	0
Crabwalk	3	3	3	0	0	0	0	0

All scores will be determined according to places taken by the team in each division. A first and fourth place is equal to a second and third place.

Locations:

High Jump	Horseshoe Area	George Lamm
Long Jump	Near Diamond Area	
50 + 220 + 600	Soccer Fields	Dick + Mike L
Ball Throw	Far Diamond	Ray Krysh
Pull-Ups + Push-Ups	Rec Hall	Ken Harwood
Dips + Rope Jumping	Cabin 8 - 9	Paul Warshauer
Hurdles	Soccer Fields	
Frisbee Toss	Office	Mike Euer
Shuttle Run	Soccer Fields	Pete Jones
Punting	Soccer Fields	Jeff Pierce
Crabwalk	Soccer Fields	Wayne Towne

Boys may go to events in any order they wish, but all events will close at 4:00.

4:00 FIGHT SONG PRACTICE: The rest of the afternoon will be spent in rehearsal for the evening song competition.

6:30 FREE TIME: After supper there will be a free time with all areas open for 45 minutes. BLUE TEAM (Land O.D.) WHITE TEAM (Waterfront O.D.)

TUESDAY EVENING COMPETITION: CHALLENGE 25

Each division will divide into five groups of two boys in each group. (If a division has less than 10 players, you must secure special permission to have a single boy compete without a partner). Groupings should be made with an attempt to equalize ability. Do not put strong players together or weak players together. There will be a drawing to match up a group from the White with a group from the Blue. These two competing groups will travel to various events together attempting to beat each other at the games they participate in. At the Office, there will be a stack of Activity Cards. Groups will select a card to determine the activities they will enter.

Events for Challenge 25: Golf, Tennis, Frisbee, Flickerball, Basketball, Ball Throw, Distance Hitting, Punting, Canoeing, Playak Retrieve, Table Tennis, Air Hockey, Pool, Archery, Horseshoes, Tetherball, Seat Drop War, Riflery, Long Jump, 50 Yard Dash, Putting, Free Throws, Foos Ball, Speed Softball, Throwing for Accuracy.

8:30 FIGHT SONG COMPETITION: Teams will square off in the Dining Hall for Fight Song Competition. The songs will be judged on the merit of the song and the ability of the team to sing it with spirit.

WEDNESDAY MORNING TEAM SPORTS COMPETITION

BASKETBALL

9:30	BRAVES	Basketball Court	Ray Krysh
10:00	SACHEMS	Basketball Court	Call Your Own
10:30	WARRIORS	Basketball Court	Ray Krysh
11:00	MED MEN	Basketball Court	Ray Krysh
11:30	HUNTERS	Basketball Court	Ray Krysh
12:00	TRAPPERS	Basketball Court	Ray Krysh

FLICKERBALL

9:30	WARRIORS	Flickerball Field	Ron Lavine
10:00	HUNTERS	Flickerball Field	Ron Lavine
10:30	TRAPPERS	Flickerball Field	Ron Lavine
11:00	BRAVES	Flickerball Field	Ron Lavine
11:30	MED MEN	Flickerball Field	Ron Lavine

SOFTBALL

9:30	SCOUTS	Near Diamond	Mike Lurie
	MED MEN	Far Diamond	George Lamm

11:30	BUCKS SACHEMS	Golf Field Near Diamond	Mike Lurie Dick Garb
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VOLLEYBALL

9:30	TRAPPERS	Volleyball Court	Paul Warshauer
10:00	WARRIORS	Volleyball Court	Paul Warshauer
10:30	BUCKS	Newcombe	Paul Warshauer
11:00	SCOUTS	Newcombe	Paul Warshauer
11:30	BRAVES	Volleyball Court	Paul Warshauer
12:00	HUNTERS	Volleyball Court	Paul Warshauer

SOCCER

9:30	BUCKS	Red Field	Dick Garb
10:00	BRAVES	Red Field	Dick Garb
10:30	HUNTERS	Red Field	Dick Garb
11:00	WARRIORS	Red Field	Dick Garb
11:30	TRAPPERS	Red Field	George Lamm
12:00	SCOUTS	Red Field	George Lamm

WEDNESDAY AFTERNOON SCHEDULE: PRESENTATION PRACTICE

From the end of lunch until 3:30 the teams will be able to rehearse their Team Presentation. Teams will split the time into two equal sessions and will rehearse one half in the Rec Hall and one half in the Dining Hall. All other boys will have a Free Time until 3:30.

WEDNESDAY AFTERNOON COMBINATION GAMES 3:30

3:30	SCOUTS BUCKS	Combination Softball-Hockey	Jeff Pierce Ken Harwood
	MED MEN HUNTERS	Combination Softball-Rugby	Dick Garb George Lamm
	TRAPPERS BRAVES	Combination Softball-Bombardment	Ray Krysh Mike Lurie
	WARRIORS SACHEMS	Combination Softball-Volleyball	Ron Lavine Pete Jones

WEDNESDAY EVENING TEAM SPORTS COMPETITION + TEAM PRESENTATION

6:30	SCOUTS	BOMBARDMENT (Tennis Court)	Ken Harwood
	BUCKS	GOAL BALL (Basketball Court)	Oscar + Felix
	MED MEN	SOCCER (Red Field)	Pete Jones
	HUNTERS	HOCKEY (Tennis Courts)	Jeff Pierce
	TRAPPERS	RUGBY (White Field)	Dick Garb
	BRAVES	SOFTBALL (Golf Field)	Ray Krysh
	WARRIORS	SOFTBALL (Near Diamond)	Ron Lavine
	SACHEMS	VOLLEYBALL (Volleyball Ct.)	George Lamm

8:00 TEAM PRESENTATIONS: Teams will assemble in the Dining Hall for the final event before the Super Relay. Team Presentations should be limited to no longer than 20 minutes in length.

WHAT HAPPENS IF IT SHOULD RAIN DURING THE BLUE-WHITE WAR?

A very good question - I'm glad you asked it. Each team should prepare a Comedy Song. During our first major (unscheduled) rain delay, the teams will rehearse the Comedy Song and present it at the next available opportunity. Should a rain never occur (here's hoping) the song will be rehearsed during the free time on Wednesday afternoon (only those not in the play will present the song).

Should it be that liquid sunshine comes our way more than once, we may resort to WRESTLING Competition. Each team should have a wrestler in each of the following weight categories: Under 60, 61-68, 69-76, 77-84, 85-92, 93-100, 101-108, 109-116, 117-124, 125-132. Ten wrestlers in all. No Sachems.

If it should rain a third time during the war, we will have a contest in the Dining Hall and the winner will become the new Program Director. Open to all divisions. No one in their right mind, however, should enter.

BLUE & WHITE WAR - SUPER DUPER RELAY

1978

(1 Sachem) The relay begins as one Sachem from each team participate in Free Throw competition. When the Sachem sinks two Free Throws, his runner will be permitted to leave.

(SCOUTS)

- 1.....At the near diamond backstop, run around the bases three times, touch the backstop ...pass to #2
- 2.....Run from the near diamond backstop to the far diamond backstop and touch it...pass to #3
- 3 & 4.....Play catch with a 12" softball 30 times from a distance of 30 feet...catches need not be consecutive (1st base line and line between second and third)...pass to #5
- 5.....THE ERV KASIAN UNITED STATES MOST POWER EQUIPPED CRAFT SHOP EVENT: Run to the bench behind the craft shop and drive 5 nails into a board...pass to #6
- 6.....Run from the craft shop to the basketball court and dribble around the outside go-cart track 2 full times ...make four baskets at each end of the court...pass to #7
- 7.....Run from the basketball court to the flickerball field by running around the archery range (do not cut through the rifle path)...pass to #8
- 8.....Score 20 points from the shooting line at the flickerball goal...#9 retrieves each shot ...pass to #9
- 9.....Run from the flickerball field to the lake side of the Rec hall...pass to #10 inside the porch of the Rec Hall
- 10 & 11.....Volley a table tennis ball 15 times in a row...pass to #12
- 12 & 13.....#12 runs twice around the outside of the Rec Hall and then passes to #13 who does the same thing...pass to #14
- 14 - 16.....Run from the Rec Hall to the porch of the Infirmary
#14 - #16 participate in the bottle pick up relay...
#16 runs to the waterfront ...pass to #17
- 17 & 18.....Playak Relay...first #17 paddles and then #18 paddles around the buoy and back to shore...pass to #19
- 19.....Run to the row of trees just west of the golf course...pass to #20

(BUCKS)

20.....Land a frisbee inside a circular field target...pass to #21

21.....Run to the field shack...pass to #22

22 & 23.....#22 throws a 12" softball into a trash barrel from a distance of 20 feet 3 times...the throws need not be consecutive #23 retrieves each throw...pass to #24

24.....Run backwards from the field shack to the top of the waterfront stairs...pass to #25

25.....Run from the top of the waterfront stairs to the east side of the tennis courts...pass to #26

26 & 27.....Pass and catch a football 4 times in succession from a distance of twenty yards...pass to #28 who runs to the badminton court

28 & 29.....Volley a shuttlecock six times in succession from a line drawn 5 feet from the net on each side...pass to #30

30.....Run from the badminton court around the perimeter of the golf course down past the archery range and proceed to the chin-up bar next to the Rec Hall (apx.750 yards) pass to #31

31.....Do two chin-ups or pull-ups and run to the basketball court...pass to #32

32.....Make 15 baskets with the ball hitting the backboard on each shot...pass to #33

33.....Run from the basketball court to the archery range...pass to #34

34.....Make five arrows stick in a target...pass to #35

(MED MEN)

35.....Run from the archery range to the beach...pass to #36

36.....Paddle a playak around a buoy and back...pass to #37

37.....Run from the waterfront to the office...pass to #38

38.....Jump rope twenty times without missing...pass to #39

39.....From the office hop on one foot to the Rec Hall (changing feet on the referee's whistle)...pass to #40

40.....Paddle a ping pong ball upwards 100 times...pass to #41

41.....Run from the Rec Hall to the golf shed...pass to #42

42 & 43.....#42 & #43 must successfully hit one of the overhead telephone wires with a tennis ball and catch the ball before it hits the ground. Either boy may throw, but his partner must make the catch (Two hits and catches or a total of 3 hits)...pass to #44

44.....Run from the golf shed to the craft shop and touch it...continue running to the Rec Hall (lake side) ...pass to #45

45.....SLEE MCGEE MEMORIAL BILLIARDS EVENT: A billiards table will be set up with nine balls...run the table clean in no more than 36 shots...run to the tennis board on the east side of the tennis courts ...pass to #46

46.....Hit a tennis ball off the tennis board ten consecutive times at a distance of ten feet...pass to #47

47.....Run from the tennis board to the side of the Infirmary pass to #48

48 & 49DENNIS SULLIVAN SUPER-ARM BALANCING BALL TOSS: throw and catch a 12" softball 15 consecutive times while remainin balanced on a narrow orange bench at a distance of 50 fe (15 consecutive throws or a total of 30)...pass to #50

50.....Run from the side of the Infirmary to the Near Diamond backstop...pass to #51

(HUNTERS)

51 & 52.....Pitch and catch ten strikes (hard Ball) on the east side of the Far Diamond...pass to #53

53 & 54.....#53 runs to the waterfront where both participate in the CRAIG FULLER MEMORIAL TEMPER TANTRUM EVENT...the canoe obstacle...pass to #55

55.....Run from the waterfront to the first hole on the golf course...pass to #56

56.....Chip 3 balls into the middle area of the first hole from a distance of 50 feet (maximum of ten golf balls may be used - all balls must be retrieved by the golfer)...pass to #57

57.....From the first hole of the golf course; dribble a soccer ball to the Red Field goal post at the far end of the field (south end) ball must never be more than 15 feet from the dribbler...pass to #58

- 58.....Run from the Red Field down the road past the archery range (not through the rifle path) to the long jump pit next to the Near Diamond...long jump at least ten feet continue running to the high jump area near the horseshoe and jump at least 3'4"...pass to #59
- 59 - 62.....From the high jump #59 runs to the waterfront where 59 - 62 participate in the WAUPACA CLEAR WATER PRESERVATION EVENT: using pitchers, fill two carbide cans with water from deep, blue Lake Stratton...pass to #63
- 63.....Run from the waterfront to the Rifle Range...pass to #64
- 64.....In less than 15 shots, hit the middle of an ace of clubs two times...pass to #65
- 65.....Run to the parallel bars between cabins 8 & 9 ...successfully participate in the STEVE SCHWARTZ MEMORIAL DIP EVENT: do three dips...run to the beach...pass to #66
- 66 & 67.....ROWING OBSTACLE EVENT: Row around a buoy and back to shore changing positions in the boat on the referee's whistle...oars are also changed...pass to #68 at the top of the waterfront stairs
- (TRAPPERS)
- 68.....Run from the waterfront to the 2nd hole of the golf course ...then to the basketball court...pass to #69
- 69 & 70.(71).TWO ON ONE EVENT: 69 & 70 play offense in a half court game while 71 from the other team plays defense...the offense must score 6 baskets, every other defensive foul will count as a basket scored...(71 can't be duplicated)...pass to 73
- 73 & 74.....Play catch with a 16" softball while standing on opposite sides of a flickerball goal...all throws must go through the flickerball goal...six consecutive throws from seven feet out...pass to #75
- *72.....Run from the basketball court to the flickerball field around the archery range...pass to #73
- 75.....Run to the archery range - the long way- down the rifle path past the near diamond backstop...pass to #76
- 76.....Make five consecutive arrows stick in the target...pass to #77
- 77.....Run to the volleyball court the long way - down the rifle path...pass to #78
- 78 & 79.....Volley a volleyball over and under the net in a circular motion ten consecutive times. two hits per side is permitted - no carrying...pass to #80

80,.....,Run to the Field Shack: but first touch the office, the Dining Hall, the Craft Shop, Cabin 15, (in any order) pass to 81

81 & 82.....Play pepper from a distance of 15 feet until the fielder makes 20 successful pick-ups...pass to 83

83.....Run to the beach: ON the beach 83 does 50 sit-ups with #84 holding his legs (sit-ups must be done with hands behind head and legs straight) pass to 84

(BRAVES)

84.....Run to the golf course and play 4 holes in 19 strokes or less...pass to #85

85.....Run from the fourth hole of the golf course around the tennis courts (counter-clockwise) and continue to the flickerball field...pass to #86

86.....From the circle throw a flickerball through the goal 5 times on each side of the field (#87 retrieves each throw pass to #87

87.....Run from the flickerball field to the near sideline of the Red Soccer field...crab walk across the Red Soccer field...then run the rest of the way to the archery range pass to #88

88.....From the archery range, run to the Near Diamond backstop and climb over it...continue running to the volleyball court...pass to #89

89 & 90.....Volley a volleyball 20 times in succession over the net (each player returning to a spot behind a line drawn 5 feet from the net after each shot) #90 then runs to the tee-pee...pass to #91

91 & 92.....DENNY N. BERG CUP CATCH EVENT: Each player must catch a tennis ball twice with a paper cup...one of the four catches must be made "between the legs" ...pass to #93

93.....Run to the Red Soccer field down the rifle path...pass to #94

94 & (95).....94 must kick 5 soccer goals from a distance of 10 yards past95 from the other team ...#96 retrieves all goals (#95 may not be duplicated as he is following the relay of the opposition)...pass to #96

96.....Run from the Red Soccer field to CIT village...pass to #97

97 - 100.....THE FRANK GARGON HUMAN-DYNAMO FEAT OF SUPER HUMAN STRENGT EVENT: Carry a picnic table around cabins 9 + 10 and back to the village...pass to #101

(WARRIORS)

- 101 - 105.....#101 runs to the waterfront where all 5 participate in the CANOE RESCUE OPERATION: 101 and 102 with 103 as dead weight canoe out to a bouy ...103 who is wearing a life jacket jumps out of the canoe and remains at the bouy as 101 and 102 canoe back to shore ...using the same canoe 104 and 105 will pick up the man at the bouy and bring him back to shore...pass to #106
- 106 .&. (107)...#106 is standing on the shore, #107 from the other team will be sitting in a boat about 30 yards from shore, he will throw a flickerball into the lake from a sitting position...#106 may not enter the water until the ball has touched the water...he will then swim out and retrieve the ball...107 may not be duplicated as he is following the relay of the opposition...pass to #108
- 108.....Runs from the waterfront to the Near Diamond backstop...pass to #109
- 109 - 112.....THE LITTLE BEAVER SPECIAL; One boy pitches one boy bats one boy plays shortstop, and one boy plays first base...either 4 consecutive times or a total of ten; the pitcher must pitch to the batter who must ground to the shortstop who relays to the first baseman...total time from the release of the pitch must not exceed 6 seconds...pass to #113
- 113.....Run from the diamond to the archery range and shoot a score of 20 or better for 5 arrows...pass to #114
- 114.....Run from the archery range around the the perimeter of the golf course (counter-clockwise) and around the golf shed and the tennis fence and down the road and end up at the east side of the tennis courts...pass to #115
- 115 & 116.....Punt and catch a football 4 times from a distance of 20 yards (need not be in succession)...each boy must kick twice and receive twice...pass to #117
- 117 & (118)...#117 must run over to the tennis courts and he must serve and win 10 points (he does not need to change service box, unless he chooses to do so) #118 will be attempting to return all his attempts...118 can not be duplicated as he is following the relay of the opposition...pass to #119
- 119.....Run from the tennis courts to the field shack (first touching the Dining hall, the Near Diamond backstop, then the far diamond backstop) in front of the Field Shack he passes to #120
- 120 - 122.....Volley a volleyball 20 times in succession in a circular pattern....upon completion of this event one of the three will run to Red Soccer field and pass to #123

(SACHEMS)

- 123.....Kick six rugby conversions from ten yards out...kicks need not be in succession...#124 will retrieve kicks pass to #124
- 124.....THE ARNIE FELDSTEIN WAUPACA MARATHON EVENT: Run the marathon...pass to #125 at the basketball court
- 125.....Make seven out of ten free throws or a total of 25...
#126 retrieves throws...pass to #126 who runs to the waterfront
- 126 & 127.....Canoe across the lake and back to shore...pass to #128
- 128.....Row a boat around a bouy and back to shore...pass to #129
- 129.....Run from the waterfront to the tennis courts...pass to #130
- 130 - 132.....Two tennis rallying events: THE ADAM WOJOWICH MEMORIAL TENNIS LOBBING EVENT...Two of the participants rally 20 consecutive times over the tennis fence...then all three rally six consecutive times over both of the fences...
pass to #133 at the horseshoe pit.
- 133.....THE BOB MOWEN LUCKY TOSS HORSESHOE RINGER EVENT: Make a ringer...pass to 134
- 134 - 136.....#134 runs to the flagpole area where all three will build a fire and boil water over the top of a can...pass to the Chief
- CHIEF.....DICK GARB MEMORIAL HIDDEN WASP NEST EVENT: Climb the ladder to the top of the office and ring the bell signifying the end of the Blue and White War and victory in the 1978 super duper relay.