

## BLUE AND WHITE WAR RULES

1. BASKETBALL. Running time; one minute between quarters and 3 minutes between halves. Youngest 3 divisions-5 min. qtrs. Oldest 2 divisions-6 minute qtrs. Warriors will play only 4 men at a time; other divisions shall play 5 men.
2. SOFTBALL. Flip for ins and outs. Five inning games. Regular 12" softball rules except no stealing allowed.
3. VOLLEYBALL. One game to 21 points. Must win by at least 2 points. Regular rules except: 9 man teams and Scouts and Bucks play NEWCOMBE.
4. FLAG FOOTBALL. One 25 minute game, running time. No quarters or half-time. Three time-outs per side is maximum. Extra points attempted by kick or run or pass. No first downs - five downs to make a touchdown. Must tell if punting.
5. SOCCER. One 25 minute game, running time. No half-time.
6. SLAUGHTER. Seven 3-minute periods. Winner based on best of 7.
7. ARCHERY. Four man teams. 10 arrows per man in two flights of 5 arrows each.
8. RIFLERY. Four man teams. Two targets of five shots per man.
9. TENNIS. Two singles and one doubles match per division. One set each.
10. TABLE TENNIS. Three man teams in each division.
11. BILLIARDS. Two man teams. Stripes and solids.
12. BADMINTON. 3 man teams. One singles and one doubles match.
13. HORSESHOES. 4 man teams to play 4 singles matches. Winner is first to reach 50 or leader when time is called.
14. One entry per weight division. One 3-minute match.
15. SWIMMING. Individual events from raft to rope, relays from pier to pier.
16. WATER SKIING. One entry per division. Compulsory and free choice stunts.
17. RUGBY. One 25-minute game, running time. No time-out.
18. GOLF. 2 man teams. Combined score for four holes.
19. FLAG BATTLE. Five 3-minute periods. Winner: best of 5.



## SUPER-DUPER RELAY - 1968

### Scouts:

- (1) Touching far diamond backstop, run around bases 3 times and re-touch the backstop.
- (2) From far diamond backstop, run to and touch the backstop of the near diamond.
- (3/4) Play catch (on the fly) 20 times in a row at a distance of 50 feet.
- (5) From backstop of near diamond, run to the table behind the Craft Shop and drive 5 nails into the table.
- (6) Run to the basketball court and dribble a basketball 4 times completely around the Go-Kart track.
- (7) Run from the basketball court to the trampoline and do a correct seat drop, knee drop, and front drop in that order.
- (8) Run from the trampoline to the lakeside door of the Rec Hall.
- (9/10) Volley a table tennis ball 10 consecutive times over the net.
- (11) Run from the Rec Hall door to the basketball court.
- (12-16) Cowboy relay. If ball is dropped, go back to start.

### Bucks:

- (1) From basketball support, run to farthest soccer goal. From 20 yards out, kick a total of 10 soccer goals. Chose own ball.
- (2) Run from soccer goal to corner of golf course.
- (3) Run around perimeter of golf course (counter-clockwise) to tennis court and continue to badminton court.
- (4/5) Volley a badminton "birdie" 16 times in succession.
- (6) From badminton court run to and touch the water.
- (7) Swim to raft (or anchor log) and return to shore.
- (8) Run from shoreline to basketball court.
- (9-13) Bottle pick-up relay.

### Hunters:

- (1) From basketball court run to golf course and touch cabinet.
- (2) Hitting off tee, hit 3 balls to 100 sign on the fly.
- (3) Run from golf cabinet to basketball court.
- (4) Make 25 lay-ups.
- (5) Run from basketball court to far side of tennis court.
- (6/7) Toss and catch a football 4 times in a row at a distance of 25 yards.
- (8) Run from football area to beach and touch water.
- (9/10) Row from beach around raft (anchor log) and back to beach.
- (11) Run from beach to chinning bar.
- (12) Do 4 chins (underhanded) and then run to horseshoe.
- (13/14) Using 2-handed saw, saw completely through log provided.

### Braves:

- (1) Run from Horseshoe to Mess Hall and touch, to the far backstop and touch, and to the near backstop and touch.
- (2/3) At the near diamond, at a distance of 50 feet, pitch a total of ten strikes. Hardball. Pitcher and catcher. Catcher must hold strikes.



- (4) Run from near backstop to near soccer field and touch goal post.
- (5/6) With one kicking and the other retrieving, these two players will each kick 4 successful Rugby conversions.
- (7) Run from near soccer field to far dump area.
- (8) Shooting clout style, shoot 3 arrows into target area.
- (9) Run from dump area to golf cabinet.
- (10) From a distance of 20 yards, chip 5 balls into putting area.
- (11) Run from golf cabinet to basketball court.
- (12) Make 10 free throws and run to far sides of tennis court.
- (13/14) Punt a football a minimum of 30 yards and have partner catch it on the fly. Each makes two successful punts and catches.

Warriors:

- (1) Run from far side of tennis courts to canoe rack.
- (2/3) Lift canoe off rack, paddle around raft (anchor log) and return to shore. Replace canoe on rack.
- (4) Run to parallel bars and do 5 dips. Run to tennis court.
- (5/6) Volley a tennis ball 15 times on one bounce from behind service line.
- (7/8) Run to volleyball court and volley a volleyball 20 consecutive times.
- (9/10) Make 2 ringers each at horseshoe area. Partners will toss horseshoes back and forth at same lane. Run to flag area.
- (11-13) Build fire and boil water over top of can.
- (Chief) Ring bell.



BLUE - WHITE WAR SCORE - 1968

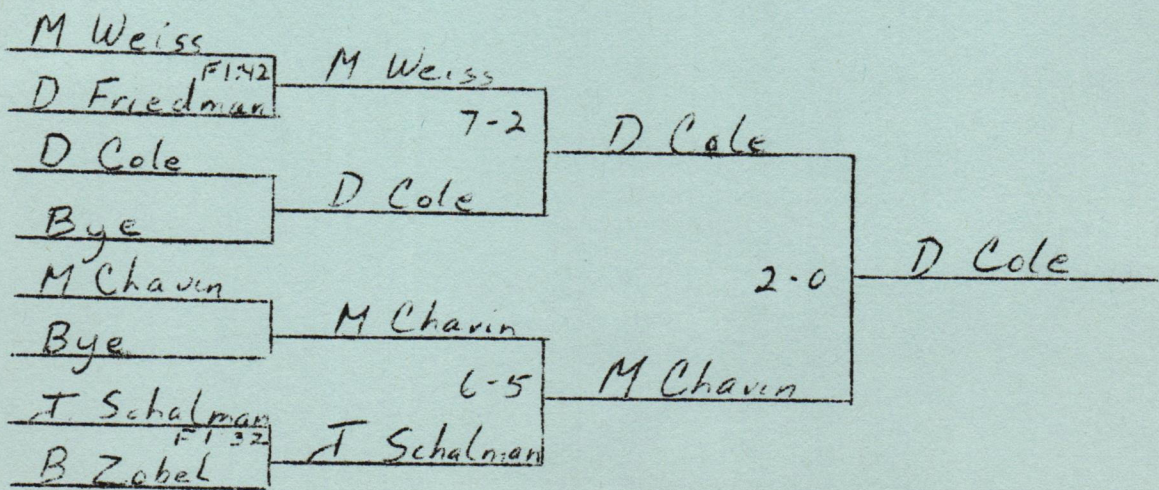
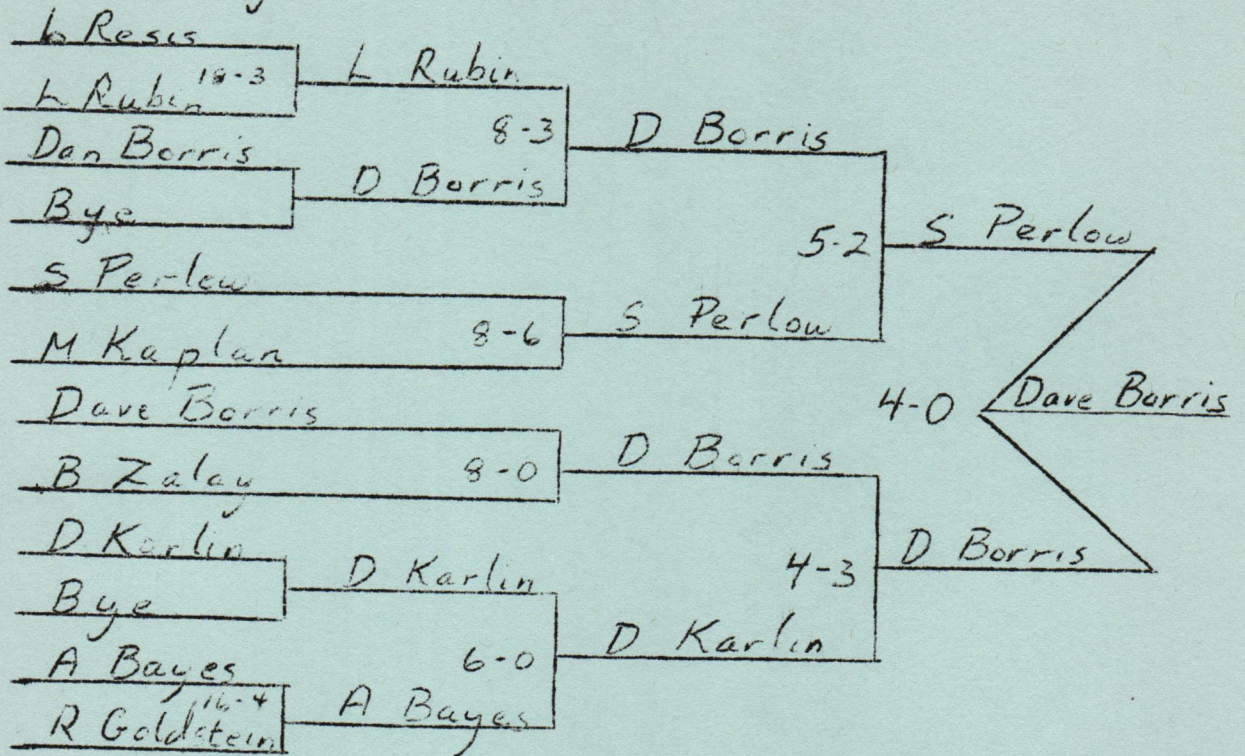
Event:	Blue:	White:
Basketball	60	40
Billiard	4	8
Badminton	15	21
Golf	21	14
Archery	12	36
Riflery	36	12
Ping Pong	20	28
Tennis	20	56
Horseshoes	15	30
Craft Races	60	15
Running Race	8	3
Backstroke	26	19
Breaststroke	21	33
Crawlstroke	36	19
Individual Med.	21	23
4 Man Relay	14	14
Giant Relay	25	0
Spelling	20	20
Quizzes	30	20
Sportsmanship	17	26
Sunday Total	481	437
Softball	40	60
Volleyball	40	60
Wrestling	25	15
Song Fest	109	141
Sportsmanship	6	1
Thru Monday Total	701	714
Soccer	50	50
Football	30	50
High Jump	22 $\frac{1}{2}$	32 $\frac{1}{2}$
50 Yd. Dash	57	42
220 Yd. Dash	28	26
Long Jump	28 $\frac{1}{2}$	26 $\frac{1}{2}$
Ball Throw (S.P.)	31 $\frac{1}{2}$	23 $\frac{1}{2}$
440 Yd. Relay	21	14
Tug-O-War	30	45
Pursuit Relay	25	0
Capture the Flag	30	30
Sportsmanship	7	7
Thru Tuesday Total	1061 $\frac{1}{2}$	1060 $\frac{1}{2}$
Rugby	60	40
Slaughter	40	60
Play	93	157
Sportsmanship	13	8
Thru Wednesday Total	1267 $\frac{1}{2}$	1325 $\frac{1}{2}$
Super Super Relay	0	75
GRAND TOTAL	1267 $\frac{1}{2}$	1400 $\frac{1}{2}$



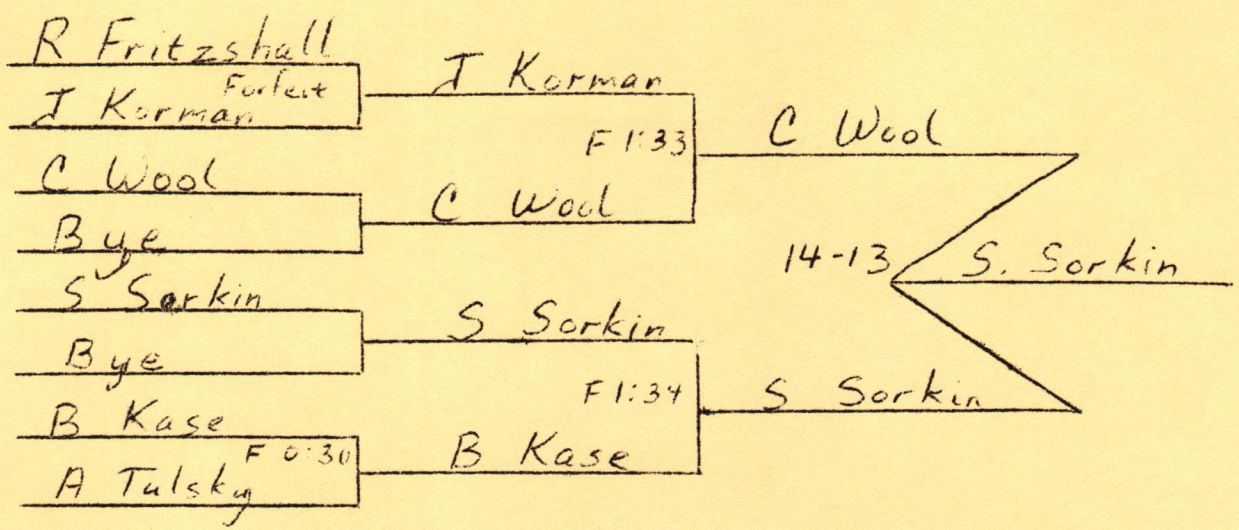
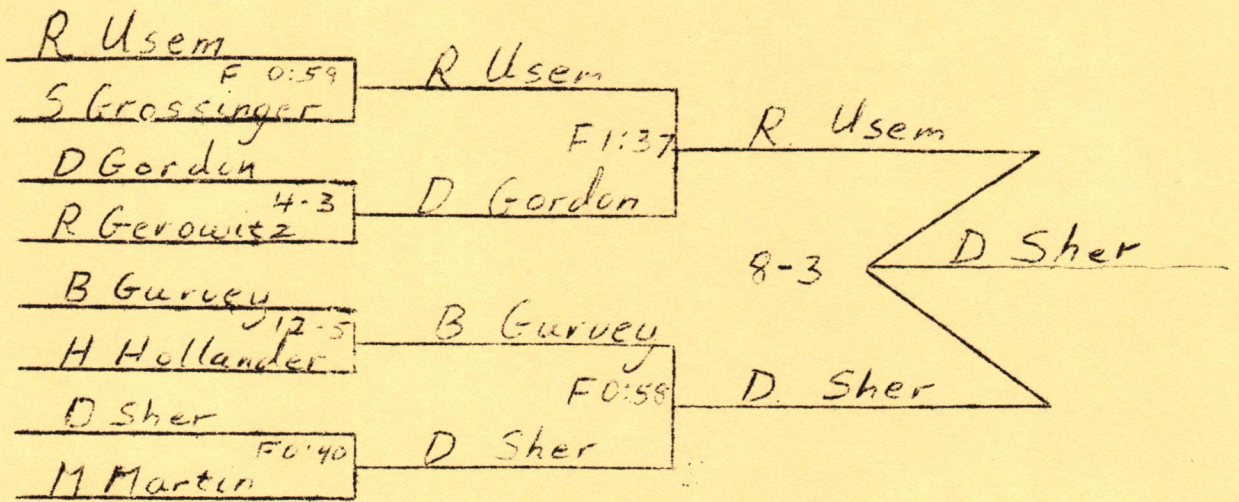




Wrestling - 1968

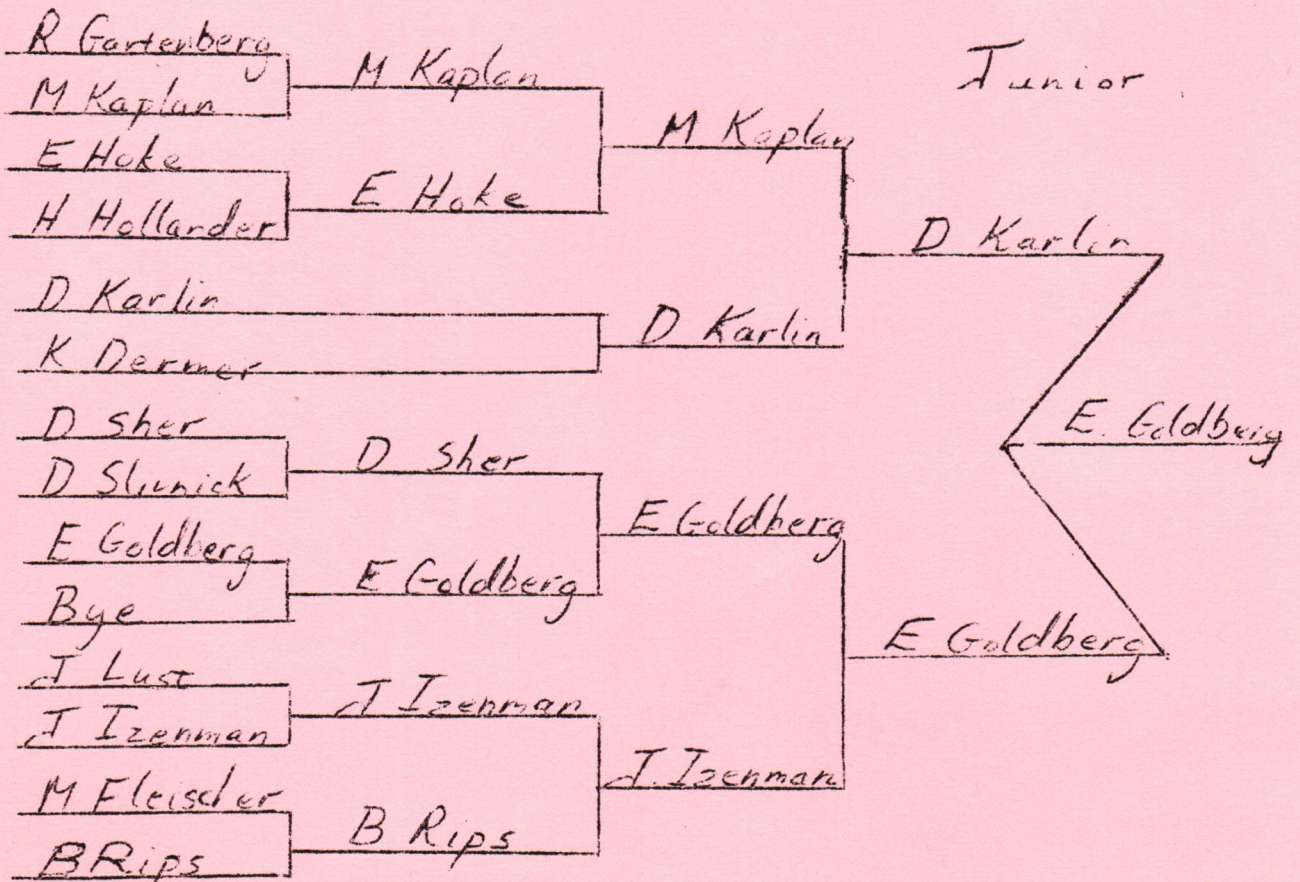
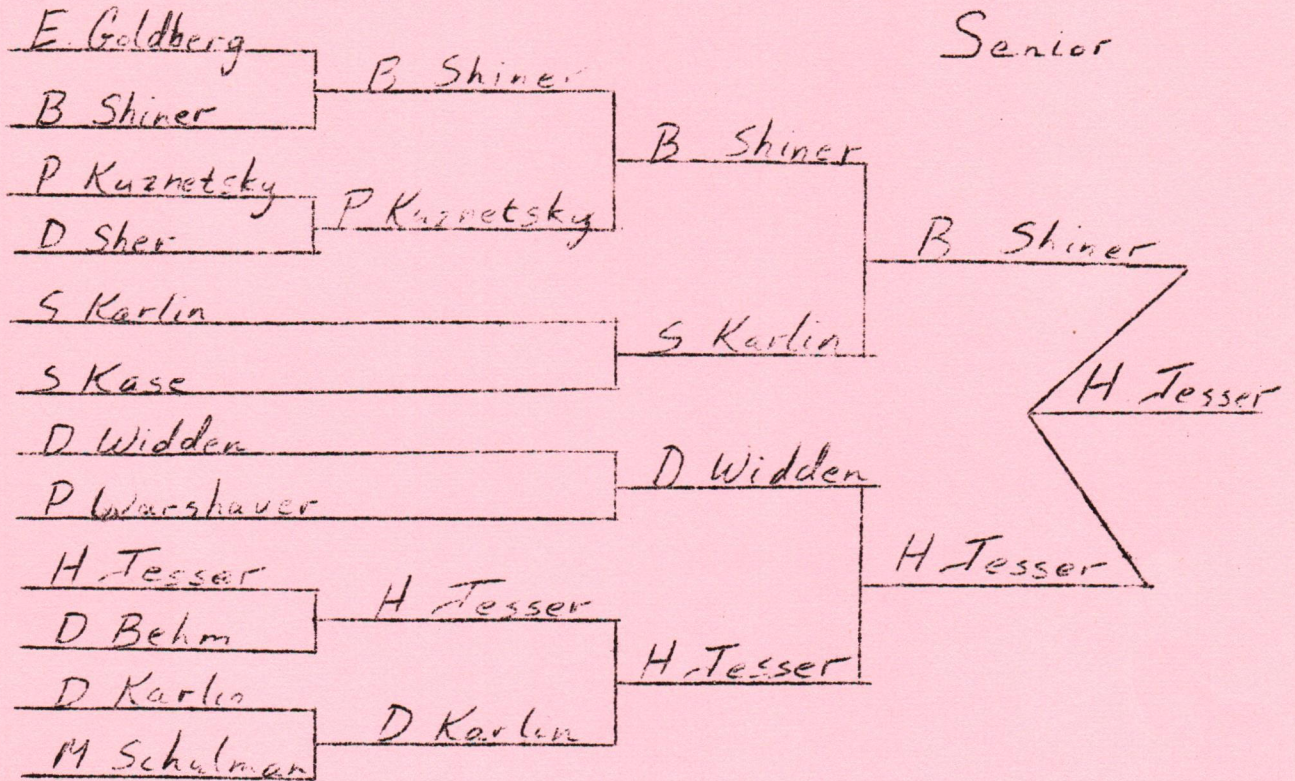








Invitational Golf - 1968





Golf Classic - 1968

