



WHITE

VS

BLUE

CAMP

MALPACA

70



Blue Team : 1973

DENNIS SULLIVAN  
Dan Nielsen

.....

SACHEMS:

S. Hughes  
J. Korman  
R. Passman  
A. Carter  
J. Kennedy  
J. Buster  
G. Bennett  
B. Goldman  
B. Zalay

WARRIORS:

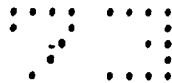
S. Taslitz  
G. Kalcheim  
R. Thalheimer  
M. Shabelman  
C. Clotiaux  
P. Becker  
K. Robbins  
S. Gordon  
G. Rubenstein  
E. Zaiken

MED MEN:

A. Wax  
K. Saunders  
D. Lewis  
D. Feltman  
J. Wolff  
J. Bernfield  
S. Rosenberg  
M. Dunkleman  
A. Samotny

BRAVES:

B. Ashman  
L. Schaner  
J. Rosenwasser  
V. Noparstak  
L. Mogil  
E. Friedman  
B. Sklare  
S. Weil  
M. Kessler  
M. Zisook



HUNTERS:

C. Bernfield  
G. Stone  
L. Freedman  
R. Saunders  
P. Bell  
J. Foreman  
C. Clotiaux  
R. Trester  
M. Weber  
M. Lieberman

BUCKS:

R. Lapins  
M. Weiss  
S. Rosenwasser  
P. Fisher  
J. Allen  
R. Baygood  
S. Herman  
R. Arnold  
J. Juron

SCOUTS:

P. Blackman  
B. Friedman  
G. Ornoff  
M. Abrams  
A. Simons  
C. Cole  
M. Foreman  
E. Wanger  
D. Teinowitz  
D. Mogil

S-SCOUTS:

B. Garfinkle  
R. Fried  
J. Mintz

HUNTERS:

J. Reder  
B. Fox  
D. Wax  
L. Gordon  
S. Wolfe  
M. Savitt  
K. Jacobs  
G. Becker  
M. Birndorf

BUCKS:

D. Shabelman  
D. Gassel  
R. Hamel  
J. Gold  
R. Madia  
J. Mandel  
V. Shyman  
L. Wotman  
J. Kudan

SCOUTS:

M. Berke  
G. Spear  
J. Coen  
B. Duboe  
D. Phillips  
R. Ashman  
H. Bramson  
D. Weinstein  
T. Friedenberg  
G. Marcus  
D. Bassler

S-SCOUTS:

R. Berg  
B. Vinet  
S. Hamel

White Team : 1973

RAY KRYSH  
Warren Metzdorf

.....

SACHEMS:

P. Van Handel  
D. Rodgers  
D. Erikstrup  
C. Hawkins  
D. Van Dyke  
C. Hinrichs  
B. Robbins  
E. Hoke  
M. Chavin  
J. Dover

WARRIORS:

R. Refkin  
H. Gartzman  
S. Leviton  
M. Miller  
P. Goldstine  
D. Parker  
C. Goldberg  
M. Gilford  
M. Goldman  
M. Ehrlich

MED MEN:

S. Alex  
S. Ornoff  
S. Friedell  
J. Schwartz  
W. Finkelstein  
R. Kaine  
C. Zucker  
G. Sweet  
S. Shyman  
G. Levin

BRAVES:

G. Altman  
D. Cohen  
D. Schulman  
J. Black  
M. Goldman  
S. Krengel  
M. Kudan  
H. Teinowitz  
S. Schmall  
S. Lifson

OFFICIALS

Ron Lavine  
Mike Euer  
Dick Garb  
Phil Hinrichs  
Paul Warshauer  
Mike Lurie  
Howie Resnich  
Erv Kasian

BLUE & WHITE WAR PROGRAM

1973

Sat (pm) Declaration of War

Sun (am) 9:30 SCOUTS.....Archery (4) Flickerball Toss (6 or 7)  
MED MEN....Basketball (3) Golf (4) Lay-ups and  
Free throws (2 or 3)  
HUNTERS....Riflery(3) Billiards (2) Table Tennis (2)  
Conversions (2 or 3)  
BRAVES.....Riflery (5 or 6) Penalty Shots (4)  
BUCKS.....Tetherball (2) Horseshoes (2) Obstacle  
Course (2 or 3) Badminton (2)

10:00 WARRIORS...Basketball (3) Golf (4) Lay-ups and  
Free throws (2 or 3)  
SACHEMS....Tennis (4) Billiards (2) Table Tennis (1)  
Conversions (2)  
SCOUTS.....Tetherball (2) Horseshoes (2) Badminton (2)  
Obstacle Course (4 or 5)  
BUCKS.....Riflery (4 or 5) Soccer Penalty Shots (4)  
HUNTERS....Archery (4) Flickerball Toss (5 or 6)

10:30 BRAVES.....Tennis (4) Billiards (2) Table Tennis (1)  
Conversions (2 or 3)  
MED MEN....Riflery (5 or 6) Soccer Penalty Shots (4)  
WARRIORS...Archery (4) Flickerball Toss (5 or 6)  
SACHEMS....Basketball (3) Golf (4) Lay-ups and  
Free throws (2)

11:00 SCOUTS.....Riflery (4 or 5) Soccer Penalty Shots (6)  
MED MEN....Tetherball (1 or 2) Horseshoes (2)  
Badminton (2) Tennis (4)  
HUNTERS....Basketball (3) Golf (4) Lay-ups and  
Free throws (2 or 3)  
BRAVES.....Archery (4) Flickerball Toss (5 or 6)  
BUCKS.....Tennis (2) Billiards (2) Table Tennis (2)  
Obstacle Course (2 or 3)

11:30 WARRIORS...Riflery (5 or 6) Soccer Penalty Shots (4)  
SACHEMS....Archery (4) Flickerball Toss (5)  
SCOUTS.....Tennis (2) Billiards (2) Table Tennis (2)  
Conversions (4 or 5)  
BUCKS.....Basketball (3) Golf (4) Lay-ups and  
Free throws (1 or 2)  
HUNTERS....Tennis (5) Tetherball (1 or 2) Horse-  
shoes (2) Badminton (2)

12:00 BRAVES.....Basketball (3) Golf (4) Lay-ups and  
Free throws (2 or 3)  
MED MEN ...Archery (4) Flickerball Toss (5 or 6)  
WARRIORS...Tetherball (1 or 2) Horseshoes (2)  
Badminton (2) Tennis (4)  
SACHEMS....Riflery (5) Soccer Penalty Shots (4)

SUPER-SCOUTS: Sunday morning events include the Obstacle Course, Playak relays and special relays. Sunday afternoon during the swimming and softball competition, they will have events including go-karts and craft shop.

Sun (aft)

	SWIM MEET						
Survival Swim	0	1	1	1	1	1	1
Freestyle	1	1	1	1	1	1	1
Breaststroke	1	1	1	1	1	1	1
Backstroke	1	1	1	1	1	1	1
Medlèy	3	3	3	3	3	3	3
Playaks	ALL	3	3	3	3	3	2
Canoe Obstacle	0	2	2	2	2	2	2
Boating	0	0	1	1	1	1	1

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		H		M	A	S
S		U	B	E	R	A
C	B	N	R	D	R	C
O	U	T	A		I	H
U	C	E	V	M	O	E
T	K	R	E	E	R	M
S	S	S	S	N	S	S

The Swim Meet will be split: Scouts & Hunters & Braves & Sachems will play softball during the waterfront competition involving the Bucks & Med Men & Warriors. The softball games will be 60 minutes long.

Duplication rules for waterfront competition: The first 5 events listed (all swimming events) should involve 4 different swimmers in each division. The individual swimmers (3 different swimmers) will all compete again in the Medley. The survival swimmer may not be duplicated. (The Scouts will need only 3 swimmers as they have no survival swim)...The next 3 events (all small craft competition) will involve all others with duplication where necessary. In the event that fewer boys are needed than are available, all extras will not compete. Should this be the case in any division, it is necessary to secure permission (from Ron) to have certain boys or staff inactive during the waterfront period.

Sun (eve)

#### QUIZ NIGHT

Six Sachems compete as a unit, the three Super Scouts compete as a unit, and all other divisions divide into two units of equal size. Each new unit works independently on 75 minutes of questions, problems, identifications and puzzles. The emphasis is on identification of famous people.

Teams will be given extra meeting time during the evening following the Quiz Night competition.

Mon (am)

MORNING COMPETITION

(SOFTBALL)

9:30	SACHEMS BRAVES MED MEN	Near Diamond Golf Field (1) Golf Field (2)	Ron Mike L Phil
10:30	SCOUTS WARRIORS	Golf Field Near Diamond	Phil Dick
11:30	HUNTERS BUCKS	Near Diamond Far Diamond	Dick Mike L

(RUGBY)

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

Mon (aft)

TRACK MEET

2:30 50 Yard Dash (1 per division)  
600 Yard Run (1 per division)  
440 Yard Relay (4 per division)

No duplication in the above events

3:15 TUG O' WAR & PURSUIT RELAY

4:00 Practice for Fight Song Competition

SUPER-SCOUTS: During the Monday morning games they will compete in Junior Basketball and bump ball and Rec Hall competition. During the afternoon and the evening, they will attend all team events.

Mon (eve)

7:00 WRESTLING: One wrestler from each team in each of the following weight divisions: Under 60, 61-68, 69-76, 77-84, 85-92, 93-100, 101-108, 109-116, 117-124, 125-132. Ten wrestlers in all from each team will compete.

8:30 FIGHT SONG COMPETITION

Tues (am)

MORNING COMPETITION

(VOLLEYBALL)

9:30	SACHEMS	Volleyball Court (game lasts 1 hr)	Ron & Paul
10:30	WARRIORS	Volleyball Court	Paul
11:00	MED MEN	Volleyball Court	Paul
11:30	BRAVES	Volleyball Court	Paul
12:00	HUNTERS	Volleyball Court	Paul

(JUNIOR BASKETBALL)

10:30	SCOUTS	Tennis Courts (1 hour game)	Phil
11:30	BUCKS	Tennis Courts (1 hour game)	Phil

(BASKETBALL)

10:00	MED MEN	Basketball Court	Ron
10:30	BRAVES	Basketball Court	Ron
11:00	HUNTERS	Basketball Court	Ron
11:30	WARRIORS	Basketball Court (1 hour game)	Ron

(HOCKEY)

9:30	SCOUTS	Tennis Courts	Mike L
10:00	BUCKS	Tennis Courts	Mike L

(SOCCER)

9:30	BRAVES	Red Field	Dick
10:00	HUNTERS	Red Field	Dick
11:30	MED MEN	Red Field	Dick

(SOFTBALL)

10:30	SACHEMS	Near Diamond (1 hour game)	Dick
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SUPER-SCOUTS: They will have Rec Hall competition at 9:30, followed by Hockey at 10:30. They will combine with the Scouts for Flag Battle in the afternoon.

Tues (aft)

AFTERNOON COMPETITION

2:30	SCOUTS: Flag Battle	Mike E
	HUNTERS-BUCKS: Combination Bombardment	Mike L Paul W
	BRAVES-MED MEN: Combination Rugby	Dick Phil
	WARRIORS-SACHEMS: Combination Volleyball	Ron Howie

Special substitutions between divisions will be made for the combination games. See Ron for instructions on the day of the games.

Tues (eve)

EVENING COMPETITION

7:15	MOMENT OF MADNESS
8:30	COMEDY SONG COMPETITION

Wed (am)

MORNING COMPETITION

(SOCCER)

9:30	SCOUTS	Red Field	Phil
10:00	BUCKS	Red Field	Phil
10:30	WARRIORS	Red Field	Dick

(BOMBARDMENT)

9:30	BUCKS	Tennis Courts	Paul
10:00	MED MEN	Tennis Courts	Paul
10:30	SCOUTS	Tennis Courts	Paul
11:00	BRAVES	Tennis Courts	Paul
11:30	WARRIORS	Tennis Courts	Paul
12:00	HUNTERS	Tennis Courts	Paul

(BASKETBALL)

9:30	SACHEMS	Basketball Court (1 hour game)	Ron
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(FLICKERBALL)

10:30	BRAVES	Flickerball Field	Ron
11:00	HUNTERS	Flickerball Field	Ron
11:30	MED MEN	Flickerball Field	Dick
12:00	WARRIORS	Flickerball Field	Dick

(SOFTBALL)

9:30	HUNTERS	Far Diamond	Mike L
	BRAVES	Near Diamond	Dick
10:30	MED MEN	Near Diamond	Phil
11:30	SACHEMS	Near Diamond	Ron
	SCOUTS	Golf Field (1)	Phil
	BUCKS	Golf Field (2)	Mike L

SUPER-SCOUTS: Morning activities include Archery and Tri-Skill Relay competition.

Wed (aft) AFTERNOON COMPETITION: Schedules for the Wednesday afternoon events will be given Tuesday to the Chiefs. This time will be used to make up any games postponed by weather. This time will also be used for the following: Play Practice and Relay Practice. Among the events to be scheduled: go-karts, tri-skill relay, cover the spot, tent event, bump ball, high jump, long jump, punt-pass-kick, ball throw, playak relays.

Wed (eve) EVENING COMPETITION: Meeting time will be scheduled for teams to work on the super-duper relay and play practice will extend through the early evening after supper. The Plays will be presented at 8:00. Team meetings will follow.

Thur (am) SUPER-DUPER RELAY PRACTICE

Thur (aft) SUPER-DUPER RELAY & THE END OF THE WAR

Thur (eve) CAMP BANQUET & THE ANNOUNCEMENT OF THE OUTSTANDING CAMPER FOR 1973 & THE CLOSING CAMPFIRE ENDING THE LAST FULL DAY



## 1973 SUNDAY MORNING SCHEDULING INSTRUCTIONS

ARCHERY	Four man team for total team score.
RIFLERY	Total team score determined according to average score per man per team.
FLICKERBALL TOSS	Total team score determined according to average score per man per team.
BASKETBALL	Three man half-court game lasting 20 minutes.
GOLF	Four man total team score on the first three holes on the course.
BILLIARDS	Two singles matches. Not for total team performance.
TABLE TENNIS	All matches are singles matches (some divisions have two, some have one). Not for team performance, they will be recorded individually.
HORSESHOES	One doubles match played for the entire 25 minute period.
SOCCER PENALTY SHOTS	All divisions select four players (except Scouts who select six). Two will be kickers and two will be goalies. On ten kicks from 10 yards, the kickers attempt to score soccer goals against the goalies from the other team. Match-ups will be made arbitrarily by the official at the time of the competition.
OBSTACLE COURSE	Average time per man per team for a total team score.
LAY-UPS & FREE THROWS	Average per man per team. Lay-ups scored seperately from Free Throws. Lay-ups are the most made in 60 seconds. Free Throws are the most made out of 10 shots
TETHERBALL	When both teams send the same number of players, the match-ups will be made arbitrarily for a set of 2 out 3 games. When it is one man against two men, the one man will play both opponents seperately 2 out of 3. If the teams split matches when 2 are present from each team, the winners will play. Otherwise the final score is determined according to games won and lost.
BADMINTON	One doubles match played for a 20 minute period.
TENNIS	All divisions will play the following matches as indicated and must turn in line-ups designating singles and doubles players in each division. Scouts (2) one doubles match, Bucks (2) one doubles match, Hunters (5) two doubles matches and one singles match, Braves (4) one doubles match and two singles match, Med Men (4) one doubles match and two singles match, Warriors (4) one doubles match and two singles match, Sachems (4) one doubles match and two singles matches.

# BLUE AND WHITE WAR - SUPER DUPER RELAY

1972

The relay begins with a full court basketball game between four Sachems from each team. As soon as a basket is scored, the first man in the relay for the team that scored can begin his event. When the other team scores, their first runner may begin his event.

## (SCOUTS)

- 1.....At the near diamond, run around the bases three times and touch the backstop...pass the sock to number 2
- 2.....Run from the near diamond backstop to the far diamond backstop and touch it...pass the sock to number 3
- 3 & 4.....Play catch with a 12" softball 30 times from a distance of 30 feet...catches need not be consecutive...pass the sock to number 5
- 5 & 6.....Number 5 runs to the obstacle course and both 5 & 6 will proceed through the obstacle course one at a time...number 5 passes the sock to number 6 after his run...number 6 passes the sock to number 7 after his run
- 7.....Run to the bench behind the craft shop and pound 5 nails into a board...pass the sock to number 8
- 8.....Run from the craft shop to the basketball court and dribble around the go-kart track twice...make a basket at each end of the court...pass the sock to #9
- 9.....Run from the basketball court to the flickerball field...pass the sock to number 10
- 10.....Score 10 points from the goal line at the flickerball field...pass the sock to number 11
- 11.....Run to the lake side of the Rec Hall... pass the sock to number 12
- 12 & 13.....Volley a table tennis ball 7 times in succession... pass the sock to number 14
- 14 & 15.....Number 14 runs twice around the Rec Hall and passes the sock to number 15 who then runs twice around the Rec Hall and passes the sock to number 16
- 16.....Run from the Rec Hall to the field shed...pass the sock to number 17

(All SCOUTS and SUPER-SCOUTS should have entered at least one of the above events)

(BUCKS)

- 17 & 18.....Number 17 throws a softball (12") into a trash barrel three times from a distance of 20 feet...throws need not be made in succession...number 18 retrieves each throw...pass the sock to number 19
- 19.....Run backwards from the field shed to the top of the stairs at the waterfront...pass the sock to number 20
- 20.....Run from the top of the waterfront to the east side of the tennis courts...pass the sock to number 21
- 21 & 22.....Pass and catch a football 4 times in succession from a distance of 15 yards...pass the sock to number 23 who runs to the badminton court
- 23 & 24.....Volley a shuttle-cock six times in succession...each boy may go no nearer than five feet from the net)... pass the sock to number 25
- 25.....Run from the badminton court around the perimeter of the golf course (clockwise) and proceed down the road past the archery range to the chin-up bar next to the Rec Hall...pass the sock to number 26
- 26.....Do two chin-ups and run to the basketball court... pass the sock to number 27
- 27.....Make 15 baskets...the ball must hit the backboard on each shot...pass the sock to number 28
- 28.....Run from the basketball court to the archery range... pass the sock to number 29
- 29.....Make five arrows stick in the target...pass the sock to number 30
- 30.....Run to the beach...pass the sock to number 31
- 31.....Paddle a playak backward around a bouy and back to shore...pass the sock to number 32
- 32.....Run from the waterfront to the far diamond and touch the backstop...pass the sock to number 33

(HUNTERS)

- 33 & 34.....Pitch and catch ten strikes (har ball)...pass the sock to number 35
- 35 & 36.....Number 35 runs to the waterfront where he and #36 participate in THE CRAIG FULLER MEMORIAL TEMPER TANTRUM EVENT: The Canoe Obstacle Race...pass the sock to number 37

- 37.....From the waterfront, run to and touch the office... from the office, hop on one foot to the golf shed (changing feet on the official's whistle...from the golf shed, run to the first hole on the course...pass the sock to number 38
- 38.....Chip three balls into the middle area of the first green from a distance of 20 feet (only three balls may be used--they must be retrieved by the player who is chipping)...pass the sock to number 39
- 39.....From the first hole on the golf course, dribble a soccer ball to the Red Soccer field...the ball must never be more than 15 feet away from the kicker... continue to dribble around both sets of goal posts ...pass the sock to number 40
- 40.....Run from the Red Soccer field down the road past the archery range and out to the long jump pit next to the near diamond...long jump 9 feet...continue running to the high jump bar next to the horseshoe and jump 3'4"...pass the sock to number 41
- 41.....Run from the high jump area to the White Soccer field...pass the sock to number 42
- 42 & (43).....Number 42 must kick 5 soccer goals from 10 yards out with number 43 from the other team acting as goalie...number 44 will retrieve all successful goals and receive the sock on the completion of the 5th goal...(number 43 follows the relay for the opposition and cannot be duplicated)
- 44.....From the White Soccer field run to the parallel bars between cabins 8 and 9...pass the sock to number 45
- 45.....STEVE SCHWARTZ MEMORIAL DIP EVENT: Do three dips... run to the beach and pass the sock to number 46 who is waiting at the top of the stairs
- (BRAVES)
- 46.....On the beach, number 44 does fifty sit-ups with number 47 holding his legs...pass the sock to number 47
- 47.....Run to the golf course and play four holes in 18 strokes or less...pass the sock to number 48
- 48.....Run from the fourth hole on the golf course to the waterfront and pass the sock to number 49
- 49-53.....Using pitchers, fill two garbage cans with water from deep blue Lake Stratton...pass the sock to number 54

- 54.....From the waterfront, run to the flickerball field...  
pass the sock to number 55
- 55.....From the goal line, throw a flickerball through the  
goal three times on each side of the field...(number  
56 retrieves and then receives the sock)
- 56.....Run 100 yards...crab walk 50 yards...and run the re-  
maining few feet to the archery range...pass the sock  
to number 57
- 57.....From the archery range, run to the backstop at the  
near diamond...climb over it...and continue to the  
volleyball court...pass the sock to number 58
- 58 & 59.....Volley a volleybal 10 times in succession over the  
net (coming no closer than four feet to the net)...  
pass the sock to number 60 who runs to CIT Village

(MED MEN)

- 60-63.....THE FRANK GARGON HUMAN-DYNAMO FEAT OF SUPER STRENGTH  
EVENT: Carry a pic-nic table from CIT Village around  
the second hole on the golf course and back to the  
Village...(Good Luck)...Pass the sock to number 64
- 64-68.....Number 64 runs to the waterfront where 64-68 partici-  
pate in a CANOE RESCUE OPERATION; 64 and 65 with 66  
as dead weight wearing a life-jacket, canoe out to  
the middle of the lake...66 is dropped off in the  
middle of the lake...64 and 65 return to shore...67  
and 68 use the same canoe and pick up 66 and return  
to shore...pass the sock to number 69
- 69 & (70).....Number 69 runs out to the end of the pier nearest to  
the raft...Number 70 from the other team is waiting  
on the raft...he then throws a flickerball as far as  
he can...when it hits the water, 69 takes off and  
swims for the ball...when he retrieves it, he swims  
all the way back to shore and passes the sock to #71  
...(Number 70 follows the relay for the opposition  
and may not be duplicated)
- 71.....Run from the waterfront to the pitcher's mound at  
one of the baseball diamonds (first team gets to  
use the near diamond)...pass the sock to number 72

(WARRIORS)

- 72-75.....THE LITTLE BEAVER SPECIAL: One boy pitches, one boy  
bats, one boy plays shortstop, and one boy plays  
first base...wither four consecutive times or ten  
total--the ball must be hit to the shortstop who  
fields the ball and throws to first base...total  
time from the release of the pitch may not exceed  
six seconds...four consecutive pitches, or ten total  
...pass the sock to number 76

- 76.....Run from the softball field to the archery range and shoot a score of 15 for 5 arrows...pass the sock to number 77
- 77.....Run from the archery range around the perimeter of the golf course, around the golf shed and tennis court and finish on the east side of the tennis courts... pass the sock to number 78
- 78 & 79.....Punt and catch a football four times from a distance of twenty yards...each boy kicks twice and catches twice...need not be consecutive...pass the sock to number 80
- 80 & (81).....Number 80 must serve four balls into the proper service box that are not returned fairly into the court by an opponent (81) who is returning the serves ...points need not be made consecutively...once a good service is returned, the play is dead...(number 81 follows the relay of the opposition and may not be duplicated)...pass the sock to number 82
- 82.....Run from the tennis courts to the red soccer field ...pass the sock to number 83
- 83.....Kick six rugby conversion from ten yards out...kicks need not be made in succession...pass the sock to number 84 (who had been retrieving the kicks)...
- (SACHEMS)
- 84.....THE ANNUAL ARNIE FELDSTEIN WAUPACA MARATHON EVENT:  
Run the Marathon...pass the sock to number 85 at the tennis courts
- 85 & 86.....Rally a tennis ball twenty times in succession from behind the service line...pass the sock to number 87
- 87.....Run from the tennis court to the basketball court and make 7 out of 10 free throws (or a total of 25)... pass the sock to number 88 (who was retrieving)
- 88-89 (90-91).....Numbers 88 & 89 play half-court basketball against numbers 90 & 91 from the other team...88-89 are strictly offense (and must score 12 points--two per basket)...90-91 are strictly defense (90-91 follow the relay of the opposition and may not be duplicated) ...pass the sock to number 92
- 92 & 93.....Number 92 runs to the waterfront and together with number 93 canoes across the lake and back...pass the sock to number 94 on the beach
- 94.....Row a boat around the bouy and back to shore...pass the sock to number 95

- 95.....Run from the waterfront to the horseshoe pit and  
pass the sock to number 96
- 96.....THE BOB MOWEN LUCKY TOSS HORSESHOE RINGER EVENT: Make  
one ringer...pass the sock to number 97
- 97 & 99.....Number 97 runs to the flag area where all three build  
a fire to boil water over the top of a can...when the  
water boils over, the Chief takes off
- 100.....The Chief climbs to the top of the office and rings  
the bell signifying victory in the super duper relay.

rl:73