

WHITE

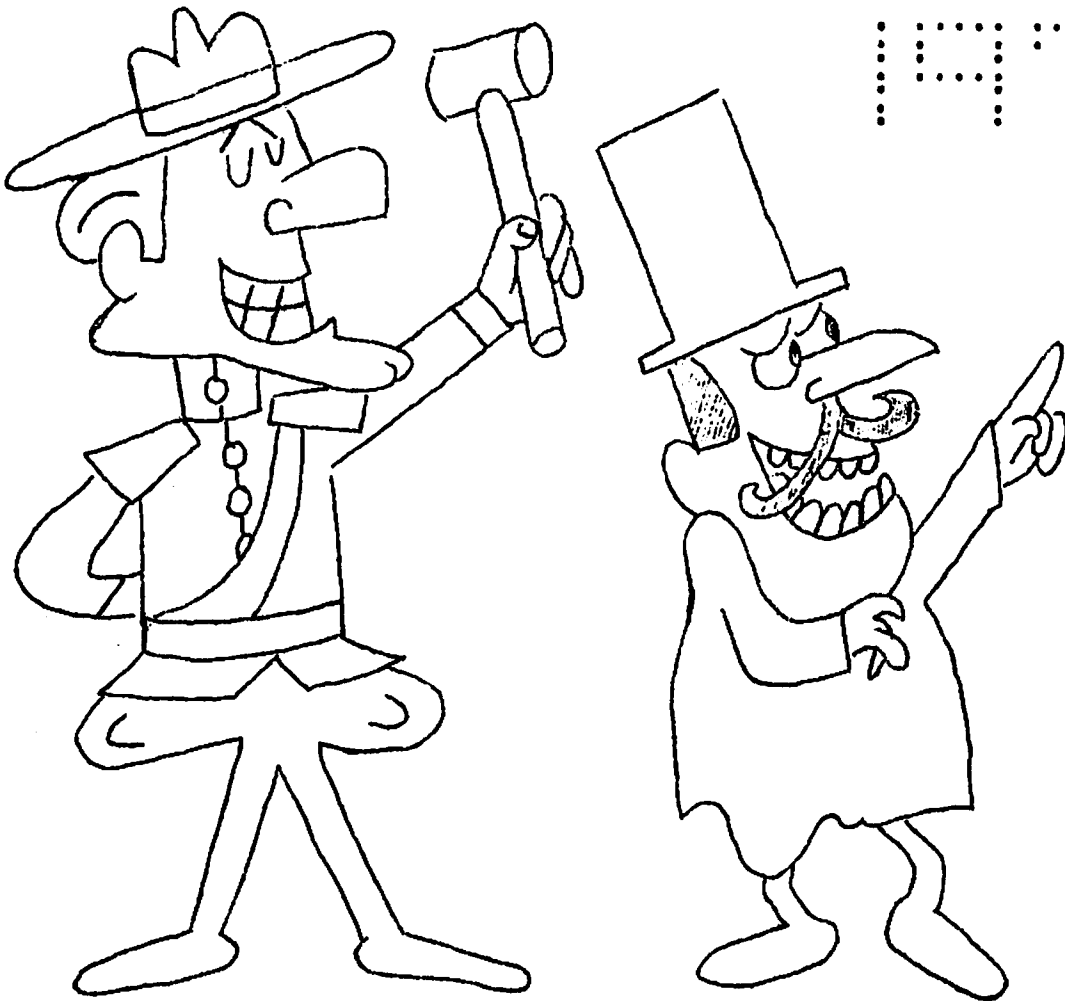
VS

BLIE

CAMP

WALPACA

1974



Blue Team : 1974

DENNIS SULLIVAN
Tom Harms

.....

SACHEMS:

Jay Jessup
Kal Larson
Darry Robbins
Howie Resnick
Marty Shabelman
Al Bonini
Jay Madderum
Ken Robbins
Craig Clotiaux

MED MEN:

Phil Flackman
Greg Waxman
Pete Vogel
Jilly Spiegel
Ross Weisman
Steve Friebrun
Mike Weiss
Andy Sirota
Eric Wanger

HUNTERS:

Sam Rosenwasser
Brian Schwam
Neil Turner
Larry Wotman
Aric Simons
Mark Weiss
Iryan Friedman
Mark Abrams
Tony Anker
Ten Teifeld

White Team : 1974

RAY KRYSH
Steve Megginson

.....

SACHEMS:

Jim Cote
Mike Lotz
Warren Metzdorff
Rick Cheever
Dan Parker
Rick Passman
Jon Goldstein
Cary Goldberg
Mike Larich

WARRIORS:

Paul Rosengarten
Steve Rosenberg
Bruce Everakes
Irad Dimond
Larry Schaner
Mitch Goldman
Steve Shyman
Jack Flack
Ken Saunders
Pete Fript
Mike Kaye

HUNTERS:

Jordan Allen
Jeff Mandel
Vic Shyman
Scott Weinstein
David Gassel
Darryl Passler
Gary Ornoff
Rich Madia
Blake Horwitz

MED MEN:

Mike Weis
Irad Korzen
Howard Tramson
Danny Ash
Jill Engerman
Dave Weinstein
Mark Reisman
Larry Cohen
Jon Mintz

WARRIORS:

Steve Alex
Joel Rosenwasser
Verne Noparstak
Ralph Newman
Craig Fernfield
Dave Cohen
Alan Wax
Marty Behn
Gary Silbar
Craig Zucker

CHIEFS:

Steve Ornoff
Larry Stern
Mark Lieberman
Wes Nissen
Steve Witt
Howard Fishman
Keith Levey
Steve Gartner
Steve Fishman
Mark Zisook

BUCKS:

Gary Rosengarten
David Rosen
Danny Kramer
Alan Singer
Harry Fierstein
Charles Schwartz
Chuck Cole
Kip Wolin
Mickey Foreman

IUCKS:

Mike Fisher
Mike Hollobow
Aram Adler
Danny Lieberman
Mitch Creinin
David Black
Scott Hamel
Joey Weber
Gary Liebovitz

CHEIFS:

Gene Levin
Chris Clotiaux
Ron Weber
Phil Larish
Ralph Saunders
Paul Fisher
Marc Rocklin
Keith Jacobs
Mike Schiffman
Joe Levine

DRAVES:

Mark Weber
Mike Green
Irad Fishman
Mark Schwartz
David Wax
David Kaye
Jeff Foreman
Mike Ferke
Ricky Weinberger

SCOUTS:

Kevin Turner
Kenny Doane
Charles Lissner
Bill Teinowitz
Irian Vinet
Gregg Greenstein
Gary Krimstein
Mark Fernstein
Job Garfinkle

SCOUTS:

Dan Teinowitz
Ricky Fried
Steve Lasin
Elliott Robbins
Fred Teifeld
Ross Lipman
Jeff Eisenberg
Sol Myers
Job Teinowitz

DRAVES:

Jon Reder
Gary Schakowsky
Mike Saritt
Dob Dub
Mike Denenberg
Larry Gordon
Cliff Gutmann
Glen Spear
Marc Margolies

S-SCOUTS:

Rich Ferg
Barry Rocklin
Todd Laff
Maury Gantman

S-SCOUTS:

Dave Mitchell
Irian Posen
Jon Adler
Greg Tucker

1974 BLUE & WHITE WAR Program

Saturday
Evening

Official Declaration of War

Sunday
Morning

- 9:30 Chiefs.....Golf (2) Tennis (4) Seat Drop War (4)
 Scouts.....Archery (4) Flickerball Toss (5)
 Med Men....Basketball (3) Golf (4) Lay-ups &
 Free Throws (2)
 Hunters....Riflery (3) Billiards (2) Table Tennis (2)
 Rugby Conversions (2 or 3)
 Braves.....Riflery (3) Soccer Penalty Shots (6)
 Bucks.....Tetherball (2) Horseshoes (2) Obstacle
 Course (3) Badminton (2)
- 10:00 Warriors...Basketball (3) Golf (4) Lay-ups & Free
 Throws (3 or 4)
 Sachems....Tennis (4) Billiards (2) Table Tennis (1)
 Rugby Conversions (2)
 Scouts.....Tetherball (2) Seat Drop War (2)
 Badminton (2) Obstacle Course (3)
 Bucks.....Riflery (5) Soccer Penalty Shots (4)
 Hunters....Archery (4) Flickerball Toss (5 or 6)
- 10:30 Chiefs.....Tetherball (2) Horseshoes (2) Badminton (2)
 Punt-Pass-Kick (2) Long Jump (2)
 Braves.....Tennis (4) Billiards (2) Table Tennis (1)
 Rugby Conversions (2)
 Med Men....Riflery (5) Soccer Penalty Shots (4)
 Warriors...Archery (4) Flickerball Toss (4 or 5)
 Seat Drop War (2)
 Sachems....Basketball (3) Golf (4) Lay-ups & Free
 Throws (2)
- 11:00 Chiefs.....Riflery (5) Penalty Shots (2) Basket-
 ball (3)
 Scouts.....Line Soccer (9)
 Med Men....Tetherball (2) Horseshoes (2) Badminton (2)
 Tennis (3)
 Hunters....Golf (4) Lay-ups & Free Throws (2 or 3)
 Punt-Pass-Kick (2) Seat Drop War (1)
 Braves.....Archery (4) Flickerball Toss (5)
 Bucks.....Tennis (2) Billiards (2) Table Tennis (2)
 Tri-Skills (3)
- 11:30 Warriors...Riflery (6 or 7) Soccer Penalty Shots (4)
 Sachems....Archery (4) Flickerball Toss (5)
 Scouts.....Billiards (2) Table Tennis (2) Rugby
 Conversions (2) Tri-Skills (3)
 Bucks.....Basketball (3) Golf (4) Lay-ups &
 Free Throws (2)
 Hunters....Tennis (4) Tetherball (1 or 2) Horse-
 shoes (2) Badminton (2)

(Sunday Morning Events continued on following page)

12:00 Braves.....Basketball (3) Golf (4) Lay-ups & Free Throws (2)
 Med Men....Flickerball Toss (6) Tri-Skills (3)
 Warriors...Tetherball (2) Horseshoes (2) Tennis (4)
 Badminton (2)
 Sachems....Riflery (5) Soccer Penalty Shots (4)
 Chiefs.....Billiards (2) Table Tennis (2) Rugby
 Conversions (2) Archery (4)

SUPER-SCOUTS: Sunday Morning events include the Obstacle Course, Playak Relays and special relays. Sunday afternoon during the swimming and softball competition, events will include go-karts, mini-bikes, and craft shop.

Sunday
 Afternoon

SWIM MEET

	S	B	M	H	B	C	W	S
Survival Swim	0	1	1	1	1	1	1	1
Freestyle	1	1	1	1	1	1	1	1
Breaststroke	1	1	1	1	1	1	1	1
Backstroke	1	1	1	1	1	1	1	1
Medley	3	3	3	3	3	3	3	3
Playaks	ALL	3	2	2-3	2	3	3-4	1
Canoe Obstacle	0	2	2	2	2	2	2	2
Boating	0	0	1	1	1	1	1	1

The Swim Meet will be split: Scouts & Medicine Men & Hunters and Sachems will swim first - Bucks & Braves & Chiefs & Warriors will swim second. The four groups on land will be playing softball while the others are at the waterfront. The softball games will be 60 minutes in duration.

Waterfront Duplication Instructions: The first five events listed will involve 4 different swimmers in each division for the individual events, and those same boys will be duplicated (3 of them) for the Medley event. The Scouts will need only 3 swimmers since they are not participating in the Survival Swim. The boating events will be for all other boys in the division and will be run during the swimming events. Should any duplication be necessary - special permission must be secured prior to Sunday afternoon. There is to be no duplication between the swimming and boating events. All boys and staff should be active in the Swim Meet unless special permission is granted in advance.

Sunday Afternoon Softball games will be announced at lunch on Sunday as to location and exact time.

Sunday
Evening

DUDLEY DO-WHITE & SNIDLEY BLUE-LASH
1974 QUIZ NIGHT

Each team will divide into several divisions for competition in questions and answers, problems, identifications, etc. The following divisions will divide for the following designated subject matter. (Each division except Sachems will divide in half - Six Sachems will compete as a unit).

SCOUTS

American History
Sport Stars
Comics
TV Shows
Animals
Questions
Problems
Famous People

DUCKS & MEDICINE MEN

World Figures
National Leaders
American Personalities
Sports of All Sorts
People & Places & Things
Shapes & States
Famous Teams of People
Entertainers

HUNTERS - BRAVES & CHIEFS I

Sports Stars
National Figures
World Leaders
Television 1973
Famous Americans
Famous Women
Movies
States

SACHEMS

TV Trivia
Watergate
Baby Pictures
Nostalgia
Television
Nixon Administration
-Dick & The Sunshine Boys
Tennis
Characatures
Movies & More Movies
Totpourri
Newsmakers
People Out of the Past
Comics
Authors & Composers
Gangsters
Geography

BRAVES & CHIEFS II - WARRIORS

Presidents
Entertainers
World History
National Leaders
Sports Illustrated
Comedians
The Music World

While half of all participants are working on identifications, the other half will participate in the Quiz Night word search competition.

On the identifications - the division totals will be summed for the final division scores - divide your divisions evenly !

MORNING COMPETITION

Monday
Morning

SOFTBALL

9:30	HUNTERS BRAVES MED MEN	Near Diamond Far Diamond Golf Field	Dave R Carl Bob
10:30	CHIEFS SCOUTS WARRIORS	Golf Field Near Diamond Far Diamond	Dave R Carl Bob
11:30	SACHEMS BUCKS	Near Diamond Golf Field	Ron Dick

RUGBY

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

Monday
Afternoon

TRACK MEET

2:30	50 Yard Dash (1 per division) 600 Yard Run (1 per division) 440 Yard Run (4 per division) - Relay	Ron Dick Dave T Mike W Dean F
	No Duplication in above events	

TUG O' WAR & PURSUIT RELAY

4:00 Practice for Fight Song Competition

SUPER-SCOUTS: Monday morning events include Junior Basketball and Bump Ball and Rec Hall competition. During the afternoon and evening they will attend and participate in all team events.

Monday
Evening

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.

HIGH JUMP (1 per division except Scouts)
LONG JUMP (2 per division)

8:30 FIGHT SONG COMPETITION

Tuesday
Morning

MORNING COMPETITION

VOLLEYBALL

9:30	SACHEMS	Volleyball Court One hour game	Ron-Paul
10:30	WARRIORS	Volleyball Court	Paul
11:00	CHIEFS	Volleyball Court	Paul
11:30	BRAVES	Volleyball Court	Paul
12:00	HUNTERS	Volleyball Court	Paul

SOCCER

9:30	BRAVES	Red Field	Dick
10:00	HUNTERS	Red Field	Dick
10:30	SCOUTS	Red Field	Dave R
11:30	BUCKS MED MEN	White Field Red Field	Dick Dave R
12:00	CHIEFS	Red Field	Dick

JUNIOR BASKETBALL

9:30	MED MEN	Tennis Courts	Dave R
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BASKETBALL

10:00	CHIEFS	Basketball Court	Bob
10:30	BRAVES	Basketball Court	Bob
11:00	HUNTERS	Basketball Court	Bob
11:30	WARRIORS	Basketball Court	Bob

(Warriors will send two boys to the waterfront for Marathon Canoeing) Mike W
Dean F

HOCKEY

9:30	SCOUTS	Tennis Courts	Dave T
10:00	BUCKS	Tennis Courts	Dave T
10:30	MED MEN	Tennis Courts	Dave T

SOFTBALL

10:30	SACHEMS	Near Diamond One hour game	Dick
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SUPER-SCOUTS: Rec Hall competition in the morning followed by Hockey. In the afternoon, they will participate in Bombardment with the Scouts.

Tuesday
Afternoon

AFTERNOON COMPETITION

2:30	SCOUTS	Bombardment	Mike E
	BUCKS-MED MEN	Combination Bombardment	Dave R Mike W
	HUNTERS-BRAVES -CHIEFS	Combination Rugby - Double SB	Dick - Bob Dave T
	WARRIORS-SACHEMS	Combination Volleyball	Ron Paul

Tuesday
Evening

EVENING COMPETITION

7:15	MOMENT OF MADNESS	(Super-Scouts & Scouts & Bucks & Medicine Men & Hunters)
	CAPTURE THE FLAG	(Braves & Chiefs & Warriors)
8:30	COMEDY SONG COMPETITION	

Wednesday
Morning

MORNING COMPETITION

NEWCOMRE

9:30	SCOUTS	Volleyball Court	Carl
10:00	BUCKS	Volleyball Court	Carl

BOMBARDMENT

9:30	BUCKS	Tennis Courts	Mike W Dave T
10:00	MED MEN CHIEFS	Tennis Courts Tennis Courts	Mike W Dave T
10:30	SCOUTS	Tennis Courts	Mike W
11:00	BRAVES	Tennis Courts	Mike W
11:30	WARRIORS	Tennis Courts	Dave T
12:00	HUNTERS	Tennis Courts	Dave T

RUGBY

10:30 WARRIORS Red Field Ron

BASKETBALL

9:30 SACHEMS Basketball Court Ron
One hour game

FLICKERBALL

9:30 WARRIORS Flickerball Field Dick
10:30 BRAVES Flickerball Field Dick
11:00 HUNTERS Flickerball Field Dick
11:30 MED MEN Flickerball Field Dick
12:00 CHIEFS Flickerball Field Dick

SOFTBALL

9:30 HUNTERS Far Diamond Dave R
BRAVES Near Diamond Bob
10:30 MED MEN Far Diamond Dave R
CHIEFS Near Diamond Bob
11:30 SACHEMS Near Diamond Ron
SCOUTS Golf Field (1) Carl
BUCKS Golf Field (2) Bob

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

Wednesday
Afternoon

AFTERNOON COMPETITION: Scouts - Playaks & Cover the Spot; Bucks - Flicker-fungo & Cover the Spot; Med Men - Golf-throw & Cover the Spot; Hunters & Braves & Chiefs & Warriors - Cover the Spot & Bump Ball.

Wednesday
Evening

EVENING COMPETITION: Play practice and relay review extending through the first part of the evening. The WAR PLAYS will be presented at 8:00.

Thursday (am)

SUPER-DUPER RELAY PRACTICE

Thursday (pm)

SUPER-DUPER RELAY & THE END OF THE WAR

Thursday (eve)

CAMP BANQUET - ANNOUNCEMENT OF 1974 OUTSTANDING CAMPER

Sunday Morning Scheduling Guide

ARCHERY	Average score per man per team
RIFLERY	Average score per man per team
FLICKERBALL TOSS	Average score per man per team
BASKETBALL	Three man half court game lasting 20 minutes
GOLF	Three hole total team score (eliminate hole #4)
BILLIARDS	Singles matches
TABLE TENNIS	Singles matches
HORSESHOES	Doubles matches played for the entire period
PENALTY SHOTS	Divisions with four have two kickers and two goalies - divisions with six have three of each - the kickers attempt to score soccer goals (as many out of 10) against opposition goalies
OBSTACLE COURSE	Average time per man per team
LAY-UPS & FREE THROWS	Average per man per team - Lay-ups are timed for 60 seconds - free throws are most made out of 10 shots
TETHERBALL	When equal numbers come from both divisions, there will be singles matches in a set of 2 out of 3 - if it is 1 against 2, the 1 will play separate singles matches against both - should teams split, the boys who win will play off
BADMINTON	One doubles match played for the entire period
TENNIS	Line-ups must be turned in Saturday evening for: Chiefs (4) one doubles and two singles matches Sachems (4) one doubles and two singles matches Braves (4) one doubles and two singles matches Med Men (3) three singles matches Bucks (2) one doubles match Hunters (4) one doubles and two singles matches Warriors (4) one doubles and two singles matches
TRI-SKILLS	Running-jumping-throwing at the soccer fields
PUNT-PASS-KICK	Total distance per man per team (accuracy deducted)
LINE SOCCER	One large game on the Red Field for all Scouts
LONG JUMP	Average of best jumps per man per team (near diamond)
SEAT DROP WAR	Best two out of three individual matches

BLUE & WHITE WAR - SUPER DUPER RELAY

1974

The relay begins with six Sachems from each team participating in an "Iowa Basketball" full court game. When the first basket for each team is scored, the first runner from the Scouts may begin his event.

(SCOUTS)

- 1.....At the near diamond, run around the bases three times and touch the backstop...pass to number 2
- 2.....Run from the near diamond backstop to the far diamond backstop and touch it...pass to number 3
- 3 & 4.....Play catch with a 12" softball 30 times from a distance of 30 feet...catches need not be made consecutively... pass to number 5
- 5.....THE ERV KASIAN UNITED STATES' MOST TOWER EQUIPPED CRAFT SHOP EVENT: Run to the bench behind the craft shop and drive 5 nails into a board...pass to number 6
- 6.....Run from the craft shop to the basketball court and dribble around the inside go-kart track two full times ...make a basket at each end of the court...pass to number 7
- 7.....Run from the basketball to the flickerball field by running around the archery range (do not cut through the rifle path)...pass to number 8
- 8.....Score 15 points from the shooting line at the flickerball field...number 9 retrieves each shot...pass to number 9
- 9.....Run from the flickerball field to the lake side of the Rec Hall...pass to number 10 inside of the Rec Hall porch
- 10 & 11.....Volley a table tennis ball 10 times in a row...pass to number 12
- 12 & 13.....Number 12 runs twice around the outside of the Rec Hall and passes to number 13...Number 13 runs twice around the outside of the Rec Hall and passes to number 14
- 14 + 16.....Run from the Rec Hall to the porch of the Infirmary... Numbers 14 - 15 - 16 participate in the BOTTLE PICK-UP RELAY...number 16 runs to the field shack

All Scouts and Super-Scouts should have completed at least one event by this point in the relay

(BUCKS)

- 17 & 18.....Number 17 throws a softball (12" softball) into a trash barrel from a distance of 20 feet 3 times... throws need not be consecutive...number 18 retrieves each throw...pass to number 19
- 19.....Run backwards from the field shack to the top of the waterfront stairs...pass to number 20
- 20.....Run from the top of the waterfront stairs to the east side of the tennis courts...pass to number 21
- 21 & 22.....Pass and catch a football 4 times in succession from a distance of 20 yards...pass to number 23 who runs to the badminton court
- 23 & 24.....Volley a shuttle-cock 6 times in succession from behind a line drawn five feet from the net on each side...pass to number 25
- 25.....Run from the badminton court around the perimeter of the golf course down the road past the archery range and proceed to the chin-up bar next to the Rec Hall (apx. 750 yards)...pass to number 26
- 26.....Do two chin-ups or pull ups and run to the basketball court...pass to number 27
- 27.....Make 15 baskets with the ball hitting the backboard on each shot...pass to number 28
- 28.....Run from the basketball court to the archery range ...pass to number 29
- 29.....Make five arrows stick in the target...pass to no. 30
- 30.....Run from the archery range to the beach...pass to number 31
- 31.....Paddle a playak around the bouy and back to shore... pass to number 32
- 32.....Run from the waterfront to the office...pass to no. 33

(MEDICINE MEN)

- 33.....Jump rope 20 times without missing...pass to number 34
- 34.....From the office, hop on foot to the front of the Rec Hall (changing feet on the referee's whistle)... pass to number 35
- 35.....Paddle upwards a ping pong ball 100 times...pass to number 36

- 36.....Run from the Rec Hall to the golf shed...pass to number 37
- 37 & 38.....Numbers 37 and 38 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 three hits)... pass to number 39
- 39.....Run from the golf shed to the craft shop...touch it... and continue running to the Rec Hall (lake side door) ...pass to number 40
- 40.....A billiards table will be set with 9 balls...run the table clean taking no more than 30 shots...run to the tennis board on the east side of the courts...pass to 41
- 41.....Hit a tennis ball off the board 10 consecutive times from behind a line drawn 12 feet from the board... pass to number 42
- 42.....Run from the tennis board to the side of the Infirmary ...pass to number 43
- 43 & 44.....Throw and catch a 12" softball 15 consecutive times while remaining balanced on narrow orange benches at a distance of 50 feet (15 consecutive catches or a total of 30)...pass to number 45
- 45.....Run from the side of the Infirmary to the far diamond backstop...pass to number 46

(HUNTERS)

- 46 & 47.....Pitch and catch 10 strikes (hard ball) on the east side of the far diamond...pass to number 48
- 48 & 49.....Number 48 runs to the waterfront where both participate in the CRAIG FULLER MEMORIAL TEMPER TANTRUM EVENT ...the canoe obstacle...pass to number 50
- 50.....Run from the waterfront to the first hole of the golf course...pass to number 51
- 51.....Chip three balls into the middle area of the first green from a distance of 50 feet (maximum of ten golf balls may be used - all balls must be retrieved by the golfer)...pass to number 52
- 52.....From the first hole of the golf course, dribble a soccer ball to the Red Field goal posts at the far end of the field (south side)...ball must never be more than 15 feet from dribbler...pass to 53

- 53.....Run from the Red Soccer 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 10 feet...continue running to the high jump area near the horseshoe and jump at least 3'4"...pass to number 54
- 54 - 57.....From the high jump area, Number 54 runs down to the waterfront where 54 - 57 participate in the WAUPACA CLEAR WATER PRESERVATION EVENT...using pitchers, fill two garbage cans with water from deep blue Lake Stratton...pass to number 58
- 58.....Run from the waterfront to the rifle range...pass to number 59
- 59.....In less than 15 shots, hit the middle symbol on the Ace of Clubs 2 times...pass to number 60
- 60.....Run to the parallel bars between cabins 8 and 9...successfully participate in the STEVE SCHWARTZ MEMORIAL DIP EVENT; do three dips...run to the beach and pass to number 61
- (BRAVES)
- 61.....On the beach, number 61 does 50 sit-ups with number 62 holding his legs (sit-ups must be done with hands folded behind head and legs straight)...pass to no. 63
- 63.....Run to the golf course and play four holes in 19 strokes or less...pass to number 64
- 64.....Run from the fourth holes on the golf course around the tennis courts (counter-clockwise) and continue running to the flickerball field...pass to number 65
- 65.....From the goal line, throw a flickerball through the goal five times on each side of the field (number 66 retrieves each throw)...pass to number 66
- 66.....Run from the flickerball field to the near sideline on the Red Soccer field...crab walk across the Red Soccer field...then run the rest of the way to the archery range and touch the shelter...pass to no. 67
- 67.....From the archery range, run to the near diamond back-stop and climb over it...continue to the archery range...pass to number 68
- 68 & 69.....Volley a volleyball 20 times in succession over the net (each player returning to a spot behind a line five feet from the net after each hit...number 69 then runs to the Red Soccer field (around the archery range)...pass to number 70

70 & (71).....Number 70 must kick five soccer goals past number 71 from the other team...number 72 retrieves all goals ... (number 71 may not duplicate as he is following the relay of the opposition and his event may come at any time in relation to his own team's relay)... pass to number 72

(CHIEFS)

72.....Run from the soccer field to CIT village...pass to number 73

73 - 76.....THE FRANK GARGON HUMAN-DYNAMO FEAT OF SUPER HUMAN STRENGTH EVENT: Carry a pic-nic table around cabins 3-4 and back to the village...pass to number 77

77 - 81.....Number 77 runs to the waterfront where all five will participate in a CANOE RESCUE OPERATION: 77 & 78 with 79 as dead weight wearing a life jacket, canoe out to a bouy...79 jumps out and remains at the bouy as 77 & 78 canoe back to shore...using the same canoe, 80 & 81 will pick up the man at the bouy and bring him back to shore...pass to number 82

82 & (83).....Number 82 is standing on shore...number 83 from the other team will be sitting in a boat about 30 yards from the shore...he will throw a flickerball out into the lake (from a sitting position) and number 82 will swim after it and retrieve it...number 82 may not enter the water until the flickerball has touched down in the water...(number 83 may not be duplicated as he is following the relay of the opposition and his event may occur at any time in relation to his own team's relay)...pass to number 84 on the beach

84.....Run from the waterfront to the pitcher's mound at one of the baseball fields (first team may choose the field it wishes to use)...pass to number 85

(WARRIORS)

85 - 88.....THE LITTLE BEAVER SPECIAL: One boy pitches, one boy bats, one boy plays shortstop and one boy plays first base...either four consecutive times or ten total times, the pitcher must pitch to the hitter who grounds to the shortstop who relays to first...total time from release of pitch must not exceed 6 seconds ...four consecutive pitches or a total of ten...pass to number 89

89.....Run from the diamond to the archery range and shoot a score of 20 for 5 arrows...pass to number 90

- 90.....Run from the archery range around the perimeter of the golf course (counter-clockwise)...continue around the golf shed and the tennis fence down the road and end up on the east side of the tennis courts...pass to number 91
- 91 & 92.....Punt and catch a football four times (need not be in succession) from a distance of 20 yards...Each boys must kick twice and receive twice...pass to number 93
- 93 & (94).....Number 93 runs over to the tennis courts and must serve and win 10 points (he does not need to change service boxes unless he chooses to do so)...Number 94 from the opposition will be attempting to return all attempts...(94 may not be duplicated as he is following the relay of the opposition)...pass to number 95
- 95.....Run from the tennis courts to the field shack (first touching the Dining Hall, then the near diamond backstop, then the far diamond backstop)...in front of the field shack he passes to number 96
- 96 - 98.....Volley a volleyball in a circle 20 times in a row (or 100 times total)...upon completion of the event, one of the three will run to the Red Soccer field and pass to number 99
- 99.....Kick 6 rugby conversions from ten yards out...kicks need not be made in succession...number 100 will retrieve kicks...pass to number 100

(SACHEMS)

- 100.....THE ARNIE FELDSTEIN WAUPACA MARATHON EVENT; Run the Marathon...pass to number 101 at the basketball court
- 101.....Make 7 out of 10 free throws (or a total of 25)...number 102 retrieves the shots...pass to number 102
- 102-3 & (104-5)....Numbers 102 and 103 play offense in a half court basketball game against two members of the opposition ...they must score 12 points (scoring 2 points per basket)...all shooting fouls are scored as one point for the offense...other rules to be explained later ...pass to number 106 who runs to the waterfront
- 106 & 107.....Canoe across the lake and back to shore...pass to number 107
- 107.....Row a boat around a buoy and back to shore...pass to number 108
- 108.....Run from the waterfront to the tennis courts...pass to number 109

- 109 - 111.....Two tennis rallying events: THE STEVE LOWEY 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 tennis fences...pass to number 112 at the horse-
shoe pit
- 112.....THE BOB MOWEN LUCKY TOSS HORSESHOE RINGER EVENT: Make
one ringer...pass to number 113
- 113 - 115.....Number 113 runs to the flag area where all three will
build a fire and boil water over the top of a can...
pass to the Chief
- CHIEF.....Climb to the top of the office and ring the bell sig-
nifying victory in the super duper relay for 1974.

Ron Lavine : 1974