

CAMP WAUPACA

BLUE + WHITE



1975

BLUE TEAM

KEN ROBBINS
WES JUNG
.....

Sachems:
Joel Jaman
Larry Levin
Steve Dexter
Jim Colgrove
Danny Wante
Jay Simon
Scott Hanson
Bill Pochis

Warriors:
Steve Alex
Craig Bernfield
Gary Silbar
Larry Stern
M Rosenblatt
Steve Shyman
Jon Roder
Rich Trester
Adam Keno
Jim Cohen

Chiefs:
David Goldstein
Ron Weber
Marc Weiss
David Gassel
Mike Schiffman
Mark Abrams
Steve Tattleman
Neil Reisman
Mark Kitzis
Vic Shyman

Braves:
Mike Berke
Phil Blackman
Doug Phillips
Bob DuBoe
Gary Ornoff
Scott Ruby
Tony Anker
Larry Wotman
Eric Wanger
Ben Teifeld

Trappers:
Ross Weisman
Hal Garfinkel
Danny Kramer
Gary Denenberg
Howard Bramson
Gary Liebovitz

Hunters:
Scott Goldstein
Steve Friebrun
Danny Ash
David Stein
Paul Klein
Kevin Turner
Mickey Foreman
Charly Lissner
Rob Garfinkle

Med Men:
Jay Deutsch
Chuck Cole
Kip Wolin
Steve Grindel
Alan Weiss
Steve Kerner
Steve Lasin
Alan Goldfarb
Jeff Ring

Bucks:
Alan D. Singer
Doug Weinberg
Keith Butler
Marc Roth
Ricky Roskin
Bruce Weinstein
Rob Schneider
Dan Sharlach
Aron Feinberg

Scouts:
Karamath Khan
Dan Glickman
Darrell Pollack
Steve Malman
Elliot Robbins
Mike Mandell
Jeff Manelis
Jeff Rissman

S-Scouts:
Jon Schulman
Maury Gantman

Medic:
Rosemary

Mark Bernstein
Steve Rissman
Larry Torch
Mike Roskin

WHITE TEAM

BOB MARKS
VINCE DEPINTO
.....

Sachems:
Fred Cipkin
Kal Larson
George Lamm
Mike Weiss
Mike Kennedy
Craig Clotiaux
Dieter Schmidt
Bob Guthrie

Warriors:
Paul Rosengarten
Andy Nathan
David Wax
Larry Gordon
Marty Behn
Joey Koehler
Phil Barish
Ralph Saunders
Chris Clotiaux
Steve Fishman
Ken Saunders

Chiefs:
Mark Weber
Sam Rosenwasser
Scott Weinstein
Ken Andre
Steve Gartner
Jeff Mandel
Marc Zisook
Mike Savitt
Steve Witt
Marc Schwartz

Braves:
Glen Spear
Aric Simons
Rick Weinberger
Mike Denenberg
Mark Fishbein
Neil Turner
Mark Reisman
Phil Goldberg
Steve Johnson

Trappers:
Gary Rosengarten
Mike Hollobow
Brad Korzen
Bill Spiegel
Mike Weiss
Dave Weinstein

Hunters:
Mike Weis
David Walner
Darryl Marcus
Greg Waxman
Barry Cohen
Aram Adler
Mark Feinmehl
Dean Engel
Sol Myers
Fred Teifeld

Med Men:
Chuck Schwartz
Barry Brandwein
Joey Weber
Steve Fishbein
Ross Lipman
Ricky Fried
Brian Vinet
Dan Kitsos
Dan Goroff

Bucks:
Barry Isaacson
Brad Balson
Tony Andre
Phil Seiden
Gary Krimstein
David Lewis
Greg Tucker
Jon Adler
Peter Snyder

Scouts:
Scott Gimbel
Greg Greenstein
Jeff Eisenberg
Rick Sargis
Richard Berg
Rob Rotman
Andy Verb
David Schwartz

S-Scouts:
Barry Seiden
Mario Rawson

Medic:
Mary Lynn

Alan H. Singer
Tony Champagne
Mitch Kreger
Jon Mintz

1975 BLUE VS WHITE Program Schedule

Sat eve Declaration of War

<p>Sun morn 9:30</p> <p><u>Chiefs</u> Golf 2 or 3 Tennis 4 Seat Drop War 4</p> <p><u>Scouts</u> Flickerball Toss (all)</p> <p><u>Med Men</u> Basketball 3 Golf 4 Lay-ups & Free Throws 2</p> <p><u>Hunters</u> Riflery 3 Billiards 2 Table Tennis 2 Rugby Conversions 2 or 3</p> <p><u>Braves</u> Riflery 3 or 4 Penalty Shots 6</p> <p><u>Bucks</u> Tetherball 2 Horseshoes 2 Obstacle Course 3 Badminton 2</p> <p><u>Trappers</u> Tennis 4 Punt Pass Kick 2 Archery 4</p> <p>10:00 <u>Warriors</u> Basketball 3 Golf 4 Lay-ups & Free Throws 3</p> <p><u>Sachems</u> Tennis 4 Billiards 2 Table Tennis 1 Conversions 2</p> <p><u>Hunters</u> Archery 4 Flickerball Toss 5 or 6</p> <p>Continued next column</p>	<p><u>Scouts</u> Tetherball 2 Seat Drop War 2 Badminton 2 Obstacle Course 2</p> <p><u>Bucks</u> Riflery 5 Punt Pass Kick 2 Conversions 2</p> <p><u>Trappers</u> Horseshoes 2 Golf 4 Penalty Shots 4</p> <p>10:30</p> <p><u>Trappers</u> Basketball 3 Conversions 2 Obstacle Course 2 Tri-Skills 3</p> <p><u>Chiefs</u> Tetherball 2 Horseshoes 2 Badminton 2 Punt Pass Kick 2 Long Jump 2 or 3</p> <p><u>Braves</u> Tennis 4 Billiards 2 Table Tennis 1 Conversions 2 or 3</p> <p><u>Warriors</u> Archery 4 Flickerball Toss 4 Seat Drop War 2</p> <p><u>Sachems</u> Basketball 3 Golf 4 Long Jump 2</p> <p><u>Med Men</u> Riflery 5 Penalty Shots 4</p>
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11:00 Chiefs
Riflery 5 or 6
Penalty Shots 2
Basketball 3

Scouts
Line Soccer 8

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 or 6

Bucks
Tennis 2
Billiards 2
Table Tennis 2
Tri-Skills 3

11:30 Warriors
Riflery 3
Penalty Shots 4
Punt Pass Kick 3

Sachems
Archery 4
Flickerball Toss 5

Scouts
Billiards 3
Conversions 2
Tri-Skills 3

Bucks
Basketball 3
Golf 4
Lay-ups & Free Throws 2

Hunters
Tennis 4
Tetherball 1 or 2
Horseshoes 2
Badminton 2

Trappers
Table Tennis 2
Riflery 3
Flickerball Toss 5

12:00

Braves
Basketball 3
Golf 4
Lay-ups & Free Throws 2 or 3

Med Men
Flickerball Toss 6
Tri-Skills 3

Warriors
Tetherball 2
Horseshoes 2
Tennis 4
Badminton 2

Sachems
Riflery 5
Penalty Shots 4

Chiefs
Billiards 2
Table Tennis 2
Conversions 2 or 3
Archery 4

Super Scouts

Sunday morning events include the Obstacle Course, playak relays, special relays.

Sunday afternoon events will include the waterfront swim meet when the Scouts are competing and the Craft Shop during the softball game.

Consult Sunday AM Scheduling Guide

Sun Aft

WATERFRONT COMPETITION

	S	B	M	H	T	B	C	W	S
Survival Swim	0	1	1	1	1	1	1	1	1
Freestyle	1	1	1	1	1	1	1	1	1
Breaststroke	1	1	1	1	1	1	1	1	1
Backstroke	1	1	1	1	1	1	1	1	1
Medley	3	3	3	3	3	3	3	3	3
Playaks	7	3	2	2-3	3	2-3	3-4	3	1
Canoe Obstacle	0	2	2	2	2	2	2	2	2
Boating	0	0	1	1	1	1	1	1	1

2:30 SWIM MEET: Scouts, Hunters, Chiefs, Sachems

SOFTBALL:

Bucks	Golf Shack	Paul Bergner
Med Men	Soccer Field	Mike Lurie
Trappers	Near Diamond	Jack Martin
Braves	Golf Field	Ray Krysh
Warriors	Far Diamond	Ron Lavine

3:30 SWIM MEET: Bucks, Med Men, Trappers, Braves, Warriors

SOFTBALL:

Scouts	Golf Shack	Jack Martin
Hunters	Soccer Field	Paul Bergner
Chiefs	Golf Field	Ray Krysh
Sachems	Near Diamond	Softball

WATERFRONT DUPLICATION INSTRUCTIONS: Only four boys should be entered in the swimming events (Scouts three). The four boys each compete in an individual swim and any three may combine for the relay.

7:15 QUIZ NIGHT COMPETITION: See following page

INFORMAL CHEERING

YOSEMITE SAM & BUGS BUNNY 1975
BLUE AND WHITE WAR QUIZ

Each division splits into two equal segments for the Quiz competition. The Sachems will enter only one segment with six players. The Quiz Night will consist of two parts: identification and TV trivia. Bonus questions will be given to each division and they will be turned in at the end of the evening. The divisions will have the entire night to fill them out as best they can.

SCOUTS & BUCKS

Television
Animals
Washington DC
Famous Americans
People in sports
States and Shapes
People Places & Things
Comic strips

MED MEN & HUNTERS

Comic strips
World Leaders
National Leaders
Name the States
Television shows
Movies
Comedians
Sports personalities
Broadcasters
Famous American Leaders
Famous Women

TRAPPERS & BRAVES

Comic strips
Sports Stars
Famous groups
Entertainers
Recording artists
Celebrities
United States
Politics

CHIEFS & WARRIORS

Biblical characters
Presidents
World History
National Leaders
Entertainers
Sports stars
Music (Rock)
Baby pictures
Abbreviations
U.S. History
Math

SACHEMS

Math
Entertainers
Trivia
TV Nostalgia
Movies
Authors & Composers
Gangsters
Dick & the Sunshine Boys
Sports Stars
Characatures
Celebrities
Comics
Potpourri
Newsmakers
People from the Past
Watergate
Geography
Hollywood

Please be very careful when handling all quiz night materials. They are meant to last through the years and all pages should not be taken out of the protective plastic covering. Also - all materials should be organized and handed back in the same order in which they were originally found.

Mon Morn

MORNING COMPETITION

SOFTBALL

9:30	HUNTERS BRAVES MED MEN	Near Diamond Far Diamond Golf Field	Jack Martin Ray Krysh Paul Bergner
10:30	CHIEFS SCOUTS WARRIORS	Golf Field Near Diamond Far Diamond	Jack Martin Paul Bergner Ron Lavine
11:30	SACHEMS BUCKS TRAPPERS	Near Diamond Golf Shack Golf Field	Ron Lavine Paul Bergner Jack Martin

RUGBY

9:30	SCOUTS CHIEFS	White Field Red Field	Dennis Sullivan Ron Lavine
10:00	WARRIORS BUCKS	White Field Red Field	Ron Lavine Dennis Sullivan
10:30	BRAVES TRAPPERS	Red Field White Field	Dennis Sullivan Ray Krysh
11:00	MED MEN HUNTERS	White Field Red Field	Dennis Sullivan Ray Krysh

Mon Aft

WAUPACA RELAYS

2:30		S	B	M	H	T	B	C	W	S
	600 Yd Run	2	3	3	3	3	3	3	3	3
	Ball Throw	4	3	3	3-4	4	3-4	4	4	3
	220 Yd Dash	4	3	3	3	3	3	3-4	3	3
3:10										
	High Jump	2	2	2	2	2	2	3	2	3
	Long Jump	4	3	3	3-4	4	3-4	3-4	4	3
	50 Yd Dash	4	4	4	4	4	4	4	4	3

All boys compete in one event at 2:30 and one at 3:10.
All results will be done on a team total basis

SUPER SCOUTS: Morning events include Jr. Basketball, Bump Ball and Rec Hall competition. They will attend and participate in the Relays and evening programs.

4:00 Practice for Fight Song Competition

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. No Sachems.

8:30 FIGHT SONG COMPETITION

Tues Morn

MORNING COMPETITION

VOLLEYBALL

9:30	SACHEMS	Volleyball Court One hour game	Paul Warshauer Warren Metzdorff
10:30	WARRIORS	Volleyball Court	Paul Warshauer
11:00	CHIEFS	Volleyball Court	Paul Warshauer
11:30	BRAVES	Volleyball Court	Paul Warshauer
12:00	TRAPPERS	Volleyball Court	Paul Warshauer

SOCCER

9:30	BRAVES	Red Field	Dennis Sullivan
10:00	HUNTERS	Red Field	Dennis Sullivan
10:30	SCOUTS TRAPPERS	Red Field White Field	Larry Martin Dennis Sullivan
11:30	BUCKS MED MEN	White Field Red Field	Jack Martin Dennis Sullivan
12:00	CHIEFS	Red Field	Dennis Sullivan

JR BASKETBALL

9:30	MED MEN	Tennis Courts	Ron Lavine
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BASKETBALL

9:30	TRAPPERS	Basketball Court	Ray Krysh
10:00	CHIEFS	Basketball Court	Ray Krysh
10:30	BRAVES	Basketball Court	Ray Krysh
11:00	HUNTERS	Basketball Court	Ray Krysh
11:30	WARRIORS	Basketball Court One hour game	Ray Krysh

HOCKEY

9:30	SCOUTS	Tennis Courts	Jack Martin
10:00	BUCKS	Tennis Courts	Jack Martin
10:30	MED MEN	Tennis Courts	Jack Martin
12:00	HUNTERS	Tennis Courts	Jack Martin

SOFTBALL

10:30	SACHEMS	Near Diamond One hour game	Ron Lavine
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SUPER SCOUTS: Will play soccer with the scouts and that will be followed by Rec Hall competition. In the afternoon they will play hockey at the basketball court.

Tues Aft

AFTERNOON COMPETITION

2:30	SCOUTS-BUCKS	Combination Bombardment	Mike Lurie Paul Warshauer
	MED MEN-HUNTERS	Combination Bombardment	Ray Krysh Rick Passman
	BRAVES-TRAPPERS -CHIEFS	Combination Rugby & Double Softball	Dennis Sullivan Jack Martin Paul Bergner
	WARRIORS-SACHEMS	Combination Volleyball	Ron Lavine Warren Metzdorff

4:00 Comedy Song Practice

Tues Eve

EVENING COMPETITION

7:00 MOMENT OF MADNESS: Scouts, Bucks, Medicine Men, Hunters
CAPTURE THE FLAG: Trappers, Braves, Chiefs, Warriors

Wed Morn

MORNING COMPETITION

NEWCOMBE

9:30	SCOUTS	Volleyball Court	Mike Lurie
10:00	BUCKS	Volleyball Court	Mike Lurie

BOMBARDMENT

9:30	BUCKS	Tennis Courts	Paul W & Jon R
10:00	MED MEN CHIEFS	Tennis Courts Tennis Courts	Jon Rydz Paul Warshauer
10:30	SCOUTS	Tennis Courts	Paul Warshauer
11:00	BRAVES	Tennis Courts	Mike Lurie
11:30	WARRIORS	Tennis Courts	Paul Warshauer
12:00	HUNTERS TRAPPERS	Tennis Courts Tennis Courts	Paul Warshauer Jon Rydz

RUGBY

10:30	WARRIORS	Red Field	Ron Lavine
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BASKETBALL

9:30	SACHEMS	Basketball Court One hour game	Ray Krysh Ron Lavine
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FLICKERBALL

9:30	WARRIORS	FB Field	Dennis Sullivan
10:00	TRAPPERS	FB Field	Dennis Sullivan
10:30	BRAVES	FB Field	Dennis Sullivan
11:00	HUNTERS	FB Field	Dennis Sullivan
11:30	MED MEN	FB Field	Dennis Sullivan
12:00	CHIEFS	FB Field	Ray Krysh

SOFTBALL

9:30	HUNTERS BRAVES	Far Diamond Near Diamond	Paul Bergner Jack Martin
10:30	MED MEN CHIEFS TRAPPERS	Far Diamond Golf Field Near Diamond	Paul Bergner Jack Martin Ray Krysh
11:30	SACHEMS SCOUTS BUCKS	Near Diamond Golf Field Golf Shack	Ron Lavine Paul Bergner Jack Martin

SUPER-SCOUTS: Morning competition includes archery and Tri-Skill relays.

Wed Aft

AFTERNOON COMPETITION

- 2:30 SCOUTS: Playaks & Cover the Spot
BUCKS: Flicker-fungo & Cover the Spot
MED MEN: Fungo-soccer & Cover the Spot
TRAPPERS: Hockey
HUNTERS - BRAVES - CHIEFS - WARRIORS: Pump Ball & Cover the Spot.
- 3:30 TUG O' WAR

Wed Eve

EVENING ACTIVITIES

- 7:00 Play practice and relay practice through the first part of the evening. The plays will be presented at 8:00
8:00 TEAM PRESENTATIONS

Thurs Morn RELAY PRACTICE

Thurs Aft SUPER-DUPER RELAY

Thurs Eve CAMP BANQUET

SUNDAY MORNING GUIDE

TENNIS:

Chiefs (4) - two doubles teams
Trappers (4) - two doubles teams
Sachems (4) - one doubles team and two singles
Braves (4) - one doubles team and two singles
Med Men (3) - one doubles team and one singles
Bucks (2) - two singles
Hunters - one doubles and two singles
Warriors (4) - one doubles and two singles

RUGBY CONVERSIONS:

Scouts, Bucks and Med Men will be allowed to drop kick.
All others must kick from the ground

BLUE & WHITE WAR - SUPER DUPER RELAY

1975

(SACHEMS)

6 Sachems The relay begins as six Sachmes from each team participate in an Iowa basketball full court game. When the first basket for each team is scored, their runner is 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 made consecutively...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 number 6
- 6.....Run from the craft shop to the basketball court and dribble around the outside go-kart track two full times...make 4 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 of the Rec Hall porch
- 10 & 11.....Volley a table tennis ball 15 times in a row... pass to #12
- 12 & 13.....Number 12 runs twice around the outside of the entire Rec Hall and then passes to number 13 who does the same...pass to #14
- 14 - 16.....Run from the Rec Hall porch to the porch of the infirmary...#14 - #16 participate in the bottle pick-up relay...#16 runs to the field shack

(BUCKS)

- 17 & 18Number 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 four times in succession from a distance of 20 yards...pass to 23 who runs to 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 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 29
- 29.....Make five arrows stick in a target...pass to no. 30
- 30.....Run from the archery range to the beach...pass to number 31
- 31.....Paddle a playak around a bouy and back to shore... pass to number 32
- 32.....Run from the waterfront to the office...pass to no. 31

(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 & 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 doc ...pass to number 40
- 40.....A billiards table will be set up 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 number 41
- 41.....Hit a tennis ball of the board ten consecutive times from a line drawn ten feet from the board...pass to 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 a narrow orange bench 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 48
- 48 & 49.....Number 48 runs to the waterfront where both participate in the CRAIG FULLER MEMORIAL TEMPER TANTRUM EVEN ...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 pichers, 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 ...pass to number 61

(TRAPPERS)

61 & 62.....ROWING OBSTACLE EVENT: Row around a bouy and back to shore changing positions in the boat on the referee's whistle...Oars are changed also...pass to number 63 at the top of the stairs

63.....Run from the beach to the second hole of the golf cour then proceed to the basketball court...pass to Number

64 & 65 (66).....TWO ON ONE EVENT: 64 and 65 play offense in a half court basketball game while 66 from the other team plays defense...the offense must score 8 baskets, every other defensive shooting foul will count as a basket scored...(66 cannot be duplicated)...pass to number 67

67.....Run from the basketball court to the Flickerball field around the archery range...pass to number 68

68 & 69.....Play catch with a 16" softball while standing on opposite sides of the Flickerball goal...All throws must through the goal...six consecutive throws from seven feet out...pass to number 70

70.....Run to the archery range, the long way - down the rifle range and around the near diamond backstop... pass to number 71 at the archery range

71.....Make five connsecutive arrows srick in the target... pass to number 72

- 72.....Run to the Volleyball court the long way - down the rifle path...pass to number 73
- 73 & 74.....Volley a volleyball over and under the net in a circular motion 10 consecutive times...two hits per side is permitted...no carrying...pass to number 75
- 75.....Run to the waterfront stairs - but first: touch the office, the Dining Hall, the Craft Shop, Cabin 15, and the door to the Infirmary (in any order) at the waterfront stairs pass to number 76
- (BRAVES)
- 76.....Run from the waterfront stairs to the Far Diamond backstop...pass to number 77
- 77 & 78.....Play Pepper from a distance of 15 feet until the field makes 20 successful pick ups...pass to number 79
- 79.....Run to the beach, on the beach, number 79 does 50 sit-ups with number 80 holding his legs (sit-ups must be done with hands behind head and legs straight) ...pass to number 80
- 80.....Run to the golf course and play four holes in 19 strokes or less...pass to number 81
- 81.....Run from the fourth hole on the golf course around the tennis courts (counter-clockwise) and continue running to the flickerball field...pass to number 82
- 82.....From the goal line, throw a flickerball through the goal five times on each side of the field (number 83 retrieves each throw)...pass to number 83
- 83.....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 number 84
- 84.....From the archery range, run to the near diamond backstop and climb over it...continue to the archery range...pass to number 85
- 85 & 86.....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 shot)...number 86 then runs to the Red Soccer field (around the archery range)...pass to number 87

- 87 & 88Number 87 must kick five soccer goals past number 88 from the other team...number 89 retrieves all goals (number 88 may not be duplicated as he is following the relay of the opposition and his event may come at any time in relation to his own teams relay)... pass to number 89
- (CHIEFS)
- 89.....Run from the soccer field to CIT village...pass to number 90
- 90 - 93.....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 94
- 94 - 98.....Number 94 runs to the waterfront where all five will participate in a CANOE RESCUE OPERATION: 94 and 95 with 96 as dead weight wearing a life jacket, canoe out to a bouy...96 jumps out and remains at the bouy as 94 and 95 canoe back to shore...using the same canoe, 97 and 98 will pick the man up at the bouy and bring him back to shore...pass to number 99
- 99.&(100).....Number 99 is standing on shore...number 100 from the other team will be sitting in a boat about 30 yards from shore...he will throw a flickerball out into the lake from a sitting position...number 100 will swim out to retrieve it...number 100 may not enter the water until the flickerball has touched the water (number 100 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 101
- 101.....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 102
- (WARRIORS)
- 102 - 105.....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 a total of ten, the pitcher must pitch to the batter who grounds to the shortstop who relays to the first baseman...total time from the release of the pitch must not exceed 6 seconds...pass to number 106
- 106.....Run from the diamond to the archery range and shoot a score of 20 for 5 arrows...pass to number 107

- 107.....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 at the east side of the tennis courts...pass to number 108
- 108 & 109.....Punt and catch a football four times (need not be in succession) from a distance of 20 yards...Each boy must kick twice and receive twice...pass to number 110
- 110 & (111).....Number 110 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 111 from the opposition will be attempting to return all attempts...111 may not be duplicated as he is following the relay of the opposition...pass to number 112
- 112.....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 113
- 113 - 115.....Volley a volleyball in a circle 20 times in a row (or 100 times total)...upon completion of event, one of the three will run to the Red Soccer field and pass to number 116
- 116.....Kick six rugby conversions from ten yards out... kicks need not be made in succession...number 117 will retrieve kicks...pass to number 117

(SACHEMS)

- 117.....THE ARNIE FELDSTEIN WAUPACA MARATHON EVENT: Run the Marathon...pass to number 118 at the basketball court
- 118.....Make 7 out of 10 free throws (or a total of 25) number 119 retrieves the shots...pass to number 119
- 119-120 & (121-122).Numbers 119 and 120 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 are explained later ...pass to number 123 who runs to the waterfront
- 123 & 124.....Canoe across the lake and back to shore...pass to number 125
- 125.....Row a boat around a bouy and back to shore...pass to number 126
- 126.....Run from the waterfront to the tennis courts ...pass to number 127

- 127 - 129.....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 130 at the horse-
shoe pit
- 130.....THE BOB MOWEN LUCKY TOSS HORSESHOE RINGER EVENT:
Make a ringer...pass to number 131
- 131 - 133.....Number 131 runs to flag 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 to
the top of the office and ring bell signifying
victory in the super duper relay for 1975.