





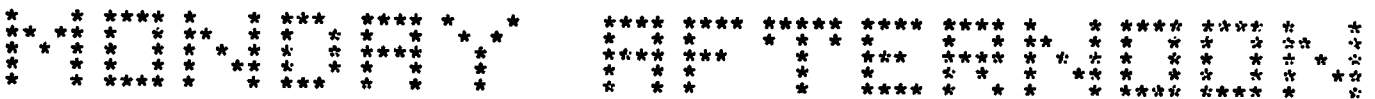
Events For Morning Competition

- 'A' Riflery (5) Golf (all others)
- 'B' Rec Hall Competition (entire division)
- 'C' Tennis (5) Archery (all others)
- 'D' Horseshoes (3) Punt-Pass-Kick (2) Flickerball Toss (all others)
- 'E' Speed Softball (4) Ga Ga (all others)
- 'F' Basketball (6) Poof Ball (all others)

Locations: Horseshoes (at the Horseshoe Pit near the tee pee)  
 Speed Softball (at the Near Diamond) Roof Ball (Cabins 7 & 8)  
 Punt-Pass-Kick (Far Diamond)

Scouts	9:30 New	10:30 E	11:30 D	12:00 B
Bucks	9:30 A	10:00 B	11:00 D	11:30 E
Hunters	9:30 B	10:30 C	11:00 E	12:00 F
Trappers	9:30 E	10:00 C	11:00 B	11:30 F
Med Men	10:00 A	10:30 F	11:30 B	12:00 C
Braves	9:30 F	10:00 E	10:30 A	11:30 C
Chiefs	10:00 F	10:30 D	11:00 A	12:00 E
Warriors	9:30 C	10:30 B	11:00 F	12:00 A
Sachems	10:00 D	11:00 C	11:30 A	12:00 Volleyball

Note: At 9:30 the entire division of scouts will play Newcombe at the Volleyball Ct  
 At 12:00 the entire division of sachems will play volleyball



After Rest Hour, there will be softball games and waterfront competition. The afternoon will be divided into two portions. During the first portion of the afternoon, some divisions will be at the waterfront and some will have softball games. The divisions will switch for the second part of the competition.

2:30 At the Waterfront: Scouts, Bucks, Chiefs, Sachems

3:30 At the Waterfront: Hunters, Trappers, Med Men, Braves, Warriors

2:30 Softball Games: Hunters (Near Diamond), Trappers (Far Diamond), Med Men (Red Fld), Braves (Golf Field #2), Warriors (Golf Field #1)

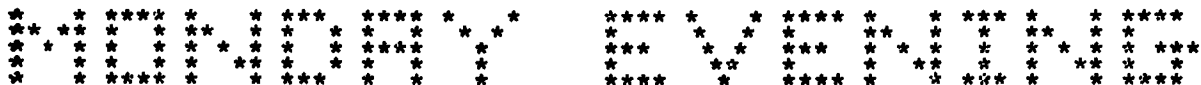
3:30 Softball Games: Scouts (Golf Field #1), Bucks (Golf Field #2), Chiefs (Red Field), Sachems (Near Diamond)

Waterfront Competition: See next page for line-up instructions by division.

For the Waterfront Events, each division should divide into two parts:  
 SWIMMING EVENTS (5), BOATING EVENTS (All Others)

SWIMMING EVENTS: Medley Relay (3), Playak Retrieve (2), Frisbee Swim (5)  
 All boys must compete in two of the three events. The Medley Relay will consist of three boys in a swimming relay doing freestyle, backstroke, and breaststroke. The Playak Retrieve is not actually a swimming event. One boy will retrieve a flickerball thrown by a boy from the other team. One boy is designated a thrower, and the other boy will be a retriever (using a playak.) In the Frisbee Swim, one boy will be designated a thrower. He will toss four frisbees into the swimmer's area for the other team. The other four boys are swimmers. One at a time, they will dive off the end of the pier and retrieve the frisbees. First team to bring back all four frisbees is the winner. (Note: It is possible for one boy out of the five to be a non-swimmer or a poor swimmer if he is scheduled for the two throwing events).

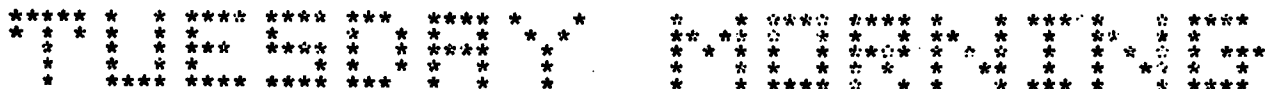
BOATING EVENTS: Canoe Race (2), Rowing Obstacle Race (2), Playak Relay (all boaters)  
 All boaters must participate in the Playak Relay. Four of the boys will do a second event (either canoeing or rowing). No boy should be entered in all three events.



7:00 TUG OF WAR: By division on the Golf Course

7:30 PRIME TIME QUIZ COMPETITION: Part II of the Prime Time Quiz featuring theme music from popular TV programs (and also a few commercial interruptions).

8:45 Informal Cheering: Teams gather at the Horseshoe for a cheering competition (no points or judging)



TUESDAY MORNING TEAM SPORTS COMPETITION

Scouts

- 9:00 Softball (Near Diamond)
- 10:00 Relay Meeting
- 10:30 Rugby (White Field)
- 12:00 Soccer (Red Field)

Bucks

- 9:00 Softball (Golf Field #2)
- 10:00 Relay Meeting
- 10:30 Rugby (Red Field)
- 11:00 Basketball

Hunters

- 9:00 Rugby (White Field)
- 9:30 Basketball
- 10:00 Relay Meeting
- 10:30 Softball (Near Diamond)

Trappers

- 9:00 Rugby (Red Field)
- 9:30 Football (Flickerball Field)
- 10:00 Relay Meeting
- 10:30 Softball (Golf Field #2)

Medicine Men

9:30 Rugby (Red Field)  
10:00 Relay Meeting  
11:00 Football (Flickerball Field)  
11:30 Softball (Golf Field #2)

Braves

9:30 Rugby (White Field)  
10:00 Relay Meeting  
10:30 Softball (Golf Field #1)  
11:30 Football (Flickerball Field)

Chiefs

9:00 Softball (Golf Field #1)  
10:00 Relay Meeting  
10:30 Football (Flickerball Field)  
11:00 Rugby (White Field)

Warriors

9:00 Football (Flickerball Field)  
10:00 Relay Meeting  
11:00 Rugby (Red Field)  
11:30 Softball (Golf Field #1)

Sachems

9:30 Rec Hall Competition  
10:00 Conduct Relay Meetings  
11:30 Softball (Near Diamond)

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2:30 SONG PRACTICE: Teams rehearse for fight and comedy song competition to take place in the Dining Hall later in the evening.

3:30 TRACK MEET: Boys may enter as many events as they have time for. Each event may be entered only one time (no repeat visits to improve scores will be allowed). The top 50% of scores in each event will count for points.

Track Events: 50 Yard Dash, 220 Yard Dash, Long Jump, Ball Throw, Punting, Flickerball Toss, Bicycle Race, Frisbee Toss, Rope Jumping, Sit-ups

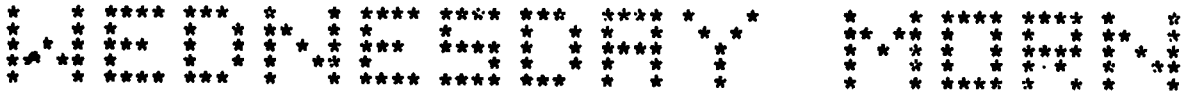
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7:00 CHALLENGE TWENTY-FIVE: Each division divides into teams of two boys each. These teams will be matched up with similar teams from the opposition. Boys will pick activity cards at the office and compete in the games selected.

Events: Golf, Tennis, Frisbee, Basketball, Ball Throw, Distance Hitting, Punting, Canoeing, Table Tennis, Pool, Archery, Horseshoes, Riflery, Long Jump, 50 Yard Dash, Free Throws, Foos Ball, Speed Softball, Throwing for Accuracy, Roof Ball, Bicycle Race, Blackjack, Penny Pitch, Broom Balance, Hardball Challenge.

8:20 Shirt Distribution

8:40 SONG COMPETITION: Fight and Comedy songs will be presented. Informal Cheering will follow.



**TEAM SPORTS COMPETITION**

Scouts

- 9:00 Softball (Golf Field #1)
- 10:30 Relay Meeting
- 11:00 Bombardment (Tennis Courts)
- 12:00 Hockey (Tennis Courts)

Medicine Men

- 9:00 Basketball
- 10:00 Softball (Near Diamond)
- 11:00 Relay Meeting
- 11:30 Bombardment (Tennis Courts)

Bucks

- 9:00 Soccer (Red Field)
- 10:00 Hockey (Tennis Courts)
- 10:30 Relay Meeting
- 11:30 Softball (Near Diamond)

Braves

- 9:00 Relay Meeting
- 10:00 Basketball
- 10:30 Bombardment (Tennis Courts)
- 11:30 Softball (Golf Field #2)

Hunters

- 9:00 Hockey (Tennis Courts)
- 9:30 Soccer (Red Field)
- 10:00 Relay Meeting
- 11:00 Softball (Far Diamond)

Chiefs

- 9:00 Flickerball
- 10:00 Softball (Golf Field #1)
- 11:00 Relay Meeting
- 11:30 Basketball

Trappers

- 9:00 Relay Meeting
- 9:30 Bombardment (Tennis Courts)
- 10:30 Basketball
- 11:30 Softball (Red Field)

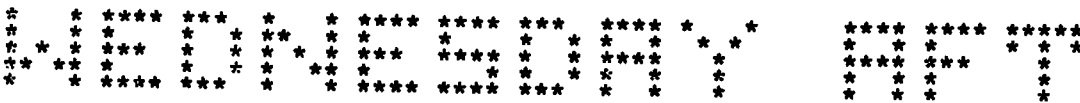
Warriors

- 9:00 Softball (Golf Field #2)
- 10:00 Relay Meeting
- 10:30 Flickerball
- 11:00 Basketball

Sachems

- 9:30 Basketball
- 11:30 Softball (Golf Field #1)

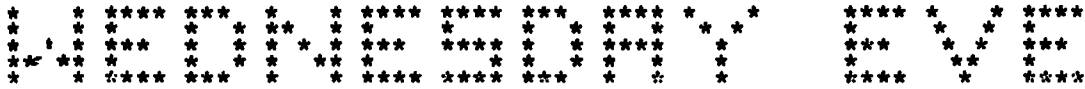
Note: During Relay Meetings, the Sachem serving as coach from the division should meet with the Chief (or designated Relay Coordinator) and the boys from the division to finalize line-ups.



2:30 PRESENTATION PRACTICE: There will be a free period beginning at the end of rest hour when teams may continue presentation practice that began immediately after lunch.

3:30 COMBINATION GAMES: Divisions will combine for the following games:

- |                           |   |
|---------------------------|---|
| Scouts & Bucks            | COMBINATION SOFTBALL-SOFTBALL           |
| Hunters & Trappers        | COMBINATION SOFTBALL-HOCKEY-BOMBARDMENT |
| Med Men & Braves & Chiefs | COMBINATION SOFTBALL-RUGBY-FOOTBALL     |
| Warriors & Sachems        | COMBINATION SOFTBALL-VOLLEYBALL         |



8:00 TEAM PRESENTATIONS: Each team puts on a play in the Dining Hall.



9:00 PACKING: One hour for beginning to pack for home. Boys will be able to finish packing later in the evening and throughout the following morning.

10:00 RELAY PRACTICE: Two hours will be devoted to final relay preparations.

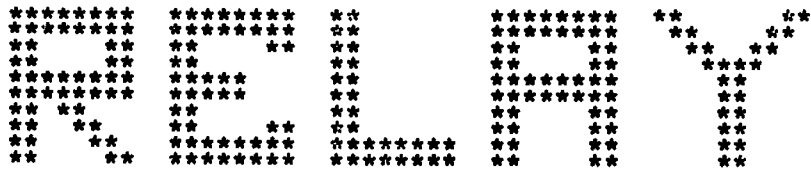


2:30 THE SUPER DUPER RELAY

6:30 THE FINAL BANQUET

BLUE VS. WHITE 1986

SUNDAY	Evening	Team Meetings
MONDAY	Morning Afternoon Evening	Thirty Minute Events Softball & Waterfront Competition Tug of War & Prime Time Quiz Game
TUESDAY	Morning Afternoon Evening	Team Sports & Relay Meetings Song Practice & Track Competition Challenge Twenty-Five & Songfest
WEDNESDAY	Morning Afternoon Evening	Team Sports & Relay Meetings Play Practice & Combination Games Team Plays
THURSDAY	Morning Afternoon Evening	Packing & Relay Practice The Super Relay Final Banquet



- Go! \_\_\_\_\_ The relay begins as one sachem from each team attempts to sink two free throws at the basketball court. When the second shot goes down, the first runner is allowed to begin his event.
- 1 \_\_\_\_\_ THE IRVING R. KUKLIN "ALL THIS RUNNING AROUND STARTED WITH SKIPPER" MEMORIAL EVENT: At the near diamond backstop begin by running around the bases three times then 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 twelve inch softball thirty times from a distance of thirty feet...catches need not be consecutive... 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 five nails into a board...pass to #6
- 6 \_\_\_\_\_ Run from the craft shop to the basketball court and dribble around the outside track two full times...then 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 twenty points from the shooting line at the flickerball field...#9 retrieves...pass to #9
- 9 \_\_\_\_\_ Run from the flickerball field to the lake side of the rec hall...pass to #10 inside the porch
- 10-11 \_\_\_\_\_ Volley a table tennis ball fifteen times in a row...pass to #12
- 12-13 \_\_\_\_\_ THE RICK POOLE SOUTH END DIRECTOR EVENT: #12 runs twice around the rec hall and then tags #13 who also runs twice around the rec hall and then runs to the infirmary...pass to #14
- 14-16 \_\_\_\_\_ At the infirmary, #14-#16 all participate in the BOTTLE PICK-UP RELAY...#16 then runs to the waterfront...pass to #17
- 17-18 \_\_\_\_\_ PLAYAK RELAY: first #17 paddles around a bouy and back to shore ...then #18 does the same...pass to #19

- 19 \_\_\_\_\_ Run to the row of trees just west of the golf course by the entrance to camp...pass to #20
- 20 \_\_\_\_\_ Land a frisbee inside a target area...pass to #21
- 21 \_\_\_\_\_ Run to where the field shack was...pass to #22
- 22-23 \_\_\_\_\_ CRAIG CLOTIAUX "FILL UP THEM TRASH BARRELS" EVENT: #22 throws a softball into a trash barrel from a distance of twenty feet three times...#23 retrieves...pass to #24
- 24 \_\_\_\_\_ Run backwards 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 four times in succession from a distance of fifteen yards (four in a row or a total of twelve) ...pass to #28 who runs to the badminton court
- 28-29 \_\_\_\_\_ Volley a shuttlecock five times in succession from a line drawn five feet from the net...pass to #30
- 30 \_\_\_\_\_ Run from the badminton court around the perimeter of the golf course (clockwise)...continue down the road past the archery range and run to the chin-up bar near the rec hall (apx. 750 yards)...pass to #31
- 31 \_\_\_\_\_ ALLEN STEINMETZ STRENGTH EVENT: Do two chin-ups and then run to the basketball court...pass to #32
- 32 \_\_\_\_\_ Make 15 shots at one of the 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 \_\_\_\_\_ JOE HECHT GOLDEN ARROW EVENT: Make five arrows stick in the target...pass to #35
- 35 \_\_\_\_\_ Run from the archery range to the beach...pass to #36
- 36 \_\_\_\_\_ Paddle a playak around a bouy and back to shore...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 \_\_\_\_\_ Hop on one foot to the Rec Hall, changing feet on the whistle... pass to #40
- 40 \_\_\_\_\_ Outside the Rec Hall, paddle upwards a ping pong ball one hundred times (need not be consecutive)...pass to #41
- 41 \_\_\_\_\_ Run from the Rec Hall to the west side of the tennis courts... pass to #42



- 42-43 \_\_\_\_\_ One of the boys throws a tennis ball up attempting to hit one of the overhead telephone wires...his partner must catch the ball after it hits the wire and before it hits the ground ...pass to #44
- 44 \_\_\_\_\_ Run from the tennis courts to the craft shop...touch it... continue running to the lake side door of the rec hall...pass to #45
- 45 \_\_\_\_\_ SLEE MCGEE POOL HUSTLING: A pool table will be set with 15 balls...#45 will knock in six balls...if both players arrive they will alternate shots...run to the back of the dining hall...pass to #46
- 46 \_\_\_\_\_ Hit a tennis ball off the wall ten consecutive times from behind a line drawn fifteen feet from the wall...pass to #47
- 47 \_\_\_\_\_ Run from the dining hall to the driveway next to the infirmary ...pass to #48
- 48-49 \_\_\_\_\_ DENNIS SULLIVAN SUPER-ARM BALANCING BALL TOSS: Throw and catch a twelve inch softball fifteen consecutive times while remaining balanced on a wooden bench at a distance of fifty feet...fifteen consecutive throws and catches or a total of forty ...pass to #50 who runs to the far diamond
- 50-51 \_\_\_\_\_ Pitch and catch ten strikes with a hard ball on the east side of the far diamond...pass to #52
- 52 \_\_\_\_\_ Run from the far diamond to the waterfront...pass to #53
- 53-54 \_\_\_\_\_ CRAIG FULLER TEMPER TANTRUM EVENT: The canoe obstacle...both boys must jump out of the canoe on the whistle...pass to #55
- 55 \_\_\_\_\_ Run from the waterfront to golf field #1...pass to #56
- 56 \_\_\_\_\_ JACK ROTOLO TELEPHONE POLE TEE OFF: Chip three balls that hit the telephone pole from a distance of fifteen feet...all balls must be retrieved by the golfer...maximum of twenty balls per player...pass to #57
- 57 \_\_\_\_\_ From golf field #1, 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 fifteen 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 at the near diamond...long jump twelve feet...then run to the waterfront ...pass to #59
- 59-62 \_\_\_\_\_ THE DEEP BLUE, CRYSTAL CLEAR, SAND BOTTOM, SPRING FED. GLACIERS FORMED, LAKE STRATTON PURE WATER PRESERVATION EVENT: Using cans, fill two large trash containers with water...pass to #63
- 63 \_\_\_\_\_ Run from the waterfront to the rifle range...pass to #64

- 64 \_\_\_\_\_ WHATEVER HAPPENED TO LARRY MARTIN EVENT: Hit the middle of the ace of clubs two times from the regular shooting distance ...pass to #65
- 65 \_\_\_\_\_ Run to the parallel bars between cabins eight and nine...do the STEVE SCHWARTZ DIP EVENT...do three dips without having an asthma attack...run to the beach...pass to #66
- 66-67 \_\_\_\_\_ WARREN'S WONDERFUL WATERFRONT EVENT: Row a boat around a bouy and back to shore changing positions and oars with every whistle...pass to #68
- 68 \_\_\_\_\_ Run from the waterfront to the farthest hole on the golf course and then to the basketball court...pass to #69
- 69-70 (71) \_\_\_\_\_ TWO ON ONE EVENT: A two man offensive team must score five baskets half-court against a lone defender from the other team...every other foul counts as a basket...#71 cannot be duplicated...pass to #72
- 72 \_\_\_\_\_ Run from the basketball court to the flickerball field around the archery range...pass to #73
- 73-74 \_\_\_\_\_ Play catch with a flickerball through the hole while standing on opposite sides of the goal...each boy stands seven feet from the goal...six consecutive throws and catches or a total of twenty...pass to #75
- 75 \_\_\_\_\_ Run from the flickerball field to the archery range (go the long way - through the rifle path)...pass to #76
- 76 \_\_\_\_\_ IN MEMORY OF JON REDER: Make five arrows stick in the target ...pass to #77
- 77 \_\_\_\_\_ Run from the archery range to the volleyball court (go the long way - again - through the rifle path)...pass to #78
- 78-79 \_\_\_\_\_ PAUL WARSHAUER CIRCULAR VOLLEYBALL MARATHON: Volley a volley-ball over and under the net in a circular motion ten consecutive times...each boy is allowed two hits...ball must cross the net ten times...no carrying...pass to #80
- 80 \_\_\_\_\_ Run from one volleyball post to the other...BUT first...touch the office, the dining hall, the craft shop, cabin 15, and the rec hall (in any order)...pass to #81 at the volleyball court
- 81-82 \_\_\_\_\_ Play pepper from a distance of fifteen feet until the fielder makes twenty successful pick-ups (need not be consecutive)...ball must be picked up on a roll or caught on the fly...pass to #83
- 83 \_\_\_\_\_ Run to the beach and do the JEFF SPAGAT CONSECUTIVE SIT-UP MARATHON: Fifty sit-ups with #84 holding legs straight...hands behind head, alternate elbows touching opposite knee...pass to #84

- 84 \_\_\_\_\_ Run from the waterfront to the golf course and play the four holes  
...(no stroke limit)...pass to #85
- 85 \_\_\_\_\_ Run from the final hole on the golf course around the tennis courts  
counter clockwise...continue to the flickerball field...pass to #86
- 86 \_\_\_\_\_ From the shooting line, throw a flickerball through the goal five  
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  
field (bordering the white field)...crabwalk across the red field  
...then run to the archery range...pass to #88
- 88 \_\_\_\_\_ From the archery range, run to the near diamond backstop and climb  
over it from back to front...continue running to the volleyball  
court...pass to #89
- 89-90 \_\_\_\_\_ Volley a volleyball twenty times in succession over the net...two  
hits per side are allowed if needed...run to the tee-pee and pass  
to #91
- 91-92 \_\_\_\_\_ GARY DENENBERG CUP CATCH: Each player must catch a tennis ball  
in a paper cup twice from a distance of ten feet...one of the four  
catches must be between the legs...pass to #93
- 93 \_\_\_\_\_ Run from the tee-pee through the rifle path to the red field...  
pass to #94
- 94 (95) \_\_\_\_\_ #94 must kick five soccer goals from a distance of twelve yards  
out past the opposing goalie (#95)...#96 retrieves all kicks...  
#95 (the goalie) may not be duplicated...pass to #96
- 96 \_\_\_\_\_ Run from the red soccer field to the CIT Village...pass to #97
- 97-100 \_\_\_\_\_ THE FRANK GARGON HUMAN DYNAMO FEAT OF SUPER HUMAN STRENGTH EVENT:  
Carry a picnic table around cabin#9-10 and then back to the village  
...#100 runs to the waterfront and passes to #101
- 101-105 \_\_\_\_\_ THE CLIFF HAWKINS CANOE RESCUE OPERATION: #101 & #102 canoe out to  
a bouy with #102 as dead weight...#103 is dropped at the bouy and  
the canoe returns to shore...#104 & #105 canoe out to the bouy  
and pick up #103 before returning to shore...pass to #106
- 106 (107) \_\_\_\_\_ THE TERRY RIFKIN "SITTING OUT IN THE SKI BOAT ALL DAY" EVENT:  
#107 from the other team is sitting in the ski boat thirty yards  
past the raft...on a signal, he throws a flickerball out into the  
lake so that it lands straight out from the swimmers area between  
the piers...#106 enters the water when the ball hits and swims out  
to get it...he must return to the beach between the piers and  
pass to #108 (#107 may not be duplicated)
- 108 \_\_\_\_\_ Run from the waterfront to the near diamond backstop...pass to #109

- 109-112 \_\_\_\_\_ THE LARRY GORDON GOLDEN GLOVE LITTLE BEAVER SPECIAL: One boy pitches, one boy bats, one boy plays first base, and one boy plays shortstop...the pitcher pitches to the batter who grounds to short and the relay to first must be completed in six seconds or less from the release of the pitch...four consecutive pitches or a total of ten completed plays...pass to #113
- 113 \_\_\_\_\_ Run from the diamond to the archery range and shoot a score of twenty or better with five arrows...pass to #114
- 114 \_\_\_\_\_ Run from the archery range to the east side of the tennis courts but first touch each of the four flag posts on the golf course... pass to #115
- 115-116 \_\_\_\_\_ Punt and catch a football four times from a distance of twenty yards...each boy must make two catches...catches need not be consecutive...pass to #117 who is waiting on a tennis court
- 117 (118) \_\_\_\_\_ THE TODD GOERS "TERMINATOR" EXHIBITION OF SUPERIOR TENNIS SKILLS: Serve and win six points against a player from the other team... all serves to the box of the server's choice...#118 cannot be duplicated...maximum of six balls may be used
- 119 \_\_\_\_\_ Run from the tennis courts to the hallowed ground where once stood the field shack...but first touch the dining hall, near diamond backstop, far diamond backstop, and the rec hall...pass to #120 where the field shack used to be
- 120-122 \_\_\_\_\_ Volley a volleyball twenty times in succession in a circular motion between three players each standing ten feet from the other two...one of the three then runs to the red field to pass to #123
- 123 \_\_\_\_\_ Kick six rugby conversions from the ground from ten yards straight in front of the goal...kicks need not be consecutive ...#124 retrieves...pass to #124
- 124 \_\_\_\_\_ THE ARNIE FELDSTEIN WAUPACA MARATHON: Run from the red field around the mini bike trail...back down the road past the archery range...down the path past the office...down to the waterfront and across the beach...up the road leading to the craft shop to the basketball court...pass to #125 (respirator available upon request at the basketball court)
- 125 \_\_\_\_\_ THE RAY KRYSH "CIGARETTES, BEER, AND FREE THROWS DON'T MIX" EVENT: Make seven out of ten free throws or a total of twenty ...#126 retrieves each shot...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 \_\_\_\_\_ #130 & #131 participate in the ADAM WOJOWICH TENNIS LOBBING  
EVENT: Rally twenty times consecutively over the back tennis  
fence...balls may bounce once or be hit on the fly...balls  
must remain inside the imaginary outside doubles lines  
extending from one of the courts...then...all three must  
participate in the TENNIS BACK-BREAKER: Rally six consecutive  
times over both tennis fences...pass to #133 at the horseshoe pit
- 133 \_\_\_\_\_ THE BOB MOWEN LUCKY TOSS HORSESHOE RINGER EVENT: Make a ringer  
(just one!)...pass to #134
- 134-136 \_\_\_\_\_ THE WHERE IS WAYNE TOWNE WHEN YOU REALLY NEED HIM EVENT: #134  
runs to the flag pole area where all three build a fire to  
boil water over the top of a can...pass to the chief
- CHIEF \_\_\_\_\_ THE DICK GARB HIDDEN WASP NEST EVENT: Climb the ladder to the  
top of the office and ring the bell signifying victory in the  
Super Relay.

Ron Lavine  
Super Relay Update (1986)