

| EVENT                            | NO. OF PLAYERS<br>NEEDED BY EACH<br>TEAM |                        | EQUIPMENT NEEDED  | JUDGES |
|----------------------------------|--|------------------------|---|--------|
|                                  | BOYS                                     | GIRLS                  |   |        |
| ✓ I. BASEBALL THROW              | 1 batter,<br>2 catchers                  | 1 batter,<br>1 catcher | 2 bats, 2 softballs   |        |
| II. NEWCOMB COURT                | 4  | 4                      | 2 volleyballs   |        |
| III. RELAY RACE                  | 8  | 8                      | Start and Finish<br>markings  |        |
| ✓ IV. TENNIS WALL                | 2  | 3                      | 2 tennis racquets,<br>2 tennis balls  |        |
| ✓ V. FOUL SHOOTING               | 3  | 3                      | 2 basketballs   |        |
| ✓ VI. TENNIS COURT               | 2  | 3                      | 2 tennis racquets,<br>2 tennis balls  |        |
| VII. OVERHEAD-<br>UNDERLEG RELAY | 8  | 8                      | 2 volley or<br>playground balls   |        |
| VIII. BASKETBALL<br>DRIBBLING    | 6  | 6                      | 2 basketballs   |        |
| ✓ IX. CANOE RELAYS               | 6  | 6                      | 4 canoes, 8 paddles   |        |
| <del>X. BADMINTON COURT</del>    | <del>4</del>                             | <del>4</del>           | <del>2 tennis or badmin-<br/>ton racquets<br/>2 birdies</del>   |        |
| ✓ XI. HORSESHOES                 | 2  | 2                      | 2 stakes, 8 horseshoes  |        |
| XII. GOLF COURSE                 | 2  | 2                      | 1 golf hole, 1 hole<br>marker, 2 golf clubs,<br>2 golf balls  |        |
| XIII. SWIMMING<br>RELAY          | 6*                                       | 8**                    | 2 flippers  |        |
| XIV. FIRE BUILDERS               | 2  | 2                      | Folders of paper<br>matches; abundance of<br>wood, small and large;<br>4 stakes or dowel sticks;<br>2 buckets full of water.<br>2 pieces of string. |        |

\* 4 swimmers, 1 diver, 1 messenger  
 \*\* 6 swimmers, 1 diver, 1 messenger

## RED AND BLUE - MEDLEY RELAY

### I. BASEBALL

Batter of one team stands at home plate of the large baseball diamond near the pool. His teammate stands beyond third base. The batter of the other team stands at first base. His teammate stands beyond second base. All other players are seated on the benches near home plate and first base respectively. Each batter bats the ball to his teammate. The ball must be caught on the fly beyond the infield or it must be re-batted. After this has been done, the batter will bat the ball to the next member of his team who will have come off the bench, after the catch, to take his position in the field. The last member of the team to catch the ball successfully will run to the Newcomb court.

### II. NEWCOMB COURT

As soon as he is touched by the baseball fielder, the newcomb player will serve the ball to his teammate across the net. The volley will continue until the ball has crossed the net six times in succession. The serve counts as one of the six. After these two have completed the volley, the next two players who have been waiting beyond the court, will repeat a similar volley. When the last two players have completed their volley, one of them will run to the track.

### III. RELAY RACE (Boys - 40 Yards; Girls 30 Yards)

As soon as he is touched by the Newcomb player, the racer will begin the relay for his team. When the last man crosses the finish line, he will continue to the tennis practice wall.

### IV. TENNIS PRACTICE WALL

As soon as he is touched by the racer, the man at the tennis practice wall - who must be standing at the edge of the cement area - serves the ball against the wall and must continue to volley until the ball has hit the wall between the white line representing the net and the screen on top of the wall four times in one succession of volleys. The serve counts as one of the four. If a player fails to secure 4 successful bounces after 15 legitimate serves, the next player may be called. If this occurs with the last player in line, the judge will permit the team to proceed to its next event. However, the judge must determine whether the 15 serves are legitimate or rapid motions intended simply to save time, in which case he may order the player to continue until the 4 successful bounces have been achieved. The last player to finish runs to the basketball court.

V. FOUL SHOOTING

Players are seated on the bench at the center of the court. As soon as the first player is touched by the man from the practice tennis wall, he will dribble to the foul line and continue to shoot until he has sunk a foul, after which he must sink a lay-up shot and then dribble back, replacing the ball on the spot from which he originally picked it up. If a man misses the lay-up shot, he need not re-shoot the foul, but may continue with the lay-ups until one goes through. While he is shooting fouls, a reliever from his team may return the ball after missed shots, but once he sinks his initial foul, he is on his own. Every member of the team will repeat this routine. The last one to finish will run to the tennis court. If a player fails to make a foul shot after 15 legitimate efforts he may go on to the lay-up shot. If he fails to make the lay-up shot after 15 attempts, the next player may be called. If this occurs with the last player in line, the judge will permit the team to proceed to its next event. The judge will decide whether the efforts are legitimate attempts or simply rapid throwing of the ball, in which case the player may be ordered to continue the foul throws or lay-up shots until the successful throws are made.

VI. TENNIS COURT

Members of the Red team will be on one tennis court, members of the Blue team on the other. As soon as he is touched by his basketball teammate, the tennis player will serve the ball across the net from the service line. It must be a good ball, landing within the service block, otherwise it must be served over. The volley then continues until the ball has crossed the net four times. The serve counts as one of the four. The next two players then repeat the same routine. When the final pair has finished their volley, one of them will run to the track.

VII. OVERHEAD - UNDERLEG RACE

As soon as he is touched by his tennis teammate, the first man in line will pass the ball overhead to the player behind who will pass it underleg to the player behind him. This process continues until the last man in line gets the ball. He runs with it to the front of the line, and repeats the process. When the man who was originally first returns to that position, he places the ball in front of his team and runs to the basketball court.

VIII. BASKETBALL DRIBBLING RELAY AND LAY-UP

The teams are lined up at both ends of the basketball court. When the first man is touched by his overhead-underleg teammate, he begins the basketball dribbling race. If the ball gets away from a dribbler, or if the referee is not satisfied with the manner of dribbling, the player in question must re-dribble from the starting line. When the dribbler reaches the opposite end of the court, he must sink a lay-up shot. If he misses, he must retrieve his own shot. If he succeeds, he must dribble the ball to the teammate waiting to return the ball to the other basket for a lay-up shot there, etc. If a player fails to sink a lay-up shot after 15 successive legitimate attempts, the ball may be dribbled to the next waiting teammate, nevertheless. If the failing player is the last one for his team, the judge will authorize the team to proceed to its next event. However, the attempts must be legitimate efforts, not a rapid throwing of the ball to save time. In such an instance the judge may order the player to continue his lay-ups until a successful shot has been made. The last dribbler to pass the finish line will run to the canoe docks.

IX. CANOE RELAY

The canoers are seated on the bench. Four canoes are anchored along the dock. When the canoer is touched by the basketball dribbler, the canoer and a canoeing teammate will enter a canoe designated by the judge. They will paddle around a point in the creek and back to the dock. As soon as the original pair pulls away from the dock, the next pair will enter a second canoe and be in readiness to pull away when the preceding canoe has returned and has been properly drawn up along the side of the dock. The judge will indicate when the next canoe may leave. The race will continue in this fashion until the final pair has returned and properly docked the boat. They need not leave the boat. The judge will then signal a waiting teammate (one of the earlier canoers) to run to the small Diamond.

X. PITCHING

As soon as he is touched, the pitcher throws to his tire target, from the pitching mound. A strike is hitting or putting it thru the tire. The pitcher continues to pitch until he strikes out one batter or walks three. Then his teammate pitches completing the same requirements. When the 2nd man has completed his turn, he runs to horseshoe pit for next tag.

XI. HORSESHOES

There will be two horseshoe pits, one stake in each pit. A player from each team, having four horseshoes, will be at the throwing line, 21 feet from the stake. When he is touched by the badminton player, he will begin the game. Two of his horseshoes must either hit the stake or land within 6 inches of it. When this is accomplished the next player will repeat the routine. The last player to accomplish this will run to the golf course. Should a player get a ringer, he may run directly to the golf course and the remaining horseshoe players of his team are excused from throwing.

XII. GOLF COURSE

Two players one from each team are ready to drive for one golf hole. As soon as they are touched by their respective horseshoes teammates, they may begin. The hole must be made in three strokes, otherwise the golfer must return to the starting line and begin all over again. If the golfer has failed to make the hole in three strokes after golfing the course three times, he may on his fourth time around use as many strokes as necessary to make the hole. However, they must be legitimate strokes, not simply pushing the ball along to save time. If the latter occurs, the judge may order the offending player to re-play the hole. The next golfer will then repeat this routine. When the last golfer has finished, he will run to the swimming pool.

XIII. SWIMMING POOL RELAY

Two relay teams are waiting at the side of the pool. As soon as the first swimmer in line is touched by the golfer, he begins the race for his team. When the race is over, the last swimmer will get out of the water and touch a waiting teammate diver. The diver will dive and bring up a flipper from the bottom of the pool, handing it to a teammate messenger who will place the flipper down at the side of the pool, and then run to the fire builders.

XIV. PAPER-LESS FIRE BUILDING

There will be two fire builders from each team. As soon as a fire builder is touched by his diver teammate, he will begin to build a fire of twigs, above which is stretched a string 20 inches from the ground. There may be no blowing into the fire. Fire builders may, however, fan the fire with a fan or other object brought for the purpose and approved as safe by the judges.

Builders may bring own wood.

RED AND BLUE MEDLEY RELAY(Cont.)5

DIRECTIONS:

1. No camper may participate in two events unless all other members of the team have been or will be in one event, nor in three unless all have been or will be in two, etc.
2. Where there is a question concerning the desirability of one post or location over another, the matter will be decided by the toss of a coin.
3. After a camper has completed his part in the Medley, he is to go directly to the swimming pool. Judges may stop the progress of a team unless its members comply.
4. Judges of events are responsible for procuring all necessary equipment for their events, of making what ever installations are required to set up the activity, and of returning the equipment after the Relay.

## RED AND BLUE - JUNIOR BOYS MEDLEY RELAY

### Personnel and Equipment Needed by EACH Team

| EVENT NO. | EVENT NAME       | PLAYERS | EQUIPMENT                          |
|-----------|------------------|---------|------------------------------------|
| I.        | Softball Throw   | 4       | 1 Softball                         |
| II.       | Swim Relay       | 4       | Towel and robe for each swimmer    |
| III.      | Potato Race      | 4       | 2 potatoes (or potato substitutes) |
| IV.       | Tennis Wall      | 2       | 2 tennis racquets - 2 tennis balls |
| V.        | Ball Relays      | 5       | 1 volleyball                       |
| VI.       | Newcomb          | 4       | 1 volleyball                       |
| VII.      | Relay Race       | 6       | 30 yard race track markers, string |
| VIII.     | Basketball Relay | 8       | 1 basketball                       |

#### RULES:

1. All members of the team must play, except if medically excluded.
2. No player may be in two events unless every player has been in at least one, nor in three events, unless every player has been in at least two event, etc.
3. Where there is a question concerning the desirability of post locations, the matter will be decided by the toss of a coin.
4. After a camper has completed his assignment, he will go immediately to the play area adjoining the swimming pool.
5. Judges of events are responsible for procuring all necessary equipment, making required installations, and returning the equipment following the medley relay.

## CAMP SAGEHAW - RED AND BLUE

### BOYS' JUNIOR CAMP NEEDLEY RELAY

#### I. SOFTBALL THROW

Use the two big diamonds, one team on one diamond, the other team on the other diamond. Have a boy stationed at 1st base, 2nd base, 3rd base, and home plate. The catcher holds a softball. At the signal he throws it to the 1st baseman, who throws it to second, who throws it to third, who throws it to the catcher. When the ball returns to the catcher he runs to his relay man, standing between the 2 diamonds, and tags him. The relay man then runs to the swimming pool. To be a legitimate throw, the thrower must have at least one foot on his base. To be a legitimate catch, the baseman catching the ball must have at least one foot on the base or be behind it when making the catch. An illegitimate throw or a missed ball must be returned to the person who threw it and re - thrown until a legitimate throw and catch have been completed. If after 10 throws a legitimate throw and catch have not been executed, the ball may proceed to the next pair, nevertheless. If this happens in the throws to the catcher, he may tag the relay runner as if a legitimate catch had been made.

#### II. SWIMMING POOL

As soon as he is tagged by the softball relay team, the first man on the swimming relay team will start, using the crawl stroke to swim across the width of the pool to his teammate on the other side. The race will continue until all swimmers have completed this leg of the relay. The last swimmer to finish, will tag the relay runner who came from the softball field. That relay man will then run to the Potato Race and tag the first runner there.

#### III. POTATO RACE

As soon as he is tagged by his relay runner the first man on the Potato Race team will begin his race. The Potato Race will be set up with a starting line and two potato circles, each of the 3 points being 10 feet apart. A potato (or potato substitute) will be in each of the 2 potato circles. The first potato race player will run to one of the circles, pick up the potato and place it back of the starting line. He will then run to the next potato circle, pick up that potato, touch the starting line with it, and immediately run back and replace it in one of the potato circles. He will then run back to the starting line, get the second potato and replace it in the other potato circle. He will then tag the next player in line who will go through the same routine. When the last man on the team crosses the starting line at the conclusion of the race, he will tag the relay runner, who came from the swimming pool. That runner will then run to the tennis wall and tag his waiting teammate there.

#### IV. TENNIS PRACTICE WALL

As soon as he is tagged by his teammate from the Potato Race, the tennis player standing at the edge of the cement area of the court, will begin to volley against the practice wall. The ball may hit anywhere on the wooden fence, but not on the screening, and must be returned on no more than one bounce. It must hit the tennis wall fairly three times in succession. The next player then repeats. As soon as the last man on the tennis wall team successfully completes the volleys, he will run to the tennis court and tag a waiting teammate there.



V. OVERHEAD - UNDERLEG BALL RELAY

As soon as he is tagged by his teammate from the tennis wall event, he may begin the race which will consist of the following three operations, each of which must be completed before the next begins. Each player must handle the ball before it goes to the next player, otherwise the referee will call the ball back until this is done.

- A. overhead relay
- B. underleg relay
- C. overhead and underleg relay

The last player will place the ball down at the front of his line and run to the Newcomb Court, tagging his waiting teammate there.

VI. NEWCOMB COURT

Two players from each team will be waiting on the Newcomb Court, each player across the net from his own teammate. Two additional players from each team will be waiting just beyond the court. As soon as the player on the court is tagged by the player from the Overhead-Underleg relay, he will serve the ball, from behind the service line by throwing it across the net. His teammate must catch it and throw it back. The ball must cross the net four times in these exchanges. The original serve counts as one of the four. After the two complete this, they will be replaced by the two teammates waiting beyond the court and they will repeat this process. The player of this second group who catches the ball after its fourth trip across the net, will place the ball down on the court and run to the Relay Race, tagging his waiting teammate there.

VII. RELAY RACE 30 yards

As soon as he is tagged by the player from the Newcomb Court, the race begins for that team. The last player on the team to cross the finish line will tag one of his relay teammates who ran earlier in the race, and that teammate will run to the basketball court and tag his waiting teammate there.

VIII. BASKETBALL COURT

Players of one team will be seated on the bench on one side of the center of the court. The players of the opposing team on the same bench, on the other side of the center of the court. A basketball will be on the ground each side of the center line of the court in front of each team. As soon as he is tagged by his teammate from the relay race he will dribble to the basket on his side of the court and try to sink a foul and two lay-ups. As soon as he is successful, he will dribble the ball back to the original spot, from which the next player will pick up and repeat the performance. If a player fails to sink a foul after 10 attempts, he may proceed with the first of his lay-ups. If he fails to sink the first of his lay-ups after 10 attempts, he may proceed with the second of his lay-ups. If he fails to sink the second lay-up after 10 attempts, he may dribble back to the starting point, and the next player in line proceed with his attempts. The first team to complete the basketball court event wins the Medley Relay.