

*Founders District
Greater New York Councils, BSA*

2024 Olympic Camp-o-rall



***Alley Pond Park, Jamaica, NY
May 3 – 5, 2024***



City of New York
Parks & Recreation

Introduction / Rules

“Citius, Altius, Fortius – Communiter”

“Faster, Higher, Stronger – Together”

The modern Olympic Games are the leading international sporting events featuring summer and winter sports competitions in which thousands of athletes from around the world participate in. The Olympic Games are considered the world's foremost sports competition with more than 200 sovereign states and territories participating.

Their creation was inspired by the ancient Olympic Games, held in Olympia, Greece from the 8th century BC to the 4th century AD. Baron Pierre de Coubertin founded the International Olympic Committee (IOC) in 1894, leading to the first modern Games in Athens in 1896. The IOC is the governing body of the Olympic Movement.

The mission of the IOC is to promote Olympism throughout the world, this includes upholding ethics in sports and encouraging participation in sports. Olympism is a philosophy of life, exalting and combining in a balanced whole the qualities of body, will and mind. Blending sport with culture and education, Olympism seeks to create a way of life based on the joy of effort, the educational value of good example, social responsibility and respect for universal fundamental ethical principles. The goal of Olympism is to place sport at the service of the harmonious development of humankind, with a view to promoting a peaceful society concerned with the preservation of human dignity.

What better type of philosophy to emulate at a scouting event than the spirit of the Olympics.

Overall Activities

This event will have multiple sport-based and scout-based competitions at the Cub Scout & Scouts BSA level. There will be overnight camping. All meals will be the responsibility of the individual units in attendance. Additionally, there will be a campfire with skits and songs supplied by units, an interfaith ceremony, pack / gear inspections, and a “Parade of Nations” to kick-start the festivities.

Decorum

All youth and adults are expected to follow the Guide to Safe Scouting, Leave No Trace and most especially the Scout Oath & Law at all times. Individuals not following these rules will be expected to leave the event at their own cost and without any refund.

Parking

A Scout is Courteous. All units should plan on having only ONE vehicle in the upper parking lot. It has been indicated by Park staff that additional vehicles should park in the lot on 76 Avenue as that one allows for safer travel than the one on Winchester Blvd.

Staffing

ALL units will be expected to volunteer at least one adult to assist with the various activities to be held during the event. Troops may also volunteer their SPL's in addition to the adult. Volunteers will also be needed as chaperones and “extra eyes”.

Water

The water source will be located at the utility sink within the men's restroom. There will be NO cleaning, dumping, or “horse play” allowed in this area. Units are encouraged to bring some water with them in case of emergency.

Health & Safety

Medical coverage will be managed by a local volunteer ambulance corp. All units are strongly encouraged to have the BSA Medical Forms for their scouts and volunteers available at a moment's notice.

Scouts are expected to always use the buddy-system. EVERYONE will be expected to wear wristbands throughout the entirety of the event.

The event will be under the watchful eye of local NYPD officers and GNYC Police Explorers.

Restrooms will be made available round the clock. There will be monitors, but scouts must still use the buddy system.

Fires

No ground fires are permitted in NYC Parks. Units are allowed to use propane equipment. Units assigned to picnic areas are encouraged to use the provided charcoal grills (and proper disposal receptacles). Units not in a picnic area must bring a table to cook upon.

Trash

All trash / recyclables must be disposed of in the receptacles provided by NYC Parks or taken home with you. Units are highly encouraged to separate their trash from recyclables. The receptacles in the park are emptied once a day. Units will be given notice of when this may happen to help reduce chances of overnight critters.

Registration Information

Registration Fees:

\$8 per youth

\$3 per adult

Registration process to be posted in April.

Schedule

Friday, May 3rd

6:00 PM	Registration Opens / Campsite Set-up
9:30 PM	Leaders Meeting
10 PM	Lights Out

Saturday, May 5th

8:45 AM	Line up for Parade of Nations
9:00 AM	Parade of Nations
9:30 AM	Opening Ceremony
9:45 AM	Pack Inspection for Scouts BSA
10 – 10:30 AM	Staff Meeting
10:30 - 12:30	Morning Sessions of Events
12:30 – 2 PM	Lunch
2 PM	Pack Inspection for Cubs
2 – 5:30 PM	Afternoon Sessions of Events
5:30 – 8 PM	Dinner
8:00 PM	Campfire
9:30 PM	Cracker Barrel
10:00 PM	Mos Eisley OA Fellowship
10:30 PM	Lights Out

Sunday, May 7th

9 AM	Interfaith and Closing Ceremony
10 AM	Park Clean-up
11 AM	Exit Location

Cub Events

Morning Session



Games People Play

Each Pack will be expected to produce and run an “original” sport. Sport can be 100% new, borrowed, tweaked, historical, regional, improved upon, etc. Should take up no more than 12*12-foot space near their site.

Afternoon Session

Can participate as Dens or a Pack



4 * 4 Relay

Goal is for Cubs to “round the bases” twice. Cubs will be divided up to stand at the four bases. On “GO”, Cub #1 will Elephant Walk to 1st base & tag cub #2. Cub #2 will Frog Hop to 2nd base & tag Cub #3. Cub #3 will then Crab Walk to 3rd base & tag Cub #4. Cub #4 will then choose funny footwear and walk to home plate to tag Cub #5. Cub #5 restarts the process. Group will continue until task is complete. Timed event.



Archery

Goal is to hit the picture of a named/described target from five feet away. Cubs will use a sling shot to shoot ping pong balls at said targets. Each cub will get three (3) total chances. Straight points.



Cross Country

Goal is for the group to safely transport an egg using spoons. Cubs will walk, back-and-forth, relay style. If egg is dropped, cub must pick it up and start their leg of the relay over. Timed event, averaged.



{Mental} Gymnastics

Goal is for the group to complete a puzzle, relay style. Group will line up away from the puzzle. Cub #1 will approach table, pick random piece from the bin & try to attach it to rest of puzzle, in the correct location. Cub #1 will tag Cub #2. The Cub #2 will approach table. They can either connect pieces already on the table or pick a new piece & try to attach it to any of the pieces on the table. Continue one Cub/piece at a time until completed. Timed event.



Hammer Throw

Goal is for competitors to toss a “hammer” for distance / accuracy. Each group will get sixteen (16) total throws. Straight points.



Biathlon

Goal is to play Match Game, relay style. Group will line up five feet from “board”. Board will have pictures of sports equipment or signals faced down. One cub at a time will overturn two pictures each, hoping to match them. Matched cards will be reviewed from the board. There will be one bonus match that can be earned only the first time it is found. Group will continue until all cards are matched with their twin. Timed event.



Sailing

Goal is to participate in a Rain Gutter Regatta, relay style. Group will be split in half. Each ½ group will line up five feet from rain gutter at opposite ends. On “GO”, cub #1 will blow watercraft from their end of the gutter to the other. Then cub #2 will blow watercraft back to starting point. Group will continue until craft has traveled eight times. Timed event, averaged.



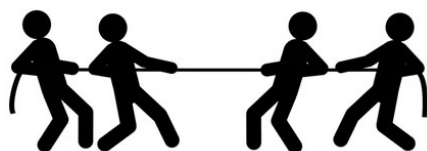
Break Dancing

Goal is to play speed Steal the Bacon. Two groups will face each other across the competition field. Each cub will be given a number. When their number is called, they will attempt to retrieve the prize from the center of the field and return to the safety of their side of the field while avoiding being tagged or fumbling the prize. Dropped prizes can be picked up by the opposing player who can then attempt to get to their side of the field. If more than one player from a group is on the field, they can pass the prize between them to avoid getting caught with it. Causing a fumble or taking the prize directly from someone is not allowed. Bracket style event.



{Live} Tic-Tac-Toe

Goal is to play Tic-Tac-Toe with Cubs being the playing pieces. Two groups will face each other across the competition field. There will be a coin toss to see who goes first. One cub at a time will place themselves into key locations on the field to hopefully help their group win. If teams tie twice, they are both eliminated. Bracket style event.



Tug-o-war

Goal is to play tug-o-war. Two evenly numbered groups will face each other across the competition field. No more than 8 per side. Each side will prepare themselves for the pull. On “GO”, each side will pull with all their might. Competition ends when marker crosses a set distance. Bracket style event.



Equipment Check

At 2 PM sharp, random members of the group will be inspected regarding necessary equipment for an outdoor adventure.

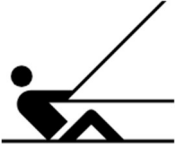
Scouts BSA / Venturer Events

All Day



{Mental} Weightlifting

Goal is to memorize while you exercise. After patrol views items for 90 sec, they will do a series of exercises for three minutes before being allowed to write down what they saw. Timed for tiebreaker.



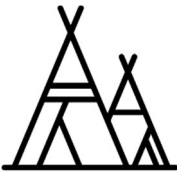
Sailing

Goal is to get your boat ready for competition. Oh no! Someone has cheated and cut up the rope to your main sail. Can your patrol repair the rope and get your sail raised in time. Points for knots. Timed for tiebreaker.



Baden Powell Says

Who says scouts don't do what they are told. Well your patrol is going to prove them wrong! Follow the instructions given to you in a timely manner or the judge will say "you are out-a here!".



4 * 4 Relay

Goal is to move your camp from a floodplain before the showers arrive. Patrol must randomly move a certain amount of equipment, while avoiding obstacles, relay style. Timed event.



Discus

Goal is to through a disc for accuracy. Each scout will get three (3) chances. Average of points obtained.



Steeplechase

Goal is to build a proper stretcher and safely get your "patient" to medical care. Timed event.



{Mental} Gymnastics

Goal is to answer a cornucopia of questions, relay style. Straight points.



Equestrian

Goal is to play horseshoes, relay style. Scouts will line up 40 feet from the stake. Each scout will get two chances to throw two horseshoes (underhanded only). 3-pts for ringing the stake and 1-pt for landing within 6-inches of the stake. Average of points obtained.



Cross Country Skiing

Goal is to cross the field as a team. On "GO" scouts will navigate a simple course. Timed event for those who correctly complete the course.



Flag Football

Scouts will play a 5-minute scrimmage of 5-on-5 football. Each patrol will get at least one chance to be the Offense. Team with most points / "tackles" wins. Any player who really tackles ANYONE, disqualifies their team. Bracket style.



Archery

Goal is to gain points by successfully tossing a dart at a target. Each patrol will get sixteen (16) total tosses. Average of points obtained.



Synchronized Swimming

Goal is for team to successfully retrieve an object and safely move it to another location through an obstacle course.



Clean and Jerk

Goal is for team to successfully move a tire by flipping it end-over-end relay style. Straight time.



Triathlon

Scouts will be asked a series of questions on citizenship and sports rules. Straight points. At an appointed time, Scouts will construct a catapult using lashes. Straight points. Once judge is satisfied with the apparatus, scouts will then directly compete against other scouts while using their construct. Bracket style event.



Backpack Inspection

Immediately following the opening ceremony, random members of the patrol will be inspected regarding essential equipment for the outdoors.