

2024 Brooklyn Scout-Olympics



Leader Guide

F1 09212024

October 18th – 20th

Camp Pouch Camp-O-Ree Field

Program subject to change

Questions can be sent to Troop99Brooklyn@gmail.com

Meet the Olympic Committee

Chairman

Edward Harmon

Commissioner

Stephen Leddick

Master of Ceremony

Jack Walsh

Chief Advisor

Jake Harmon

District Activities Chair

Kirsten Clementi

Merit badge counselors

Milissa Harmon	American Cultures
Jack Walsh	Athletics
Rob Ciarola	Citizenship in the World
Dave Coleman	Cycling
Kate Martucci	Disability Awareness
Rob Mirabella	Personal Fitness
Dina Dixon	Public Health
John Dixon	Sports

Olympic Event coordinators

Ed Halligan	Archery
Alex Halligan	Archery
	Track \ 100m
	Track \ 400m
	Track \ 4x100m
John Dixon	Basketball
	Ping-Pong
Jack Walsh	Discus Throw
Edward Harmon	Triathlon
Dave Coleman	Mountain biking
Rob Mirabella	Taekwondo

Scout-Olympics overview:

Thank you for joining us at the 2024 Brooklyn Scout-Olympics. This Olympic-themed Camp-O-Ree brings the vibrant spirit of competition and camaraderie to an outdoor adventure. There will be an Olympic themed “Opening Ceremony” on Friday Night. Saturday morning will consist of a merit-badge rally suited for worldly athletes. Saturday afternoon will consist of exciting and challenging competitions. Lastly, we will have a closing ceremony (campfire) followed by a troop-hosted after-party at the Olympic-Village pavilion.

Location:

Camp Pouch Camp-O-Ree Field

1285 Manor Rd, Staten Island, NY 10314

<https://maps.app.goo.gl/twvb81qCeSjkGDL4A>

Accommodations:

Troops will be camping on the Camp-O-Ree field in tents.

Units are highly encouraged to camp on the Camp-O-Ree field. Units that choose to rent an individual site from Camp Pouch do so at their own expense. Units are also highly encouraged to campout and stay the entire weekend. Units that choose to rent an individual campsite or participate only for the day will not be provided with a discount.

Check-In:

6pm – 8pm, Camp Pouch Camp-O-Ree Field Pavilion.

Cost:

\$20 per person.

Signup:

One registration per unit please.

The deadline for registration is October 14th.

Attire:

Friday

Scout uniform for opening ceremony.

Saturday

Tracksuits, sportswear, Etc.

Meals:

A basic lunch will be provided on Saturday. All other meals will be the responsibility of the unit.

- Lunch menu
- Two hot dogs
- Bag of chips
- Fruit or other snack
- Drink

Required supplies specific to the Brooklyn Scout-Olympics:

- One mountain bike, and helmet per unit along with one set of protective padding (knee and elbow pads).
- Archway materials.
- Desserts for the after-party.
- Flag decoration supplies (Fabric will be provided).
- If available, a pop-up canopy for use by the Olympic committee.

Schedule

Friday Schedule		
Time		Location
6:00pm - 8:00pm	Check in	Pavilion
8:15pm – 9:15pm	Opening Ceremony	Olympic Village (Camp-O-Ree Field)
9:30pm - 10:00pm	Cracker-Barrel	Pavilion
10:00pm - 10:30pm	Scoutmaster \ SPL meeting	
Saturday Schedule		
Time		Location
6:00am – 8:15am	Breakfast and Troop Time	TeamSite's (Campsites)
8:30am – 8:50am	Flags	Flag Area
	Warmup	
9:00am – 12:00pm	Merit Badges	TBA
	American Cultures	
	Athletics	
	Citizenship in the World	
	Cycling	
	Disability Awareness	
	Personal Fitness	
	Public Health	
	Sports	
	Tenderfoot fitness requirements	TBA
12:10pm – 12:50pm	Lunch Pickup	Olympic Village (Camp-O-Ree Field)
1:00pm - 3:30pm	Olympic Events	
	100meter Sprint	TBA
	400meter Race	TBA
	4x100meter Relay	TBA
	3v3 Basketball	Basketball Court
	Archery	Archery Range
	Cycling	TBA
	Discus Throw	TBA
	Ping-Pong	Pavilion
	Taekwondo	TBA
	Camp-O-Ree Competitions	
	Chess	Pavilion
	Tug-of-War	TBA
	Gaga-ball	
3:30 - 4:30	Olympic Event	Route TBA
	Triathlon	
5:00pm – 7:00pm	Dinner and Troop Time	TeamSite's (Campsites)
	Judging of Team-Flag's	
	Judging of Archway's	
7:00pm – 8:30pm	Closing Ceremony	Amphitheater
	Judging of Tacky-Tracksuit's	
8:30pm – 10:00pm	After-Party (Deserts supplied by Troops)	Pavilion
	Breakdancing Competition	

Merit badge list, resources, and prerequisites

- Each scout can choose one Merit Badge. Class size will be limited. Signup early. First-come, first-served.
- Merit badge sign-up and tracking will take place in GNYC's Black-Pug reservation system. Blue cards will not be required.
- Our Merit Badge counselors have agreed to continue to be counselors for our scouts after the event, this way they can easily finish any partials.

American Cultures:

<https://www.scouting.org/merit-badges/american-cultures/>

<http://usscouts.org/mb/worksheets/american-cultures.pdf>

Prerequisites: Choose THREE groups that have different racial, cultural, national, or ethnic backgrounds, one of which comes from your own background, then complete requirement #1

Athletics:

<https://www.scouting.org/merit-badges/athletics/>

<http://www.usscouts.org/USSCOUTS/mb/worksheets/old/Athletics-12.pdf>

Prerequisites: 2A, 3A, 3B, 3C, 3D, 5

Citizenship in the World:

<https://www.scouting.org/merit-badges/citizenship-in-the-world/>

<http://usscouts.org/mb/worksheets/citizenship-in-the-world.pdf>

Prerequisites: Complete worksheet

Cycling:

<https://www.scouting.org/merit-badges/cycling/>

<http://usscouts.org/mb/worksheets/Cycling.pdf>

Prerequisites: Complete worksheet. **Note – Cycling is a challenging merit badge that can rarely be completed at a one-day event. Please come prepared with a printed workbook so that you can organize your work and track your requirements.

Disability Awareness:

<https://www.scouting.org/merit-badges/disabilities-awareness/>

<http://www.usscouts.org/mb/worksheets/Disabilities-Awareness.pdf>

Prerequisites: 1A, 1B, 2, 5, 7

Personal Fitness

<https://www.scouting.org/merit-badges/personal-fitness/>

<http://usscouts.org/mb/worksheets/personal-fitness.pdf>

Prerequisites: Complete worksheet

Public Health

<https://www.scouting.org/merit-badges/public-health/>

<http://usscouts.org/mb/worksheets/Public-health.pdf>

Prerequisites: 1, 2C, 5, 7, 8

Sports

<https://www.scouting.org/merit-badges/sports/>

<http://usscouts.org/mb/worksheets/sports.pdf>

Prerequisites: 2A, 4, 5

Camp-O-Ree Competitions

Archway:

Each **Troop** should construct a campsite Archway with an Olympic theme. Decorate and adorn to your heart's content. Bring Archway materials. Archways will be judged between 5pm and 7pm in your Team-Site. Best Archway wins!

Team-Flag-Design:

Each **Troop or Patrol** will randomly be assigned a team (country) designation at the Friday night opening ceremony. Each team will be provided with fabric (light beige cotton / canvas), so they can make a team flag. Bring flag decorating supplies. Flags will be judged between 5pm and 7pm in your Team-Site. Best flag wins!

80s Tacky-Tracksuit-Extravaganza:

Wear your dads (or grand-dads) 80s Tacky-Tracksuit to the closing ceremony and the afterparty. Best Tracksuit wins!

Breakdancing:

Bust out your best Breakdancing moves and show off what you got at the Afterparty. There can only be one champion. Best breakdancer wins!

Chess tournament:

Details TBA

Tug-of-war:

Details TBA

Gaga-ball:

Details TBA

Olympic Events

100meter Sprint

400meter Race

4x100meter relay

3v3 Basketball

Ping-Pong

Archery

Taekwondo

Discus Throw

Cycling

Triathlon

100 Meter Sprint

Supplies:

Spray chalk, 4 cones, tape measure, phone camera, 2 judges, whistle.

Set up:

There will be 2 cones at the start with a line between them signifying the starting line. And there will be 2 cones at the end with a line between them signifying the finish line. Measure 100 meters between the two lines.

Rules and regulations:

Please read aloud:

“I, the starting line judge, will stand next to the starting line and be in charge of announcing the beginning of the race and ensure all racers know how to line up and know all the necessary rules. I will also watch the racers once the race is started to make sure there is no bumping or pushing of other racers. In the case that you push someone while racing you will be disqualified. The finish line judge will hold a phone camera and record as the racers come to the finish line. Participants (up to 7) will line up behind the brightly colored line. Your head, feet, and torso ALL must be behind the line prior to the start of the race. The race will begin when you hear this phrase “Ready, Set, *sound of whistle*” The winner of this race will advance to the final race which will occur after all the qualifying races. Do any racers have any questions?”

Answer any questions using common sense.

Begin the race!

Closing:

Determine a winner and inform them to hang around until the final race.

400 Meter Race

Supplies:

Spray chalk, 4 cones, tape measure, phone camera, 2 judges, whistle

Set up:

There will be 2 cones at the start with a line between them signifying the starting line. And there will be 2 cones at the end with a line between them signifying the finish line. Measure 400 meters between the two lines.

Rules and regulations:

Please read aloud:

"I, the starting line judge, will stand next to the starting line and be in charge of announcing the beginning of the race and ensure all racers know how to line up and know all the necessary rules. I will also watch the racers once the race is started to make sure there is no bumping or pushing of other racers. In the case that you push someone while racing you will be disqualified. The finish line judge will hold a phone camera and record as the racers come to the finish line. Participants (up to 7) will line up behind the brightly colored line. Your head, feet, and torso ALL must be behind the line prior to the start of the race. The race will begin when you hear this phrase "Ready, Set, *sound of whistle*" The winner of this race will advance to the final race which will occur after all the qualifying races. Do any racers have any questions?"

Answer any questions using common sense.

Begin the race!

Closing:

Determine a winner and inform them to hang around until the final race.

4x100 Meter Relay

4 Teams at a time. 4 people per team

Supplies:

Spray chalk, 4 cones, tape measure, phone camera, 2 judges, whistle, 4 batons

Set up:

Place 2 cones apart from each other and spray a chalk line between the two. This line will signify the starting line. Measure 100m from the start line and spray a line of chalk. Continue to spray 3 more lines each 100m apart from each other for a total of 5 lines. At the 5th and final line place two cones at either side of the line. These lines should be a minimum of 6 ft long and should all be parallel to each other.

1—2—3—4—5

Rules and regulations:

Please read aloud:

“I, the starting line judge, will stand next to the starting line and be in charge of announcing the beginning of the race and ensure all racers know how to line up and know all the necessary rules. I will also watch the racers once the race is started to make sure there is no bumping or pushing of other racers. In the case that you push someone while racing you will be disqualified. The finish line judge will hold a phone camera and record as the racers come to the finish line. Participants (up to 4) will line up behind the brightly colored line. Your head, feet, and torso ALL must be behind the line prior to the start of the race. This is a team race, each team is made up of **FOUR** members who will race one after another. The first racer will run 100 meters to the next line where their teammate will be waiting for them. Once they arrive there, they will hand the baton to the next runner who will then begin to race to the next

line and so on. The race will end once all four members have run and racer number 4 has crossed the finish line. If you throw the baton your team will be disqualified. In the case that the baton is dropped please pick it up and continue running. The race will begin when you hear this phrase “Ready, Set, *sound of whistle*” The winner of this race will advance to the final race which will occur after all the qualifying races. Do any racers have any questions?”

Answer any questions using common sense.

Begin the race!

Closing:

Determine a winner and inform them to hang around until the final race.

3v3 Basketball

Supplies:

Hoop, Basketball, Timer, Referee, a line 22 feet away from the base of the hoop spanning the whole court. See diagram below.

Set up:

Setup basketball hoop so it is at the edge of the concrete pad allowing the most possible space to run and play.

Rules and regulations:

Please read aloud:

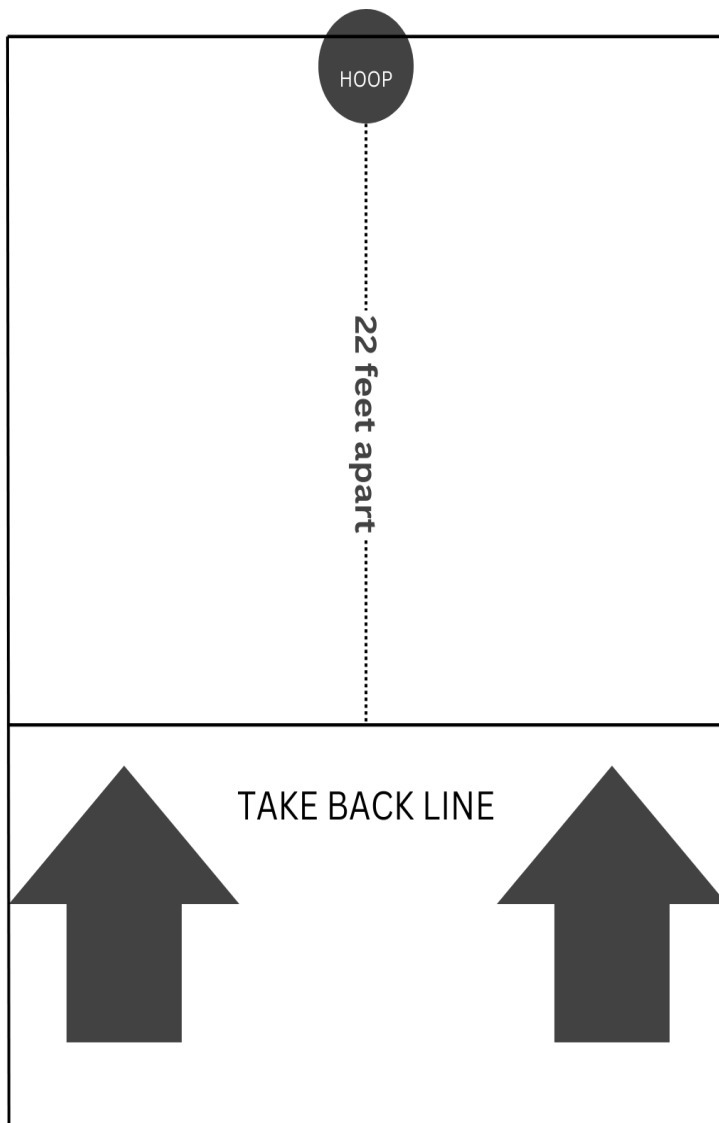
“I will be serving as the referee for 3v3 basketball. Each team will face off against another in a 5 minute 3v3 basketball game. The winner of the game will move onto the next round where they will play another team until a winner is determined. Whoever has the higher score at the end of the 5 minutes is the winner. To determine who receives the ball first we will do a coin flip. When a team shoots the ball and it makes any contact with the hoop or back board in the case that the opposing team gets possession of the ball they must get the ball behind this line (point to line shown in diagram) before attempting a shot. This is more commonly known as the take back line. Also, if you shoot behind this line it will count as two points. Any other spot will count as one. In the case that your team scores the ball will be given to the other team behind the take back line where the game will continue. The time will not stop and fouls will be called to my discretion. Out of bounds is the grass and time wasting will not be tolerated.

Answer any questions using common sense.

Begin the game

Closing:

Determine a winner and inform them to hang around until their next game.



PING-PONG

Supplies:

Ping pong table, ball, two paddles, net

Set up:

Label each table with a number, set up nets and place a ball and two paddles at each table.

Rules and regulations:**Read aloud:**

The game starts with a serve where the ball must be thrown up and hit so it bounces once on each side of the table. After the serve, players take turns hitting the ball back and forth, making sure it bounces on their side before they hit it. Points are scored when a player fails to return the ball properly, like if it misses the table or if they hit it twice. The games will be played until a player scores 11 points. The winner will then come find me and report the score of the game and who your opponent was. Each player will be assigned a new opponent after they win until a winner has been decided. Once you lose you are eliminated from the tournament.

Archery

Supplies:

As provided by camp.

Set up:

As provided by camp.

Rules and regulations**Please read aloud:**

“There will be up to 2 shooters per unit. Each shooter will get up to 10 arrows. The scoring will be from 1 point to 10 points based on where each arrow sticks in the target (the arrow must stick in the target.) The scoring is 10 points for a bullseye and goes down one point for each ring outside of the bullseye down to 1 point for the outermost ring. The winner will be determined on who has the highest score after they shoot.”

Answer any questions using common sense.

Please track all scores with extreme accuracy.

Taekwondo

Supplies:

As provided by Mirabella Martial Arts. Each participant will need to wear their respective martial arts uniform and belt.

Set up:

As provided by Mirabella Martial Arts

Rules and regulations**Please read aloud:**

Each participant will do one form one time and be judged by at least three people. Winner will be decided by judges discretion.”

Rules and Details provided by Mirabella Martial Arts

Answer any questions using common sense.

Please track all scores with extreme accuracy.

Discus

Supplies:

Provided by Instructor

Set Up:

As provided by camp conditions

Rules and Regulations:***Participants will be divided by age***

Scouts aged 11-12 will use the 1 KG (2.2 lbs) Discus

Scouts aged 13-15 will use 1.5 KG (3.3 lbs) Discus

Scouts aged 16-18 will use the 2 KG (4.4 lbs) Discus

Participants will be given three chances to compete with the discus.

Participants must stay within the ring to avoid committing a Foul and a lost turn.

There will be an overall Champion and individual age winners.

At the event site will be a practice area for warm up and practice throws before competition.

Let the Games Begin!

Cycling

Supplies:

Provided by troops, all scouts must wear a helmet and protective padding.

Set Up:

Designate a track using the landscape. This will also include one 100m straight away to end the track.

Rules and Regulations:**Please read aloud:**

Scouts will mount their bikes and, on the count, begin to navigate route. You will be timed throughout this race and in the case of a bike malfunction you will get a redo. Please be safe and cautious while riding and do not skip corners during your race. You will have one chance to ride the course and after that your time will be recorded.

Answer questions to the best of your knowledge.

Please keep extremely accurate records.

Triathlon

Supplies:

Archery Range, Mountain Bike, Helmet, Timer

Set Up:

Each Archery stand should contain 5 arrows. Mountain biking track should be 800m long (or once around the camporee field). Running should be 200m track.

Rules and Regulations:

Each troop will choose 3 separate individuals. The archer will begin by shooting five arrows at a target. For each point they score one second will be deducted to their team's final time. Ex. 10pts = -10 seconds. From there they will tag their team's cyclist who will race around the camporee field. After that they will tag their team's sprinter who will run 200m to the finish line. The person who crosses the finish line first will not automatically become the winner. After the racers are finished the points from archery will be deducted and a winner will be announced.

This event is the last one of the day and the most exciting. Each troop should have all their members cheering and supporting.