White Oak River District
11th Annual
2013 Scout Games
May 4, 2013

8:30 AM Opening Ceremonies

Northside High School Field
Jacksonville NC

WHITE OAK RIVER DISTRICT SCOUT GAMES 2013
GENERAL RULES

- All Units from East Carolina Council are invited to participate
- No spiked shoes of any kind will be allowed for any event. Automatic disqualification of individuals and/or teams will result.
- Parents are responsible for the behavior of their children.
- **Unit flags should be brought for the opening parade. All Scouts should be in Field Uniform for the parade.** Activity shirts should be worn for the events.
- NO ALCOHOLIC BEVERAGES ARE ALLOWED.
- **PLEASE DO NOT SMOKE IN THE PRESENCE OF SCOUTS.** Onslow County Schools is a non smoking campus.
- Bring sunscreen and insect repellent.
- Registration will be on April 16th at roundtable. Late Registration will be held on May 1, 2013at Tony's Pizza at the Jacksonville Mall at 7pm. NO UNITS WILL BE ABLE TO REGISTER THE DAY OF THE EVENT.
- NO ONE MAY ENTER THE TALLY AREA EXCEPT FOR OLYMPIC STAFF AND UNIT REPRESENTATIVES.
- No substitutions after registration unless due to illness or injury. Approval must be made by Scout Games Chairman.
- UNIT REPRESENTATIVE. Each unit must provide the name of their unit representative by April 16th. This unit representative is the only member of the unit allowed to bring questions regarding results, controversies, or similar issues to the Scout Games Chairman or any Event Coordinator. Any other person from a unit doing so may cause disqualification for their Scout and/or unit. Each Event Coordinator will have this list of unit representatives. **Patches will be guaranteed to units that register by April 16th.**
- No participants will be allowed to complete in events if a Waiver of Liability and a Medical Release have not been signed.
- Participating Scouts must be in their event area when their event is called. Scouts will not be allowed to make up a missed event.
- Scouts will place 1st - 5th on Individual Events. Units will place 1st – 5th on Troop and Pack events.
- Finals will be held at the end of Scout Games, followed by awards ceremony.

WHITE OAK RIVER DISTRICT
2013 SCOUT GAMES
SCHEDULE

7 AM – 8:30AM	SET –UP/PREP FOR OPENING
8:30 AM – 9AM	OPENING CERMONIES
9:AM – 1200 NOON	FIELD EVENTS
1200 NOON – 4PM	RUNNING EVENTS
4:30 PM – 5:30 PM	FINALS
6PM	AWARDS CEROMONIES/ CLOSING

All units need to bring all units need to bring unit flag and flag stand. The unit flags will be used during opening ceremony and afterwards they will be posted in the stadium.

Field Events include: Softball Throw, Standing Long Jump Sack Race, Tug of War, Running Long Jump Square Knot Relay, Frisbee Throw, Three-Legged Relay, Leader Dizzy Izzy, Knot Relay Fireman's Carry, and Leader Water Balloon Relay

Running Events: Pull-Up's, 25 Yard Dash, 50 Yard Dash, 100 Yard Dash, 200 Yard Relay, 200 Yard Dash, 400 Yard Dash, 400 Yard Relay, 1600 Yard Relay

<u>CUB SCOUT EVENTS</u>

(Individual Events)

STANDING LONG JUMP

Three jumps will be allowed. The longest jump will be counted. Any part of the body making contact with the ground closest to the starting point will be the official measurement. The jump must begin from behind the starting line.

SOFTBALL THROW

Three throws will be allowed. The longest throw will be counted. The official measurement will be made at the point where the ball first hits the ground. The ball must be thrown from behind the line.

25 YARD DASH (Tigers and Wolves)

Timed event in which Scout will run 25 yards. **Finals for this Event.**

50 YARD DASH (All Cub Scouts)

Timed event in which Scout will run 50 yards. **Finals for this Event.**

SACK RACE

Timed event in which Scout will pick up sack and pull over feet and legs. Holding sack with both hands, he will jump from starting line to a turning point and return to the starting line. **Finals for this Event.**

100 YARD DASH (Bears and Webelos)

Timed event in which Scout will run 100 yards. **Finals for this Event**

FRISBEE THROW

Three tosses will be allowed. The longest toss will be counted. The official measurement will be where the Frisbee hits the ground. Throws must be made from behind starting line to count.

(Pack Events)

200 YARD RELAY

4 Scouts run 50 yards each passing a baton. Dropped batons must be picked up by current runner. **Finals for this Event.**

400 YARD RELAY

4 Scouts run 100 yards each passing a baton. Dropped batons must be picked up by current runner. **Finals for this Event.**

TUG OF WAR

Maximum of 10 Cub Scouts. Gloves are allowed.

THREE LEGGED RELAY

Each Pack will have three teams of 2 scouts. One leg of each scout will be tied together. Team s will start in relay formation. Each team will run ten yards turn around and go back to the start and tag the next team. Race will end once each team has finished. **Finals for this Event.**

SQUARE KNOT RELAY

5 team members - each Scout will run from starting point to judge, tie square knot, which will be approved by judge, and run back to starting point for next member. **Finals for this Event**

LEADER WATER BALLOON RELAY

5 Leaders –Adults will run from starting point with water balloon to a designated chair, sit on balloon until it bursts and then run back to starting point. If less than 5 leaders on the team, a total of 5 balloons must be burst to count. **Finals for this Event**

Dizzy Izzy

Team of 5 adults. Team will start in relay formation. First team member will run to the bat and spin around 10 times, then return to the start line and tag the next team member. This will repeat until the all team members have finished. Five lowest times will compete in finals**. Finals for this Event.**

BOY SCOUT EVENTS

(Individual Events)

100 YARD DASH

Timed event in which Scout will run 100 yards. **Finals for this Event.**

200 YARD DASH

Timed event in which Scout will run 200 yards. **Finals for this Event.**

SOFTBALL THROW

Three throws will be allowed. The longest throw will be counted. The official measurement will be made at the point where the ball first hits the ground. The ball must be thrown from behind the line.

RUNNING LONG JUMP

Three jumps will be allowed with a 10 yard running start. The longest jump will be counted. Any part of the body making contact with the ground closest to the starting point will be the official measurement. The jump must begin from behind the starting line.

STANDING LONG JUMP

Three jumps will be allowed. The longest jump will be counted. Any part of the body making contact with the ground closest to the starting point will be the official measurement. The jump must begin from behind the starting line.

400 YARD DASH

Timed event in which Scout will run 400 yards. **Finals for this Event.**

(Troop Events)

400 YARD RELAY

4 Scouts run 100 yards each passing a baton. Dropped batons must be picked up by current runner. **Finals for this Event.**

800 YARD RELAY

4 Scouts run 200 yards each passing a baton. Dropped batons must be picked up by current runner. **Finals for this Event.**

1600 YARD RELAY

4 Scouts run 400 yards each passing a baton. Dropped batons must be picked up by current runner. **Finals for this Event.**

TUG OF WAR

Maximum of 10 Scouts. Gloves are allowed.

FIREMAN'S CARRY RACE

3 teams made up of 2 Scouts each line up in relay formation. At the start one member of the first tem will carry the other member 10 yards. They will then alternate positions and the other member will carry the scout back. Once at the starting line he will tag the next team where they will repeat the sequence until all teams have finished. Time will be recorded. **Finals for this Event**

KNOT RELAY

Team will consist of 6 scouts. Each scout will tie one knot. One minute time limit on each knot. The following knots will be tied: bowline, square knot, clove hitch, sheet bend, timber hitch, and taut-line hitch. **Finals for this Event.**

PULL-UPS

Team will consist of 3 scouts. One Scout at a time will try to complete as many pull-ups as possible. Scouts will start from a dead hang position, pull-up until chin is over the bar and then return to the dead hang position this will count as one pull-up**. Finals for this Event.**

LEADER WATER BALLON RELAY

Team of 5 Leaders – Adults will run from starting point with water balloon to a designated chair, sit on balloon until it bursts and then run back to starting point. If less that 5 leaders on the team, a total of 5 balloons must be burst to count. **Finals for this Event.**

Dizzy Izzy

Team of 5 adults. Team will start in relay formation. First team member will run to the bat and spin around 10 times, then return to the start line and tag the next team member. This will repeat until the all team members have finished. Five lowest times will compete in finals. **Finals for this Event.**

WHITE OAK RIVER DISTRICT
2013 SCOUT GAMES

UNIT REGISTRATION FORM

Registration is on April 16, 2013. Registration fee is $7.00 per participant. (Scouts and Adults). Late Registration is on May 1, 2013. Late Registration will be $10.00 per participant. Each registered participant will receive a patch and certificate. Patches will be guaranteed to those units that register by April 16th. Each event will place winners 1st – 5th. First, Second and Third Place winners will receive a medal for each event. A ribbon will be awarded for Fourth and Fifth place. One Overall award will be presented to the top Pack and Troop. Checks should be made payable to East Carolina Council. Each unit must have the representative listed on Registration form.

Questions contact: David Stanley 577-6896 or email at tdstanley@embarqmail.com

Unit_____Scoutmaster or Cubmaster_____

Unit Representative_____Representative Phone#_____

# of Participants_____@ $7.00=$_____

Late Registration # of Participants_____@ $10.00=$_____

Date Registered_____

Amount Paid_____

Liability Forms_____(Yes or No)

Medical Release_____(Yes or No)

(ONE PER PARTICIPANT)

AGREEMENT & RELEASE OF LIABILITY FOR SCOUT'S PARTICIPATION IN WHITE OAK RIVER DISTRICT'S SCOUT GAMES

I, the parent/legal guardian of _____, do hereby give my permission for his attendance and participation in the Scout Games.

I authorize my child to receive emergency medical treatment as deemed necessary by medical personnel. Treatment may be provided at a military or civilian medical facility. I hereby release and hold harmless Boy Scouts of America and Onslow County Schools, its officers, agents, and employees, from any and all litigation, claims, demands, or actions, for any loss, damage, or injury to my child, or myself, or property, that may occur from any cause whatsoever as a result of participation in Scout Games. I understand I am responsible for any medical costs that may be incurred.

Signature_____
SIGNATURE OF PARENT/GUARDIAN

Date_____

(ONE PER PARTICIPANT)

AGREEMENT & RELEASE OF LIABILITY FOR SCOUT'S PARTICIPATION IN WHITE OAK RIVER DISTRICT'S SCOUT GAMES

I, the parent/legal guardian of _____, do hereby give my permission for his attendance and participation in the Scout Games.

I authorize my child to receive emergency medical treatment as deemed necessary by medical personnel. Treatment may be provided at a military or civilian medical facility. I hereby release and hold harmless Boy Scouts of America and Onslow County Schools, its officers, agents, and employees, from any and all litigation, claims, demands, or actions, for any loss, damage, or injury to my child, or myself, or property, that may occur from any cause whatsoever as a result of participation in Scout Games. I understand I am responsible for any medical costs that may be incurred.

Signature_____
SIGNATURE OF PARENT/GUARDIAN

Date_____

2013 WORD Scout Olympics
Unit Event Form

CUB SCOUTS

Standing Long Jump (No Limit)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____
7._____	_____

Softball Throw (No Limit)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____
7._____	_____

25 Yard Dash (Tigers and Wolves) (No Limit)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____

50 Yard Dash (No Limit)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____

7._____ _____ 7._____ _____

100 Yard Dash (Bears & Webelos) (N0 Limit)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____
7._____	_____

Sack Race (No Limit)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____
7._____	_____

Tug of War (Limit 10)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____
7._____	_____
8._____	_____
9._____	_____
10._____	_____

Leader Water Balloon Relay (Limit 5)

Name
1._____
2._____
3._____
4._____
5._____

Square Knot Relay (Limit 5)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____

200 Yard Relay (Limit 4)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____

Frisbee Throw (No Limit)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____
7._____	_____

400 Yard Relay (Limit 4)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____

Leader Dizzy Izzy (Limit 5)

Name
1._____
2._____
3._____
4._____
5._____

Three Legged Relay (Limit 6)

Name	Group (tiger, wolf,etc)
1._____	_____
2._____	_____
3._____	_____
4._____	_____
5._____	_____
6._____	_____

2013 WORD Scout Games
Unit Event Form

BOY SCOUTS

Standing Long Jump (No Limit)	**Softball Throw** (No Limit)	**Running Long Jump**
1._____	1._____	1._____
2._____	2._____	2._____
3._____	3._____	3._____
4._____	4._____	4._____
5._____	5._____	5._____
6._____	6._____	6._____
7._____	7._____	7._____

100 Yard Dash(No Limit)	**200 Yard Dash**(No Limit)	**400 Yard Dash**(No Limit)
Name	Name	Name
1._____	1._____	1._____
2._____	2._____	2._____
3._____	3._____	3._____
4._____	4._____	4._____
5._____	5._____	5._____
6._____	6._____	6._____
7._____	7._____	7._____

400 Yard Relay(Limit 4)

Name

1._____

2._____

3._____

4._____

1600 Yard Relay(Limit 4)

Name

1._____

2._____

3 ._____

4._____

Knot Relay(Limit 6)

Name

1._____

2._____

3._____

4._____

5._____

6._____

Tug of War(Limit 1

Name

1._____

2._____

3._____

4._____

5._____

6._____

7._____

8._____

9._____

10._____

Leader Water Balloon Relay(Limit 5)

Name

1._____

2._____

3._____

4._____

5._____

800 Yard Relay(Limit 4)

Name

1._____

2._____

3._____

4._____

Fireman's Carry(Limit 6)

Name

1._____

2._____

3._____

4._____

5._____

6._____

Pull-Ups(Limit 3)

Name

1._____

2._____

3._____

Leader Dizzy Izzy (Limit 5)

Name

1._____

2._____

3._____

4._____

5._____