

Olympics 2017

1. **Pass the Deck of Cards** (Timed Event)

The council lines up. The first person in each line gets a full deck of playing cards. The goal is to get the entire deck of cards from the first person to the last by each student touching each card one at a time (Passing a card at a time).

Supplies: *Timer, Full deck of cards*

2. **Cup side Down** (Timed Event) In a large space roped off space there will be lots of cups turned upside down. The goal is to get all the cups facing up in the fastest time. One two students may be in the area turning cups at a time and all players must participate turning a cup.

Supplies: *Timer, Cups*

3. **Flying Feathers** (Timed Event)

Get in a circle and try to keep a feather in the air and going around the circle. If it touches the ground or any part of your body, your time starts over.

Supplies: *Timer, Feathers (about a dozen just in case they get gross, only need one at a time.)*

<https://www.youthdownloads.com/games/flying-feathers>

4. **Walk the Plank** (SAFETY is first priority on this one!)

Have one walker walk across the boards (One at a time and no running!). As soon as they step off the board, they grab a board and join the line and the next person goes. Students may opt out and not walk the plank. 1-2 students should help be spotters!

Supplies: *Eight 2x6 boards cut 12-16 inches long*



5. **Family Fued**

Try to get as many points on the board as you can before striking out.

Supplies: *Laptop with Powerpoint (Load Family Fued PowerPoint that OASC office made in advance)*

6. **5 Second Rule**

Using the game cards . . councils must answer questions for example: Name 3 reality TV shows and they must complete in 5 seconds or less in order to earn those card points.

Supplies: *5 second Rule card game (preview cards appropriate to use in advance)*

7. Connect 4 Design Game

1 member of each council can be the “eyes” and look at the design that needs to be created. They must then communicate the design to the council members to create without pointing, using hands etc. Verbal cues only. 10 different design cards with different point values will be available.

Supplies: Large connect 4 game and design cards

8. Frisbee Tic Tac Toe

Campers toss Frisbees on to a grid (made by pool noodles or rope) to get 3 in a row . . . After each 3 in a row, Frisbees will be removed from the grid. Participants get 3 points for each tic-tac-toe they get. Every camper in the council must participate throwing.

Supplies: Pool Noodles or rope and frisbees

9. Human Knot With Ropes (Timed)

This is an update from the old version because instead of putting one hand in and grabbing another’s hand. You will have a variety of ropes in different lengths. 1 rope per person. Every one reaches in and grabs a rope with their right hand and then with their left hand they reach in and grab the end of someone else’s rope (not the person next to them). This is a timed event – write down the time it takes them after everyone has a rope and time starts.

Supplies: A variety of lengths of rope from 1 ft to 8 ft. At least one per person.

10. Mattress Relay (# of passes)

Have students lie on the ground face up alternating directions so that one person’s feet are between the other two people’s heads and vice versa. A student gets on the mattress and rides while the other students pass the mattress down the line. Campers on the ground have to run around and lie on the ground again to keep the mattress moving. Have two campers walk along outside as spotters for person on top of mattress. Start and End point . . . about 100 ft?

Supplies: Single Air Mattress and cones for start and finish line, timer