

## **2012 Apache Relay**

Race starts on the patio outside the Dining Hall

Each team consists up of up to 40 Campers

Each team assigns players a number between 1 and 21.

The race begins when the whistle is blown.

**10 point bonus is given to any team that returns all relay numbers – in order – after the race.**

#1 Receives a message envelope from their Team General and skips to Alder cabin. Puts shoes on the wrong feet, walks backward into the bathroom, opens the message envelope and recites the message forwards, then backwards, then hands the baton to #2.

#2 – Runs to Buckeye cabin and takes a shower with clothes on. Then sings “Twinkle Twinkle Little Star” in a chipmunk voice, then hands the baton to #3.

#3 – Skips to the paved road up and around Sycamore cabin and down the road to the Art Yurt, cries like a baby, and hands the baton to #4.

#4 – Draws a picture of Richard with their feet, then hands the baton to #5.

#5 – Finds someone to give them a piggyback ride to the Med Shed and hands the baton to #6.

#6 – Listens to the heart of the person who carried #5 to the med shed and tells them the symptoms of a heart attack, puts a band-aid on their forehead and hands the baton to #7.

#7 – Skips to the Dining Hall, eats 3 crackers, and whistles Row, Row, Row Your Boat and hands the baton to #8.

#8 – Runs to the Basketball Court and drinks a bottle of water and hands the baton to #9.

#9 – Makes 3 foul shots and hands the baton to #10.

#10 – Tells a joke that makes at least two people laugh and hands the baton to #11.

#11 – Runs to the lawn below the Dining Hall and sings “Splish Splash I was Takin’ a Bath” while dancing the Hula, then hands the baton to #12.

#12 – Does 10 summersaults on the lawn, then hands the baton to #13.

#13 – Runs to the Dining Hall, finds the Watermelon Table, and eats a piece of watermelon without touching it with their hands or arms. Must not leave the table until the judge declares that the entire piece has been eaten. Then hands the baton to #14.

#14 – Sings a verse of “On Top of Spaghetti” in a chipmunk voice and hands the baton to #15.

#15 – Runs to the Dining Hall stage, and sings “Awkward Turtle Panda Moose” out loud and does all of the required moves and hands the baton to #16.

#16 – Runs to the food line, takes a tray, knife, fork, spoon, plate, bowl, and napkin, then goes to a table and correctly sets a place setting and hands the baton to #17.

#17 – Hops to the Amphitheater Campfire Site and hands the baton to #18.

#18 – Takes a bottle of water and gargles while walking to the patio behind the Dining Hall and hands the baton to #19.

#19 – Skips to the grass field below the Dining Hall and dribbles a ball soccer style to the end of the field and back and hands the baton to Team #20.

Team #20 (10 people) team forms a 4-3-2-1 pyramid on the grass. The top person on the pyramid (who’s wearing the number 20) recites the first verse of “Mary Had a Little Lamb”, then passes baton to #21

Team #21 (10 people) form a single file line and put their hands on the shoulders of the person in front of them. They then walk backwards together around **the edge** of the field and sing “Take Me Out To The Ballgame” **twice**. Then, the first person in the line (wearing #21) does three cartwheels, then runs to the patio outside the Dining room **with the relay baton** and yells “(Name of Country) HAS WON THE APACHE RELAY”!

## Apache Relay Logistics

### Items needed for the race:

1. Numbers 1-21 for each team
2. Relay batons
3. 2 copies of Message to be read backwards – give to Team General
4. Pen and paper – in Art Yurt
5. 2 Band-aids – In Med Shed
6. 6 Crackers In Dining Hall – 3 crackers and a glass of water for each team
7. 2 Chunks of Watermelon at a table in the Dining Hall
8. 6 Bottles of water – 3 at Amphitheater and 3 at basketball court
9. 2 Basketballs - At Basketball Court
10. 2 Soccer balls – At Lawn below the Dining Hall

### People needed for the race:

1. Director on patio outside dining hall
2. 1 person in Alder Cabin
3. 1 person in Buckeye Cabin
4. 1 person outside Sycamore Cabin
5. 1 person in the Art Yurt with pens and paper
6. 3 people at Art Yurt to give piggyb Band-aids
7. 2 people in Dining Hall – one at the cracker table, one at the watermelon table. Both also judge table setting by #16.
8. 1 person at Basketball Court w/ 2 bottles of water
9. 1 person at the Campfire Amphitheater w/ 2 bottles of water
10. 1 person at the lawn below Dining Hall w/ 2 soccer balls
11. 4 people at the lawn below the dining hall to spot the pyramids – 2 each.