



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

**PLAY HARD
WORK BETTER
LIVE WELL**
First Coast Games

CAMP DAY

DATE: Saturday, May 4th

TIME: Check-in opens at 8am / Camp Games being at 9am

LOCATION: Camp Immokalee

ADDRESS: 6765 Camp Immokalee Road | Keystone Heights, FL

EVENT DIRECTOR: Mo Eaton, Meaton@fcymca.org

EVENT FORMAT: Recreation

Note: *Lunch will be provided*

TEAM ROSTER

Minimum roster of six (6) participants. Maximum roster of 15 for each event.

UNIFORMS

All teams are required to wear the First Coast Games performance tee provided. There's no rule on the color of shorts. Shorts must be an appropriate length and worn properly.

WAIVERS

All participants must sign a First Coast Games waiver to be eligible to play.

LIST OF GAMES:

Event #1 - Spider Web and Mohawk Walk (Location: Low Ropes Course)

Each team must get the entire team from one side to the other through a manmade rope spider web without touching the rope. Once one opening in the web has been used it cannot be used again. For the Mohawk Walk, teams will be timed as they walk along a suspended wire course. If any team member falls off the wire, the entire team must start back at the beginning. **This event is best with 10-12 participants.**

Event #2 – Medic (Location: Left of Airnasium)

Balls will be placed on center line and the goal for each team is to eliminate the Medic from the opposing team OR knock the opposing cone over in order to win the game. If you get hit while playing the game, you must sit down where you were hit and your team Medic will need to make their way over to try to "heal" you by

tapping you on the shoulder with their magic medical wand! If your Medic gets hit, they are eliminated and the game will continue but your team will play traditional dodge ball. **This event will need 8-10 participants.**

Event #3 – Blindfolded Musical Pillows (Location: Center Drive)

Have you ever watched Ellen’s Game of Games? Well, this is our camp version! In this game, 4 from each team will wear blindfolds and crawl on the ground in a large circle while music is playing. Once the music stops, participants must find a camp pillow to remain in the game. The Y staff will ensure your safety throughout the game and not let you get lost in the woods!! **This event will need 8 total participants (4 from each team).**

Event #4 - Zipline (Location: Zip Lines)

TWO teams will travel down the zipline with four (4) beanbags in hand, trying to drop them in four (4) buckets on the ground. The higher the drop, the more points will be given. **Two (2) people can go down the zipline at one time / 4 per team.**

EXAMPLE: Bucket 1 will be 20 points, Bucket 2 will be 15 points, Bucket 3 will be 10 points and Bucket 4 will be 5 points.

Event #5 – Blindfolded Archery

Each team will have four groups of 2 people for a total of 8 participants.

Each team of two will have the opportunity to shoot 4 arrows at the target blindfolded with the help of directions from your partner. The partner can verbally give you directions but at no time can touch you to help get you in the right position. Once the first partner has completed the task blindfolded, you will switch places and do it again. The team with the most points will win.

Event #6 - Tug of War (Location: Beach)

We will have a single elimination tournament for tug of war. A completion bracket will be created for this event after the number of teams is confirmed. **This event will allow 7 people to participate, which must consist of 5 men and 2 women.**

Event #7 – Blindfolded Rock Climbing

Each team will need **6 participants** to climb the 3 sided rock wall (there will be beginning, intermediate and advanced sides). You will have a teammate on the ground guiding you to the top of the rock wall. The goal for this game is for all 3 climbing participants to reach the top in the fastest time.

Event #8 - The Great American Boat Race

Each team will be asked to construct a boat with the following items: milk jugs, laundry detergent jugs, pool noodles (4 only), duct tape (1 roll only) and kickboards (2 only). You may add a flag to represent your team!

Note: This can be done ahead of time!

Please remember one member of your team must be able to get your mighty boat across the pool to another teammate to get it back to "shore". **Each team will need 2 players that are willing to swim their boat one length of the pool!** Boats can be displayed on the pool deck prior to the Camp Day games beginning for team photos. If your boat survives your heat, you will be asked to participate in the Great American Final Event!