

Team of the Week Overview and Rules

Teams are determined after all chapters have checked in. The team structure may vary depending on number of campers and size of chapters, but usually a team is composed of your chapter and the other chapters in your cabin. Males and females compete separately.

Leadership Team of the Week

At the end of the week each team will vote for the team that best exhibits the ideals of Summer Leadership Camp. This team strives to make sure all campers and teams get the most out of the camp experience. The winning team will be recognized at the awards assembly.

Rules for Leadership Team of the Week:

- The Leadership Team of the Week should display the following traits:
 - Sportsmanship (including fairness, respect for opponent, and graciousness in winning or losing)
 - Teamwork (utilizing all team members effectively in an effort to accomplish the team's goals)
 - Team Spirit
 - Positive Attitude
 - Cooperation
 - Adherence to Camp Rules
- Teams will cast their votes by turning in the form included in the Advisor Packet
- Only one vote per team; Do not vote for your own team
- Boys Teams only vote for Boys Teams, Girls Teams only vote for Girls Teams

Competition Team of the Week

Teams compete in various competitions and activities throughout the week, most of which participants can earn points for their team. The team with the most points will earn the title "Team of the Week," which will be awarded on Thursday night. For a list of the activities, see the Team of the Week Point System sheet.

Rules for all competitions:

1. Failure to arrive at designated game area within 10 minutes of starting time may result in a forfeit.
2. Player making first move in game/sport will be determined by a coin toss. Volleyball games will volley for serve.
3. Points will be awarded according to the Team of the Week Point System sheet.
4. Unless otherwise authorized by the Athletics Director, only current middle school or current high school members of FFA or FCCLA may compete. High school seniors that graduated in the current year may also compete.
5. Ties will be broken when feasible. If a tie cannot be broken, then the tying teams each receive the points for the place that they made.
6. Unsportsmanlike conduct will be given a warning by the referee for each event. Each instance thereafter will result in the ejection of the participant *and* a minimum of one point deduction from the team's total points.
 - Point deductions will be decided by the Camp Director, Athletic Director, and the referee for the event based on the severity of the misconduct.
 - If a participant is ejected, he/she will be asked to leave the playing area.
 - Unsportsmanlike conduct includes, but is not limited to:
 1. Use of profanity
 2. Disrespect toward referee, advisor, or other participant
 - Points can be deducted by conduct of a student, advisor, or chaperone.

Individual Competition Rules

Fishing Tournament

Tournament is held at the old swimming lake off the camp road. If more than one person per team is allowed, then their efforts are combined. Points will be issued for the top three largest combined weights of fish per team. Only the designated number of contestants are allowed to fish during this time.

Checkers

Red always makes the first move. Each move will travel in one DIAGONAL square except in the case of a jump. When jumping, player must land in the square immediately diagonally behind the opponent. Double and triple jumps are allowed. There are no forced jumps except in the case that there are no other moves. Backward moves can only be made by kings, but kings must also move diagonally and one square at a time.

Horseshoes

Scoring shall be as follows:

- Ringer-five points
- Leaner-three points
- Toucher-two points
- One a way-one point

If there are no points from any of the above, then one point will be awarded to the team that has the closest horseshoe. There will be a minimum of one point per rotation. A coin toss will determine which team will throw first. First player to fifteen wins.

Putt-Putt

Rules of the putt-putt course apply. Lowest par over all competitors wins.

Skeet Shoot

The advisor must accompany each student during skeet shooting. Best of five shots wins. If shoot results in a tie, a tiebreaker round will be held.

Archery

Scores will be taken and tabulated by the archery instructor. Any arrows removed before being scored by instructor will not be added to the total score. Point value of each ring will be given at the competition. Arrows that cut the dividing line between two scoring rings will count as the higher score. Four rounds of six shots each will be used for scoring. (Two practice shots will be allowed before each round.) All shots will be scored from ten yards. In case of a tie between two shooters, one round of six arrows will be shot until one shooter gains more points than the other.

.22 Shoot

Scores will be taken and tabulated by the certified instructors. Rules and scoring will be explained at the shoot.

Ping-Pong

Game will be played to 15. You must win by two points. Two games out of three wins the event. One bounce on the serve. You must serve diagonally. No leaning on the table during play. No slamming of paddles. Five serves per player at a time. Game is called if score is 7-0 or 11-1.

Tennis

Standard rules of tennis will apply. A 4 game proset format will be used with no AD scoring. You do not have to win by 2. The best 2 out of 3 sets will be played.

Football Throw

Different point values will be assigned to each of the designated locations. Five throws per person. Throws can be taken from any of the locations. Total points of the two teammates will determine the overall score. Team with highest combined points wins. Ball must go completely through the target hole to count. Bounces will not count.

Soccer Kick

Different point values will be assigned to each of the designated shot locations. Five shots per person. Shots can be taken from any of the locations. Total points of the two teammates will determine the overall score. Ball must break the plane of the front of goal to count. Team with highest combined points wins.

Basketball Shootout

Different point values will be assigned to each of the designated court locations. Five shots per person. Shots can be taken from any of the locations. Total points of the two teammates will determine the overall score.

Team Competition Rules

Swim Meet

- Events:
 1. **Freestyle:** Any stroke can be used on this event. The most common stroke used is the Australian crawl or front crawl. Whichever stroke the swimmer uses, it must be performed correctly. The swimmer may not change to another stroke or disqualification will be called.
 2. **Back Stroke:** The start is from in the water. The arm pull- while one arm is pulling forward, the other arm is recovering to above the head. A flutter kick is used. You must stay on your back at all times.
 3. **Freestyle Relay:** Any stroke can be used. Make sure the stroke is performed correctly, or disqualification will be called. The swimmer who starts first must touch the wall before the next swimmer goes.
 4. **Diving:** Each diver will do two dives. One required dive—A Jack Knife; this will be the first dive. The second dive is up to the diver—please inform judges of the type of dive you are performing. Points will be given on difficulty of the dive, form, and entry into the water. All dives will be performed from a low diving board.
 5. **Largest Splash (males only):** Jumps will be made from a low diving board. Each diver will do one jump. Points will be awarded by the judges for height of splash, density, and water distribution.
 6. **Smallest Splash (females only):** Jumps will be made from a low diving board. Each diver will do one jump. Points will be awarded by the judges for the smallest height of splash.
 7. **Belly Flop (males only):** Jumps will be made from a low diving board. Each diver will have one jump.
- All starts (except back stroke) will be from the side unless the swimmer wants to start in the water.
- All individual races are 25 yards, and the relay is a 100 yards total.
- If racing heats are required, then time will be kept to determine winners.
- Each swimmer is limited to two events.

Canoe Race

Three contestants per team; Team will have lifejackets and paddles. Team must canoe around the designated buoy, pick up the designated object, paddle back to the shore, and deposit the designated object into the designated container. If heats are needed, each race will be timed with team with fastest time overall winning. Failure to wear lifejackets or follow guidelines will result in disqualification.

One Mile Relay

Each team may enter one relay team of four individuals. The Athletic Director will decide if runner's need to run in heats for safety concerns.

Volleyball

- Volley for serve.
- LINE is considered "IN".
- Server must wait for the whistle to serve. Violation of this rule results in a side-out.
- Foot must not cross back line while serving.
- Team must rotate for each serving term.
- No lifting.
- Rules for Spiking:
 1. Ball must come back over to your side before a spike can be made, if you spike ball before it crosses the plane of the net then no point is scored.
 2. No parts of the body can be in, on, or under the net during play.
 3. No spiking off the serve.
- Each team has 3 tries to get ball back over. Each game will be played to 15. You must win by two.
- Game is called if score is 7-0 or 11-1.
- Two out of three games to win match. 35 minute match rule.
- If time is running out before the third match has begun, the third game may be played to 7 points.
- If there are more than 8 teams, each game will be played to 15 with a Rally Scoring System. This means that each time the ball is served, a point will be awarded to one team or the other. If time runs out, the third game may be played to 7.

Team Competition Rules (Continued)

Softball

- No sliding! (or you are out!)
- Each team will furnish the pitcher for their own team.
- Each batter is allowed up to four pitches.
 - No balls and no walks.
 - If no fair ball is hit in four pitches, then the batter is out.
- Ball must be hit fair past the “Dead Zone” line. The dead zone will be marked clearly. A ball that lands on the dead zone line is a fair ball. A ball that lands inside the dead zone will be treated as foul. A ground ball that hits inside the dead zone but rolls into fair territory is considered a fair ball. A ball that lands fair but rolls into the dead zone will be treated as foul.
- A pop fly can be caught inside the dead zone.
- Ground balls cannot be played inside the dead territory. Interference by the fielding team with a ground ball inside the dead territory will result in an extra pitch for the batter.
- If the batting team’s pitcher intentionally interferes with a live ball, there is an automatic out.
- Batter will be called out on a foul tip that is caught by the catcher only if the ball is hit above the batter's head.
- No Bunting.
- Pitcher does not bat.
- Team can substitute the pitcher only between innings. Once the inning has started, the pitcher cannot be substituted.
- 8 or less teams: max 5 innings or 35 minutes; whichever comes first. A 10 run lead after three innings will call the game.
- More than 8 teams: max 3 innings or 30 minutes. 10 run lead after two innings will call the game.
- Can overrun any base as long as you turn to the right.
- There is no infield fly rule.
- Regulation slow pitch.
- No profanity on field!
- If a batter throws the bat, they will be called out.
- Homerun if ball goes into woods on the fly. If ball goes into the woods on bounce or roll, or if ball goes over hill—as many bases as you can get.
- Cannot leave base until ball is hit.
- Each team will be given an equal number of innings.
- 10 run limit for an inning change.
- Diving back to a base is legal.
- If an overthrow occurs at first base, third base, or home plate, runner can only advance one base, and at own risk

Challenge Obstacle Course

- The number of participants will be determined and announced during the week of camp
- Specific rules will be announced prior to the event
- Participants should wear appropriate clothing that can get wet and muddy.
- Order will be determined by the Assembly Challenge winner.

Non-Sporting Events

Assembly Challenge

- Rules for each event will be explained prior to the event.
- The teams will receive points according to the Point System.
- In addition to points, the 1st place team will choose the order that teams will compete for the Obstacle Course.

Craft Exhibits

- Projects due for entry, Thursday noon.
- Judged on neatness, originality, and creativity.
- Pick up project Thursday after award assembly.
- Advisors' children will have their own category in which points are not earned for any team.
- Craft shop instructor will determine categories available.

Cabin Check

- Cabin check committee will score cabins during breakfast Tuesday-Thursday.
- The cabin committee will consist of the same individuals each day.
- Cabins will be scored according to the posted score card and points awarded accordingly.
- Points are awarded daily.

Door Prizes

- Points will be awarded for each team bringing door prizes of at least a \$10 value.
- Chapters are encouraged to bring class-related student projects.

Quiz Bowl Challenge

- Teams will enter two members. Each member will take their own test individually.
- The scores will be totaled to determine the team score.
- The most correct answers win. Ties are broken on bonus questions.
- Cheating is not permitted and will result in disqualification and deduction of overall team points.
- The questions are related to the Center, FFA, FCCLA, and Leadership (info available in the Archives area)

Other Events (No Points Awarded)

Leadership Course (Team-Building) - This is not a part of the point system.

- Teams will be assigned times to go through the low-ropes style teambuilding elements on the Leadership Course.
- Teams will have 30-minute slots.
- All team members should participate except those that are at the skeet range.
- Participants must wear tennis shoes and remove any dangling jewelry.

Talent Show - This is not a part of the point system.

- Participants in the talent show will receive spirit bucks, and the winner will receive a gift card.
- Acts must be entered and presented to Talent Coordinator during tryouts.
- All acts must meet the approval of the Camp Director.
- Acts will be performed during evening assembly.
- Music with explicit words will not be allowed for performance. References to drinking, lewd acts, and smoking fall under this rule. No profanity, sexual content, or inappropriate gestures or words will be allowed. Dancing that is viewed as offensive will not be allowed for performance.
- Talent cannot be directed to antagonize other teams, campers, or advisors
- Students must provide their own music.
- Written or typed lyrics to songs must be presented at tryouts.
- If act performed is different than the act approved, or if the act is obscene or offensive, then the performance will be stopped and disqualified.
- Talent will be judged based on predetermined criteria, such as originality, creativity, difficulty, preparation, overall performance, skill level, and audience reaction.
- Talents should not last more than five minutes.
- Lip synching that is not tied to a skit will not be allowed.
- Cross-dressing is not allowed.

Point System

Cabin Check	
<u>Score</u>	<u>Points Awarded</u>
95-100	5
90-94	4
80-89	3
70-79	1
Below 70	0 (and clean again)
Crafts	
<i>Categories determined by craft shop instructor</i>	
Individual Category Win = 3 points Participation = 1 point per category (Maximum 1 point per team per category)	
One Mile Relay	
Overall Team Win= First= 5 pts. Second=4 pts. Third=3 pts. Participation=1 pt	
Boat Race	
Overall Team Win= First= 5 pts. Second=4 pts. Third=3 pts. Participation=1 pt	
Swimming Events	
<i>Categories:</i> <i>Free Style, Back Stroke, Small Splash,</i> <i>Free Style Relay, Big Splash,</i> <i>Diving, Belly Flop</i>	
Individual Category Win = 1 point	
Overall Team Meet Win = First= 5 pts. Second=4 pts. Third=3 pts. Participation=1 pts	

Softball
Each win = 5 points Participation = 1 point
Volleyball
Each win = 5 points Participation = 1 point
Individual Sports
<i>Categories:</i> <i>Soccer-Kick, Checkers,</i> <i>Football-Throw, Ping Pong,</i> <i>Putt Putt, Fishing, Quiz Bowl</i> <i>Archery, Skeet Shoot, Horseshoes</i> <i>Tennis, .22 rifle, Basketball, Cornhole</i>
Overall Category Win = First=5 pts. Second=4 pts. Third=3 pts. Participation=1 pt
Essay, Speech, Cupcake Contests
Winner=3 pts Participation=1 pt
Assembly Challenge
Overall Team Win= First=5 pts. Second=4 pts. Third=3 pts. Participation=1 pt
Door Prizes
Team will receive 5 points for providing one door prize of at least \$10 value. Max 5 points possible.
Obstacle Course
Overall Team Win= First=15 pts. Second=12 pts. Third=9 pts. Participation=5 pts.

- **If the team/participant places, the team is not awarded participation points.**
- **Unsportsmanlike conduct will result in ejection and deduction of team points.**
(See Team of the Week Rules)

Cabin Check Guide

****Each of the following worth 6 points.**

- All beds neatly made - All blankets/sleeping bags fixed the same way. They may be folded at the end of the bed or neatly tucked with the bed cover.
- All the floors clean - No trash or dirt on the floor.
- All drawers neatly closed.
- All inside trash cans emptied.
- If applicable, hanging racks neatly arranged.
- All dresser tops cleaned and orderly - Items on chest top should be arranged neatly. The top should be dusted. Mirrors should be clean.
- Luggage stacked neatly and orderly.
- All curtains fixed the same way - They may be closed or pulled open. Shower curtains should be closed to prevent mildew.
- Mops and brooms in proper place - IF it has a hanger, it should be hanging.
- Lavatories clean - No trash on lavatories and soap in proper place.
- Towels and cloths folded neatly on rack.
- Wet bathing suits on the clothesline if available. If no clothesline, then wet suits should be hung in a proper way to dry.
- All persons out of cabin by 7:45 AM. One student may stay with cabin until cabin check committee arrives.
- All lights out in cabin.

****Each of the following worth 8 points.**

- Entrance free of trash. Sidewalks swept.
- Area within 50 feet of cabin clear of trash; all trash in outside garbage can.

2012 Judged Competitions (New)

Points for all three judged competitions: Winner=3 pts. Participation=1 pt

Speech Contest

- Only one speech per team may be submitted for judging.
- Speech must follow the assigned topic. Topics may be picked up from the office Monday during the dance
- Time limit: 2 to 4 minutes
- Schedule: Girls Thurs 9:00 AM, Boys Thurs 10:30 AM, Location: Downstairs Sheffer Hall
- Speeches will be judged using the following criteria:
 - Comprehension: Does the speech address the topic provided? Did significant thought go into the speech?
 - Organization: Does the speech follow a logical and easily understood progression? Do all points remain on the topic and support the main thought of the speech?
 - Creativity: Creative angles are introduced. Remains interesting throughout.
 - Delivery: Eye contact, body movement, enthusiasm, articulation, Grammar and pronunciation, Good flow and transitions
 - Following the instructions: Were all rules followed exactly? (Deadlines, length, etc)

Essay Contest

- Only one essay per team may be submitted for judging.
- Length: 250 to 500 words
- Essay must be handwritten neatly. Pen or pencil and paper will be provided by the camp
- Essay must follow the assigned topic. Topic and supplies may be picked up in the office Monday night during the dance. Turn in essay at the office by 5:00 PM on Wednesday
- Required Heading on the paper: Name, Chapter, Team, Title of Essay
- Essays will be judged using the following criteria:
 - Comprehension: Does the essay address the topic provided? Did significant thought go into the essay?
 - Organization: Does the essay follow a logical and easily understood progression? Do all points remain on the topic and support the main thought of the essay?
 - Creativity: Creative angles are introduced. Essay remains interesting throughout.
 - Writing: Handwriting is neat and easy to read. Correct grammar, spelling, and punctuation. Concise language is used.
 - Following the instructions: Were all rules followed exactly? (Deadlines, length, etc)

Cupcake Decorating Contest

- Only one member per category allowed. (Two categories: SLC Theme, FFA/FCCLA)
- Advisors are able to advise but not prepare/decorate cupcakes
- Teams will have only the scheduled time to complete all cupcake decorations
- Only the decorations provided by the camp will be allowed
- Cupcake Info Card must be filled out and turned in for each entry
- Categories will be judged on the following criteria:
 - Presentation- How well did the students execute the decorations?
 - Use of Category - Does the look of the cupcake relate to the category?
 - Punctuality- Were the cupcakes finished on time?

2012 Cornhole Competition (New)

How to Play

- Teams will select two people to compete, one person at each end of the court. The two opponents at one end will receive 4 bags each. Coin toss determines who will toss first.
- The opponents at one end will alternate toss until all bags have been thrown, concluding a round.
- The team that scores the most points in a round starts the throwing for the next round. If the round is tied, the team that pitched last in the previous round will pitch first.

Foul

- The foul line is made by the front of the boxes and all throws must be made from behind the foul line. If a player breaks the foul line or throws out of turn, the player will lose a turn and the foul toss will be removed.
- Any bag that touches the ground during the throw or while hanging from the board does not count and will be removed.
- Any bag that is pushed by a foul toss will be returned to its original position.

Scoring

- 1 point for a bag thrown that is on the board but not touching the ground.
- 3 points for a bag in the hole (by the toss or by another bag pushing it in)
- Within a round of play, if both competitors toss a bag in the hole, then the bag in the hole points are cancelled.
- The first team to reach 21 points wins. Game cannot end until the current round is complete.
- In case of a tie, additional rounds are played until the tie is broken.