

## **Chapter Games (Chapter Challenge and Competitions)**

### **A Very Coosa Christmas — Fall Fellowship 2012**

**Chapters should note that Wrap the Chapter Chief will be the opening game and will be played while other competitions are occurring. Volleyball and tug of war brackets will be posted during breakfast on Saturday morning. Other competitions will happen with all twelve chapters competing simultaneously on the parade field or inside of the Dining Hall.**

#### **1.The Shoe Maker Scramble**

Santa has about 3,000 pairs of boots! In this game, each chapter will provide eight people to remove one of their shoes and place it into one large pile. These eight representatives will line up and one at a time, race to the pile of shoes to find their own shoe, put it on, and race back to tag the next person in line. The goal is to be the first chapter with all eight people wearing the correct pair of shoes. If someone cannot find their shoe, Santa's shoemaker will supply several Christmas socks, which may be worn instead of the representatives own shoe. No team may wear more than 2 individual Santa socks.

#### **2.Christmas Idol Karaoke**

Last year, the number one Christmas entertainer at the North Pole was Elfis. He owns a karaoke club on across the street from Santa's Workshop and is pleased to allow a Very Coosa Christmas to feature each chapter's best Christmas Idol. Contests must be prepared to sing the chorus or verse any Christmas song. Points will be awarded for each song sung with the correct lyrics. Bonus points for creativity may be added at the discretion of the judges.

#### **3.Wrap the Chapter Chief**

Most people don't know that Santa's Workshop is actually a 2.5 million square foot facility divided into large departments: Manufacturing, Research and Development, Naughty & Nice Verification, Present Wrapping, and Logistics. This is the favorite game of the Wrapping department. Each chapter will be given a minimum set of supplies and given 1 hour to return with the chapter chief (or his designee) wrapped as the best possible Christmas present. Creativity is key and additional resources may be used, provided that the Scout Oath and Law are followed during the competition and no camp property is used to construct the present.

#### **4.Pass the Christmas Fruit Bowl**

Each chapter should utilize 5-10 people during this relay game. The team will line up on one side of the parade field. Several pieces of fruit will be placed on the ground beside the first team member. He will be told when to pick up the first piece of fruit and place it under his chin. The chapter may use any body part except the hand to transport this piece of fruit from the original person (who must remain stationary throughout the game) to a basket on the opposite side of the parade field. All fruit must be placed into the basket to win. At least five total chapter members must assist in the transport of the fruit during the game.

## 5. Volleyball

### THE SERVE

- ( A ) Server must serve from behind the restraining line ( end line ) until after contact.
- ( B ) Ball may be served underhand or overhand.
- ( C ) Ball must be clearly visible to opponents before serve.
- ( D ) Served ball may graze the net and drop to the other side for point.
- ( E ) First game serve is determined by a volley, each subsequent game shall be served by the previous game loser.
- ( F ) Serve must be returned by a bump only. no setting or attacking a serve.

### SCORING

Rally scoring will be used.

There will be a point scored on every score of the ball.

Offense will score on a defense miss or out of bounds hit.

Defense will score on an offensive miss, out of bounds hit, or serve into the net.

Game will be played to 25 pts.

Must win by 2 points.

### ROTATION

- ( A ) Team will rotate each time they win the serve.
- ( B ) Players shall rotate in a clockwise manner.
- ( C ) There shall be 4-6 players on each side.

### PLAYING THE GAME ( VOLLEY )

- ( A ) Maximum of three hits per side.
- ( B ) Player may not hit the ball twice in succession ( A block is not considered a hit ).
- ( C ) Ball may be played off the net during a volley and on serve.
- ( D ) A ball touching a boundary line is good.
- ( E ) A legal hit is contact with the ball by a player body above and including the waist which does not allow the ball to visibly come to a rest.
- ( F ) If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.

( G ) A player must not block or attack a serve.

( H ) Switching positions will be allowed only between front line players. ( After the serve only ).

BASIC VIOLATIONS: 1. Stepping on or over the line on a serve, 2. Failure to serve the ball over the net successfully, 3. Hitting the ball illegally ( Carrying, Palming, Throwing, etc. ), 4. Touches of the net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play, 5. Reaching over the net, except under these conditions: When executing a follow-through and When blocking a ball which is in the opponents court but is being returned ( the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact). Except to block the third play. 6. Reaches under the net ( if it interferes with the ball or opposing player ). 7. Failure to serve in the correct order. 8. Blocks or spikes from a position which is clearly not behind the 10-foot line while in a back row position.

## **6. Tug-O-War**

### Rules Concerning Teams

◦ Teams may utilize as many youth members (under 21) as desired for a total of no more than 1000 pounds.

### Rules Concerning Conduct

- The rope must go under the arms and pulling over the shoulder is prohibited
- The elbow must not go below the knee (known as locking)
- A player cannot be touching the ground for a prolonged period of time

### Rules Concerning Gameplay

- A marking on the rope will indicate the center, aligned with the center marking on the playing field
- A marking on each side of the center marking will represent each team
- Once the game is started the team that succeeds in pulling their opponents marking over the center line will be declared the winner

## **7. Lodgeball**

1. The typical Lodgeball court is slightly larger larger than a Volleyball court, with a centre line and sidelines.

2. There are 6 Balls, split into 2 even groups on the centre line. During the opening rush (when the game starts) you may only grab the balls on your right.

3. If you ever touch a sideline or the centre line, you are out.

4.If a ball thrown by the opponents hits you before it touches anything other than you, you are out. You may block with a ball, but if you drop the blocking ball while in the act of blocking, you are out. If you fail to make a clean block (as in the thrown ball still ends up hitting you after the attempted block), you are out.

5.If you throw a ball and it is caught by an opponent, you are out.

6.If you are out, line up on the side in the order you got out (think of it as being in an “resurrection” line).

7.If you make a catch, the person who threw it is out and the player at the start of your team’s “resurrection” line gets to come back into play (the teammate must be in the line at the time of the catch to be eligible to be brought back in).

8.If you get caught back in, you must touch the wall before doing anything else.

Each chapter should send three youth representatives to participate in Lodgeball.