# **North Carolina FFA**

**Summer Camping Program**





**Program Guide**

**2015**

**Camping Program Mission**

The North Carolina FFA Camping Program is designed to further promote the **educational and leadership** experience by providing **a safe and fun** environment for building social relationships, personal skills, cooperative attitudes and individual identity.

**2015 Summer Camp Staff**

**Gerald Barlowe** **–** State Agricultural Education Leader

**Michael Holt** **–** Program Director

**Susan Holt –** Counselor (Clyde A. Erwin)

 **Camp Steering Committee
Harvey Blackman –** Chair – East Central

**Jason Bullock –** South Central
**Ted Clayton –** Northwest
**Ben Shumate –** Southwest
**Chauncey Barber –** West
**Allison Jennings –** Southeast
**Brad Hensley –** West Central
**Amanda Watkins –** Northeast

**2015 Visiting Hours**

**8am until 8pm**

**Exceptions may be made by Camp Director.**

**North Carolina FFA Center**

**General Guidelines for Camper Conduct**

The following are general procedures and guidelines designed by the facility and program staff for making your stay at the FFA Center a safe and pleasant experience. We hope that your time with us is enjoyable; therefore we ask that you help by familiarizing yourself with the following guidelines. If a camper fails to follow these set guidelines, action may be taken by the FFA Center staff, program staff, or advisor in response to that failure.

Campers and visitors are bound by all guidelines set forth by their advisor and local school system. While staying at the center, campers must also conduct themselves in a manner consistent with the “FFA Code of Ethics” described in the FFA Manual.

**All camp attendees must wear camp-issued identification at all times. Campers must wear ID to participate in camp activities. Lost IDs will cost $5.**

No camper is allowed to leave the Center unless their advisor accompanies them.

All campers on campus are required to attend general camp sessions, meals, the talent show, the social, morning activities, and evening reflection sessions.

Advisors are requested to notify the camp director in a timely manner if they plan to miss any meal and/or take their chapter members off camp property.

**Only registered campers are allowed to attend the camp social.**

All visitors must report to a camp staff member or camp director upon their arrival on camp grounds.

Campers must remove hats and wear shirts and shoes inside the dining hall.

Persons caught stealing from the FFA Center, Center store, other campers, staff, etc. will be turned over to local law enforcement for investigation and possible prosecution.

Any student involved in a fight or physical altercation may be sent home; determination to be made by Camp Director.

Public display of affection is prohibited.

All campers are to help keep the FFA Center in proper condition by not damaging center property.

Campers must participate in camp work detail and clean up the facilities and grounds whenever appropriate.

Center furniture must be kept in its designated location (ex. benches on the porch of the Alumni building and lodge must remain on those porches).

Water guns, water balloons, fireworks, alcohol, weapons, and drugs are prohibited.

Campers may not possess or use tobacco products of any kind while at camp.

Radios are to be kept inside cabins and at a level that cannot be heard in other cabins.

Shoes must be worn on the softball field.

Balls should only be thrown in areas designated by camp staff.

**No fast pitch baseball or softball on center grounds.**

Vehicles must not exceed a 5 mph speed limit while on the center grounds. All vehicles should be parked in lined areas or at the fence (Not along the streets or by the store.).

**NC FFA Camp Dress Code**

**Please be advised that the following dress code will be enforced for all individuals attending the camp, including staff, counselors and chaperones.**

1. **Clothing: All clothing shall be neat, clean, and acceptable in repair and appearance and shall be worn within the bounds of decency and good taste as appropriate for FFA events.**
2. **Articles of clothing which display profanity, products, or slogans which promote tobacco, alcohol, drugs, sex or are in any other way distracting, are prohibited. Any items which display Confederate flags are prohibited.**
3. **Excessively baggy or tight clothing, and clothing which advertises gang symbols or affiliation is prohibited.**
4. **Items of clothing which expose bare midriffs, bare chests, undergarments, or that are transparent (see-through) are prohibited. Tank tops with straps wider then one inch are permitted. Please be advised that spaghetti straps, shirts which expose a bare back, halter tops, and tube tops are prohibited.**
5. **Swimming (For all water recreation):**
	1. **Swimsuits for men: Swim trunks (No gym or athletic shorts, or Speedos)**
	2. **Swimsuits for women: One-piece suits recommended, however, two-piece suits are allowed as long as they are modestly cut. No string, thong or crochet suits will be allowed.**
	3. **Swimsuits may only be worn during swimming activities.**



**Waterfront and Swimming Guidelines**

Campers, advisors, and guests may only swim during designated swim times. Also, a lifeguard must be on duty at all times when swimming or canoeing is taking place.

**NO DIVING INTO THE LAKE!!!!** The swimmer must enter the water **FEET** first. Anyone caught diving into the lake will be sent home immediately. No flipping off the piers is permitted.

No food or drinks are allowed on piers.

Horseplay (pushing people or throwing people into the lake, wrestling, chicken fighting, etc.) in the water is prohibited.

Campers should not turn over, sink, or abuse canoes.

Campers must remain inside the designated swim area and cannot hang, sit, or pull on the swim line

(A yellow swim line as an outer boundary and the two piers mark the designated swim area. Campers must stay between both piers and may not swim under the piers.).

Swimmers must use the buddy system and may not swim alone.

Piers close to all traffic at 10:00pm and remain closed until 6:30am – unless granted by camp director.

For safety purposes, camp staff should not be thrown or pushed into the lake at any time during the week.

Instructions given by Lifeguards and Camp Staff should be followed at all times.

**Camper Residence Areas**

Male campers are restricted from entering female living quarters. Male campers must not go past the south end of the Dining Hall, or in the area directly in front of the female dorms.

Female campers are not to enter male cabins or facilities. Also, they may not walk in the grassy areas around male cabins or on the sidewalks in front of the cabins.

Campers are not allowed to loiter in the general parking area for buses located between the highway and the Alumni Building.

The lodge office and reception area as well as the Alumni Building are off limits to campers unless permission is granted from Center Staff. (Campers require supervision in these areas by advisor/chaperone)

Female campers should properly secure their dormitories each evening immediately following lights out at 11:00 pm.

**The Most Important Guidelines of All:**

***Have a Safe Time!***

***Have a Great Time!***

**The Game Plan**

**Monday**

**11:00am to 3:00pm** Campers arrive and check-in

**4:00pm** Advisors and chaperones meeting in the Alumni Building

**5:00pm** Dinner

**6:00pm** Orientation in the courtyard (open invite)
 Demonstrations for all advisors and team captains of FFA chapters

**7:00pm** Free-throw and 3-point competition on the basketball court

* Soccer Skills Competition immediately following
* Tug-of-War in the outfield of the softball field

**9:00pm** Girls talk at the female dorms

 Guys talk on the basketball court

**10:00pm** Pier lights off and both piers cleared of all campers

**10:15pm** Vespers in the rec hall

**10:45pm** First whistle

**11:00pm** Taps – lights out

**Tuesday**

**7:00am** Reveille

**7:15am** Morning activities on the basketball court

* Flag raising, exercise, devotion & work detail

**8:00am** Breakfast

**8:45am** Cabin inspection

**8:45am Leadership Activity**

**9:30am** Competitive events begin (softball, volleyball, waterball)

**12:30 pm** Lunch

**1:30pm** Competitive events continue

**5:30pm** Dinner

**7:00pm** Canoeing – two-person (Kirkland Cottage Pier)

**8:30pm** Basketball Competition

**10:00pm** Pier lights off and both piers cleared of all campers

**10:15pm** Vespers in the rec hall

**10:45pm** First whistle

**11:00pm** Taps – lights out

**Wednesday**

**7:00am** Reveille

**7:15am** Morning activities on the basketball court

* Flag raising, exercise, devotion & work detail

**8:00am** Breakfast

**8:45am** Cabin inspection

**8:45am Leadership Activity**

**9:30am** Competitive events continue (softball, volleyball, waterball)

**12:30pm** Lunch

**1:30pm** Competitive events continue

**5:30pm** Dinner

**7:15pm** Basketball finals

**8:30pm** Talent show in the rec hall (immediately following basketball)

**10:00pm** Pier lights off and both piers cleared of all campers

**10:15pm** Vespers in the rec hall

**10:45pm** First whistle

**11:00pm** Taps – lights out

 **Thursday**

**7:00am** Reveille

**7:15am** Morning activities on the basketball court

* Flag raising, exercise, devotion & work detail

**8:00am** Breakfast

**8:45am** Cabin inspection

**8:45am Leadership Activity**

**9:30am** Competitive events continue (softball, volleyball, waterball)

**11:00am** Track and Field

**12:30pm** Lunch

**1:30pm** Competitive events continue

**2:15pm** Individual events begin at designated location

 **Note: Students are only allowed to participate in one individual event.**

**3:00pm** Swim Meet

* Shallow water run starts from the short pier
* Races and underwater distance swim staging at the pier house in front of the lodge.

Canoeing (four person)

* All boats pit along the pier in front of the staff quarters. This event will begin immediately after the swim meet.

**5:30pm** Dinner

**7:15pm** Tug-of-War finals

**9:00pm** Camp Social

 **Only registered campers are allowed to attend the camp social.**

**9:00pm** Piers closed

**10:15pm** Vespers in the rec hall

**10:45pm** First whistle

**11:00pm** Taps – lights out

**Friday**

**7:00am** Reveille

**7:15am** Morning leadership activities on the basketball court

* Flag raising, exercise, devotion & work detail

**8:00am** Breakfast

**8:30am** Cabin check-out begins

**9:00am** Competitive events continue & conclude

 Schedule announced at breakfast

**12:30pm** Lunch and awards ceremony

***We hope you enjoyed your camp experience. See you next year!!!***

**Swim Hours**

**7:00am Piers Open**

**9:30am-12:00pm**

**1:30pm- 5:00pm**

**7:00pm-8:30pm**

**10:00pm Piers Close**

**Store Hours**

**9:30am-12:00pm**

**1:30pm- 5:00pm**

**7:00pm-10:00pm**

**FFA Code of Ethics**

We will conduct ourselves at all times in order to be a credit to our organization, chapter, school and community by:

1. Dressing neatly and appropriately for the occasion.
2. Showing respect for the rights of others and being courteous at all times.
3. Being honest and not taking unfair advantage of others.
4. Respecting the property of others.
5. Refraining from loud, boisterous talk, swearing and other unbecoming conduct.
6. Demonstrating sportsmanship in the show ring, judging contests and meetings.
7. Being modest in winning and generous in defeat.
8. Attending meetings promptly and respecting the opinion of others in discussion.
9. Taking pride in our organization, activities, supervised experience program, exhibits, and the occupation of agriculture.
10. Sharing with others experiences and knowledge gained by attending national and state meetings.
11. Striving to establish and enhance my skills through agricultural education in order to enter a successful career.
12. Appreciating and promoting diversity in our organization.

**NORTH CAROLINA FFA CENTER**

GUIDELINES FOR THE 2015 CAMPING SEASON

***ALL FACILITIES, EQUIPMENT, COURTS, PLAYGROUND AREAS, ETC. AT THE NORTH CAROLINA FFA CENTER ARE TO BE USED ONLY FOR THE PURPOSE DESIGNED.***

**Rules, Regulations, Guidelines and Procedures for Competitive Activities**

 The following is a brief description of each of the competitive activities included in the North Carolina FFA Center Camping program for 2015. ***Rule changes or additions for the 2015 camping season will appear like this sentence.*** Advisors and FFA members are urged to become familiar with these prior to participating in each event.

Participant Eligibility

Only active FFA members (who have paid current dues) who were enrolled in Agricultural Education in middle or high school levels the past school year or students who have registered for middle or high school Agricultural Education courses the for next year and who arrive at camp on the day of check-in, are eligible to participate in competitive activities. Violation of the eligibility rules will result in disqualification and loss of the total points from all prior competitive events.

Sportsmanship

Good sportsmanship must be demonstrated at all times by players, spectators and advisors.

The use of profanity will result in immediate ejection of the offender for the current game.

Advisors are asked to model proper sportsmanship and stress the importance of proper sportsmanship to their campers.

Officiating

The camp staff works hard to be fair and consistent in all event officiating. Camp staff follows all rules, regulations, guidelines and procedures established for the camping program. These rules, regulations, guidelines and procedures are outlined in this document. Instant replays on video will not be permitted. All calls made by the camp staff are final.

Team Qualifications

Should a chapter not have enough members in attendance to participate in team sports, they may borrow up to two persons without having to split points. The persons borrowed may not participate with any other group. Exceptions to these rules must be agreed upon during the first day of the camping week. Small groups can be combined to form competitive units. This is primarily needed to compete in waterball, and softball. When this is done, the chapters combined will split the points they earn in each event.

Equipment

With the exception of softball gloves, all equipment used in competitive events shall be provided by camp staff/NC FFA center (ping pong paddles, bats, putters, etc).

Event Scoring

Points are given to teams in each event based on their final placing. Points are awarded in the following events:

|  |  |  |
| --- | --- | --- |
| * Basketball
 | * Free-Throw Shooting
 | * 3-Point Shooting
 |
| * Canoeing – 2 Person
 | * Canoeing – Relay
 | * Checkers
 |
| * Horseshoes
 | * Miniature Golf
 | * Ping-Pong
 |
| * Softball
 | * Shuffleboard
 | * Swim Meet
 |
| * Talent Show
 | * Track & Field
 | * Tug-of-War
 |
| * Volleyball
 | * Waterball
 | * Soccer Skills
* Corn Toss
 |

Please note that all track & field events combine to form an overall winner for the event. This method of scoring is also used with the swim meet.

**POINT SYSTEM (for Bracket Sports)**

The Overall Weekly Winner is determined by the team that earns the most points during the week in the competitive events. The list below outlines the points assigned based on the placing in each competitive event.

|  |  |
| --- | --- |
| * **5 points** – entry
 |  |
| * **10 points** – teams

 that win at least one game | * **20 points** – second place team
 |
| * **15 points** – teams that advance to the finals brackets
 | * **25 points** – first place team
 |

For track & field and swim meet, a 5,4,3,2,1 placing will be given equaling: 25 pts (1st), 20 pts (2nd), 15 pts (3rd), 10 pts (4th), and 5 pts (entry). Rank individual events in track & field and the swim meet to qualify for total placings.

**CHAPTER CONDUCT**

Each chapter will be given fifty (50) conduct points at the beginning of each camping week that will be included in the calculation of the overall weekly winner. Chapters which demonstrate appropriate behavior and good conduct will keep all 50 points. If a member or chapter behaves inappropriately, then conduct points will be taken away according to the following scale:

* Inappropriate conduct (Individual) – subtract 5 points each instance
* Inappropriate conduct (Group) – subtract 10 points each instance
* Inappropriate conduct (Major infraction) – subtract 25 points each instance

A chapter that loses all 50 points will be asked to leave camp with no refunds. This will be reserved and left up to be determined by the camp director. Chapter members that fight may be sent home – determination to be made by Camp Director.

\*Conduct points will be deleted from all teams from a chapter/school.

**Cabin Inspections**

Each chapter will be given fifty (50) cabin inspection points at the beginning of each camping week that will be included in the calculation of the overall weekly winner. Chapters must pass cabin inspections and maintain neat and orderly cabins in order to keep all 50 points. Each time a chapter fails a cabin inspection, 10 points will be subtracted.

**Leadership Activity**

Each chapter will be given fifty (50) leadership points at the beginning of each camping week that will be included in the calculation of the overall weekly winner. Chapters must attend and participate in leadership activities to keep all 50 points. If a chapter member is not present or does not participate in a scheduled leadership activity, 5 points will be subtracted each instance. If a chapter is not present or does not participate in a scheduled leadership activity, 10 points will be subtracted each instance.

BASKETBALL EVENTS

**Game**

A team will consist of three players. The game will consist of the first team to score fifteen (15) by two (2) points, each basket counting two (2) points, no time limit. Each team will be given one (1 minute) time out. If a player is charged with a technical or an intentional foul, then that player will be ejected from the event for the remainder of the week. A player will only be allowed two personal fouls per game. Players will be ejected from the game on the third foul. Otherwise, standard basketball rules apply.

The final game to determine the champion will consist of the first team to score twenty (20) by two (2) points, foul shots = one (1) point, no time limit. A player will be allowed two personal fouls in the championship game.

**Free Throw Shooting**

One player represents a chapter. Each contestant will be allowed 25 free throw attempts with one point awarded for each free throw made. If two or more contestants achieve the same the same high score, a “shoot off” using the same rules will be conducted.

**Three-point Shooting**

One player represents a chapter. Each contestant will be allowed 10 three-point attempts (from behind a designated line) with three points awarded for each three-point shot made. If two or more contestants achieve the same the same high score, a “shoot off” using the same rules will be conducted.

 \*There will be a chalkline around the perimeter of the court. Coaches and non participants should stay behind this line at all times.

CANOEING

**Two-person Relay**

Two contestants represent a chapter for the two-person relay. All contestants will have their PFD’s (personal flotation devices) properly tightened prior to the beginning of the competition. At a signal, contestants will get into a designated canoe and paddle to and from a designated point, crossing that point with the entire canoe. The four fastest times place in consecutive order, 1st, 2nd, 3rd, 4th. Competitors must remain in the canoe until they reach the finish line.

**Four-person Relay**

Four contestants represent a chapter for the four-person relay. All contestants will have their PFD’s (personal flotation devices) properly tightened prior to the beginning of the competition. In the four-person relay, two contestants start at a designated point, paddle to their relay team members and get out of the canoe. The team members will get into the canoe, without the assistance of the previous team members, and paddle back to the starting line. Students are competing against the clock.

\*Spread out canoes—make a good distance between the canoes at the beginning of the race.

CHECKERS

Each player has 12 checkers that may only move forward on the diagonals. When a pawn advances to the opponent’s back row, the pawn becomes a King and may now move backward on the diagonals as well as forward.

Pieces may move to empty squares only. All pieces move only 1 space at a time unless you can make a jump, in which case you may move two spaces to the empty space just beyond the opponent’s piece. Pieces that are jumped are removed from the board. After a jump, if there is another jump that can be made by the same piece that did the jumping, the player must also jump the next piece and so on until there are no more jumps. It is not allowable to continue a jump in which a pawn was made into a King. The move stops at the king row. If a pawn CAN make a jump, then the pawn MUST make a jump. If there is more than one jump that can be made, the player may choose which jump to make. If at any time, a player is blocked so that he cannot make any move, then the player that cannot move loses the game. **\**NO CELL PHONES***

HORSESHOES

1. A team shall consist of two (2) players, each to pitch against an opponent.
2. The preliminary rounds shall consist of one game to a score of twenty-one (21) points and must be won by two points.
3. The scoring of points shall be as follows:
	1. Ringer = 3 points
	2. Two ringers = 6 points
	3. A near shoe = 1 point
	4. Two near shoes = 2 points
4. An opponent’s ringer on another ringer cancels the points for both ringers, and next near shoe scores.
5. For one shoe to count, it must be within six inches of stake or width of shoe.
6. The team scoring the most points shall have the “honor” of pitching first. Player must pitch both shoes in succession.
7. A ringer is a shoe that is around the stake such that points of the shoe can be touched by a straight object.
8. A “leaning shoe” counts only as a near-shoe or one point.
9. Players may not “visit” their partner’s pit to investigate a horseshoe.
10. The finals rounds are 21-point games, best two of three, and must be won by two points.

**\**NO CELL PHONES***

MINIATURE GOLF

Two players represent a chapter. Teammates should not start on the same hole. Standard miniature golf rules will be followed. The entire course of 18 holes will be played. The scores will be added together and the chapter with the least number of strokes will be declared the winner. If there is a tie for the fewest strokes, the team with the lowest individual score will be declared the winner. If the match is still tied, then a “sudden death” round will determine the winning team. Official scorecards will be kept by the opposing player. Scorecards must be signed by both players. **\**NO CELL PHONES***

PING-PONG

One player represents a chapter. Standard ping-pong rules are followed. A game consists of 21 points with at least a 2-point margin of victory. A match consists of the best two of three games. Players are not allowed to touch the table during a point. Touching the table will result in the loss of the point.

**\**NO CELL PHONES***

SHUFFLEBOARD

Two players represent a chapter. Players use eight flat discs, four red and four black. The discs are pushed down the court with a cue. The object is to place the discs in certain squares or triangles, each numbered with a score. Players try to place their discs in good scoring sections. They also try to nudge their opponent’s disc from good positions. If a disc lands anywhere on the “10-Off” square, 10 points are deducted. Points are only scored if discs are clear of all lines. Twenty-five (25) points constitutes a game. The starting rotation is determined by the camp staff member present. The honor of shooting first will go to the team scoring the most points on the previous rotation. **\**NO CELL PHONES***

**SOCCER SKILLS**

Two players represent a team. The first player will dribble the ball with their feet through a series of cones over a distance of not more than 50 yards and then attempt a goal shot from a distance of 20 yards. After taking the goal shot, the second player will kick a second ball to the first player who will attempt to shoot the ball into the goal. The second player will then repeat the scenario. Penalty time will be awarded for event infractions. This event is a timed event and the team that completes the skills in the least amount of time will be the winner.

Penalties

* 5 seconds for each cone touched by the ball or a player’s body part.
* 15 seconds for each missed shot
* 60 seconds for a handball

**\**NO CELL PHONES***

CORN TOSS

1. One player represents a chapter. Each player has four (4) bags.
2. The preliminary rounds shall consist of one game to a score of twenty-one (21) points.
3. The scoring of points shall be as follows:
	1. A bag that goes through the hole = 3 points
	2. A bag that lands on the playing surface = 1 point
	3. A bag that is hanging into the hole = 1 point
	4. A bag that is hanging off the surface, but not touching the ground = 1 point
4. The opposing players will alternate tossing the bags until all eight (8) bags have been tossed.
5. The final rounds are twenty-one (21) point games best two of three.

 **\**NO CELL PHONES***

SOFTBALL

1. Slow pitch softball rules apply.
2. A team shall be made up of nine (9) players or as many students as a chapter has registered. Players must not be borrowed from other teams after a team is formed.
3. A game shall consist of 3 innings or, in case of a tie, until a team wins after an even number of innings for each team.
4. A base runner may not leave the base until the bat has touched the ball.
5. A pitcher must deliver the ball underhand, with one motion with one foot on the pitchers mound
6. The “strike zone” for the batter is the batter’s knee to the top of shoulders.
7. Local ground rules apply in all cases of softball the umpire’s judgment if final.
8. The “in-field fly rule” is in effect.
9. A “ground-rule double” applies when a hit ball goes under or bounces over the fence or hits an obstruction in the field of play (i.e. pine tree limbs).
10. If the third out is a “forced out” no runs count during that play.
11. The “10-run” mercy rule applies after any complete inning.
12. If the batter fouls on the third strike, the batter is out. On the third foul the batter is out.
13. If double-elimination is being used, the “second chance” bracket games will consist of only two innings. OPTION: Advisors at the beginning of the week may opt for “single pitch - 3 innings.
14. Catcher and ***pitcher must wear a mask provided*** by camp and have a glove at all times.
15. A team playing with less than 9 players must designate outs in the lineup to fill 9 spots in the batting order.
16. No metal cleats are allowed.

SWIM MEET

The following events make up the swim meet:

* 50 yard swim - 1 person
* 50 yard relay swim - 2 people
* Underwater swim - 1 person
* Shallow water run - 1 person

The camp staff will explain in detail each event prior to starting it. Basic rules and procedures are:

* 50-yard swim - 1 person: Any stroke may be used. The American Free Stroke is suggested since it is the fastest.
* 50-yard relay swim - 2 people: Each swimmer will swim 25 yards. The first swimmer must touch the hand of their teammate to complete the relay. The finishing swimmer must touch a designated object to complete the swim.
* Underwater swim - 1 person: The object is to swim underwater the greatest total distance as measured by a straight line from the starting point. The swimmer starts from a standing position in the water. When a swimmer “breaks” the surface of the water with any body part, the swim is over.
* Shallow water run - 1 person: The object is to run through water with the greatest speed. The distance will be approximately 75 yards.

In the event of a tie in the final placing, the tied teams will participate in a “sudden death” 50-yard swim. Each team should choose one swimmer to participate in the “sudden death” 50-yard swim.

TALENT SHOW

This event is open to every chapter and to all members in each chapter. Any form of skit, entertainment or skills may be presented. Major factors to be judged are “creativity,” “originality,” “degree of difficulty,” and “general effect” (degree of enjoyment of audience). Talent must be performed in the designated area. Only one event (one person or one group) from each chapter will be judged for points.

The camping program staff and judges have the right to modify judging and/or refuse any entries for the talent competition if those entries are deemed unsuitable for the camping audience, and do not reflect a performance of original talent.

Talent acts must be appropriate and suited for all age groups. Appropriate behavior and attire must be displayed during the talent competition.

***WHAT IS TALENT?*** :a special ability that allows someone to do something well.

 : a person or group of people with a special ability to do something well.

Talent Show Scorecard

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Team Name | Creativity | Originality | Degree of Difficulty | General Effect | TotalScore |
|  | /10 | /10 | /10 | /10 |  |
|  | /10 | /10 | /10 | /10 |  |
|  | /10 | /10 | /10 | /10 |  |
|  | /10 | /10 | /10 | /10 |  |
|  | /10 | /10 | /10 | /10 |  |
|  | /10 | /10 | /10 | /10 |  |
|  | /10 | /10 | /10 | /10 |  |
|  | /10 | /10 | /10 | /10 |  |
|  | /10 | /10 | /10 | /10 |  |

TRACK AND FIELD

Below is the list of events that comprise the track and field competition. Camp staff will explain in detail each event prior to its start.

* Relay race - 4 people
* Dash run - 1 person
* Standing broad jump - 1 person
* Pull-ups - 1 person

In the event of a tie in the final placing, the tied teams will participate in a “sudden death” dash run. Each team should choose one runner to participate in the “sudden death” dash run.

TUG-OF-WAR

The object is for a team to pull the other team a designated distance. A team will consist of 6 people. Participants must wear shoes. They will not be allowed to wear gloves or wrap rope around themselves in any manner. They must remain on their feet while tugging and must not release the rope until the contest is over. ***No cleats are allowed in tug of war.***

**\*Tug of war pit will be tilled out.**

VOLLEYBALL

A. Official volleyball rules apply.

B. A team shall consist of 6 players.

C. A “game” shall consist of 21 points (rally point instead of side out points), and a winner is to be decided by a best of three game series.

D. “On the line” is good.

E. Players may alternate hitting the ball while in play, but may not hit it twice in succession; this is a violation.

F. Players may not touch the net, or run into the net.

G. A player continues to serve until he loses his serve.

H. A player may be substituted anytime the ball is not in play, but they may not return to the same 11-point game. They may return for the next game.

I. A player may not reach over or across the net.

J. A player failing to stop in their own court, and crossing the center line into the opponent’s court, merits judgment of the official who shall determine if an opponent interfered with the play, touched the net, or violated any rule.

K. The ball may be hit with any part of the hand, fist, or body above the waist.

L. The ball must be returned from one court to the opponent’s court over the net, with a minimum of 1 hit or a maximum of 3 hits.

M. Unsportsmanlike conduct shall forfeit a game to the opponent. Final judgment is the official’s decision.

N. NOTE: In the “second chance” bracket, there is only one game of 21 points.

O. If a serve touches the net it is still in play (rally rules).
P. Failure to roll the ball under the net during a dead ball will result in loss of the serve.

\*The volley ball court will be flagged off for out of bounds. Cannot play volleyball off of benches.

WATERBALL

All rules of baseball (including 9 players) apply to waterball, with the following exceptions/additions:

1. Any ball that crosses the plate, which the batter is able to reach with an extended bat, is in the “strike zone.”
2. The pitcher must use a basketball push or a two-handed chest pass to pitch the ball to the batter.
3. Any fly ball caught by the catcher before it hits the water is an out.
4. If a base runner is hit or touched by the ball, the runner is out.
5. Duration of the game shall consist of 3 innings. The ten run rule is in effect after any complete inning or until one team wins in extra innings. In double elimination, there are 6 outs for each team. The team with the most runs at the end of 6 outs wins.
6. The base runner must touch each base with the hand clearly visible to the umpire.
7. If the third out is a force, no runs count for that play.
8. Players should maintain contact with the base until the pitched ball crosses the home plate.
9. A team playing with less than 9 players must designate outs in the lineup to fill 9 spots in the batting order.
10. ***A busted ball is a dead ball, regardless of fair or foul.***
11. Runner must be tagged out above water between base lines.

**Sample Scoring Page**

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| **Canoeing- Two Person** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| **Tug-of-War** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Volleyball** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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# **Notes:**

# **black%20and%20white%20ffa%20emblem**

*FFA makes a positive difference in the lives of students by developing their potential* ***for premier leadership, personal growth and career success*** *through agricultural education.*