

# Overall Theme

## *"The Seventh Millennium"*

The 1994 Camporama was directed at the boy and his place in the Decade of Harvest. The 1998 Camporama finds us at the tail end of the Decade of Harvest and standing on the edge of a new millennium. It should be noted that should the Lord tarry, it will be 1000 years before we can have another "Millennium" Camporama. This should be a big advertising point.

As such be it proposed to adopt the following:

### A. The Structure of Camporama "The National Powwow"

#### **1. The Concept:**

The National Powwow would be a once in a lifetime event. Six Powwows would operate simultaneously. The Regions would be paired off to form four Theme Parks, the FCF, and Crusaders would set up a theme related Powwow on an assigned Camporama location.

Each "Powwow" would be complete with Headquarters, thematic setting, concessions, displays, and twenty (20) activities.

Each "Powwow" would be self contained, organized, staffed, and operated by the Region, FCF or Crusaders.

As can be seen, this decentralizes the planning and implementation of Camporama. It also creates a situation where the boys can visit six powwow themes with the accompanying activities in only one week. With six powows operating with 20 activities each for a total of 120 activities, and assuming an attendance of 5300 people with 500 of those involved at any one time in the operation of the activities, it creates an atmosphere where there should be a 40 boy per activity ratio. This adds up to shorter lines, more involvement, more fun, and promised growth for future camporamas. An added incentive to districts is the chance to see first hand six different Powwows at the same time.

## 2. The Six 1998 Camporama Theme Parks

Below are listed 6 possible themes and a few ideas for games or activities.

### A. The First Millennium - "Adam & Eve (Think cavemen, Flintstones)

**Regions Assigned:**

**Theme Park Coordinator:**

**Entrance Archway Assignment:**

**Exit Archway Assignment:**

**Headquarters:**

- 1) Wheel races (fake stone wheels are rolled in a race.)

*District Assigned:*

- 2) Flintstones car race (people power car race)

*District Assigned:*

- 3) Water Balloon catapults

*District Assigned:*

- 4) Log Toss for distance

*District Assigned:*

- 5) Boulder Toss for distance

*District Assigned:*

- 6) Boomerang Toss

*District Assigned:*

- 7) Caveman lawn dart toss

*District Assigned:*

- 8) Hoola Hoop competition

*District Assigned:*

- 9) Ice cube in mouth melt down race

*District Assigned:*

- 10) Rock piling (see who can pile flat river rocks the highest)

*District Assigned:*

- 11) Sling shot shooting gallery

*District Assigned:*

- 12) Aborigini Rock painting (Mix a food base "paint" that is placed in mouth and sprayed out like spray paint)

*District Assigned:*

- 13) Stone club craft - (have kids made stone clubs from local materials)

*District Assigned:*

- 14) Taradactyl egg drop (Water balloons drop onto boys head)

*District Assigned:*

- 15) Rock balance (boys balance foam rubber rocks on head and race.)

*District Assigned:*

- 16) Bobbing for Apples

*District Assigned:*

- 17) Dino bowling (bowling with rocks and dino bone pins)

*District Assigned:*

- 18) Tar Pits (tub filled with water, rocks and dino bones on bottom. Boy must find bones by touch)

*District Assigned:*

- 19) Dino egg hammer throw (Water balloon in net on end of rope is spun around and thrown. Object to have teammate catch at greatest distance)

*District Assigned:*

- 20) Bone Puzzels (3-D dinosaurs that must be assembled in race)

*District Assigned:*

## **B. The Second Millennium**

"The days of Noach & his Ark" *(comedy type)*

**Regions Assigned:**

**Theme Park Coordinator:** Brock

**Entrance Archway Assignment:**

**Exit Archway Assignment:**

**Headquarters:**

- 1) Lost Animal Hunt (find animal pictures hidden on trail)

*District Assigned:*

- 2) Animal round up (lasso plywood animals)

*District Assigned:*

- 3) 40 days of Rain (slip and slide with shower heads)

*District Assigned:*

*SE-NC*