

Camporama 1998



Pageants & Theme Park
Concept

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"

Regions Assigned:

Theme Park Coordinator:

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:

- 4) Feed the animals (throw corn cobs through mouths of plywood animal targets.)

District Assigned:

- 5) Elephant patty toss (Frisbees painted to look like manure)

District Assigned:

- 6) Lion feeding with sling shots (Shoot hard dog food into plywood lion's mouth.)

District Assigned:

- 7) Nail driving (Hammer 20 penny nails into log with as few swings as possible.)

District Assigned:

- 8) Raingutter Regatta (boat races)

District Assigned:

- 9) Elephant wars (Helmet made with elephant nose that is squirt gun. Contestants have nose duel.)

District Assigned:

- 10) Ostrich egg toss (Toss and catch water balloons)

District Assigned:

- 11) Ostrich races (Tin can stilt races)

District Assigned:

- 12) Loop the Rhino (Ring toss on a rhino's horn)

District Assigned:

- 13) Down pour (Throw ball, bucket dumps water on boys head)

District Assigned:

- 14) Boat Building (two man saw races - cut end off of log)

District Assigned:

- 15) Patch the Leak (Cup with 6 small holes is placed on boys head. He must try and stop the leaks with his fingers.)

District Assigned:

- 16) Wash the Elephant (Water fight with wet sponges)

District Assigned:

- 17) Bird Flights (Paper bird flying - See Robb Hawks)

District Assigned:

- 18) Ice on the mountain (Race to melt ice cube on skin)

District Assigned:

- 19) Craft - Eye splice an animal leash

District Assigned:

- 20) Rat bashing - (Throw balls at rat knock down targets)

District Assigned:

C. The Third Millennium

"Egyptian Empire"

Regions Assigned:

Theme Park Coordinator:

Entrance Archway Assignment:

Exit Archway Assignment:

Headquarters:

1) Chariot Races

District Assigned:

2) Rubber Frog catapults

District Assigned:

3) Archery

District Assigned:

4) Rock slinging with sling

District Assigned:

5) Craft - make an egyptian fly swater from hemp rope.

District Assigned:

6) Frogs in the Nile (Bucket full of water and frogs. Must get frogs out of bucket using toes)

District Assigned:

7) Swat the Fly - (Rubber balls with flies drawn on them are pitched to batters)

District Assigned:

8) Darkenss (Blindfold kid must pull a lever- two out of three levers is tied to a bucket of water that empties on head)

District Assigned:

9) Spear wars (Battle with nurf spears)

District Assigned:

10) Heiroglyphics trail - (Boys follow map and trail mark with Heiroglyphics to find treasure - think Indy Jones)

District Assigned:

11) Flight of the Locust (50 ping pong balls are launched into air with balloon sling shot. Boys must try and catch them before they hit ground.)

District Assigned:

- 12) Cuneform craft (Make simple flour dough, roll out, have boys write cuneforms on dough. Lay out in sun to harden.)

District Assigned:

- 13) Pop the boils - (Throw darts at Balloons)

District Assigned:

- 14) Piramid - (assemble piramid puzzels)

District Assigned:

- 15) Water Relay (four boys in line, each have cup, water in bucket at front of line is emptied one cup at time and poured into next cup to fill bucket at end of line.)

District Assigned:

- 16) Egyptian obstacle course

District Assigned:

- 17) Mummy races -(timed event to wrap a boy up like a mummy)

District Assigned:

- 18) Embalming - (Fill water balloon by taking water from a cup and putting in mouth, and blowing water into balloon.)

District Assigned:

- 19) Red Sea Crossing (Boys run gauntlet as other boys throw water soaked sponges at them)

District Assigned:

- 20) Passover (Two sidepost and lintle are knocked down by throwing red "blood" bean bag.)

District Assigned:

D. The Fourth Millennium

"Jesus, Rome, and Palestine"

Regions Assigned:

Theme Park Coordinator:

Entrance Archway Assignment:

Exit Archway Assignment:

Headquarters:

- 1) Nurf Archery wars

District Assigned:

- 2) Water Balloon Catapults

District Assigned:

- 3) Chariot races
District Assigned:
- 4) Gladiators (Squirt gun fights)
District Assigned:
- 5) Down with Caesar (Plywood target knocked down with ball)
District Assigned:
- 6) Thrown to the Lions
District Assigned:
- 7) Spartacus slave escape (Tug A wars)
District Assigned:
- 8) Catacombs (Cardboard obstacle tunnel)
District Assigned:
- 9) Gladiators II (Gladiators are given 12" shield and fish net. Must survive three water balloons)
District Assigned:
- 10) All roads lead to Rome (Compass course)
District Assigned:
- 11) Roman Shackles - (Three legged race)
District Assigned:
- 12) Zealots (throw basketballs into trashcans)
District Assigned:
- 13) Horse races (Wooden horses on large wheels)
District Assigned:
- 14) Nero's Fire (start fire and burn suspended string)
District Assigned:
- 15) Rome is Burning! (boys with hats with burning candle on top. Duel with squirt guns to extinguish fire)
District Assigned:
- 16) Idolatry Bash - (Knock down idols with a throwing stick)
District Assigned:
- 17) Roman Collumns (Set collumns up, ball suspended by rope is swung to knock collumns down)
District Assigned:
- 18) Roman Conquest (Capture the flag)
District Assigned:
- 19) Don't feed the Lions (Bible quiz questions, miss a question and get lion drool, water, on head)
District Assigned:

- 20) Roman Senate (Boys stand in middle of circle and give speech. If those standing around don't like the speech, they water balloon or wet sponge boy)

District Assigned:

E. The Fifth Millennium

"The Crusades"

Regions Assigned:

Theme Park Coordinator:

Entrance Archway Assignment:

Exit Archway Assignment:

Headquarters:

- 1) Displays

District Assigned:

- 2) Archery

District Assigned:

- 3) Crossbow

District Assigned:

- 4) Javelin for distance

District Assigned:

- 5) Spear at target

District Assigned:

- 6) Craft - Make a fan from feathers. (cost about \$1, have boys pay for this craft. The fan will help keep them cool all day. See Robb Hawks)

District Assigned:

- 7) Log toss

District Assigned:

- 8) Wet sponge flails

District Assigned:

- 9) Ring jousting on rotating teeter totter

District Assigned:

- 10) Stick splitting (split a stick stuck in stump with axe)

District Assigned:

- 11) Rope cutting (cut a dangling rope with a short sword)

District Assigned:

- 12) Spear through swinging tire
District Assigned:
- 13) Chess (inside a cool pavilion)
District Assigned:
- 14) Backgammon
District Assigned:
- 15) Catapult (launch water balloons at distant target)
District Assigned:
- 16) Lofting (Shooting padded arrows into sky to try to hit distant target.)
District Assigned:
- 17) Padded quarter staffs
District Assigned:
- 18) Sword fighting
District Assigned:
- 19) Flail fighting
District Assigned:
- 20) Heraldry - design your own arms.
District Assigned:

F. The Sixth Millennium

(FCF Village)

Regions Assigned:

Theme Park Coordinator:

Entrance Archway Assignment:

Exit Archway Assignment:

Headquarters:

- 1) Frontier displays
District Assigned:
- 2) Rifle range
District Assigned:
- 3) Hawk throw
District Assigned:
- 4) Knife throw
District Assigned:
- 5) Corn husking race

District Assigned:

6) Hawk light

District Assigned:

7) Flint & Steel

District Assigned:

8) Candle wax dipping

District Assigned:

9) Frontier style food concession

District Assigned:

10) TeePee set up race (use 8 pole, 10' dia. tent)

District Assigned:

11) Sling shot shooting at tin cans

District Assigned:

12) Bait stealing (steal the bait from a small animal trap using a stick)

District Assigned:

Theme Park Requirements

The listed games or activities are merely a launching point for ideas. It will be each Region's responsibility to have 20 activities. These activities should be diverse. They should include at least 6 water related games and should have at least 2 crafts. Keep in mind that boys are different and some enjoy physical challenges while others enjoy mental challenges.

Each Theme Park should have an exciting headquarters area decorated along their theme. Within HQ would be a sound system for announcements and appropriate theme music that could be played throughout the day. A first aid station and concession stand would also be included.

Powwow Showcase Patch

A special Millennium Patch would be made available to any man or child who visited all 6 Theme locations and did at least 6 activities at each. An appropriate card would be issued in each registration packet for each person attending. A box on the card would be initialed for each activity attended.

Theme Pins

Each theme location would be responsible for a hat pin or such to be issued to everyone attending their Theme Park.

Suggested Organizational Structure for Camporama 1998 Activities

The Seventh Millennium

The Seventh Millennium would consist of six mini theme parks.

1. The First Millennium, Adam & Eve
2. The Second Millennium, Noah
3. The Third Millennium, Egyptian
4. The Fourth Millennium, Jesus, Rome & Palestine
5. The Fifth Millennium, Crusades
6. The Sixth Millennium, Frontier America

The first four will be organized and operated by the Regional Coordinators. The Crusades will be organized and run by Crusaders and the Frontier period by the FCF.

Organization should work something like this:

One Regional Coordinator will act as the Activity Coordinator.

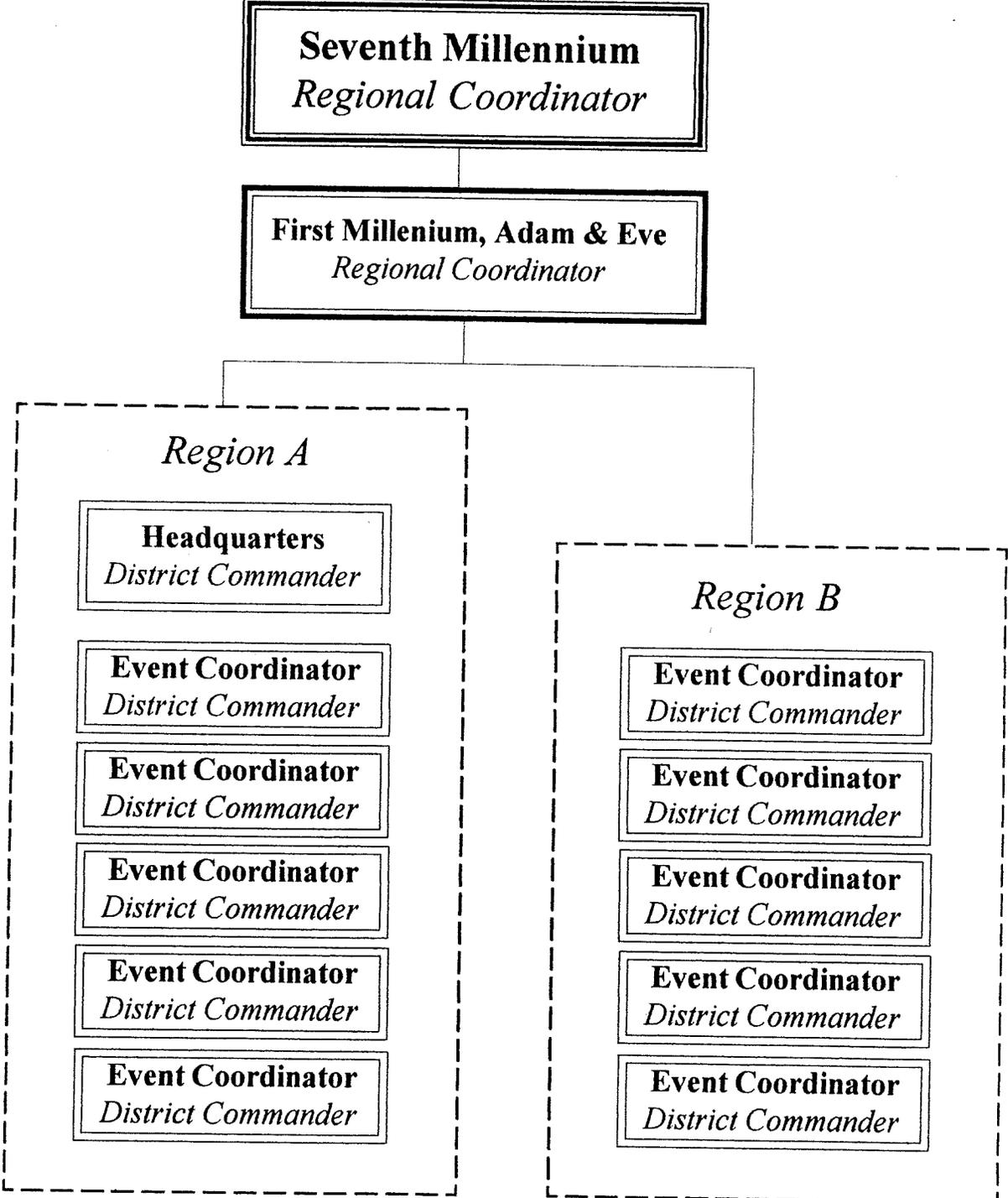
He and three other Regional Coordinators will coordinate four of the mini-theme parks. These four men will be responsible for setting up a mini-theme park area with 20 events. The Regional Coordinator will draw resources from his Region and from one of the other Regions not represented by the four mini-theme park Coordinators. This thus distributes the load and thereby a District will only have to provide two events. This still leaves the larger districts with sufficient resources to be involved with administration, security, etc.

The Mini-Theme Park

Each mini-theme park will have a designated area. An archway or entrance with a small headquarters area should be decorated in the time period theme.

Each event should be capable of having around 10 boys involved at any one time. An event should not take more than three minutes to complete unless it is an open ended event where numerous boys can participate at the same time. Each event should be roped off if appropriate and should have a colorful sign. Small prizes or hat pins should be offered at each event.

Below is a suggested arrangement for the implementation of the Mini-Theme Park concept. The Regional Coordinator will be able to assign events to two different regions. The simplest manner to accomplish this is to work through his fellow Regional Coordinator.



1998 Camporama Pageants

The Camporama Pageants will be three distinct pageants tied together with an opening skit. (This is similar in concept to the 1994 Camporama where Ken Hunt and his "son" were blasting off to be missionaries.) The opening skit each night will involve angels in heaven who are preparing for the Return of Christ. They will be discussing the Six Millennium of Man.

NIGHT #1

"Freedom from Slavery"

Angels: The Angels will discuss the first two Millennia. (Adam & Eve, and Noah's Ark) They will address the concept of "Sin enslaving men." This will lead into the main pageant of the evening.

Main Pageant: The set will be Pharaoh's throne room. Moses and Aaron will be telling Pharaoh to let his people go. This will be an exciting pageant with special effects and some gross stuff including the attack of the flying rubber frogs, etc. The main thought presented will be that God's people were not ordained to be slaves, but freemen.

NIGHT #2

"Freedom from Political Oppression"

Angels: The Angels will discuss how Freedom was not easily kept after being won. Oppression comes in many ways. They will show how one nation can oppress another until finally the nation must rebel to become free.

Main Pageant: The set will be Revolutionary America. This will be a Historical spectacular with great political speeches and a battle. (The FCF cannon, bluecoats, redcoats, and militia men.) Obviously this will be an incredible night of pageantry and special effects.

NIGHT #3

"Freedom from Sin"

Angels: Angels discuss how there are many types of Freedom. But the most important is to be Free from sin. They discuss the eternal conflict between them and Satan's fallen angels.

Main Pageant: The dramatic presentation entitle "Heaven's Gates, Hell's Flames" will be presented.

NIGHT #4

"Freedom Rally"

Night #4 will be a great Freedom Rally. It will be patriotic as well as spiritual. America has not only become the leader in political freedom, but also, its missionaries have taken the Gospel around the world. As Royal Rangers stand on the edge of the seventh, and probably the Last Millennium, each must be dedicated to Freedom.

This night will include a fireworks display and a candle lighting service.