

4th of July Games Set Up

Stored Games:

1. Bail & Sail
2. Crank it Up (requires two Scot crank handles)
3. Phish Phight
4. Gutter Regatta
5. Ring Toss – Flags
6. Ring Toss – Sail #s
7. Sponge Toss
8. Race Course
9. The Fish Pond

All of the above listed games are located in the storage area under the club behind the sail lockers. Everything was generally in working order at the conclusion of last year's party. Some minor fixes may be required if items were moved around in the fall or spring during Dock Push and Pull. The biggest challenge was attaching the legs to some of the games which stand upright in easel fashion.

There are a number of large plastic buckets in the same storage area that contain various pieces and parts to the games including spikes to anchor the large games. If they are not there then check in the upper storage shed. Quite a few party items were found there last year.

Yard Games:

1. Sack Race –the sacks should be either in the upper storage shed or downstairs
2. Hoola Hoops – should be either in the upper storage shed or downstairs
3. Water Balloon Toss – requires volunteers to come early to fill balloons; it takes at least 1.5 hours of two people working to get close to the number of balloons needed.
4. Ice Cream Eating Contest – Ice cream needs to be arranged through the kitchen/club

Wooden Sail Boat building and decorating station: The station is set up downstairs on two tables. Plenty of supplies were on hand after last year's event. There should be boxes of sail boats, masts and markers stored in the upper shed with the rest of the party gear. Double check the supply of staples for the stapler used to affix the sails to the mast. This station requires at least one adult to assist the younger children with the stapler.

Items that may need to be purchased:

1. Ice cream for the eating contest (if not already arranged through the club managers)
2. Water guns (the long foam stick type guns work best)
3. Sponges (need to confirm what is left over from last year)
4. Buckets (there were quite a few around last year; just need to make sure they are still there)
5. Rings (confirm there are still enough in good shape for both games that need)
6. Some more magnetic fishing rods for the little kids to play with in the Fish Pond; a number were in bad shape last year; there should be plenty of magnetic fish left over.

7. Prizes and goodie bags: last year Sarah Nil and I believe Carrie Yonke came up with lots of smaller prizes to pass out at the stations. Mostly little trinkets and candy as I recall. The more the merrier as the kids like to get stuff as they progress around to the various stations. Depending on how much is purchased or donated just spread it out evenly among the stations and put any overflow at the sailboat making station.
8. Orange spray paint to mark the start/finish lines for the various yard games

Volunteers:

1. For set up 4 strong bodies are needed in order to maneuver the heavier items out of the storage area and to their proper locations on the patio and lawn.
2. Recommend to begin set up about four hours prior to the start of the event.
3. For running the games 2 people per station are generally sufficient. Last year quite a few of the older teenagers volunteered to run many of the games and they all did a marvelous job (they also know the rules much better having probably participated themselves just a few years earlier)

Execution:

Key to the whole event last year (and years previous) was Ray Gauthier who reprised his role as the "Carnival Barker". Generally the games are open before hand and kids will wander around to try them. When Ray kicks off his act the excitement level goes way up as he moves from station to station encouraging folks to participate and narrates for a while and then moves on to the next station. Most of the time seemed in the end to be spent on the Yard Games since these where more involved with multiple participants and race heats until a champion was selected.

The last event is the ice cream eating contest which requires some coordination with the kitchen to get the ice cream plated and moved out to tables on the back lawn behind the grill area. Since tables are at a premium that day you may need to move the tables used downstairs for the sailboat building station upstairs.

Cleanup and Breakdown:

It is important to have some folks assist to help move the heavy items off the lawn and back up to the storage area. It is probably best to do this the next day if some volunteers are lined up. On the evening of the party everyone is rightfully busy enjoying themselves and then before you know it things are winding down and everyone drifts away.

It is also important to retrieve as many of the smaller game/support items so that they can be used again next year.