

Guild Relays

Teams will move about the O.C.U in an open world stargazing fashion traveling to one of the six activity areas listed below. At each activity, teams will compete to score the highest and earn the corresponding epic item. The winners will be announced during the final bid. The relays will be based on the six legend guilds at the listed areas:

Athlete- Sport court

Equipment-

- Basketball(s)
- 2x Hockey net
- Hockey stick
- Soccer ball
- Hockey balls

Activity-

- Players line up all facing the same net in a single file line. The player in the back of the line picks up a basketball and passes it over the head of the player in front of them. The second player reaches up, grabs the ball, and passes it between the legs of the one in front of them. This “over-under” pattern continues for the duration of the line until the ball reaches the front. The player at the front of the line goes and shoots a basket. After shooting the basket, they go take a slapshot at an empty net, followed by a 1v1 against the facilitator in soccer. After their attempts, they join the back of the line, pick up the ball, and restart the process. Continue until every player has gone through once. Take note of the time it took to finish as well as points scored. Subtract the points scored from the time to receive the final score.

Modifier-

- Adjust the distance of the slapshot and effect the Fisher King has on the 1v1 soccer. Basketball shots for younger teams will count as 2 as opposed to 1 point.

Marksman- Archery

Equipment-

- Picnic table
- Balloon/Latex glove
- 14 arrows(# of campers on the largest team)
- Appropriate size non-compound bow

Activity-

- Players have to start in a single-file line. Each player takes a turn carefully carrying the inflatable object(balloon or glove) as they crawl under or

through the picnic table. They then approach the bow and arrows, place the balloon down gently next to them, pick up, knock, and fire their arrow. Pick up the balloon and race under the table to hand it off to the next person. Once all players have gone take note of the time it took. Points on the target (10 at the bullseye, 9 for a cow's eye, 8 for the inner red ring, and so on) are subtracted in seconds from the total time to receive a team's final score.

Modifier-

- Level 1 will get 5 points for sticking an arrow plus whatever points they receive on the target. Level 2 will only get 2 for sticking an arrow plus whatever points received.

Artisan- ALG/Demartini

Equipment-

- Paper
- Markers
- Masking tape

Activity-

- Players sit in a single-file line. Tape their paper to the players back in front of them. The player at the back of the line is given a secret prompt to draw on the "back" of the player in front of them. Each player must try to copy that drawing on the next player's "back" based solely on feel. They may not talk to each other or look at other papers. The team who can most accurately copy the first person's drawing through to the end will win the activity.

Voyager- Waterfront/Dam

Equipment-

- 2 canoes at Ocky Waterfront w/ paddles
- Fishing poles (@ dam)
- Bait

Activity-

- Teams divide into 3 groups, swimmers, boaters, and fishers. This will be a triathlon styled relay race. The swimmers will do one of 2 specified swim activities depending on their level. Once all swimmers are done, the boaters will hop in boats and launch from the Red section L-Dock. They will boat out to the lifeguard on the water as fast as possible. Once given the go-ahead by the lifeguard after both boats complete their leg, the fishers may cast into the water until they catch a fish. Once the fish is reeled in, time stops. The team with the quickest time will win, with a

tie-breaker being decided by the fish caught. If the same fish is caught, the size of the fish is the second tie-breaker. Bass beats sunny, catfish beats bass.

Modifier-

- Team 1 may have a counselor in the boat with the kids to help add the needed strength to even out the competition.

Philosopher- Nature Cabin

Equipment-

- Fire source (facilitator)

Activity-

- Teams are tasked with setting up a campsite in 10 minutes. This includes fire and shelter. The fire must be big enough to be used for heat and last for at least 5 minutes after being lit. The requirements for the shelter include:
 - Must fit the facilitator
 - Have insulation to protect from elements
 - Stand up to a shake test (can't be precariously balanced)

Challenger- Swamp

Equipment-

- Swamp elements

Activity-

- Players will have 10 minutes to collect as many points as possible from the swamp elements. Each of the elements will be given an assigned point value where players can receive the points just one time per obstacle. If someone falls in it will be minus 1 point every time. The assigned values are:
 - Balance beam- 2pts
 - Rope bridge- 1pt
 - Cats crawl- 3pts
 - Junkyard- 6pts