

# RMC FUN DAY

## May 7, 2023

**Location:** Mile High Academy

**Greetings:**

Greetings Adventurer Directors, The Adventurer team is busy at work planning for a great fun day in 2023.

Our theme for Fun Day is “Though the Storm”. We have heard your request to do something smaller for the patch. So this year we will be providing a pin instead. This is our draft pin.



**\*Final pin design has not been finalized**

We are so excited to bring activities to you. Our Fun Day we will be at Mile High Academy.

**Cost:**

***Before Feb 28th***

Ages 0-3: Free

Adventurers Ages 3-10 / Staff: \$5 each

Non-Adventurer Age 11+: Free (Does not include Pin)

Adults Ages 10+: Free (Does not include Pin)

***After Feb 28th***

Ages 0-3: Free

Adventurers Ages 3-10 / Staff: \$7 each

Non-Adventurer Age 11+: Free (Does not include Pin)

Adults Ages 10+: Free (Does not include Pin)

Area Coordinators: Free (Includes Pin)

Pins sold separately at \$5 (All pins are ordered to quantity.)

**Schedule:**

- 7:00am – Setup/Teardown Crew
- 9:25am – Line up for Parade (Class A Uniform)
  - Bring a “Though the storm” wagon to show off what you have done throughout the year.
- 9:30am – Opening Program
  - Welcome / Announcements
  - Opening Prayer (Sponsored by Club) \*English and Spanish
  - Devotional
  - Adventurers Pledge / Law (Sponsored by Club) \*English and Spanish
  - Adventurers Song (Sponsored by Club) \*English and Spanish
  - Possible Special Music By Club
  - Dismiss to Awards
- 10:00am - Awards



- Award #1 (Targeted LL & EB)
  - Noah's Ark (Eager Beaver – Florida Chip)
- Award #2 (Targeted All Ages)
  - Sand art (Busy Bee)
- Award #3 (Targeted All Ages)
  - Rainbow Promise (Helping Hands)

- Award #4 (Targeted All Ages)
    - Weather (Helping Hand/Little Lamb)
  
- 11:00am – Activities
  - Bounce House (Waiver Required/Not After Eating Please)
  - Club Flags (Contest for best based on theme)
    - Idea here is to use the road/concrete, and mark off areas that each club can use to design with chalk what they would like their club flag to look like based on theme, then during the closing program we will have a vote to see who's flag was chosen as the Best. (We do not want these completed only by parents/staff we are looking for adventurer involvement and judge will take this into account)
  - Obstacle Course
    - Goal here is to have teamwork, while having fun. Top 3 team times will win.
      - We would setup 2 lines, 2 people each side (That would be the team)
      - Phase 1: Person #1 - Runs thru Inflated Tubes
      - Phase 2: Person #2 - Crawl under line
      - Phase 3: Person #1 - Grab a balloon between legs from bucket and take to another bucket (No Hands)
      - Phase 4: Person #2 - Spoon in hands with egg on end, take it to the other person and transfer it to their spoon without dropping
      - Phase 5: Person #1&2 - Sack Race
      - Phase 6: Person #1&2 - Back to Back Race
      - Finish Line
  - Food Vendors
    - Fund Raising Time for clubs
  - Memory Verse Table
    - See separate document attached to this email in English and Spanish
  - Bug Race
    - Clubs should purchases and create at local club meeting and bring finished product to Fun Day
  - Bug Beauty Contest
    - Clubs should purchases and create at local club meeting and bring finished product to Fun Day
  
- 1:00pm - Closing Program

- Obstacle Course Winner's
  - Club Flag's Competition Winner's
  - Winners "Memory Verses"
  - Final Race "Bug Race" competition
    - Boys
    - Girls
  - Winners "Bug Beauty Contest" competition
  - Club Of The Year Trophy
  - Closing Prayer
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- 1:30pm - Have a safe trip home!
  - 2:00pm – Setup/Teardown Crew



### Bug Races:

#### **Where to purchase:**

[Buy EduCraft® Bugs on Wheels Craft Kit \(Pack of 24\) at S&S Worldwide \(ssww.com\)](http://ssww.com)

### RMC Adventurer Bug “Races”

1. Each club must register and weigh in bugs at the adventurer registration area. The bugs are left there until the club is ready to race
2. Clubs must race as a club - once the club has raced - late arrivals can not enter the event
3. Winners of each club heat will race each other until a boy and a girl winner from each club has been determined. The Club winning bug will be left at the check-in site until the final heats.
4. Club winners will be given a certificate that has their name on it. They must report back to the winners circle by \_\_\_\_\_ with a certificate to race in the finals.

5. Finals racing order will be chosen by certificates being put into a bag and three (3) drawn at a time.
6. The winner of each finals heat will race the winner of the other final heats until a 1st, 2nd, 3rd place boy and girl is determined.
7. Decision of the track spotter is final.
8. Bugs cannot weight more than 2 ounces. (yes we will weight them)

### RMC Adventurer Bug "Beauty Contest"

#### **Registration**

Have each adventurer fill out front and back of form - Including circling class level.

Place bug on form with name down

Put all LL, EB, and BB in one area, SB BLD, HH in another

Give each adventurer a prize for entering the "Beauty Contest"

Watch for "run away" bugs during the activities

Remind each adventurer to pick up their bug before they go home

#### **Judges**

Final judging is scheduled to take place at \_\_\_\_\_

1st, 2nd, and 3rd place will be awarded in both LL/EB/BB category and the SB/BLD/HH category. Check the circled class on the registration form bug should be sitting on.

Take into consideration if Adventurer made a bug with or without adult help.

Give 1st, 2nd, 3rd place names for the two (2) categories to David by \_\_\_\_\_

Decision of judges is final