

1. Day 2 Activities Write-Up

a. Amazing Race

i. Overview

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| Day, Date | Day 2, Friday, 17 May 2019 |
| Activity Name | Amazing Race |
| Locations (Not in order) | Location 1 - SUTD, Dance Studio 1 - 5 Location 2 - Stadium, 100Plus Promenade Location 3 - Gardens by the Bay Location 4 - Fort Canning Park |
| Start Time | 0930 |
| Dismissal Time | 1630 |
| Storyline | To ensure the continued survival of the Houses and OGs, participants have to race to various iconic parts of Singapore landmarks to collect resources (i.e points) that will help them tame the robots |
| Logistics | Refer to logistics list below separated into locations. |
| Pre-Game Instructions | OGLs <ul style="list-style-type: none">• OGLs should be briefed on the locations and stations to put their group onto the right track should they stray too far.• OGLs will be sent a link to join a Telegram group chat created for their OGs. These telegram group chats will contain FOC2019 Bot. OGs <ul style="list-style-type: none">• Ensure all OGLs and participants have telegram downloaded in their phones.• All participants to have sufficient cash and ezlink card to travel and have meals outside.• Water bottle Camp Executives <ul style="list-style-type: none">• Game Masters to be briefed and deployed to their locations half an hour before the allocated time.• ensure logistics are sufficiently packed |
| Game Objective | To complete the various stations at different locations in the fastest time and collect the highest points possible |

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| Activity Description | <p>Groups race against time to complete numerous stations at different locations. Different game stations are positioned at different locations.</p> <p>Mandatory one hour lunch break outside school. At 1400, the welfare subcommittee would contact the OGLs to ensure that every OG has taken their meals. If they haven't, they have to stop all activities and proceed for lunch.</p> <p>2 Types of Challenges</p> <ul style="list-style-type: none"> • In-school Challenge • Out-of-school Station Challenges |
| Gameplay and Rules | <p>Groups rush around Singapore to collect crucial resources through various “trials” to fight for dominance of Earth. Each OGs’ rankings is dependent on the number of points they collect from all the stations and the time taken to complete the race.</p> <p>To control the crowd, groups will be released at intervals and sent to stations around Singapore to compete at different stations.</p> <p>The in school challenge/total points of each OG will determine which groups will depart first.</p> <p>Groups are not allowed to share information with other OGs regarding the stations to avoid preparing other groups for it.</p> |
| Timeframe of Game | 0930 - 1630 |
| Description of Forfeits (if any) | Lost of time, but gain of invaluable bonding time |
| Safety | |
| Hazards/ Risks Identified | Safety Measures Taken |
| Fainting due to heat | <p>Brief OGLs on contingency, nearest hospitals and equip stations with ice packs and isotonic drinks.</p> <p>Ensure there are water cooler stations/shops selling drinks nearby.</p> |
| Injury from falls | <p>Brief OGLs on contingency and nearest hospital.</p> <p>There will be at least one first-aider deployed at each location.</p> |
| Wet Weather Plans | |

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| Wet Weather Venue | Alternative dry venue (Refer to specific activity information below) |
| Wet Weather Plan | Alternative dry venue (Refer to specific activity information below) |
| Hazards/Risks Identified | Safety Measures |
| Slippery floor | Tell OGLs and game station masters to repeatedly caution participants not to run. |
| Haze Management Plans | |
| Haze Weather Venue | Alternative dry venue (Refer to specific activity information below) |
| Haze Weather Plan | Alternative dry venue (Refer to specific activity information below) |
| Hazards/Risks Identified | Safety Measures |
| Slippery floor | Tell OGLs and game station masters to repeatedly caution participants not to run. |

ii. Key Points to Take Note for Amazing Race

In-school and out-of-school games must not be disparate.

In-school challenges are meant to be competitive between OGs and Houses, while out-of-school challenges will be collaborative within an OG such that participants will not outweigh one over the other.

There should be minimal deployment of Camp Executives.

This is to protect the well-being of the Camp Executives, to ensure that they will not be standing under the sun for hours.

There will be minimal usage of logistics for games stationed out of SUTD.

Each station's logistics would only cater to one OG playing at a time. If other OGs arrive at the station before the station game ends, their OGLs would engage them in mini-games/bonding session within their own OG.

Games should not require too much time under the Sun.

Venues should have shelter so that both the Game Master's and the OG's do not have to stand in the sun for prolonged periods of time.

iii. Amazing Race Point System

Points will be tracked via our Telegram Bot, managed by Programmes Committee. OGLs are responsible for sending in completed tasks for verification purposes by Programmes Committee.

Every station would be a collaborative game within OG. Time taken to complete the game would be recorded and score will be given based on the time taken.

iv. Location 1: SUTD, Dance Studio

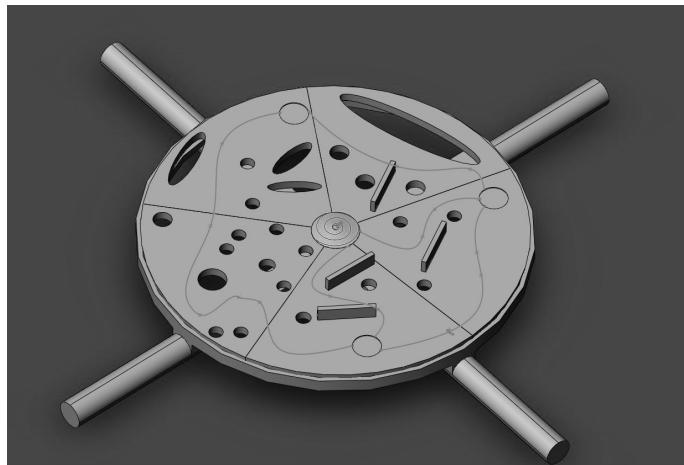
- Labyrinth Game

To incorporate the “technology and design” in SUTD, in facilitating how each OG would start their Amazing Race.

The top 3 OGs would be guided to a play area - venue: TBC (must be somewhere near assembly area of all the OGs), in which they are required to find all the **5 hidden pieces of a ball labyrinth**. After finding all the pieces, the OG can assemble the pieces and form a maze. They are given the freedom to choose the first destination of their amazing race dependent on where their ball would go in the maze. However, the other 2 OGs in the room are not allowed to pick the same destination. The game master who look after each OG would be required to say out loud the chosen destination which forces the other OGs to redirect their ball to different destinations. After they have determined their first destination, the OG would be allowed to leave.

This station would take up at most 5 minutes.

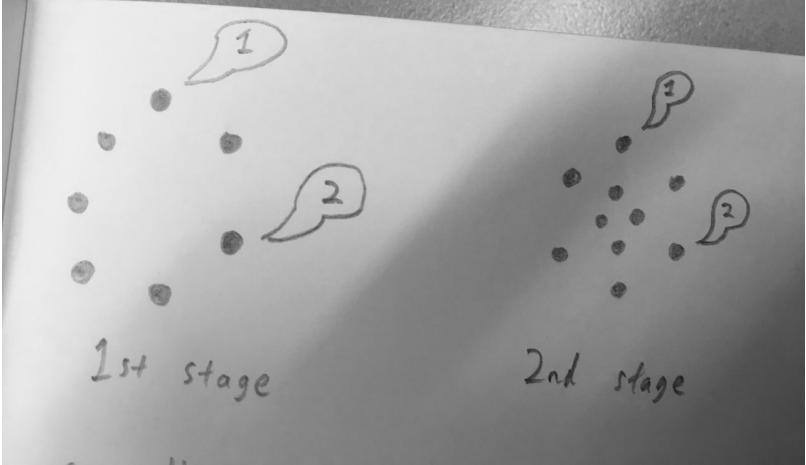
The subsequent 3 OGs would then enter the play area and repeat the same activity. Those OGs who are waiting for their turn are encouraged to play minigames conducted by their OGLs.



v. Location 2: Stadium, 100Plus Promenade

- Stadium Game 1: Counting Numbers

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| Day, Date | Day 2, Friday, 17 May 2019 |
| Activity Name | Counting Numbers |
| Location | <p>100Plus Promenade</p>  |
| Logistics | NA |
| Pre-Game Instructions | OG to form a circle and sit down |
| Game Objective | To count from 1 - 20 without any form of communication with one another. |
| Game Description | <p>A collaborative game within an OG.</p> <p>Participants are to count from 1 to 20, one by one, without any form of communication. Only one participant can shout a number at a time. No repetition is allowed. Timing starts at "1" and stops at "20".</p> <p>This game would consist of 2 stages with increasing level of difficulty. The first part of the game allows the participants to sit in a circle. The second part of the game, however, would require the participants to sit in a layered circle position i.e like an onion cross-section.</p> <p>Time taken to complete the game would be recorded and score will be given accordingly.</p> |

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| Gameplay and Rules | <ul style="list-style-type: none"> Participants are to close their eyes to prevent any form of communication. Once a repetition happens or a number is skipped, the OG has to restart. |
| Timeframe of Game | <ul style="list-style-type: none"> Explanation: 2min Gameplay: 10min Buffer: 8 min Total: 20min |
| Description of Forfeits (if any) | NA |
| Safety | |
| Hazards/ Risks Identified | Safety Measures Taken |
| NA | NA |
| Wet Weather Plans | |
| Wet Weather Venue | NA. Original Location is sheltered. |
| Wet Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |

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| NA | NA |
| Haze Management Plans | |
| Haze Weather Venue | NA. Original Location is sheltered. |
| Haze Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |

- **Stadium Game 2: Traditional Games**

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| Day, Date | Day 2, Friday, 17 May 2019 |
| Activity Name | Traditional Games <ul style="list-style-type: none"> • 5 Stones • Chapteh • Eraser Game |
| Location | <p>100Plus Promenade</p>  |
| Logistics | 2 chapteh 2 sets of 5 stones a box of 15 new erasers |
| Pre-Game Instructions | For Chapteh, play it within a demarcated area so as not to hurt any bystander (Try to let the foreigners have a go first) |
| Game Objective | Complete each challenge in the shortest amount of time The shortest time taken for each challenge will be summed up and the total time taken will be used to determine the score.(Retries are allowed but not by the same person) |
| Game Description | <p><u>5 Stones</u></p> <p>Rules and method</p> <p>Number of participants: Two or more players. It can also be played as an individual game.</p> <p>Equipment: Five small triangular cloth bags filled with seeds, rice or sand.</p> <p>Playing surface: Usually on the floor.</p> <p>Aim: Score as many points as possible by completing the most number of sets of eight steps.</p> |

How to play:

1. Players determine the order of play.
2. Each takes turn to play the game.
3. A player begins by throwing all five stones onto the ground. He throws a stone into the air, picks up a stone from the ground and then catches the first stone with the same hand. He continues picking up each stone in this manner until all five stones are in his hand.
4. Repeat Step 3 but the player picks up two stones each time.
5. Repeat Step 3 but the player picks up three stones the first time and one stone the second time or vice versa.
6. Repeat Step 3 but the player sweeps up all four stones at one go.
7. The player throws one stone into the air, places the other four on the ground and catches the falling stone before it lands. He throws the stone up again and sweeps up the others on the ground, and catches the stone.
8. He throws all five stones onto the ground and picks up two. Then, he throws one stone into the air and exchanges the other with one on the ground (note that for this action, a player uses only one hand). He continues to do this to the remaining stones on the ground.
9. After the exchange is completed, the two stones held in one hand are thrown up. The player picks up a stone with the same hand and catches the two falling stones separately in each hand. He continues to do this until there are three stones in one hand and two stones in the other. The remaining two stones are then thrown up and caught separately in each hand again. He throws the last stone up and catches it with the other hand.
10. The player throws all five stones onto the ground. The opponent selects the stone to be thrown into the air. The player throws the selected stone and sweeps up the others on the ground and then catches the falling stone. When all these steps are completed, the player scores a point and starts from Step 3 again.
11. The player stops playing when:
 - a. The stone, which is thrown into the air, is not caught in time.
 - b. He touches or moves stones apart from those he has picked up.
12. When it comes to his turn again, the player begins from the step where the mistake was made.

The winner is the one who completes the set of eight steps the most number of times.

Chapteh:**History**

The earliest reference to a game of kicking a feathered object dates back to the 5th century BCE in China. Later known as *ti jianzi* (踢毽子), which means “kick little shuttlecock” in Chinese, the game was used to train military men. During the Tang dynasty, Shaolin monks in Henan were also known to have practised the game to strengthen their martial art skills.³

It was popular for about two millennia, from the Han dynasty (206 BCE–200 BCE) until after the Tang dynasty (618–907 CE). Since the Song dynasty (960 CE–1278 CE), the game has been known as *jianzi* (毽子) or *jianqiu* (毽球), as derived from the Chinese word for “arrow”, and which sounds the same as the word for “shuttlecock”.

Known as *da cau* in Vietnam, *chapteh* was included as a competitive sport at the 22nd Southeast Asian Games, which were hosted by the country in 2003. Internationally, the game is known as shuttlecock kicking. The founding of the International Shuttlecock Federation in 1999 is testament to the international status the game has garnered.

Rules

Within a 4 by 4 metre area, each member of the OG is to bounce chapteh in the air for as many times as possible. Points will be awarded based on the highest number of bounce the OG member can achieve.

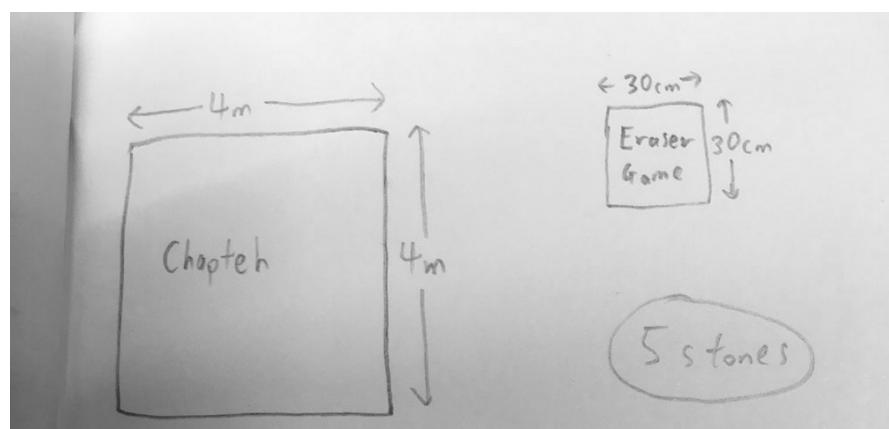
Eraser game:

Both participant and game master have 3 erasers each

Timing start here. Within a 30 by 30 cm area, both players will attempt to flick their own eraser to stack it on top of that of the opponent. When a player's eraser is fully stacked on top of the opponent's, the player wins and the opponent loses that eraser.

The game continues until either one side has no more eraser and that player without eraser loses the game.

If the game master loses, the timing will be stopped.



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| Gameplay and Rules | Retries are allowed to aim for the shortest time possible. All 3 games are played simultaneously and end after 10min |
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| Timeline of Game | <ul style="list-style-type: none"> • Explanation: 2min • Gameplay: 10min • Buffer: 8 min |
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| | Total: 20min |
| Description of Forfeits (if any) | NA |
| Safety | |
| Hazards/ Risks Identified | Safety Measures Taken |
| NA | NA |
| Wet Weather Plans | |
| Wet Weather Venue | NA. Original Location is sheltered. |
| Wet Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |
| Haze Management Plans | |
| Haze Weather Venue | NA. Original Location is sheltered. |
| Haze Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |

vi. **Location 3: Gardens by the Bay**

- **Gardens by the Bay Game 1: Magic Carpet Relay**

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| Day, Date | Day 2, Friday, 17 May 2019 |
| Activity Name | Magic Carpet Relay |
| Location | <p style="text-align: center;">Gardens by the Bay</p>  |
| Logistics | <ul style="list-style-type: none"> • 8x carpet mats • 4x Plastic cones |
| Pre-Game Instructions | <ul style="list-style-type: none"> • Set 2 boundaries with a distance of 6m apart. • One carpet per line • Participants are not allowed to touch anything i.e ground, except the mat itself |
| Game Objective | To finish the relay in the shortest time possible, by sitting on the carpet and move the carpet from one boundary line to another. |
| Game Description | Each OG will be split into 4 smaller groups. 2 groups would occupy one lane and would occupy the two ends of the lane. The goal of this game would be to have each member of the group to move to the other end of their lanes within the shortest time possible through sitting on the mat. |

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| | <p><u>Activity Layout</u></p> |
| Gameplay and Rules | <ul style="list-style-type: none"> Participants are not allowed to stand. Pushing is not allowed. Participants are to move the carpet from one end to the other on their own. Each participant is only allowed to go once. |
| Timeframe of Game | <ul style="list-style-type: none"> Explanation: 2min Gameplay: 10min Buffer: 8 3min <p>Total: 20 mins</p> |
| Description of Forfeits (if any) | |
| Safety | |
| Hazards/ Risks Identified | Safety Measures Taken |
| Participants may cramp due to using their strength while in this | Remind participants not to overexert themselves. |

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| sitting position. | |
| Wet Weather Plans | |
| Wet Weather Venue | NA. Original Location is sheltered. |
| Wet Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |
| Haze Management Plans | |
| Haze Weather Venue | NA. Original Location is sheltered. |
| Haze Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |

- **Gardens by the Bay Game 2: Pass On Ping Pong Ball**

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| Day, Date | Day 2, Friday, 17 May 2019 |
| Activity Name | Pass On Ping Pong Ball |
| Location | <p style="text-align: center;">Gardens by the Bay</p>  |
| Logistics | <ul style="list-style-type: none"> • 5x PVC pipe approximately 20cm long • 5x A4-sized flat cardboard • 5x A4 paper • 5x A4-sized 6mm transparent acrylic • 2 x plastic cup • 2 x ping pong ball |
| Pre-Game Instructions | <ul style="list-style-type: none"> • Participants to take a tube each and form a chain. |
| Game Objective | To pass the ping pong ball from the starting point to the plastic cup at the end. |
| Game Description | <p>A collaborative game within an OG.</p> <p>Each participant is to take a piece of material that allows the ping pong ball to roll on/through it. The OG is to pass the ping pong ball for a distance of 10 metres. As the participants do not add up to a distance of 10 metres when remaining stationary, participants are to move along the chain until they reach the finishing line. The last person is to land the ping pong ball into a plastic cup.</p> <p>Activity Layout</p> |

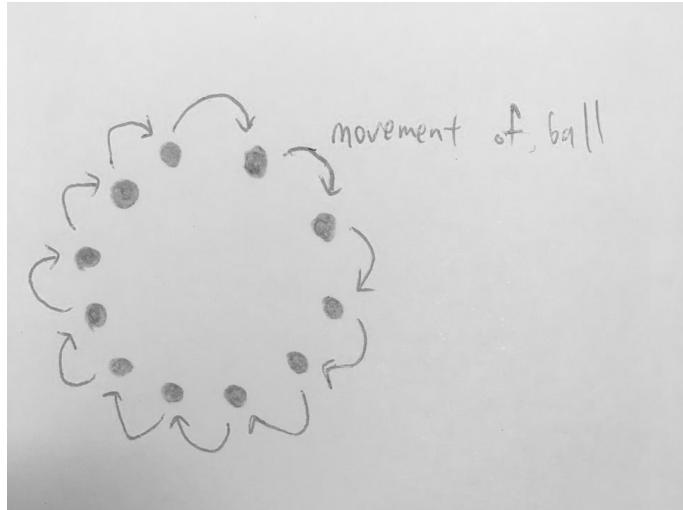
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| Gameplay and Rules | <ul style="list-style-type: none"> • Ping pong ball can only travel forward • Ping pong ball must stay in the tube • Failure to adhere to the two rules above, the OG has to restart the game. |
| Timeframe of Game | <ul style="list-style-type: none"> • Explanation: 2min • Gameplay: 10 min • Buffer: 8 min i.e discussion time <p>Total: 20min</p> |
| Description of Forfeits (if any) | NA |
| Safety | |
| Hazards/ Risks Identified | Safety Measures Taken |
| NA | NA |
| Wet Weather Plans | |
| Wet Weather Venue | NA. Original Location is sheltered. |
| Wet Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |
| Haze Management Plans | |

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|---------------------------------|-------------------------------------|
| Haze Weather Venue | NA. Original Location is sheltered. |
| Haze Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |

vii. Location 4: Fort Canning Park

- Fort Canning Park Game 1: Volleyball

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| Day, Date | Day 2, Friday, 17 May 2019 |
| Activity Name | Volleyball |
| Location | <p style="text-align: center;">Fort Canning Park</p>  |
| Logistics | <ul style="list-style-type: none"> • 1 x volleyball • 1x tennis ball |
| Pre-Game Instructions | <ul style="list-style-type: none"> • OG to form a circle |
| Game Objective | To move 2 balls between each member of the OG back to the first person via bouncing the balls to each other. |
| Game Description | <p>A collaborative game within an OG.</p> <p>A participant starts the game by bouncing a volleyball into the air, and the person on his right has to catch the ball, then bounces the ball to the next person. Cycle repeats until all participants have bounced the ball, and the first participant manages to catch the ball after the volleyball has gone through an entire circle of OG.</p> <p>To increase the level of difficulty of this game, a tennis ball would be introduced. Another person would start bouncing the tennis ball to the next person, in the opposite direction from the volleyball movement direction.</p> <p>The game would end when the first thrower of the volleyball and tennis ball receive back the balls accordingly.</p> <p>Time taken to complete the game would be recorded and score will be given accordingly.</p> |

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| Gameplay and Rules | <ul style="list-style-type: none"> Participants are to remain stationary and are not allowed to move their feet. As long as the ball drops to the ground, the OG has to restart. |
| Timeframe of Game | <ul style="list-style-type: none"> Explanation: 2min Gameplay: 10min Buffer: 8 min <p>Total: 20 min</p> |
| Description of Forfeits (if any) | |
| Safety | |
| Hazards/ Risks Identified | Safety Measures Taken |
| NA | NA |
| Wet Weather Plans | |
| Wet Weather Venue | NA. Original Location is sheltered. |
| Wet Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |

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| NA | NA |
| Haze Management Plans | |
| Haze Weather Venue | NA. Original Location is sheltered. |
| Haze Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |

- **Fort Canning Park Game 2: Blinded Ball Retrieval**

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| Day, Date | Day 2, Friday, 17 May 2019 |
| Activity Name | Blinded Ball Retrieval |
| Location | <p style="text-align: center;">Fort Canning Park</p>  |
| Logistics | <ul style="list-style-type: none"> • 8 containers • 20 ping pong balls • 8 blindfolds |
| Pre-Game Instructions | <ul style="list-style-type: none"> • Each OG will be split into 4 smaller groups • Ensure 4 containers are lined up accordingly at each end |
| Game Objective | To transport all the ping pong balls to the other end within the shortest time possible. |
| Game Description | <p>An OG would be split into 4 smaller groups and they are required to transport 5 ping pong balls from each container to the other side with the shortest time possible while blindfolded.</p> <p>4 containers filled with 5 ping pong balls each will be placed 5 metres away from the starting line.</p> <p>Each OG sends out one participant at a time. The participant is to put on a blindfold, turn 5 rounds on the spot, then walk towards the container to retrieve a ping pong ball. The participant is then to walk back to the starting line and put the ping pong ball into an empty container designated for his smaller group . The next person in line can verbally direct the participant on walking back to the starting line and placing the ping pong ball into the designated container. Once completed, this participant passes on the blindfold to the next person in line.</p> |

| | <p>The time taken for the whole OG to transport all the ping pong balls to the other side would be recorded. Score will be given accordingly based on the time taken to complete the station. TBC</p> <table border="1"> <thead> <tr> <th><u>Activity</u></th><th><u>Layout</u></th></tr> </thead> <tbody> <tr> <td></td><td> </td></tr> </tbody> </table> | <u>Activity</u> | <u>Layout</u> | | |
|---|---|-----------------|---------------|--|--|
| <u>Activity</u> | <u>Layout</u> | | | | |
| | | | | | |
| Gameplay and Rules | <ul style="list-style-type: none"> • Ping pong ball placed into another OG's container will be counted as a point for that OG. • Only the next person in line can verbally direct the participant on his directions back to the starting line. • No running allowed. Only walking. | | | | |
| Timeframe of Game | <ul style="list-style-type: none"> • Explanation: 2min • Gameplay: 10min • Buffer: 8 min <p>Total: 20 mins</p> | | | | |
| Description of Forfeits (if any) | NA | | | | |
| Safety | | | | | |
| Hazards/ Risks Identified | Safety Measures Taken | | | | |

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| Participants may run despite being blindfolded. | Strict enforcement on no running during this activity. Participants who do not heed our advice will be disqualified. |
| Wet Weather Plans | |
| Wet Weather Venue | NA. Original Location is sheltered |
| Wet Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |
| Haze Management Plans | |
| Haze Weather Venue | NA. Original Location is sheltered |
| Haze Weather Plan | NA |
| Hazards/Risks Identified | Safety Measures |
| NA | NA |