



## Aerie Picnic

Programs & Activities Department

Grand Aerie, F.O.E.

1623 Gateway Circle South

Grove City, Ohio 43123

(614) 883-2200

## **PLANNING THE PICNIC**

### **The General Committee**

A carefully chosen general committee should first be appointed. The number and type of people forming such a group will depend upon the outing being held.

Meetings should be held at regular intervals to report on progress. The committee performs a "checking up" role needed to carry out the various details.

### **Facts to be determined by the general committee**

- Kind of picnic
- Date and time for the picnic
- Expected attendance
- Picnic Grounds
- Outdoors – Woods, park, playground, backyard, beach
- Indoors – Community Center, Aerie Hall, home
- Program of Events
- Selection of committees and officials
- Refreshments
- Other general aspects: transportation and parking; traffic and safety regulations; publicity; invitations and tickets; prizes and awards; supplies and equipment.

### **Grounds Committee**

Duties of this committee include; locating and securing use of the picnic site, its care during the day and seeing that the grounds are left in clean and good condition.

The picnic site should, if possible, be so situated that it will be quiet, isolated, and protected from unwanted visitors and away from highway traffic and noise.

**Some factors to be considered are:**

- Shelter and Shade
- Fireplace
- Tables
- Seating Provisions
- Charges for the use of the area
- Drinking Water
- Toilet Facilities
- Waste Baskets or cans
- If Swimming facilities are available and lifeguards are not provided, some arrangement must be made to have them in attendance.
- A definite parking system for cars should be worked out.
- Signs or flags placed along roads and highways leading to the picnic grounds will direct picnickers.
- Make arrangements for shelter in case of unfavorable weather conditions.
- Make provision for artificial lighting if outing is to continue until late evening. Either strings of electric light bulbs, lanterns, spotlights or a campfire may be used for lighting the area.
- Provide a good public address system.
- If insects are bad, spray tables, benches and surrounding grounds with effective solution before tables are set and food is spread.
- Before building or granting permission to build a fire, be sure to find out whether or not there are any ordinances prohibiting it. Make sure all fires have been extinguished before leaving the grounds. It is wise to have a chemical fire extinguisher in case of emergency. A spade or shovel is useful in covering fires with dirt.
- If rental for a concession ground is made, collection of the fee is often made by a member of the grounds committee. A great many organizations pay all or a part of the expenses of their annual picnic with the profit made on these concessions.
- Always have a first aid kit and someone officially qualified to administer first aid on the picnic grounds.

### **Transportation Committee**

This committee is responsible for getting people, equipment and supplies to and from the picnic ground. Since last-minute arrangements for transportation are often very difficult to make, it is sometimes advisable to set a time in advance of the picnic when requests for transportation must be in the hands of the committee.

### **Committee on Promotion and Publicity**

Do not wait until the final week for your publicity; nor would you plan it too far in advance so that people will forget the date. A striking name for the picnic always has its appeal.

Word of mouth, newspaper articles, circular letters, postcards, bulletins, stickers, posters, radio, telephone calls, announcements at meetings and gathering places and interviews are all important channels of publicity.

### **Program Committee**

To provide wholesome and carefree recreation should be the program committee's prime aim. Make sure the program is well balanced, varied, interesting and suitable to the group attending. "Fun for all ages" is essential to the successful outing. Let everyone have an opportunity to take part in some manner.

On the program committee falls the responsibility of seeing that the program starts on time, is kept moving and follows the schedule of events. This committee secures speakers, song leaders, musicians and other entertainers; sees that they are on hand when needed. It is also responsible for accommodating and entertaining invited guests.

Learn beforehand as much about the outing group as possible. If, for example, there are customs and traditions common to the group, they should be observed.

If aged or handicapped members attend, the committee should make every effort to provide activities that will help them enjoy the day.

All material and equipment should be at hand, ready and in place before the activity program begins, as delays sometimes prove disastrous. One member of the committee may be responsible for the securing, safe-keeping and returning of picnic supplies and equipment needed for carrying out the program. Other committee members should be responsible for other supplies and equipment needed for their particular part of the program.

It is desirable to have a sign or handbill on display which lists the schedule of picnic games or special events as well as the approximate time they are to take place.

It is the duty of the committee to arrange for the presence of starters, record keepers, announcers and others who may be needed to carry out successfully the activities program.

If the picnic is a large one, badges or ribbons for the officials and assistants will facilitate the handling of the crowd.

### **Finance Committee**

Expenses may be paid out of the general fund of the Aerie. A number of other methods may be used, such as donations from individuals, proceeds from baseball games, entertainment and concessions.

All expenditures of money should be brought to the attention of the general chairman; before any indebtedness can be contracted for by any committee, or member, the approximate amount must be specified in writing and approved by him.

### **Refreshments Committee**

This committee will decide upon the kind of refreshments and when and how they are to be served.

This committee makes sure that all necessary utensils and equipment, such as tubs, ladles, plates, cups, soda, straws, ice cream, spoons, towels, ice picks, cooking utensils, and other supplies which may be needed are on hand and ready to use the day of the picnic. Picnic refreshments should be simple, easy to prepare and plentiful.

When circumstances permit, have a part of the picnic meal cooked at the grounds. Keep a list of donated articles and another list of borrowed articles as this eliminates after-picnic headaches. Check each item as you pack it.

### **The Picnic Hamper**

If your Aerie holds many picnics it would be well to provide a permanent picnic hamper, including such things as paper plates, knives, forks, spoons, knife for cutting, can opener, bottle opener, long handled spoons and forks, wire broiler, etc.

### **Outdoor Cookery**

Frankfurters, hamburgers, bacon, ham, chops, and small steaks are easy to prepare over hot coals on a campfire grill or with the aid of a green stick held over a fire. Tucked between two halves of a bun or roll they taste mighty good.

Cucumbers, celery and carrot sticks prepared before the picnic and wrapped in a wet cloth and potatoes which can be roasted in the fire are suggested vegetables for the picnic meal.

Other standbys are corn on the cob (can be roasted or broiled), stews, spaghetti, chile con carne, Spanish rice, baked beans, meat pie work out nicely. This food can be kept piping hot in containers wrapped in heavy layers of newspapers.

Deserts should be simple, raw fruit, cookies, cup cakes, doughnuts or toasted marshmallows.

## **Fires and Fireplaces**

- Observe rules and regulations regarding the use of outing areas.
- Secure permits if required.
- In state forests and parks use the designated spots where fires may be made.
- Select a cleared area with no underbrush or overhanging branches.
- Never build a fire near a building or tree trunk.
- Never build a fire in a high wind.
- In fall it is necessary to brush away dead leaves and grass.
- Be sure fire is dead and cold before leaving.
- Stir coals and soak with water.
- Put on one more pail of water than you think necessary.
- Turn all small sticks and soak.
- If water is not available, stir the embers into the earth and tread them down till they are tightly packed over and around the fire.
- Be sure the last spark is dead before leaving.
- Never leave when it is smoking.
- Refuse should preferably be disposed of by burning. Otherwise, dig hole, leaving the earth piled up on edges, and cover every addition of refuse.

## **The Picnic in Action**

The type of entertainment and recreation should be carefully made to fit the needs of the group who attend.

Do not include tests of strength, speed and skill in which those out of condition, or overweight, would be matched against more competent competitors, only to be eliminated and perhaps later suffer from injuries and bad after-effects.

## **Picnic Kit**

If kits are made available for general distribution by some community agency (Park Board, etc), application forms for their use should include information as to the individual and group presenting the request, equipment wanted, when received and returned. The committee member authorized to make the request assumes every responsibility for the replacement of equipment which is lost or needlessly damaged.

A satisfactory bag for carrying the equipment can be made of heavy brown canvas, about three and one half feet high and 18 inches or more in diameter, with draw string at the top. Equipment might include: Balls, Bases, Bats, Catcher's Equipment, Horseshoes, Small Sledge, Stakes, Stop Watches, Song Sheets, Swatters, Ropes, Treasure Hunts.

## **Activities for the Early Bird**

Provide a number of horseshoe sets. Standard games such as quoits, badminton, croquet, and volleyball require little space and equipment and are fun. Guessing contests are interesting for all ages, offer many possibilities. These activities will be popular throughout the entire picnic day.

### **Games, Sports**

Emphasize group participation rather than individual. This permits more people to take part. It gives confidence to many who would feel less conspicuous on a team than when competing alone.

Games should be played which require no more than ordinary physical strength and skill, graded according to the type of participants, with luck a high factor. Games requiring much physical exertion should not be scheduled for older people.

The following games might be considered:

Handball, Lawn Bowling, Guessing Contest, Shuffleboard, Softball, Checker/Chess Contest, Baseball, Novelty Relays, Swimming, Horseshoes, Fly Casting Contest.

(Also see list of games under **Contests with Plenty of Action** – Page 7)

The women might hold a husband-calling contest and handicraft contest. Have a game of different type each time a change is made. Have new activities ready when interest seems to be lessening.

### **Drama**

The drama element can be used to great advantage: Pageantry, Folk Festival, Fashion Shows, Singing Schools, Old Folk Concerts and Amateur Talent.

### **Music**

It is a potent force of good fellowship, happiness and enthusiasm. The music program might have two phases:

Participation by everyone present

Community singing of familiar songs

There are many different choices of music to choose from: Performances by various bands, Band Concert, Barbershop Quartet, Novelty Bands, Choruses, Instrumental, Old-Time Fiddlers, Harmonica, Accordion or Banjo.

### **Speeches**

If any are to be made, insist that they be short and snappy.

## **THE CHILDREN'S PART IN AN AERIE PICNIC**

### **Classification of Children**

Those taking part should be divided in such a way that the same size of children are participating in the same events. It should also be agreed that each child be allowed to take part in a limited number of activities in order that all may get a chance. Otherwise the day will be fun for only a few that is especially skilled.

Classification may also be made according to weight, height, school grade, first letter of last name, and month in which birthday falls, color of hair or some other such unusual method.

Differences in the interests of girls and boys develop around the age of ten years. Younger children show few marked differences in physical ability and it is generally believed desirable for them to engage in activities together.

Eating contests of any kind should be eliminated.

The following play suggestions might be considered.

### **Kite Contest**

- Entries may be as varied as desired.
- 100 Yard Dash – A small kite is launched at the end of a 50 yard string. The Flyer runs 50 yards to the reeling lines and reels the string in on a single stick, figure of eight style.
- Altitude Contest – Each contestant flies his kite on 100 yards of string. The kite flying at the highest angle (nearest overhead) is the winner.
- Novelty and Artistic Competition – In this competition novelty is construed to mean construction, appearance, mode of flying, behavior in the air, trappings or accessories. Kites securing the highest number of points on a possible rating 100 win the event. Kites may be marked on:
  - Artistic Merit
  - Meaning Workmanship
  - Neatness and Beauty of finish in construction
  - Color
  - Shape and Decoration
- (Note: Do not use wire or tinsel twine. Do not fly kite near light, telephone or high voltage transmission towers.)

## **Stilt Contest**

- The judge commands contestants to perform certain feats in an effort to force contestants to lose their balance. Examples:
- Turn around to the right
- Turn around to the left
- Walk around in a circle
- Kick for height
- Hop on stilts
- Raise one stilt while standing on another
- Dance on stilts

## **Fancy Roping Contest**

- Spin a rope in a perfect circle in front of you.
- At the proper time jump into the perfect circle, bring arm and hand above head, and keep the circle going around the body.
- Lower hand holding the end of the rope and step out of the circle.
- Lasso one moving object and one still object standing at a distance of nine feet from each object. (Objects to be decided upon by the judges on the day of the roping contest.)
- Besides these official tricks there is to be one optional rope spinning trick.

## **Quiet Contests**

- Checkers or chess tournament
- Hobby Show
- Pet Show
- Doll Show

## **EASY - TO - ORGANIZE GAMES FOR CHILDREN**

### **Follow the Leader**

One player is chosen as the leader. He performs a series of stunts or activities which the other players must follow. It's wise not to allow the same leader to continue for a long period of time.

## **Broncho Tag**

Divide all but two of the players into groups of two or three. Each group forms a broncho by standing in line grasping the waist of the one in front. The front player is the head, the last player the tail. Of the two extra players, one is runner, the other chaser. The chaser pursues the runner who tries to catch the tail of the broncho, whereupon the head of the broncho become the runner. The broncho must stay intact as it runs and twists to keep its tail away from the runner. If the chaser tags the runner, they change parts and the game continues.

## **Wheelbarrow Race**

Contestants compete in pairs for this event. One is the wheelbarrow and gets down on his hands, the other holds the "wheelbarrow's legs". In this position they race to the goal line. When they reach it, they change places, the other person becoming the wheelbarrow on the return trip.

## **CONTESTS WITH PLENTY OF ACTION**

### **Elbow Tug - of - War**

Two competing teams face each other in straight lines. They move close enough together, so that all members of one team alternate along the same line with the members of the opposing team, with elbows securely hooked. Teams are facing in opposite directions, no two players of the same team standing together. On the signal to start teams begin pulling, attempting to reach their own goal line about 10 feet in from the starting line. The first team to pull the entire line across its goal is declared winner.

### **Human Alphabet**

Each team of four players has a captain. The leader stands at an equal distance from the teams participating and shouts a letter of the alphabet such as V or K. The captain then quickly arranges his players on the ground to look like the letter called. The first team to complete the letter scores a point. Continue for 8 or 10 letters. It goes without saying that old clothes are a necessary prerequisite for such a game.

### **Soccer Bowling**

Using Indian clubs or stocks of wood of similar size for pins, kick a soccer ball at them. The procedure and scoring is as in bowling.

### **Golf Putting Contest**

A line is marked on the green six feet from the hole. The object is to put the ball into the hole from this line. Each contestant makes ten putts in succession and scores one point for each ball that enters the hole. The contestant with the highest score wins.

## **Animal Imitation Relays (Kangaroo-Jumping Relay)**

The runner places a cardboard between his ankles, and holding it by means of his legs only, jumps to the turning line and back. The turning line should be about thirty-five feet distant. If the card is dropped, it must be replaced before further progress is made. Variation: Instead of using the cardboard, place a basketball between the legs.

## **Balloon Swat**

For hilarity for both participants and onlookers this game has few rivals. Each contestant is given a swatter of rolled newspaper and a balloon tied to a piece of string about three feet long. The string is tied around each contestant's waist so that the balloon is at his back. Players stand in a circle to start. When the signal is given they begin swatting each other's balloons, and at the same time they try to protect their own. Just as soon as a player's balloon is broken he is eliminated from the game. The "winner" is the man who comes through the fray with his balloon intact.

## **Archery**

Do not include flight shooting (shooting for distance) because of the danger from stray arrows. Target scoring: the target has five rings, and arrows piercing these rings count nine, seven, five, three and one. The score for each arrow is recorded on the score card and then the number of hits and the total score. That is, if six arrows were shot, two of which landed in the outer ring and one each in each of the other rings, the score would appear on the card as follows:

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This indicates that six hits were made which totaled to a score of 26. An arrow passing through the target, or rebounding from the scoring area of it, scores five points regardless of where it hit. An arrow on the dividing line scores in the higher circle even though it barely touches it. An arrow which jumps off the string counts as a shot unless the archer can touch it with his bow. In tournaments, the winner would be the archer who has the highest total score for all shots. Hits are not counted in adding the score but only the points made.

## **Awards**

- The giving of expensive prizes or money awards should be discouraged.
- It is far better to give a number of inexpensive prizes than to give a few that have considerable value.
- Prizes should be suited to the age of the individual receiving them.
- If prizes are awarded, a list of those needed will have to be secured in advance from the Program Committee. Each prize should be wrapped, labeled and if possible, numbered according to the events of the program.
- Frequently winning contestants are handed cardboard tickets which can be turned in for a prize at some designated location on the picnic grounds.