

EVANSTON FOURTH OF JULY ASSOCIATION

MORNING GAMES & ACTIVITIES

LOCATIONS

(as of 6-3-22)

Baker Park
Forest & Keeney
9:00 a.m. - 11:00 a.m.

ETHS
1600 Dodge – west side of school by ball diamond
9:00 a.m. – 11:00 a.m.

Fleetwood-Jourdain Center
1655 Foster St
9:00 a.m. – 11:00 a.m.

Kamen Park – east
South Blvd & Barton
9:00 a.m. – 11:00 a.m.
(Ridgeville Park District)

Lincolnwood School
2600 Colfax St.
9:00 a.m. – Noon

Robert Crown Center
1701 Main St.
9:00 a.m. – Noon

Willard School
2700 Hurd Ave.
9:00 a.m. – Noon

The Fourth of July Celebration Team Committee supplies the following:

Watermelons, pies, eggs, pennies, paper napkins, towels & plates, garbage bags, small paper cups (for penny scramble), Blue/Red/White ribbons for awards and event schedules (the list above). These items get dropped off at the site coordinator's home or work on July 3. They then take the items to their site on July 4. Also, I take care of getting school permits from D65 & ETHS, and the insurance coverage.

The host site volunteers provide: volunteers to run the games/events, knives to cut pies & watermelons, Frisbees, sacks for races, jump ropes, big/large cooking spoons for egg/spoon race, soccer balls, finish line string and sound system if desired.

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SCHEDULE OF EVENTS

(which may vary from site to site)

#	EVENT NAME	AGE as of July 4 th
1.	Frisbee Throw For Accuracy and Distance	5-6 years
2.	Frisbee Throw For Accuracy and Distance	7-9 years
3.	Frisbee Throw For Accuracy and Distance	10-13 years
4.	Frisbee Throw For Accuracy and Distance	14 and older
5.	25 Yard Race – Boys	5 and under
6.	25 Yard Race – Girls	5 and under
7.	25 Yard Race – Boys	6-7 years
8.	25 Yard Race – Girls	6-7 years
9.	40 Yard Race – Boys	8-9 years
10.	40 Yard Race – Girls	8-9 years
11.	40 Yard Race – Boys	10-11 years
12.	40 Yard Race – Girls	10-11 years
13.	60 Yard Race – Boys	12-13 years
14.	60 Yard Race – Girls	12-13 years
15.	60 Yard Race – Boys	14-15 years
16.	60 Yard Race – Girls	14-15 years
17.	60 Yard Race – Boys	16 years and older
18.	60 Yard Race – Girls	16 years and older
19.	Penny Scramble for Boys and Girls	5 and under
20.	Jump Rope Competition (# skips/30 seconds)	Women 18 and older
21.	25 Yard Sack Race – Boys	10-12 years
22.	25 Yard Sack Race – Girls	10-12 years
23.	40 Yard Sack Race – Parent and Son	12 years and under
24.	40 Yard Sack Race – Parent and Daughter	12 years and under
25.	40 Yard 3-Legged Race – Parent and Son	12 years and under
26.	40 Yard 3-Legged Race – Parent and Daughter	12 years and under
27.	40 Yard 3-Legged Race – Mixed Couples	13 years and older
28.	50 Yard Egg and Spoon Race – Couples Only	Adults
29.	Watermelon Eating Contest	12 years and under
30.	Pie Eating Contest	12 years and under
31.	Soccer Ball Kick for Distance	5 years and under
32.	Egg Tossing Contest – teams	16 years and older

THANK YOU to our sponsors!

City of Evanston, School Dist 65, School Dist 202, Ridgeville Park Dist, Lucky Platter Restaurant, By-Line Bank of Evanston, & Westminster Place.

VOLUNTEER SITE COORDINATORS – Helpful Tips List

In your box you will find whistles, Finish Line string and the supplies you'll need to run the games. A Schedule of Activities will be included, too. Run the events in order but you are free to modify and improvise as needed. The purpose is to bring the community/neighbors together, have some friendly competition, and participate in Evanston's Celebration on the Fourth of July.

Periodic Announcements during the events. Please let the people know the following. The Evanston Fourth of July Association is a separate non-profit organization run by volunteers, and we organize and pay for all the activities, parade, concert and fireworks on July 4. Also, the City of Evanston should be given proper credit for all the support services they provide including police, fire/emergency, traffic control, parks/centers and cleaning. School Dist 65 & 202 provides access to 3 schools, too.

Activity Management:

Frisbee contestants - throw the Frisbee for distance and accuracy, then stand on the spot where it lands. Have them throw along a line. You'll need a spotter or two to determine where they land, then tell the kid where to stand until the competition is over. Subtract distance off line from distance of throw, eyeball the throws and determine winners. Use tie-breakers if needed.

Races (running, sack & 3-Legged) – have volunteers at finish line to determine 1st, 2nd & 3rd

Jump rope – need a watch which will count seconds. Have contestants count their own repetitions (honor system) or if volunteers can count then better.

Soccer – see Frisbee or create your own rules. Could be a dribbling drill – timing how long it takes to dribble a ball between cones or other obstacles. Or juggling on feet/legs without ball hitting ground.

Watermelon, pies – maybe not do contests – just let them enjoy the snacks. However, if you do competitions do it with pies, have them sit in a circle on their knees with hands behind backs. On the command GO – watch the fun. When the pie is consumed/off the plate, they are to sit up. Have volunteers watching from inside the circle to determine winners.

Egg toss – have partners stand 10' across from each other. Remind them to remove rings (they will break eggs). On your command GO, they toss egg to partner. If catch is successful, partners take a step backwards. Continue process til one remains.

Adult Egg & Spoon Race – If not in your box then bring from your home/kitchen 6 of those large cooking/stirring spoons (table spoons will do in a pinch). Couples place an egg on the spoon and run/walk to partner, pass the spoon with egg, and return to Start/Finish line. Winners must have egg on the spoon to win.

You will get Blue (1st), Red (2nd) & White (3rd) ribbons – it's nice to get the kids names and have some simple awards ceremony after the event ends. Create a simple sheet of paper for volunteers to write names. You'll need paper & pencils.

VOLUNTEERS POSITIONS

Leader (1) – in charge, announces events & results, manages volunteers, oversees equipment/supplies

Starter (1 or 2) – line up contestants, explains rules, gives commands to start heats/events

Finish Line (3 or 4) – holds Finish line string, determines 1st, 2nd & 3rd place and hands ribbons as they cross finish line

Recorders (2 or 3) – write on award ribbons, record names

Helpers (2 or 3) – sort equipment, cut pies/watermelons, clean up, general support

Make it fun for all and you will have fun with it all.

Thank you for your time and leadership.