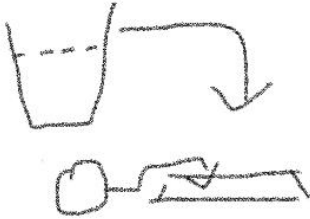
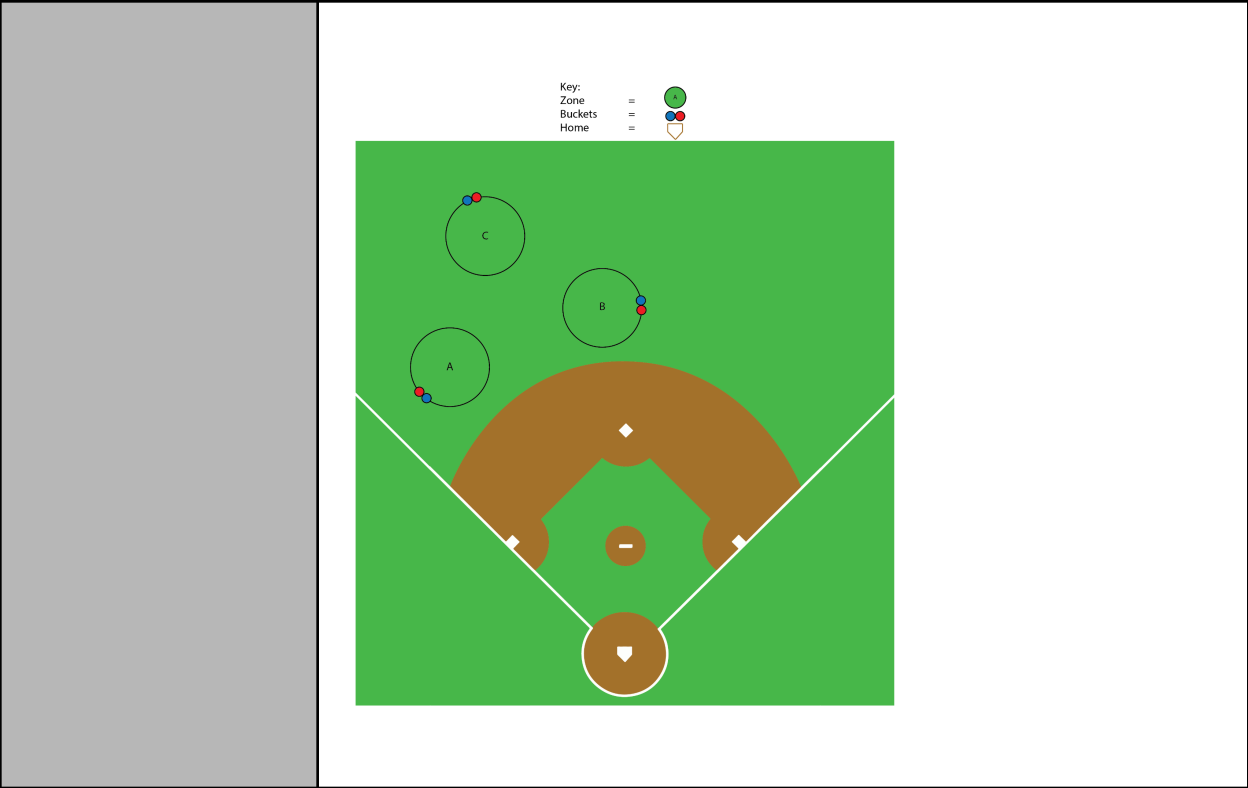


- Rec Hall
- Mess Hall
- Lower New Building
- Upper New Building
- Yurt
- Inside a Bunk (best for sophomores)
- Outside (as long as there's no thunder/lightning)
- Big House Porch/Living Room

Activity Name	Camp Wordle
Age Group	Any
# of Staff Needed	Rainy Day or Evening Activity
Supplies Needed	Laptop and Projector
Location	Mess Hall
# of Players	5 at a time
Time	45-60 minutes
Description & Rules	-Have one counselor project their laptop in the mess hall with wordle open -This link lets you do multiple wordles per day: https://hellowordl.net/ -This link lets you make up wordles on your own: https://mywordle.strivemath.com/ . We could do wordles about camp to make it more interesting -Examples of five letter camp words: bunks, kybos, grove, crest, Stacy, Yaffa, cheer, rabbi -Have teams go head to head where one team makes a guess and then the other team gets to guess. Winner is the team that guesses it first -We could also do it where we send a link to all the counselors and they sit with a group of kids and each group tries to guess it on the counselor's phone and whichever group gets in the fewest guesses and shortest amount of time wins
Set-up	Just make sure to have the projector and a laptop and prepare some of the wordles if needed

Activity Name	Mini Golf
Age Group	all ages
# of Staff Needed	3-4 to help setup
Supplies Needed	a lot of benches Hockey sticks ping pong balls Red solo cups
Location	Rec hall
# of Players	3 per group and as many groups as you want
Time	45-60 minutes
Description & Rules	- counselors should set up 18 holes across the rec hall using benches - Make sure each hole is clearly marked - The holes should be outlined with benches and different obstacles, such as a book, a box, a table can be put in the holes to make them more difficult - Red solo cups are going to be cut and using the top part of them they will be taped down to represent the hole - Kids are given score sheets and the person with the lowest score gets a prize - Hockey sticks can be used as clubs and ping pong balls as the golf ball - Use string as holes  - - Could be in empty bunks and larger scale
Set-up	setup benches laid on their sides to act as walls for each hole. If there aren't enough benches use one bench to act as a wall for two holes. Also put random objects in the middle of holes to make them more difficult. Bring down hockey sticks from the new building. Tape down red solo cup tops to the floor to act as holes.

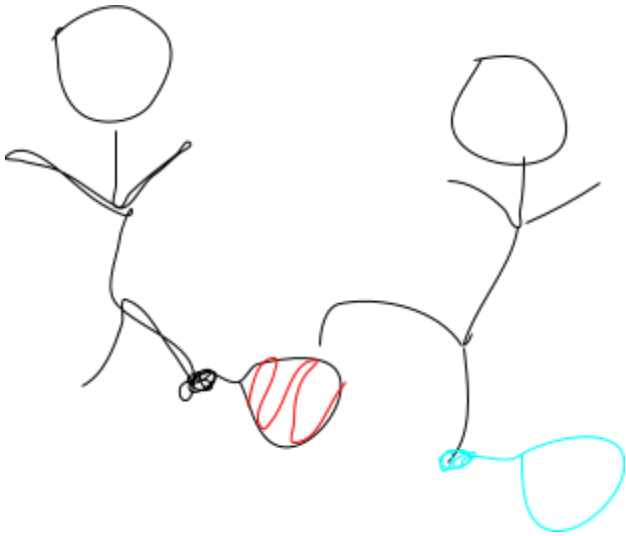
Activity Name	Bucket Domination (Grossbach)
Age Group	All ages
# of Staff Needed	4
Supplies Needed	• 6 Buckets all same size • 3 Lids for those buckets • A bunch of pinnies • Pouring rain. Like hard
Location	Left Field
# of Players	2 teams of 10-15 would be optimal
Time	5 min setup, 40 min play, 5 min cleanup
Description & Rules	https://ethangrossbach.com/portfolio/braintrust-fc There are three circular zones spread out evenly, each with two buckets, cool for them to have lids off at first. There should be a ref at each zone and at least one ref in the neutral ground. Teams will be fighting rumble royale style for control of the zones. Players that get out must simply tag up at home plate before returning to the playing field. When members of one team eliminates all members of another team from a zone and maintains control for a couple seconds, the ref for that zone will cover the eliminated team's bucket with the lid. Zones remain in a team's possession until the enemy team takes control; players can leave a zone they have obtained and their bucket will continue to fill. If a team enters an uncontested zone and it remains under their control for a few seconds, the ref will grant it to them and switch the bucket lid so their team's bucket is filling. Once a team's bucket in a zone reaches a certain water level, that zone is closed and rewarded to that team. Refs at the zones should announce when buckets are ¼ full, ½ full, and so on to keep players aware of team progress. First team to close two zones wins.
Set-up	Create three, 15 steps-in-diameter circles out of pinnies in the outfield. Make sure there is a good amount of distance between each one. Buckets should be placed on the outer edge of each circle with a lid placed next to them for the ref.



Activity Name	Bunk Games
Age Group	Sophomores
# of Staff Needed	2 in every bunk
Supplies Needed	Werewolf, Heads Up, Legos, Cards, Board Games
Location	Bunks 1, 3, 5, and 6
# of Players	Every Kid
Time	1 hour

Description & Rules	Bunks will be divided into options: Bunk 1 - Legos, Blocks, and Drawing Bunk 2 - Circle Games: Follow the Leader, What changed, Duck duck goose, two truths and a lie Bunk 3 - Werewolf, Heads Up Bunk 4 - Free Choice. Whist, Reading Use empty bunks
Set-up	

Activity Name	Balloon Battle (Miles)
Age Group	All ages
# of Staff Needed	2
Supplies Needed	A lot of balloons and string
Location	Rec hall or new building
# of Players	10 per team 2 teams
Time	45 minutes to an hour
Description & Rules	Two teams each with 10 players Teams can be separated by using pinnies Players have one balloon tied to their leg The goal is to pop the other teams balloons without getting your balloon popped Could do multiple variations - Every man for themselves or team vs team If your balloon is popped or falls off your leg then you are out You can only pop the other teams balloon with your foot It is rumble but instead of flags it is balloons

	
Set-up	Blow up a lot of balloons (50) if you plan to do multiple rounds Get string and tie it to players Make them do shirts and skins or get pinnies

Activity Name	Pastamobile Competition (Grossbach)
Age Group	Juniors
# of Staff Needed	2
Supplies Needed	• Some cardboard • Multiple hot glue guns • A lot of pasta ○ Lasagna ○ Penne ○ Rotelle ○ Spaghetti ○ More... • Small bins for the pasta • Yard/Meter stick
Location	Upper New Building
# of Players	Split everyone into teams of 2
Time	10 min setup, 1 hr play, 10 min cleanup

Description & Rules	https://www.teachengineering.org/activities/view/ucd_derby_activity1 Pair kids up, and instruct them to create a car using only pasta and hot glue. After a pair finishes constructing their car, they will roll it down the cardboard ramp. The staff member will record how far the car went. Farthest traveled car wins. There is no limit to how many times the kids can roll a car down the ramp. Make and test as many cars as they can within an hour, the staff member will record their best test run as their final result. Staff should make sure kids aren't burning themselves or fooling around with the glue guns. They should also give some tips to teams that seem to be struggling.
Set-up	Stations need to be designated at tables, each with a hot glue gun. If we don't have enough glue guns for every pair, then there can be just one glue gun station with a staff member ensuring everyone gets a turn or 4 teams can share one glue gun at a table. Create a ramp out of cardboard, the high point reaching 13" tall. Secure the ramp to the edge of a doorway or something so it doesn't move. Make sure the runway below the ramp is smooth and flat. Finally, distribute each type of pasta into bins and have them at one location for teams to come up and collect pasta of their choosing.

Activity Name	Are you Smarter than a __th grader?
Age Group	Sophs and Juniors
# of Staff Needed	2 or 3
Supplies Needed	• Bell/Buzzer (can use a staff member) • Two Podiums
Location	Upper New Building/Mess Hall
# of Players	Split up by bunk, then divide bunk into 2
Time	5 min clean up, 5 minute take down, 30-45 min playtime

Description & Rules	https://www.youtube.com/watch?v=YKUHS81fBtI Split into even amount of teams, ask basic knowledge questions that a sixth through 8th grader should know, add in questions about what a person in their fifth or sixth year at camp should know, the kids go up against a staff member
Set-up	Move two bench together and 2 podiums

Activity Name	Deck
Age Group	Juniors or Seniors
# of Staff Needed	8
Supplies Needed	Paper and Pencils
Location	Mess Hall
# of Players	Groups of 5
Time	One hour
Description & Rules	-Give each group a couple pieces of paper -Give them prompts to write about and give them 8ish minutes per topic -Sample topics: If I was camp director for a day I would ____, If I were to spend a night out with two counselors (old or current) I would choose ____ and ____, If camp was under attack from aliens I would ____
Setup	Have kids get into groups of 5 and give them a couple pieces of paper

Activity Name	Counter Strike: Crest Offensive (Grossbach)
Age Group	Seniors
# of Staff Needed	4
Supplies Needed	• One plastic cup, about 8oz? • Megaphone if waterproof, or use phone on loudspeaker?
Location	Top of the Hill (see map)
# of Players	5 vs 5
Time	<5 min setup, 45 min play, <5 min cleanup
Description & Rules	Terrorists (rated pg hackers?) versus Counter-terrorists (rated pg SWAT team?) rumble royale combat. 3 minute rounds. Designated sites A and B will be areas where terrorists can plant bombs. These bombs are the cups. If the terrorists successfully put a cup on either of the bomb sites and it fills up completely with water, they win. If the counter-terrorists knock over the cup after it is planted (diffuse the bomb) or prevent the cup to be planted before time expires, they win. If either team eliminates all members of the other team, they win. If a player is pulled by an enemy, they are out for the rest of the round. In addition to rumble combat, both teams will possess one jelly ball. This can be used dodgeball-style to eliminate players, but once the ball touches the ground, it cannot be used again. Eliminated players may observe the rest of the round so long as they do not distract/interfere with active players. Teams will stay the same role (terrorist or counter-terrorist) until they reach a certain threshold. First team to win a certain amount of rounds wins. For example, could play first to 5 and switch roles after 4 rounds. Refs should be placed at areas of high contest as well as on bomb sites. One ref must track time and announce when there is 4 min left, 3 min, 2, 1, 30 sec, etc. Refs should confirm when a player is eliminated as well as when a team wins by achieving any of the aforementioned goals.
Set up	CT side players should spawn closer to bomb sites than T side. Refs should be placed according to the above. Designate site areas and show kids a map before starting.

