

Unused Locations:

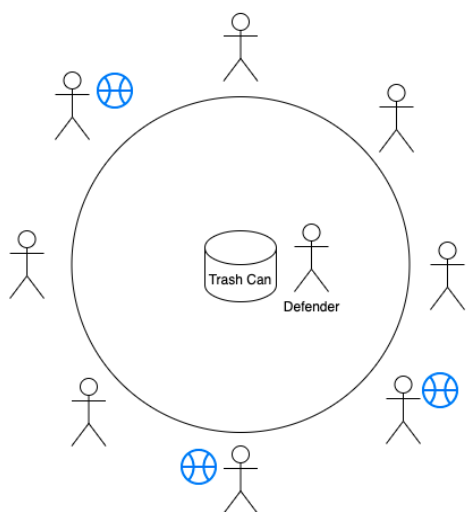
- Batting Cages
- Lower Courts/Archery
- Yurt
- Upper New Building
- Ninja Course
- Campfire
- Doubles Tennis Courts
- Triples Tennis Courts
- Sophomore Courts
- Lower Hill

<b>Activity Name</b>	Super Salty Fish (Grossbach)
<b>Age Group</b>	Sophs/Juniors
<b># of Staff Needed</b>	5
<b>Supplies Needed</b>	<ul style="list-style-type: none"><li>● 4 Softballs</li><li>● 8 Mattresses</li><li>● 6 Benches</li><li>● 6 TCs</li><li>● Golf Cart?</li><li>● Hockey Nets with towels to cover them</li><li>● Some bedside tables?</li><li>● Idk just get random amounts of large objects that can be used as cover, these are all suggestions</li></ul>
<b>Location</b>	Lower Courts
<b># of Players</b>	Bunk Night activity, just split the bunk into 4 teams
<b>Time</b>	15min setup, 30min play, 15min cleanup

<b>Description &amp; Rules</b>	<p>If you haven't played salty fish you are wrong.</p> <p>Play rounds so that every kid goes at least twice. Each round, one kid from each team goes. Their goal is to navigate through a bunch of obstacles and get to the spotter at the other end. The spotter will be a counselor, who has a flashlight and is trying to catch kids out in the open. Only if you see their face are they called out. Every so often, when the kids are hiding, the counselor turns around and counts, "1, 2, 3, salty fish!" and then turns forward again to try to spot kids. This is when the kids try to advance towards the spotter. First kid to reach spotter gets 3 points for team, second place 2 points, third place 1, fourth place 0. The 4 softballs should be placed randomly in course each round, and for every ball a kid reaches the end with, they get 1 additional point. Ref should tally points for each team.</p> <p>After however many rounds, team with most points wins. Be sure to provide updates to score each round to inspire motivation.</p>
<b>Setup</b>	<p>Yeah just get all this stuff and spread it out on the court, keeping in mind how kids will move from one to the next and use them as cover. Leave a decent amount of space at the end between spotter and last obstacle.</p>

<b>Activity Name</b>	Cash Money (Kasof)
<b>Age Group</b>	Any
<b># of Staff Needed</b>	Bunk Night
<b>Supplies Needed</b>	Three trash cans, nine jelly balls, cones
<b>Location</b>	Triple Tennis Courts or Double Tennis Court or Lower Courts
<b># of Players</b>	One game per tennis court, so three total. Would probably work best with 10 per court.
<b>Time</b>	1 hour (bunk night)

<b>Description &amp; Rules</b>	<ul style="list-style-type: none"> <li>-One trash can placed in the middle of the middle of the court</li> <li>-Circle of cones surrounding trash can, diameter of about 20 feet</li> <li>-One kid in charge of defending the trash can</li> <li>-Rest of kids (~8 kids) stand on the outside of the circle and have three jelly balls between them</li> <li>-Do the same set up on all three courts, each court is its own game</li> <li>-The kids on the outside of the cone circle must shoot the ball into the trash can while the kids on the inside defend the can</li> <li>-The kids on the outside can pass the ball or shoot it to try and catch the defender when he isn't looking</li> <li>-If the balls goes in, the outer group can have a few extra balls nearby so they can grab another one and keep it going with three balls</li> <li>-Each defender will play a two minute (time depending), whoever allows the least amount of goals wins</li> <li>-Defender can't hover their arms over the trash can</li> </ul>
<b>Setup</b>	See diagram



<b>Activity Name</b>	Cardboard canoe race (Kap)
<b>Age Group</b>	Think it would work best for sophomores but theoretically anyone
<b># of Staff Needed</b>	All staff of group
<b>Supplies Needed</b>	Lots of big cardboard boxes, duct tape, markers
<b>Location</b>	Setup will take place in yurt and surrounding areas, race will be in pool
<b># of Players</b>	Bunks will each be a team
<b>Time</b>	One elective period all sophomores will go to top of hill to make their boats out of cardboard duct tape and decorate with markers, then for evening activity that night they will have the race in the pool
<b>Description &amp; Rules</b>	<p>Kids during whatever elective period we choose we will split the kids up by bunk where they will work together to create their boat in the best way they think possible by using cardboard and markers if kids want to cut the boxes in anyway it will be done by a staff member. Staff of the bunk will be there to assist kids. Ideally the design of the boat will be completely the kids idea with only minor assistance by staff for the building portion of the boats. That evening the kids will arrive at the pool in bathing suits and one of the staff in their group will also be ready to get in the pool. The races will be done 1v1 style say there are 6 bunks. (Bunk 1 v 3, 4 v 5 6 v 7) It will be the length of the shallow end from steps to other end. The one staff member will get in the boat and the campers will push the boat to the other end or until it does not float anymore. They will keep going back and forth until the boat is no longer functional. The group who gets the most laps wins.</p>
<b>Setup</b>	Length of shallow end. All set up will be during elective period when they build boats. For the evening activity on the way to the pool the group will grab their boat from the yurt and then wait on the grass before the races.

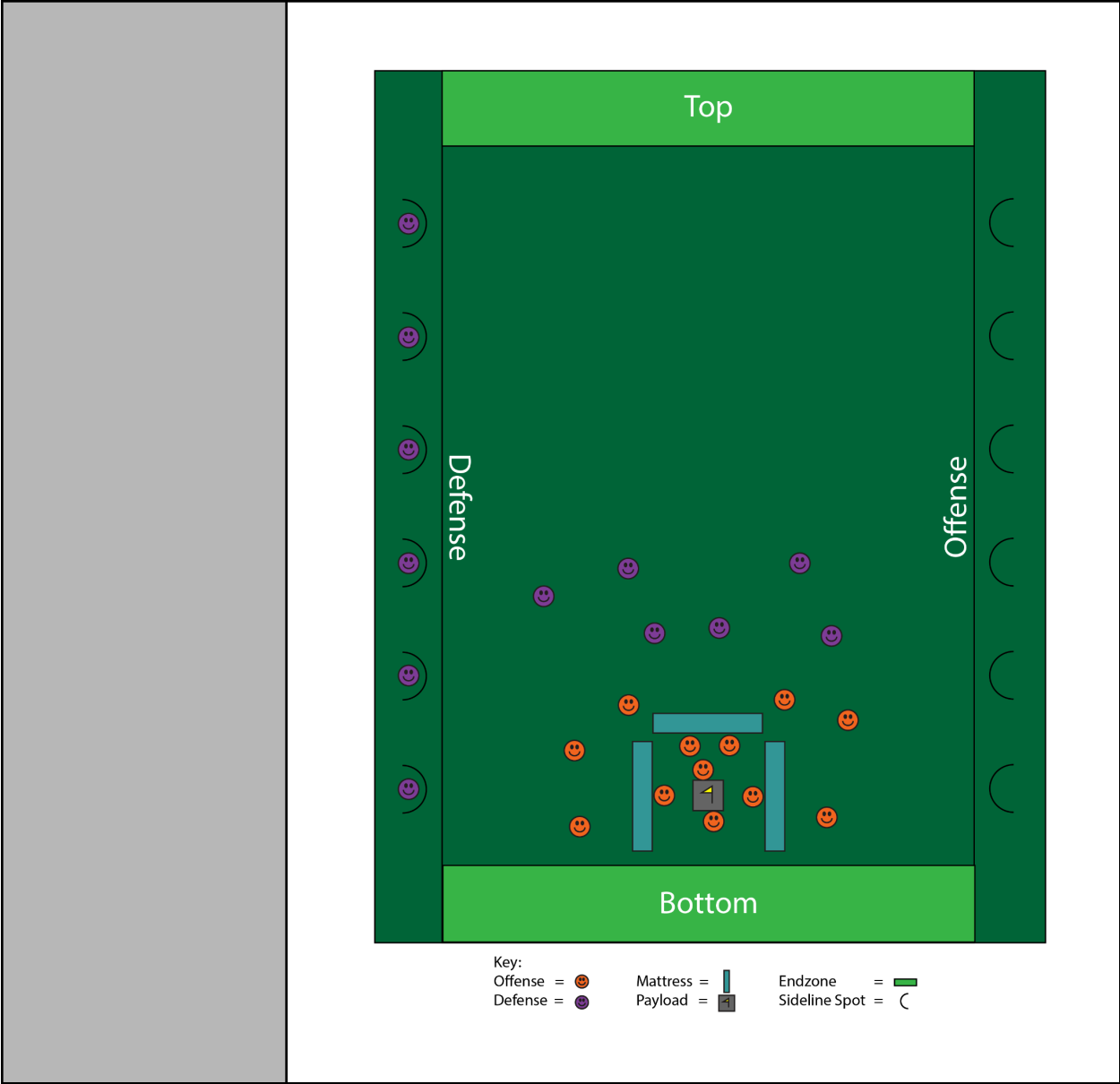
<b>Activity Name</b>	Casino Night Second Month
<b>Age Group</b>	Juniors
<b># of Staff Needed</b>	10
<b>Supplies Needed</b>	Cards, Poker Chips, Tables, Benches
<b>Location</b>	Upper New Building
<b># of Players</b>	Depends on game (6 for blackjack) (8 for texas holdem) (4 for whist)
<b>Time</b>	1 Hour
<b>Description &amp; Rules</b>	<p>The Upper New Building will be split into rooms based on games. Main room will have multiple poker tables based on kids' knowledge. (beginners table to learn the game, advanced for kids that know)</p> <p>Music Room will be for whist and other card games</p> <p>DIY Room will be for Blackjack</p> <p>Kids will also have to option to play the wheel for prizes</p> <p>The lower new building can be available for kids that do not wish to participate or need a break</p> <p>Maybe offer kids prizes (day off cleaning, pick league, ...)</p>
<b>Setup</b>	Each table needs 2 decks of cards, holdem tables need chips, blackjack tables need chips. Bring in some tables to accommodate all the games. Might need benches.

<b>Activity Name</b>	Full Court Toss
<b>Age Group</b>	Sophomore or Junior Bunk Night
<b># of Staff Needed</b>	2-3 (bunk staff)
<b>Supplies Needed</b>	Tennis ball
<b>Location</b>	Lower Courts

<b># of Players</b>	10
<b>Time</b>	1 hour
<b>Description &amp; Rules</b>	<ul style="list-style-type: none"> <li>-Two teams of five stand on opposite baselines of the lower courts</li> <li>-They take turns throwing tennis balls or other balls at other hoop</li> <li>-1 point for hitting backboard. 3 points for hitting pole, 6 points for making a shot</li> <li>-First team to 50 points wins</li> <li>-Could be fun during weights elective or just for spontaneous fun</li> </ul>
<b>Setup</b>	None

<b>Activity Name</b>	Protect the Payload (Grossbach)
<b>Age Group</b>	Seniors
<b># of Staff Needed</b>	5? 6?
<b>Supplies Needed</b>	<ul style="list-style-type: none"> <li>• 3 mattresses</li> <li>• 6 jelly balls</li> <li>• A bunch of pinnies</li> <li>• A heavy cardboard box, enough so two ppl need to drag it (maybe a paper towel box from head bunk)</li> </ul>
<b>Location</b>	Lower Hill
<b># of Players</b>	<p>12 vs 12, if more, then increase roamers/sideliners evenly and width of field</p> <ul style="list-style-type: none"> <li>• <b>12 on field for offense</b> <ul style="list-style-type: none"> <li>○ 6 - 2 per mattress</li> <li>○ 2 for dragging box</li> <li>○ 4 roaming</li> </ul> </li> <li>• <b>6 on field for defense</b> <ul style="list-style-type: none"> <li>○ 6 roaming</li> </ul> </li> <li>• <b>6 on sideline for defense</b></li> </ul>
<b>Time</b>	5 min setup, 1 hr play, 10 min cleanup

<b>Description &amp; Rules</b>	<p><a href="https://ethangrossbach.com/portfolio/braintrust-fc">https://ethangrossbach.com/portfolio/braintrust-fc</a></p> <p>Overwatch IRL</p> <p>The goal of the offense is to drag the box and reach the top of the hill. The goal of the defense is to retrieve the flag on top of the box and run it to the bottom of the hill. Players will fight rumble royale style on the field. If an offensive player is pulled, they go to a sideline spot. If a defensive player is pulled, they switch places with the top of the hill sideline player. Sideline players have jelly balls they can use to throw at opponents. Getting hit by a jelly ball means you are out just like getting pulled and you do the same thing. Once all the empty sideline slots are filled by offensive players, any further offensive players eliminated will switch with sideline players like the defense has been doing.</p> <p>Jelly balls that are thrown into the field can be retrieved by roamers and passed back to sideline.</p> <p>Defenders cannot be super physical with mattresses (no trucking, sliding under, jumping over, etc.). Likewise, offensive players cannot use mattresses to truck defenders. Pushing each other is ok and so is trying to push through gaps and stuff, just try to avoid sprinting through mattresses like one step check only kinda thing. Refs can call a move dangerous and sit out that player for a minute penalty by their discretion. Otherwise refs just watching for outs.</p> <p>Offensive formations are up to players. Could go by suggested 2 per mattress, but if big kid strong enough, leave him alone and use others to roam.</p> <p>Yeah that's it. If defense gets flag but fails to bring to bottom of hill (it falls on ground or they get out) it is placed back on box and play continues.</p> <p>Play however many rounds seems appropriate.</p>
<b>Setup</b>	<p>Setup field as below, using pinnies as markers of the sidelines, end zones, and spots for throwers. Field should be... 30 steps wide? More? Idk. Shouldn't be too easy to hit field players with jelly balls. It should be pretty long. Place jelly balls at every other throwing spot. The mattresses and box with flag (another pinnie) should be placed on bottom hill end zone line.</p>



Activity Name	Trivia Battle
Age Group	All ages
# of Staff Needed	1
Supplies Needed	3 TC's Water bottles Softballs Trivia questions Other targets

<b>Location</b>	Batting cages
<b># of Players</b>	2 Teams of 5 (bunknight or league game)
<b>Time</b>	Depends how many questions and what you play to (30 minutes)
<b>Description &amp; Rules</b>	Each team switches off receiving a trivia question that they must answer. If they answer correctly then one team member gets to throw a softball at a target. Either a trash can or a water bottle, with a trash can being worth 1 point if they get it in and a water bottle knocked over being worth 2 points. If the team does not answer the question correctly then they do not get a chance to throw for points. Teams switch off answering questions and throwing until one team has reached twenty points.
<b>Setup</b>	Put trash cans and water bottles standing up around the batting cages and a few softballs

<b>Activity Name</b>	Body Bowling (Josef)
<b>Age Group</b>	Bunk night activity (soph + jrs)
<b># of Staff Needed</b>	Bunk staff
<b>Supplies Needed</b>	10 cones, 1 scooter board per team
<b>Location</b>	Lower courts
<b># of Players</b>	All in bunk, 4 teams of three
<b>Time</b>	30 minutes

<b>Description &amp; Rules</b>	Each team lines up on baseline, one player is on the scooter board while a second stands behind. Each player gets two attempts to knock down each cone. Players are pushed by teammates towards the cones. Players cannot reach out to grab the cones, they must be knocked down by the scooter. Cones must be set back up by the player on their turn. Reaching out to knock down pins results in loss of roll. 1 staff on each baseline and 1 on half court line..
<b>Setup</b>	10 minutes each to set up and take down



<b>Activity Name</b>	Quidditch (Kaplan)
<b>Age Group</b>	All age groups
<b># of Staff Needed</b>	4 one staff member will be the snitch
<b>Supplies Needed</b>	Broomsticks 3 balls
<b>Location</b>	Could be played on the lower hill
<b># of Players</b>	Minimum 7 max od 10
<b>Time</b>	First team to 70 points wins if game goes quick play multiple

<b>Description &amp; Rules</b>	Three <b>chasers</b> score goals worth <b>10 points</b> each with a volleyball called the <b>quaffle</b> . They advance the ball down the field by running with it, passing it to teammates, or kicking it. Each team has a <b>keeper</b> who defends the goal hoops. Two <b>beaters</b> use dodgeballs called <b>bludgers</b> to disrupt the flow of the game by “knocking out” other players. Any player hit by a bludger is out of play until they touch their own goals. Each team also has a <b>seeker</b> who tries to <b>catch the snitch</b> . The snitch is a ball attached to the waistband of the <b>snitch runner (a staff member)</b> , a neutral athlete in a yellow uniform who uses any means to avoid capture, and who is released at the 20 minute mark. The snitch is worth <b>35 points</b> . There is also a <b>point cap of + 70 added to the leading score at 20 minutes</b> and either team reaching that score <b>ends the game</b> .
<b>Setup</b>	Set up poles with hula hoops on top three on each side.

<b>Activity Name</b>	Floor is Lava (Brenner)
<b>Age Group</b>	Sophomores / Juniors
<b># of Staff Needed</b>	2
<b>Supplies Needed</b>	Everything on the ninja course/ other obstacles to jump to maybe a trash bin or a box etc...
<b>Location</b>	Ninja course
<b># of Players</b>	4-8 people
<b>Time</b>	20-30 minute game because there would be some standing around

<b>Description &amp; Rules</b>	<p>The ninja course would be set up with the regular stuff as well as some things to help get across from obstacle to obstacle. The player would start next to the warped wall and the timer would start and then they would do all the obstacles, trying not to touch the ground. At the end, they would do the warped wall and once they get to the top the timer stops. If they touch the ground at all, it is +5 seconds to their time. If they make it up the big warped wall, it is -5 seconds to their time. Could also set a time limit so each round doesn't take long, maybe around a minute. Each team would go and then combine times and the team with the lowest time wins.</p> <p>Potential relay with each member of the team doing 1 obstacle:</p> <ul style="list-style-type: none"> <li>● Circle hang swinging</li> <li>● Monkey bars</li> <li>● Net</li> <li>● Pegs</li> <li>● Stepper things</li> <li>● Warp wall</li> </ul>
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<b>Activity Name</b>	Water Balloon Battleship
<b>Age Group</b>	Sophomores or Juniors
<b># of Staff Needed</b>	3
<b>Supplies Needed</b>	100 Water balloons, buckets, slip n' slide tarp, chalk
<b>Location</b>	Lower Courts
<b># of Players</b>	13 on 13
<b>Time</b>	Each round will take about 10 minutes

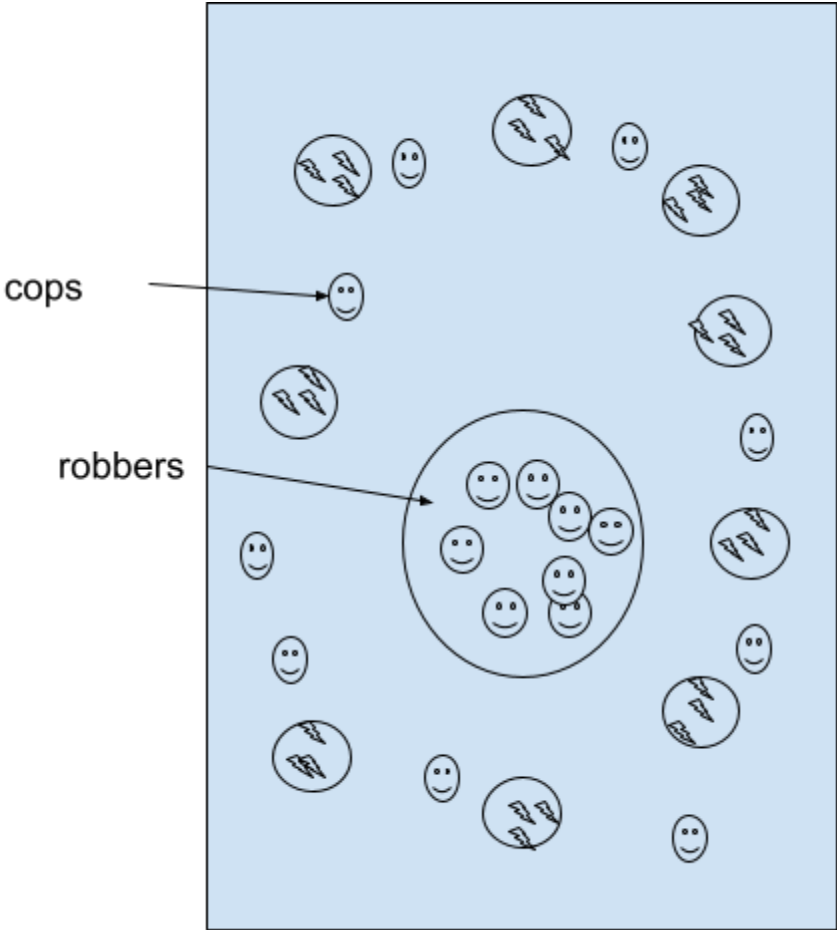
<b>Description &amp; Rules</b>	<p>A game of lobbing balloons over the fence blindly trying to hit the enemy.</p> <p>During both games, there will be a starting number of balloons, but refills will be provided for teams by counselors</p> <p>Water balloon battleship</p> <p>Kids begin by putting themselves into position on their battlefield. They must make areas around each ship using chalk. There will be a ship with 5 kids, then 4 kids, then 3 kids, then 2 kids. Ships must be horizontal or vertical to the fence.</p> <p>Campers then take turns throwing the balloons over the fence two per team at a time. Even if hit campers will still take turns throwing. After everyone has thrown their balloon, they are reloaded by the staff.</p>
<b>Setup</b>	<p>Make a ton of water balloons, fill buckets with them. Draw two square areas with chalk on each side of the archery/lower courts. Put the big tarp over the fence in between so players can see those on the other side.</p>

<b>Activity Name</b>	Relay Race-off (Julian)
<b>Age Group</b>	Sophomores
<b># of Staff Needed</b>	10 staff
<b>Supplies Needed</b>	
<b>Location</b>	Lower Courts
<b># of Players</b>	40
<b>Time</b>	1 hour

<p><b>Description &amp; Rules</b></p>	<p>Pizza box relay  <a href="https://www.youtube.com/watch?v=jy4_fcv04-k">https://www.youtube.com/watch?v=jy4_fcv04-k</a></p> <p>Three-legged relay  <a href="https://amzn.to/2O6FfmS">https://amzn.to/2O6FfmS</a></p> <p>Balloon Relay  Description</p> <p>Each person will get a balloon. Inflate the balloons, so each is roughly the same size.</p> <p>2 chairs will be set up for each team across from each other.</p> <p>On the GO signal, the first member of the team carries a balloon to the chair, drops the balloon on the chair, and then sits on the balloon until it pops.</p> <p>When the balloon pops, the student runs back to his or her team and tags the next person in line.</p> <p>The relay continues until the last student in each team has made it back to the line. The first team to finish wins.</p> <p>Poop the Potato  <a href="https://www.youtube.com/watch?v=iSGi69yeWqQ">https://www.youtube.com/watch?v=iSGi69yeWqQ</a></p> <p>Minefield  Set equipment out all over the playing area!</p> <p>The person in charge can choose who is partners together or students can.</p> <p>One of the students in the partner group will be given a blindfold. The other student will be able to see.</p> <p>The partner who is able to see will be guiding the blindfolded person through the minefield.</p> <p>They can tell the partner words like “forward, straight, backward, left and right” to help them get through without touching any of the equipment.</p>
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	<p>If they bump into a piece of the equipment, they have to start back at the beginning. The goal of the activity is for the kids to work together to make it through the field by talking to each other and giving good directions!</p> <p>Hungry Hungry Hippo</p> <p><a href="https://www.youtube.com/watch?v=hfMO8xQskIo">https://www.youtube.com/watch?v=hfMO8xQskIo</a></p>
<b>Setup</b>	Define areas for different races, Put materials in right spots

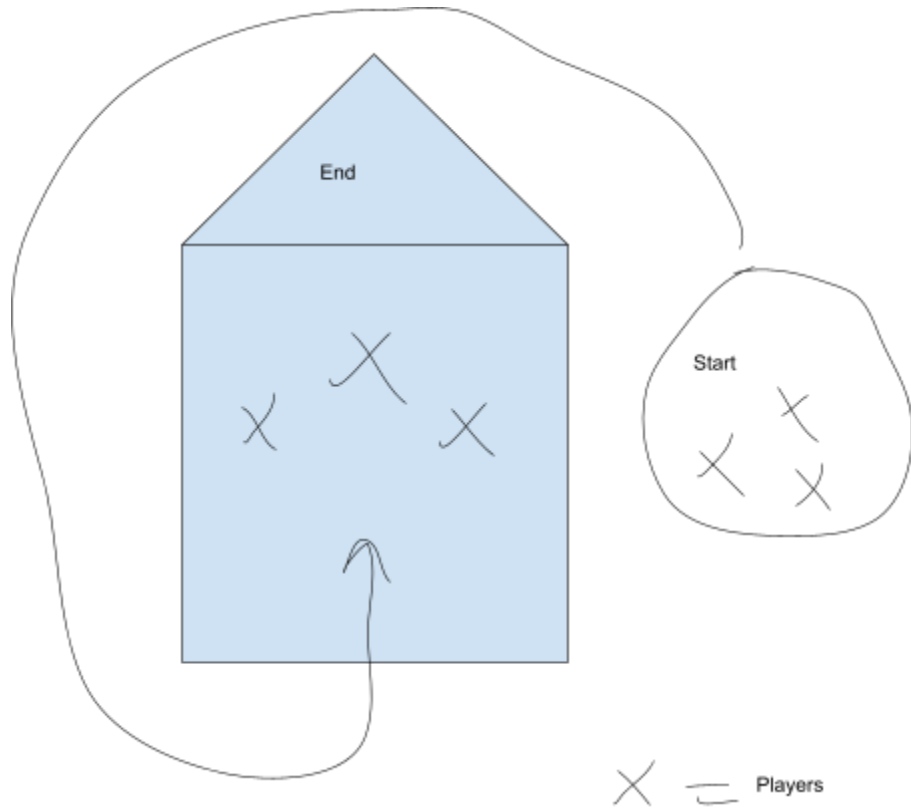
<b>Activity Name</b>	Cowboys vs Criminals (Kasof)
<b>Age Group</b>	Sophomores
<b># of Staff Needed</b>	Group Staff
<b>Supplies Needed</b>	Kids need shirts as flags, two recycling bins, lots of casino night money or pinnies
<b>Location</b>	Lower fields
<b># of Players</b>	All sophomores
<b>Time</b>	Evening or Rainy Day
<b>Description &amp; Rules</b>	<p>Rumble Royale but one team is cowboys and the other team is criminals</p> <ul style="list-style-type: none"> <li>-Cowboys wear hats</li> <li>-Criminals wear orange or red</li> <li>-Leftover casino night money or pinnies can be placed all around the circle and two recycle bins at the ends of the field</li> <li>-Criminals must “steal” the money/pinnies and put them in either bin</li> <li>-Cowboys can “recover” money by grabbing it out of the bins and chucking it in the air back onto the field</li> <li>-Once all the players on one team are pulled the game ends</li> <li>-Players then switch sides, so criminals try to steal the money/pinnies while the cowboys defend it</li> <li>-Whichever team steals the most money wins</li> </ul>
<b>Set up</b>	None required

<b>Activity Name</b>	Cops and robbers (miles)
<b>Age Group</b>	All ages
<b># of Staff Needed</b>	8
<b>Supplies Needed</b>	Hula hoops flags
<b>Location</b>	Lower fields
<b># of Players</b>	everyone
<b>Time</b>	1 hour
<b>Description &amp; Rules</b>	<div data-bbox="540 856 1372 1780"></div> <p>Robbers try to steal the flags in the hula hoops without getting pulled The hula hoops are safe zones and they can stay there for as long as</p>

	<p>they want</p> <p>Center zone is also safe</p> <p>They are not allowed to throw the flags to teammates</p> <p>To successfully steal a flag you must bring it back into the center ring</p> <p>If a robber gets pulled you go to jail and can not get broken out</p> <p>There will be a soccer ball in the middle ring and if the robbers kick the ball from the center ring and hit the crossbar of the soccer net then their team gets to come back (they only get one try)</p> <p>If you get pulled with a flag you must put it back where you got it (in the hula hoop) and go to jail</p> <p>Each round lasts 8 minutes (maybe shorter rounds so kids don't have to sit out for 7 minutes and 43 seconds if they get out right away but since there are two rounds where they are cops and play the full round maybe it won't matter if they get out right away)</p> <p>At the end of the round, staff counts up how many flags were stolen and brought to the middle</p> <p>The team that has stolen the most flags in the eight minutes or has stolen all of the flags faster wins</p> <p>Maybe add a few jelly balls where the robbers can use to make cops sit out for 30 seconds</p> <p>Each round is where each team plays as the cop and then the robber</p> <p>Can be best out of three or 3 out of 5 depending how long staff want it to last</p>
<b>Set up</b>	<p>Put three flags on each side of the hill like we normally do for capture the flag</p>

<b>Activity Name</b>	Fox chicken and snakes (Kap)
<b>Age Group</b>	Sophomores
<b># of Staff Needed</b>	4
<b>Supplies Needed</b>	Jail on each side, extra shirt for flags, cones to split up the field
<b>Location</b>	Lowers/ side of the hill
<b># of Players</b>	10 people per team
<b>Time</b>	10 minute rounds
<b>Description &amp; Rules</b>	<p>In this game it is rumble, but chicken can only get snakes, snakes can get foxes, and foxes get chickens. Everybody starts on their side of the field. Once the game starts it's the goal to catch the members from the team they are able to catch while being careful not to be caught. It makes sense to set a maximum time (15-20 minutes).</p> <p>You will need to find an optical signal (have kids wear dif clothes) to make it easy for the kids to spot someone from the other</p> <p><b>Winning conditions</b></p> <ul style="list-style-type: none"> <li>– The team with the most prisoners after the time is over wins.</li> <li>– Set a number of prisoners which needs to be cached (for example 2/3).</li> <li>– A team cached all members from the team they are able to catch.</li> </ul>
<b>Set up</b>	Split field into thirds with each side having a jail for their targets

<b>Activity Name</b>	Squid games/ Monsters vs Aliens (Julian)
<b>Age Group</b>	Seniors
<b># of Staff Needed</b>	12
<b>Supplies Needed</b>	Cones, Pinnies, Flag Football Flags

<b>Location</b>	Triple Tennis Courts or Double Tennis Court or Lower Courts
<b># of Players</b>	Six per tennis court, so 36 total
<b>Time</b>	30 minutes to 1 hour (bunk night)
<b>Description &amp; Rules</b>	<p>Start by laying out the cones in pinnies in a house shape, with a safe zone at the peak of the house. The offensive team starts by going around the house until they reach the bottom. They then try to go through the house and into the safe zone to win. The defensive team will pull flags in order to stop the offensive team from getting there (offense can't pull defense). Each player on offense has 3 lives, and must reset at the side of the house before trying again. Winners stay and kids rotate through other games, giving everyone a chance to play each other.</p>
<b>Setup</b>	 <p>The diagram illustrates the game setup. It features a large light blue house shape. The triangular roof is labeled 'End'. Inside the rectangular body of the house, there are three 'X' marks representing players. A curved line starts from a circular area on the right labeled 'Start', which also contains three 'X' marks. This line goes around the left and bottom of the house, ending with an arrow pointing to the bottom edge of the house. A legend at the bottom right shows an 'X' followed by a horizontal line and the word 'Players'.</p>