**Yom Game of “Machones”**

Schedule outline for the day:

10:30-10:50 -- Yom Introduction/explanation and family assignments

10:50-11:20 -- change into family colors

11:25-12:30 -- Family meetings

12:35-1:05 -- present to group

1:10-2:20 -- Games

2:20-3:30 -- Lunch/minucha

3:30-4:00 -- peulot tzrif

4:00-4:25 -- Free time

4:30-6:00 -- Movie with Amitzim

6:00-7:30 -- Battle

7:30-8:15 -- Dinner

8:45-9:45 -- Peulat erev

Family Names:

-Night's Watch (black)

-Targaryen (Blue)

-Stark(Red)

-Baratheon(white)

-Lannistar(green) –

People of Westeros(yellow)

Family meetings

The Edah will be split up into families, each one with a staff member to supervise. While

in their family meetings each group will have to:

1.create a family name

2.design a family crest

3.come up with family colors

4. make up a brief family history

5. write a family moto

6. write family values AND ‘amidah’ what the family stands for and why they deserve the

kingdom on ‘kfar nivonim’.

Each group will be given paper, poster board and markers in order for the entire family

To make themselves matching shields on the paper with their family crest. The poster

Board will be used for them to make their presentation in front of the rest of the edah. They can answer the questions on it, draw the crest, make a family tree, anything they want. It is just an extra resource in order to enhance the family’s presentation to the edah. (they will have an hour and 10 minutes to put everything together and prep for the 3-4 minute presentation.)

12:35-1:05 Presentation to the group

Each group will have roughly 3-4 minutes to present what they created and talked about

at each family meeting in order to unite the families publically and get the families ready

for the games and the battle later in the day.

1:10-2:20 Games

Before the games begin all the activities will be announced and how many

representatives for each activity. The families will have time to pick their representatives

for each of the activities.

In the games each team will be competing in 5 different activities. The activities are:

1.jousting

2.catapault

3. knight armor

4. archery

5.discus

**Jousting** -- 3 jousters will be selected. whoever is elected to joust will sit on the

Scooters and the camper will be holding the rope in one hand and the “sword” (pillo polo stick) in the other hand. The counselor will be pulling the rope to move their camper back and forth in order to joust. Once the jouster is in motion, they cannot make any lunging or stabbing motions to the opposing jouster. In order to win the round the jouster must use the momentum of the “horse” to knock the opposition off their scooter. It will be tournament style jousting. ( could change depending on the timing of the peulah)

**Catapault** -- for this activity each family will select 2 players to launch a basketball at

Mini trash cans (guard towers) to knock them down. There will be start lines marked and

Lines will be marked that they cannot cross.

**Creating knights armor** --

For this activity the whole team must participate. One person will be selected to be the

mannequin and the rest of the team will create the ideal set of armor for their warrior.

The family will be given supplies and with that supplies provided they will have to create

the ideal armor and then make a small pitch as to why their armor is the best and the

most useful.

**Archery** -- (if not raining/light raining)

Each family will select one person for target practice. All the teams will compete to see

who can arch the best.

**Discus** --

Each family will select to 2 players to throw the Frisbee (discus).

Outside: furthest throw wins.

Inside: closest to the cone wins.

2:20-3:30 -- LUNCH AND SHAAT MENUCHA

3:30-4:00 -- Peulot tzrif

4:00-4:25 -- free time

4:30-6:00 Movie with Amitzim- we took a break from the YM to watch the Lion King with

Amitzim and to get pumped for the play.

6:00-7:30 Round table chess

Field description: The playing field will be circular and divided into 6 equal slices; each

team will have a 6th. Within each 6th there will be an off limit zone where that team is not allowed. In the middle of that zone there will be 6 chess pieces.

Objective: The ultimate objective of round table chess is to proceed through each 6th

slices of the playing field around the circle back to your own slice.

Rules:

All even numbered teams are allies, all odd numbered teams are allays. When an

even numbered person is in an even numbered slice he cannot get tagged. But when

an even numbered person is in an odd slice he can get tagged and must back to his

previous slice. The way in which a player proceeds to the next allayed slice is by

entering an enemy’s slice stealing a chess piece from their off limit zone and advancing

it to the next slice. Each team consists of 1 king, 4 knights and 6 pawns. In order to

advance your king to the next allayed slice every pawn and the chess piece must enter

the next allayed slice. Only then is the king allowed to attempt an advance. If a king is

tagged in his attempt to make it to the next allayed slice then all pawns must return to

the original slice and the chess piece must be returned to the off limit zone from which it

came. If a King gets tagged the whole team must go back to the most recent allayed

slice they occupied. The knights duties are to defend the off limit zone and tag opposing

players to defend their slice.

8:45-9:45 Peulot Erev: Large Gala event

We will announce the winning family of the day and give the king and queen a crown/

tiara and let them sit on the throne.

We will have snacks and play bar mitzvah games:

-Mead & Ale (coke & pepsi) -hoola hoops -freeze dance

-limbo -human ring toss -huggy bear

[Note- this was one of the funniest things I have ever seen. The entire edah played

freeze dance with baroque music playing in the background.]