**YOM NINJA**

9:30 – 10:10 BREAKFAST

10:20 – 10:45 TEFILLAH

SET UP FOR ROTATIONS:

Dodgeball – Cones + Balls, Machaneh Gimmel (2 rotations worth) Ofri

Circle Sneak-Up Games - Almog

Camoflauge- Gabi

Secret keeping- Yael

11:00 – 11:15 ROTATION #1

11:20 – 11:35 ROTATION #2

11:40 – 11:55 ROTATION #3

12:00 – 12:15 ROTATION #4

12:20 – 12:35 ROTATION #5

12:45 – 1:15 LUNCH

1:30 RONDEAU’S #1 – Green Matthew

1:45 RONDEAU’S #2 – Purple Maddie

2:00 RONDEAU’S #3 – Blue Nicole

2:15 RONDEAU’S #4 – Red Hannah

2:30 RONDEAU’S #5 – Orange Mattan

… - 3:50 NIKAYON + MENUCHAH

4:00 – 4:25 ANNIE

SET UP FOR CAPTURE THE INTEL

4:30 – 5:30 CAPTURE THE INTEL

5:30 – 6:00 PLANNING MEETING

SET UP FOR SCAVENGER HUNT -- Madrichim from morning that ran rotations will run these

6:00 – 7:00 SCAVENGER HUNT

7:10 FIND DAVID OFFIT

7:30 – 8:30 DINNER

8:45 – 10:00 RUN THROUGH

**Training activities in the morning:**

Secret Keeping - Yael

The group holds a rope taught and a hanich tries to walk across it. As the hanich/hanicha walks they are asked several tough/goofy questions in an interrogatory manner. Ideally the entire group would get across the rope.

Possible Questions:

Were you the one who kidnapped David Offit!?!?

What are you planning on getting at Rondeaus!?!? Why!?!?

(Batman Voice) Where’s Harvey Dent!?!?

Do you know the muffin man?!?!

Where is it?!?! You know what I’m talking about! IT! Where is IT?!?!?

The launch codes! Tell us the launch codes!

Camouflage- Matan

The chanichim will get a few minutes to camouflage themselves with leaves, mud, facepaint and sticks. They will then try to sneak up through the woods on a Madrich. If the Madrich sees them they are out for the round.

Dodgeball - Ofri

Two groups of ninjas will face each other in a game of dodgeball to train their agility. Each group will spend two turns here, with one group both starting and ending at this station.

Circle - Almog

Someone will sit in the middle of a circle with their eyes closed. The people in the circle will try to sneak up on the person in the middle, but if the person in the middle hears them and points at them, they have to go back. (The point here is for them to realize that if they are all really noisy the person in the middle will be too distracted to catch anyone).

Location: Tzad Bet Migrash

Group: ENTIRE EDAH

Instructions:

This Peulah is essentially a huge five team game of capture the flag. Each team receives four flags marked for another team (blue team would get a flag to be taken by green, red, orange, and purple teams). The flags would each have a clue for the scavenger hunt later in the day. The game will work as follows:

· Each team will have a jail and a flag zone in their area.

· The flag zone is where the flags are held. It should be about 6 cubits by 6 cubits, and no one can be tagged out in the flag zone.

· The jail should be larger, and if you are tagged and captured you must go to jail. No one can exit the jail once they are tagged unless they are freed. Once any free ninja gets to the jail, all the ninjas from their group, and ONLY THEIR GROUP, are freed.

· The game isn’t over until every single flag is stolen and brought back (or we run out of time)

· People can only be tagged by the ninjas whose territory they are in.

Territory Bounderies:

Blue: Flag Zone is by Home plate. Jail is by the bleachers

Green: Flag Zone is by the Magen David. Jail is In front of 51.

Red: Flag Zone is by the Gagarena. Jail is in front of 42.

Orange: Flag Zone is by the old playground at the Chadar. Jail is At the Entrance To the Ohel

Purple: Flag Zone In the Old Kfar. Jail is behind the Hockey court.