**Solelim 2017 Beach Games**

**Coke and Pepsi (Yam Yabashah)**

Everyone has a partner and they stand across from each other. One side is Pepsi and the other side is Coke.

*Madrich:* say…

Yam/Pepsi: The partner on the pepsi side will run over to their partner on the coke side- who will get down on one knee- and sit on their knee and run back.

Yabashah/Coke: Same as "Pepsi" just Coke runs and sits on Pepsi's knee.

Ramah/7 Up: Both partners run to the middle and lock arms back to back.

Solelim/Mountain Dew: Both partners run to the middle and high five with both hands

Kayitz 2017/Sprite: Both partners run to the middle, link arms and skip in a circle

**Raglayim Aynaim**

Have campers stand in a circle. The game starts with everyone looking down at their feet. This is “raglayim” and whenever it is said, campers look down. When “aynaim” is said, everyone in the circle looks up and looks at someone else in the circle. If the two people make eye contact, they must switch places.

**Wah**

Everyone stands in a circle facing each other. Then everyone extends both of their hands together into the middle of the circle. A person will start the game by putting their clasped hands above their head then saying "Wah!" while pointing to someone else in the circle. When this happens, the person who is pointed at quickly puts their hands together over their head and yells "Wah!". At the same time, the people on either side of that person "chop them in half" (with hands to themselves) with their hands and yell "Wah!" The person with their hands raised then points to someone else in the circle and the game continues. People are out when they react too slowly, do the wrong hand movement, or forget to yell "Wah!" After someone is eliminated, the game begins a new round. At the end, only three players will remain.

**Bunny Bunny**

Everyone stands in a circle. Get a moderately slow beat going by slapping your thighs and then clapping, while saying “koom cha.” The person starting the game asks “Who’s got the bunny?” and everyone else responds “you’ve got the bunny!” Then the starting person makes a mouth shape with their hands, points it to themselves and opens and closes it while saying “bunny, bunny.” Then the person points to someone else in the circle while again saying “bunny, bunny.” The person who was pointed at repeats the bunny, bunny motions while the two people on either side of them turn towards the person and say “toki toki, toki toki” while moving arms in front of them. The game continues until someone messes up, and then that person is out.

**Sponge Bucket Race**

Split group into two teams. Have each group form a vertical line behind a bucket of water. Give the first person in each line a sponge. That person will squeeze the sponge in the water in order for the sponge to absorb as much water as possible. They will then run with the sponge to another bucket placed across from the first bucket, and squeeze out the sponge. After the sponge is squeezed out they will run back to their line and hand the sponge to the next person so that they are able to do the same thing. This continues relay-style until the closer bucket is empty and the further one is full. Whichever team accomplishes this task first is the winner.

**Water Balloon Toss**

**Animal Game**

Everyone stands/sits in a circle. Go around to each camper and have them say their name, along with an animal motion and noise (example: Hannah, duck, flapping arms with hands in armpits while saying “quack”). Make sure the campers pay attention to everyone else’s animal motion and sound. If needed, have them repeat their motion and noise a few times. Get a beat going by having people pat their legs twice and then clapping. One person starts and pats their legs twice and then does their noise and motion simultaneously in the beat where everyone else is clapping. They immediately pat their legs twice again and in the beat where everyone else is clapping, they do the noise and action of someone else in the circle. When someone does your noise and action, you must do your own noise and action in the beat that follows the leg pats, followed by that of someone else and so on. someone is out when they either mess up the beats or the actions, or do the action and noise of someone who has already gotten out.

**Sandcastle Palace Building Competition**

Each tzrif makes a sandcastle, winner is chosen by which one is best.

**G’day Bruce**

Everyone sits in a circle. Everyone starts out with the name “Bruce”. One by one, each person turns to the person to their right and has the following conversation.

Person 1: G’day Bruce

Person 2: G’day Bruce

Person 1: Say G’day to bruce (person to the right of person 2), Bruce.

Person 2 turns to their right and has same conversation.

If someone stutters or messes up in any way, their name becomes “Sheila”. Conversations must change according to name changes, if someone messes up with the names or otherwise, their name goes down a level. After Sheila the name is “Wallaby” and after the third mistake, the person is out. Bruce à Sheila à Wallaby à out