**The Cameroonian Carnival**

How it works: There will be 8 locations in the country of cameroon. At each station, there will be a challenge ran by a counselor. At each location in the cameroonian carnival there will a clue to a prize that can be won at that specific station, only. Each Tzrif is gonna move around to as many stations as they want to, but they don’t have to go to all the stations. They can go to the same station over and over and over again. As long as there is no other bunk waiting in line to come to the station. Then they have to get back in line, or go to another station to complete in a different challenge. The Tzrifs are going to go to the activity that they want to go to based on the clue for the prize that might win if they get the most points at that station. At the end of the peulot, the 8 prizes will be rewarded based on which bunk gets the most points at each station. Tzrifs are not allowed to split up. Everyone should have an active roll in each station.

Activities:

Dice game --- Alizah Barker --- Campers get to roll 6 mini dice, and the amount of dice that are the same as the big giant green one, determines how many points that bunk will receive at this station.

Matching game --- Bess Lorman --- Complete the matching game in 3 turns in order to receive two points, or 4 turns in order to receive one point.

Guess Who? --- Shula Ornstein --- Three campers from the bunk will reach into a bag with three random objects inside. The number of items that the campers can identify correctly without looking into the bag at all, that’s the number of points they will receive.

Bubble activity --- Michal --- Michal will spin around with the bubble wand behind the taped line. The tzrif will blow on the bubbles in order to get them across the mirpesset, behind the other taped line. The number of bubbles that successfully make it through the voyage, will determine how many points that tzrif will receive.

Give me a hand --- Jay S Nachenberg --- Throw 10 gloves into neighboring bucket.

Apples to apples --- Emily Meister --- Emily will place out 8 random red cards and one random green card. If the team chooses the same answer (red card) that Emily does, then the Tzrif earns one point.

Ball and cone --- Dvir Feller --- Teams must throw a ball from a cone against a wall, and then have the next bunk mate in line, catch the ball with their cone and then immediately throw it back against the wall, so on and so on. If the tzrif does this successfully eight times they receive three points. six times they will receive two points, and four times they will receive one point.

Disk Me --- Sam Landes --- Campers will throw frisbees from behind the marked line towards their bunk mates. The bunk mates objective is to smack down the frisbee into a bin. Out of the ten frisbees thrown, the amount of frisbees that successfully go into the bin will determine how many points that bunk gets.

4 White Strips

You've seen these items twice before

If you win this station you will get four

These prized items come in strips

This item is not for your lips

2 Ply Toilet Paper

Double the layers will make you glad

This at camp was once a fad

You're only gonna get one

But until it's gone, it will be fun

Ice pops

Ice is what you'll eat

Because Ice just can't be beat

Pink, yellow, green, and blue

Win this prize so you can eat too

Ball collection

Big, medium, small, and round

Pick these up; drop them on the ground

Up they go to the sky

Look at how they all fly

Jelly beans

Weirdly shaped and Gummy

But is it for your tummy?

This reward may be small

But they can be shared for all

Glow sticks

Late at night, you might need these

They will help you see the fleas

They won't last too long

Still, grab these and sing a song

Paint Eric's nails

Salon day, come do your nails

Painting nails, never fails

But is this salon day too good to be true

I don't know, but you can paint them blue

Oneg with Emily

This is the prize to win

Time with Emily is no sin

Time with Emily is always great

Win this prize, trust me mate!