

Solelim 2nd day Peulat Erev
Degel Dash (Reverse Capture the Flag)

Materials:

Stick for flag

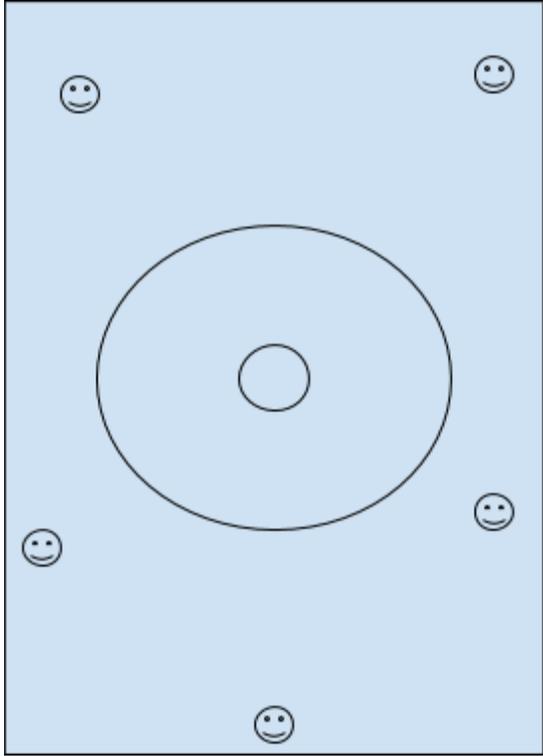
Fabric for flag

Markers

Cones

Location: Lower Migrash, meet on bleachers to make flags

1. Split into tzrifim, each tzrif gets to make their own flag-10-15 mins
 - a. Only words b'ivrit
2. Reverse capture the flag: Each tzrif has their own homebase marked by cones near the outside of the field. The goal of this game is to capture your tzrif's flag from the inner circle in the middle of the field, where all of the flags are located. Half of each tzrif will be seekers and the other half will be the protectors(split up by bottom and top bunks). The seekers goal is to capture their tzrif's flag and bring it back to their homebase without being tagged by the other tzrifim's protectors. The seekers are allowed to go anywhere on the field but the protectors are only allowed in the large circle marked by cones. Halfway through the game we will switch protectors and seekers. If a seeker is tagged by a protector they have to go back to their homebase with their hands on their head to show they are tagged. At random times the Madrichim may shout out different movement styles such as: crab walk, link arms with someone, backwards walk, skip, hop with feet together, crawl, leap frog. You must find people from your own tzrifim to do the movement styles that require multiple people.



*not to scale