

Header: Extreme Turnapturous Ball

Planners: Jay S Nachenberg and Roni Mandlekern

Goal: Play an extreme version of capture the flag

Materials: 4 Giant Balls, testicle toss set,

Place: Migrash

Time: X-BLOCK

Rules:

- There are four sections in this game. Each section is a team's zone, which consists of one Giant Turnapturous Ball in a safe zone.
- A triangle made of cones represents the safe zone surrounding the Giant Turnapturous Ball. Max of 5 people can be in here from other teams.
- Tagging a person who is in your safe zone and not from your team will result in the player going to Jail.
- Another way to get sent to jail is by getting hit with a Magic Black Ball. A Magic Black Ball (MBB) can be won at Ch 3 with Sarah Gans. MMB's have the power to send people to jail regardless of where they are located in the game. If someone gets hit by a MBB in their own team's zone, or in a ball safe zone they will have to go to jail. MBB's do not work in the challenge zone. Each MBB can only be used to get ONE person out. Please bring MBB's ball to Sarah after their one time use.
- Removing another team's Giant Turnapturous Ball from their side and bringing it into YOUR side grants you one point. The Giant Turnapturous Ball will then be brought back to that team who lost their ball, and all players in the safe zone of the Ball-less safe zone will get a free walk back.
- In the middle of the field there is a circle known as the challenge circle. Here, games will be played... if you are participating in a challenge OR are in line for it you are safe from being tagged.
- Only one member from each team can be in line for a single challenge. This is the way to stay safe inside the challenge zone.
- This is also where the jail will be located... the very middle of the challenge zone.
- This will be outlined by cones/benches in a circle, counselors will be there to officiate the games
- A person can only succeed at each challenge twice during the entire game.
- People in jail can only get out by challenges being won
- Since it's two by Tuesday, if a whistle blows twice. You must link arms with someone from your team within 30 seconds (Except if you are currently completing a challenge). Failure to do so can result in jail. After two more whistles are blown, you can un-link with your teammate.

## Challenges and their Rewards

Ch 1 with Emma Neusner: Moving water from a bucket to a cup (filling it up) using only a straw... this must be done in 1 minutes time.

REWARD: The challenge winner will get a free ride to any one team's ball safe zone

Ch 2 with Tamar Gasko: Hop on one foot while saying Ashrei. If you stop hopping or you fall over or you make more than two mistakes with the Ashrei you will lose this challenge.

REWARD: Free the two members of your team that have been in Jail the longest

Ch 3 with Sarah Gans: Name the author of famous quotes that are recited to you. Get the quote right you win, fail to get your quote right and you lose the challenge REWARD: Magic Black Ball

Ch 4 with Zach Klein: Hidden in each teams field are tiny pieces of colored paper. Each side has a different color. If you hand Zach one of each colored paper (minus your own) you win the challenge. So you are looking for the three colors that are not your own. Touching your own colored pieces of paper in your zone is NEVER allowed.

REWARD: Jailbreak of entire team.

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