

Solelim Go - Fish

1. Every Solelimer writes 3 interesting and unique facts about himself on a "fact card", with name.
2. By bunk: Two "fact cards" are chosen by the bunk spokesperson (counselor) from all of the cards of all of the members of the bunk. These two fact-cards do not need to be from the same person.
3. The bunk spokesperson "fishes" for the first of the two fact-cards by asking if the card is true of anyone else in the edah. Anyone to whom the fact applies stands up, WHETHER OR NOT the fact has been included on that person's "fact-cards". Everyone standing introduces self.
4. The bunk spokesperson then fishes for the second fact, but now it is only among the people already standing. Of the people standing, ONLY those to whom the fact applies, WHETHER OR NOT the fact has been included on that person's "fact-cards," remain standing.

5. Anyone still standing is a "match." The "match" must give over any and all "fact cards" that were fished for, to the fishing bunk. ONLY cards that were specifically asked for are given over. All other cards are kept. If a "match" matched both facts but had not written either on a "fact-card," no cards are given over. Matched "fact-cards" are retired from the game.

~~The fact cards can still be used~~

6. If no match is found, next bunk goes.
If match is found, bunk goes one more turn.
After second turn, no matter the outcome,
the next team goes.

Goal: Collect the most fact-cards

Strategy: Come up both with facts that are probably common and facts that are more rare.
Common but not thought of facts are the best.

Real Goal: Learn about Each other.

Real Strategy: come up with most interesting and unique facts possible.

Solelim Go-Fact-Fish Directions

Pre-game:

5 min • Have each camper fill out 3 fact ~~cards~~^{cards} with facts about selves that they think wouldn't be true of anyone else.

• Make sure full name and bunk is on each fact card.

5 min • Collect cards, go through quickly as a bunk.

Game:

• With bunk, choose 2 fact-cards to fish for.

• Have author of fact one ask edah if anyone else has done the same thing, etc. (Ask if it's true of anyone else).

• Have author of fact two ask those people if second fact applies to any of them.

• Keep matches and other fact-cards separate. Have campers hold on to their own fact-cards when you aren't fishing.