

BOG 2009

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Liiviiiiive MARIO KART!

Goal: Teamwork, learn important Jewish trivia, friendly competition

Location: Migrash (rain plan: ohel+hadar)

Materials: string, banana peels, balls(at least 2), 6 cardboard boxes, cut out "powers" (turtleshell, ghost, etc), markers, paper, cardboard, balloons.

Grouping: 8x6, tied together in a line of three pairs. (:::) each is a "car"

Counselors must: have pens to pop balloons and be stationed around the course to supervise—unless given another responsibility. Collect powers from the ground after they are used.

Setup: stay after breakfast and announce groups—each go and change into color:

DK: brown

Luigi: green

Princess Peach: pink

Toad: white

Yoshi: green

Wario: yellow

Mario: red

Bowzer: orange

10:40 Meet in mo' bo and split off into groups for "pimp my ride." Each group gets art supplies that they'll tape to the sides of their "cars."

Suggestions: license plate, TV, fire streaks...

ALSO: each group must make a "trophy" symbolizing their character. (must Dramatically present to winner after the race.)

11:10-11:45 Begin "race" around the migrash. Each car starts out with three balloons, each of which represents a life. Cars keep following the track, meeting obstacles along the way, until all their balloons are popped. There will be two stations where the car must answer a trivia question to pick a mystery box. ONLY if they answer the question completely and correctly do they get to pick one of three boxes (one holds bananas, one holds turtleshell bombs, and one holds special extra-strength powers.) The counselor standing in front of the box will pick for them (make sure they can't see contents), and reshuffle the boxes after a team passes. There will be one "driver's ed" section with cones and benches, and a "moose crossing" station where one counselor periodically walks verrrry slowly back and forth across the path.

RULES:

1. If a team's string becomes unraveled, it loses a life.
2. If a team touches the moose as it crosses, it loses a life.
3. If a team gets hit by a ball, it loses a life.
4. THIS ISN'T A RACE; the last man standing wins.

5. POWERS:

- a. Turtle shell (ball): if a team wins a turtleshell, it can hold it for however long it wants. When they see another team they want to hit, they throw the ball at the team. If they hit the other team, the other team loses a life.
- b. Ghost: receiving a ghost allows a team to steal a life (balloon) from another team.
- c. Banana: if a team wins a banana, it drops it by a counselor on the path. When another team crosses the banana, it must close its eyes and "spin out," or spin around, 3x before it can continue. If rope breaks, they lose a life.
- d. Lightning: everyone freezes and, when given the signal, must get down and walk on their knees until told otherwise. If rope breaks, that team loses a life.

11:45-12:00 closing ceremonies (if there's still time)

Counselors replay the race. One rep from each losing team gives the winning team the trophy they made.