



# CABIN CHALLENGE POINT SYSTEM

POINTS EQUATE TO SPACES ON THE GAME BOARD

## MONDAY

**10 POINTS POSSIBLE**

- (4) Cabin Clean Up
- (2) Dress Up
- (4\*) Day Games

## TUESDAY

**12 POINTS POSSIBLE**

- (4) Cabin Clean Up
- (4\*) Day Games
- (4) Amazing Race

## WEDNESDAY

**10 POINTS POSSIBLE**

- (4) Cabin Clean Up
- (2) Dress Up
- (4\*) Day Games
- (4) Lip Sync

## THURSDAY

**6 POINTS POSSIBLE**

- (6) Memory Verse

- **Cabin Clean Up:** We will be checking cabins and will award the points if the cabin has been cleaned during the allotted time
- **Dress Up:** Points are awarded for participating
- **Lip Sync:** Points are awarded for participating
- **Amazing Race:** Points will be awarded based on cabin rankings
- **Day Games:** Points will be awarded based on team placement
- **Memory Verse:** If everyone in the cabin can repeat the memory verse by memory

## GAME DAY POINTS

- 1st Place- 4
- 2nd Place- 3
- 3rd Place- 2
- Under- 1

# **SLIP & SLIDE KICKBALL**

Divide into two teams  
Traditional kickball rules  
Winning team receives 1st place points

**Team 1: Cabin # \_\_\_\_\_**

**Team 2: Cabin # \_\_\_\_\_**

If a cabin had to split to contribute to the two teams please indicate which cabin split.

Cabin # \_\_\_\_\_

The Cabin that split will also receive points

Please turn in this form to Ashleih or Amanda.

Thank you!

# **BALLOON LAUNCH CHALLENGE**

2 counselors hold the launcher  
Allow kids to launch one balloon and then rotate  
until all the kids have had a turn and then repeat as  
time allows.

Center rainbow hula hoop is worth 3 points.

Additional hula hoops are worth 1 point

Total your cabins points! Staff will collect all the  
sheets and determine ranking.

**Cabin #**\_\_\_\_\_

**Total Points**\_\_\_\_\_

Please turn in this form to Ashleih or Amanda.

Thank you!

## **PARACHUTES & BUBBLES**

Campers can use the parachutes to launch water balloons up and down.

Sidewalk chalk is available to use on the court.

Bubble wands.

**\*\*\*No points will be earned during this free time of play.**

We appreciate you and everything you have done this week! We truly could not have done this without you! Thank you!

# **SUPER SOAKER CAPTURE THE FLAG**

Divide into two teams. Counselors you will help judge and determine “hits”

## **ROUND 1: TRADITIONAL CAPTURE THE FLAG**

First team to retrieve the other team’s flag and get it back to their base wins. If the camper with the flag gets “hit” with a super soaker and has a visible wet spot on their shirt bigger than a handprint then they must immediately drop the flag and return to their base to be “active” again.

Another player can pick up the flag and attempt the win.

**Round 1 Teams: Cabin # \_\_\_\_\_ and Cabin # \_\_\_\_\_**

Please indicate if a cabin split to form the two team, Cabin # \_\_\_\_\_  
The cabin that split will also receive points.

**Round 1 Winner: Cabin # \_\_\_\_\_**

## **ROUND 2: SECRET WEAPONS**

This round is the same as the first except that two players from each team will carry a water bucket rather than a super soaker to try and “hit” the player with the flag.

**Round 2 Winner: Cabin # \_\_\_\_\_**

## **ROUND 3: LAST CAMPER STANDING**

In this round once any player is “hit” with an opponent’s shot then they must sit out.

**Round 3 Winner: Cabin # \_\_\_\_\_**

PLEASE TURN IN THIS FORM TO  
ASHLEIH OR AMANDA.

Thank you!