

COUNSELOR HUNT

(NUMBER GAME)

SUPPLIES:

1. Pens/pencils
2. Signing paper

| Stats | |
|------------|------------|
| props | none |
| Group size | any |
| type | scavenger |
| time | 30-45 min. |
| referees | 0 |

How to Play: Each counselor should have a number before game begins. Ex. If there are 20 counselors number them 1 through 20. The campers will get with their cabins. The game is timed for 30 mins. The campers will have to find the counselors in order starting with #1. The counselors are not actually hiding but are spread out around the property. When finding a counselor in the correct order the counselor will sign the signing sheet that the campers have. If the counselor sees that they are not the next one that the group needs they may not sign. The team that has the most signatures wins.



ALPHA ALLIANCE CABIN

- _____ (initial) Character 1
- _____ (initial) Character 2
- _____ (initial) Character 3
- _____ (initial) Character 4
- _____ (initial) Character 5
- _____ (initial) Character 6
- _____ (initial) Character 7
- _____ (initial) Character 8
- _____ (initial) Character 9
- _____ (initial) Character 10
- _____ (initial) Character 11
- _____ (initial) Character 12
- _____ (initial) Character 13
- _____ (initial) Character 14
- _____ (initial) Character 15
- _____ (initial) Character 16
- _____ (initial) Character 17
- _____ (initial) Character 18
- _____ (initial) Character 19
- _____ (initial) Character 20
- _____ (initial) Character 21
- _____ (initial) Character 22