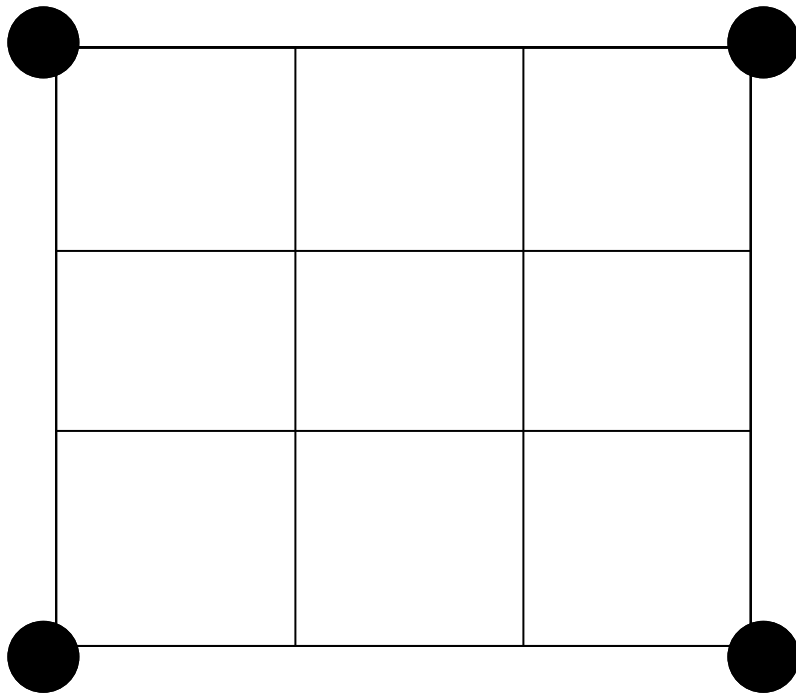


# Human Pinata

- Props –
- 9 pulley/rope/seat combinations
  - 9 10' web and quicklinks to go over the lake shade rafters
  - Rope ceiling
  - Bungee cords to hold up ceiling
  - Whiffle ball shooter with a bunch of whiffles
  - Stop watch



Poles under the shade

Each person is set up to go through the web and under the ceiling

## Round One -- "Round Trip" or Noodle as the stick

- Offense - Each cabin chooses one of the three lightest from their cabin
- Offense – Remaining cabin member man the rope and lift their cabin mate above the rope ceiling
- Offense – Choose one member to roll ball to person on the rope
- Defense – Choose 3 members to clear under the ceiling. Each person goes for 45-60 seconds. Try to hit anybody under the ceiling forcing them to go back up and quote a railroad diddy. If they hit someone with a ball in hand they must toss back the ball failing to score
- Objective: Offense – roll a ball to your team mate under the ceiling and lift them up and toss it back scoring a "Round Trip" Defense: nail as many people under the ceiling as possible.
- REF: 2 concentrate on the offense and make sure they stay safe, 1 is the noodle ref, 1 gathers the round trip totals from each counselor, counselors should be involved but not the one saying up or down.

## Round Two – Laying Track

- Offense – choose a different rider (one of your three lightest)
- Defense – choose 3 members to clear under the ceiling (45-60 seconds shifts)

- Objective: Offense – try to have at least one member (of the 9) touch the ground with their hand. Every second that a hand is touching the ground is worth a point. Defense – hit people under the ceiling with their noodle. Every hit takes off 3 seconds off the offensive score.
- REF: 3 take a line and lift a hand if one of their line of 3 is on the ground, 1 is the stopwatch operator, Counselor make sure it stays safe.

#### Round Three – Passenger Safety First

- Offense – choose a different rider (one of the three lightest)
  - Possible tweak – double points if they get a sponsor to ride (160 lbs or less)
- Defense – 2 sponsors chosen to run the whiffle ball shooter
- Objective: Offense – In 90 seconds make as many round trips with your passenger as possible. A round trip starts with a hand on the rafter and goes down to the ground, touches the ground and then back up to the rafter. If passenger is hit by the defense then he must start again
- REF: 3 keep a total of round trips in each line, 1 is the whiffle ball ref. Counselors must quickly listen to the call of the whiffle ref.

#### Need:

- 15 balls
- Railroad diddy
- Do we need paintball masks for the riders of the last round???