

2023 Youth Winter Retreat Games

GAMES PLAYED THROUGHOUT THE WHOLE RETREAT

SHOW YO BIBLE: This "GAME", is meant to encourage participants that bringing and carrying GOD's Word, everywhere is very important, especially when desiring to hear from the LORD.

RULES: simply bring your BIBLE (BIBLE on Electronic Device does not count), wherever you go. At any time, a "GAME CREW MEMBER" (GCM) can ask participant to "SHOW YO BIBLE". If participant can "SHOW" their Bible, they will receive **50points**.

KNOW the WORD: This "GAME", is meant to encourage participants to "store up (HIS) word in (their) heart" (Psalm 119:11).

RULES: simply memorize the Retreat scripture verse- Psalm 63:3

- If a **GCM** ask an individual to recite the scripture, and the participant is able to do so, they will get **100 points**.

- if a participant ask to recite the scripture to a **GCM**, and is able to do so, they will receive **50 points** (cannot recite scripture to the same **GCM**, until an hour has passed)

- if a participant can recite by memory the whole chapter of Psalm 63 to a **GCM**, they will receive **5000 points** (cannot recite scripture to the same **GCM**, until an hour has passed)

- after Breakfast on Saturday, if a **GCM** ask an individual to recite the scripture verse, and is **NOT** able to, they will lose **50 points**

FLAG GAME: This "GAME", is meant to encourage participants to work as a team

RULES: A Flag on a flagpole with your Team Color, will be given to each team. Your Team must have two hands on the flagpole, always (except at certain "SAFE ZONES"). Two hands can consist of either: two hands from one person, or two hands from two separate individuals on the same team.

-If at any time, only one hand is on the flagpole, an individual from an opposing team can place their hand on the flagpole and will receive **200 points**.

-If at any time, a flagpole has **NO HANDS** on it, an individual from an opposing team can "STEAL" the flag and will receive **1000 points**.

-**SAFE ZONES:** places when and where the FLAG GAME is **NOT** played:

1. During Sessions/Teachings/Q&A
2. In Sanctuary & Auditorium 15 minutes before & after a Session
3. In Cabins between 11pm-8am
4. Dining Hall during meals- unless otherwise indicated by a "GCM"

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GAMES PLAYED DURING MAIN SESSION

BALLOON GAME 1st Session: This “GAME”, is meant to encourage TEAM CAPTAINS to get WILD & CRAZY for their respective teams, and all the LORD has.

RULES: Round Robin Tournament, in which 2 teams face off against each other, with their TEAM CAPTAINS playing. Rules are simple: Start game with paper scissors, rock to see who starts with balloon. Players start off 6ft apart. Object is to simply hit the balloon up in the air (balloon must go at least an arm length UP in the air), and not allow the other team to hit it, without physically touching your opponent. First team, that cannot hit the balloon up, before it touches the ground loses. The WHOLE sanctuary is open for play. All spectators must be seated and cannot move out of their seat or hit the balloon on purpose (the balloon can touch a spectator, unintentionally, and spectator along with all furniture and objects in Sanctuary are simply considered obstacles).

TARPPING IT UP 2nd Session: This “GAME”, is meant to encourage teams to work together and problem solve and think outside the box.

RULES: RULES will be given at SESSION 2.

All teams must get 25 players to play this game. There must be at least 12 girls or 12 guys. CHOSE WISELY

FASHION SHOW 3rd Session: This “GAME”, is meant to encourage participants to work as a team, and encourage to use their talents in ART & ENTERTAINMENT, to glorify the Lord, as well as help learn and teach what our Retreat Theme is all about.

RULES: Your team will create a design to be placed on a shirt. Simply draw the design on the paper provided by the “GCM”, and turn it in. All shirt designs must be turned in before the start of the SECOND SESSION (6pm-Sat.)

During the Sunday Morning Session, each team will have the opportunity to do an “INTRDUCTION/CATWALK” to show off your Shirt, as well as your Team Spirit. Your team will be judged on:

1. Entrance Entertainment Factor,
2. Shirt Design,
3. Relevance to the Theme
4. Team Participation & Spirit

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GAMES PLAYED DURING MEALS

HEAD-SHOULDERS-KNEES-CUP : This "GAME", is meant to encourage participants to be quick to listen.

RULES: We will need one male & one female player from each team. Each player will line up opposite an opposing team player (gender does not matter). A GCM will call out either "HEAD, SHOULDERS, KNEES, or CUP". When GCM calls out certain "PARTS", players must place both hands on that area. If a player places hand somewhere, besides that area, they are ruled OUT. When GCM calls out "CUP", both players must try to grab the "CUP", person who grabs cup first WINS, and moves on to the next round. Players get points for their team depending on how many rounds they last.

AIR JUGGLING: This "GAME", is meant to encourage participants to keep focus on the task at hand, while being watchful, because the "enemy" wants to trip you up.

RULES: We will need one male & one female player from each team. Each player will be given 3 balloons to "Juggle" (Hit Balloon in the air, continuously). While "Juggling" your balloons, you can try and knock other participants balloons "Out" (when a balloon hits the floor). The whole Dinning Hall is a PLAY area (except for the "Kitchen"). NO spectator is allowed to intentionally touch balloon or player. (Automatic loss of points). If player has 2 Balloons "OUT", then the player is OUT. Players get points for their team depending on how long they last in the game.

HEAD CUP RACE: This "GAME", is meant to encourage participants to have fun.

RULES: We will need one male & one female player from each team. Each player will place a cup on their head. Simply complete the "Race Course" with the cup on your head. If you touch the cup with your hand, or if the cup falls to the floor, you will need to restart the race from the beginning. Players get points for their team, depending on what place they finish the race.