

THINGS YOU CAN BUILD



Carpetball

You can build one or more of these tables for hours of non-stop entertainment for campers of all ages. This game provides a fun, social activity that anyone can play.

Carpetball is a very cool game that uses billiard balls, which you throw by hand, on a special table. The table has one big pocket at each end, and players try to be the first to knock all of their opponents balls into their respective holes.

General Procedure of Play

Agree with all players on a set of rules to follow, but keep the rules simple, flexible and fun. Let both challengers line up 5 balls in the little rectangle formed at their end of the table by the walls, the marker line, and the pit. They may line up less than, but no more than, 5 balls. They may position their balls in any way they choose, provided that all the balls remain inside the little rectangle. Let one player throw (slide, roll, etc) the cue ball (the white billiard ball) and attempt to knock his or her opponent's balls outside of the little rectangle by hitting them. Let the other player throw the opposite direction with the same intent. Let play continue in this fashion until one player manages to hit all their opponent's balls out of the little rectangle. Let the player whose balls were just hit out have one more throw to hit his or her opponent's balls out of the little rectangle (regardless of who threw first at the beginning of the game). If the said player fails to hit the remaining balls out of the little rectangle, they loose. Go to instruction number 11. If the said player manages to hit the remaining balls out of his or her opponent's the little rectangle, each player lines up two balls on their side and there is a standoff, played the same way as above. The player who ends the round with the cue ball must to throw first in the standoff round. If there is yet another tie, the players start over at instruction number 2. If one player manages to hit all their opponent's balls out of the little rectangle, they are declared the winner of the round. Let the winning player stay at his or her end of the table for the next round, and let the next person in line, the challenger, step up to play. The new challenger always gets the first throw in the new round.

If's, Just In Cases, and Specifics:

Once a ball has been hit into the pit, it cannot be taken out and must remain there for the duration of the round. If a ball is hit over the marker line, it must be removed and placed in the pit. If a ball moves to another position within the little rectangle because it is hit by a billiard ball, it must remain where it stops. If a ball, for whatever reason, rolls into the pit, it must remain there for the duration of the round. If a ball, for whatever reason, rolls in front of the marker line, must be removed and placed in the pit. If a ball, for whatever reason other than intentional moving, rolls to another position within the little rectangle, it remain where it stops. A player may not intentionally move a ball within their little rectangle once a round has begun. If a player does this, they must place their ball back where it was originally. A player may, however, pick up a ball from the little rectangle and

place it within his or her own pit. Once a player has removed a ball in this way, though, the ball must remain in the pit for the remainder of the round. If for any reason a ball flies out of the table, aside from player or spectator interference, the player having thrown the cue ball must remove a ball of their choice from their side and place it in the pit. This is called a "One Ball Penalty." If, for whatever reason, a player throws the cue ball and it fails to reach his or her opponent's end of the table, he or she is not allowed to re-throw.



GaGa Pit or Israeli Dodgeball

What is Gaga (Israeli Dodge ball)? Gaga is an exciting version of dodge ball that requires players to hit the ball with their hand or fist (rather than catching & throwing) below the waist of other players. Although you can play anywhere, the official version requires a "pit" in for containing game play, as well as allowing wall shots.

Official Rules of Gaga

Designate one non-player as the referee. The referee is the sole authority during play and is responsible for settling disputes and ensuring fair play. The referee begins play only after all players are standing in the gaga court and have indicated that they are ready to start the game. One player tosses the ball up in the air. Players yell "ga" on the first bounce and "ga" again on the second bounce, and the ball is then in play.

Players hit the ball with their hands only, and may not carry or throw the ball - it must be punched with open hand or fist. Anytime the ball hits a wall, it then can be caught by another player and they begin to punch the ball along the ground. Any player who is touched by the ball directly or by a rebound off the wall is "out" and must step out of the circle. If the ball contacts a player or a player's clothing below the waist, that player is eliminated. If the ball contacts the player above the waist, the player is still in. If the ball goes out of the gaga court, the last player to touch the ball is eliminated. If a player catches the ball before it bounces, the player who had the last contact with the ball is eliminated. Once the player hits the ball, he or she must wait until the ball touches someone else before hitting it again (no double touches). If there are only two players remaining, a player may hit the ball up to 3 times in a row. The ball is "rejuvenated" by contact with the wall, and the hit count resets. Some Ga-Ga games are designed to be team efforts, although the sport is traditionally a one-against-all competition. Teaming, or intentional passing of the ball to other players, is allowed only at the discretion of the referee and must be specified in advance of play. There are plenty of variations available, and like 4-square, you can certainly make your own house rules!



Hillbilly Horseshoes

Regardless of what you call it, this game is FUN! Not only can you play it at camp, but they are perfect to tuck into your van or bus take on away trips to keep your campers entertained!

Official Rules Hillbilly Horseshoes

Game Setup: The two washer boards should be placed on a flat surface 10 feet apart from the front of the board. The included distance rope is exactly 10 feet long for easy distance measuring. The preferred surface to play on is short grass or carpet.

During one-on-one competition, the first player will toss at a selected board while the second person follows from the same spot. After tallying scores, players will then pick up the washers thrown and throw to the other board. During two-on-two competitions, teammates will stay at the opposite board.

Player Positioning: Washers is a team game, each team will have a player situated at opposing washer game board unless the game is one-on-one, in which please see Section 3 under "Setup." Each player must throw their respective washers with both feet on the washer board. The foul line is the front of the board.

Scoring: The closest hole is worth one (1) point, the middle hole is worth three (3) points, and the furthest hole is worth five (5) points. Washers must drop into the hole completely to score. A thrown washer from either player can knock washers on the board in a hole. It is important to remember whose washers are on the board in case of a knock-in throw. The owner of the knocked-in washer receives the applicable score for the hole into which it was knocked. Each player has a turn to throw three washers in each round. During one-on-one games, players will tally the score from that round and proceed to throw back at the other board. During two-on-two games, after a round is thrown and score is tallied, washers are then picked up and thrown by the other set of opponents.

Canceling Points: After a player has thrown three washers for their turn, the other player has the opportunity to cancel out the opponent's score. For example, if Player A throws a washer in the first hole for 1 point, the middle hole for 3 points, and then misses the third shot, the score would be 4 points for Player A. However, the opposition, Player B, has a chance to cancel points from Player A's total during this round. If Player B throws a washer in the first hole for 1 point and the last hole for 5 points, and then misses the third shot, the score of the first round would be 5 to 3 in favor of Player B because the washers that landed in the first hole for one point cancelled each other out. The cancel rule is counted only for turns in the same round. Both players must throw all their washers for a complete round.

Player Turns: The player or team to score last (no matter if the throw is cancelled or not) throws first in the next round. A round consists of a player making three washer throws in a row as one turn, and then an opposing player

making three washer throws in a row as the second turn. Thus, a round consists of two turns.

Skunk Rule: The skunk rule is in effect unless otherwise agreed upon by both teams before a game begins. If a team outscores another team 11+ to 0, then the team with zero is SKUNKED (they lose). The team that outscores the other team 11+ to 0, wins the game.

Winning: The first player or team to reach exactly twenty-one (21) points wins the game.

NOTE -- the round has to be complete and a player or team must reach exactly 21 points to win the game. Breaking the 21-point level creates a penalty situation (see section "Breaking 21 – Penalty"). Breaking 21 – Penalty Exceeding the winning point total of 21 results in a reduction of your starting score by the total number of points you made to break 21. For example, if Player A has 18 points and throws a washer in the last hole for 5 points, then misses two shots, they or their team will go back to 13 points because the total number of points thrown during that turn exceeded 21 points and the points scored (5) is subtracted from the starting score (18) for that round. During each round, if opponents make a washer in the same hole, it's just as if that washer was never thrown for both players. Scores are tallied at the end of each player's turn, and then adjusted for cancels at the end of the opponents turn. For example, if both players threw a five in the previous example, the score for Player A or his team would remain at 18 points.

These rules can be adjusted with any variation that you wish, but must be agreed on before a game begins.

Build your own Hillbilly Horseshoes)

Materials:

(2) 2x4 x 10'

(1) 4x8 5/8" plywood

14' of rope

(6) Galvanized steel washers - 2.5" in diameter with a 1" center hole

Polyurethane sealer - select one for outdoor use...

1 1/2" decking screws

Instructions

1. Measure & cut the following:

(4) 3 foot boards

(6) 15 inch boards

(2) 3 foot x 18 inch plywood sheets

2. Create a frame by screwing two 3-foot and three 15-inch boards together. The shorter boards are on the inside of the longer boards. Repeat for other frame.

3. Drill (2) 1/2" holes for the rope handle approximately 8 inches apart on one long side of each frame.

4. Cut (2) 1-foot sections for rope handles. Insert rope end through each hole, and tie knot on inside of frame to create handle. Repeat for other frame.

5. Use a framing square, and draw a line across the plywood at 8", 18", and 28". Then mark the middle of each of these lines (at 9" mark). Draw a 3" circle at each location, and cut with a jig saw, or a 3" hole cutter drill bit if you are so fortunate...

6. Attach the plywood tops to the frames using deck screws.

7. Seal with 2-3 coats of polyurethane.

8. Screw one eye hook into top end of each frame. Attach end of rope to each eye hook - this ensures exact spacing every time!



Marshmallow Shooter

This little guy can shoot mini-marshmallows 15-20 feet with pretty good accuracy!

To build your own Marshmallow Gun (or "Shooter" or "Launcher")...

You can purchase the materials at your local hardware store for a couple of bucks, and reuse the marshmallows before they become sticky. If you don't have pvc pipe cutters, they are worth the investment for about \$10. You can use a hack saw if you need, just be sure to clean out the little filings.

Materials:

1/2" PVC pipe of the following sizes:

(1) 9"

(1) 7"

(2) 4"

(2) 2"

(1) 3"

(2) 90 degree elbows

(2) T's (2) caps