Gravity Challenge (Sisyphean Task)

Team:	2 Pathfinders per team (3 teams of 2 Pathfinders will race to the top of the hill)
Club Staff:	1 Adult Club Staff must remain with the team at all times
Equipment:	72" Cage Ball and a pieces of 30" rope per team
Time Limit:	The game will be played until one team successfully crosses the finish line or 10 minutes whichever comes first
Scoring:	There is no scoring, this is a teamwork activity for fun. To win the team must reach the finish line at the top of the hill first or the team that reaches the highest point on the hill when the time limit is reached.

Instructions:

- 1. A team of two Pathfinders will attempt to push a 72" cage ball from the bottom of the hill to the top and across the finish line, without the use of their hands.
- 2. Play will begin with the teams at the bottom of the hill and the balls at the top, When the GO sounds, the balls will be released down the hill and the teams will run up the hill to try to gain as much as an advantage as their speed will provide.
- 3. At least one player on the team must be in contact with the ball at all times.
- 4. No kicking the ball up the hill! Teams must use their bodies to push it up the hill.
- 5. As the teams' push the ball across the finish line, both team members must be within 1 foot of the ball.
- 6. Each Pathfinder on each team will be holding a 30" rope behind their back with their hands next to knots that will be tied on each end of the rope, if at any time a team member lets go of the rope with either or both hands, the team must retake its place at the bottom of the hill and start over again, and in this case they will re-start with the ball at the bottom of the hill.
- 7. The team cannot purposely kick at or touch another team's cage ball to play "defense".
- 8. Teams cannot use another team's ball as a bumper to aid them to push their ball up the hill.
- 9. Teams and the balls will likely be running into each other on their way up the hill..... if the balls stay together for more than 5 seconds, both teams will have to start over at the bottom of the hill. Again in this penalty case both the teams and the balls will re-start at the bottom of the hill.