

Don't Rock the Rocket

General Schema:

An awesome 1v1 style competition for points!. Essentially, every team nominates a player to go 1v1 against a player from the other tribe. They both are balancing a totem on a plate. Last person to have their totem hit the ground wins a point for their tribe. This is a contact challenge. Contact is allowed as long as its goal is to knock off the other player's totem. If any players use intentional contact that has nothing to do with knocking the totem off (such as trying to sweep a player's legs out from underneath them, or hitting a player above the shoulder), the round will reset and you will receive a warning. Every player must go once before players go twice. First tribe to 8 points wins immunity!

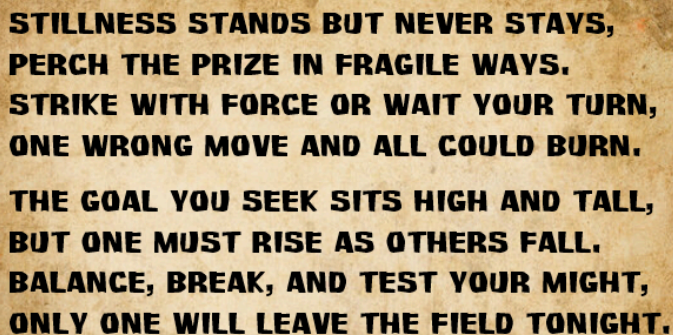
Materials:

- ☐ Cones (to make the ring)
- ☐ Both tribal immunity totems
- ☐ Paddles
- ☐ Solo cups
- ☐ Flashlights (if we wanna do it on centennial at night)

Rachel has made a platform and handle. If one of these breaks or appears to have something wrong with it, we will resort to both tribes using ping pong paddles and solo cups.

Prod Directions:

Have fun! Please show up to bring up the hype for this challenge. Make sure to cheer evenly for all players!



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PERCH THE PRIZE IN FRAGILE WAYS.
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ONE WRONG MOVE AND ALL COULD BURN.

THE GOAL YOU SEEK SITS HIGH AND TALL,
BUT ONE MUST RISE AS OTHERS FALL.
BALANCE, BREAK, AND TEST YOUR MIGHT,
ONLY ONE WILL LEAVE THE FIELD TONIGHT.**