

# SUMMERFEST

## DAY 2

### **Rescue Begins**

Sin brought darkness into the world, and people needed rescue. In John 9, Jesus met a man who had been blind his whole life and healed him so he could see. Jesus then said, "I am the light of the world." Jesus came into the darkness to bring hope, healing, and rescue. He restores what is broken and brings light into our lives today.



# GAME

## Mario Kart Comet Chaos **Setup**

- Split kids into teams by small group
- Each team lines up in a single-file line
- Place plastic balls (“Comets”) in a large pile in the middle
- Give each team:
  - 1 scooter/kart
  - 1 bucket
- 1 team collection bin (“Star Bank”)

# INSTRUCTIONS

1. **Kids play in pairs.**
2. One player sits on the kart holding the bucket
3. The second player pushes them toward the comet pile
4. The rider scoops up as many comets as possible into the bucket
5. The pair returns to their team line
6. Dump comets into the team Star Bank
7. The pair goes to the back of the line
8. The next pair immediately goes
9. Keep playing until the round ends.

## Rules

1. Players must stay with their kart partner
2. No throwing comets
3. No stealing from other teams
4. If a comet falls out, leave it on the ground
5. Teams rotate every turn so everyone participates



# INSTRUCTIONS

## Rounds

1. Each round lasts 5 minutes.
2. At the end of the round:
3. Teams count their comets
4. Rec Captain records scores
5. Reset the comet pile
6. Start the next round

## Power-Up Round Ideas

1. Star Shower - Dump a huge amount of comets into the middle at once
2. Bowser Mode - Leaders lightly block or distract racers with pool noodles
3. Black Hole Round - Add black balls worth negative points
4. Supernova Finale - Final round is worth double points

## Winning

1. The team with the most total comet points at the end becomes the: "GALAXY GRAND PRIX CHAMPIONS!"

