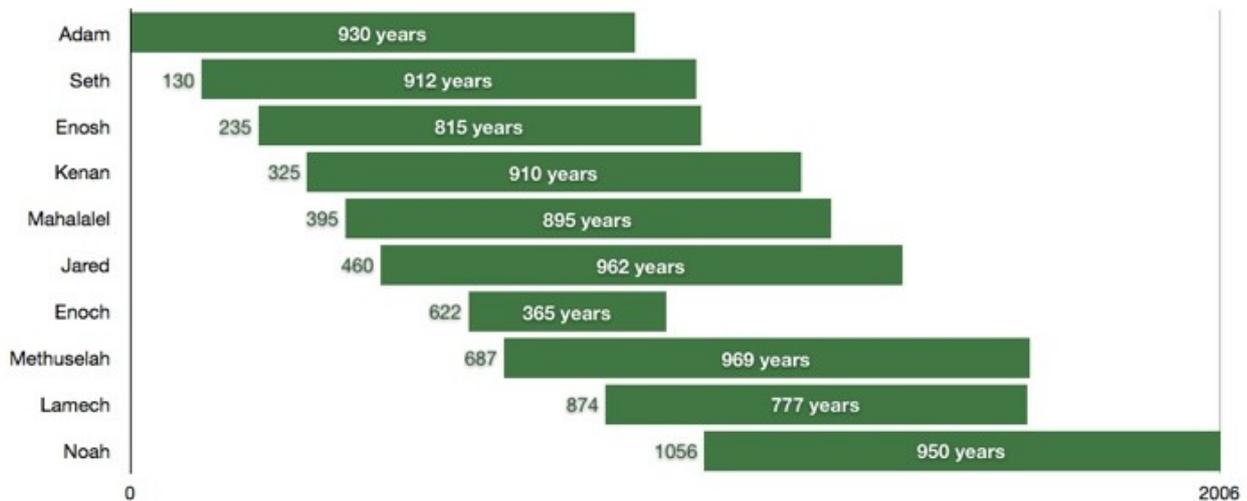


## Secrets of Noah's Ark

### Handout for Class 2: The Flood, and the Animals Saved in the Ark

#### 1. Genealogy from Adam to Noah



Noah's life overlapped with: Kenan, Mehalalel, Jared, Methuselah, and Lamech his father. They were all righteous, and Methuselah was the greatest and most revered. He is considered one of the Seven Shepherds of mankind. G-d ended the lives of Methuselah and Lamech just before the Flood, so they would not have to witness the destruction of mankind. Methuselah died on the day that the Flood was decreed to begin, but G-d delayed the Flood for 7 days, so all the people at that time could observe the week of mourning. It is proper for Noahides to observe this for close relatives who pass away.

#### 2. The size of Noah's Ark

G-d instructed that the Ark should be 300 x 50 x 30 cubits. There are different opinions among the Sages about the exact length of a cubit (an "amah" in Hebrew, plural "amos"), as it applies in matters of Torah Law that were given at Mt. Sinai. (E.g., the limit for a Jew to walk on the Sabbath beyond his city boundary is 2000 amos.) There are two types of amos, the long amah and the short amah, which apply in different situations. The "long amah" = 6 tefachim ("handbreadths"), is 1 tefach longer. From Mr. Silver's manuscript:

"In ancient days, the Semites that descended from Noah had a fixed dimension for the Hebrew cubit. In the book *History of Egypt*, [the author, W. M. Flinders] Petrie... finds the 25-inch per cubit in use in Egypt during the XVIII Dynasty period... 'the sacred cubit of 25 inches never occurs in Egypt unless during periods of Semitic dominance.' The real shocker... is the vast knowledge of science known by these 'semitic Masters'... All of this scientific knowledge is based on the Holy Hebrew cubit of 25 inches."

#### 3. Why did G-d "punish" the world with water? (He could choose any means!)

This is answered in this comprehensive and fascinating lecture by Alon Anava:

<https://www.youtube.com/watch?v=8dcCIZBOEHE>