

Laws of Chanukah 5785

A. Lighting the Chanukah menorah with orlah oil

- a. The *orlah* prohibition not only applies to eating but also to deriving benefit. Therefore, oil produced from *orlah* olives may not be used for lighting candles, paint, cosmetics, or any other use.
- b. Since it is forbidden to derive benefit from *Chanukah menorah* oil, the *posekim* are divided whether *orlah* oil may be used for this purpose.

<u>In practice</u>: *Orlah* oil should not be used unless no other oil is available.

B. Lighting the Chanukah menorah with tevel oil

- a. Lechatchilah, one should not use oil from which terumot and ma'aserot were not separated (tevel).
- b. If this oil was used and afterwards it is discovered that *terumot* and *ma'aserot* were not separated—one need not light again with different oil.

C. Lighting the Chanukah menorah by a Kohen using impure terumah oil

- a. *Terumah gedolah* oil should be given by the owner (*Yisrael*) to a *Kohen*, as stated in scripture: "This is the due of the priest from the nation ... the first of your grains, wine, and oil."
- b. Today we touch the oil, thereby imparting ritual impurity, and then separate terumah gedolah. This terumah is impure and it is a mitzvah to burn it. For this reason, Kohanim may use impure terumah oil to light the Chanukah menorah.
- c. Some forbid using this oil to light *Shabbat* candles and the *Chanukah menorah* on Friday night, maintaining that it is forbidden to burn impure *terumah* oil (*shemen sereifah*, as mentioned in *Bameh madlikin*) on *Shabbat*.

D. Separating challah from donuts (sufganiyot)

- a. For donuts **baked in an oven** from a batch obligated in *hafrashat challah* (1.666 kg), *challah* should be separated with a blessing.
- b. For donuts deep-fried in oil, the posekim are divided whether they are obligated in hafrashat challah. Some exempt it because it is not baked in an oven, although the dough is thick, while others obligate it since the dough is thick.
 In practice: separate challah without a blessing.