GAME SETUP

HEAD-TO-HEADS

CATCH CREW
2 V 2 · 1M

- [ ] Ping-pong balls
- [ ] A catching cup per pair
- [ ] A goal bowl per pair

Tip: Set a distance they can make before Go

BACK IT UP
2 V 2 · 1M

- [ ] Ping-pong balls
- [ ] A catching cup per pair
- [ ] A goal bowl per pair

Tip: Let each pair pick its distance before Go

BUZZER BEATER
2 V 2 · 1M

- [ ] 3 cups per team, marked 1, 2 and 3
- [ ] 2 balls per pair

TEAM ROUNDS

BLOWBALL
WHOLE TEAM · 1M 30S

- [ ] A table
- [ ] A ping-pong ball

Tip: Assign spots so bigger kids don't crowd the others

TUG OF POUR
TEAM RELAY · 1M 30S

- [ ] 20 ping-pong balls
- [ ] 2 bowls, 10 balls in each
- [ ] A spoon per team

Tip: Same distance both ways, lanes clear

SCOOP SHOWDOWN
TEAM RELAY · 1M 30S

- [ ] A wide bowl of balls in the middle
- [ ] A goal bowl per team
- [ ] A spoon per team

Tip: Plenty of balls keeps it moving

Tip: No blocking, no spoon bumping

CATAPULT CREW
WHOLE TEAM · 1M 30S

- [ ] Spoons
- [ ] Ping-pong balls
- [ ] A catching cup per team
- [ ] A goal bowl per team

Tip: No firing order — let them work it out

BANK SHOT
WHOLE TEAM · 1M 30S

- [ ] Ping-pong balls
- [ ] A paper plate per team
- [ ] A catching cup per team
- [ ] A goal bowl per team

Tip: Five a side: three throwers. Four a side: two

Tip: Rotate roles between rounds

HOOP SWEEP
WHOLE TEAM · 1M

- [ ] A hula hoop flat on a table, split into Red and Blue halves
- [ ] Ping-pong balls, the same number on each half
- [ ] Fans or paper plates

Tip: Call exits fast. Not sure who? Reset, no penalty

Tip: Put escaped balls back in the centre

BIRTHDAY BREAK

WHO KNOWS BEST?
EVERYONE PLAYS · 8M

- [ ] A printed question sheet and a pen per player
- [ ] The birthday kid's answer key

Tip: Print the sheets from Questions before the party

Tip: A break: it does not move the cycle