GAME SETUP

HEAD-TO-HEADS

STACK ATTACK

1 V 1 · 1M

- ☐ 10 cups per player

Tip: Allow a quick practice

FACE THE COOKIE

1 V 1 · 1M

- ☐ Cookies

FLIGHT SCHOOL

1 V 1 · 1M

- ☐ Paper
- ☐ Tape to mark three floor zones: 1, 2 and 3

Tip: Offer a folding demonstration if needed

SINK IT!

1 V 1 · 45S

- ☐ Ping-pong balls, the same number each
- ☐ 2 identical containers
- ☐ A throwing line

Tip: Younger players can use a closer line

CATCH CREW

2 V 2 · 45S

- ☐ Ping-pong balls
- ☐ 1 catching cup per team
- ☐ A bowl to empty catches into

Tip: Pair older and younger players where you can

WRONG ONLY

1 V 1 · 1M

- ☐ Nothing — the questions are on screen

Tip: Silly answers count

Tip: Younger players get an extra beat

TEAM ROUNDS

FLIP RUSH

TEAM RELAY · 1M 30S

- ☐ 1 plastic cup per team
- ☐ A table

Tip: Pass after about 15 seconds if stuck

SPOON RELAY

TEAM RELAY · 1M 30S

- ☐ 1 spoon and 1 ping-pong ball per team
- ☐ Markers for two equal courses

Tip: Shorten the route for younger players if needed

STACK RELAY

TEAM RELAY · 1M 30S

- ☐ 6 cups per team
- ☐ A table

Tip: Pass after about 15 seconds if stuck

BLOWBALL

EVERYONE PLAYS · 1M 30S

- ☐ A table
- ☐ A ping-pong ball

Tip: Assign spots before Go

PAPER PEAK

EVERYONE PLAYS · 1M 30S

- ☐ 2 sheets of paper per player
- ☐ Something to measure with

Tip: Allow a 20-second practice

BIRTHDAY BREAK

WHO KNOWS BEST?

EVERYONE PLAYS · 10M

- ☐ An answer sheet and pencil per player
- ☐ The birthday kid's prepared answers

Tip: A midpoint break: it does not count toward the cycle