

Minute to Win It Team Score Sheet

Team Number: _____

Team Name: _____

Members: _____

station name	station host	points scored
Cup Stack	Megha	
Marshmallow Stack	Raj	
Bottle Flip	Anvesha	
Penny Towers	Abhyuday	
Cup Pong	Aanya	
Separation	Aryan	
Keep it Up!	Aanvi	
Lego Stack	Brenna	

Total points scored: _____

Minute to Win it games

Cup Stack

PARTICIPANTS: 1 group at a time - However many people in the group

TIME ALLOWED: 1-5 minutes

SCORING: Fastest time out of all the teams win



EVENT RULES:

- *Each team member gets in a single file line. Each person will stack the cups in a 4 at the bottom, 3, 2, 1 sequence, like a tower. You can demonstrate if needed. They need to correctly stack and unstack as fast as possible alone. When the nice, neat stack of cups is placed on the table, they move to the back of the line and the next person stacks, and unstacks the cups again. Everybody on the team must participate. The other team members may not touch the cups while they are stacking. You will measure by time and make sure everybody stacks them 1 time.*

- Write scores in the table below:

<i>Team 1</i>	<i>Team 2</i>	<i>Team 3</i>	<i>Team 4</i>	<i>Team 5</i>	<i>Team 6</i>	<i>Team 7</i>	<i>Team 8</i>

Marshmallow Stack

PARTICIPANTS: 12 (or all team members if less than 12)

TIME ALLOWED: Elapsed time will be recorded and scored as below...

SCORING: However many marshmallows your team manages to stack is your score.

Supplies:

Chopsticks for each player

Jumbo Marshmallows

How it works:

- In this event, you and your group will have to make the tallest tower you can out of marshmallows.
- Each person will have chopsticks and have to use them in order to stack the marshmallows.
- Each person will try to put one marshmallow on the tower, this will repeat. Rotation is required.
- This will be rotating between each person on the team.
- One person at a time will be trying to stack a marshmallow, once they complete this, the next person will go.
- No stabbing the marshmallows as this makes it harder for future teams. Stabbing the marshmallows will result in your team being disqualified.
- If any part of your marshmallow tower falls, your team has to restart.
- However many marshmallows high your tower is, that is your amount of points.
- Your team has 3 minutes to stack as many marshmallows as you can.
- NO EATING THE MARSHMALLOWS BECAUSE THEY WILL BE USED FOR ALL THE GROUPS

Penalties:

- If anyone on the team uses their hands or anything other than the chopsticks, your team has to restart.
- If anyone eats the marshmallows, your team is disqualified.

Bottle Flip

PARTICIPANTS: All team members; each team gets a plastic water bottle

SCORING: Each person on the team gets to go, and then if they flip it and land the bottle the way it was started (right side up) they get a point. You only get one turn and then you rotate.

HOW IT WORKS:

- The objective of *Bottle Flip* is to get as many bottle flips in a minute.
- Each team will be given 1 water bottle
- The timer will start, and the first person tries to flip it, if they are successful, the team gets a point. And they pass the bottle to the person next to them. They will go around in circles, giving everyone at least 1 turn.
- If they don't get the bottle flip, then they will not get a point. You still pass the water bottle to another person, if the timer is still going on and everyone else may have a second chance, in the same pattern.

PENALTIES:

- One person is not allowed to go twice in a row. Turns or rotations must always be made.
- Even if you don't make it, you still have to pass to the next person.

Penny Towers

PARTICIPANTS: One group working together

SCORING: 1 point for every 20 pennies in the Final Stack. Round down If necessary.

HOW IT WORKS:

- The objective of *Penny Towers* is to stack as many pennies onto each other as possible in the space of each one minute round
- The players on each team have to only place one penny to heighten their stack before the next player will go. After each player has stacked a penny, the cycle repeats, and the first player that stacked a penny stacks another one and then the second player, etc.
- If a penny stack is knocked over, the team will have to start a new stack
- Each round is one minute, and there are three rounds. After each round is over, the pennies are knocked over so the team can start a new stack in the next round



PENALTIES:

- If a player sabotages their group intentionally, the player will have to sit out for the remaining rounds.
- If one player attempts to stack more than one penny in a row, their stack will be knocked over and they have to start their stack again. (The person that hit it over starts the new stack, the player that was behind them stacks the next penny)

Materials:

- 200 pennies
- timer

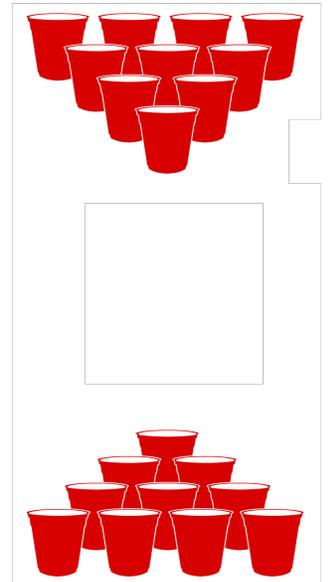
Cup Pong

PARTICIPANTS: All team members; Groups will be split into half

SCORING: The amount of cups “lifted” from the table will account for ten points.

HOW IT WORKS:

- The objective of *Cup Pong* is to get a ball into a cup.
- Two pyramids of ten cups will be set at the ends of the table.
- Two teams will be formed by splitting the group in half and each person will receive one ping pong ball.
- From one side of the table, one team will aim to land their ball into one of the cups in the pyramid. If the ball makes it into one of the cups, the cup will be removed from the pyramid and will be counted as 10 points. This will also grant the same team to make another effort to try and make another attempt. However, if the ball does **not** land into a cup, the other team will take their turn.
- Unlike typical *Cup Pong*, instead of working against another team, you will be working with them to accumulate as many points as possible by the end of the time given.
- After one team has knocked out all of their cups, the remaining team will still continue with the same players from before



PENALTIES:

- One person is not allowed to go twice in a row. Turns or rotations must always be made.

Separation

PARTICIPANTS: All team members

SCORING: Every 5 paper clips separated is 1 point, every 5 eraser caps separated is 2 points, and every 5 marbles separated is 3 points/

HOW IT WORKS:

- The objective of *Separation* is to separate the pieces of marbles, paper clips, and eraser caps that have been mixed together.
- Each team member will receive one pair of chopsticks. Working together, the team will try to organize the three different items into three different piles of the same item.
- They will line up in one line and rotate to the next person after every person separates 3 things.
- For every five of the same item they separate, it will count for one point. (Ex. Five separated paper clips = 1 point).
- They can not push the item they have to pick it up using BOTH chopsticks



PENALTIES:

- No other type of utensil or their hands may be used to sort the objects other than the assigned chopsticks. If another utensil is used (other than the chopsticks) for separating, it will result in the team's disqualification and zero points

Keep It Up!

PARTICIPANTS: all team members

TIME ALLOWED: Elapsed time will be recorded on a stopwatch.

SCORING: Every 10 seconds the beach balls are kept up in the air, excluding the first 10 seconds, 1 point will be given to the team. After the stopwatch is ended, all points will be added up to become the final score of the team.

MATERIALS NEEDED: two beach balls

EVENT RULES:

- Team members will be arranged in a circle. Two members will get a beach ball, and the timer will start once both beach balls are thrown into the air. Once the beach balls are thrown into the air, the team will have to work together to keep the beach balls up for as long as possible until they both touch the ground.
- *Players can use all body parts to play the game.* Foul will not be called if members touch the beach balls with their feet, legs, head, hands, arms, or any other body part.
- *If at any time a non-team member touches a beach ball, it will count as if a beach ball touched the ground.* Additionally, if at any time a team member holds the beach ball in their hands it will count as a foul. If the beach ball touches the ground during the first 10 seconds, it doesn't count and the event will continue. **The beach ball should only be kept up, no team member or non-team member should hold the beach ball in their hands after it is thrown up in the air at the beginning of the event and after the event is finished.**
- If the team is able to keep both of the beach balls up in the air for at least 25 seconds, they will get 2 extra points.
- Once both beach balls touch the ground, the timer will be stopped and the event will be over. If only one beach ball touches the ground, 5 seconds will be subtracted from the group's final score and the game will continue. In the case of a foul, 15 seconds will be subtracted from the group's final time. If the group does not have 15 seconds, they will lose $\frac{1}{3}$ of their time.



Minute to Win it games

LEGO Stack

PARTICIPANTS: 1 group at a time - However many people in the group

TIME ALLOWED: 1-5 minutes

SCORING: Measure how high their stack is, highest wins

Materials: LEGOS

EVENT RULES:

- *Each team member gets in a single file line. They place one lego block on the table, and then stack 1 lego on top for every person. You keep going in the same order. Depending on how many legos were on it at the end, determines how many points they scored.*
- *They may only place 1 block at one time, no more, no less, otherwise they have to sit out for the rest of the game.*
- *If they run out of legos before the time runs out, they automatically win and the game is over. If the lego tower falls over, you break it apart and they have to start again, no matter where it falls.*
- *If they go out of turn, they have to sit out for the rest of the game as well. Count 1 point per lego brick on the stack.*

Write scores in the table below:

<i>Team 1</i>	<i>Team 2</i>	<i>Team 3</i>	<i>Team 4</i>	<i>Team 5</i>	<i>Team 6</i>	<i>Team 7</i>	<i>Team 8</i>