

# W14615 Jumbo FiveZee, Flip Cup and Pong Activities

## 1. Jumbo Fivezee Game Rules

**Overview:** The goal of the game is to get as many points as possible by rolling combinations of five dice. You can roll up to three times, possibly choosing to just roll some of the dice each time. After you roll, you choose which row on the score sheet to use based on the combination rolled. Different combinations of dice earn points differently. If you don't meet the requirements for the combination you choose, you will get zero points for that slot. The game ends when you have filled in all the slots in the game. The points are divided into two sections, the upper section and the lower section.

**Game Play:** Put the dice in the bucket, shake and roll them out. You can keep as many of the dice as you desired from zero up to 5. After your three rolls are up, you have to choose the combination you want credit for (you do not have to use all three rolls). After 3 rolls, a player must select which row they want to record that turn in.

**Upper Section:** Points for the top section are determined by adding up all the dice that match the number in that row. For example, if you rolled a 1, 3, 4, 4, and 3, you would get 6 points in the 3's row ( $2 * 3$ ), or 1 point in the 1's slot ( $1 * 1$ ), or 8 points in the 4's slot ( $2 * 4$ ). If you get 83 points in the upper section, you will also get a 35 point bonus.

**Lower Section:** The rows in the lower section are based on combinations. Each row has a different rule for when you can get points for it and how the score is calculated. The combinations are mostly based on poker hands and are listed below. The order of the dice does not matter—the only thing that matters is the numbers.

### Combinations

Slot	Rule	Points	Example
<b>Three of a kind</b>	Three (or more) dice with the same number	Sum of all the dice	5, 3, 5, 5, 1 => 19 points
<b>Four of a kind</b>	Four (or more) dice with the same number	Sum of all the dice	3, 3, 3, 5, 3 => 17 points
<b>Full House</b>	Three dice with matching numbers <b>and</b> the other two dice with matching numbers	25 points	2, 2, 3, 3, 2 => 25 points
<b>Small Straight</b>	At least four of the dice are in consecutive numerical order (remember that order doesn't matter)	30 points	3, 4, 5, 6, 3 => 30 points
<b>Large Straight</b>	All five of the dice are in consecutive numerical order (note that the only possible combinations are 1,2,3,4,5 and 2,3,4,5,6; of course the order doesn't matter)	40 points	2, 3, 4, 5, 6 => 40 points
<b>FiveZee</b>	All five dice are the same (five of a kind)	50 or 100 points (see FiveZee section below)	2, 2, 2, 2, 2 => 50 points
<b>Chance</b>	Any combination	Sum of all the dice	2, 2, 4, 6, 1 => 15 points

### Special FiveZee Rules:

The first time you get a FiveZee in a game it is worth 50 points (if you use it in the FiveZee slot). If you roll another FiveZee *after* you have already gotten the 50 points (i.e., you didn't take a zero), you will get a 100 point bonus.

You can also use additional FiveZee as wildcards on the bottom section **if** you have already filled in number you rolled on the upper section. For example, if you have used the 1's, 3's, 4's, and 6's on the top section and you roll a FiveZee in 5's, you cannot use it as a wildcard but you could use a FiveZee in 3's. Since a FiveZee meets the requirements for a 3 of a kind, 4 of a kind, full house, and chance, it will always give you points in those slots. Extra FiveZees can be used as wildcards regardless of whether you got any points for the first one.

# Jumbo FiveZee Scorecard

Name: \_\_\_\_\_

## SCORESHEET TABLE

UPPER SECTION	SCORING GUIDE	GAME #1	GAME #2	GAME #3	GAME #4	GAME #5
Aces	Count and Add only Ones					
Twos	Count and Add only Twos					
Threes	Count and Add only Threes					
Fours	Count and Add only Fours					
Fives	Count and Add only Fives					
Sixes	Count and Add only Sixes					
<b>TOTAL SCORE</b>	—————→					
<b>BONUS (If total score is &gt;83)</b>	Score 35					
<b>TOTAL (Upper Section)</b>	—————→					

## LOWER SECTION

3 of a kind	Add Total of All Dice					
4 of a kind	Add Total of All Dice					
Full House	Score 25					
Small Straight (Sequence of 4)	Score 30					
Large Straight (Sequence of 5)	Score 40					
FiveZee! (5 of a kind)	Score 50					
Chance	Score Total of All 5 Dice					
Score-Five BONUS	✓ FOR EACH BONUS	<input type="checkbox"/>				
	SCORE 100 PER ✓					
<b>TOTAL Of Lower Section</b>	—————→					
<b>TOTAL Of Upper Section</b>	—————→					
<b>GRAND TOTAL</b>	—————→					

## Flip Cup Games

**Solo Game:** Place a jumbo cup upside down on a table such that about 1" of the cup overhangs the edge of the table. Place fingers under the overhanging edge of the cup and flip the cup upward with the goal of landing the cup on the table right-side up! For additional challenges, see if you can rotate the cup exactly 1, 2 or even 3 times before it lands right-side up.

**Super Flip Cup:** Set up an upside-down cup at the edge of a table with about 1" overhanging the edge of the table. Position a second upside down cup about 6" away from the 1<sup>st</sup> cup and away from the player. The goal is to flip the cup overhanging the table onto the top of the second cup. *Good luck, with this!*

**Team Relay Game:** 2 or 3 players per team, with an equal number of players per team. Determine the teams, determine the order that players will go in for each team, and position an upside-down cup in front of each player with about 1" of the cup overhanging the edge of the table. At a start signal, the first player tries to flip their cup to the upright position, if unsuccessful, they return the cup to the original position and keep trying until they are successful. As soon as the first player successfully flips their cup, the second player can start to try to flip their cup. The first team that successfully flips all their cups upright wins the game! For added incentive to the game, before the start of the game have the teams agree to a task that the losing team must do after the game is complete. Examples, the losing team must do 15 jumping jacks, or sing the national anthem, etc.

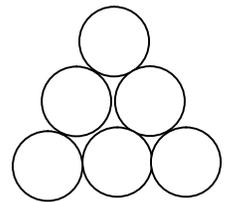
## Pong Games:

**One Cup Bounce Challenge:** Place a cup in the center of a table with the open end of the cup facing up. See how many of the ping pong balls you can bounce into the cup. If there are multiple players, everyone gets 6 tries on their turn and the player that gets the most in wins. If there is a tie, all the players that tied try to bounce one more ball in. Anyone that isn't successful is eliminated and this process continues until there is just one winner. If everyone fails in a round, that round repeats.

**Skyscraper Cup Bounce Challenge:** Place one cup in the center of the table upside down, then stack a 2<sup>nd</sup> cup on top of that cup right side up. The remainder of the rules are the same as the One Cup Bounce Challenge above.

**One Cup Toss Challenge:** Similar to the Bounce Challenge, but the cup can be placed on any surface and at any distance from the players (about 5' is probably a good place to start). Players try to toss the balls directly into the cup instead of bouncing them. The other rules are the same as the Bounce Challenge.

**Six Cup Toss or Bounce Challenge:** Arrange the cups in a pyramid type configuration with one cup in the row closest to the players, 2 cups in the 2<sup>nd</sup> row and 3 in the 3<sup>rd</sup> row. Decide whether the balls must be tossed or bounced into the cups. Competitors get 6 shots on their turn. They are awarded 1 point for each ball that ends up in a cup by itself. If they get more than one ball in a cup, they lose a point for each ball greater than one in a cup (example: if they get 3 balls in a single cup, they get -2 for that cup! Each player totals the points they earn on their 6 shots and the player with the highest score wins.



**Classic Pong Toss or Bounce:** This game is usually played on the ping pong table, which is where the name comes from. It can just as easily be played on any table. Set up 3 cups at either end of the table as shown. A player or team stands at each end of the table behind their cups. Decide when balls must be tossed or bounced into the cups prior to the start of the game. The team with the youngest player goes first. Teams take turns attempting to get a ball in each of the opponent's cups. The first to get a ball in each cup wins the game. There is no penalty for getting more than one ball in a cup. Since there are a limited number of cups, it may be best to flip a cup upside down once a team has got a ball in one of the opponent's cups. If played this way, then the first team that flips over all their opponent's cups wins.

