

W13970 More Win It in a Minute Games

Contents – The number in parenthesis is for reference and is the item that was used to make this kit. The quantity of that item number included in this pack may be different than if you were to purchase the items individually.

- Bucket of 60 Table Tennis Balls (W10306)
- Dual Timer, Counts Up or Down – 1 (W9615)
- Solo Cups, pack of 50 (BR190)
- Plastic Spoons, pack of 50 (SL5494)
- Cardboard / Card stock, 9" x 12", 10 pieces (PE116A)
- Blindfolds -2 (W8742)
- Straws, pack of 100 (PY785)
- Balloons, pack of 100 balloons (GA36)
- Duck Tape, 1 roll (ASG58020)

Completing Challenges and or Winning

There are several ways to compete in these challenges. If you select a series of challenges that a group will attempt, then the person that completes the most challenges would be the winner. If you are just doing a single challenge, then the person that completes the challenge in the shortest period of time would be the winner. If no one completes the challenge, then the person that comes the closest would be the winner. Multiple players or teams can also complete against one another and in this case, the player or team that completes the challenge first would be the winner.

Challenges

1. Bounce A Cup

Equipment – 5 Solo Cups

Task – Bounce a cup off a table (or any flat surface) and have them land upright (open end of cup upward). Hint: It is easiest if you bounce the cup off the front lip and have it bounce back toward you and land on its base.

Winning – Bounce 5 solo cups to an upright position in a minute or less.

2. Flip a Cup

Equipment – 5 Solo Cups

Task – Place a cup upside down such that a portion of the cup extends over the edge of the table. Flip the cup upright by quickly raising a hand up, contacting the portion of the cup that overhangs the table to send the cup flying upward.

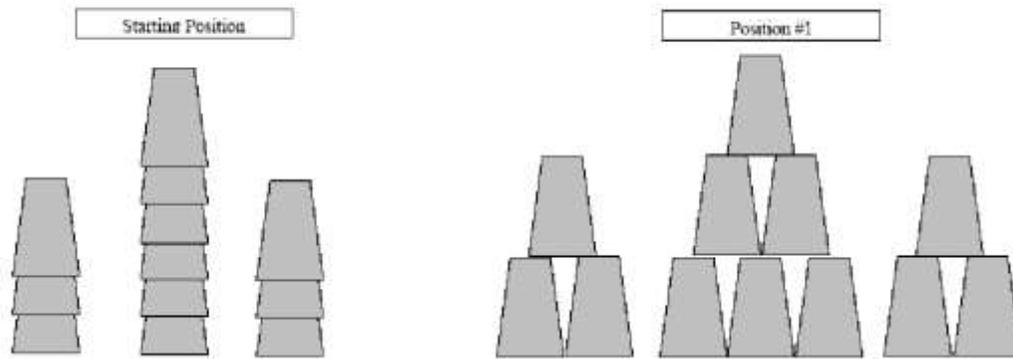
Winning – Flip 5 solo cups to an upright position in a minute or less.

3. Speed Stacking Challenge 3 – 6 – 3

Equipment – 12 Solo Cups

Task – Start with cups stacked in 3 columns with 3 cups in the left column, 6 in the center and 3 in the right (as shown below). Next create 3 towers of cups as shown in Position #1 below. Finally return the cups to the starting position.

Winning – Complete the stacking and unstacking sequence in under one minute.



4. Tower Stacking Challenge

Equipment – 36 Solo Cups

Task – Start with the cups in a single stack of 36 cups. Then stack the cups in a single pyramid tower as shown to the right, with 8 cups on the bottom and one less on each progressive layer upward. Finally return the cups to a single stack of 36 cups. Complete the stack and un-stack in under one minute. For teens and adults this challenge can be performed on a table, for younger kids the task will likely have to be performed on the floor so that the tower is not taller than them. If the task proves too difficult, reduce the number of levels by one (7 cup bases layers and 28 cups total used) or two (6 cup base layer and 21 cups total used) levels.

Winning – Complete the stack and unstack in less than one minute.

5. Moving on Up

Equipment – 25 Solo Cups

Set-up – Mark the rim of one cup with a black marker to distinguish it from the rest of the cups. Place the cup with the black rim at the top of a stack of 25 cups.

Task – Get the cup with the black rim to the bottom of the stack by moving the cup at the bottom of the stack and placing it in the cup at the top of the stack (the cup with the black rim). Repeat the process moving all the cups from the bottom to the top until the bottom cups is the one with the black rim!

Winning – Complete the task of moving the black rimmed cup from the top to the bottom in less than one minute.

- Single players - Try to do it in under a minute or race against the clock for a best time.

- Team competitions – Teams race against one another. If not enough cups are available, divide the available cups into equal stacks and race through the stack one or more times.



6. Magic Trick

Equipment - 4 Solo Cups and 3 pieces of paper or cardboard cut into 6" squares.

Set-Up - Start with cups in a single upside-down stack.

Task - Remove one cup and start a new stack. Place a piece of paper on top of the single cup. Place a 2nd cup on top of the paper and repeat the process until there is a tower of 4 cups with a piece of paper in between each layer of cups. Now quickly pull out the top piece of paper such that the cup on the top level drops down onto the cup below. Repeat until all 3 pieces of paper have been removed. If the cup does not fall on top of the cup below, reset the tower to its previous position. Thus, if the 1st piece of paper was successfully removed, but the 2nd wasn't, the tower only needs to be reset to its previous position, not its original position. Continue until the 3 pieces of paper have been removed and the cups are in a single stack of 4 cups in under 1 minute. If the task is too difficult, remove one cup and one piece of paper so that there are only 3 cups and 2 pieces of paper.



7. Cuppaccino –

Equipment – 1 Solo Cup and 4 table tennis balls.

Task - Bounce Cup into upright position (like in Challenge #1), then bounce 4 balls into the cup.

Winning – Complete the challenge in under one minute.

9. Ten in a Row

Equipment – 10 Solo Cups and 10 or more table tennis balls.

Set-Up – Line up 10 cups in a single row. Place 10 or more table tennis balls into a container. A bucket, tray or even some extra solo cups can be used.

Task – Bounce a table tennis ball into each cup. If you get more than one ball in a single cup and only have 10 balls, you may remove the 2nd ball from the cup with 2 balls in it.

Winning – Bounce a ball into each cup in less than one minute. Options – Have the challenge conducted on table that is pressed against a wall, so that missed balls will bounce back to the person attempting the challenge or if that is not possible, have one or more people retrieve any balls that don't go into the cups and return them to the container(s) holding the balls as quick as they can.

10. Random Ten

Same as Ten in a Row Except

Set- Up – The cups start in a stack of ten cups

Task – Unstack the cups and arrange them in any desired configuration, like 2 rows of 5 cups, all bunched up in a circle type configuration or anything else. Then bounce one ball into each cup.

11. Runway Challenge

Equipment – 2 Solo Cups and 2 or more table tennis balls.

Set-Up – Place 2 cups on the floor just in front of a table.

Task - Roll a ball off the table and have it land in a solo cup that is on the floor. Roll one ball into each cup.

Winning – Roll one ball into each cup in under 1 minute.

Variations: For an easier challenge, roll the balls across the shortest dimension of the table. For a more difficult challenge, row the balls along the longest dimension of the table. If the balls land in the cup and are either bouncing out

or knocking the cups over, pour a little water or sand into the cups to weight them down and reduce the rebound of the balls. Players not in the challenge should retrieve missed attempts.

12. Moon Shot

Equipment – 1 Solo Cup, 1 plastic spoon and 1 or more table tennis balls.

Set-Up – Place a cup on a table or floor. Mark a line on the floor about 4 feet away from the cup.

Task – Standing behind the line on the floor, the player places a table tennis ball on the spoon and attempts to shoot the ball into the cup.

Winning – Get one ball in the cup in less than one minute. Options – Have the challenge conducted with the cup against a wall (the cup can be on a table or on the floor), so that missed balls will bounce back to the person attempting the challenge or if that is not possible, have one or more people retrieve any balls that don't go into the cups and return them to the container(s) holding the balls as quick as they can. The ball is allowed to rebound off the wall and land in the cup. The cup can be filled with a small amount of sand or water to stabilize the cup.

13. This Blows

Equipment – 8 Solo Cups, 1 balloon, a table (preferably about 2' W x 6' L)

Set-up – Equally space 8 cups upside down along one of the long edges of a table.

Task – The challenger inflates the balloon by blowing into it and then uses only the air pressure from the balloon as it leaks out to blow the cups off the opposite edge of a table. The balloon can be re-inflated as many times as needed.

Winning – Blow all the cups off the table in under one minute.

14. This Blows 2

Equipment – 10 Solo Cups, 1 straw, a table (preferably about 2' W x 6' L)

Set-up – Equally space 10 cups upside down along one of the long edges of a table.

Task – The challenger must blow into the straw and blow each of the cups off the far side of the table

Winning – Blow all the cups off the table in under one minute.

Options – Depending on how slippery the tables is, this challenge can be anywhere from impossible to easy. Adjust the number of cups to be blown off the table as required and or use a different table!

15. Air Ball

Equipment – 12 Solo Cups, 6 table tennis balls and 1 straw

Set-Up – Line up 2 cups on a table in a line, the cup closest to the challenger is upside down and the cup further away is right side up. Place a table tennis ball on top of the upside down cup. Repeat the process to create 6 pairs of cups equally spaced along the table.

Task – Blowing through the straw and using just the pressure of the expelled air, blow the balls off the cup into the adjacent cup. Repeat for all 6 cups. If they miss the cup they must retrieve the ball themselves, place it back on the cup and repeat the attempt.

Winning – Blow all 6 balls into the corresponding cups in less than one minute.

16. This Sucks

Equipment – 10 solo cups, 10 table tennis balls, 1 straw, a container to hold the table tennis balls.

Set-Up – Place the 10 table tennis balls in a container and line up the 10 cups in a line adjacent to the container.

Task – The challenger places the straw in their mouth and using only the suction they can generate from the straw move a ball from the container to each of the cups.

Winning – Complete the task in under one minute.

Options – If this is too easy, then after a ball has been placed in each of the 10 cups, the players must then return the balls to the original container in the same manner. If the original challenge is too difficult, reduce the number of balls and cups by one or more.

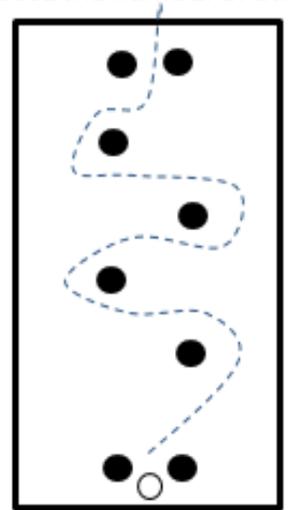
17. Slalom Race

Equipment – 8 Solo Cups, 1 table tennis balls, 1 straw. Optional - table

Set-Up – Layout the cups approximately as shown below either on a table (more difficult) or on the floor. The cups are represented by the solid circles, the open circle is the table tennis ball and the dashed line is the path the ball must travel. The cups can be marked with a R (for Right) or L (for Left) or a similar manner to indicate which side of the cup the ball must travel around.

Task – Place the ball on the table between the two cups at one end of the table that will represent the start line. Blowing through the straw, blow the ball around the cups in the required fashion and through the two cups at the end that represent the finish line. If the ball falls off the table, then the course must be re-started from the beginning.

Winning – Complete the course and blow the ball across the finish line in under one minute.



18. Leaning Tower of Cups (Best as a Partner/2 Player Game)

Equipment – 4 Solo Cups, 4 or more table tennis balls. Optional – Table.

Set-up – Place the 4 cups upright (not stacked) and all the balls within easy reach.

Task – Pick up a cup and hold in one hand. With the other hand, bounce a ball off the table (or floor), off a wall and catch it in the cup. Once successful, leave the ball in place and place a 2nd cup inside the 1st cup, on top of the 2nd cup to create a 2-cup stack. Bounce another ball off the table and wall and catch in the 2-cup stack. Repeat with the process with the 3rd and 4th ball.

Partner Version – One player holds the cups and catches the balls. The partner bounces the ball off the table toward them, no need to bounce it off a wall.

Winning – Catch 4 balls in the cup stack within one minute.

19. Sticky Situation

Equipment – 1 Solo cups, lots of table tennis balls. Optional – 6' long table.

Set-up – Create a 3" long loop of tape with the adhesive side facing out. Adhere one side of the loop to the bottom of a solo cup. Place the cup upside down on the floor or table. If playing on the floor, mark a line about 6 feet from the cup. If playing on a table, place the cup at one end of the table.

Task – Bounce a ball and have it land on and stick to the tape on the cup.

Winning – Get one ball to stick to the tape in under one minute.

20. Trick Shot

Equipment – 1 Solo Cup, lots of table tennis balls, a hard floor and a corner.

Set-up – Place a Solo cup on the floor near a corner wall.

Task – Bounce a ball off the floor, off a corner wall, then the other corner wall and have it land in the cup.

Winning – Get 3 balls in a cup in under one minute. Note that the cup can be placed anywhere the competitor desires and can be moved during play. If the solo cup falls over too easily, it can be weighted with a little sand or water.

21. Ping Tac Toe

Equipment – 9 Solo Cups, 9 or more table tennis balls, a hard floor. Floor tape.

Set-up – Place cups in a 3 x 3 grid with the lip of the cups touching one another, add water cups (about 1/4 full of water or sand) to hold the cups in place and help keep balls from bouncing out. Mark a line or lines with floor tape about one foot from the cups.

Task - One person challenge, fill up all 9 cups with one ball. Bounce line 1' from cups. If 2 go in the same cup, both balls are removed from the cup and that cup must be refilled. Fill the grid in under 1 minute.

Task - Two person challenge, using different colored balls players must get 3 in a line. Players are positioned on opposite sides of the cups. If 2 balls (or any even number) in a cup, no one gets that cup. If odd number of balls in a cup, then the player with more balls in the cup wins.

OTHER TEAM ACTIVITIES

22. Spoon to Spoon Race – Teams relay races, where players must pass a table tennis ball from spoon to spoon. If the ball drops, teams must start from the beginning. Similar to egg and spoon races.

23. Spoons to Spoons Race (easy)- Give each player 2 spoons and have the ball passed from player to player. No restrictions on how spoons can be used (so players can sandwich the ball between spoons)

24. Spoons to Spoons Race (hard) – Players line up standing beside one another and all facing in the same direction. 2 spoons per player, no sandwiching allowed. Players must pass from player to player and from one of their hands to the other.

25. Spoon Races Really Hard – Split players on the same team into two lines. Separate them by any distance desired. All players have a spoon in their mouth, one player starts with a table tennis ball on their spoon. As a start signal they race to their teammate in the opposite line and must transfer the ball to their spoon. Play continues until each player has carried the ball once. Teams can race against another team or against a clock to get their best time.

26. Spoon & Table Tennis Ball Relay - The player holds a spoon on his mouth and carries a table tennis ball on it over a course blind-folded. A team member verbally guides him through the course.

27. Cup Races - Flip cups upside down and blow them across a smooth table. No touching cup with straw.

28. Classic Pong Toss Two Player Game – Arrange 6 or 10 solo cups at each end of a table in a pyramid shape with the base of the pyramid aligned with the closet end of the table. Give each player at least as many table tennis balls as there are cups. Players stand at opposite ends of the table and attempt to toss a ball into one of the cups at the opposite end of the table. Players toss one ball at a time and alternate turns. The first

player to get a ball in each of the cups at the opposite end wins the game. If players get more than one ball in a cup, an extra ball can stay in the cup, unless the player is out of balls and needs one to toss it at the cups at the other end.

29. Classic Pong Bounce Two Player Game – Same as the toss game, except the players must toss the ball such that it bounces once and only once off the table before it can go into a cup. Again the first player to get one ball in each cup at the opposite end of the table wins.

