



DP MINI GAME BATTLE KICKOFF | 9-4-24

KICKOFF GAME: Blind Nerf War (15 minutes)

We'll start off in the Gathering Area with one volunteer shooter from each group to be blindfolded. They'll shoot for 2 minutes at everyone in the opposite gender groups with one leader beside them assisting and counting hits. Once hit, people sit out. After the game, groups will be dismissed (by order of who hit the most people with nerf) to complete up to 6 mini-games. Return to the Hub by 7:15 at the latest.

MINI GAMES: (50 Minutes)

Skee-Ball - K-1st Grade Room

HOW TO PLAY: Each team gets 30 rolls. A ball must be rolled from behind the line, hit the broomstick, and land in one of the buckets. The buckets are marked with 1, 2, and 3 points. If the ball does not land in the bucket, no points are rewarded.

SCORING: Add up the total amount of points your group acquires after 30 rolls.

Ball Rope Drop - 3s Room

HOW TO PLAY: Each team gets 20 attempts to hold two ropes to guide a dodgeball into a bucket on the ground. The ball will be placed in between the two ropes and guided by the person holding them. The buckets will be marked with different points. If a ball falls and does not land in a bucket, it is worth 0 points.

SCORING: Add or subtract points depending on where the ball falls.

Can Roll - Hub Classroom

HOW TO PLAY: Each group member gets a chance to roll a can of soda on the table. Sections on the table will be marked to add or subtract points.

SCORING: Each group starts with 0 points. Add or subtract points depending on the result of the can roll. Multiply the score by 3 for your final score. The minimum score is 0. No negative numbers!

Ping-Pong Ball Bounce - 4-5-Year-Old Room

HOW TO PLAY: Each group member will partner up. Partners will stand on opposite sides of the table, short ways. Each pair needs one Ping-Pong ball and the ball needs to start on the same side for each group (i.e. all group members on the left side of the table start with the ball in hand). One by one, the partners starting with the ball will bounce it to their partner on one bounce. The partner on the other side of the table cannot touch the ball until it is off the table. When every partner on the beginning side has thrown to their partner, it is the other side's turn to bounce the ball to their partner on one bounce. Once this has been completed, one additional bounce is required to get the ball to each partner (2, 3, 4 bounces...). If one partner fails to meet the bounce requirements and the other partner meets the requirements, the pair is still in the game. If both partners fail the bounce requirements, the pair is eliminated. The maximum amount of bounces a pair can successfully achieve is 7.

SCORING: The highest number of bounces is the team's score. Multiply this number by 10 for the group's final score.

Paper Toss - Hub Worship Center

HOW TO PLAY: Targets will be marked on the Hub stage. The group gets a total of 10 pieces of paper to throw at marked targets. The group has 3 minutes to acquire as many points as possible, based on the marked targets. A paper can be picked up and thrown again until it is in a desired location by the group. Throws must be made from the floor level that is the same as the entrance to the Worship Center.

SCORING: Add up the total number of points acquired by ONLY the 10 pieces of paper.

Rubber Band Rollers - 2nd Grade Room

HOW TO PLAY: Each team has a roll of toilet paper, starting at one end of the room. As a group, they are to use the rubber bands to advance the roll of toilet paper to the other end of the room. They have 2 minutes to get it as far as they can.

SCORING: The distance of the toilet paper will be marked by lines. The area in which the toilet paper travels will reflect how many points they get.

GRAND FINALE Balloon Fencing (10 minutes)

Based on how many points your team scored, one contestant will be given up to 6 helium balloons tied to their waist. On go, they'll compete against the other group representatives to pop their balloons with a tooth pick. Last person remaining with a balloon wins!