

Minute to Win it Games

Category	Game
Type	Team game
Time to allocate (mins)	60

Sticky Situation

- 1 Piece of Bread Covered in Peanut Butter
- Ping Pong Balls
- Foul Line
- Small Table/Platform

Instructions

- 1) Place the bread on the platform, 10' from the foul line.
- 2) When the clock starts, player may begin to bounce 1 ping-pong ball at a time at the piece of bread.
- 3) If the player bounces 2 ping-pong balls at the same time, those ping-pong balls are void.
- 4) If the player crosses the foul line during an attempt, that attempt is void.
- 5) To complete the game, player must release a ping-pong ball within the 60-second time limit so that it bounces at least once, then sticks to the peanut butter.

Pink Elephants

- Slinky
- Headband

Instructions

- 1) Put on the headband.
- 2) Place 5 coils of the spring toy over and behind the headband so they rest between the headband and forehead.
- 3) Prior to game start, the body of the spring toy should be hanging in front of player's face.
- 4) When the clock starts, player may move head and body in attempt to get the spring toy in the stacked position on his/her forehead.
- 5) To complete the game, player must flip the spring toy into the stacked position on his/her forehead, where it must remain for 3 seconds.

Rapid Fire

- Rubber Bands
- 6 Soda Cans
- Foul Line
- Table

Instructions

- 1) Set up 6 empty soda cans in a triangle formation on top of a table. Place foul line 8' away.
- 2) When the clock starts, player must stay behind the foul line and shoot 1 rubber band at a time at the can triangle.
- 3) To complete the game, player must clear the table of all cans only by shooting rubber bands within the 60-second time limit.

Ka-Broom

- 1 Cup
- 1 Broom
- 10 Paper Plates
- 10 Large Marshmallows

Instructions

- 1) Set up each plate so that it hangs halfway off the table with a marshmallow centered on the portion of the plate covering the table.
- 2) Create a foul line 7' from the plates.
- 3) When the clock starts, player places broom bristle side down, and releases the handle so it makes contact with the plate.
- 4) The marshmallow should catapult into the air and the player must attempt to catch it in the cup while at least 1 foot is behind the foul line.
- 5) If a player's hand makes contact with a marshmallow, the attempt does not count.
- 6) To complete the game, player must catch 3 marshmallows so that they are in the cup concurrently within the 60-second time limit.

Instructions

Matchmaker

- 18 Candies (6 of 3 different colors- M&M's or Skittles)
- 18 Small Cups
- 3 Clear Glasses
- 4 Tables

Instructions

- 1) Randomly place each candy beneath an overturned cup at the center of the playing area.
- 2) Place each of the 3 glasses approximately 8' away, each in a different direction from the center cups.
- 3) When the clock starts, player may lift the first cup and must then pick up the candy underneath and place it into 1 of the glasses.
- 4) If a player overturns more than 1 cup at a time, the game is over.
- 5) Small candies must be placed by color in each glass on each podium. Player may choose which glass contains which color.
- 6) If a player places candies of different colors in the same glass, the game is over.

7) To complete the game, the contestant must place all 18 small candies grouped 6-of-a-kind into the 3 glasses within the 60-second time limit.

Marble Race

- Ironing Board
- Marbles

Instructions

- 1) Prior to game start, players stand in designated start zones with their hands holding the board with a marble preloaded on the ironing board.
- 2) Once the clock starts, players may place their hands on the sides of the ironing board behind the designated zone and will begin rolling the marble down the board by tilting the board.
- 3) If a marble falls off of the board at any time, the player must re-use marble or pick up another marble and place it in the start zone before attempting the game again.
- 4) Only one marble may be on the board at a time.
- 5) To complete the game, player must get one marble from the start position to one of the 3 end positions at the middle of the ironing board as described above within the 60-second time limit.

Ping Pong Soccer

- Table
- Straws
- Ping pong ball
- Masking tape

Instructions

- 1) Mark out goals on the table using the masking tape
- 2) Ping pong ball is placed in the middle
- 3) Two team (of 3 each) need to use the straws to blow the ball into the goal.