Giant Jenga

I. OVERVIEW

The purpose of this event is to stimulate teamwork and communication skills through a creative problem-solving challenge. Part of developing a student who will be prepared for the challenges ahead in the 21st century is the development of teamwork and communication skills. Through this competitive event, played in tournament style, teams work to test those leadership skills as they work as a team to build a teetering block tower made of 2x4 blocks as high as possible without having it fall over.

II. ELIGIBILITY FOR ENTRY

This event is open to Middle and High School TSA Chapters. Entrants are limited to three (3) teams of two (2) to four (4) students per chapter.

III. PROCEDURE

A. The tournament will be bracketed prior to the conference and initial matches will be determined at random.
B. A coin toss will be made to determine the team that will move first in a match.
C. Blocks may be bumped to find a loose block that will not disturb the rest of the tower. Any block that is moved out of place must be returned to its original location before removing another block.
D. The turn ends when the next person to move touches the tower or after ten seconds, whichever occurs first.
E. The match ends when the tower falls in even a minor way—in other words, any piece falls from the tower, other than the piece being knocked out to move to the top.

IV. SPECIFIC REGULATIONS

A. A set consists of 54 wooden blocks. Each block is made from a standard 2x4 and is 10.5” long.
B. The initial Jenga tower has 18 levels of three blocks each. The blocks are placed adjacent to each other along their long side and perpendicular to the previous level (so, for example, if the blocks in the first level lie lengthwise north-south, the second level blocks will lie east-west).
C. A “move” consists of taking one -- and only one -- block from any level (except the one below the incomplete top level) of the tower, and placing it on the topmost level in order to complete it.
D. Blocks may be bumped to find a loose block that will not disturb the rest of the tower. Any block that is moved out of place must be returned to its original location before removing another block. The turn ends when the next person to move touches the tower after the block is placed on top of the tower or after ten seconds from when the block is placed on top of the tower, whichever occurs first.

E. The match ends when the tower falls in even a minor way—in other words, any piece falls from the tower, other than the piece being knocked out to move to the top.
F. The winning team will be the team to successfully remove and place a block without causing the tower to fall or a brick to fall from the tower.

V. EVALUATION

The match ends when the tower falls in even a minor way—in other words, any piece falls from the tower, other than the piece being knocked out to move to the top. The winning team will be the last team to successfully remove and place a block on top of the tower without causing the tower to fall or a brick fall from the tower.