

***I found the rules to the games below online. I can't remember all the websites I used but I think several came from <http://stumingames.com/2013/03/in-case-youve-missed-our-top-20-countdown-this-month-here-are-minute-to-win-it-games-11-20-stumin/>. Hope this is a helpful resource, Sister Abigail Marie

Round One

Defying Gravity

Materials

3 Inflated Balloons (per person)

Instructions

- 1) When the clock starts, player releases all 3 balloons into the air.
- 2) Player may not hold balloons, allow them to rest on the body, or hit the ground, or the game is over.
- 3) The winning player must keep all balloons off the ground for the longest time. As this goes quickly, have as

many teammates compete in this challenge. The winning team will have the most wins by the end of the round.

Balloon Demolition

Materials

Balloon

15 Cups

Table

Instructions

- 1) Set up 15 plastic cups in rows across the table.
- 2) When the clock starts, player may grab the balloon and begin to blow it up.
- 3) Player may only knock cups off the table by using air from the balloon and must always stay on 1 side of the

table. First player to complete the challenge wins.

Noodling Around

Materials

- Spaghetti
- Pipe shaped noodles of some sort

Instructions

Pick up as many noodles placed on the table as you can using only a piece of uncooked spaghetti in your mouth. Students may not use

their hands. If the player fills up their spaghetti with noodles, they can unload them in a pile and try to get more. The student with the

most noodles on their spaghetti and in a pile by the end of the 60 seconds is the winner.

Round Two

Stack Attack

36 Plastic Cups

Instructions

1) When the clock starts, player may begin stacking cups into a pyramid shape.

2) When the triangle is complete, with 1 cup at the top, 2 cups below it, and so on, the player may begin to get

the cups into a single stack.

3) Victory goes to the player who completes the most cycles of building a complete pyramid using all of the

cups and then getting all the cups back into a single stack.

Ping Pong Challenge

8 Ping Pong Balls

Empty Tissue Box

Belt/rope

Instructions

1) Fill the tissue box with ping-pong balls, then attach tissue box to the back of belt. Put on the belt with the

tissue box sitting at the small of the back.

2) When the clock starts, player may begin moving body to shake the ping-pong balls out.

3) Player's hands or arms may not touch the box or belt.

4) To win the round, player must get all 8 ping-pong balls out of the box before the other team or get the most

out by the end of the 60 seconds.

Dicey

Materials

- Dice

- Spoon

Instructions

The contestant needs to hold out a spoon or a Popsicle stick with one end in his/her mouth. A partner tries to

stack dice in a vertical stack, one on top of the other. The player who is able to have the most dice stacked at

one time within the 60 seconds is the winner. Therefore, this round is not based on how many are stacked at the

end of the minute.

Round Three

Nosedive

Cotton Balls

Vaseline

Plate with cotton balls

Empty plate or bowl to deposit cotton balls on

Instructions

1) Set up two bowls around 12 feet apart for each team, with the cotton balls placed in one of the bowls for each team.

2) When the clock starts, contestant put Vaseline on their nose and attempt to pick up cotton balls with the nose.

3) Player must deposit cotton ball into the end bowl directly from the nose without coming into contact with any other body

part or object.

4) The team with the most cotton balls in the second plate or bowl wins the round.

Spudnick

Materials

Potato

5 Peanut M&M's

Bendy Straws

Instructions

1) When clock starts, player stands straws into potato and then balances chocolate-coated peanut candy on each

straw.

2) The player with the most M&M's standing on the straw at the end of the 60 seconds wins.

Deck of Cards

Blow an entire deck of cards off of a glass leaving only the last card on the glass rim. If all the cards fall off the cup

the student must collect all their cards and start again. The first student to get to one card or the student with the

fewest cards on the cup at the end of 60 seconds is the winner.

Bonus Round Options

Face the Cookie!

Place a cookie on player's forehead. Using only your facial muscles, move the cookie to your mouth. This one will bring on lots of

laughs!

Each team will compete one at a time. The team which has the most students successfully get the cookie to the mouth in 60 seconds

wins.

Team stacking challenge

Have teams see how quickly they can stack and unstack all of the cups – or how far they get in 60 seconds.