



# ADULT FIELD DAY GAME OPTIONS



## GIANT PONG

Think beer pong, but giant! Teams will compete head to head shooting volleyballs back and forth into full-sized trash cans.



## SPEED JENGA

Teams will compete head to head. Each team has 3 minutes. Anytime they are pulling a jenga piece, their clock is ticking. If their clock runs out or the tower falls on their turn, they lose.



## FLIP CUP GIANT CONNECT 4

Teams will compete head to head. To start, the first person in line for each team plays flip cup. Once they flip their cup, they can run out and play a piece. Once they get back to their team, the next person in line flips the cup. This process repeats until a team gets 4 in a row



## BAG TAC TOE

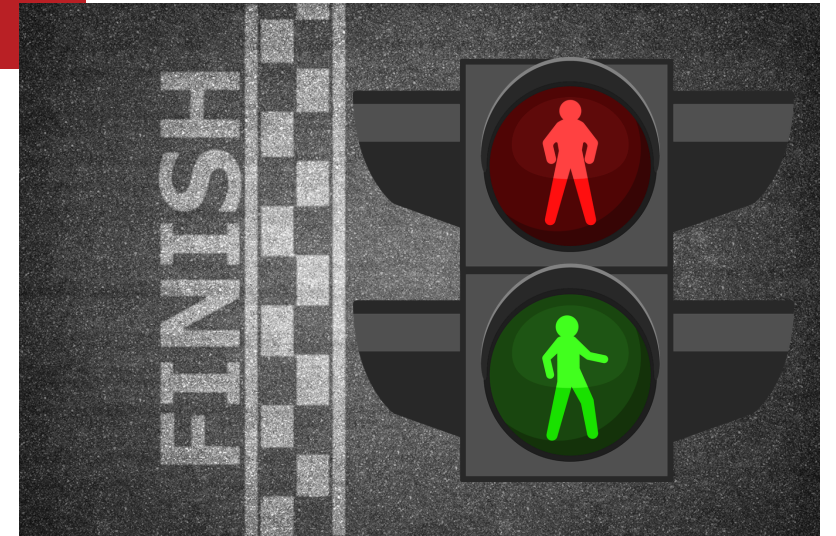
Two teams compete against each other head to head for a win/loss competition. A Tic-Tac-Toe board is created out of hula hoops, and the teams take turns tossing corn hole bags into hula hoops from a distance. The first team to get Tic-Tac-Toe wins.



## RED LIGHT GREEN LIGHT

In this game, players race toward the finish line when Green Light is called. They must freeze instantly when the Caller calls Red Light.

Anyone caught moving during a Red Light is out of the game. Everyone who crosses the finish line earns points for their team.



## PUZZLE RELAY

Each team will compete head to head to see who can complete their puzzle first. Players take turns throwing cornhole bags, earning puzzle pieces by making the bags on the board or in the hole. Then teams must assemble their puzzle as quickly as possible.



## CORNHOLE SKEEBALL

All teams will compete for the top score in this game that combines cornhole and skeeball. All boards will be valued at varying point totals. The further away the board, the more points you receive.

All players must throw at least 1 bag. Once everyone has throw, any player can throw a remainder of the bags..



## ROCK, PAPER, SCISSORS SHOWDOWN

Two teams compete against each other head to head for a win/loss competition. Teams will start on opposite ends of the hulu hoops. Players will hop toward the opposing end until they meet. Once they meet, they do battle via rock, paper, scissors. The winner continues hopping while the loser goes back to their team and the person in the front of the line begins hopping. The first team to have a player reach the opposite end wins.



# MUSICAL CUPS

Think musical chairs, but with cups. There will be a selection of cups set up on a table (1 less than the number of players). Once the music stops, players grab a cup. If you don't have a cup, you're out.



# RELAY RACE

Can't decide on a final game, or want to mix it up? KC Crew can come up with a fun relay race that combines several different activities!



## SCATTERGORIES

A fast-paced creative thinking game where the goal is to quickly list unique words that fit specific categories and start with a particular letter. It is designed to test your vocabulary and your ability to think under pressure.



## KEEPY UPPY

Teams compete head to head to keep the ball in the air. Teams will take turns hitting the ball up and eliminate players when the ball hits the ground. Who will be the last team standing?



# DON'T DROP THE STICK

Teams form a circle while holding a stick upright. On "go" each person lets go of their stick and rotates to the next. The last team standing wins!



# HOT POTATO

A truly classic game. Teams stand in a circle and pass the potato. When the music stops, whoever has the potato is out!



## THE FLOOR IS LAVA

Two teams compete against each other head to head for a win/loss competition. Teams move from one end to the other without stepping on their stepping stones and into the “lava”.



## KNOCKOUT (MUST HAVE ACCESS TO A BASKETBALL GOAL)

Two teams compete against each other head to head for a win/loss competition. Teams form a single line, rotating team members. The first person in line shoots a basketball and tries to make their ball before the person behind them makes their ball.



# PUDDLE JUMPER RELAY

## (OUTDOOR ONLY)

Two teams compete against each other head to head for a win/loss competition. One by one teams fill up cups at the starting line & run to a table at the end of the course & fill up cups one by one. As the cups are full, they must blow a ping pong ball from one cup to the next. First team to move the ping pong ball to the last solo cup wins



# EGG TOSS (OUTDOOR ONLY)

Teams will split into groups of 2. All players start at a set distance apart from each other. If they make a successful toss, they advance back to the next distance. This continues until all eggs are broken. Teams earn points by making it further and further apart. The further apart you get from your teammate, the more points you earn for your team.



## WATER RELAY (OUTDOOR ONLY)

All teams compete against each other in this timed relay. Teams will be tasked with completing a relay that may leave them a little wet. The specific details of the water relay will be revealed the day of the event.



