Human Sized Jenga

Team: 2 Pathfinders per team

Club Staff: 1 Adult Club Staff must remain with the team at all times

Equipment: Human Sized Jenga Set

Time Limit: None

Scoring: See Rules Below

General Regulations:

1. **Contents –** 54 Hardwood blocks of human size

2. **Object –** A team removes one block at a time from any spot on the tower except the top story, and then they must stack it on top of the tower. The last team to stack a block without making the tower fall wins the game.

3. **Setup –** Empty the blocks onto a flat surface. Choose a team to build up the tower by placing layers of three wooden blocks each at right angles to each other. When finished, there will be a solid, 18-story (consisting of 3 blocks each) tower that can more than double in height during play! Before starting make sure that all blocks are consistently placed and lined up without any protruding blocks visible.

4. **Gameplay –** The team who built the tower goes first. Play passes to the left.

   a. On a Team's Turn, they will carefully remove a block from anywhere below the highest story and then stack the block on top of the tower at right angles to the level of blocks just below it.
   b. A team will only remove and stack one block per turn.
   c. As play proceeds and the weight of the tower shifts, some blocks become looser than others and are easier to remove. A team can touch other blocks to find a loose one, but if they move a block out of place, they must fix it (return it to its original position) before touching another block.
   d. Teams must always complete a 3-block story before starting a higher one.
   e. A team's turn ends 10 seconds after they stack their block – or as soon as the next team touches a block.
   f. In rotating order the teams must keep removing and stacking blocks until a team's move topples the tower. The team can only touch one block at a time, and if they touch the tower to stabilize it during game play they will lose.
   g. Each member of the team must move a block in alternating fashion, ie on this turn Team member A moves a block and on the next turn Team member B must move a block. No one team member can move a block 2 turns in a row. Height may become an issue later in the game so teams must consider this when choosing blocks to move if some Pathfinders are at a height disadvantage, however team members can help each place the blocks at the top of the tower by boosting or hoisting each other to the height SAFELY!

5. **Winning** – If you're the last team to stack a block without toppling the tower, you win!