



# Dare Day! June 1st



## Double Dare Challenge

Do you remember the game Double Dare? Well here 's your chance to introduce this game to a whole new generation!

### Rules of the Game: \* Works best with 16 teens \*

- Teens are put into teams of FOUR
- The game begins with a "Toss Up Question" .
- The first team to ring in and answer the question has control of the game.
- Random trivia questions are than asked to each team with the correct answers gaining the team 10 points.
- If at any point a team does not know the answer they may DARE one of the other teams to answer the question.
- But be careful because that team can DOUBLE DARE the original team.
- If a team is DARED or DOUBLE DARED , they have the choice of answering the question or taking a PHYSICAL CHALLENGE.

### PHYSICAL CHALLENGE:

- During the production of the original game show, the physical challenges were very messy and included water, slime and other materials that created a large mess. For our purposes You could easily use any of the challenges from the Minute to Win It program. The team has 30 seconds to complete the challenge. If they complete the challenge in 30 seconds the team receives 40 points.

### OBSTACLE COURSE

- At the end of 30 min of play, the 2 teams with the highest score goes to the Obstacle Course.
- You will have 6 obstacles set up ( again Minute to Win it games will work here as well ), and after one member of the team completes one obstacle the next member goes, and so on.
- The team with the shortest time in the obstacle course wins the challenge!