

## JENGA RULES

### GAMEPLAY

First team to the court will stack the blocks. Team that stacks the blocks will go first. Players on each team will alternate picking order, for example, Player 1 on Team A selects their block, followed by Player 1 on Team B, and so on. A move consists of taking one block from any level of the tower and replacing it on the incomplete top level of the tumble tower, causing the tower to grow higher. **Any Jenga block on any level can be used, except those from the level below the incomplete top level, which should not be moved. Only one hand at a time should be used to remove or replace a Jenga block and it is not permitted to hold steady the tower with the other hand.**

### SCORING

**The player's turn is over once the next player touches the tower or after 10 seconds have elapsed – whichever comes first.** The game is over once the tower falls or moves, even if only one or two Jenga blocks fall. The team responsible for knocking the tower down during their turn is declared the losing team.

Games are limited to 30 minutes, highest scoring team wins. In the event of a tie, an extension will be given by a referee and rules will be outlined.

If you have any questions, issues with playing conditions or concerns about equipment, raise it prior to starting play. Maximum number of teams is 64.