



GAMINGSTATION PRINTABLE

Halloween Minute-to-Win-It Host Pack

24 game cards, supplies, timer rules, rotation plan, and score sheet

How to use this pack

- Choose four to eight games that fit the space and group.
- Print only the selected card pages at 100% scale.
- Prepare one labeled supply kit for each station.
- Explain the timer, scoring, and stop signal before play.
- Record raw results first; compare placements after every team finishes.
- Offer seated roles and lower-difficulty versions without penalty.

Keep the printable with the host. Remove loose pieces and reset each station between attempts.

Gather only the materials required for the selected games. Use lightweight, stable, nonbreakable items and label one container per station.

- ☐ Containers: Paper cups, bowls, buckets, trays
- ☐ Game pieces: Large pom-poms, beanbags, cards, clothespins, paper shapes
- ☐ Targets: Painter's tape, cardboard boxes, paper plates, floor markers
- ☐ Building: Index cards, craft sticks, paper cups, cardboard pieces
- ☐ Host kit: Timer, pencils, rule cards, score sheets, station labels
- ☐ Optional theme: Light plastic pumpkins, large spiders, witch hat, skeleton cutout

Skip these supplies

Glass containers, lit candles, sharp decorations, hard projectiles, shared mouth-contact props, and pieces unsuitable for the youngest participant.

Easy substitutions: Use pom-poms instead of candy, printed icons instead of small plastic toys, soft foam balls instead of pumpkins, and cardboard figures instead of body wrapping.

Host reminder: Test removable tape on the venue surface, keep exits open, and prepare a collection container for dropped or used items.

Standard 60-second round

- ☐ Use a clear ready-set-go signal and call the final 10 seconds.
- ☐ Stop all movement at the buzzer; an item released afterward does not count.
- ☐ Count only objects that remain in the target or structure when time ends.
- ☐ Give opponents identical materials, distances, and starting arrangements.
- ☐ Allow a restart after equipment failure, not after an ordinary mistake.
- ☐ Use 90 seconds for the entire group when a beginner or access option is needed.

Team tournament scoring

Placement	Points	Rule
1st	3	Highest valid result or fastest valid completion
2nd	2	Second-highest valid result
3rd	1	Third-highest valid result
Tie	Same place	Give tied teams the same points; skip the next rank

Important: Record raw results at each station, but do not add unlike totals together. Rank teams within each game, then add placement points to find the overall result.

Four-station rhythm: 1 minute practice and explanation, 1 minute scored attempt, 2 minutes to record and reset, then rotate on the host signal.

1. Ghost Cup Stack

Supplies: 10 cups

Play and score: Build a four-level pyramid, then return the cups to one stack. Each full cycle earns 1 point.

Easier or seated option: Use 6 cups or score the completed pyramid only.

Raw result: _____ Host initials: _____

2. Pumpkin Pom-Pom Transfer

Supplies: 2 bowls, large pom-poms, tongs

Play and score: Move one pom-pom at a time. Count pieces resting in the destination bowl at the buzzer.

Easier or seated option: Use a large spoon or place the bowls closer.

Raw result: _____ Host initials: _____

3. Spider Sorting Sprint

Supplies: Large spider pieces, 3 cups

Play and score: Sort spiders into matching color cups. Each correctly placed piece earns 1 point.

Easier or seated option: Use 2 colors or let partners alternate turns.

Raw result: _____ Host initials: _____

4. Cauldron Beanbag Toss

Supplies: 3 targets, soft beanbags

Play and score: Targets score 1, 2, or 3 points. Add points for bags resting inside at the buzzer.

Easier or seated option: Move the line closer or use one large target.

Raw result: _____ Host initials: _____

5. Witch Hat Ring Toss

Supplies: Stable cone, 5 soft rings

Play and score: Toss, collect, and repeat. Each ring resting around the cone earns 1 point.

Easier or seated option: Shorten the distance for beginners.

Raw result: _____ Host initials: _____

6. Ghost Cup Knockdown

Supplies: 6 cups, soft foam ball

Play and score: Roll the ball, count fallen cups, reset, and repeat. Total all fallen cups.

Easier or seated option: Use a larger ball or a shorter lane.

Raw result: _____ Host initials: _____

7. Pumpkin Patch Tower

Supplies: 12 light pumpkins, cups, or blocks

Play and score: Build the tallest freestanding tower. Count complete pieces after a 3-second hands-off check.

Easier or seated option: Build a wide pyramid or work in pairs.

Raw result: _____ Host initials: _____

8. Haunted House Card Build

Supplies: 20 index cards

Play and score: Build a base, 2 walls, and a roof. Award 1 point per stable part, or 5 for a complete house.

Easier or seated option: Pre-fold 4 cards or use a 90-second round.

Raw result: _____ Host initials: _____

9. Skeleton Bridge

Supplies: 15 craft sticks, 2 cups, pom-pom

Play and score: Build a bridge between the cups that supports the pom-pom for 3 seconds. Each success earns 1 point.

Easier or seated option: Move the cups closer or show a sample first.

Raw result: _____ Host initials: _____

10. One-Minute Mummy Wrap

Supplies: Equal paper rolls, cleanup bags

Play and score: Wrap one willing player loosely below the shoulders. Judge design, coverage, and teamwork after a safety check.

Easier or seated option: Use a cardboard figure for no-contact play.

Raw result: _____ Host initials: _____

11. Build-a-Skeleton Relay

Supplies: One 12-piece paper puzzle per team

Play and score: Players take turns placing or correcting one piece. First correct skeleton wins; otherwise count correct pieces.

Easier or seated option: Pass a turn card around a seated table.

Raw result: _____ Host initials: _____

12. Pumpkin Patch Pattern Relay

Supplies: Color cards, hidden pattern card

Play and score: One viewer describes the pattern while teammates copy it. Score 1 point per correctly placed card.

Easier or seated option: Use a 4-card pattern instead of 8.

Raw result: _____ Host initials: _____

13. Bat Fan Race

Supplies: Paper bat, cardboard fan

Play and score: Fan the bat along a marked lane without touching it. Count completed lane sections.

Easier or seated option: Shorten the lane or play across a table.

Raw result: _____ Host initials: _____

14. Monster Footstep Course

Supplies: Large secured paper footprints

Play and score: Walk the marked path and return. Count complete paths, not individual steps.

Easier or seated option: Place prints closer or tap cards while seated.

Raw result: _____ Host initials: _____

15. Eyeball Tray Shuttle

Supplies: Light tray, large foam ball

Play and score: Walk to the marker and back. Each completed return earns 1 point; replace a dropped ball where it lands.

Easier or seated option: Use 2 hands or pass the tray along a seated row.

Raw result: _____ Host initials: _____

16. Monster Face Drawing Challenge

Supplies: Paper, pencils, feature prompt

Play and score: Draw all 6 announced features. Award 1 point for each recognizable feature.

Easier or seated option: Use stickers or pre-cut shapes.

Raw result: _____ Host initials: _____

17. Haunted Tray Memory

Supplies: Tray, cloth, 12 objects, answer paper

Play and score: View for 30 seconds, then list remembered objects for 60 seconds. Each accurate item earns 1 point.

Easier or seated option: Show 8 objects or submit one team list.

Raw result: _____ Host initials: _____

18. Spooky Pattern Copy

Supplies: Blocks or symbol cards, models

Play and score: Copy a model, call for a check, then continue. Each exact pattern earns 1 point.

Easier or seated option: Keep the model visible or use fewer pieces.

Raw result: _____ Host initials: _____

19. Ghost Clothespin Match

Supplies: Color ghosts and clothespins

Play and score: Using one hand, attach each clip to the matching ghost. Count correct matches.

Easier or seated option: Use larger clips, fewer colors, or 2 hands.

Raw result: _____ Host initials: _____

20. Pumpkin Scoop and Count

Supplies: Pom-poms, scoop, bowls, number cards

Play and score: Draw a number and scoop exactly that many pumpkins. Each correctly completed card earns 1 point.

Easier or seated option: Use number cards 1 through 5.

Raw result: _____ Host initials: _____

21. Costume Closet Sort

Supplies: Picture cards and sorting mats

Play and score: Sort hats, masks, capes, shoes, and props into matching groups. Count correct cards.

Easier or seated option: Use only 2 groups: wear and carry.

Raw result: _____ Host initials: _____

22. One-Handed Monster Stack

Supplies: 12 cups in 3 colors

Play and score: Copy the color pattern, restack the cups, and repeat using one hand. Each cycle earns 1 point.

Easier or seated option: Remove the color rule or allow both hands.

Raw result: _____ Host initials: _____

23. Mystery Mitt Transfer

Supplies: Clean oven mitts, bowls, large pieces

Play and score: Wearing both mitts, transfer one piece at a time. Count pieces in the destination bowl.

Easier or seated option: Wear one mitt or use larger pieces.

Raw result: _____ Host initials: _____

24. Witch's Brew Sequence

Supplies: 8 ingredient cards, recipe cards

Play and score: Study a recipe for 10 seconds, hide it, and rebuild the order. Each exact recipe earns 1 point.

Easier or seated option: Keep the recipe visible or use 4 ingredients.

Raw result: _____ Host initials: _____

Write each station's placement points, not its raw object count. Add across the row after all selected games finish.

Team	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8	Total
Team 1									
Team 2									
Team 3									
Team 4									
Team 5									
Team 6									
Game name									

Suggested placement points: 3 for first, 2 for second, 1 for third. Tied teams receive the same points, and the next rank is skipped.

Overall winner or shared winners: _____

Assign every team a starting station, then rotate in the same direction on the host signal. Keep active lanes separate from seated tables.

Round	Station 1	Station 2	Station 3	Station 4
1				
2				
3				
4				
5				
6				

Pregame checks

- ☐ Exits, floors, and active lanes are clear.
- ☐ Every station has equal starting supplies.
- ☐ Seated or easier options are ready.
- ☐ Food labels were checked or food was replaced.
- ☐ The stop signal and photo permissions are clear.

Notes: _____
