

GAMBLE'S GAUNTLET

TEST YOUR LUCK. GAMES OF CHANCE. WINNER TAKE ALL.

THE FUN TOURNAMENT INSIDE THE TOURNAMENT

Gamble's Gauntlet runs alongside the speech and debate tournament as a completely separate, just-for-fun competition. Every Gauntlet game is run as its own elimination tournament with its own winner. Results never affect speech and debate awards, records, or qualifications.

HOW THE OVERALL CHAMPION IS CROWNED

1 ENTER EVENTS

Play any Gauntlet events you are eligible to enter.

2 WIN EVENTS

Each mini-tournament has one event champion.

3 MOST WINS = CHAMPION

The competitor with the most event championships wins the Gauntlet.

IMPORTANT: WINNING ONE EVENT DOES NOT AUTOMATICALLY WIN THE GAUNTLET

You are chasing the most individual Gauntlet event championships across the entire tournament.

SPEECH & DEBATE ALWAYS COMES FIRST

Gauntlet games may never make you late to a draw, pairing, round, performance, or tournament obligation.

ROCK - PAPER - SCISSORS

BEST 2 OF 3

HOW TO PLAY

- 1 Face Off**
Two competitors play standard Rock-Paper-Scissors.
- 2 Throw Together**
Count together and reveal on SHOOT. No late throws.
- 3 Score It**
Rock beats scissors. Scissors beats paper. Paper beats rock.
- 4 Win Two**
The first competitor to win two throws wins the match.

WINNER ADVANCES

Each game is its own elimination tournament. Win this match and move on. Lose this match and you are out of this event - but you may still compete in other Gauntlet events.

IF THE MATCH IS TIED

A tied throw does not count. Replay immediately until someone has two wins.

REMEMBER: THIS IS A SIDE TOURNAMENT

Speech and debate rounds always come first. Never delay a real round to play a Gauntlet match.

Win the event = 1 Gauntlet championship toward the overall tournament title.

FAST GAME • CLEAR WINNER • JUST FOR FUN

SHORT STRAW GOES HOME

ONE DRAW. SHORT STRAW LOSES.

HOW TO PLAY

- 1 Choose Blind**
The official hides the lengths of one long straw and one short straw.
- 2 Pick One**
Each competitor chooses one straw without seeing its length.
- 3 No Switching**
Once you touch and choose a straw, that is your straw.
- 4 Long Straw Wins**
The competitor holding the longer straw advances.

WINNER ADVANCES

Each game is its own elimination tournament. Win this match and move on. Lose this match and you are out of this event - but you may still compete in other Gauntlet events.

IF THE MATCH IS TIED

If the straws cannot be clearly compared because of damage or an equipment mistake, reset and redraw.

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HIGH CARD

ONE DRAW. HIGHEST CARD WINS.

HOW TO PLAY

1

Use One Deck

Use a standard 52-card deck with the jokers removed.

2

Draw Once

Each competitor draws one card from the shuffled deck.

3

Rank High to Low

Ace is high, then King, Queen, Jack, 10 down to 2.

4

Highest Advances

Suits have no value. The higher card wins the match.

WINNER ADVANCES

Each game is its own elimination tournament. Win this match and move on. Lose this match and you are out of this event - but you may still compete in other Gauntlet events.

IF THE MATCH IS TIED

Same rank? Return both cards, reshuffle, and draw again.

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CRAPS - GAUNTLET RULES

ROLL TWO. HIGHEST TOTAL WINS - EXCEPT 7 RULES ALL.

HOW TO PLAY

- 1 Roll Two Dice**
Each competitor rolls two standard six-sided dice one time.
- 2 Add Them**
Add the two dice together to get your total.
- 3 The 7 Rule**
A total of 7 beats EVERY other total - even 8, 9, 10, 11, or 12.
- 4 Otherwise High Wins**
If nobody rolls 7, the higher total wins and advances.

WINNER ADVANCES

Each game is its own elimination tournament. Win this match and move on. Lose this match and you are out of this event - but you may still compete in other Gauntlet events.

IF THE MATCH IS TIED

If both competitors roll 7 - or both have the same non-7 total - both reroll until the tie is broken.

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PAPER FOOTBALL

30 SECONDS. MOST FIELD GOALS WINS.

HOW TO PLAY

1

Same Setup

Both competitors use the same paper football, goalpost, table, and marked spot.

2

30-Second Turn

Each competitor gets one 30-second turn.

3

Field Goals Only

A point scores only when the paper football is flicked through the uprights.

4

Count Makes

When time expires, the competitor with more successful field goals advances.

WINNER ADVANCES

Each game is its own elimination tournament. Win this match and move on. Lose this match and you are out of this event - but you may still compete in other Gauntlet events.

IF THE MATCH IS TIED

Sudden death: one attempt each from the same spot. Continue until one scores and the other misses in the same round.

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TRASHKETBALL

30 SECONDS. MOST BASKETS WINS.

HOW TO PLAY

- 1 Same Line**
Both competitors shoot from the same marked line into the same basket or trash can.
- 2 30-Second Turn**
Each competitor gets one 30-second turn with the same type of paper balls.
- 3 Basket = Point**
A point counts only when the paper ball goes into the container.
- 4 Most Makes Wins**
The competitor with more made baskets advances.

WINNER ADVANCES

Each game is its own elimination tournament. Win this match and move on. Lose this match and you are out of this event - but you may still compete in other Gauntlet events.

IF THE MATCH IS TIED

Sudden death: one shot each from the marked line until one makes and the other misses in the same round.

REMEMBER: THIS IS A SIDE TOURNAMENT

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WATER BOTTLE FLIP

30 SECONDS. MOST SUCCESSFUL FLIPS WINS.

HOW TO PLAY

- 1 Same Equipment**
Both competitors use the same bottle style, water level, and landing surface.
- 2 30-Second Turn**
Each competitor gets one 30-second turn.
- 3 Land Upright**
A point counts only when the bottle makes a full flip and lands upright on its base.
- 4 Most Landings Wins**
The competitor with more successful bottle flips advances.

WINNER ADVANCES

Each game is its own elimination tournament. Win this match and move on. Lose this match and you are out of this event - but you may still compete in other Gauntlet events.

IF THE MATCH IS TIED

Sudden death: alternate one flip each until one competitor lands and the other misses in the same round.

REMEMBER: THIS IS A SIDE TOURNAMENT

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