Detective Tournament

Mission: the thief locked the mascot again, and today it is a team tournament. Fixed teams stay all hour, every game scores on the whiteboard, the first team to crack the code frees the mascot, and a champion is crowned. Character trait today: **Relationship Skills** (compete with heart).

1 · Four Corners Championship (5–16 min) — run to a corner, a clue rules one out, score survivors

Warm-up Corners 1-2-3-4. "Safe corner is NOT even" (out 2, 4). "Safe corner is more than 2" (out 1, 2). Fast and simple.

Trickier "NOT in the 3 times table" (out 3). Read the clue once, then "3, 2, 1, freeze." Ruled-out corner sits.

Abstract Label corners planets / elements / decades. Clue: "closest to the sun," "the one you can drink." Score a point per surviving team member.

Diff TK–2: color corners, easy clues, nobody really out, everyone cheers. 3–8: 3-second shot clock, abstract sets, a student caller invents the clue, running bracket to a champion.

2 · Speed Guess Who (16–31 min) — human Guess Who, kind clothing questions only, fewest questions wins

Setup 5 or 6 kids stand as suspects. A Case Leader secretly picks one (whisper it to you). Team asks kind yes/no questions; fewest to a correct name takes the round.

Kind only Clothing and accessories (shoes, hoodie, color, glasses, hats, wristbands). Never bodies, faces, or looks. Cut a bad question fast and warm, then swap the lineup.

Diff TK–2: 3–4 suspects, no limit, coach helps. 3–8: 8–10 suspects, two culprits at once, 6-question budget with elimination (each Q knocks one out), student Case Leader + referee, hour-long leaderboard.

3 · Team Code Relay (31–45 min) — every teammate solves one riddle for one letter, assemble the password

TEAM T "not coffee, you steep it" (tea); E "vowel after D"; A "first letter of the alphabet"; M "sound a cow makes" (moo). Unscramble T-E-A-M.

WIN W "looks like two V's"; I "tall skinny letter with a dot"; N "last letter of SUN." Straight spell, no scramble, good for a younger team.

Diff TK–2: short WIN set, coach reads and helps, one rung each. 3–8: 6–7 letter word (RESPECT, TEAMWORK, CHAMPION), ciphered/multi-step riddles (A1-Z26), 5-minute beat-the-clock head-to-head (3 pts fastest, 1 pt second), winners design a riddle set for a rival and referee it.

4 · Finale + Wristband (45–60 min)

Open First team to assemble the password announces it, coach turns the key, mascot lifts out, big cheer. Total the scoreboard, crown the champion team, then clap for every team by name. Optional "thief's note" inside: "Your team beat my code together. I surrender!"

Award the **Relationship Skills** trait wristband to detectives who competed with heart, encouraged a teammate, cheered a rival, or shook hands after a loss ("I cheered the other team", "I helped my teammate crack a riddle").

3–8 For older kids and the two middle schools, run the whole hour competitive: fixed teams, score every game on the whiteboard, visible timer each round, crown a champion here. Games bank adds **Detective Mafia** (2–

3 Culprits + a Detective, 5–7 min rounds) — the one middle schoolers ask to replay.

Detective's Oath (say together, magnifiers up): I am a detective. / My brain is my best tool. / I don't guess, I reason. / I follow the clues to the truth.