Lightning Logic

Mission: the thief locked the mascot behind a logic trap, and speed alone won't crack it. Win the fast games, reason out the Logic Lock on the whiteboard, whisper the password, open the box, free the mascot. Character trait today: **Responsible Decisions**.

1 · Riddle Sprint (5–16 min) — read a riddle, first team to reason it out scores

Quick TK–2 bank: 1) face and two hands, no arms or legs → clock. 2) more you take, more you leave → footsteps. 3) break it before you use it → egg. 4) goes up, never comes down → your age. 5) keys but no locks → piano.

Lateral 3–8 bank (explain to score): 6) "this man's father is my father's son" → his son. 7) two fathers, two sons, three fish → grandfather, father, son. 8) one pill every half hour, three pills → one hour. 9) six eggs, six kids, one left → last kid takes the basket. 10) 17 sheep, all but 9 run → nine.

Diff 30-sec timer, wrong answer passes on. TK–2: riddles 1–5, no penalty, hint at 15 sec. 3–8: riddles 6–10, must explain the reasoning, 20-sec clock, a student reads and judges the bank.

2 · Odd One Out Blitz (16–31 min) — write four, name the odd one AND why

Clear 1) Dog, Cat, Cow, Chair → Chair (not an animal). 2) 2, 4, 7, 8 → 7 (only odd). 3) Apple, Banana, Carrot, Grape → Carrot (vegetable).

Defend 4) 2, 3, 5, 9 → 9 (not prime) or 2 (only even). 5) Circle, Square, Cube, Triangle → Cube (3-D) or Circle (no corners). 6) 3, 6, 9, 10 → 10 (not a multiple of 3, or only two-digit).

Diff 20-sec timer, reason must hold or it gets stolen. TK–2: Sets 1–3, simple reason, no penalty. 3–8: Sets 4–6 with multiple defensible answers, must justify, 15-sec clock, teams build their own sets for rivals.

3 · Logic Lock (31–45 min) — only one word survives every clue; that is the password

Main Bank: CLUE, LOGIC, SOLVE, THINK. Clue 1: 5 letters (out CLUE). Clue 2: has an O (out THINK). Clue 3: no S (out SOLVE). Survivor: **LOGIC** = box password.

Harder 3-digit code 431: digits add to 8; last digit 1; first digit is 4 times the last (= 4); middle = 8–4–1 = 3. Code **4-3-1**.

Diff First team to whisper the password opens the box. TK–2: two-word bank (LOGIC vs LUCKY), one clue. 3–8: run 431 with a 30-sec lockout on wrong whispers, then each team designs a Logic Lock for a rival and referees the reasoning.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the password (LOGIC) to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You out-reasoned my trap. I surrender!"

Award the **Responsible Decisions** trait wristband to detectives who reasoned it out before answering ("I could prove it", "I ruled the others out first").

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.