Champions' Gauntlet

Mission: the thief locked the mascot behind a champion's code. Run the tournament, score every round on the whiteboard, crack the final code, whisper the password, open the box, free the mascot. Character trait today: **Relationship Skills**.

1 · Speed Round Triathlon (5–18 min) — three 3-minute events, score each onto the board

A math 7+8=15, 9×3=27, 20–6=14, 6×4=24, 12+15=27, 30÷5=6, 8×7=56, 100–45=55. First correct hand up scores 1.

B memory show 10 sec then wipe: 4 9 2 7 / RED, BLUE, GREEN, RED, YELLOW / star, circle, triangle, square, star. Each recall scores 1.

C dash TAEM→TEAM, FRIEDN→FRIEND, POWRE→POWER. Runner writes it, first correct scores 2.

Diff TK–2: small numbers, 3-item flash, walk the word together. 3–8: two-digit math (12×12=144, 15×6=90), 8-item flash, PMHACINO→CHAMPION, student referees tally, visible timers, ties go sudden-death.

2 · Head-to-Head Showdown (18–33 min) — knockout bracket, one duel per pairing

Riddles keys but no locks=keyboard/piano; more you take, more you leave=footsteps; hands but cannot clap=clock; goes up never down=your age; neck but no head=bottle.

Ciphers A=1…Z=26: 20-5-1-13=TEAM, 23-9-14=WIN, 3-15-4-5=CODE. First correct whisper wins, winner advances (3 pts winner, 1 pt runner-up).

Diff TK–2: easy riddles, 2-letter ciphers (7-15=GO), everyone advances. 3–8: harder riddle (travels the world in a corner=stamp), shift cipher (TFDSFU=SECRET), sudden-death, a student emcee runs the bracket.

3 · Champion's Code (33–47 min) — pattern unlocks the key, cipher spells the password

Pattern ▲ ▲ ▼ ▲ ▲ ▼ ▲ ▲ ? = ▼ (two up, one down). Earns the legend A=1…Z=26.

Cipher 3 · 8 · 1 · 13 · 16 = C-H-A-M-P = **CHAMP**. First team to whisper it opens the box.

Diff TK–2: skip the pattern, short code 7-15=GO or 8-9=HI, blank line per letter. 3–8: shift cipher DIBNQ=CHAMP, 90-sec beat-the-clock lockout (timeout sits out a round), cracker designs a code for a rival and referees it.

4 · Finale + Wristband (47–60 min)

Open Champion team announces the password (CHAMP), coach turns the key, mascot lifts out, big cheer. Read the scoreboard, crown the champions, cheer every team. Optional "thief's note" inside: "You out-teamed my trap. I surrender!"

Award the **Relationship Skills** trait wristband to detectives who lifted their team, hyped a teammate, passed the turn, stayed a good sport in a loss.

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.