MindMasters World Finals

Mission: the season's grand finale. The thief locked the mascot behind the hardest code of the year, and no one cracks it alone. Win the gauntlet, run the relay, crack the Grand Vault together, chant the master password, open the box, free the mascot for good. Character trait today: **Relationship Skills**. Master password: **CHAMPIONS**.

1 · The Finals Gauntlet (5–18 min) — three timed rounds, points on the board

Math first correct shout scores: 6×7=42, 9×8=72, 100−45=55, 56÷7=8, 25+38=63, 12×5=60, 81÷9=9, 47+29=76.

Pattern next in sequence: 3,6,9,12=15; 2,4,8,16=32; 1,4,9,16=25; 5,10,20,40=80. Then repeat a 5-move chain (clap-snap-stomp-tap-spin) in order.

Dash shuttle relay to the far line and back, first team all home scores. Total the three rounds on the board.

Diff TK–2: counting, easy claps, short run, everyone scores. 3–8: two-step math, seven-move memory, full dash, sudden-death on ties, two students referee the board.

2 · The Championship Relay (18–33 min) — three legs earn each team's half of the master password

Team A Cipher BG (shift +1) = CH. Pattern 5,10,15,?=20 unlocks A, M. Build the letter P. Half = **CHAMP**.

Team B Cipher HN (shift +1) = IO. Pattern 2,4,6,?=8 unlocks N. Build the letter S. Half = **IONS**.

Join CHAMP + IONS = **CHAMPIONS**, the master password for the vault.

Diff TK–2: letters shown straight, simple count, short run. 3–8: shift +2, pattern 1,2,4,7,11,?=16, whole team builds the half, head-to-head with a clock, students run every leg and referee.

3 · The Grand Vault (33–47 min) — cipher plus maze into the master box password

Cipher write BGZLO, shift each letter forward one (Z wraps to A): B→C, G→H, Z→A, L→M, O→P = **CHAMP**.

Maze 5-by-5 grid, START top-left, EXIT bottom-right. Put I, O, N, S on the one connected path in order (I top row, O 2nd, N middle, S near bottom). Scatter 3 junk letters (Q, Z, J) on dead ends = **IONS**.

Join CHAMP + IONS = **CHAMPIONS**, the master box password.

Diff TK–2: one part only, or a 4-cell WIN path. 3–8: full bracket to a sudden-death final (shift +2, 6-by-6 with two traps), oldest detectives run the tournament.

4 · Finale + Wristband (47–60 min)

Open the whole room chants the master password "CHAMPIONS!", coach turns the key, mascot lifts out to the biggest cheer of the season. Read the thief's note inside: "You out-teamed me at last. Thank you, detectives, you are all MindMasters."

Award the **Relationship Skills** trait wristband to detectives who lifted up their team ("I passed the lead", "I listened to my teammate", "we split the jobs"). Then name every trait earned across the whole season.

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. Last day of the season, so make the send-off count.

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.