

# Literacy Volunteers-Androscoggin

## Jenga Tournament Rules



- 1 player vs 1 player
- Single elimination.
- Players may only use one hand at a time. Use of two hands, players will automatically **lose the game**.
- Players have 30 seconds to complete their turn.
- If no block has been placed on top of the tower within these 30 seconds, players automatically **lose the game**.
- Players may tap or begin to move as many blocks as they like within their 30 second turn.
  - However, if a block is abandoned, it must be moved back into its original position before attempting to move another one.
  - Players who tap or pull blocks in a deliberate attempt to destabilize the tower (rather than to find a block that can be moved) will be given a warning. If this happens again, the player will **lose the game**.
- Turns end 10 seconds after player stacks a block OR when the next player touches a block (if the tower falls in the 10 seconds before player's turn ends, player **loses the game**).
- When stacking blocks, a full layer must be completed before starting a new one.
- Each new layer of blocks should be at a right angle to the one below. Players must leave enough space for three blocks side by side on each layer. Sloppily stacked blocks will result in a warning. If the block isn't moved into a correct position after a warning the player will **lose the game**.
- Blocks from the top two completed layers may not be moved.
- Judge's decision is final.