

## **SPEED COOTIE**

Objective: To get the most points by building your cootie

Participants: 4-40

Length: 20-25 minutes

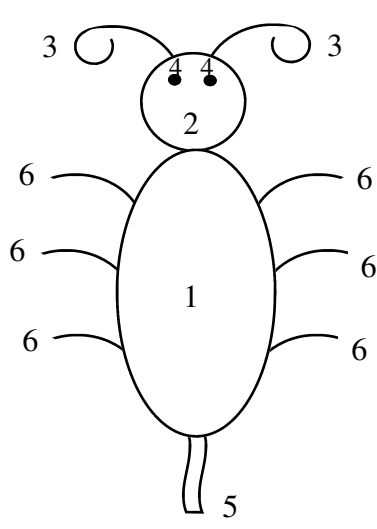
Each person receives a speed cootie form that is their official scorecard. (*See next page.*) Take the number of people in your group and divide by two for the number of die you will need. Put the die in all different places in the room; these become your cootie stations. Have two people sit down at each cootie station. When you say "Go," they may begin to alternately roll the dice trying to build their cootie. When one person in the group totally builds their cootie they yell "COOTIE," and every person must go to a different cootie station with a different partner and begin a new cootie. You may call this Round 2. You may have up to eight rounds with the scorecard provided. You may score each round by counting up the points of their partially completed cootie. Only the person who yelled cootie gets the high score of 52.

In order to build your cootie, you must first roll a one to get the body. At that point you may begin collecting a tail and legs. You must first roll a two for the head, before you can begin collecting eyes and antennae.

Tips and Tricks:

1. Use just one pen at the cootie station.
2. Once you have played against someone, you may not play against them again.
3. You must alternate back and forth with the dice. If your opponent is slow, tough noodles.
4. Stop after Round 4 (halftime) and add up the points to see who the halftime leader is.
5. As the ref, use a whistle to add to the bedlam.
6. You may also make each round only last for a certain amount of time.
7. Watch for those who get creative with their cootie drawings.

# SPEED COOTIE

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |