



# GRAB & GO

## WHAT IS GRAB & GO?

A screen game competition between the guys and the girls. This game is all about speed, as teams must work quickly to grab the item(s) listed on the screen and bring them back to a designated location/person.

## RULES

Rules are simple. Guys versus girls in a head-to-head competition. Designate where the Grab & Go item(s) must be placed to get points for each round. The item(s) can be handed to an adult/volunteer or set up a hula hoop near the front of the room as the designated location. Add any "household" rules that you feel need to be mentioned before the game begins (no running, no pushing, off-limits rooms, etc.). The team with the most points at the end of round three will be the winner.

## GAMEPLAY

Divide the room with the guys on one side and the girls on the other. Announce that there will be three rounds of Grab & Go. Each round, the points will increase. The last round is the lightning round, and points are tripled. The youth pastor/leader will determine the points for each round. Bring a guy and girl up front and show the first slide of the item(s) they will need to grab. Then they must work quickly to retrieve the item(s) and get back to the designated location/person (this is of your choosing). Announce the winner of that round and bring up two new participants (one guy, one girl). Continue gameplay and use the tiebreaker if needed.

## VARIATIONS

This game would also be a blast if students played against adults/leaders. You can always split up the teams however you would like. The same gameplay rules will apply. Feel free to adjust the points system if needed. A blank game slide is also included should you want to get creative with adding other items.

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## RESOURCE INCLUDES:

- Title Slide
- Blank Slide
- Game Slides for Three Rounds
- Tiebreaker Round Slides

