

Jackpot

How to Host a Jackpot Game:

How to Play

- Try to catch the ball and get enough points to get the Jackpot!
- The leader can start off the game as a thrower and get all the children to stand about 15 yards away in a group.
- The leader will throw the ball toward the children and they will all compete to catch or get the ball in order to gain points.
- Before throwing the ball, the thrower must state how many points this ball is worth and whether it is alive (it must be caught in the air), dead (it must be gathered after hitting the ground) or both, dead or alive (it doesn't matter if it's caught or gathered).
- Players must remember their point total after each round, and the first player to reach a total of 500 points becomes the next thrower.

Special throws: These can be used throughout the round as well:

- **Jackpot** – the catcher automatically wins and becomes the next thrower.
- **Mystery Box** – the point total is not revealed until the ball is caught or retrieved.
- **Cherry Bomb** – the catcher loses all their points! (Can be used in conjunction with mystery box) (sometimes it's good to limit cherry bombs to only 2 per round).
- **Stapled** – the catcher is not allowed to move their feet on the next throw, they're stapled!
- **Rocket Ship** – the catcher is the ONLY player that is allowed to jump on the next throw, everyone else must stay on the ground.

Safety Considerations:

- Make sure children aren't pushing or shoving to get the ball, if children are being too rough you can take points away from their total.