

Christmas games: host run sheet

Planning estimates for 20 to 120 adults. Rehearse with helpers. All tables play concurrently; no central judging line.

Event / date: _____

Guests: _____ Tables: _____ Lead host: _____

Helpers / assigned tables: _____

Access contact / arrangements: _____

Fill in the times before play

Block	Start / finish	Host / supplies
Welcome and choices		
Game 1: _____		
Game 2: _____		
Cleanup / close		

Choose a combination

- **24 guests:** welcome 2 + Parcel 10 + League 18 = 30 minutes. Four tables of six; lead host plus table scorekeepers.
- **60 guests:** welcome 3 + Parcel 10 + Tree 18 = 31 minutes. Ten tables; start with a lead and two roaming helpers.
- **120 guests:** welcome 5 + Relay 15 + Parcel 10 = 30 minutes. Twenty tables; start with a lead and four roaming helpers.

Add time and support for the venue and accommodations. These are not staffing standards.

Before guests arrive

Set out kits. Provide spoken and accessible written instructions. Pause music. Offer quiet participation and an opt-out. Keep routes clear.

Parcel answer key: keep this page with the host

C; statement 4 is false. One point each, maximum two; shared wins. A makes statements 1 and 3 false. B makes 2, 3, and 4 false. Only C makes exactly one false.

Gift Dispatch League

Exactly six players per table, two squads of three. Stay with the same opponents for five rounds. Allow dictated allocations or a willing scribe.

18-minute block: explain 3 + five rounds of 2 + check 3 + reset 2.

- 1. Privately allocate **six whole-number points** across Ribbon, Wrapping, and Tag. Zero is allowed; the total must be six. Each round starts with a fresh six.
- 2. Reveal together. Higher allocation wins a lane. A tied lane gives neither squad a lane win.
- 3. More lane wins earns **3 match points**. Equal lane wins earns **1 each**. A loss earns zero.
- 4. After five rounds, total match points. Highest total wins this table. Share ties; no room-wide final or speed bonus.

Examples: 3 / 2 / 1 vs 2 / 1 / 3 wins two lanes to one. Score 3 to 0. 3 / 2 / 1 vs 3 / 1 / 2 draws, one lane each. Score 1 to 1.

Check each private allocation before reveal. Correct an invalid total once. If discovered after reveal, replay that round without points. Allow extra time for a replay.

Squad A: _____ Squad B: _____

Shared record: fill allocations only after the reveal

Round	A allocation R / W / T	B allocation R / W / T	A points	B points
1	___ / ___ / ___	___ / ___ / ___		
2	___ / ___ / ___	___ / ___ / ___		
3	___ / ___ / ___	___ / ___ / ___		
4	___ / ___ / ___	___ / ___ / ___		
5	___ / ___ / ___	___ / ___ / ___		
Total				

Private allocation space

Use separate scratch paper for each squad so opponents cannot see choices before reveal. Keep lane order the same every round: Ribbon / Wrapping / Tag.
Reset: collect used sheets and provide fresh scratch paper. With a guest count that cannot form full tables of six, choose the parcel, tree, or relay game instead.

Mislabeled Parcel

Teams of four to six. An ornament is inside exactly one of three parcels: **A, B, or C**. Exactly **one** of these four statements is false.

1. The ornament is not in A.
2. The ornament is not in B.
3. The ornament is in C.
4. The ornament is in A.

10-minute block: explain 2 + solve 5 + reveal 2 + reset 1.

Choose the parcel and the false statement. Do not call answers across the room. Early finishers can explain why the other two parcels fail.

Ask for the clues to be read aloud or supplied in another usable format. Spoken, written, and typed answers count equally.

Team: _____

Our parcel: _____ False statement number: _____

Our explanation

The host reveals the key to all tables together. One point for the parcel and one for the false statement, maximum two. All two-point teams share the win. No speed bonus.

Reset: turn over or collect sheets. This puzzle has one solution, so do not repeat it as a fresh round with the same players.

Paper Tree Build

Teams of four to six. Create a tree-inspired standing sculpture. There is no tallest-tree contest and no artistic ranking.

18-minute block: explain 3 + build 10 + check 3 + reset 2.

One identical kit per table

- Six sheets of US Letter paper for building.
- Six pre-cut tape strips, each three inches long, with liftable ends.
- One extra US Letter reference sheet for measuring only.

Paper may be folded, rolled, or torn. No scissors or additional building materials. Tape may join paper but cannot attach the sculpture to furniture. Keep kits within seated reach.

Build, then check three conditions

1. Use only the allowed building materials. Do not build with the reference sheet.
2. Reach at least **8.5 inches** high. Hold the reference sheet upright with its 11-inch edge on the table. Its top edge marks 8.5 inches.
3. Stand untouched for **ten seconds**.

Rolled cones or folded supports are possible approaches. Extra height or resemblance to a tree earns no additional points. You may use fewer than six sheets or tape strips.

Our designated checker: _____

Agree on the checker before play. That person's check is final. Try again within the three-minute check window if needed. Every team meeting all three conditions shares the completion win.

Participation and reset

Choose folding, planning, verbal instruction, or checking roles as useful. Ask what participants need rather than assuming a seated game works for everyone. Do not require everyone to handle paper or tape.

After checking, dismantle and collect materials. Use fresh building supplies for another group. For twenty tables, prepare 140 sheets including reference sheets, and 120 tape strips.

Table Clue Relay

Teams of four to six. Pass cards, not people. The host cuts off the targets below, separates and folds each card answer-side inward before handing out these instructions.

15-minute block: explain 2 + six turns of 1 + catch-up 3 + check 2 + reset 2.

1. A willing clue-giver privately reads the card, with accessible help if needed. Choose drawing or descriptive mode for that turn.
2. **Drawing:** pictures without letters or numbers. **Descriptive:** up to five words total, written or spoken. No target word, word forms, translations, spelling, initials, or rhyming hints. No extra gestures or sound effects in either mode.
3. Teammates speak or write guesses for up to one minute. Correct target: one point. Unsolved: zero. Pass the next card to another willing clue-giver.
4. After six turns, allow three minutes for catch-up attempts, at most one minute per unsolved card, using the same rules. Original clue-givers or others shown the answer can give new clues. Only people who have not seen that answer may guess.

Each card can earn only one point overall. Leftover unsolved cards earn zero. Six points completes the challenge; otherwise record the number solved. No ranking between modes or speed bonuses. A clue-giver may guess later unseen cards.

Offer descriptive mode to the whole table when pictures are inaccessible. Guests can stay guessers, dictate clues, or use an agreed communication method. Reset with fresh targets for repeat players.

Team: _____ Total solved: ____ / 6

Host: cut and fold before players arrive

scarf	candle	mitten
mug	snowflake	ribbon