

A Minute 2 Win It!

This popular TV game show is now collegiate team play! After a fun icebreaker exercise that helps form your group into teams, the teams will battle in fast-paced, one-minute competitive games to score the most points, with challenges using everyday school items like plastic cups, pencils, and decks of cards.

Your group will play Multiple rounds of activities using a 3-step system of demonstration, practice, and team competition. Teams must be thoroughly engaged and concentrate on continuously improving their scores.

A Minute 2 Win It! challenges can include: *Moving on Up* - a fun cup stacking activity; *Card Speed* - a race to put a shuffled deck of cards in a specific sequence; *Back Flip* - tossing and catching an ever-increasing number of pencils; and more! Our specialized scoring system keeps the energy high and all the teams in the thick of the competition during the entire event.

This high-energy event ends with an exciting awards ceremony where individual challenge winners are announced, and gold medals are awarded to every member of the team named A Minute 2 Win It! Champions.

A Minute 2 Win It! is one of our most competitive collegiate events and works as a perfect addition to any college activity or social gathering, or as a stand-alone activity, and can be conducted in almost any event setting!

To ensure a great experience, aspects of this program may be modified for your group size, group makeup, time available, and other variables.

Since you like this program, you may also consider [Virtual Speed Networking](#) as a remote option!

Clients Talk About this Program

"Our **A Minute 2 Win It**" event was a great success! Your lead facilitator did a phenomenal job at connecting with the student participants and keeping their engagement high throughout the event. We look forward to future events with Best Corporate Events! Thank you very much!"

Heidi - [Tauber Institute](#)

Program Details

Group Size:

30 to 1,000+

Team Size:

10

Program Length:

2 hours

Space Requirement

25 sq. ft. per person

Setting:

Indoor

Physicality:

Low

Program Elements

- ✓ Communication
- ✓ Friendly Competition
- ✓ Fun & Engaging Interaction
- ✓ Performance & Continuous Improvement