

Mini Game: Party Game

- Setup
 - Game for 4-15 people
 - One player is throwing into a group of all other players that are standing about 15-20 yards away from the thrower. The larger group of players should be relatively close together
 - The objective of the game is to be the first receiver to catch 3 discs OR to be the last receiver standing without getting eliminated.
- Rules
 - Before the thrower throws the disc to the group, everyone in the clump must stop moving.
 - The thrower then throws the disc at the group in whatever manner they prefer. Within the group of other players, **if you choose to move you must catch the disc**. If someone moves and doesn't catch the disc then they are out.
 - If you do not move, you cannot be eliminated on that throw.
 - If you move and catch the disc, you are awarded 1 point and you return the disc to the thrower. Games can be played to 3 or 5.
 - The group may re-arrange themselves between throws but must come to a stop before the disc is thrown.
 - The first person to 3 or the last person standing wins the round and becomes the thrower for the next round.
- Key Points
 - All regular contact rules of ultimate apply. Sometimes when participants move and realize they won't catch the disc they try to foul other receivers or push stationary kids to make them "out"
 - This is a game where the tallest and fastest person doesn't always win which tends to engage the group to a greater degree.
- Skills Being Developed: catching + game strategy
- Adjustments
 - You can vary the strictness of movement depending on the skill level. For example, when playing with beginners I let them move their heads to follow the disc but they can't raise their arms or take a step without it "counting" as movement.

Party Game: Starting Position

