Day 1
<b>Amazing Race Station Games</b>
Secret Partner Games
Dry Station Games

Day 2
Dry Station Games
Wet Station Games
Wet Mass Game

Day 1							
Ti	me	Programme					
0900	0920	Briefing					
0920	0930	Icebreakers					
0930	1210	Amazing Race Station Games					
1210	1340	Lunch					
1340	1610	Secret Partner Games + Dry Station Game 9					
1610	1620	Buffer					
1620	1750	Dry Station Games					
1750	1830	Buffer + Debrief					

Day 2						
Tir	ne	Programme				
1000	1030	Briefing + Buffer				
1030	1230	Dry Station Games				
1230	1350	Lunch				
1400	1640	Wet Station Games				
1640	1700	Buffer: Fill water bags + Set up for wet mass game				
1700	1800	Wet Mass Game				
1800	1830	Buffer + Debrief				

<b>Amazing Race</b>	Station Games								
Ga	me	SUTD 1: Blinded Ball Retrieval	SUTD 2: Magic Carpet Relay	Stadium 1: Volleyball	Stadium 2: Counting Numbers	Stadium 3: Pass On Ping Pong Ball	Stadium 4: Traffic Jam	Stadium 5: Shake it Off!	Stadium 6: Flying Rubber Bands
Ve	nue	CC4	CC3	L5 Link Bridge	Half of CC6	Half of CC5	Half of CC5	Half of CC5	Half of CC5
Prog	s I/C	Shaozuo, Philia	Ying Xuan, Evan	Ying Xuan, Evan	Shaozuo, Philia	Ying Xuan, Evan	Shaozuo, Philia	Ying Xuan, Evan	Shaozuo, Philia
Log	s I/C	Jun Yuan	Jun Yuan	Jun Yuan	Jun Yuan	Jun Yuan	Wei Kang	Jun Wei	Jo Wee
Tir	me								
0930	0950	1 v 2	3 v 4						
0950	1010			1 v 3	2 v 4				
1010	1030	3 v 4	1 v 2						
1030	1050			2 v 4	1 v 3				
1050	1110					1 v 4	2 v 3		
1110	1130					2 v 3	1 v 4		
1130	1150							1 v 2	3 v 4
1150	1210							3 v 4	1 v 2

3min 30s 2min 30s

Secret Partner Games								
Game			Game 1: Transport the Balloon	Game 2: Three-Legged Balloon Catching	Game 3: Fishing For Partners		Game 5: Musical Hula Hoop	
Ver	nue	DS 3	DS4	DS4	DS5	DS4	DS5	
Progs I/C								
Logs	Logs I/C		Brandon	Brandon	Brandon	Brandon	Brandon	
Tir	ne							
1230	1250		EVERYONE				EVERYONE	
1250	1310			1 v 4	2 v 3			
1310	1330							
1330	1350			2 v 3	1 v 4			
1350	1510							
1410	1430							

DS 3 - 5 1200 - 1600

Dry Station Games								
Gal	me	Game 9: Capture The Flag	Game 4: SUTD Dodgeball	Game 5: Targeted Treasure Hunt	Game 10: Game of Memory			
Ver	nue	DS3	DS5	CC5	CC6			
Progs I/C		Teck Leck	Dennis	Dennis	Teck Leck			
Logs	s I/C		Nigel					
Tir	ne							
1430	1500	1 v 3	2 v 4					
1500	1530	2 v 4	1 v 3					
1530	1600			1 v 4	2 v 3			
1630	1700			2 v 3	1 v 4			

\* shifted capture the flag dry station 9 & SUTD dodgeball dry station 4 to DS for more space

<b>Dry Station Ga</b>	Dry Station Games									
Game		Game 1: Snatch Towel/ Dragon's Tail	Game 6: Connect Four	Game 3: Trial of Strategy	Game 2: Dude Perfect	Game 7: C- Sketch Game	Game 8: Grid of Misfortune			
Ver	nue	Half of CC3	Half of CC3	Half of CC5	Half of CC5	Half of CC6	Half of CC6			
Prog	Progs I/C		Jason	Dennis	Teck Leck	Jason	Dennis			
Logs	Logs I/C		Min Zhe	Jian Ting	Jian Ting	Bing Quan	Nigel			
Tir	ne									
1030	1050	1 v 2								
1050	1110		1 v 2							
1110	1130			1 v 2						
1130	1150				1 v 2					
1150	1210					1 v 2				
1210	1230						1 v 2			

CC 3 - 6 0800 - 1830

<b>Wet Station G</b>	iames								
Ga	ame	Game 1: Shoot Down The Coke Cans!	Game 2: Shoot to Dunk	Game 3: Heads Up!	Game 5: Tank Assault	Game 6: Wet Shirt Relay	Game 7: Trash Bag Volleyball	Game 4: Dodge Sponge	Game 8: Musical Mats
Ve	nue	Field	Field	Field	Field	Field	Field	Field	Field
Prog	gs I/C	Kenny	Kenny	Kenny	Kenny	Kenny	Kenny	Kenny	Kenny
Logs I/C Jo \			Jo Wee, Brandon, Wei Kang						
Ti	me								
1400	1420	1 v 2							
1420	1440		1 v 2						
1440	1500			1 v 2					
1500	1520				1 v 2				
1520	1540					1 v 2			
1540	1600						1 v 2		
1600	1620							1 v 2	
1620	1640								1 v 2

Tarp

Field

1200 - 1700

Wet Mass Game								
Gar	me	Build Barrier + Fill Water Mass Gam Bags						
Ver	iue	Field	Field					
Prog	s I/C	Jia Ying, Yun Shu, Jiangyi						
Logs	I/C	Jo Wee, Brand	on, Wei Kang					
Tin	ne							
1640	1700	All						
1700 1800 All								

\* not building transport vehicle for DR1. using hula hoop as alternative