## Data Table

Participant (Name of Giver)	Ball Puzzle Time Remaining (seconds)	Obstacle Course Tries (#)	Tag Tries (#)	Hide and Seek Tries (#)	Item Collection tries (#)
P1	0	12	1	4	3
P2	54	6	2	2	2
P3	0	8	1	5	2
P4	66	3 (42 - speed increase enabled)	1	2	4
P5	Gave up	Gave up	5	3	10
P6	0	15	8	9	5
P7	0	10	3	6	6
P8	0	8	1	4	9
P9	0	8	4	3	5
P10	0	17	3	8	10