Head Honcho I and II

Head Honcho I (2-8):

Objective:
To practice strategy, honesty, fairness, and honorable sporting behavior. Head Honcho is a fast-paced and exciting game, where a little strategy, luck, and honesty help students to become the Head Honcho. The object of the game is for students to outwit their opponents (or have the best luck) while playing Rock, Paper, Scissors (RPS).

Equipment:
- Popsicle sticks or tongue depressors (100-200)
- Hula hoops (17 or 34: 17 makes one pyramid for class sizes of 16-35; 34 makes two pyramids for class sizes of 36-70) (Carpet squares or large poly spots can be substituted for hula hoops.)

Procedure:
Before students arrive, set up all pyramids (see Head Honcho layout for setup). There are five rows that a player must advance through to become a Head Honcho. All players start in the first row, and they advance up one row every time they win a round of RPS. There must be a minimum of 16 players with a maximum of 30 to 35 players per pyramid. Before the game begins, a teacher should show how to do the three count, rock, paper, and scissors. Encourage players to play the game to the same rhythm. For example, players must show the symbol on the third count of 1-2-3 or Head-Honch-O three count.

Rules and Safety:
1. Winners of a round must advance one row and find an available hoop.
2. Losers of a round must go back one row and find an available hoop. The only exception is when there are more than 16 people in a game. In this case, anyone losing in the first row must go to the end of the line with those waiting to enter the game. The game moves at such a fast pace that players never wait longer than a few seconds. The teacher should stop the game and point out players who are demonstrating honesty and integrity.
3. Remember, students not in one of the first four hoops at the start of the game immediately enter the game once any player advances from the first row.
4. Players waiting in a hoop may leave their hoop to go face off against someone in another hoop in that same row. For example, if there are two players waiting in the first row, but in different hoops, then one player can quickly leave the hoop to join the other so play can resume.
5. All RPS ties result in a do-over until someone wins.
6. Players may not leave their pyramid to go to another pyramid.

Hint: The teacher may allow players who have earned Head Honcho status to start over at another pyramid. Know that this will probably result in one pyramid having more players than the others.
Players winning the round in the fifth row, thus becoming a Head Honcho, immediately should go and get one stick out of the bucket. After retrieving a stick, each player should go to the beginning of the pyramid to start over and attempt to be a Head Honcho again. The player with the most sticks at the end of the class is named the Ultimate Head Honcho. Players may have to wait a few seconds sometimes when advancing or going backward because the hoops may already be occupied. In this case, have the students simply wait until the round is finished before they enter the hoop. Players often forget to go back a hoop when they lose because someone is usually ready to face off again in the hoop they are currently occupying. Even if this is the case, they have to go back one hoop.

**Head Honcho II (2-8):**

**OBJECTIVE:** To practice strategy, honesty, fairness, and honorable sporting behavior. Derived from the original game of Head Honcho, Head Honcho II is also a fast-paced and exciting game, requiring a little strategy, luck, and honesty, but ultimately perseverance will make the difference to become the Supreme Head Honcho.

**EQUIPMENT:**
- Hula-hoops 29 (17 for Pyramid I, 8 for Pyramid II, and 4 for Pyramid III)
  (Carpet squares or large poly spots can be substituted for hula-hoops).
- A bucket of Popsicle sticks or tongue depressors (100-200)
- A Bucket of juggling scarves, checkers, etc. (50-75) Scarves work well because players tie them on their bodies instead of carrying them in their hands.
- A bucket of blindfolds, lummi sticks, etc. (25-50) Blindfolds work well because they too can be worn on different body parts instead of carrying them in their hands.
- Optional: Placing floor tape on the ground inside each hula-hoop will help eliminate confusion if any hoop is accidentally moved.

**PROCEDURE:** Before students arrive, set up all three levels of Pyramids (See Head Honcho Layout for setup). The object of the game is for players to outwit their opponents (or have the best luck), while attempting to earn the most points by playing Rock, Paper, Scissors (RPS). All players start in the first Row of Pyramid I and they advance up one row every time they win a round of RPS. Before the game begins, a teacher should show how to do the three count, rock, paper, and scissors. Encourage players to play the game at the same rhythm. For example, players must show the symbol on the third count of 1-2-3 or Head-Honcho-O three count.

There are five rows in Pyramid I that a player must advance through to earn a stick and advance to Pyramid II. There are also five rows in Pyramid II that a player must advance through to earn a scarf and advance to Pyramid III. There are four rows in Pyramid III that a player must advance through to earn a blindfold before starting over at Pyramid I. Note: In order to earn a blindfold at Pyramid III, a player must win four consecutive times. A loss in the third or fourth hoop results in going back to the first hoop in Pyramid III to start over. Note: As players collect items they must determine the best way to hold/carry items and continue playing RPS. Multiple sticks, scarves, and blindfolds can be earned, but each item represents the following point values: 1) one stick equals 1 point, 2) one scarf equals 5 points, and 3) one blindfold equals 10 points. Players will add up point values at the end of the time limit or end of class. The player with the highest point value (not most items collected) is declared the Supreme Head Honcho. The
players with 1-10 points earn Head Honcho; 11-30 points earn Awesome Head Honcho; and 31-50 earns Ultimate Head Honcho. Note: Alter the point system as deemed necessary.

**DIAGRAM:**

1. Winners of a round **must advance one row** and find an available hoop.
2. Losers of a round **must go back one row** and find an available hoop. The only exception is when there are more than 16 people in a game. In this case, anyone losing in the first row in Pyramid I must go to the end of the line with those waiting to enter the game. The game moves at such a fast pace that players will never wait longer than a few seconds.
3. Remember, students not in one of the first eight hoops at the start of the game will immediately enter the game once any player advances from the first row.
4. Players waiting in a hoop may leave their hoop to go face off against someone in another hoop in that **same row**. For example, if there are two players waiting in the first row, but
in different hoops, then one player can quickly leave the hoop to join the other so play can resume.

5. All RPS ties result in a do-over until someone wins.

6. Players winning in the fifth row of Pyramid I earn one stick out of the bucket. After retrieving a stick, each player should go to the beginning of Pyramid II.

7. Players winning the fifth row of Pyramid II earn one scarf out of the bucket. After retrieving a scarf, each player should go to the beginning of Pyramid III.

8. Any player losing in the first row of Pyramids I or II must go back to the last row of the previous Pyramid. For example, a player losing in the first row of Pyramid III must go back to the fifth row of Pyramid II. Note: a player losing in the first row of Pyramid I will **not** go back to the last hoop of Pyramid III.

9. Players advancing through all four rows of Pyramid III without losing earn one blindfold out of the bucket before returning to Pyramid I to start over.

10. Players may have to wait a few seconds sometimes when advancing or going backward because the hoops may already be occupied. In this case simply, have the players wait until the round is finished before they enter the hoop. The teacher should stop the game and point out players who are demonstrating honesty and integrity.

11. Players often forget to go back a hoop when they lose because when they lose someone is usually ready to face off again in the hoop they are currently occupying and they forget they have to go back one hoop.

12. The player with the highest point value at the end of the class will be named the Supreme Head Honcho.

**VARIATION:**

1. Eliminate Pyramids II and III and play Head Honcho. The player with the most sticks at the end of the class is named the Ultimate Head Honcho.

2. Add more Pyramids with different point values to increase the difficulty and length of the game.

3. Eliminate one to two rows from each Pyramid. This works best for smaller classes. Add more hoops to rows if particular areas are too congested.

4. Stop the game and total scores if there is no more of a particular item before starting a new game.