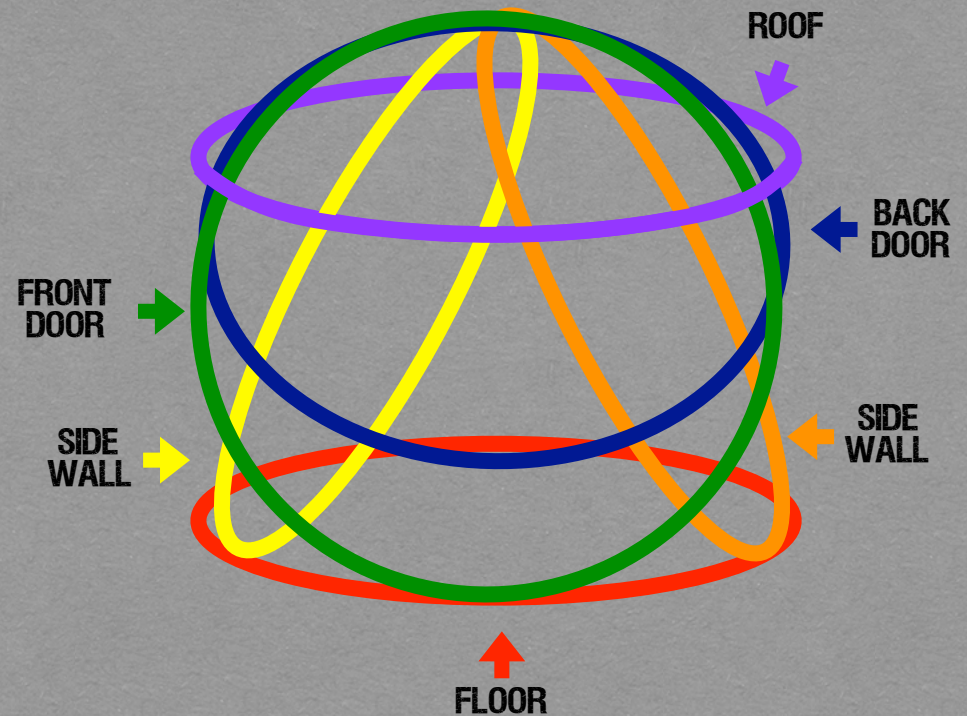


# HULA HUT ARCHITECTS

## LEVEL 1:

WITH YOUR TEAMMATES, BUILD A HULA HUT USING ALL 6 HOOPS. EVERYONE MUST HAVE A HAND ON A HOOP AND HELP CONSTRUCT THE HULA HUT.



IF YOUR HULA HUT FALLS REBUILD IT.

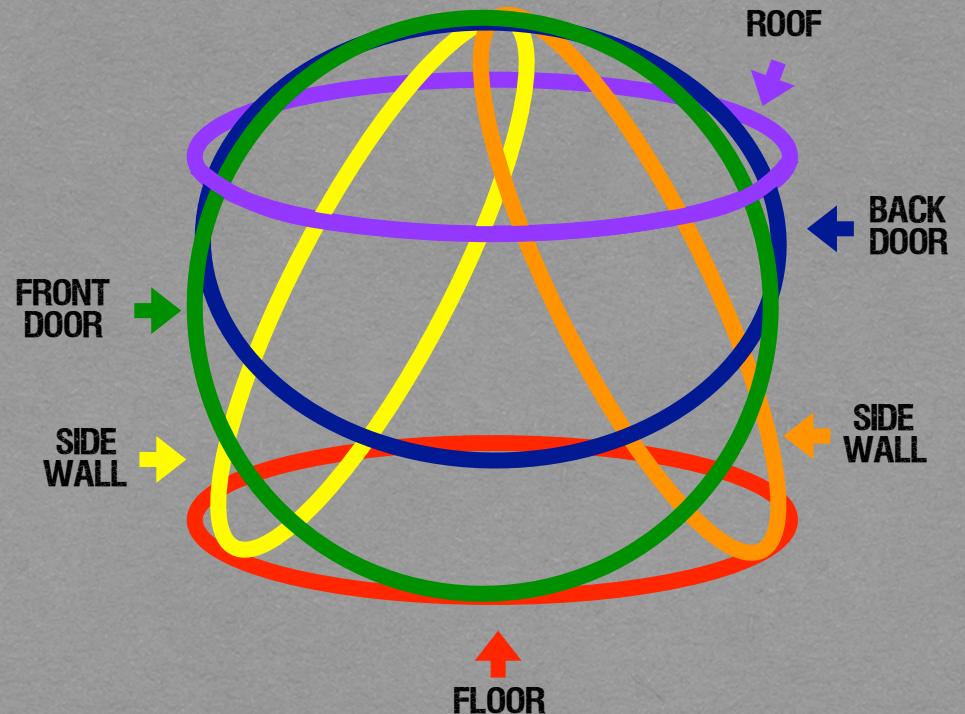
# HULA HUT ARCHITECTS

## LEVEL 2:

WITH OUT TALKING  
BUILD YOUR HULA  
HUT 5 TIMES.

IF ANYONE IN YOUR  
GROUP MAKES A  
NOISE, START OVER.

IF YOUR HUT FALLS YOU STILL CANNOT TALK.

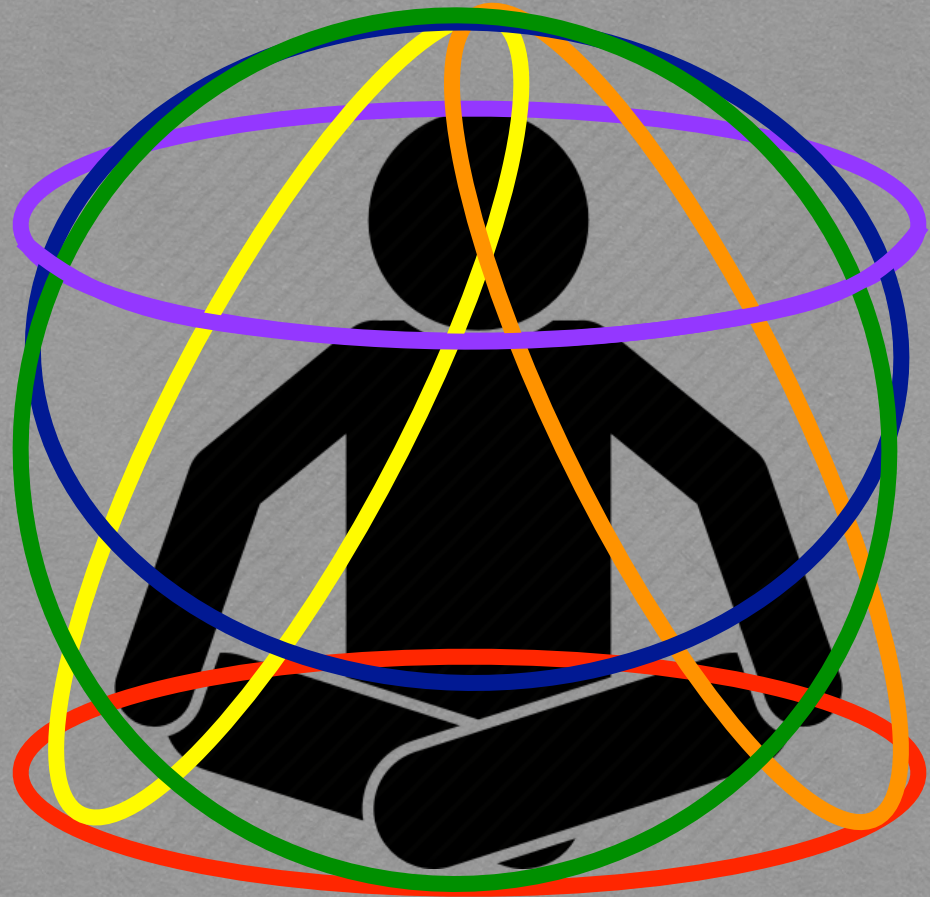


# HULA HUT ARCHITECTS

## LEVEL 3:

**BUILD A HULA HUT  
AROUND EACH  
MEMBER OF YOUR  
TEAM.**

**THE PLAYER MUST  
STAY INSIDE THE HUT  
WHILE IT IS BEING  
BUILT.**



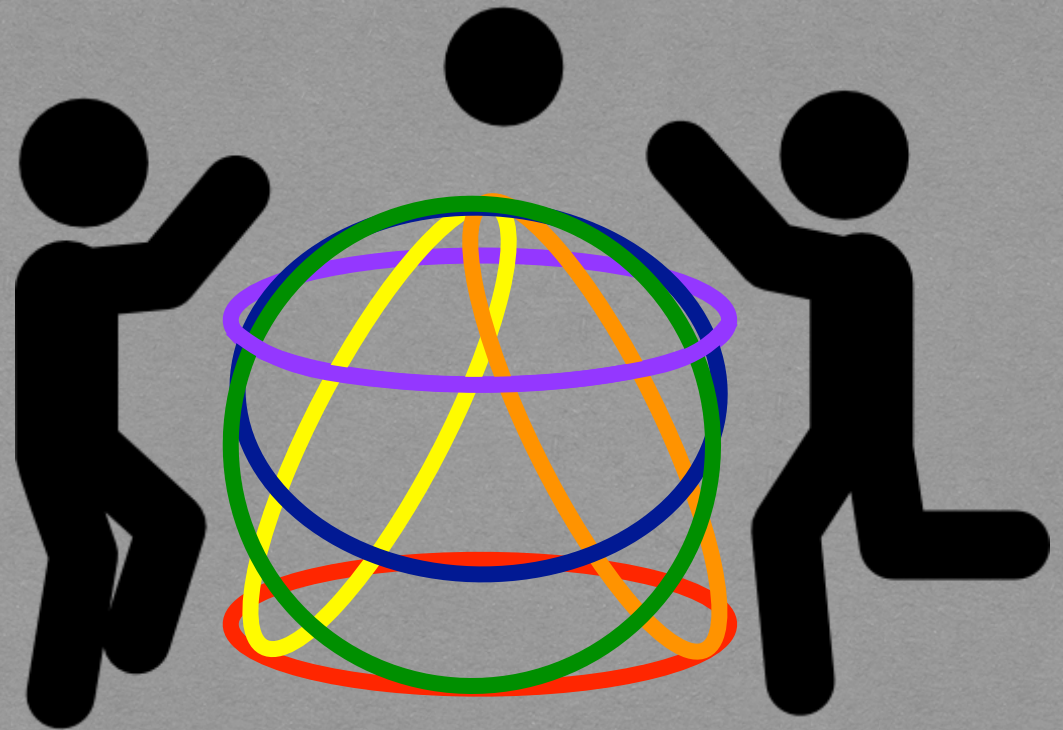
**IF YOUR HULA HUT FALLS REBUILD AROUND THE SAME PERSON.**

# HULA HUT ARCHITECTS

## LEVEL 4:

PASS A BALL OVER  
YOUR HULA HUT TO  
EACH TEAM MEMBER.

ROLL A BALL  
THROUGH YOUR HULA  
HUT TO EACH TEAM  
MEMBER.



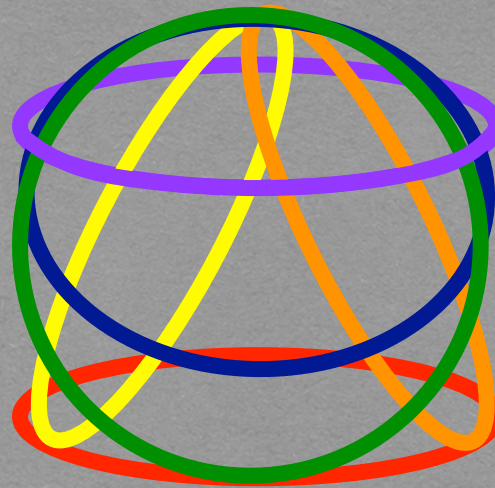
IF YOUR HULA HUT FALLS REBUILD AND TRY AGAIN.

# HULA HUT ARCHITECTS

**LEVEL 5:**

**BUILD A HUT THAT  
YOUR TEAMMATES  
CAN ALL CRAWL  
THROUGH.**

**IF YOU SUCCEED,  
BLINDFOLD ONE  
TEAMMATE AND TRY  
AGAIN.**



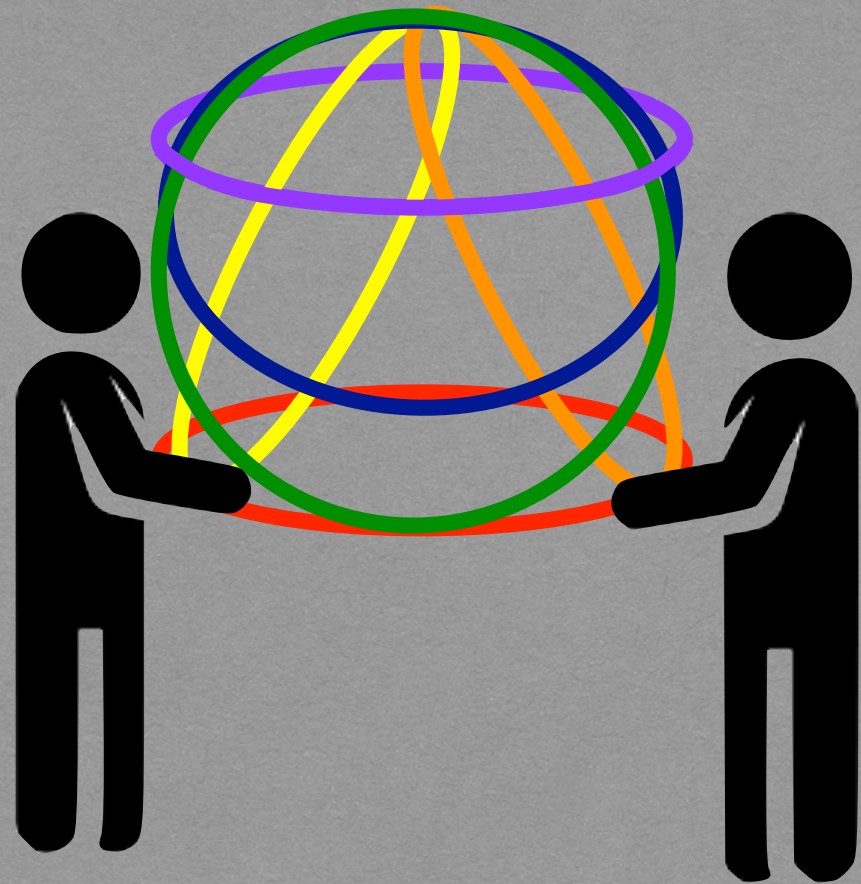
**IF YOUR HULA HUT FALLS REBUILD AND START OVER.**

# HULA HUT ARCHITECTS

LEVEL 6:

WITH YOUR  
TEAMMATES CARRY  
YOUR HULA HUT TO  
ALL 4 CORNERS OF  
THE BASKETBALL  
COURT.

DO NOT DISTURB  
OTHER GROUPS.



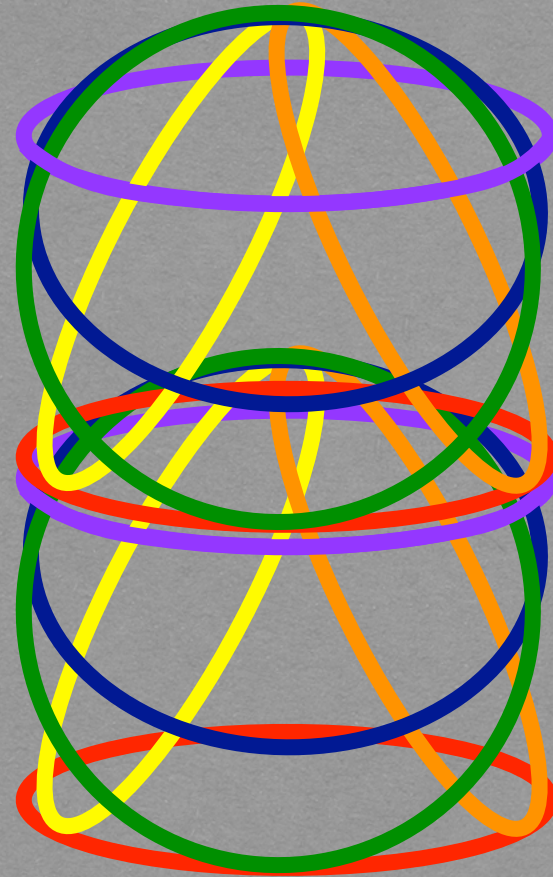
IF YOUR HULA HUT FALLS REBUILD AND CONTINUE.

# HULA HUT ARCHITECTS

**LEVEL 7:**

**BUILD A DOUBLE  
DECKER HULA HUT.**

**HINT: YOU CAN NOT  
USE THE ROOF AS THE  
SECOND FLOOR.**



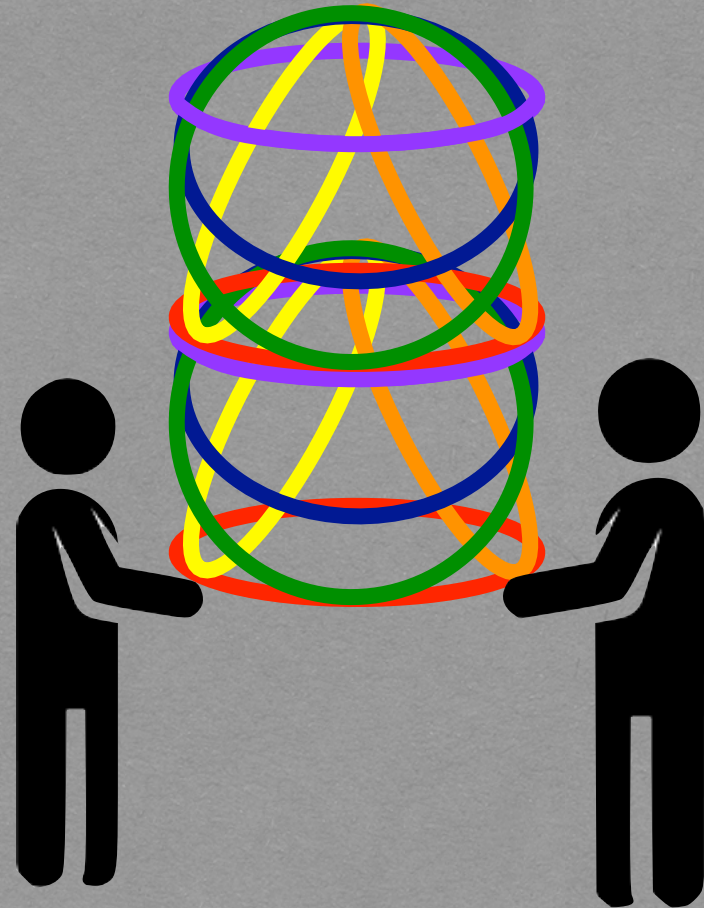
**TEAM UP WITH ANOTHER GROUP TO SUCCEED.**

# HULA HUT ARCHITECTS

**LEVEL 8:**

**WITH YOUR  
TEAMMATES CARRY  
THE DOUBLE DECKER  
HULA HUT TO ALL 4  
CORNERS OF THE  
BASKETBALL COURT.**

**DO NOT DISTURB  
OTHER GROUPS.**



**BOTH TEAMS MUST WORK TOGETHER TO CARRY THE HUT.**



# HULA HUT ARCHITECTS

LEVEL 9:

CREATE YOUR OWN  
HULA HUT ARCHITECT  
CHALLENGE.

BE SURE THAT ALL  
GROUP MEMBERS  
PARTICIPATE IN  
CREATING AND  
ATTEMPTING THE  
CHALLENGE.

