



WHAT IS KING OF THE HILL?

KING OF THE HILL is a week-long tournament where players compete against each other in a Gamesroom Game (ex pool, bumper pool, etc) to become the KING/QUEEN (1st place) by the end of the week.

KING OF THE HILL can be played not just in the Gamesroom, but in other Club Areas with various games. **KING OF THE HILL** is also known as **KING OF THE COURT** in the **GYM** or in much older capture the flag type games, it was known as **KING OF THE MOUNTAIN**. **KING OF THE HILL** is a longer, drawn-out, and sometimes more competitive version of tournaments that can also be played with certain board games (ex checkers, Connect Four, etc) or classic games (ex Jenga, Mancala, etc).

WHAT ARE SOME BASIC RULES OF KING OF THE HILL?

KING OF THE HILL is run like an extended tournament, where a tournament of the Gamesroom Game is run for placement and then each player can move up or down depending on who they challenge or are challenged by.

Because **KING OF THE HILL** uses Gamesroom Games, players will need to follow the rules of that game as stipulated by the Staff. Disqualifications or any enforcement of the rules is done by the Staff, with the Staff being the final judge and say on any issues. Any further disciplinary issues should be brought to the Teen Staff for further action.

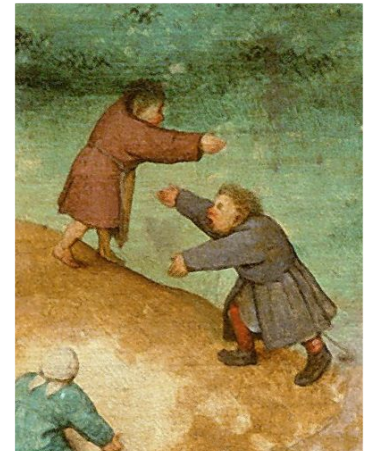
As for the actual **KING OF THE HILL** week-long tournament, after each player is placed and arranged (see **HOW DO YOU RUN KING OF THE HILL** portion below for more detail), each player can use a **CHALLENGE SHEET** to move up the ranks and try to challenge the **KING/QUEEN** for the top spot. If that player is at the top spot at the end of the week, they can earn recognition and prizes.

WHY RUN KING OF THE HILL?

KING OF THE HILL provides an opportunity for players for social recreation within a set of rules and boundaries, offering competition and goal setting opportunities.

Ultimately, **KING OF THE HILL** can be either run as a Gamesroom tournament or opportunities for **HIGH YIELD** avenues (see <https://clubexperience.blog/2019/07/31/what-are-high-yield-activities/> for more information). Possible High Yield opportunities is for a player be the **KING OF THE HILL**

Gamemaster & Sergeant of Arms (someone in charge of handling and leading the **KING OF THE HILL**) or having a player be the Keeper of Stats (having them in-charge of compiling statistics for each game or tournament).



HIGH-YIELD ACTIVITIES

provide youth with enjoyable experiences that are hands-on and interactive, intentionally develop and reinforce critical thinking or other skills, and help achieve positive outcomes in the priority outcome areas of Academic Success, Good Character and Citizenship, and Healthy Lifestyles.

PROGRAM BASICS

HOW DO YOU RUN KING OF THE HILL?

1. **PLACEMENT** - Run a tournament for placement for each player
2. **ARRANGEMENT** - Arrange each player in their correct position on “the hill”
3. **ADVANCEMENT** - Run one-on-one games between players to advance up
4. **COMMENCEMENT** - Award the top player as the “King of the Hill”

1. **PLACEMENT** - *Run a tournament for placement for each player*

- Gamesroom Staff will run a tournament for the Gamesroom Game of their choice.
- Depending on how many sign up, that will be the number of players on “**The Hill**.”
 - For example, if you have 6 players sign up for a tournament, then you will have 6 players on “**The Hill**.” You can re-label “The Hill” to whatever you like. In the past, I’ve heard it called “The Castle” or “The Kingdom” before.
 - If any more people want to enter the “King of the Hill” weekly tournament, they will enter in as the **LAST PERSON** in the **KOTH**.
 - For example, if you have 8 players on “**The Hill**” and one more player wants to sign up **AFTER** the **KOTH** tournament, that person will be the 9th player.
- For players that are 4th and below, you have a couple of options to decide their placement:
 - **OPTION 1** - You can randomly assign the 4th player and below to random placements
 - **OPTION 2** - You can randomly assign players by which round of the tournament they lose in.
 - For example, if you have 8 players in a KOTH tournament, the players that lose in the 1st round of the KOTH tournament are assigned placements of 8th to 5th.
 - **OPTION 3** - You can have losing players play the other losing players for placement.
 - For example, if you have 8 players in a KOTH tournament, the players that lose in the 1st round of the KOTH tournament play each other. The losing 2 players from that lose are assigned 7th and 8th placement.
 - **OPTION 4** - You can decide what works best for you on placement.

KING OF THE HILL TERMINOLOGY

- **KOTH** - Abbreviation for “King of the Hill”
- **The Hill** - Shorthand for the placement of players and who’s above and below them

[SEE KOTH TOURNAMENT SHEET]

2. **ARRANGEMENT** - *Arrange each player in their correct position on “the hill”*

- Gamesroom Staff will arrange each player according to their placement after running a **KOTH** tournament.
- The top position is the “**KING**” position (or for variety, if it’s a girl, you can call it the “**QUEEN**” position). The player beneath the “**KING/QUEEN**” position are called “**KNIGHTS**.”
 - If you want,
 - If you want, you can label “**KNIGHTS**” as other labels if you want.
- Number each “**KNIGHT**” as this will help in the **ADVANCEMENT** phase.

[SEE ARRANGEMENT SHEET]

3. **ADVANCEMENT** - *Run one-on-one games between players to advance up*

- **KNIGHTS** can challenge any **KNIGHTS ABOVE THEM** for their placement (up to 2 spots).
 - For example, if there are 9 **KNIGHTS**, the 9th Knight can challenge either the 8th or 7th Knight for their spot. Staff can either note it on their notes or can use the **CHALLENGE SHEET**.

[SEE CHALLENGE SHEET]

- However, the **TOP 3 SPOTS** can **ONLY** be challenged **1 SPOT** at a time.
 - For example, the 3rd KNIGHT cannot challenge the 1st SPOT (which is the KING/QUEEN). Only the 2nd SPOT can challenge the KING/QUEEN.
- **KNIGHTS** can only challenge **KNIGHTS** above them **ONLY** when they are at the Club.
 - If a KNIGHT wants to challenge KNIGHTS above them but both KNIGHTS are not at the Club, there can be an exception for that KNIGHT to challenge the next KNIGHT available.
 - For example, if the 7th KNIGHT wants to challenge the 5th or 6th KNIGHT but both are not at the Club, the 7th KNIGHT can challenge the next KNIGHT available after 5th (excluding the KING/QUEEN).
 - If no KNIGHTS are available, then that KNIGHT will have to wait for the next day.
- If the **KNIGHT** is **NOT THERE** for the challenge and is at the Club, that **KNIGHT LOSES** their spot.
 - For example, if the 5th KNIGHT is challenged by the 6th KNIGHT and the 5th KNIGHT is not there, then the 6th KNIGHT would take the 5th KNIGHT spot and the former 5th KNIGHT would take the 6th KNIGHT spot.
- **KNIGHT CHALLENGES** continue on until the **FINAL DAY** at a **CERTAIN TIME**.
 - The **FINAL DAY** can have challenges continue until a certain time. When you reach that certain time, all **NEW** challenges stop. Any challenges that are **CURRENTLY** going on will need to finish.

4. **COMMENCEMENT - Award the top player as the “King of the Hill”**

- **STAFF** will award the “**KING/QUEEN**” on the final day with an award (Staff can take none, one or a combination of the options below)
 - **OPTION 1** - Staff can take a photo and put that photo up in the Gamesroom next to the **KOTH ARRANGEMENT** board or paper
 - **OPTION 2** - Staff can provide a gift card as a reward (talk to Teen Staff)
 - **OPTION 3** - Staff can provide a small reward (ex candy, drink, etc) for the KING/QUEEN (talk to Teen Staff)
- After the **COMMENCEMENT** portion, the KOTH starts over again on Monday.
 - You can take this time to start a new KOTH tournament sheet if desired or you can start again on Monday



TOURNAMENT SHEET

KING/QUEEN



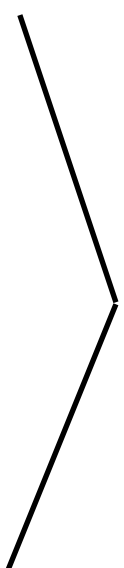
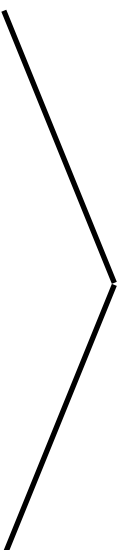
FINALS (1st & 2nd Place)

CONSOLATION (3rd & 4th)
Losing players in Rounds 2A & 2B play for 3rd and 4th place



ROUND 2A

ROUND 2B



ROUND 1A

ROUND 1B

ROUND 1C

ROUND 1D



1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Challenge Sheet



_____ CHALLENGES _____

_____ WINNER _____

Challenge Sheet



_____ CHALLENGES _____

_____ WINNER _____