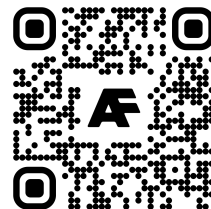




Jungle Pong

Watch the
Video Explanation Here!



Free-for-all ping pong with no boundaries!

Overview

- ★ # of Participants: **3 to 25**
- ★ Where to Play: **Indoors**
- ★ Age of Participants: **Middle / High School**
- ★ Approximate Time to Play: **10-30 minutes**
- ★ Materials: **Ping Pong Paddles, Ping Pong Ball, A table, A room with a hard floor**

Summary

- ★ Give everyone a ping pong paddle and a number from 1 to however many people you have
- ★ When it's your turn, hit the ball back up onto the table before it bounces for the third time
- ★ Three strikes and you're out... remember your place in the hitting order!

How to Play

To play Jungle Pong, you'll need a table that's roughly the height and hardness of a ping pong table, along with a hard floor so the ball bounces well. Assign every player a number in order, starting at 1 and going up to however many people you have. If possible, give everyone a ping pong paddle. If you're short on paddles, the game still works with as few as four—players will simply pass the paddles forward to whoever needs one next.

Player 1 begins by serving the ball onto the table. Unlike regular ping pong, the ball is allowed to bounce on the table any number of times, and it can even come to a complete roll before falling off. Once the ball comes off the table, Player 2 waits for it to hit the ground. After the ball hits the floor for the first time, Player 2 may hit it at any point before the third bounce. They can hit it after one bounce or after two bounces, but they may not let it bounce a third time.

Player 2's goal is to hit the ball back onto the top of the table. There is no required side or direction—the ball can bounce or roll off any edge. When the ball leaves the table again, Player 3 follows the same process: wait for at least one bounce on the floor, then hit it back onto the table before the third bounce. This pattern continues with Player 4, Player 5, and so on.

In theory, this might look orderly, with players approaching from opposite sides—but in reality, the ball can come off any side of the table. This often forces players to sprint into position to keep the rally alive, and the next player may need to adjust just as quickly.

Strikes, Elimination, and Winning

A player receives one strike if they let the ball bounce on the floor a third time, miss the table entirely when hitting the ball, or hit the ball before it has bounced on the floor at least once. Once a player receives three strikes, they are eliminated from the game. It's important for players to remember who they are hitting after, which may change during the game. If the player before you is eliminated, you now follow the person they were originally following. For example, if you are Player 6 and Player 5 gets eliminated, you are now after Player 4.

This is the most potentially confusing part of the game, so it helps to emphasize this rule clearly. Writing everyone's names or numbers in a list and crossing them off as players are eliminated can make this much easier to track.

Play continues until only one player remains with fewer than three strikes. That player is the winner, and you can reward them with any small prize you'd like. One final rule: you cannot get someone out on the serve. This prevents a player from serving aggressively and giving the next person no chance to react.