

⚡ NOT JUST A PUZZLE · CLASSROOM EDITION

TEACHER RESOURCE · GRADES 3-8

MAZE VS.

CLASSROOM TOURNAMENT KIT

10 head-to-head rounds · bracket · certificates · facilitator guide



10 RACE GRIDS



16-PLAYER BRACKET



4 CERTIFICATES

by FERRAI WHITE · notjustapuzzle.com

About this kit

The **Maze Versus · Classroom Tournament Kit** turns the head-to-head maze format from our books into a ready-to-run 30-minute classroom event for grades 3–8.

Inside you'll find a **facilitator guide**, a printable **16-player single-elimination bracket**, a **class scorecard**, **10 race puzzles** from our *Ultimate Versus Activity Book* (Maze VS rounds 1–10), full **solution keys**, and **4 certificate templates**.

Print one packet per pair of students. Pair them up, set a timer, and run the bracket. Each round takes about 3–5 minutes. The whole tournament fits inside a single class period.

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Puzzles, layout, and rules adapted from the *Ultimate Versus Activity Book, Book 1* by Ferrai White. Licensed for non-commercial classroom use — print as many copies as your students need. Resale, redistribution, or modification for resale is prohibited without written consent.

For teacher resources and free puzzle tools, visit notjustapuzzle.com.

Facilitator Guide

Run a full Maze VS tournament in one 30–45 min class period.

🕒 TIMING AT A GLANCE

5 min	Setup — pair students, hand out Round 1 sheets, explain rules
15–20 min	Round-robin play — 6 rounds at 3 min each, swap partners between
5 min	Bracket finale — top 4 students face off, single elimination
5 min	Award certificates + class cheer

Setup (before class)

1. Print one Round sheet per *pair* of students. Rounds 1–6 for round-robin, Round 7–10 reserved for bracket.
2. Print one bracket sheet and one class scorecard (next pages).
3. Print 4 certificates for the winners ceremony.
4. Have pencils + a visible timer ready (phone, smartboard countdown, or wall clock).

During class

1. **Pair students.** Sit them facing each other across one desk. Place a Round sheet between them — Player 1 reads the top half, Player 2 reads the bottom half (printed upside-down on purpose so it faces them correctly).
2. **Explain the rules.** Start together. Navigate the maze. First to finish raises their hand. If they have a mistake, the opponent keeps going.
3. **Say "GO."** Start a 3-minute timer.
4. **Verify the winner.** Check their work against the solution. Mark the winner on the class scorecard.
5. **Swap partners.** Move on to the next round.
6. **After 6 rounds, top 4 advance.** Run a 4-person single-elim bracket using Rounds 7–10.
7. **Award ceremony.** 1st, 2nd, 3rd Place + Best Sportsmanship. Hand out certificates.

💡 PRO TIPS

- **Odd class size?** Pair the extra student with you, or designate a "judge" who verifies winners each round.
- **Younger grades?** Allow 4–5 minutes per round instead of 3.
- **Faster solvers?** Have them race the same round twice and try to beat their own time.

⚡ Single Elimination

Tournament Bracket

16 players · 4 rounds to crown a champion

ROUND 1 (16)

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

15.

16.

QUARTER-FINALS (8)

SEMI-FINALS (4)

FINALS (2)



CHAMPION

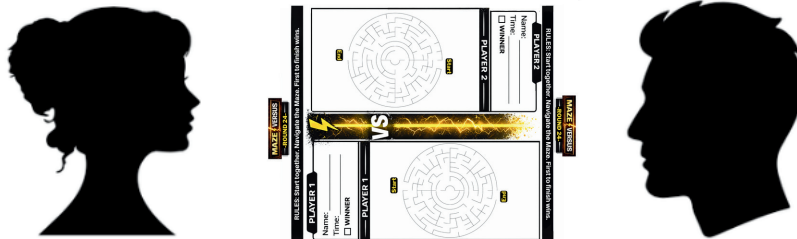
Tip: pair students by table for Round 1. Winners advance right. Use Rounds 7–10 in this packet for the final 8 matches.

Class Scorecard

Mark a ✓ for each round win. Tally column on the right

[illegible]

How to Play: Maze Versus



Race against your opponent to see who can navigate and complete the maze first.

Players: 2 players

Materials Needed: Pencil or pen, Timer (optional)

Game Setup

Each player starts with their own identical maze facing them on the same page. Both players place their pencil at the START point.

How to Play

On “GO,” both players begin navigating through the maze at the same time. Players must follow the paths without lifting their pencil (unless agreed otherwise). The first player to correctly reach the FINISH wins the round.

Winning the Game

The winner is the player who reaches the finish first without breaking the rules. If playing multiple rounds, keep score to determine the overall champion.

Optional Rules (Choose Before Playing)

No Backtracking: Once you choose a path, you must commit.

You can Backtracking but you can not lift your pen or pencil so it show the path traveled.

Penalty Rule: If you hit a dead end or cross a wall, return to START.

Time Trial: Set a time limit—fastest completion wins.

MAZE VERSUS

— -ROUND 1- —

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

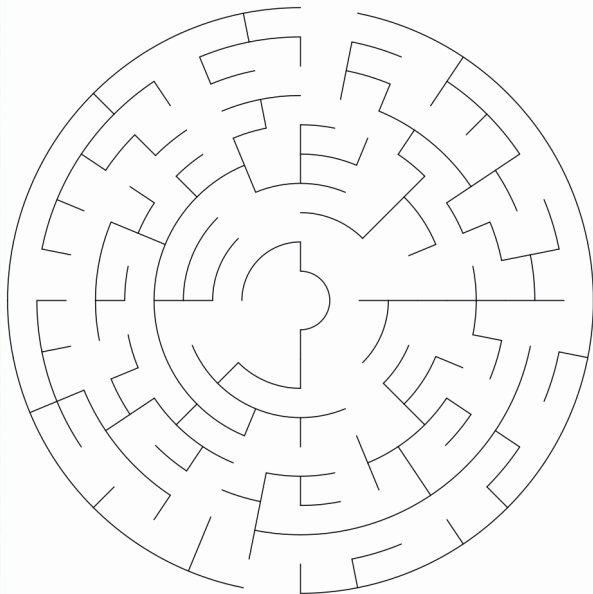
Name: _____

Time: _____

☐ WINNER

PLAYER 1

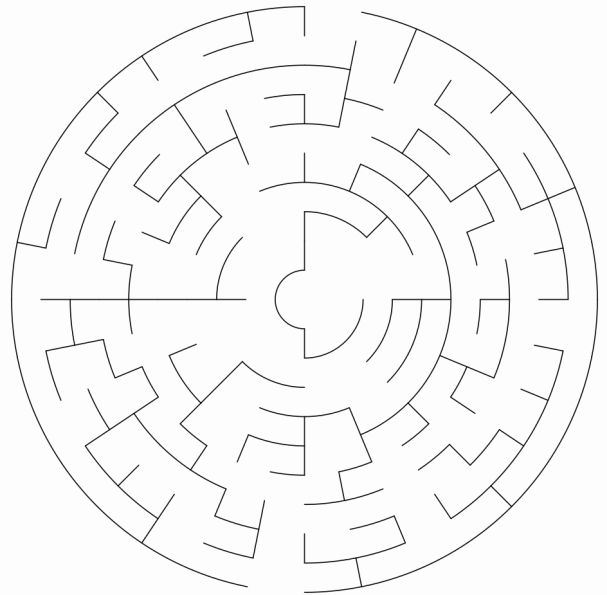
Start



End

VS

End



Start

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

— -ROUND 1- —

MAZE VERSUS

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

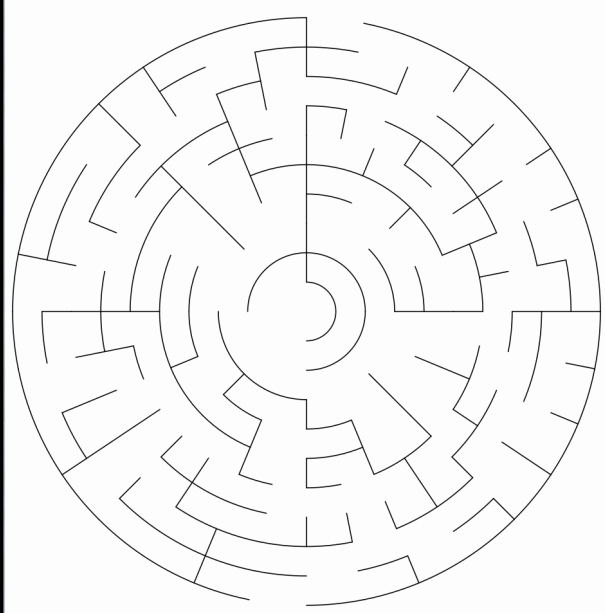
Name: _____

Time: _____

☐ **WINNER**

PLAYER 1

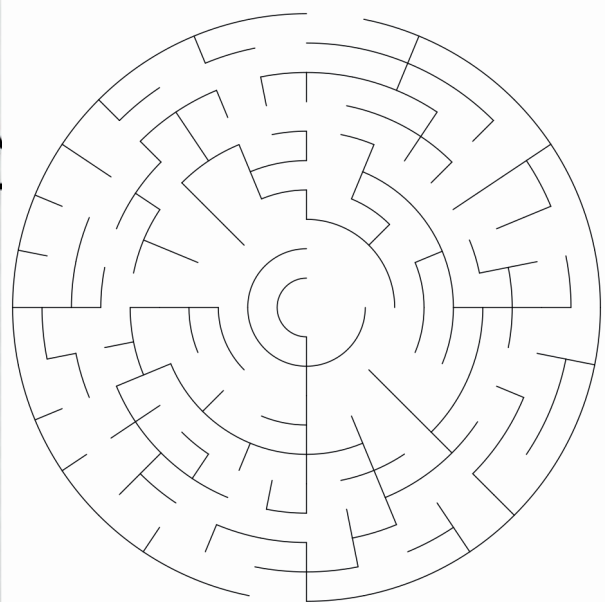
Start



End

VS

End



Start

PLAYER 2

☐ **WINNER**

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

MAZE VERSUS

— -ROUND 3- —

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

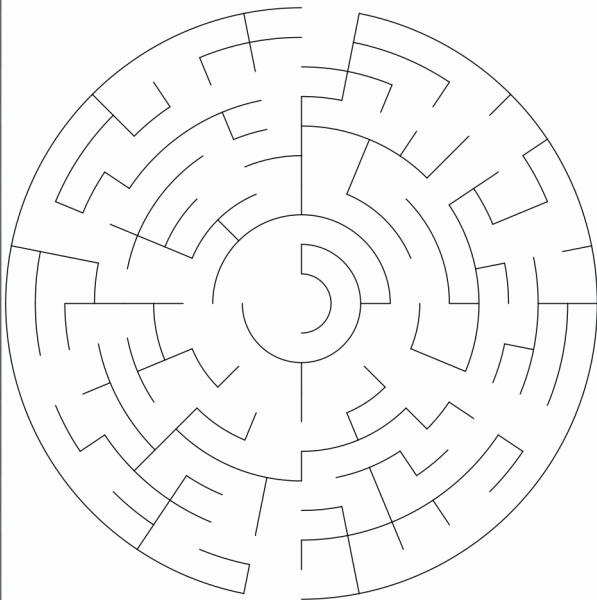
Name: _____

Time: _____

☐ WINNER

PLAYER 1

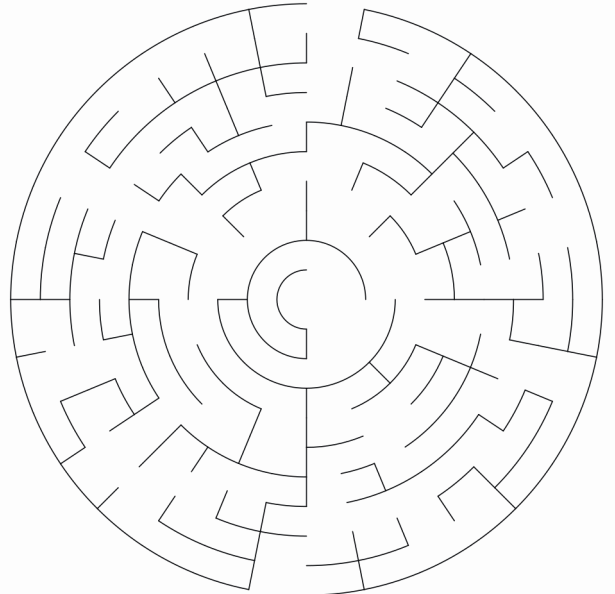
Start



End

VS

End



Start

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

— -ROUND 3- —

MAZE VERSUS

MAZE VERSUS

— -ROUND 4- —

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

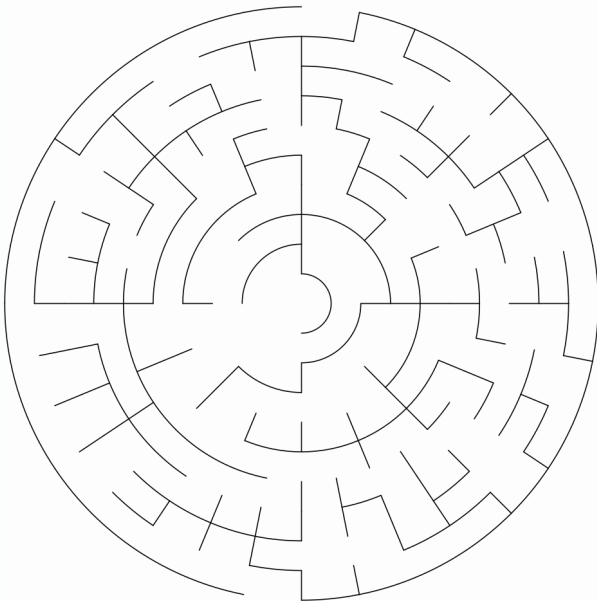
Name: _____

Time: _____

☐ WINNER

PLAYER 1

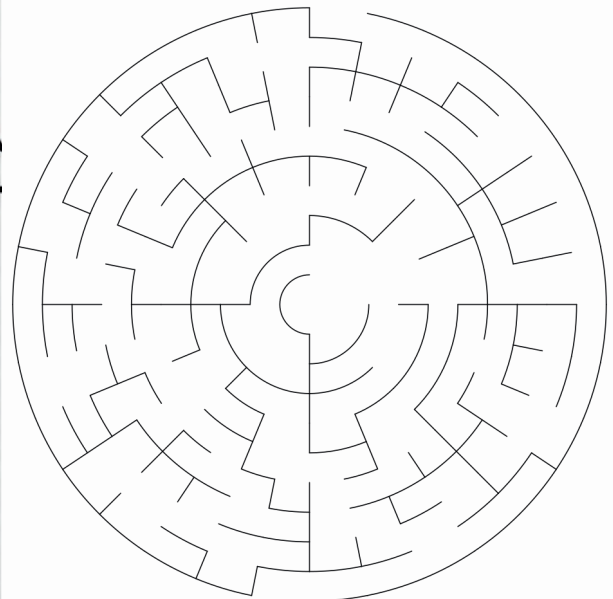
Start



End

VS

End



Start

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

— -ROUND 4- —

MAZE VERSUS

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

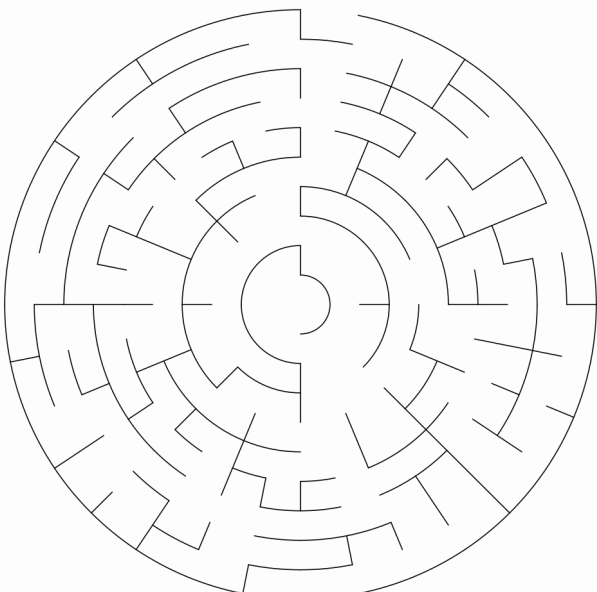
Name: _____

Time: _____

☐ **WINNER**

PLAYER 1

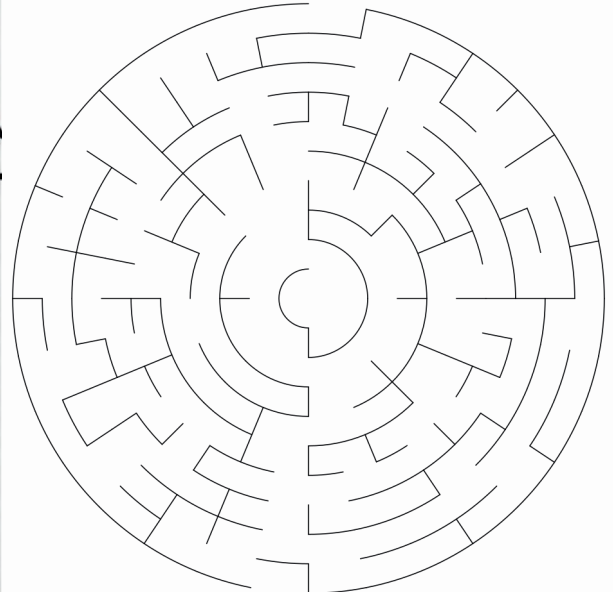
Start



End

VS

End



Start

PLAYER 2

☐ **WINNER**

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

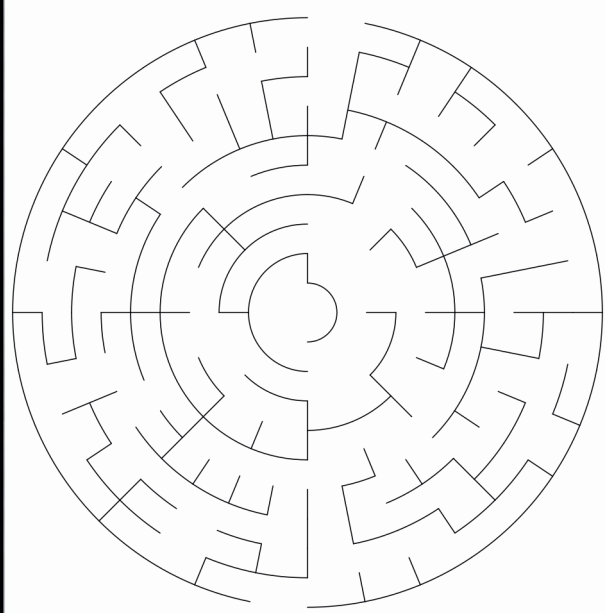
Name: _____

Time: _____

☐ **WINNER**

PLAYER 1

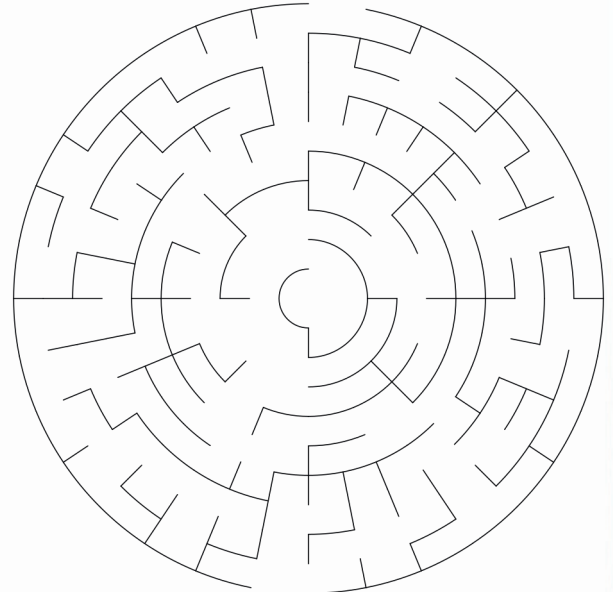
Start



End

VS

End



Start

PLAYER 2

☐ **WINNER**

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

MAZE VERSUS

— -ROUND 7- —

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

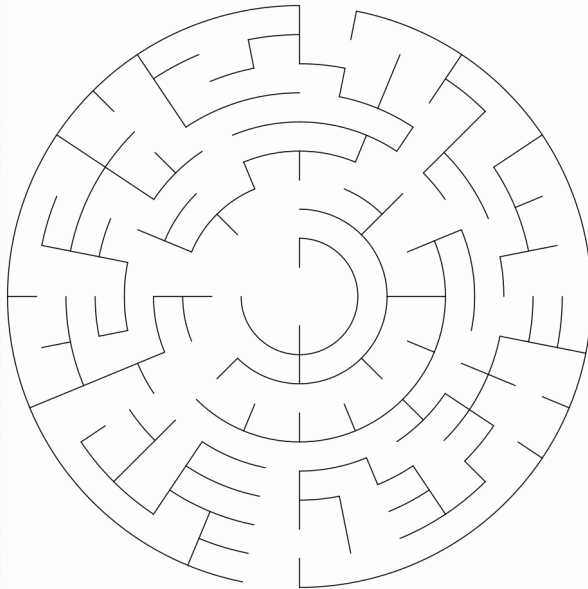
Name: _____

Time: _____

☐ WINNER

PLAYER 1

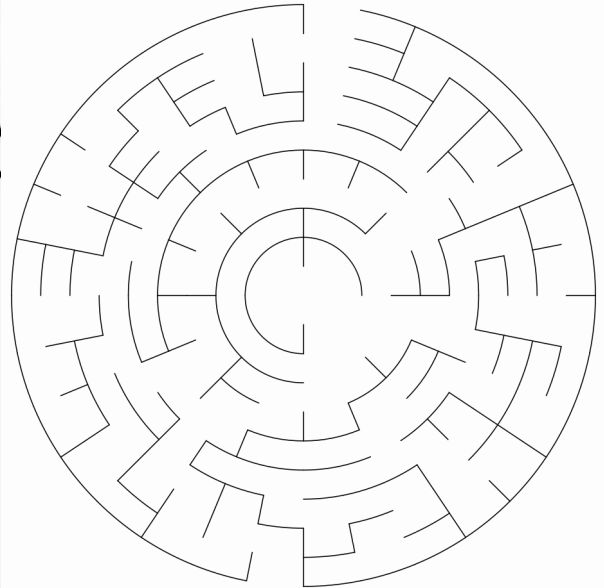
Start



End

VS

End



Start

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

— -ROUND 7- —

MAZE VERSUS

RULES: Start together. Navigate the Maze. First to finish wins.

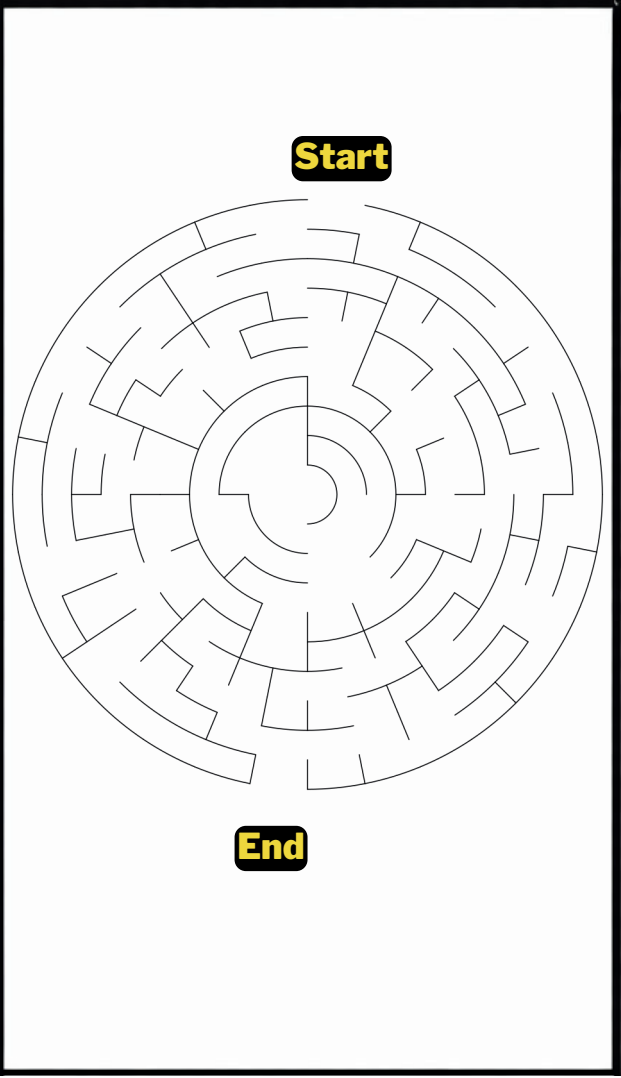
PLAYER 1

Name: _____

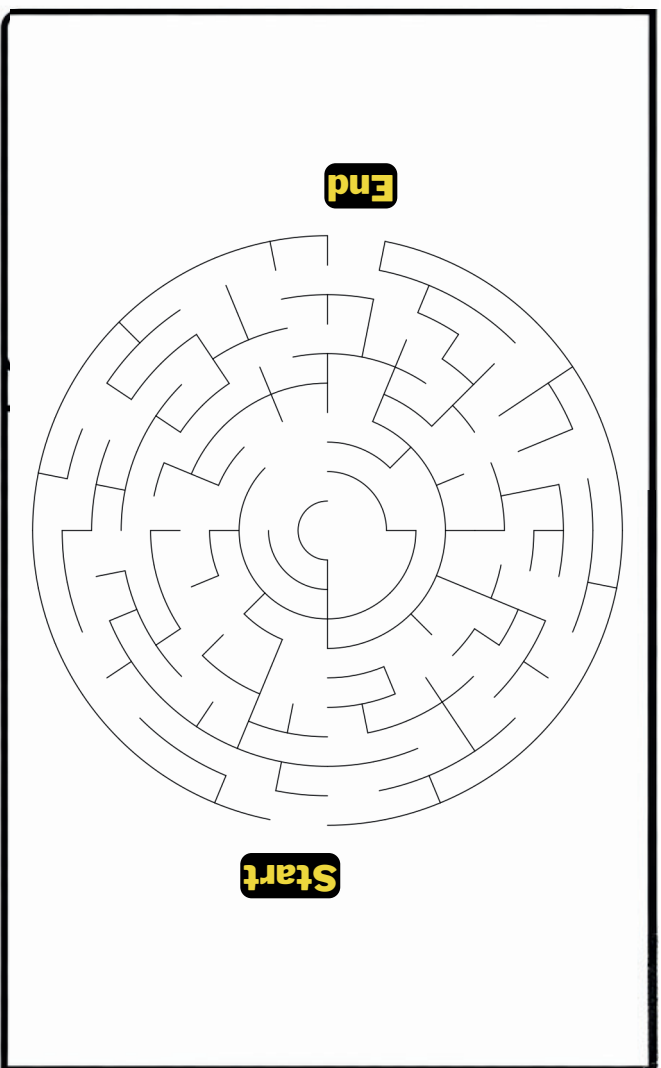
Time: _____

☐ WINNER

PLAYER 1



End



Start

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

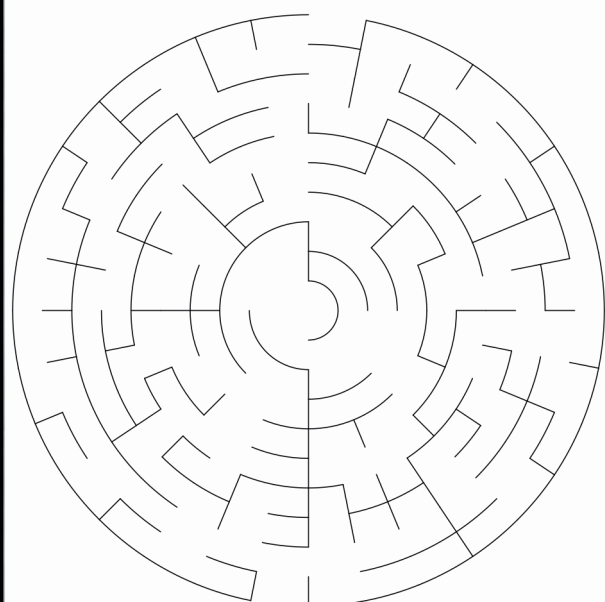
Name: _____

Time: _____

☐ **WINNER**

PLAYER 1

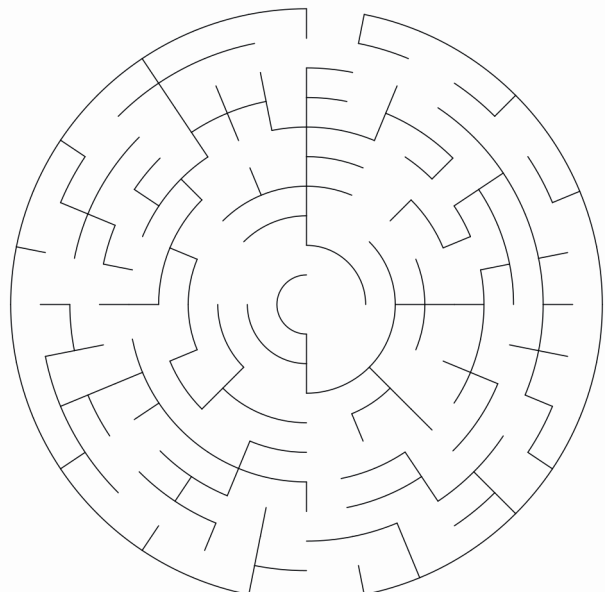
Start



End

VS

End



Start

PLAYER 2

☐ **WINNER**

Time: _____

Name: _____

PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

MAZE VERSUS

—ROUND 10—

RULES: Start together. Navigate the Maze. First to finish wins.

PLAYER 1

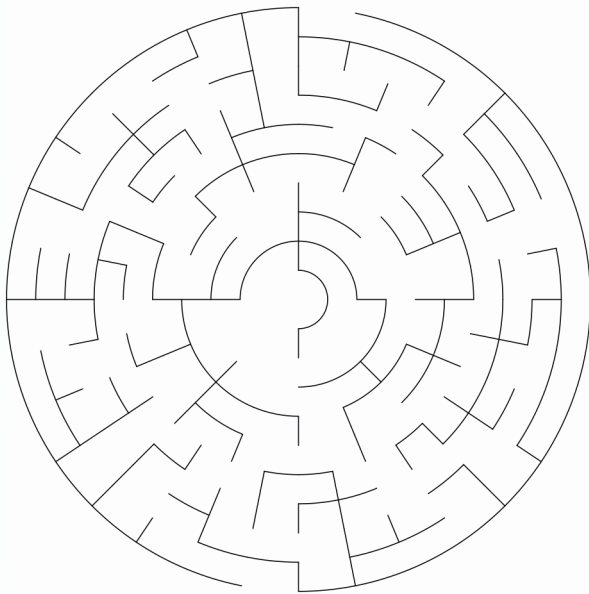
Name: _____

Time: _____

☐ WINNER

PLAYER 1

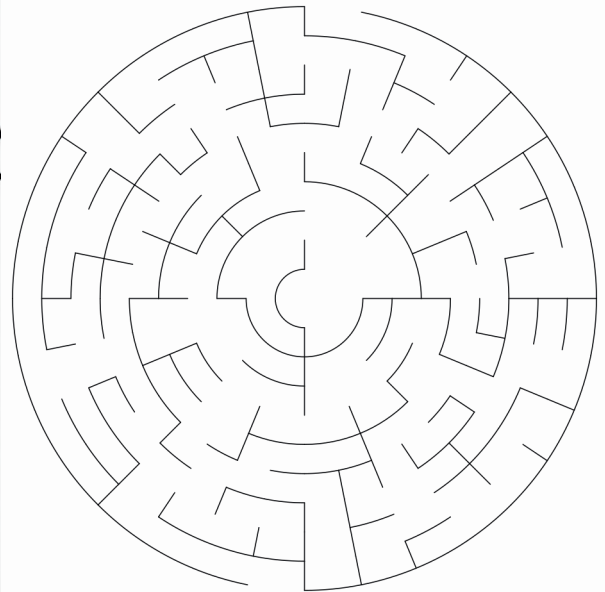
Start



End

VS

End



Start

PLAYER 2

☐ WINNER

Time: _____

Name: _____

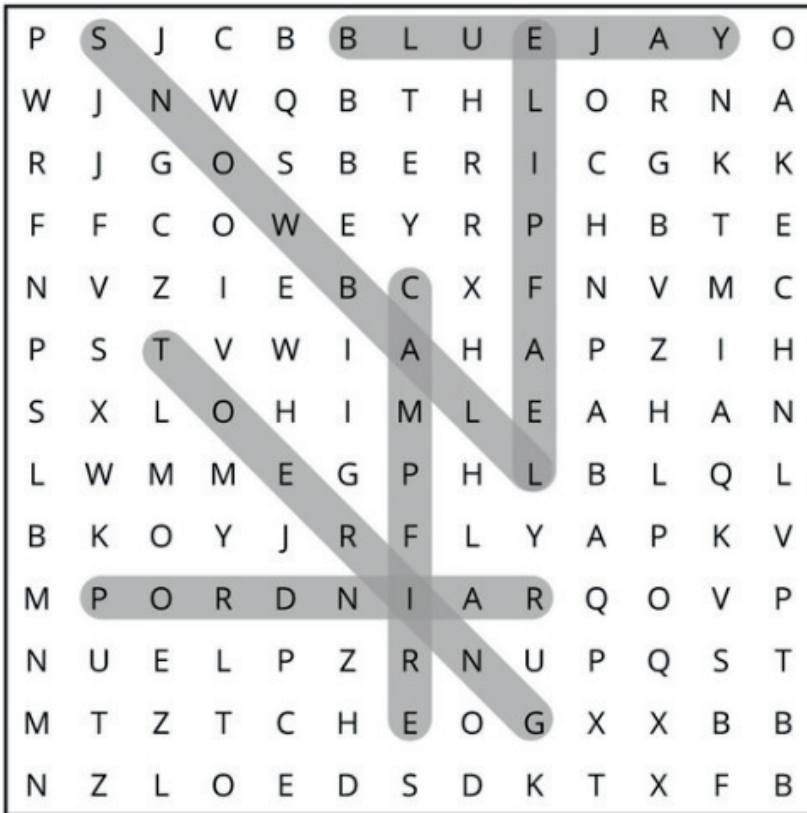
PLAYER 2

RULES: Start together. Navigate the Maze. First to finish wins.

—ROUND 10—

MAZE VERSUS

Solution #25



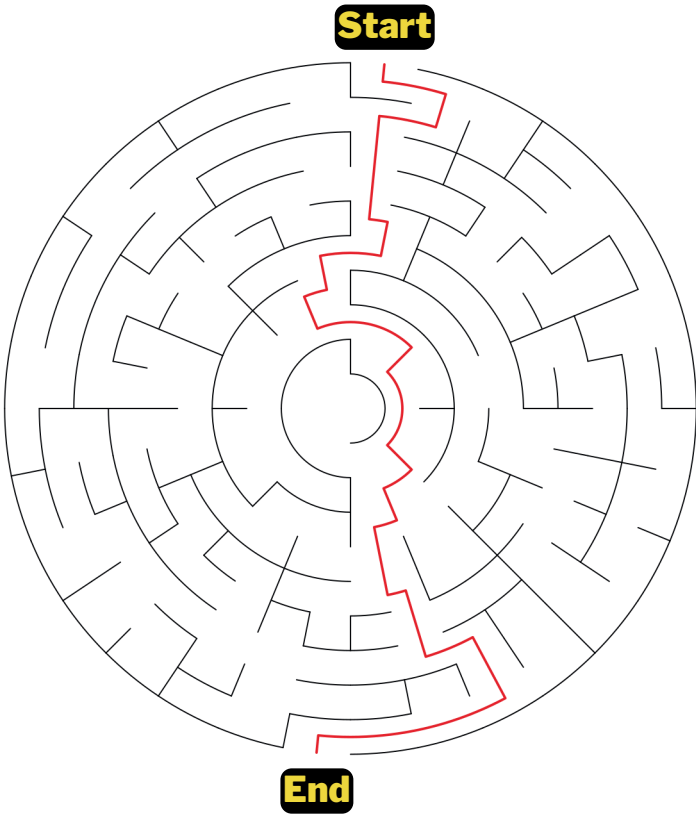
Bluejay Snowball Rain Drop
 Toe Ring Camp Fire Leaf Pile

The logo features the words "MAZE" and "VERSUS" in a bold, sans-serif font. "MAZE" is yellow with a metallic texture, and "VERSUS" is white with a metallic texture. A bright yellow lightning bolt strikes the space between them. The text is set against a dark, textured background with a glowing yellow border. Below this, the word "Solutions" is written in a bold, yellow, sans-serif font inside a black rounded rectangle.

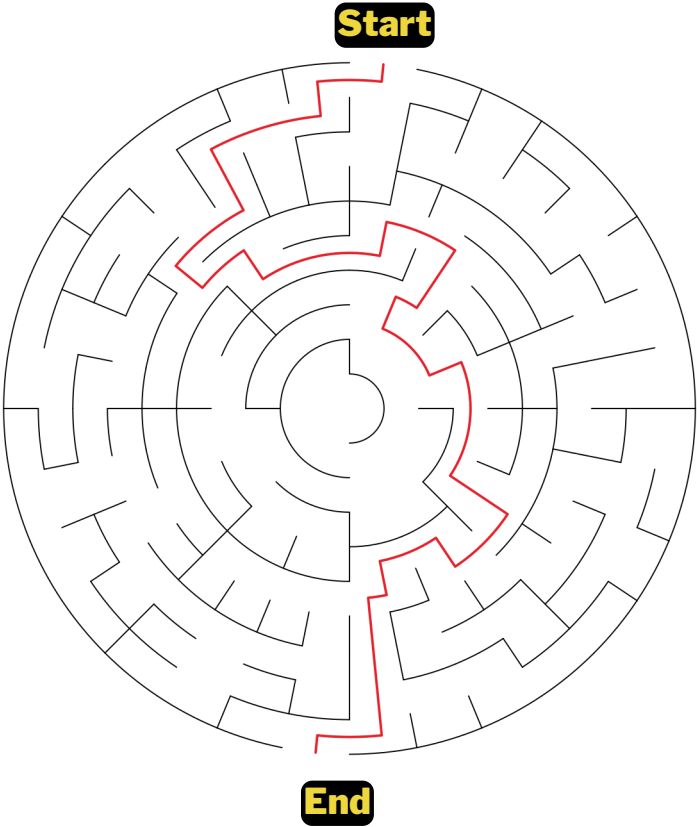
MAZE ⚡ VERSUS

Solutions

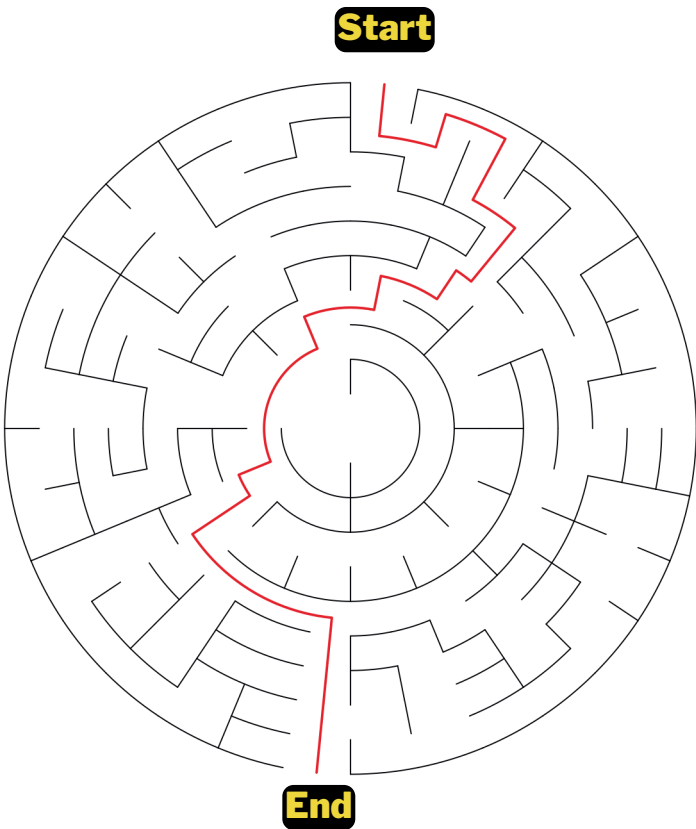
MAZE SOLUTION #5



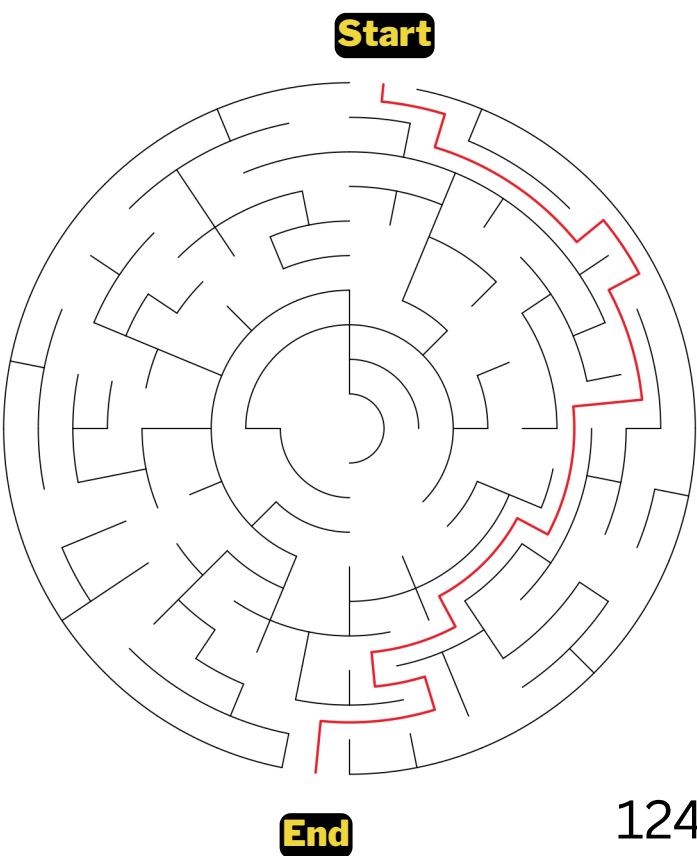
MAZE SOLUTION #6



MAZE SOLUTION #7



MAZE SOLUTION #8



CHAMPION · 1ST PLACE



1ST PLACE

MAZE VERSUS Tournament Champion

PRESENTED TO

For competing in the **MAZE VERSUS · CLASSROOM
TOURNAMENT** and demonstrating focus, sportsmanship,
and pure puzzle-solving speed.

DATE

TEACHER SIGNATURE



R U N N E R - U P · 2 N D P L A C E



2ND PLACE

MAZE VERSUS Tournament Finalist

PRESENTED TO

For competing in the **MAZE VERSUS · CLASSROOM
TOURNAMENT** and demonstrating focus, sportsmanship,
and pure puzzle-solving speed.

DATE

TEACHER SIGNATURE



THIRD PLACE



3RD PLACE

MAZE VERSUS Tournament Semi-Finalist

PRESENTED TO

For competing in the **MAZE VERSUS · CLASSROOM
TOURNAMENT** and demonstrating focus, sportsmanship,
and pure puzzle-solving speed.

DATE

TEACHER SIGNATURE



GOOD GAME AWARD



BEST SPORTSMANSHIP

For competing with kindness and class

PRESENTED TO

For competing in the **MAZE VERSUS · CLASSROOM
TOURNAMENT** and demonstrating focus, sportsmanship,
and pure puzzle-solving speed.

DATE

TEACHER SIGNATURE

