



THE RES HALL GAMES

The Res Hall Games | Race for the Hall Cup

The Res Hall Games is a series of competitions, contests, and events that end with the awarding of the Hall Cup. The Res Hall Games are comprised of both athletic and non-athletic based competitions providing opportunities for a variety of residents to compete on behalf of their hall without limitations. The goal is to encourage the building of connections within the residence halls, develop hall and campus pride, and engage all students during the week prior to classes beginning. Bring your 'A' game to the competition, your competitive spirit, and loads of sportsmanship. Cheer on fellow residents in your hall and your friends from the other hall. Winners of each individual competition will be awarded a pennant to hang in their respective hall as well. As they say, "May the odds be ever in your favor!"

COMPETITION SLOTS: Sign up via IMLEAGUES to participate ([Click Here to Sign Up!](#))

Spirit Contests

Flag Design (3 Digital Designs per hall)

16- Banners and Flags (8 competitors per hall)

32- Flamingo Games (16 competitors per hall)

Fitness Contests

20- JagFit Group Class (10 per hall)

JagFit Trials (By sign up only)

Events

8 – Soccer Kicks (4 competitors per hall)

8 – Football Throw (4 competitors per hall)

20– Steps Challenge (10 competitors per hall)

Scavenger Hunt & Trivia Showdown (Unlimited teams)

40- Capture the Flag (Up to 20 competitors per hall team)

Tournaments

16 – Cornhole (8 teams per hall)

24 – 3v3 Basketball (4 teams per hall)

48 – 6v6 Volleyball (4 teams per hall)

48- 6v6 Sand Volleyball (4 teams per hall)

8 - Pool (4 teams per hall)

8 - Foosball (4 competitors per hall)

16- Esports (8 competitors per hall)

48- Dodgeball (6 teams of 8 per hall)

Res Hall Games and Opportunities Schedule

Event or Competition	Date	Time	Location
Hall Flag Design	8/14-21	Deadline: 8/21 @ 5pm	Housing@tamusa.edu
Step Up Challenge	8/17-21	8am-10pm	Anywhere
Hall Clash: Dodgeball and Volleyball	8/17	5pm-10pm	Rec Center
Profile Photos	8/18	9am-11am	Rec Center
3 v 3 Basketball	8/18	12:15pm-2pm	Rec Center
JagFit Class Showcase	8/18	12:15pm-2pm	Madla 134
Profile Photos	8/18	1pm-3pm	Rec Center
8 Ball Pool	8/18	5pm-6pm	Esperanza Hall
Soccer Kicks	8/18	7pm	Pavilion
6v6 Sand Volleyball	8/18	8:30pm	Sand Volleyball Court
Final Round Soccer Kicks	8/18	8:30pm	Pavilion
Scavenger Hunt	8/20	8am-8pm	Your Hall
Banners & Flags Contest	8/20	9am-11am	Pavilion
Trivia	8/20	1pm-2pm	Residence Halls
Meet General the Jaguar/ Jaguar Prowl	8/20	2pm-3pm	Rec Center
Flamingo Games	8/20	3:30pm-4:30pm	Rec Center
Cornhole	8/20	6pm-7pm	Pavilion
Open Play Sand Volleyball	8/20	--	Sand Volleyball Court
BBQ With Chartwells	8/20	6pm-8pm	Pavilion
JagFit Trials Preview	8/21	10am-1pm	Madla 134
Esports: Mario Kart	8/21	1pm-2pm	Game Room
Esports Lab Open Play	8/21	2pm-4pm	Game Room
8 Ball Pool Championship	8/21	4pm-5pm	Game Room
Capture the Flag	8/21	7:30pm-8:30pm	Between Residence Halls



It's time to show off your Jaguar Spirit with your Paws Up and a mighty RAWR! We will be launching our Pep Rally games as a part of the Hall Games. So, if you'd like to participate in an activity that will embrace both school spirit and one's enthusiasm for quirky games or jaguar creativity-stop by our spirit games. And get a chance to meet General the Jaguar and learn about our Jaguar Prowl-student section shenanigans at our men's and women's basketball games.

Flag Design

Your team may not be the most athletic, but you could still be a winner if you help your team design a hall flag for the contest. Design a digital hall flag for the flag design contest. Let creativity flow and ensure that hall pride and/or Jaguar pride is embedded in the design. All designs must be appropriate and representative of the residence hall or university. Inappropriate designs will be disqualified. Each hall may submit up to 3 digital designs. The winning hall's design will be produced on an actual flag for display in their residence hall. Completed designs must be submitted by Friday, August 21, 2026, at 5:00pm to housing@tamusa.edu.

Scoring

Position	Points
1 st	100
2 nd	75

Banners & Flags

You've got the spirit to create an official Hall Banner and Flag to be used during Capture the Flag. Each hall will need 8 student participants to sign up for the Battle of Hall Colors for Esperanza and Estrella.

Supplies will be given to each hall design team.

Each team will later split into two design teams that will take part in the banner and the flag. 4 student members will create the banner and the other 4 will create the flag for the capture the flag event finale during Hall Games. Each team will later be judge on creativity, hall representation, and of course school spirit. Each winning design will earn 10 points for their perspective hall(s). And the second place will team will earn 5 points for their perspective hall(s)

Scoring

Position	Points
1 st	10
2 nd	5



8 Teams with four members each. Each team must represent their perspective halls. 4 teams will represent Esperanza, and 4 teams will represent Estrella. There will be four lighting rounds of the flamingo games, where each hall will compete against each other first, to see what team will represent their perspective halls in the semi-finals. Semi-finals will consist of the lighting round winners fighting for spot in the final round.

Each game will not lapse beyond 4 minutes. The object of the flamingo games is to perfect the art of tag team under the most bizarre mini obstacle course featuring a large sized blow-up flamingo, a pool noodle, safety cones, and more. The top four teams will be awarded points.

Scoring

Position	Points
1 st	100
2 nd	85
3 rd	60
4 th	45

JagFit Group Class

For every JagFit class a student attends, one will earn 10 points each. Please note that there is a cap of 20 students per session due to space limitations. All JagFit classes will occur in Madla 134 (JagFit Studio). Make sure to wear athletic attire for one's class.

Position	Points
Each Participant	10

JagFit Trials

Students will sign up to participate in select JagFit trial events. The trials take place in the Recreational Center- Fitness Center. An overall student winner will be selected once the trial is complete.

Scoring

Position	Points
1 st	20



Team signups will ask for 10 students from both halls to sign up and access the app called StepUp. StepUp is an app that calculates one's steps throughout the day via a digital apparatus (cell phone, Apple Watch, Samsung, etc...) The challenge begins officially on Monday, August 17th and will end on Friday, August 21st. Step counts will occur during the hours of 8 AM until 10:59 PM from Monday, August 17th until Thursday, August 20th. The last day of step counts will be on Friday, August 21st and will close out at 7:30 PM in conjunction with the last and final hall game.

Each participant will sign into StepUp with the following: First name/Hall Name

Example: Jane Estrella

Jaguars get to steppin' and see who takes the lead with the most steps and reigns supreme.

Scoring

Position	Points
1 st	100
2 nd	85
3 rd	60



Groups of 4-5 will travel through their residence hall (no running or cheating) and complete a scavenger hunt utilizing their devices. The top and /or fastest 3 teams from each hall to complete the hunt successfully will earn points.

In person trivia will take place in each hall. The top three winners that hit the podium will receive points contingent on where they place amongst the overall 6 winners between both halls.

Scoring

Position	Points
1 st	100
2 nd	85
3 rd	60
4 th	45
5 th	30
6 th	15



One at a time, each member of the team will take 3 shots on a mini goal at each of 3 distances. Goals will be distances of 10, 15, and 20 yards and will be worth 2, 4, and 6 points respectively.

Scoring

Distance	Points
10 yards	2
15 yards	4
20 yards	6



One at a time, each team member will throw 3 footballs at a target placed at distances of 5, 10, and 15 yards, and will be worth 5, 10, and 20 points respectively.

Scoring

Distance	Points
5 yards	5
10 yards	10
15 yards	20



Each team will have up to 20 individuals from their residence hall. Their hall will have produced a flag (sheet or pillowcase), that they will hide somewhere on campus and protect from the other hall. Boundaries for play are from the grassy area alongside Estrella through the backside of Patriot's Casa. Flags cannot be hidden in buildings or outside of the play area. Participants are to stay inside the play area. If tagged by the opposing team, you must return to a designed location: Esperanza resident- The exit door of Esperanza closest to Patriots' Casa; Estrella- The door facing the grassy side of the hall. You must go back and touch the door to re-enter play. First team that locates their opponent's flag and bring it back to their home base within 30 minutes wins!

Scoring

Position	Points
1 st	100
2 nd	50



The tournament will be a single elimination bracket format. Games will be played in running time. Players may sub on and off only while their team is inbound, in case of injury, or during a timeout. Teams will be given a 3-minute warm-up on the competition court prior to

each game. Teams will advance in their brackets until a winner emerges. Each team must have at least 1 woman and 1 man.



The tournament will be single elimination bracket format. Teams will take turns pitching corn bags at the cornhole board until a team reaches the score of 11 or whomever is in the lead after the 10-minute time limit per game. Points are kept according to cancellation scoring. In cancellation scoring, the points of one team cancel out the points of their opponent. Using this method, only one team can score in each frame. A corn bag in the hole scores 3 points, while one on the board scores 1 point.



6 players (3 women and 3 men) will start each game. 2 additional players may serve as substitutes throughout the game. Entrance may only occur during time-outs and in the event of injury. Matches run 15 minutes or until 13 points are achieved by a team at a 2-point margin. If 15 minutes lapses, the team with the most points at the end of game play wins. If the game is tied, an additional 5 minutes is allotted for game play. The first to score in overtime wins. All games are run as a single elimination. Winning teams advance in the bracket until a winner is determined.

Scoring for above events

Position	Points
1 st	100
2 nd	85
3 rd	60
4 th	45
5 th	30
6 th	15
7 th	10
8th and below	5

Hall Clash

Hall clash is a series of recreational games that will show which hall can beat them all in:



- Are you an Average Joe? Who knows? The game is 8v8 and there will be 6 teams in total. Each team must have at least three females. The team that wins the most games wins the match. It is the best out of 3. The team with the most wins advances to the next match round. However, the team that wins the first match set will sit out for a break until the next match set determines a new winner. From there, game play will continue until there are only two teams left. Those two teams will play and reveal the final winner.
- Reminder all games are run as single elimination with winning teams advancing.

Scoring

Position	Points
1 st	100
2 nd	50



- Full court play for 6v6 each team must have at least three females. The team that scores 25 points first wins the match. Note this is quick play and therefore all games are run as single elimination with winning teams advancing.
- The team that wins the first match will sit out for a break until the next match determines a new winner. From there, game play will continue until there are only two teams left. Those two teams will play and reveal the final winner.

Scoring

Position	Points
1 st	100
2 nd	50



Mario Kart

It's time to level up Jaguars and take on the ultimate challenge of game play. Our Game Room located in CAB 105 will host a multiplayer video game competition featuring Mario Kart. We will teach you the format, just come ready to race!

Students will signup no later than August 16th according to their halls (Esperanza or Estrella). There will be two teams of four from each hall that will participate in Mario Kart Hall Grand Prix. Note, every team is the same size with 1-4 racers depending on sign-ups.

Esperanza 1= 4 Jaguar Students

Esperanza 2= 4 Jaguar Students

Estrella 1= 4 Jaguar Students

Estrella 2= 4 Jaguar Students

Mario Kart 8 Deluxe featuring 150cc (Fast Play)

- One racer per team in each race; every racer races once.
- Each race scores team points by finish: 1st=4, 2nd=3rd, 3rd=2, 4th=1.
- The highest team totals take 1st through 4th. If there is a tie, there will be a one-race runoff.
- All hall teams (Esperanza 1 & 2 and Estrella 1 & 2) will earn points once game play is completed.

Scoring

Position	Points
1 st	100
2 nd	85
3 rd	60
4 th	45

*Additionally, Esports Lab Open Play will be designated during specified hours for casual stations. Open Play does not accrue points for the games. It is just a time in which a student can stop by to play.



Tournament Play: August 18th at 5pm in Esperanza Hall

Championship Play: August 21st at in the Game Room (CAB)

The tournament will be a single elimination bracket format and consist of teams of 2. Through a game of rock, paper, scissors (single play), the team that breaks will be determined. First ball type in is that team's side (stripes or solids). The first team to knock all of their team's balls into the pockets wins. The pocket must be called for the 8 ball. If you scratch (cue ball in the pocket) or hit the 8 ball into a pocket you did not call, your team loses and the game ends. If the 8 ball is hit into a pocket prematurely, that team loses and the game ends. Each team must have at least 1 woman and 1 man.

Scoring

Position	Points
1 st	100
2 nd	75
3 rd	50



The tournament will be a single elimination bracket format and consist of teams of 2. Each team must have at least 1 woman and 1 man. The first team to 10 points wins the round.

Scoring

Position	Points
1 st	100
2 nd	50