

This is a Tappy Feet® Game—Happy Tapping!



War

Players: 3+

- 1 “judge” – This person must know all of the tap steps being played during this game.
 - This person makes the ultimate decision about whether or not a person’s guess is close enough to the accurate answer to be considered correct. Typically, this is the tap teacher.
- 2+ other participants

Level: All Levels, but this game works best if the players are around the same level

Objective:

1. To build tap dance vocabulary
2. To win the most cards by naming correct tap steps and winning wars

Directions:

- Stand in two roughly-even lines facing the Judge. At any given time, the person who is first in each line is a “Guesser.” It is important that all Guessers get the same number of turns to guess the names of tap steps.
- The Judge holds all of the Tappy Feet® Tap Step Cards, chooses one off the top of the deck and performs the tap step from the card without saying the name of the step.
- The 2 Guessers raise their hands to guess the name of the tap step if they know it.
- The Judge chooses the person who raised their hand first to guess the name of the tap step.
 - If this Guesser guesses correctly, they get to keep the tap step card.
 - If the Guesser guesses the name of the tap step incorrectly, the Judge puts the card back on the bottom of the deck and moves to a new card and the round is over.
- The next two players in line become guessers and the guessers from the last round go to the back of the line.
- If both Guessers raise their hand at the same time, this indicates a tie, in which case both players move on to “War.” The “War” tie-breaker is played similarly to the card game called War.
 - The Judge indicates that there is a hand-raising tie and then counts out loud “1-2-3.”
 - On the count of 3, the tied participants shout out the name of the tap step at the same time.
 - If one Guesser yells an incorrect answer, the other Guesser wins the card.
 - If both Guessers yell a correct answer at the same time, the Judge pulls a new card out of the remaining cards in the deck and performs the step on this card to break the tie.
 - The tied Guessers again raise their hands to name the tap step. The judge chooses the player whose hand is raised first to guess the tap step. If they guess correctly, they win both the first and the second card that were played during the war.
 - In the event of another hand-raising tie during which both correctly guess the tap step on the count of 3, the Judge pulls another card from the deck and performs the step on the card to break the tie.
 - This process continues until a winner is determined. The winner gets to keep all the cards that were played throughout the process of the war.

***Note for tap teachers:** Even if you are using the tap terms in the Tappy Feet® Tap Step deck, there may be slight variations on names of steps between students, teachers and dance schools. For instance, one person may call an Irish an “Irish” while another calls it a “Step-Shuffle-Hop-Step.” Some call a “Paradiddle” a “Paddle & Roll.” The judge gets to make the ultimate decision about whether or not a player’s answer was close enough to the correct term(s) in order to win the round.

Additionally, tap teachers can allow answers to be considered correct if they match the terms that are taught in their tap class. For instance, if a student guesses a step with a Spank in it but they call it a “Brush,” and if that is the term that you regularly use in tap class for that specific move, the judge can consider the answer to be correct. In this way, you can adapt the terminology to match your own teaching style.