

This is a Tappy Feet® Game—Happy Tapping!



Tappy Feet® Insanity

A Dance Game That Prevents Mundanity

This is probably our all-time favorite game! To play you'll need both a set of Tappy Feet® Insanity Cards and a set of Tappy Feet® Tap Step Cards. There are instructions for playing with *only* the Tappy Feet® Insanity Cards, available on our website on the resources page.

This game is hilariously ridiculous, but if you aren't into it, just remove the Tappy Feet® Insanity cards, and you'll have yourself a perfect choreography-building game with just the Tappy Feet® Tap Step Cards!

Number of Players: 2+

Levels: Beginning – Advanced (mixed levels is okay)

Objectives:

- To learn new tap steps.
- To create your own tap choreography.
- To explore whether or not various tap steps work seamlessly next to one another, thus practicing balance and coordination.
- To get out of your comfort zone and be absolutely ridiculous, therefore building courage.
- To remember how to laugh at yourself and not take yourself too seriously for a dang minute.
- Enjoy the company and silliness of other tap dancers in your community.

Instructions:

- **Prepare.**
 - Decide if each person would like to play as an individual or with a team of 2 - 3 people.
 - A game may involve a mix of people who are working alone and people are working in a group.
 - The lower the number of contestants/groups, the more rounds you can play.
 - Decide how many rounds you will play. This can be a set number of rounds, or it can be “we will play until we run out of time in this class/party/group.”
 - Place the Tappy Feet® Tap Step Cards in a pile, face down, and form a circle around it.
 - If you have multiple levels (beginners, intermediate, advanced dancers) in the same room, split the Tap Step cards into piles according to how many sounds each tap step makes (ie: one-sound steps in a pile, two-sound steps in a different pile, etc.), so people can decide how challenging they want their tap steps to be.
 - Place the Tappy Feet® Insanity cards (downloadable from the Resources page of our website) in another pile, face down, next to the Tappy Feet® Tap Step Cards.
 - Let your audience know which piles are which.
 - Decide who will be “The Judge” first.
 - It's easiest if a teacher is the first judge (if you have a teacher in your presence) so that the players can get a good idea of how to play.
- **Choose Your Cards.**
 - Have each person (or each group) choose 4 - 5 Tap Step Cards and 2 - 3 Insanity Cards for a total of 7 cards in their hand.
- **Create choreography.**
 - Use the cards that you or your team pulled to create choreography. Add the Insanity card(s) for a funny twist somewhere in your dance.
 - You do *not* have to use all of the cards in your hand - use as many or as few as you like.
 - TIPS:

- Try putting the cards in different orders to see which steps flow nicely into one another and what works best.
 - Solidify which cards you will use in which sequence and practice it!
 - An example of a performance may be: “Shuffle, Ball Change, Flap, Chug, Tap Dance Like A Lizard.” (You can decide what it means to Tap Dance Like A Lizard. There are no incorrect answers here.)
 - Some people put the Tappy Feet® Insanity card(s) at the beginning of their performance, some put it at the end, and some scatter it throughout the performance.
- **Perform your choreography.**
 - Go around your circle and have each individual or group perform what they came up with.
 - After each performance, have the group/person share the Tappy Feet® Insanity Card(s) that were used in their “choreography.” If you’re working on building tap terminology, you may also choose to have each group share the names of the tap steps they used and review the difficult tap steps with the group.
- **Choose a Winner.**
 - After everyone has performed, The Judge chooses one winner for that round.
 - In order to know who your Judge might choose as a winner, you must know your Judge! Will they be more impressed with amazing tap dancing skillz than ridiculous acting skills? Will they find one Insanity card funnier than another one? Build your choreography with your judge in mind.
 - It is up to the Judge to decide how they will choose a winner. Sometimes it is very, very hard to do so. 😊
- **Winner Collects a Point Card.**
 - The person or group who wins gets to keep one of the cards that they used to signify that they have gained one point from that round. They hold on to this as a “Point Card” until the end, when the overall score is tallied. Alternatively, you could keep written tally elsewhere.
- **Start Over Again.**
 - Discard all the cards used in your choreography, and replace that number of cards with new ones. (Remember, you may draw from any pile, but try to maintain roughly 4 - 5 Tap Step Cards and 2 - 3 Insanity Cards.)
 - Choose a new judge (typically it’s best to go around the circle so that everyone gets a chance).
 - Repeat the process, with the new judge choosing a new winner. Repeat this process as many times as you have agreed upon.
- **Declare an overall Tappy Feet® Insanity Champion (mostly for bragging rights).**
 - At the end of the game, see who has the most Point Cards. This person, group of people (or if it’s a tie, all of the people involved) are declared the Champion... at least until the next time you play!

OR toss these instructions out and feel free to create your own game that makes you smile.

We’d love to see some of your Tappy Feet® Insanity creations! We know how ridiculous they can get. Don’t worry - we love to laugh and we don’t judge. 😊 Feel free to contact us via our “Chat With Us” section at mytappyfeet.com/resources or tag us on Instagram @mytappyfeet or #mytappyfeet or #tappyfeetinsanity.