

**THE
ENORMOUS
GIGANTIC
COLOSSAL
HUMONGOUS
MASSIVE
COLLECTION
OF GAMES**



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**Games from the Internet
From Kidology.org**

TABLE OF CONTENTS

This ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION of GAMES is more than just a book of games. Gathered from multiple sources and people this collection will provide you games for every event, lesson, or class.

Why Use Bible Games?

1. Bible games are fun and exciting
2. Bible games are a great way to review
3. Bible games encourage class participation
4. Bible games involve the entire class
5. Bible games help evaluate our teaching
6. Bible games can correct wrong impressions
7. Bible games reinforce the lesson

Tips for Using Bible Games

1. Make the Bible game exciting
2. Write the questions before class
3. Have the game set-up and ready in advance
4. Make sure everyone is involved
5. Only accept correct responses
6. Use variety

12 Great "Kid-Tested" Games

1. Balloon pop: memory verse – hide slips of paper, ping-pong balls, or any small objects with words or parts of the verse written on them – assemble the verse.
2. The Price is Right:
Set up table
10-15 small items with prices (ranging from lowest to highest)
guess the price (within 10-15 cents)
Exact price gets bonus prize.
Variation - have a price displayed guess higher or lower
3. The Mad Dash
Prize race
30-60 seconds depending on distance and amount of prizes
powerpoint timer
4. Grab it (family feud)
single file line facing each other
your hand out between two teams
ask question
first to grab candy/prize answers; right go to end of line, wrong to seat
keep sides even
last player gets prize

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

5. Mystery Cube
 - presentation board painted black
 - cut out two holes cover with black cloth
 - roll dice (big), spinner, ticket draw
 - guess item they rolled/spinned/selected
 - audience can see they can't
 - once guessed that prize is out
6. Bucket Shot Game
 - 5 bucket pails
 - 5 nerf balls
 - 1, 2, 3, 4, 5
 - must go in order – cannot do 2 until they get 1, etc.
 - prize for each bucket level, small to bigger.
7. King David
 - get a crown, cape, and throne (chair)
 - select King David
 - audience ask questions from lesson to stump King David
 - right he is still king
 - wrong the person that asked question is now King David
 - person asking question must know the answer
8. Let's Make A Deal
 - variety of prizes - one great, one OK, one gag
 - different boxes, bags, containers, curtains
 - choose, may bargain later
9. Zonk!
 - Preparation: circles with points (100, 200, 300, etc. to 1000) and the word ZONK (may do more than just one of these) on back
 - Circles can be cut out of cardstock/felt/foam or your can purchase precut foam circles from wal-Mart/Target/craft store – these come in various colors and assorted packs.
 - Play: 1 player at a time gather points until Zonk or want to quit
 - only keep points earned before getting zonked
 - if zonked lose all points
 - go to next player if quit or zonked
 - This can be teams or individual play
10. Cup Stacking
 - www.speedstack.com

The above ideas are just a beginning to the world of games in Children Ministry. What follow here is a collection of games from various sources and people, complete with a Table of Contents and an index. Use the various games as a starting point and do not be afraid to modify or change each to be appropriate for your surroundings, age, or activity. This alone can provide you with an endless source of ideas.

www.kidology.org: this website has many games you can use for your lessons, some already included in lessons themselves. In addition, this site can give you complete lesson plans and insight on how to develop your Children Ministry program. The following collection of games was compiled from the internet in 2005 and includes over 1000 games. Use the various games as a starting point and do not be afraid to modify or change each to be appropriate for your surroundings, age, or activity. This alone can provide you with an endless source of ideas.

Audience Games

<p>Big Balloon Bop</p>	<p>Go to your local art or party supply store and buy the biggest balloons they carry. (16" are cool, 3' are better). Divide the crowd in two. Have numerous staff throw the balloons in the crowd and have the crowd try to hit the balloons to the other side of the crowd. A fun twist to the game is, when done, tell the kids to pop the balloons and have #'s in a few of the balloons. Bring the kids with the #'s up front to use in an up-front game or to give a prize to.</p> <p><i>See other "Balloon..." games</i></p>
<p>Bumpers & Flippers</p>	<p>With everyone seated facing front, explain that when they are facing front they are "bumpers"; when you call, "flippers", they will turn to the right, facing the wall. Pass out two yellow balls and one red one.* On "Go!" they pass the balls person to person, as quickly as they want to. The object is for the yellow ball to "catch" the red one. This happens when one person has passed both of them. They may only pass the balls to a person in the same row to their immediate right or left. Every now and then yell, "Flippers!", then change back to "bumpers" after a little bit. *Any color will do as long as two are one color and one is a different color.</p>
<p>Candy Hunt</p>	<p>This game works as a crowd breaker for large groups. Gather a few distinctly different types of candy and tape them under the chairs of your audience before the meeting. Keep in mind when deciding how many types of candy you use that you will want the teams to be as evenly numbered as possible. Have your MC explain the activity as follows: 1. Groups must look underneath their seat, grab the candy bar (or individually wrapped small candy), and then find the other people in the room with that candy bar. 2. Once all team members have found their respective group, they must eat their candy and present their wrappers to one person on the team who will bring them all to the MC. This gets the crowd up and interacting and provides a boost of energy to your meeting. It is also a good idea to have some high energy back ground music.</p>
<p>Cell Phone Challenge</p>	<p>Have someone hidden in the crowd with a cell phone on. Have another phone up front with the number for the other one programmed in it. Bring up a kid from the audience, dial the other phone, hand him the phone and tell him to find the other one as fast as he can. Hints: Test the room to make sure that cell phones work. Also, most cell phones will only ring four times and then will go to voice mail . . . so tell the kid to hit end and send again every four rings!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Cell Phone Pizza Challenge	<p>Find two local pizza places that deliver. During the beginning of the evening, divide the crowd in two and bring up a representative from each side. Hand each representative a cell phone and phone # of two competing pizza places. Have them each order a large pizza, tell the delivery person the situation, and that there's a \$20 tip for the one that arrives first. Clearly announce to the crowd which pizza place is coming for each team. As you are continuing your program, one side of the room will erupt into applause when a pizza driver comes in representing their side of the room. Interview the deliverer and give him the \$20 tip in front of the crowd. (You can then have up front games lined up where winners get a piece of pizza.)</p> <p>Also see Cell Phone Challenge</p>
Foot Signing Contest	<p>Crowd Game: Have 5 students come to the front of the room and remove their shoes and socks. Give each a felt-tipped or ball point pen. On the signal, they run out into the crowd and see who can get the most signatures on the bottom of their feet in the time limit. No one person can sign more than three feet. Can use both feet. Signatures must be legible.</p>
Last Straw	<p>Much like "Toothpicks and Lifesavers." Give everyone a straw to put in their mouth. In rows or pews have them stand up and get ready to pass a small cup to the next person by using only the straw. The row to do this first, without cheating, wins! You can have a few people in the middle blind folded for an extra twist.</p>

**Christmas
Carol Quiz**

Figure out the Christmas Carol title from the clue.

1. Not here in an animal's dish
2. Smack the Passageways
3. Move and speak towards the elevated plains
4. Yahweh sleep you happy dudes
5. Hey! The #1 angelic beings belt it out.
6. It showed up on a cloudless 12 at night
7. Shaking Chimes
8. Happiness to the planet
9. 12-25 shrubbery song
10. Get here if you're reliable
11. Like a strainer + time when the sun is down
12. Small city of Christ's birth song
13. Quiet non-day
14. The premier not 12th letter of the alphabet
15. XII 24hrs. of 12-25
16. Not down on the roof of the home
17. Us Trio that's royalty from China (exist)
18. Us dream not us a happy December 25th
19. Spill the 411 on the baby
20. Small percussionist lad
21. Tim Allen's movie character will appear in a hood
22. Song about a hoofed animal with a crimson schnozola
23. Chilled the crystallized H2O male
24. Don't stop the winter precipitation
25. Traversing in a 4th season amazing country

ANSWERS to Christmas Carol Quiz

- | | |
|---|---|
| 1. <i>Away in a Manger</i> | 2. <i>Deck the Halls</i> |
| 3. <i>Go Tell It on the Mountain</i> | 4. <i>God Rest Ye Merry Gentleman</i> |
| 5. <i>Hark! The Herald Angels Sing</i> | 6. <i>It Came Upon a Midnight Clear</i> |
| 7. <i>Jingle Bells</i> | 8. <i>Joy to the World</i> |
| 9. <i>O' Christmas Tree</i> | 10. <i>O' Come all Ye Faithful</i> |
| 11. <i>O' Holy Night</i> | 12. <i>O' Little Town of Bethlehem</i> |
| 13. <i>Silent Night</i> | 14. <i>The First Noel</i> |
| 15. <i>The 12 Days of Christmas</i> | 16. <i>Up on the Housetop</i> |
| 17. <i>We 3 Kings of Orient (Are)</i> | 18. <i>We Wish You a Merry Christmas</i> |
| 19. <i>What Child is This?</i> | 20. <i>Little Drummer Boy</i> |
| 21. <i>Santa Claus is Coming to Town</i> | 22. <i>Rudolph the Red Nosed Reindeer</i> |
| 23. <i>Frosty the Snowman</i> | 24. <i>Let it Snow</i> |
| 25. <i>Walking in a Winter Wonderland</i> | |

For the "traditional" version of this game, see Christmas Quiz

Also see other "Christmas..." games & Human Christmas Tree

Christmas Quiz

Here's a quiz you can give out at Christmas time to kill time.

Name That Christmas Carol!

1. Bleached Yule
2. Castaneous-colored Seed Vesicated in a Conflagration
3. Singular Yearning for the Twin Anterior Incisors
4. Righteous Darkness
5. Arrival Time 2400 hrs - Weather Cloudless
6. Loyal Followers Advance
7. Far Off in a Feeder
8. Array the Corridor
9. Bantam Male Percussionist
10. Monarchical Triad
11. Nocturnal Noiselessness
12. Jehovah Deactivate Blithe Chevaliers
13. Red Man En Route to Borough
14. Frozen Precipitation Commence
15. Proceed and Enlighten on the Pinnacle
16. The Quadruped with the Vermillion Proboscis
17. Query Regarding Identity of Descendant
18. Delight for this Planet
19. Give Attention to the Melodious Celestial Beings
20. The Dozen Festive 24 Hour Intervals

Answers: (Don't include these on the quiz . . . duh!)

1. *White Christmas*
2. *Chestnuts Roasting on an Open Fire*
3. *All I Want for Christmas is My Two Front Teeth*
4. *O Holy Night*
5. *It Came Upon a Midnight Clear*
6. *O Come, All Ye Faithful*
7. *Away in a Manger*
8. *Deck the Hall*
9. *Little Drummer Boy*
10. *We Three Kings*
11. *Silent Night*
12. *God Rest Ye, Merry Gentlemen*
13. *Santa Claus is Coming to Town*
14. *Let it Snow*
15. *Go, Tell It on the Mountain*
16. *Rudolph, the Red-nosed Reindeer*
17. *What Child is This?*
18. *Joy to the World*
19. *Hark! The Herald Angels Sing*
20. *The Twelve Days of Christmas*

See other "Christmas..." games & Human Christmas Tree

<p>Christmas Poem Mad Lib</p>	<p>Read portions of the poem, "Twas The Night Before Christmas" like a Mad Lib. Ask your audience for words (parts of speech). Use a grease board to write words on. Have a sharp student come up and read the new "poem". FYI: You will need - total nouns, - plural nouns, - adjectives, - verbs, and 2 past tense verbs. 'Twas the night before Christmas and all the the (noun), not a creature was stirring, not even a/an (noun). The (plural noun) were tucked, all snug in their (plural noun), while visions of (adjective) plums danced in their heads. Then up on the (noun) there arose such a clatter. I sprang from my (noun) to see what was the matter. It was St. Nicholas with his little (adjective) belly, That shook when he laughed like a bowl full of (plural noun). He spoke not a word, but went straight to his work And filled all the (plural noun), then turned with a jerk. And laying his (noun) aside of his nose And giving a nod, up the (noun) he rose. I heard him exclaim as he (past tense verb) out of sight, "(adjective) Christmas to all, and to all a good night!" For the full poem (if you want to get carried away with this), go to http://www.night.net/christmas/twas-the-night.html</p> <p>See other "Christmas..." games & Human Christmas Tree</p>
<p>I Need a Shoelace</p>	<p>This game can be played with small or huge groups. The up-front person divides teams (in audiences of rallies or other large gatherings you can make each section of chairs a group). The up-front person then yells out a demand for a somewhat common item that people might have on them. The first team to bring up that item wins that round. Have each team elect ONE runner to run the item up to the person up front. Examples: I need a...</p> <ul style="list-style-type: none"> • Shoelace • 13 shoes tied together • 3 belts hooked together • nail file • chewed gum • sock with a hole in it • movie stub ticket • Driver's License • quarter older than 1980 • hair brush ... etc. <p>Also see Move Right If, Tape Head, Sit Down If..., & Velcro Head</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Mattress Pass</p>	<p>Two mattresses in the back of the room - one on each side of the crowd. Get a kid on top of each one and have the audience pass the mattress (with the kid on it) to the front. CAUTION: Have staff all around the crowd to catch the kid on the edges- very important to avoid any injury!</p> <p>Also see Mattress Jump</p>
<p>Move Right If</p>	<p>Just like it sounds. Tell the people in the crowd to "move right if . . ." (e.g. they are wearing green, if they're in eighth grade, if their birthday is this month, etc.) Be creative! (Move two seats to the left if . . .) Kids will end up on multiple layers of laps or under others.</p> <p>Also see Sit Down If</p>
<p>Mummy Wrap</p>	<p>Audience and/or Up Front game. As an Audience game: Throw out 3 rolls of toilet paper to different sections of the crowd and have them do it right there. As an Up-Front: Pick three groups of three people each. Give each a roll or two of toilet paper. Make sure you give each team the same amount. Two people wrap up (like a mummy) the third person in the group. The object of the game is to: See who can wrap up their "mummy" first or who is most creative in their "mummifying". You may wish to add a few other objects into the game (Q-tips, t.p. rolls, etc.) to aid in the "artistic expression possibilities". You could have the crowd or the staff vote. You need 3 or 6 rolls of toilet paper.</p> <p>See other "Toilet Paper - " games</p>
<p>Musical Food</p>	<p>Audience or Small Group game. Put pieces of dried fruit, jerky, tomato,potatoe, red onion, etc. in several separate closed lunch bags. Mix them up, throw them out into crowd, start music. When music stops whoever has a bag takes a bite. You may need referees to declare who had it when the music stopped.</p> <p>See other "Musical - " games</p>
<p>People Scavenger Hunt</p>	<p>Good game for a crowd or audience. Divide the crowd into three or four teams, each section with a captain. The game leader calls out certain characteristics...blue eyes, likes to snowboard, has a 4.0, has red hair, etc. The captain of each team must quickly try to bring someone with that characteristic up to the leader. First one to do so wins that round. Keep score and play to 5 or 10.</p> <p>Also see Sit Down If, Move Right If, & I Have Never</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Row Organizer (LINEUP GAME)	Just tell the crowd that each individual row is a team (make sure all rows have at least 7 or 8 people in them). Then you tell everyone to organize themselves in their row by . . . (height, birthday, shoe size, age, # of speeding tickets, etc.) First row to do it gets a point. Keep score and give the winning row a prize.
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Questions Under Fire!	<p>Loud, fast, funny game w/a point! Choose 4 volunteers from 4 different grades. Bring them up one at a time to ask 14 questions (see below). Whichever contestant can answer 10 of them in 90 seconds wins (candy, pop, \$1-5). They may “pass” as many times as they want and come back to a question later. Where the audience comes in is as soon as you begin the questions, they can distract the contestant by yelling out random statements, answers, or noises. They can even get out of their seats and do goofy things as long as they don’t get in the person’s face or touch them. You may switch questions around or make up your own. We suggest having easier questions for younger students on at least one list. Some of the questions have definite answers; some are random or silly. The point: It’s hard to focus on what matters when we surround ourselves with distractions.</p>
	<p>1st contestant</p> <ol style="list-style-type: none">1. What did Jesus call His followers? Disciples2. How many lives do cats have? 13. What letter comes after V? W4. Is a snake a reptile or amphibian? Reptile5. How many ounces in a gallon? 1286. What is the name of this Youth group?7. How many stripes on the US flag? 138. What shape is the earth? Round/sphere9. What color are your eyes?10. What is your neighbor’s address on the left?11. What color is good milk? White12. How many appendages do you have? 4 (arms/legs)13. What is Garfield’s owner’s name? John14. What do you put on popcorn?

2nd contestant

1. How many ounces in a half gallon? 64
2. How many disciples did Jesus have? 12
3. What is $37 - 24 + 19$? 32
4. What is your mom's middle name?
5. How many phalange's do you have? 20 (fingers/toes)
6. What is your or your friend's cell phone number?
7. What branch of military service mans submarines? Navy
8. What color is blue? Blue
9. How many stars are on the US flag? 50
10. How do you make a tuna sandwich? (bread, tuna, mayo, relish, etc.)
11. When Moses parted the Red Sea, who were the Israelites escaping from? Egyptian Army
12. What US president died in June 2004? Ronald Reagan
13. How many wheels on a car? 4 (or 5 including the spare)
14. On what does a rolling chair move? Wheels

3rd contestant

1. Say hello in Spanish. Hola
2. Which candle burns longer – pink or blue? Neither; they both burn shorter
3. How many megabytes does your computer have?
4. What does the acronym ASAP mean? As soon as possible
5. Eat a what a day to keep the doctor away? Apple
6. Rendezvous is French for what? To meet
7. Who sewed the first US flag? Betsy Ross
8. When King David danced in the buff, who got ticked? Michael, his wife
9. What size shoe do you wear?
10. What is the exact time?
11. What is perfect vision? 20/20
12. Count from 10 backwards.
13. Who is the lead (senior) pastor at this church?
14. Give me a prime number between 1 and 10. 2, 3, 5, 7

4th contestant

1. What show says, "Won't you be my neighbor?" Mr. Rogers' Neighborhood
2. Count to 10 in any foreign language.
3. How many books in the Bible? 66
4. What 3 colors are on the US flag? Red, white, & blue
5. What color is the stem of a red rose? Green
6. How do you get skunk smell off? Tomato Juice
7. How do you spell Mississippi without "i's"? Mss ss pp (also counts if they cover their eyes and spell it!)
8. Which is bigger – a deer tick or a wood tick? Wood tick
9. Say the alphabet backward. Z..y..x..(also counts if they turn around a recite the alphabet!)
10. Who is your favorite youth pastor (leader)?
11. Which way do hands turn on a clock? Clockwise
12. What is 1800 in civilian time? 6:00 p.m.
13. What is JVC? Electronics or stereos (not junior varsity cheerleaders)
14. What is a Hemi? Engine (high performance)

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

	<p>Alternate Questions: What disease can you get from a deer tick? Lyme disease What size shoe do you wear?</p>
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<p>Rain Maker</p>	<p>This game involves a large crowd. Explain that you are going to do something once thought impossible: with their help you will make it rain inside. Divide into 3-4 groups where they are sitting (left, left middle, right middle, and right...sides of the room). Explain that they MUST be absolutely quiet and watch you tell them what to do for this to work. Point to the left side and have them quietly rub their hands together back and forth. Then bring in the next group, and the next, until all are doing it (gets louder as you go). After the last group has joined in, go back to the first group and get them snapping their fingers, then the next group and so on. Then back to group one to begin patting their hands on their legs...on to the other groups. Then back to group one to begin patting harder and stomping their feet on the floor...on then to the other groups. You can do this process in reverse...back to patting legs, then back to snapping, back to rubbing hands, then back to silence. If it is done right, you will hear your rainstorm! The Point(s): 1. Things aren't always what they seem (see related trivia below). 2. Gets their attention before you speak. Related Trivia: Peter Jackson used a stadium of people to create the sounds of Orc Wars in the Lord of The Rings movies.</p>
<p>Saran Wrap Body Pass</p>	<p>Get 4 staff members from the crowd (as many staff as you have sections of the crowd- divided by isles). Have each staff member stand in front of a given section of crowd that can cheer for their staff member. Have each staff member grab about 3 or 4 kids to "wrap them." Hand each group 3 or 4 rolls of Saran Wrap, tell them to mummy them and yell "Go!" (Put the kid's hands in the air so they have them free for later!) When they are wrapped up, ask the crowd, "What's the best way to judge who is wrapped the best?" Then announce that you have an idea. "Pick them up and pass them to the back of the crowd and back up front again. First section to do that wins!"</p> <p>Also see Saran Wrap Inchworm & Saran Wrap Race</p>
<p>Superball Pass</p>	<p>This is a great game to be done in a sanctuary with pews. Divide the crowd in half. Have several members from each side of the sanctuary go to the back of the room behind the last pew. Dump a pile (about 20 is good) of superballs in front of the first pew. The students in the pews must get the superballs to the people in the back of the room by shoving/throwing/passing them UNDER THE PEWS. Nothing can go over a pew. First team to get a certain # of the balls to the back (75%) is the winner!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Sit Down If	<p>Ask the entire group to stand. Tell them to sit down when the statement characterizes them and remain seated. Encourage them to be as honest. If you have trouble because most are not sitting down, give them general characteristics ("Sit down if you are under 15, if you have on white socks, if you are in love," etc.).</p> <p>*Also see Move Right If</p>
	<p>Sit Down Mixer Number 1: Sit down if: You haven't used deodorant in a week ... two days. You have never worn the same socks two days in a row. You sing in the shower. You drive a Volkswagon. Your belly button is an outie. You haven't taken a shower in a week. You didn't use mouthwash today. You are a girl and you didn't shave your legs today. You are a guy and you didn't shave your legs today.</p>
	<p>Sit Down Mixer Number 2: Sit down if: Your nose is crooked. You believe each person should pay expenses on the first date. You still suck your thumb. Your socks don't match. You are ticklish. You wear baby doll pajamas. You weigh less than 100 pounds. Your nose is running and you don't have a handkerchief. You're going steady but you wish you weren't. You are good-looking but not conceited.</p>
	<p>Sit Down Mixer Number 3: Sit down if: You have ever eaten snails. You are cross-eyed. Your mother still dresses you. You use Speed Stick deodorant. You have never lied to your mother. You have a hole in your sock. Your zipper is open. You got a traffic ticket lately. You are on a diet. You have never stolen a street marker. You have a false tooth. You are really good looking.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Song Endurance</p>	<p>This game is very simple and can be played with two or more teams. Can do guys against girls. Pick a song theme - at Christmas choose Christmas songs; with a younger group you don't even need a theme, any song can be open game - and let the singing begin. The object of this game is to keep coming up with songs longer than the other team or teams. One team starts and sings a line of one song. Then the other team has 5 seconds to start singing a line of another song. Then the other team has 5 seconds to sing a line from yet another song. Teams may discuss and plan out which song to sing while the other teams are singing. The first team to repeat a song, sing a song that doesn't fit that category or just not sing within 5 seconds is the loser. If more than two teams play, sit losing teams out until one team finally prevails.</p> <p>*Also see Song Making</p>
<p>Song Making</p>	<p>Split the room up into groups and give each group five words on a card. They need to make up a song with those words. This works well on theme nights - for example, holiday or western.</p> <p>*Also see Song Endurance</p>
<p>Tape Head</p>	<p>"I Need a Shoelace" with a twist. This game can be played with small or huge groups. The up-front person divides teams (in audiences of rallies or other large gatherings you can make each section of chairs a group). The up-front person then yells out a demand for a somewhat common item that people might have on them. The first team to bring up that item wins that round. Have each team elect ONE team leaders who will wear a hat with tape all over it on their head. Teams must stick the items called for to the hat to remain there until the end of the game.</p> <p>Examples: I need a... shoelace student body card nail file chewed gum sock with a hole in it movie stub ticket Driver's Liscense quarter older than 1980 hair brush</p>

Mixers: Get Everyone Involved

<p>\$1000 Bill Exchange</p>	<p>For this game you need to make your own money on your computer (be sure it's clearly phony or it might be a federal offense). Give each person 10 of the bills. They are to try to win as many as possible from their peers by challenging them one on one doing one of three things: thumb wrestling; rock, paper, scissors; flipping a coin. Rules: You must accept any challenge / Sudden death, no two out of three / Challenger has to have a coin and is "heads" on the coin toss. *If you are unable or don't want to make play money, see Penny Challenge; it's similar but uses a bunch of pennies.</p>
<p>Ape, Man, Girl</p>	<p>This is a variation of the Rock-Scissors-Paper game. Have people pair off. When the signal is given, each person strikes a pose like an ape, man, or girl. Be sure to demonstrate what each looks like ahead of time. The ape beats the girl, man beats the ape, the girl gets the man. Eliminate losers and pair winners until you get champion.</p> <p>Also see Egg, Chicken, Dinosaur & Ninja, Gun, Gorilla</p>
<p>Barnyard</p>	<p>This is a good game to divide into teams for the day/evening. Have pre-made cards for more than enough kids. Come up with as many animals as you want teams that night. If you want four teams, have four animals. If you predict 35 kids that night make forty cards, four groups of ten. Each group of ten cards will have a particular animal written on it (so you will have 10 chicken cards, 10 cow cards, 10 donkey cards and 10 pig cards). Hand out cards randomly to the kids and tell them to not tell anyone their animal. When you give the signal, have them make the sound of their animal as loud as possible until they find their entire group. First group to totally find each other wins. Put a twist on the game by putting in only ONE card that says "donkey" and giving it to a very secure student.</p> <p>Also see Banana Stuff, Clumps, & Your Number Is Up.</p>
<p>Battle of The Nuts</p>	<p>Messy but simple game for groups under 50. Get a few bags of peanuts in the shell. Give every student one peanut. Have them go around and challenge each other to a BATTLE of the NUTS by simply pressing their peanuts up against each other until one of them breaks the shell. The student with their peanut still intact in their shell is the winner. When there are only two kids left standing, have them come up and battle to the finish! Play energetic music in the background.</p> <p>Also see Counting Game</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Blow-Pop Necklace</p>	<p>Buy enough Blow-Pops (Blow-Pops, not cheap suckers - students have to LIKE what you use) for three times the amount of students and staff you have. Take string or yarn, cut it at arms' width and tie them to the individual "Blow Pops." You now have enough "Blow-Pop" Necklaces for each student and staff to have three. As students and staff arrive, place three Blow-Pop necklaces on their necks. Inform them that they cannot use the word "I" until a designated time (when you usually bring things together and start). If you use the word "I" and someone catches you, they can have one of your Blow-Pop necklaces. This can be quite funny because when someone catches someone else, they usually blow it by saying, "I caught you!" or, "I get one of your necklaces!" At the end of this time, give away a prize (besides Blow Pops) for the person with the most necklaces. Feel free to add or subtract from this idea. You can also use "Ring Pops" instead.</p>
<p>Candy Hunt</p>	<p>This game works as a crowd breaker for large groups. Gather a few distinctly different types of candy and tape them under the chairs of your audience before the meeting. Keep in mind when deciding how many types of candy you use that you will want the teams to be as evenly numbered as possible. Have your MC explain the activity as follows: 1. Groups must look underneath their seat, grab the candy bar (or individually wrapped small candy), and then find the other people in the room with that candy bar. 2. Once all team members have found their respective group, they must eat their candy and present their wrappers to one person on the team who will bring them all to the MC. This gets the crowd up and interacting and provides a boost of energy to your meeting. It is also a good idea to have some high energy back ground music.</p>
<p>Clumps</p>	<p>Any size room. Easy game used to divide your group into teams. Simply yell, "Form a group according to . . . (height, hair color, # cavities, # siblings, shirt color, etc.)." If you're looking for a certain number of people per team, just say, "Form a group of 7!" If you end up with a remainder, then have staff go around and divide the leftovers on teams.</p> <p>Also see Keys & Your Number is Up</p>
<p>Communica- tion Challenge</p>	<p>Give everyone a number. They have to arrange themselves in numerical order by communicating with each other without speaking or holding up fingers. They make up their own sub-language or sign-language and it often is pretty amusing. For Round Two, have people arrange themselves in order of birth or in calendar months (like the game, Mute Organization).</p> <p>Also see Inversion, Mute Organization, & Numbers Race</p>

**Baseball
Team Quiz
(MLB)**

Like Football Team Quiz on this game page. Either big or small group. For a big group, break up into groups of 4 requiring at least one person on each team to be a little baseball savvy. Pass out one copy of the following list of clues of pro-teams to each team.

For small group, provide one sheet per person. (Answers in parentheses; of course you'll copy this list off without the answers.) The first team to bring their completed list to you wins (or as many as they can come up with). Give prizes to each team member (a candy bar, mug, etc.). Name the Major League Baseball Team that is described by the word puzzle.

1. Kings and queens are these _____ (Royals)
2. They're not cowards _____ (Braves)
3. Short for Metros _____ (Mets)
4. Crimson stockings _____ (Red Sox)
5. Physical activities _____ (Athletics)
6. Satan's sun beams _____ (Devil Rays)
7. Nemo's dad _____ (Marlins)
8. Red birds _____ (Cardinals)
9. Crimson, burgundy, scarlet, etc. _____ (Reds)
10. Cheese steak sandwiches _____ (Phillies)
11. Striped jungle cats _____ (Tigers)
12. David rocks their world _____ (Giants)
13. Elite southern cops; Walker is one _____ (Rangers)
14. Hard to hit _____ (Dodgers)
15. Non-colored coverings for your feet _____ (White Sox)
16. If you won State then you might go here _____ (Nationals)
17. They make beer _____ (Brewers)
18. Jack Sparrow and Captain Hook _____ (Pirates)
19. A mountain chain _____ (Rockies)
20. Baby bears _____ (Cubs)
21. Men of the sea _____ (Mariners)
22. The Jetson's dog, NASA's fave team _____ (Astros)
23. Black and orange birds _____ (Orioles)
24. Native Americans _____ (Indians)
25. Navy, royal or baby + 10th letter of alphabet _____ (Blue Jays)
26. Spanish for fathers _____ (Padres)
27. Heavenly beings _____ (Angels)
28. The North in the Civil War _____ (Yankees)
29. A girl's best friend on your non-front, deadly snakes _____
(Diamond Backs)
30. They look the same _____ (Twins)

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Clothespin Mixer</p>	<p>Pass out about 4-5 clothes pins per kid in the room and instruct them to pin them on their own sleeves. Explain that when the music begins, the object of the game is to get all clothes pins off themselves and on to someone else. Turn off lights and on strobes and music. (You may want to put girls on one side of room and guys on another; guys can get a little frisky sticking clothespins on girls). Explain that when the lights come on, one or two people should have about 100 pins on them - pull them up and parade the winner. At the end you won't want them playing with the pins all night during the talk, so dress a tough kid or leader up front in protective gear (motorcycle helmet with face shield, chest protector or thick jacket, turtleneck, scarf, gloves, shin guards, thick pants, etc.); and put a bulls-eye on their chest. Tell everybody to grab all their clothes pins and bring in your human target and play music as they throw or pin their clothes pins at him. Kids can't believe they are doing this, and when you stop the music, all your pins are gathered up at the front.</p> <p>See Clothespin Bite Relay, Clothespins On Face, & other "Musical..." games</p>
<p>Dollar Surprise</p>	<p>Mingling game. One or two people have a dollar. Everyone goes around shaking hands. Persons with dollar pass dollar off to tenth person he shakes hands with. Keep going...if you get the dollar, pass off to tenth person. When music stops, person with dollar keeps it.</p> <p>Also see Hi, My Name Is & Mingle for Money</p>
<p>Give Yourself A Hand!</p>	<p>Items Needed: Paper, Markers or Ink pens, Safety Pins</p> <p>You can either pre-make paper hands or have each participant trace their own hand on paper and pin it on their back. Then the whole group walks around and writes a one word POSITIVE description of the person whose back they are writing on. (ex. Nice, Pretty, Fun, Exciting, Loving, Kindhearted, etc.) Allow enough time, depending on group size, for everyone to circulate. Then have students come up front and read what everyone said about them.</p> <p>The Point: Motivator for positive self esteem.</p>

**Find
Someone
Who**

Great for large or small groups. Give out the "Find Someone Who" list to students and have them go from student to student looking for someone who meets the descriptions on their list. **Example:** Find someone who is wearing blue pants. The student who fits this description signs their name. Students then go off to find someone else that meets another description on their list. The winner is the one who has their sheet filled out first and most accurately. You should read aloud the list with the person's name who signed it. Have the student who signed the list verify the information. **Example:** Find someone who can belch the alphabet. If Joe signed that item, have Joe come up and demonstrate. **Items needed:** Find Someone List (make one up and make enough copies for everyone.)

SAMPLE "FIND SOMEONE WHO" LIST:

Find someone who has a birthday in February and have him/her sign their initials here. _____

Find someone who has been to Colorado before and leapfrog over him/her. Then have the person initial here. _____

Get seven leaders to sign the back of this sheet. Find someone who has a birthday this month and sing "Happy Birthday" to them Have the person initial here. _____

Find someone to listen to you say "toy boat" ten times quickly. Then have them initial here. _____

Get three other people to link arms with you and do the cheer "lean to the left, lean to the right, stand up, sit down, fight, fight, fight!" Have each person initial here. _____

Give someone your ugliest face and have them initial here. _____

With two other people, face the front of the room, put your hand over your heart, and say the "Pledge of Allegiance" in unison. Initial each other's papers. _____

Have someone tell you about the best Christmas gift they ever received. Then have them initial here. _____

Get a hair over 5 inches long from someone else's head. Let them pull it out. Have the person initial here. _____

Give someone a backrub and have them initial here. _____

Find someone who has blue eyes and have them initial here. _____

Find someone who is left-handed and have them initial here. _____

**Football
Team Quiz
(NFL)**

Either big or small group. For a big group, break up into groups of 4 requiring at least one person on each team to be a football fan. Pass out one copy of the following list of clues of pro-teams to each team. For small group, provide one sheet per person. (Answers in parentheses; of course you'll copy this list off without the answers.) The first team to bring their completed list to you wins (or as many as they can come up with). Give prizes to each team member (a candy bar, mug, etc.). What are these pro football teams??? Based on the clues, figure out the names of the NFL teams.

1. A dollar for corn (Buccaneers)
2. Native American epidermis (Redskins)
3. Sun-tanned bodies (Browns)
4. What you pay (Bills)
5. They don't dodge or male goats (Rams)
6. 747, B1B, Concorde, F15... (Jets)
7. 7 Squared (49ers)
8. David could stone them (Giants)
9. Iron workers (Steelers)
10. Black birds of prey (Falcons)
11. Norse warriors (Vikings)
12. Kodiak, black, polar, koala... (Bears)
13. Not sinners but... (Saints)
14. Red birds (Cardinals)
15. Rodeo animals (Broncos)
16. Native American Leaders (Chiefs)
17. Called bald (Eagles)
18. Ocean going birds (Seahawks)
19. Hostile invaders (Raiders)
20. Credit card users (Chargers)
21. Boxers (Packers)
22. King of beasts (Lions)
23. Look like fish, but are mammals (Dolphins)
24. One-time British enemies (Patriots)
25. American gauchos (Cowboys)
26. Certain type of tiger (Bengals)
27. Young and fast horses (Colts)
28. People from the Lone Star State (Texans)
29. Spotted cats or expensive cars (Jaguars)
30. Heavy breathers (play on phonics) (Panthers)
31. Large birds of the crow family (Ravens)
32. Remember them (Titans)

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Four Corners</p>	<p>Any size room. Choose an assistant, preferably a leader, to come up front. The assistant will turn his or her back from the group or put on a blind fold. Then explain that the entire group must choose to stand in one of the four corners of the room which are numbered from 1 to 4. The assistant will then yell out a number from 1 to 4 and everyone in that corner must have a seat. Once those people have a seat people in the remaining 3 corners are given time to switch corners to any of the 4 corners. Then another number is yelled out and those students sit down. Keep calling out corners and having them switch around until there is only one or a few people who are the winners. It gets the whole group moving and having fun and takes no preparation to play.</p>
<p>Four on a Couch</p>	<p>Great Small Group Game: Create a circle with chairs and one couch - enough seats for everyone playing plus one extra seat. 2 girls and 2 guys start off by sitting on the couch; everyone else in the chairs. Give every person playing a paper to write their name on. They are to turn their names in to you. Mix the names up and redistribute them back to the youth, making sure no one gets their own name. They are not to tell which name they have. The purpose of the game is for the guys to get all 4 guys on the couch and the girls to get all 4 girls on the couch. The person to the left of the empty seat calls out a name of someone in the circle. Whoever is HOLDING THAT NAME (not the one whose name it is, i.e John calls Amy's name, and Jeff is holding Amy's name.) gets up and sits on the empty chair. The person who called the name and the person who sat on the chair, then exchange papers with names on it (that way the same name does not stay with the same person, it makes it more challenging). The person to the left of the new empty seat calls a new name. (the same name cannot be repeated 2x in a row) Again, the purpose is for the guys to get the 2 girls off the couch and vice versa. This is a really fun game but it can last a long time.</p>
<p>Hi, My Name Is</p>	<p>Plant several people in your crowd who have a one dollar bill, a certificate to something, or any prize of your liking. Tell everyone that they need to go and introduce themselves and learn the names of as many people as they can meet. Have your "planted people" give the prize to the 15th person that introduces themselves to them. Once the prizes have been given, announce who received them and who had the prizes.</p> <p>Also see Dollar Surprise & Mingle For Money</p>
<p>Jelly Bean Trade</p>	<p>Everyone for themselves. Everyone is handed 10 jelly beans. They are to try to get 10 of one color by trading with other people one at a time. First person to get all ten of a color they want wins.</p> <p>Also see M & M Scarf</p>

<p>Getting To Know It</p>	<p>Split the group into girls and guys. (Leader's are excluded, as you will be the panel of judges.) Put teams on opposite sides of the room. Dedicate one person from each group to be "it". Give each group 5 minutes to find out as much about "it" as they can. After 5 minutes, have each person go around and say something about "it". (It may be something they like, something they don't like, something have done, etc.) Once each group has had a chance to speak, the panel of judges (leaders) will ask some questions to each group. If the group can answer them, that is good and looked highly upon. After the judges are done asking questions, they will decide on who had better information about the person. It's up to you if you want to judge strictly by opinion, panel vote (holding up fingers or cards to indicate "Team 1" or "2"), or award points with the higher points winning. Encourage each group to not make all the information physical, such as hair color or eye color.</p> <p>Sample questions:</p> <ol style="list-style-type: none"> 1. What is your favorite pizza? 2. What is your favorite kind of weather and why? 3. If you could go anywhere on a vacation for a week, where would you go? 4. What would you do with \$1,000 dollars cash? 5. Share a moment in your life when you remember being the most happy. 6. Share a time in your life when you were really mad. 7. Share an embarrassing moment? <p>Also see Getting To Know You, Getting To Know You Better, Identity Circle, Name Toss, Questionnaire Game, This & That, & Who Is It?</p>
<p>Getting To Know You Better</p>	<p>Divide into 2 even teams. For larger groups, divide into 4 teams and have a play-off with the 2 winning teams and 2 losing teams. Give each person a blank 3x5 card (or piece of paper) and have them write 5 little known facts about themselves and sign their name. Examples: I have a pet snake; my middle name is Hortense; I was born in Mexico City; I hate pizza. Collect all the cards and keep separate stacks for each team. The game is now ready to play.</p> <p>The object is for students to name the person on the card that the leader draws (from the other team's stack of cards) in as few clues as possible. Begin by opening up the bidding between the teams, for example: "We can name that person in five/four/three/etc. clues!" The team that wins the bidding has five seconds to guess after the reading of the appropriate number of clues.</p> <p>The Point: Great game for getting to know students after a summer break, an influx of new students, or if you just started leading a group.</p> <p>Also see Getting To Know It, Getting To Know You, Identity Circle, Name Tag Mixer, Name Toss, Questionnaire Game, This & That, & Who Is It?</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Hug Fest	<p>Instruct your whole group to walk randomly around the room. About every ten seconds or so, call out a number. Everyone in the game must immediately form a group hug made up of the number of people that you called.</p> <p>This sometimes leaves some people unable to form a group because they don't have enough people — they are out of the game. Repeat until you only have two people left and declare them the winners. Like musical chairs, play upbeat music between calling out numbers.</p> <p>Also see Body Parts & other "Musical..." games</p>
Human Typewriters	<p>Pin a large card bearing a letter of the alphabet to each person's arm. Give each person a small card and a pencil. The goal is for letters to get together and spell words. Once they've spelled a word, they write it on their card.</p> <p>Then separate everyone and look for new words. Award points for each real word and a prize to the longest list of words. Make sure no one tries to exclude vowels or certain consonants!</p> <p>Also see Human Scrabble & Human Scrabble For Dummies</p>
Lengths Of String Mixer	<p>Everyone gets a length of string. Each string is the same length as one other person in the room. Students have to match up with their partner.</p> <p>The Point: Discussion starter.</p> <p>Once matched, you can ask a pre-typed question for the partners to discuss.</p>
Mute Organization	<p>Simply announce that you want everyone lined up across the room by birth date. Only catch: no talking. Once they are all lined up, ask certain people their birthdays just to be sure.</p> <p>You can have them do the same thing, but by shoe size, height, etc.</p> <p>The Point: Communication</p> <p>Also see Communication Challenge, Inversion, & Numbers Race</p>
Name Game 2	<p>Small group game. Provide pencils and index cards. As each person arrives have them write their name clearly on an index card. Tape card to their back. Give everyone another index card. On "Go!" with hyped music in the background, everyone copies names off backs of other people, while trying to keep them from seeing the card on their own back. Determine a time limit and give a prize to the person w/the most names on their card.</p> <p>The Point: Getting to Know You</p> <p>Also see Alphabet Game, Atlas, Name Game, & Name Tag Mixer.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Name Tag Mixer	<p>Before kids arrive, prepare name-tags by writing an easy-to-read number on each one. Also prepare slips of paper with instructions such as "Introduce #4 to #12, "Find out #7's favorite pizza topping," "Shake hands with #5 and #13," and so on. Don't use numbers higher than the number of kids expected. It's better to make instructions for #1 to #10 and have duplicate name- tags for #1, #2, #3, and so on. Give kids a name-tag and slip of paper, then send them out to complete their assignment.</p> <p>Also see Alphabet Game, Atlas, Name Game, & Name Tag Mixer.</p>
Newspaper Name Nail (Whomp' em)	<p>Small Group mixer. Have everyone sit in a circle or something as close as you can get. Then, have each person give their name and make sure each name is clearly said so that all others can hear it. After going through the names once or even twice, have someone start in the middle by asking someone to call the name of someone in the room. The person in the middle proceeds to find the person and try to whop'em with a rolled up newspaper (or pillow) before that person can say both their name and someone else's name in the room. If they get whomped before they can say their name and someone else's name, they are now "it". Also, if the person whose name is called fails to say both their name and another person's name, they will have to be it. The person who is in the middle takes the place of the person they whoop. This helps people learn each others name and mixes kids around with each other.</p> <p>Items needed: Rolled up newspaper or pillow (preferable.)</p> <p>Also see Big Bootie, Getting To Know It, Getting To Know You, Getting To Know You Better, Identity Circle, Name Tag Mixer, Name Toss, Who Is It?, & Who Hit Me?</p>
Ninja, Gun, Gorilla	<p>Same as "Rock-Scissors-Paper", only you use your whole body. Play it up huge, having someone demonstrate each: ninja-guy in karate stance yelling "waaaaa!"; gun-hold finger gun and say "BANG!"; gorilla-arms in air & beating chest, saying "ooo, ooo, ahh, ahh, ahh!" (Ninja beats gun / Gun beats gorilla / Gorilla beats ninja). Keep going until all are eliminated; fun to find a champ. It helps to have the students who are out to go to the outside and the people still playing in the middle.</p> <p>Also see Ape, Man, Girl & Egg, Chicken, Dinosaur</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Organized Mingling Mixer</p>	<p>Get an even amount of students and staff in the room. (Add staff as needed to make the number even.) Students and staff mingle to music and shake hands. When the music stops, everyone must find another person and shake hands. The leader calls out a question they must ask of whomever they are shaking hands. Use fun and serious questions. Hint: You can use questions that will kick off that night's discussion.</p> <p>The Point: Getting to know you</p> <p>Sample Questions:</p> <ol style="list-style-type: none"> 1. What is your favorite pizza? 2. What is your favorite kind of weather and why? 3. If you could go anywhere on a vacation for a week, where would you go? 4. What would you do with \$1,000 dollars cash right now? 5. Share a moment in your life where you remember being the most happy. 6. Share a moment in your life where you were really sad. <p>Also see Getting To Know You, Getting To Know You Better, & other "Musical - " games</p>
<p>Penny on the Chin Mixer</p>	<p>Give each student a penny and have them find a partner. They must hold the penny between their lip and chin without using their hands. Have them stand back to back. On the count of three they turn and face each other. The first one to drop their penny is out and must sit down. The winner then finds a new partner and moves on. Go until someone wins. Find new partners and eliminate to final couple. If there is a tie, both have to sit down. Play fun music, starting and stopping each round.</p> <p>Also see Penny Challenge</p>
<p>Puzzle Mixer</p>	<p>As students arrive, give them each the piece to a kid's jigsaw puzzle (minimum 10 pcs, maximum 25). If you have extras left over, place them back into the correct puzzle frames. Put all frames in the center of the room. Have students locate the correct puzzles to which their pieces belong. The first group to completely put a puzzle together wins. (Great mixer which also serves as a tool for dividing teams)</p>
<p>Shuffle The Deck Mixer</p>	<p>Hand everyone a playing card as they come in. During the mixer call out different combinations that they have to form a group with. Example: four of a kind, a flush, two pairs, etc. Option: Once they get in their group, have them answer a pre-planned ice-breaker question. It could be something fun and related or unrelated to the discussion that night.</p> <p>Also see TP Tell All</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Questionnaire Game</p>	<p>For this game you'll need as many pens as students and a pre-typed/copied questionnaire.</p> <p>Have all your students fill out an anonymous questionnaire when they come in, with questions/statements like, "My favorite band is.." "My dream car is...". Once finished, pass the questionnaires out randomly (to someone different than the person who filled it out) and yell "Go!" Students have to walk around asking each other questions, trying to find whose questionnaire they have.</p> <p>The Point: Getting to know you</p> <p>Also see Getting to Know It, Getting to Know You, & Getting to Know You Better</p>
<p>Real Identity</p>	<p>Great "getting to know you" and memory game. Everyone is in a circle and each takes a turn saying their name and something about themselves (example, "Hi, I'm John and I play football"). The next person needs to say the previous person's name and item of interest before saying their own (example, "He's John, he plays football and I'm Mary and I torture small animals"). As this game moves on, people need to remember more and more information. With bigger groups you can have them only repeat the names to save time.</p> <p>Also see Secret Identity, Getting to Know You, & Getting to Know You Better</p>
<p>Ro-Sham-Bo Train</p>	<p>Everyone grab a partner. Rock paper scissors - if you lose you go follow behind the person that beat you and they will do it again with another pair. Keep this up. A large train will build behind the people that keep winning. Eventually someone will have everyone behind him. He or she wins a prize.</p>
<p>Secret Identity (Who's On My Back?)</p>	<p>Have everyone secretly write down the name of a person on a small piece of paper or a sticker. It has to be a person that everyone in the room would know about - a famous historical figure, an actor or sports celebrity, or a popular politician. Then have them tape the name on the back of the person on their left. Everyone goes around and asks people yes or no questions about who is on their back. They can only ask each person one question. The person who can do it in the least number of asks wins.</p>
<p>This Game Stinks!</p>	<p>Provide 12 film canisters (or similar small containers) for as many students as you have playing. Fill film canisters with different smells. Try 12 different smells (12 teams of 4-5 students), and 5 canisters of each scent (one for each team member). Apply scents on cotton balls. For example, tuna oil, sauerkraut, vinegar, limburg cheese - the smellier, the better. On "Go!" with fun music in the background, have students find the 5 other people who have the same scent as theirs. For other fun mixers, click on:</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Shoe Pile</p>	<p>Have everyone take off one of their shoes and throw it into a big pile. You might even designate someone as the Shoe Salad Tossler, instructing them to mess up the pile, so people can't remember where certain shoes landed in the pile. Then everyone needs to pick out a shoe from the pile and proceed to find the person who belongs to that shoe. This works well for a large group. Option II: The other option is to put everyone's shoes in the pile and instruct them that they each need to get their own shoe, put it on, tie it, and stand back up. First one standing is the winner.</p>
<p>This & That</p>	<p>Quick small group opener/activity--just a fun way of getting to know each other a little better. Get into a circle and select someone to begin, then move clockwise around the circle. The first person says two similar items like pizza and ice cream (both foods). The second person has to say the thing they like better out of the two - in 3 seconds or less. If they make the time limit they get to say two things to the next person. But if they don't make it, the next person says two items, and so on . . .</p> <p>*Also see Getting To Know It, Getting to Know You, & Getting To Know You Better</p>
<p>Toe Fencing</p>	<p>All the players pair off, lock hands, and try to tap the top of one of their partner's feet with their own feet. In other words, one player tries to step on the other player's foot while their hands are clasped. Of course, since players are also trying to avoid having their feet stepped on, they are all hopping around the floor in a frantic dance. When a player has had his foot tapped three times, he is out of the game, and the winning partner challenges another winner. The game continues until only one person is left (or until the music runs out).</p>
<p>TP Tell All</p>	<p>Large Group: Divide into groups of about 15. (Could do this by way of another mixer game that divides the kids into groups - ex. Barnyard). Hand each group a roll of toilet paper with the instruction that each person is to "tear off as much as he/she needs" with no clarification. Once everyone has their tp squares, in their groups, each person must tell one fact about themselves for every square of TP they tore off.</p> <p>Small Group: Divide into groups of between 3 and 5. Hand each group a roll of toilet paper with the instruction that each person is to "tear off between 3 and 5 sheets" with no clarification. Once everyone has their tp squares, in their groups, each person must tell one fact about themselves for every square of TP they tore off. The Point: Getting to know you.</p> <p>*Also see Shuffle The Deck Mixer</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Twister Testimony	<p>Every 'spot' is numbered and a list of questions about one's testimony and faith corresponds to each number. Examples: When did you become a Christian?, How have you shown or been shown grace recently?, and random questions such as, Which do you prefer, Burger King or McDonald's? and What's your favorite chat-up line?</p> <p>Also see Messy Message, Messy Mix, & Messy Plexi, Twister, Condiment Twister, & Slime Twister</p>
Valentine Candy Mixer	<p>Pass out valentine "conversational" heart candy to everyone, then split up into groups and have each group come up with a poem or funny story using what it says on their hearts.</p> <p>Also see Valentine Toe Freezer</p>
Your Number is Up	<p>Great for dividing into teams. Instruct your whole group to walk randomly around the room. About every ten seconds or so, call out a number. Everyone in the game must immediately form a group hug, made up of the number of people that you called. This sometimes leaves some people unable to form a group because they don't have enough people — they are out of the game. Repeat until you only have two people left and declare them the winners.</p> <p>Also see Valentine Toe Freezer Also see Clumps</p>

Up-Front Games

<p>40-Inch Dash</p>	<p>Give 3 kids a 40-inch piece of string with a marshmallow tied to one end of it. On a signal, each person puts the loose end of the string in his mouth and "eats" his way to the marshmallow. The first person to reach it is the winner.</p>
<p>Alka-Seltzer On The Head Duel</p>	<p>You may run this game as a 4-person tournament. 2 contestants, each armed with a squirt gun, will take five paces and turn to duel. On each of their foreheads, you will have attached an Alka-seltzer tablet with double stick tape (possibly use big rubber bands if tape doesn't work). They draw and shoot the water at each other, the first one to dissolve the tablet on the other wins. Use swim goggles for each to protect their eyes. The tablet will fizz and foam all over the place. Have towels close by for clean-up. A cheesy western song (think Clint Eastwood or Lone Ranger) and some "cowboys" or "cowgirls" add to this one.</p> <p>Also see Dueling Candles, Squirt Game, Spew, & Soda Shoot-Out</p>
<p>Annika's revenge</p>	<p>Golfer Annika Sorenstam became the first woman golfer in 48 years to compete in a PGA Tour event. Although she did not make the weekend cut, her performance was no less exceptional. Rules: This is a boys vs. girls game. Two players on each team. Set up on stage one of those 10 foot long putting practice greens. It should be easy to find an avid golfer who owns one. If not, they only cost around \$20 at Wal-Mart. Each player gets 5 putts. Alternate putts boy/girl. If the player makes the putt their teammate gets to do a gag to their opponent of the opposite sex. You pick the gag. You can: have them crack an egg over their opponents head, pour chocolate syrup on them, shoot them with a super soaker, or whatever. If the player misses the putt, the other team gets to do the gag on the teammate. Give a goofy prize at the end, (like a chocolate golf ball). You might want to give the girls an advantage, like make the guys putt opposite handed or have the girls stand closer to the hole.</p>
<p>Apple, Onion, Egg</p>	<p>This game is played up front with a few people while the crowd watches. Send 3-4 people out of the room. Bring them in blindfolded one at a time and sit them on a chair. Put an apple in their hand and ask them to guess what it is. Give them a spoonful of applesauce. Give them an onion and ask them to guess what it is. Give them another bite of applesauce. Do the same with an egg. However, after they guess the egg, throw a wet washcloth in their face! Option: To make up for grossing them out, award a fast-food gift certificate. You could write on the envelope, "For some onion rings or an Egg McMuffin".</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Ask The Sage</p>	<p>A good game for jr high. Ask several volunteers to agree to be "Wise Sages" for the evening. Ask them to dress up (optional) and wait in several different rooms in your facility. The farther apart the Sages are the better. Next, prepare a sheet for each youth that has questions that only a "Sage" would be able to answer. They can be fun, silly, serious or related to your talk. Each Sage should have the answer to only one or two questions. The game works like this: give out your question sheet and a pen to each youth. They must look for the Sages throughout the building. They are allowed to open the door and check to see if a Sage is there. If there is, they must close the door and petition the Sage to grant him or her an audience. They do this by saying these exact words..."OH GREAT WISE SAGE, MAY I ENTER?" If they mess up this phrase, the Sage will tell them to come back later. Youth must go from Sage to Sage and cannot go to the same Sage twice in a row. If the youth gains an audience with a sage, He may ask a question, but once again, he/she must use the correct phrase..."OH GREAT WISE SAGE...(And then the Question)". If they fail to say the correct phrase, the Sage would say something like this..."You have not asked correctly". If the question is phrased correctly, then the Sage may answer. If the Sage does not know the answer to THAT question, the Sage should say something like... "I truly do not know". In that case, the youth should make note not to ask that Sage the same question again. If the question is asked correctly, and the Sage knows the answer, then the youth gets a correct answer. The first youth with all the answers wins. This game stretches youth to be very deliberate with their words.</p>
<p>Baby Bottle Burp</p>	<p>Three girls put a diaper (towel) around three guys, then sit them on their lap and feed them a baby bottle of soda (half full), then make them burp. The first guy to burp wins.</p>
<p>Baby Bottle Burp Extra</p>	<p>We did the Baby Bottle Burp, only first, guys had to feed girls a jar of baby food with the girls wearing bibs. (For bibs: I use plastic grocery bags & slit the handles at the middle, makes two.) Then the girls had to tie the bib around the guy and feed them the bottle of soda and make them burp.</p>
<p>Balloon Catch</p>	<p>Have 3-4 people blow up large balloons but not tie them. Have them attempt to "throw" them across the room (test this out to determine a good distance) to a catcher holding a butterfly net, ball mit, container, or something similar. The catcher tries to catch at least 2 out of 5 balloons in 45 seconds. Can be done in teams or individuals.</p> <p>Also see Balloon Master & Balloon Triathlon</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Balloon Face Race</p>	<p>Buy about 5-6 rolls of thick (foam mounted) double sided sticky tape. Make 2 teams of 4, (can be battle of classes, sexes, whatever). Cover each person's face with the double sided tape (1 strip down nose, across forehead, on cheeks, down chin, etc., and place a large, yet not completely filled balloon on the first person in each line. The object of the game is to press your face into the persons next to you and pass the balloon down without using your hands. If it falls to the floor, have that next person go on the floor and press their face into the balloon to pick it back up. Keep the crowd cheering!</p> <p>Also see our other "Balloon..." games</p>
<p>Balloon Master</p>	<p>Any size group, all play or upfront. Small Group/All Play: Divide the group into 2 or more teams with 3-4 people on each team. Large Group/Up Front: Choose 2-4 five-person teams. Give each team a roll of masking tape and 30 balloons. On "Go!" have members of each team roll the masking tape (sticky side out) around one of their teammates below the neckline. Next, have kids blow up their balloons as quickly as they can and stick as many as possible to the taped-up team member. You can either end game here awarding the Balloon Master to the one with the most balloons attached in the time allotted. Or you can set up an obstacle course and when the balloons have been attached, have the player go through and back to their team. Balloons that fall of during the race can't be re-attached. The team whose player has the most balloons still attached is the Balloon Master.</p>
<p>Balloon Shave</p>	<p>3 or 4 kids race to shave a balloon. First put shaving cream all over the balloons. The trick is that when the balloon breaks, the shaving cream goes all over — so be prepared. A little nick put on the razor's edge before hand will assure that the balloons will break. Variation: Water Balloon Shave - 3 couples come to the front of the room. The boys sit in chairs facing the audience and hold a large water balloon on their heads. Their girl partners cover the balloons with shaving cream, and with a single edged razor blade (no razor, just the blade) try to "shave" all the soap off of the balloon without breaking it. Whoever is the first to succeed is the winner.</p>
<p>Balloon Squash</p>	<p>A race to see who can break more balloons in a given time by sitting on them. Bring 2-4 kids up front with a leader behind each chair to place the balloons (from a bag or other container). Only make the last one a water balloon.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Balloon Triathlon</p>	<p>Three students compete in three events. Have them blow up a balloon until it breaks. Have them blow up a balloon not using their hands, only their mouths. Have them blow up a balloon only using their nostrils.</p> <p>Also see Balloon Master, Balloon Nose Pop, Balloon Squash, & Balloon Squash Outdoor.</p>
<p>Banana Poke</p>	<p>This game is played up front with a few people while the crowd watches. Bring 2 students up front. Tie their left hands together and give each a banana. They must peel the banana with one hand and poke the other in the face (not in eye). Round Two: blindfolded</p> <p>See other "Banana - " games</p>
<p>Banana Stuff (aka Blind Banana Stuff)</p>	<p>This game is played up front with a few people while the crowd watches. Bring three guys to the front to see who can eat the most bananas in five minutes while blindfolded. As soon as one banana is peeled and eaten, the contestant will be handed another. Blindfold all three. Instruct the crowd to cheer for their favorites Then have associates silently remove two of the blindfolds and let the guys rejoin the crowd. Start the "contest" and keep the one guy stuffing down bananas as long as possible. When his blindfold is removed and he realizes he was the only one, it's funny.</p> <p>Also see Barnyard, Dancing Musical Chairs, & other "Banana - " games</p>
<p>Banana Surgery</p>	<p>Have a team peel and cut up a banana into equal parts. (Don't tell them what comes next until they're done.) Then tell them they must put the banana back together using pins, needles, tape, or whatever. The team with the best, reconstructed banana wins. If you do this with a big group, use a video feed to a big screen and time the "surgery" so it doesn't drag. The point: Things taken apart (relationships, reputations, etc.) aren't as easily put back together.</p> <p>Also see Bubble Gum Sculpture, Fruit Sculpture, Tootsie Roll Sculpture, Chocolate Tower, and other "Banana - " games</p>
<p>Battle of the Bagels</p>	<p>Place tape on the floor in two places, one for a starting line and one for a finishing line. These may be as far apart as you wish. Have as many players come up to the line with their bagel ready. They stand on the starting and line and pitch their bagel to the other line. The one closest to the finish line, wins. You can keep going with eliminating players as you go along so you can finish with the best bagel throwers. This is like pitchin' pennies or horse shoes.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Basketball GIGANTE</p>	<p>Get 2 carpet role tubes (12 foot card board tubes) you can get them from any carpet co. You also need a big cage ball (earth ball or Omnikin ball-72"). *If you don't have one, here are some sites that sell them. I haven't used these companies before so purchase at your own risk. For Shape Up Shop.com Click Here. Once on this site go to the bottom of the screen and select "Kids and Games" and then choose "Giant Cage Balls." This is simple: you hang the tubes from the gym ceiling with some rope and the kids must get the ball through the goal (over the tube and between the ropes). We play this game in our gym with up to 175 kids.</p> <p>Also see Basketball Chinese Firedrill, Tubemania, & Earthball Blowout</p>
<p>Beautiful Boys</p>	<p>This game is played up front with a few people while the crowd watches. Pick six girls and put them in pairs. Then have each pair pick a boy. Ahead of time, buy cheap makeup, hair clips, clip-on earrings, necklaces, etc. (from Wal-Mart or dollar store). Put it all out on a tray or table. Give the girls two minutes to make up the guy, then have the group vote on the best looker. Take great blackmail pictures for later.</p> <p>Also see Beauty Both Ways & Face Decorating</p>
<p>Beauty Both Ways</p>	<p>(Formerly "What Goes Around Comes Around") This game is played up front with a few people while the crowd watches. Great for wacky game nights or lock-ins. This game requires shaving cream, a spoon, female hair products (bows, clips, hairspray), and chairs to sit in. Start with the girls sitting. Assign a boy with hair to each girl. Have the boys "shave" the girl's face with shaving cream and a spoon in under 1 minute. After the time is up, let the girls wash off. Next the boys sit down. The girls get 5 minutes to do as much with the boys hair as they want, besides cutting it. The boys are to stay in braids, curls, whatever for the rest of the night, or until the youth pastor lets them take them out.</p> <p>Also see Beautiful Boys, Face Decorating, & Shaving Cream Hair-do</p>
<p>Bellybutton Basketball</p>	<p>Either get two volunteers from the audience or use teams. Using a small fish net (used for a home aquarium) bend the handle so that it fits securely in the front of your pants. With net straight out in front, attach a rubber ball with a rubber band attached to it at the base of the net (remember those old ball and paddle games, those work best, just remove string and ball and use with fish net). Contestant must swing ball and ring net without using their hands. Fun to watch. Two points each basket! Person or team with most points wins!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Big Bad Wolf</p>	<p>Give 4-6 person teams enough newspaper and tape to build a newspaper shelter of some kind. It must be big enough to get three team members inside. The Big Bad Wolf (youth leader) then attempts to blow the shelter down. Award prize to the best job. Afterward, have a giant paper fight. Have Hand sanitizer & paper towels handy or have everyone wash their hands right after since newspaper stains.</p>
<p>Blanket Roll</p>	<p>Only on carpet! Give each 2-person team a blanket, folded in thirds, lengthwise. One person lays down on one end and rolls tightly in the blanket. Another person grabs the free end and pulls sharply to unroll the blanket. The team that rolls the farthest wins.</p>
<p>Blind Pinball</p>	<p>Blindfold several students. Strategically place several other students around the room. These students (except the contestant) are given a blown-up balloon w/a point value written in permanent marker. Play hyped music in the background. On "Go!" contestants try to bump into the strategically placed students. When they bump into one, they take the balloon (which that student holds out in front) and tries to pop it. As soon as it's popped, they move on to find another person and do the same thing. At the end of 1 minute the contestant gets points according to the point values on the balloons they popped.</p> <p>Also see Blind Tag</p>
<p>Blind Tag</p>	<p>Conjure up something with a circumference of about 20 feet, (such as 2 tables pushed together or rope wrapped around 4 chairs). Blindfold two people and dress them in helmet and pads for safety. Put them on opposite sides of this object. Both must always be touching it. Designate one to be "it" and have the bystanders shout to their favorite which way to go to catch or avoid being caught by the other. Beware of high-speed collisions. One variation is to remove one of the two contestants and let everyone shout directions to the unsuspecting victim. Another variation is to have everyone silent and let the players listen for each other.</p> <p>Also see Blind Pinball</p>
<p>Blind Toy Master</p>	<p>Get 3 toddler toys that have all different shapes which have to fit through the right holes in order to get inside. Blindfold 3 volunteers and have them race to see who can finish the quickest. Challenge: Put all the pieces in one big pile.</p> <p>See other "Blind..." & "Blindfolded..." games</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Blindfolded Banana Feed	<p>Get several guy-girl teams to take turns feeding each other bananas while all are blind folded. First let boys feed girls. Then get girls to feed boys, but first take off the girls' blindfolds. Boys get it in the ear!</p> <p>See any of our other "Banana...", "Blind...", & "Blindfolded..." games</p>
Blindfolded Sit- Up	<p>Pretend to try and convince 3 people that they can't do a blindfolded sit-up. The first 2 are in on it. One at a time, they strain but don't do a sit-up. The third sits up into a cream pie (his face, that is). Or, you can challenge them to do 10 sit-ups in 10 seconds, five of them with their eyes closed.</p> <p>See other "Blind..." & "Blindfolded..." games</p>

<p>Board Lift</p>	<p>For this upfront game you need a blindfold and a 2x10 board at least 3 to 4 feet long – strong enough to support someone's weight. Point: Trust and/or things aren't always what they seem. Have two informed strong leaders on either side of the board they are going to "lift" with someone standing on it. Have several informed 'spotters' as well that can catch them any way they would stumble. Then, select three players who don't have a fear of heights and have them escorted out of the room. Have your first player escorted back in. Tell them the object of this game is to see who can stand on the board longest as the guys lift it up a little at a time. This is a “test of bravery.” But assure them that they are going to have one (or both) hands on your shoulders as they are lifted up on the board. Now blindfold your victim. In actuality, the board holders aren't going to lift the board more than six inches off the ground. By virtue of person's weight they will naturally move and 'shift' the board a little. You (or the game leader) will begin to kneel down slowly till they almost can't really touch your shoulders. At that point the person really thinks they are going up in the air! Have your spotters play it up to the crowd and motion them to cheer and react as though the board is being lifted up high. Then have your two guys tip the board over so the person falls off. They think they're falling 5 feet when it's only 5". Clap for that player, excuse them back to their seat, and go on to your next victim...er, player. The Point: Trust; things aren't always as they appear</p> <p>Also see Trust Circle, Trust Lift, other "Blind..." & "Blindfolded..." games</p>
<p>Bobbing for Apples, Ping-Pongs, and Golf Balls</p>	<p>Pull up 3 guys and have a large fish tank (wider is better than deeper). Explain that it is time to play "Bobbing for Apples (name of your youth ministry) Style"! Instead of just apples put in ping-pong balls, small apples (like crab apples), and golf balls. Explain that the ping pong balls are worth 1,000 points, the apples 2,000 points, and the golf balls 3,000 points. They will be blindfolded and have 30 seconds to 60 seconds each to get as many points a possible. (A great camp/convention promotion would be to put a \$25 scholarship on the line). The visual on this one is hysterical. If your tank is big enough you may even try two at a time. Other unusual things to "bob" for: oranges, hot dogs, pickles, eggs, etc.</p> <p>Also see any of our other "Bobbing For..." games</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Bobbing for Bananas</p>	<p>This game works best in a church with a baptistry that you've filled with milk and the bananas are sunk at the bottom 4 feet down! (I was young when I did this, so don't email me if you're offended by this!) You can use a bathtub or one of those bigger baby pools too-but a 4 foot baptistry is best! (Use powdered milk to save \$\$\$\$) We had a camera at the entrance to the baptistry, interviewing each "bobber" as they disappeared into the 50 gallon tank for what seemed like minutes before emerging with a banana in their mouth. Great fun - I did it in 1988, and they're still talking about it!</p> <p>See other "Bobbing For..." games</p>
<p>Bobbing For Caramel Apples</p>	<p>Played like Bobbing for Apples, only you put caramel apples in the container instead. A sticky and fun mess!</p> <p>Also see Caramel Apple Fest, Caramel Apples on a String, and any of our other "Bobbing For..." games</p>
<p>Bobbing for Toast</p>	<p>For three teams, you will need: a kiddie pool, 5-10 boxes of Cinnamon Toast crunch cereal, 3 swimming caps, and 3 jars of creamy peanut butter. Pour out the cereal into the kiddie pool. Have the smallest member of each team put on a swim cap. Pick 2 other team members that will be able to pick the smallest member up by the legs and hold upside-down. Have those two members spread the peanut butter on the swimming cap. When everyone is ready, count down from 5 and have each team try to get as much cinnamon toast crunch stuck to the swim cap as they possibly can. Optional: You can actually count the pieces of cereal or you can judge just by team cheering! Have Fun!</p> <p>See any of our other "Bobbing For - " games</p>
<p>Boo!</p>	<p>Seven students, guy, then girl, then guy, etc. line up, side by side, with informed female student at the end. Have them face sideways, then turn and say, "Boo!" to the next person after the person on the other side has said, "Boo!" to them. Next, they "Boo!" each other back down the line again (going the other direction). The third time the leader behind the informed girl gives her a pie behind her back. She pies the guy in front of her when he turns around to "Boo" her. Be sure to choose a good sport to get pied and have a towel handy.</p> <p>Also see Cheeky, Cheeky</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Box or Bucket	Silly outdoor or indoor retreat, camp, or group game. You need several (10-20) cardboard boxes (med-large), blindfolds, buckets, and water. Blindfold a group of 8-10 people. Place them among the boxes and tell they have 2 minutes to form a wall around themselves using the boxes. The wall doesn't have to be higher than one box, but it must go completely around the group. The wall can't have any openings larger than 3 inches. When time is up, for every gap in their wall wider than 3", a bucket of water will be thrown on the group. Any member of the group inadvertently left outside the wall will receive his/her own bucket of water!
Bubble Blow Up	Have 3 "volunteers" up front. Give them each a Blow Pop sucker. The first one to unwrap it, and bite into it, to the gum, and blow a bubble wins. Young Life Twist: You need bubble gum, flour, a cake pan, and 3 to 4 kids. Bury the gum in the flour. Without using their hands, students have to find the gum and blow a bubble. Also see Bubble Gum Sculpture & Chewing Gum Contest
Bucket Balance	Choose two teams of four. Have the teams lie on their backs in a circle with their feet raised to meet in the middle, balancing a bucket of water on their feet. Each team member must remove his/her shoes without spilling the water. This can be a class competition. Have towels handy.
Butt Charades	Cut up slips of paper with words on them and put them into a bag. Break up into two teams. Get a volunteer from each team to spell the word he/she took out of the bag by moving their hips (spelling the words with thier butts!). (Make sure they do not say a word to give away clues.) If their team does not figure out the word after two spellings, the other team gets to guess. Make it interesting by the words you choose, try to keep it clean. We don't want any dirty butts!

Brother and Sister

Like the old TV game show, "The Newlywed Game" only with siblings.

The Point: Just because you're related to someone doesn't mean you know them. Relationships take effort no matter if you're related or not! Get several sets of siblings to play this game- see which siblings know each other the best. (select siblings that can be a good sport and won't mind answering the below questions.) A brother and sister couple must work together to score the highest points possible to win. The brother is sent out of the room and the sister answers a series of questions about her brother. She records her answers on a large sheet of paper. When the brother returns, he sits in a chair with his sister standing behind him holding up her written answers. If their answers match, the couple gets a point. (remember- when you ask the brother the questions that you asked the sister, ask them like this: "1. What did your sister say was the dumbest thing you . . .") Repeat this process by sending the sister out of the room and asking the brother to answer questions. Tally the scores and award the prize. Their answers are usually hilarious.

Questions to the sister about her brother:

- What is the dumbest thing your brother has ever done?
- What is his favorite food?
- What do you dislike most about your brother?
- Describe your brother in one word. What is the meanest thing he has ever done to you?
- What does he spend most of his time thinking about?
- If you had one wish, what would you wish about your brother?
- What is his favorite TV program?
- How often does he take a bath?
- Question to the brother about his sister: What does your sister spend most of her time doing?
- If you were your sister, what would you change about yourself first?
- About how many arguments do you have with her each week?
- Who obeys your mom and dad best, you or your sister?
- How old was your sister when she kissed a boy for the first time?
- What animal is your sister most like?
- What is your sister's favorite subject?
- How long does she talk on the phone each day?
- Does she chase boys?

Also see Family Feud

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Candle Blow/Ginger Ale Drink</p>	<p>Two people sitting very close (knee to knee) in chairs facing each other compete to drink a full container of Ginger Ale. They have a candle (which they can never let go of) in their left hand resting on their left knee, and a lighter and a Ginger Ale in front of them. They may only drink the Ginger Ale when the candle is lit. They may blow out the other person's candle but they cannot touch any of the other person's supplies. The winner is the person who can finish their Ginger Ale first when their candle is lit. If you move your candle off your left knee, you lose! If you touch the other person's candle, you lose! If you touch the other person's Ginger Ale, you lose! If you touch the other person's lighter, you lose!</p>
<p>Candy String Race</p>	<p>Have two contestants face each other. Have a long piece of string with a candy of some sort tied to the exact middle. Put one end of the string in each contestant's mouth. Say go and the contestants will eat their way toward the center of the string to get the candy. The person who gets the candy in their mouth first is the winner.</p> <p>Also see Starburst Toss</p>
<p>Cell Phone Challenge</p>	<p>Have someone hidden in the crowd with a cell phone on. Have another phone up front with the number for the other one programmed in it. Bring up a kid from the audience, dial the other phone, hand him the phone and tell him to find the other one as fast as he can. Hints: Test the room to make sure that cell phones work. Also, most cell phones will only ring four times and then will go to voice mail . . . so tell the kid to hit end and send again every four rings!</p> <p>Also see Cell Phone Pizza Challenge</p>
<p>Cell Phone Pizza Challenge</p>	<p>Find two local pizza places that deliver. During the beginning of the evening, divide the crowd in two and bring up a representative from each side. Hand each representative a cell phone and phone # of two competing pizza places. Have them each order a large pizza, tell the delivery person the situation, and that there's a \$20 tip for the one that arrives first. Clearly announce to the crowd which pizza place is coming for each team. As you are continuing your program, one side of the room will erupt into applause when a pizza driver comes in representing their side of the room. Interview the deliverer and give him the \$20 tip in front of the crowd. (You can then have up front games lined up where winners get a piece of pizza.)</p> <p>Also see Cell Phone Challenge</p>

<p>Cereal Mania</p>	<p>5 games that all involve cereal:</p> <ol style="list-style-type: none"> 1. Snoot Shoot: The youth shoot Trix, Kix, or Cocoa Puffs out of their noses. The team whose Puff goes the farthest wins. Chariots of Fire or Rocky theme adds cheesiness. 2. Rice Krispy Marble Dig: Fill a small swimming pool full of Rice Krispies & marbles. Add water (milk is better, use the powdered kind to save \$\$\$). A representative from each team takes off their shoes and socks and digs the marbles out with their toes. 3. Cereal Art: Give each team various kinds of cereal, glue, paper, and scissors. No leaders are allowed to help. Tell students the only rule: BE CREATIVE! Fun photo op here. Leaders may judge. 4. Shredded Wheat Toss: This involves two representatives from each team playing. One is at one end of the room holding an upright bucket on their head. The other is at the other end with a bucket of water and boxes of Large Shredded Wheat. The representatives dunk the shredded wheat one by one and then attempt to throw them across the room in the buckets on their team member's head. 5. Cereal Eating Relay: Five members from each team line up. One at a time they race to a table where they fix themselves a bowl of cereal and eat it, go back, and tag the next team member. <p>Another Puzzle: Cereal Box Puzzle à Cut off the front panel of several cereal boxes — one for each group you've formed. Then cut up each panel into puzzle shapes- one for each person in the group. Mix together all the pieces and give one to each person and have them compete to find their cereal.</p>
<p>Cheeky, Cheeky</p>	<p>Bring up 6-7 kids - guy, girl alternating with a girl at the end (all are in on it beforehand except for the last guy before the last girl). Standing in line always facing the audience, they quickly relay down the line "cheeky, cheeky" (they say it as they squeeze the other person's cheek between their forefinger and thumb). Tell them that when receiving the "cheeky, cheeky" they must close their eyes like they would if grandma was doing it, then quickly turn to the next person. Do it over and over, faster and faster, but the last girl each time has lipstick on her fingers and is decorating the face of the guy next to her without him knowing it! He looks goofier each time (make sure it's a secure guy who can handle it). The girl may need to practice; if it doesn't work it's usually because the guy sees stuff on her hand or she leaves a big glob. Have a towel for him to clean up.</p> <p>Also see Boo!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Chariot Race - Australian Style</p>	<p>Big room or Outdoor game. Divide your group into teams of 3. Arrange your playing area with a chair or marker at either end of your room or field. Teams must link arms, side by side. The object of the game is to race around the markers in a circle - all teams in the one direction. If a team is passed by a team behind them then they are out. If any member of the teams' arms becomes unlinked, that team is out. The team or teams (depending on time) still in at the end of your allotted time are the winners!</p> <p>Also see Chariot Race</p>
<p>Chariot Race</p>	<p>Big room or Outdoor game. If you have a large group (say, 200 people), just select a few groups of 4 kids to do this chariot race in front of everyone else. If you have a small group, you might want to let everyone do it. For example, if you only have 15 kids, use 3 teams of 5. Each group gets a large blanket. Each team lines up at the starting line. Two of the youth on each team are holding onto front corners of the blanket. One youth is sitting on the other end of the blanket, soon to be hanging on for dear life. At the signal, the teams race around a designated course (a large oval works well), the 2 youth in front acting as horses and the blanket acting as a chariot. The race consists of three laps. At the end of each lap, the youth rotate, so one of the people riding now pulls, and one of the pullers now rides. 3 laps allows each person to ride once and pull twice. If a rider is thrown from his chariot, the team must stop until the rider is firmly resealed. Can be played inside on carpet and outside on the grass.</p> <p>Variation: Chariot Basketball Relay: Line up all the students in 2 teams. On each team pair students up to run the relay. On "Go" the first two pairs race toward the basket. One student pulls the other student on a blanket. The rider has one shot to make a basket. The pairs switch places and race back to the start of the line and tag the next pair on their team. The team with the most baskets at the end of the time limit wins.</p>
<p>Cheeto Face</p>	<p>Arrange several groups of two up front. One partner gets whipped cream spread (or sprayed) all over his or her face. The other partner stands back about 5 feet and throws Cheetos on the whipped creamed partner's face (they stick!) in a given amount of time. Whoever ends up with the most Cheetos on his or her face wins.</p> <p>Also see Chee-toes & Whiteheads</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Chewing Gum Contest	<p>For this game you can use any number of upfront volunteers that you want, sticks of chewing gum, work gloves, and shopping bags in front of each person. Individual sticks of wrapped gum are placed inside the shopping bags, and each volunteer is given a pair of work gloves. The idea is to put on the gloves, pull a piece of gum out of the bag, unwrap it and chew it. You can make teams of two so that one must pass the gloves to their partner after they're done.</p> <p>Also see Bubble Blow Up & Bubble Gum Sculpture</p>
Chocolate Tower	<p>For this game you need a table, and 3 of each: volunteers, chairs, chocolate bars, blindfolds, and pairs of latex gloves. 1. Have contestants sit in a chair, the wrapped chocolate bars in front of them. 2. Explain that whoever unwraps the bar and builds a tower the fastest is the winner. The tower can be one on top of the other, a pyramid, criss-cross, or anything they think of. 3. Say, "On your mark, get set..." then interrupt by announcing that they must use latex gloves. 4. Once again, "On your mark, get set...", and again interrupt by announcing that they must be blindfolded as well! 5. Now, you can start! The winner is the one done first. If you have a smart-aleck who begins to eat the chocolate, since he or she is blindfolded, slide the chocolate pieces out of the way!</p> <p>Also see Banana Surgery, Bubble Gum Sculpture, Fruit Sculpture, Pie Eating Contest, & Tootsie Roll Sculpture</p>
Circle Dodge	<p>Have two volunteers face each other with one hand at their side. Tape a piece of paper cut into a circle (about 4-6 inches in diameter) on their back. Say "Go!", and each person will try to grab the other person's circle without getting theirs grabbed. Rules: You may only use one hand to grab, the other hand must always remain at your side. You may not block with your hand, you can only turn your body. You can only grab for the circle; you cannot hit, push, bite, scratch, kick, maim, injure, head-butt, etc.</p>
Clothespins On Face	<p>Get four students up front with many clothespins. They have one minute to put clothespins all over their face. The one with the most clothespins at the end of the designated time is the winner.</p> <p>Also see Clothespin Bite Relay & Clothespin Mix</p>
Corn Shucking Race	<p>You need several ears of corn. Select 3 volunteers to "shuck" an ear of corn using only their bare feet. No hands allowed. Put tarp down if indoors. Whoever finishes first, or has done the best job within a given time is the winner. Award an appropriate prize, such as a bag of corn chips or corn nuts.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Coke Chug</p>	<p>Select 3 students to be in a Coke drinking contest. Have them leave the room to get a drink of water to clear their pipes. (I told my students it makes a bigger burp.) Fill up a 12 oz. glass with Coke and have the three students chug it. They all burp and you vote for the best one. If you do this with two sets of three, have the two winners face-off. When they leave the room to get a drink of water, fill their glasses with soy sauce.</p> <p>Also see Milk Chug</p>
<p>Cookie Tower</p>	<p>Get teams of 3 or 4 people up front. Each team member is armed with cookies. (Gingersnaps are usually the best; Nilla Wafers work in a pinch.) Within one minute, the team members must stack their cookies, one on top of the other, on one person's forehead. The team with the most cookies stacked wins. (Try this with Starbursts, too.)</p>
<p>Cotton-ball Vaseline Race</p>	<p>Bring 2 guys and 2 girls up (or one student from each grade). Give each student a pile of cotton balls. They must move the pile to another location of your choice (could be next to them on the table or across the room in someone's lap) by putting Vaseline on their noses and picking up the cotton balls with their noses. They may not use their hands. The first one to move all their cotton balls wins.</p>
<p>Counting Game</p>	<p>Have everyone in your group pair up and face each other. Each person holds up zero to ten fingers behind their back. On the count of three, have them pull their hands from behind their backs. The first person to yell out the correct sum of all the fingers wins. Do best two of three. Then bring the winners up front to play each other until you have a champion.</p> <p>Also see Counting Game Variation: The Math Game</p>
<p>Counting Game Variation: The Math Game</p>	<p>Competitors hold just one hand behind their back, revealing the number of fingers at the signal. Whoever yells out the sum of the fingers wins the first round. For Round 2, multiply the fingers. Round 3 is the difference between the two numbers. Rotate through as many rounds as you want. For the left-brained at heart, the Championship Round has the two survivors (who you'll bring up front) square the total of the two sets of fingers. For example, Person A shows three fingers, Person B shows four, so the winning answer is $3+4 = 7 * 7=49$</p> <p>Also see Counting Game</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Cowboy King</p>	<p>Get five or more guys to be blindfolded 'horses' and five girls to be riders. Riders will try to guide their horse to another horse and rider to "blast them!" Here's how it works: After blindfolding the "horse," the rider puts a cup of ice (ammo), in the horse's mouth. The rider guides the horse by pulling on its ears. The only command they can yell is "FIRE." When this command is yelled, the horse spits the ice from its mouth and tries to hit an opponent. The rider then reloads her horse with ice. If a rider gets hit twice, she is out. If it is a hard floor have kneepads for guys. Play western music.</p> <p>Also see Toilet Seat Toss</p>
<p>Crowd Pleaser</p>	<p>Send 3 very secure students out of the room. Explain to the crowd that it was recently learned that when someone is placed in front of a crowd in complete silence, that they will revert back to the experience of their first kiss. As a matter of fact the first things they will say are the things they said after their first kiss! Therefore, the crowd must be completely silent and stare at the person. Don't leave the poor kid up there for too long.</p>
<p>Cup Closer</p>	<p>This is done with partners. The girls lay on the floor with a coke cup on their forehead. The guys kneel beside the girls and put their forehead on the other end of the cup. From this position the couple must try to stand — then turn the cup around between their heads without touching it w/their hands. Bonus points if they waltz with the cup between their heads. (Supply waltzing music.) Our variation: Use a volleyball or goofy looking stuffed toy instead of a cup.</p>
<p>Cupid</p>	<p>Make a heart-shaped target and fasten it to a guy's back (be sure to choose a "solid" couple who sets a good example of dating in your group; pick married sponsors, if nothing else). Give his girlfriend a bow and arrow (with suction cups on arrows) and she stands about 20 feet away, and is given 6 arrows. The idea is that she must hit the heart on her boyfriend's back, if she loves him. Every time she misses, the boy gets a pie in the face. Note: Bow and arrow should be the toy store variety. You can use toy pistols with suction-cup darts, also.</p>
<p>Da Breakdance</p>	<p>Ask for three volunteers. Tell them only after they've come forward that they all need to breakdance for 30 seconds, whether they can or not. Interesting to see the things people come up with!</p> <p>See also Dance or Dare</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Dance Or Dare</p>	<p>Be like a cheesy game show host (with an assistant if you have one). Call contestants (outgoing kids) up front. They are given the choice to Dance or Dare. They draw a card from a pretyped pile of "dares". If they choose to dance, they are given a dance and a costume prop (for disco, mosh, hand jive, chicken dance, etc.). The dares are similar (sing an Elvis song Elvis style, sing a nursery song opera style, do a frog stance and ribbet in someone's - opposite sex - eyes).</p> <p>Also see Da Breakdance</p>
<p>Dancing Musical Chairs</p>	<p>Get 6 volunteers and have 5 chairs up front. Tell them that they are going to play musical chairs, "but this being (NAME OF YOUTH GROUP), we do Dancing Musical Chairs!" Tell them that they will have to dance, dance, dance, when the music starts. Blindfold them and start the music. Encourage other kids to cheer them on. After a couple of rounds, pull blindfolds off all kids but one. Cheer like mad and let them dance and scramble for seat. Keep it up till they figure it out.</p> <p>Also see Banana Stuff & Barnyard</p>
<p>Dime on Your Forehead</p>	<p>Take 3 kids out of the room and bring them in one at a time. Demonstrate that there is a special skill of facial movements allowing someone to shake a dime off their forehead without jumping or shaking. Place a dime on your forehead so it sticks and get the dime to fall off. Have the student close their eyes. Then as you go to press this same dime on their forehead, press hard for 10 seconds and gently take off the coin so it feels to them like its still there. Have them open their eyes and try to get off the coin that isn't there. Practice.</p>
<p>Diving For Dollars</p>	<p>Fill a tub or large plastic tote with ice. Add water until tub is full of both ice and water (a baptistry works). Then place ten ones, two fives and one ten dollar bill in the water beneath the ice. The contestants names are drawn from a hat. This is a great way to get visitor names and addresses. Draw out two or three names. Each contestant gets 30 seconds to dunk their head (no hands) in the ice and water and fish out with their teeth any cash they can find. They get ONE try each, and they get to keep whatever they can catch.</p> <p>Option: Use Jello for a second week teaser.</p> <p>Also see Diving For The Prize</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Dog Biscuit Drop</p>	<p>Bring 3 students up front and have each get down on all fours (like a dog) facing audience (or sitting on knees on chairs behind a table if you have a large crowd). Give each player a pinch-type clothespin to put in their mouth so the clothespin can be opened and closed with their teeth. Put bowls with 10 to 12 dog biscuits in each on the floor (or table) in front of them. Put an empty bowl or brown paper bag beside it. The first person to transfer the dog biscuits out of the bowl to the other container, one at a time, using the clothespin in his or her mouth, is the winner. If a biscuit is dropped, the person who dropped it must pick it up with the clothespin. No hands are allowed at any time.</p>
<p>Dollar Jump</p>	<p>Hold up a dollar and offer it to anyone who can perform a simple task. Bring the sucker - I mean, "volunteer" up front and tell them that the dollar is theirs if they can simply jump over it the way you designate. Lay the dollar on the ground. Have the person stand with their toes to the dollar. They must bend over and grab their toes. Now, tell them that they can't let go of their toes and they must jump over the dollar. No matter how they bend, contort, etc. they won't be able to do it. (One year I had a kid do it by jumping backwards over it- but that was one in a thousand).</p>
<p>Donut Line</p>	<p>Thread several donuts onto a string. Three students must try to eat them without their hands. People holding either end of string bounce and swing it to make it difficult.</p> <p>Also see Donut on a String</p>
<p>Donut On A String</p>	<p>This game is played with 4 people. 2 kids sit in chairs. The other 2 stand behind them with small poles about three feet long with string dangling at the end. On the end of the string is a chocolate covered donut. The donut is to be held out in front of the kids sitting in the chairs. The first one to eat the donut wins. The trick is that as they take a bite the donut will swing away from their face and come crashing back into it leaving a chocolate mark.</p> <p>Also see Donut On A String Variation, Donut Line, Powdered Donut Lips</p>
<p>Donut on a String Variation</p>	<p>Play Donut on a String (the game listed just before this) but cover the donuts in chocolate syrup. The frosting doesn't always come off, but the syrup makes a messy face.</p> <p>See Donut on a String, Donut Line, & Powdered Donut Lips</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Duct Tape Challenge</p>	<p>Divide into even teams and have each team select a volunteer - preferably a small, light one. Give each team a roll of duct tape. The object is to tape a team member up on to the wall, using no more than the provided roll of tape. The one who stays up the longest is the winner. (At one event, a middle school kid was on the wall for 30 minutes!) Hint: Make sure you use the tape that doesn't leave sticky stuff on the wall or tear off paint (especially in rented or borrowed facilities!) Provide a soft landing for youth as they drop off the wall!</p>
<p>Dueling Candles</p>	<p>Figure out a way to connect a candleholder (with 1-3 candles in it) onto some type of helmet. Choose four kids and have them stand 10 feet away from each other. Light the candles, give them squirt guns to try to put out the others' fire. You may want to hand them bigger and bigger guns (up to a Super-Soaker) until someone wins. Have two semi-final rounds and a final round. Sitting on their knees is best. Music: Billy Joel's "We Didn't Start the Fire", "Come on Baby Light my Fire" (Jose Feliciano), "Fire" (Ohio Players), the 70s song, "Burn Baby Burn" from the movie Saturday Night Fever, or maybe even theme song from the movie The Good, The Bad, and The Ugly. Have towels, know your water supply, and you will need two good lighters.</p> <p>Also see Alka-Seltzer on the Head Duel & Squirt Game</p>
<p>eBay Guess</p>	<p>This is a take on something Jay Leno has done on the Tonight Show: Download pictures of unusual (but not inappropriate) items from eBay. Make note of the price, how many bids, but don't show that on the screen. Show a picture and ask the audience to guess how many bids they think the item received and how much it sold for. After they've guessed, you can reveal the answers over the mic or on a separate "slide". Option: Set up a panel of contestants upfront and have them compete, allowing the audience to yell out their guesses as well.</p>
<p>Egg Obstacle Course</p>	<p>Outdoor or Indoor - funny during Easter season. Pick two barefoot kids. Lay eggs on plastic and have them walk through the course (simple). Have them walk through it backwards (still easy). The last time blindfold them and while they are blindfolded, remove the eggs and replace them with peanuts. Make them do it fast so they don't have time to feel with their feet. The audience can coach them. At the end pull off the blindfold - they will be pretty surprised to see no mess.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Egg, Chicken, Dinosaur</p>	<p>The goal of this game is to work your way up by beating other players at Rock-Scissors-Paper to the “position” of king or queen. Everyone starts out as an egg. You find another egg and play Rock-Scissors-Paper. The winner "grows" into a chicken who finds another chicken to play against. Whoever wins "grows" into a dinosaur. The loser returns to being an egg. Once a dinosaur you must find another dinosaur to play against. If you lose you step down to a chicken. The next step is becoming a prince or princess, which of course means playing against another prince or princess. If you win you become a King or Queen and stand off to the side. If you lose you return to a dinosaur. The game is played until there is one egg, chicken, dinosaur and prince. All other players will be kings or queens. The fun in all this?: Eggs waddle on the ground in a little ball, chickens walk and squat while flapping their wings and "clicking", dinosaurs "roar" standing up. Princes/princesses "prance" around holding an imaginary scepter while kings and queens stand off to the side victoriously.</p> <p>Also see Ape, Man, Girl & Ninja, Gun, Gorilla</p>
<p>Face Decorating</p>	<p>Have guys lie on their backs or sit on a chair with their head leaning back on a table and let girls decorate their faces with icing, candy sprinkles and candles. Have someone hold a big mirror so the audience can see the artwork or use a video cam linked to a big screen. Let the crowd choose the best face.</p>
<p>Fall Of Faith</p>	<p>This game is played up front with a few people while the crowd watches. A youth ministry classic. Get a person to stand backward on a chair while the rest of the group prepares to catch him or her. Tell the person that they need to fall with their body as straight as possible. The Point: Team building; a good game for a leadership event.</p>
<p>Follow The Moon</p>	<p>Bring 3 people up, one at a time. Put a flashlight behind a sheet held up by 4 people. Your student follows light with nose to the beat of music. Light moves faster till they can't keep up. Play for 1-2 minutes. Only, the 3rd student has light bring them down and then up to the upper edge of sheet. When he/she gets there, drop the sheet and pie them! Can be done in pairs and make them cross, etc. Be sure the 3rd student is a good sport and have a hand towel ready for them.</p>

<p>Family Feud</p>	<p>This game is played up front with a few people while the crowd watches. Pass out questionnaires the week before, asking for things like favorite teacher, etc. Plan Family Feud based on the answers. You can also make questions up. Develop a final bonus round with prizes. Make sure the "host" is a fun, high energy person, and you will want cheesy music and an announcer to "tell them what they can win." Young Life Family Feud Questionnaire</p> <ol style="list-style-type: none"> 1. The first thing you do when you get up is _____. 2. Where do you go on a date? _____. 3. What rule do your parents have that you would change? _____. 4. Name the place you would go on vacation. _____. 5. What is your favorite Olympic sport? _____. 6. All of a sudden you are given \$1000, what is the first thing that you _____ would _____ buy? _____. 7. Name the hottest, most with-it MTV video. _____. 8. The fastest kind of car is _____. 9. Your favorite fast-food place is _____. 10. Name an English-speaking country _____. 11. Your favorite flavor of ice cream is _____. 12. The #1 video game is _____. 13. Your favorite brand of peanut butter is _____. 14. The hottest name in car stereo/"tunes" is _____. 15. Name a yellow fruit or vegetable _____.
<p>Feel The Force</p>	<p>You will need: tubes, newspaper balls, or squirt guns. Talk up this game with Star Wars music in the background and two people (preferably Darth Vader and Luke Skywalker characters) coming in the room with a "light saber" (golf tubes) battle. (Yoda is also funny if you can find a mask at a costume store). Make it a battle of the sexes and pull up two girls and two guys to have light saber (golf tube) battles (make sure the tube is not sharp on the end; if so, pad it with foam). Put the guys back to back with 3-4 feet in between them and explain that each guy is fighting their girl. No hitting above the shoulders. Just when they're about to begin blindfold them. Blindfold the girls first, explaining that they are blindfolded so that they can "feel the force", then blindfold the guys. After the guys are blindfolded, take the blindfolds off the girls and give them a football helmet for protection. The girls end up hitting the guys without taking hits and the guys usually end up hitting each other. Be careful and safety minded – especially if you're on a platform. Play Star Wars music in the background while they are swinging. This same prank can also be done throwing newspaper balls at guys as they furiously try to hit girls that can see them although they are blindfolded. You might try a squirt gun duel with girls un-blindfolded after it starts.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Flower Girl</p>	<p>You begin the game by announcing you're going to have a kissing contest (the looks you get from workers are the best.) Have 3 pretty girls come and stand at the front of the room. You tell the guys that they'll walk in one by one and ask each girl, "Are you my flower girl?" If she shakes her head "no", he goes to the next girl. If she nods "yes," he kisses her. The audience will cheer for the best kisser. Select three guys (good self esteem & good sports). Then send the guys outside the room and explain the REAL rules. The last girl in the group of three will be the one who nods her head "yes." When the guy gets real close, ready to kiss her, she blows a mouth full of flour into his face (put the flour in her mouth and wipe it all off her face so he has no idea.) Have towels handy for clean-up.</p>
<p>Foot Signing Contest</p>	<p>Crowd Game: Have 5 students come to the front of the room and remove their shoes and socks. Give each a felt-tipped or ball point pen. On the signal, they run out into the crowd and see who can get the most signatures on the bottom of their feet in the time limit. No one person can sign more than three feet. Can use both feet. Signatures must be legible.</p>
<p>Football Fashion Show</p>	<p>Two small girls race to put on the biggest guys' uniforms. Take all pads out of pockets and include mouth guard. To add more action, have whoever is in the uniform the fastest grab a football and run it to the finish line. They may end up tackling one another to get to the finish. Marching band fight song music will add to atmosphere with kids cheering.</p>
<p>Frozen Marbles (or Jellybeans)</p>	<p>This game is played up front with a few people while the crowd watches. For this game you'll need: 2-4 large buckets or plastic tubs filled with ice and water. 2-4 bags of marbles(depending on the # of buckets used.) Students have 15 (or 30) seconds to fish marbles out of ice water with their toes. Have a youth workers with dry towels close by to dry each player's feet. Young Life variation: Students fish jelly beans out of ice water with their toes. Have them eat them?!</p> <p>Also see Cold Toe Dogs, Marbles In Jello, & Valentine Toe Freezer</p>
<p>Frozen to a T</p>	<p>Get as many T-shirts as you want to do (2-6). Soak them in water and wring them out until damp. If you leave them too wet students can't play the game. Fold them up nicely & place on wax paper inside your freezer for at least an hour. Game: Have 2 teams of 4 students volunteer. Pull T-shirts out of the freezer. (Keep in cooler or wrapped in foil if you have to bring them from home.) The object: When you say go, the team has to open the shirt and one of the students has to put it on. The team that does this the fastest wins!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Funnel Penny Gag</p>	<p>Take a funnel and shove the small end down the front of your pants so the wide end is facing up. Put your head back, place a penny on your forehead and close your eyes. Tilt your head forward, dropping the penny off of your forehead and into the funnel. Challenge the group that no one in the audience can do that three times in a row. Pick a student who is the most eager to prove you wrong (make sure they're a good sport). Set it up for the kid and emphasize how much you must close your eyes for at least three seconds before dropping the penny in. On the student's third try, pour a huge glass of ice water down the funnel (make sure that the funnel has a big enough opening to allow good water flow)!</p>
<p>Gag a Napkin</p>	<p>A quick, just for fun game to liven up a banquet. Each person opens up a paper napkin and places a corner of it on his or her tongue. On "Go!", race to see who gets the entire napkin in their mouth first. The Point: You can use this as an opener for a discussion on greed.</p>
<p>Gallon Milk Challenge</p>	<p>Get 3 gallons of whole milk and challenge 3 students (be sure they're NOT lactose intolerant) to drink their gallon in 30 minutes. The lactose builds up and the students can't drink it. Have paper towels handy.</p>
<p>Gargle a Tune</p>	<p>Bring 3 students up front. Hand them each a glass of water. Then, one at a time, show only the person doing the gargling the name of a familiar song. It could be a nursery rhyme or any other familiar song. Have the person take a drink of water and attempt to gargle the tune you have showed them. The rest of the students in the room should be listening close so they can guess the song. Be ready for water through the nose.</p>
<p>Girls Arm Wrestling</p>	<p>Have two girls come to the front and arm wrestle. Encourage the crowd to root for their favorite. Two out of three wins a prize. Or you can make it a championship-elimination kind of thing either along with other games on an event night or stretched out over a month or so.</p>
<p>Glove & Sock Race</p>	<p>Sit two or three guys in chairs blind folded. Give them a paper sack with heavy men's gloves and a pair of socks in each. They race to be the first to put on the gloves and then the socks. Becomes hysterical when they can't even feel if they have the socks in their hand or not. You can use hockey gloves, big winter gloves, or lacrosse gloves. Optional: also add a helmet of some kind.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Golf Ball and Nylon Relay</p>	<p>This game can be a relay, but I, personally, think relays just take too much time and leave kids standing there bored . . . so I usually do this as an up-front game for everyone to watch a couple of people do. Tape two lines on the floor about 15 feet apart. Have ready two pair of pantyhose and four golf balls. Put one golf ball in the leg of the pantyhose and one golf ball on the ground. After wrapping the other leg of the pantyhose around your waist, the leg with the golf ball should be hanging down in front of you just barely touching the ground. With movement from your body alone, you are to hit the golf ball on the ground with the one hanging from your waist. The object is to move the golf ball from one line to the next. Pass the pantyhose to the next person and they must go back. This is repeated until 5-10 people on each team have completed the task. Items needed: 4 golf balls, tape, 2 pairs of pantyhose</p>
<p>Golf Phwack</p>	<p>Outdoor or Indoor. This is a great activity to kill time at the beginning of an event - it works best with a good amount of space. The same as driving a regular golf ball, the only difference is. . . you use marshmallows. See who can hit them the furthest distance.</p>
<p>Golf Phwack II</p>	<p>Same as Golf Phwack with a few twists. I created an oversized golf green on an overhead. Different areas were worth different points. We then had people come up on the stage and take a pitching wedge and aim at the back wall where we had the overhead pointed. It was close enough to make it, but hard enough to make it a challenge. They took turns and the one with the highest score won. It was fun and strange enough to keep their interest.</p>
<p>Grand Moo Master</p>	<p>Pick 3 contestants out of the audience and send them to another room. You'll bring these contestants back in one at a time, after you explain the game to the audience, saying that when the first two contestants come in everyone has to "moo" at them. When the final person comes in, no one in the audience is to moo. So, as you bring up the first contestant, explain to him or her that someone in the audience has been selected to moo louder than anyone else and it is the contestant's job to pick them out. On the count of three, everyone moos and the contestant selects someone. It doesn't matter who they select, because the contestant then joins the audience as you bring in the second, having told the first that he is now the "loud mooer." Repeat the process for the second, having him join the audience, then call in the third. After explaining it again, count to three, and the only people mooing in the audience will be the two previous contestants. Joke's on them!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Group Charades</p>	<p>Divide the group up and give each group something that they need to act out for the other groups to guess. Suggestions: poison gas in the room, laughing gas, bad odor in the room, etc. You don't need to make it a contest, but if you want to, have staff judge which group did the best.</p>
<p>Guess the Weight</p>	<p>Have several people come up and sit cross legged; the weight guesser lifts each one of them, holds them for a few seconds, then puts them down and guesses. (It goes without saying these should be people secure about themselves.) On about the 3rd person, slip a pan of water under the person being lifted before they get down.</p>
<p>Gum Tag</p>	<p>Get 4 students to come to the front of the room. On a table, for each person, have an oversized shirt, 2 oven mitts and a jar full of hard chewing gum (the harder the better, takes more time). Each member is to run from a certain spot up to the table, put on the oversized shirt, then the oven mitts, reach into the bowl and grab a piece of gum. With the oven mitts on, they must unwrap the gum, chew it, and then blow a bubble. After they blow a bubble, they take off the mitts, then the oversized shirt and then tag you (or whoever's leading the game time). The first tagger wins.</p>
<p>Guys Best Pick-up Line</p>	<p>Tell a quick disaster date story about asking someone out, telling the crowd that you will need their help. To do this, re-enact your scene by building a couch out of three folding chairs covered by a LARGE sheet or blanket (it must cover all the chairs well--all the way to the ground). After building the couch in front of them, pick a girl to sit on the end chair. Then pull up three guy studs to come give you their best line and move. Demonstrate for them that it all counts here — talk, walk, distance from the girl — that when told to do so they will enter the room one at a time, walk over to the girl, deliver their best line, and sit right next to her with their arm around her. After explaining and demonstrating, briefly send them out of the room. While they are out of the room, pull out and hide the middle chair, replacing it with a pillow on the ground under the sheet. Stand on one end of the sheet while the girl remains on the other end. When the guys deliver their line and begin to sit down, both you and the girl release pressure on the sheet so they will fall right through. Note: The person who takes them out should have three lines ready for the guys in case they can't think of one. Make sure you build them up afterward! The Point: Great game to precede a talk on dating or sex.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Guys vs. Girls Trivia	<p>Have 5 guys and 5 girls come up. You need 5 of the same prizes to give away to the winning team. Write out a list of about 10 to 15 questions. (Example: How high does a building have to be before it's required to have a blinking red light for airplanes? Answer: 200 ft.; Where is mascara applied?) Some of the questions can be geared towards males, some to females, and some a bit tough for both. The teams line up facing the audience on both sides of you. When someone on a team knows the answer they have to hit the floor face down. Sometimes one kid goes down, sometimes everyone will. If the person gets the answer wrong, the other team gets a shot at it. If they miss, then it's "dead," so you might want to have a few extra questions and a tiebreaker. The first team to 8 or 10 points wins. You can change the points, players, or number of questions to suit your group.</p>
Hanging Apple	<p>Teamwork counts on this game. Choose 4 or 5 sets of two-person teams. Hang the same number of apples (or caramel apples) as teams that you have from the ceiling with a string. Make sure that they are secure. Once you say, "Go!", the two people will try to finish their apple before the other teams. The first team that finishes wins. The trick is that the apples swing around when you try to bite into them and they can't use their hands, so unless they bite at the exact same time the apple can't even be bitten in to. An Added Twist: To modify the "Hanging Apple" game, we have someone hold the apple on a string for the person instead of from the ceiling. The person eating the apple is on their knees and blindfolded. Right before you begin, switch the apple for a student who can take a joke with a raw onion. Great reactions.</p>
Hefalump Game, The	<p>Have 3 people who know the object of the game hiding out of the room with a cup of water and a blanket. The leader then explains that he has found a rare creature (the hefalump) and that it is skilled in many areas. To build it up the leader starts to explain how people must be quiet and not stare or point as it may upset the hefalump. The leader then goes and gets the people who have the blanket over their heads and the back person has the cup of water. They come back in and the leader says it can do math, so he starts asking questions like $2+2$, then the hefalump using one of its legs taps out the answer. After doing this a couple of times you say even though it has no eyes it can step over things without treading on them. Ask for 3 volunteers to come forward. Have them lie on the floor. As you introduce them all and say which position they are in, emphasize one. Then as the hefalump lifts his leg over the one who has been emphasized, the hefalump pours the water all over him/her!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Hobby Hoax	Send 3 students out of the room and tell them to think of their favorite hobby - that you'll interview them onstage so the audience can guess later. While they are out of the room, explain to the crowd that we all know that everyone's favorite hobby is kissing, so let's find out about their kissing. When each student enters the room, ask him or her questions about their favorite hobby, e.g. Where do you like to do it? With whom? Why do you like it so much or what's your favorite part? If you're uncomfortable with the 'kissing' theme, you can say 'frog-kissing' or 'cow-tipping' or something goofy.
Hobby Pantomime	Take 3 people out of the room. Bring in the first person and act out detailed, exaggerated actions of your hobby. Bring in the next person and have the first act out the hobby for the second. Have the second person act out the hobby for the third. At the end ask each person what they thought they were acting out. You can also act out changing a diaper or washing an elephant.
Ho-Ho Slam	Bring 4-6 students up front. Give them each one (or two) Ho-Ho's and a glass of milk. Let them know that this is a simple contest of "the first one done with the Ho-Ho's and milk WINS!" Yell "Go!" and let the games begin!
Hose-Head	Bring 2 people up front. Get a pair of women's size small thigh-high panty hose. (Or just cut the legs from a regular pair.) Put a tennis ball in the end of each one all the way at the toe end. Have the contestants put the panty hose over their head and face (w/ ball dangling in front). They bend over and start swinging their panty hose and ball. Then they try to use their swinging hose to catch the other swinging hose and pull it off the other person's head. The first one to pull it off their opponents head is the winner. They can run around or whatever trying to keep it on their head. As always, use caution and safety. Make it a rule that if their hose hits the other person or wraps around the other person, they lose. (You don't want them wrapping hose around necks, heads, etc.) You might want to offer eye protection as well. Another option is to do this with about 6-10 people.
Hot Dog Catch (aka Space Alien Dogs)	Bring three guys up front and somehow attach 32 oz. cups around their necks. Put three blindfolded girls in the back of the room (or a good distance away if you're in a large room) and give each of them a dozen hot dogs each. The girls throw the dogs to the guys who catch them in their cups without using their hands.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Hot Potato With a Twist</p>	<p>You need spoons or forks for everyone participating, something gross to eat (baby food, Vienna sausages in a can or something that can be easily passed, yet not gladly eaten). The concept is the same as Hot Potato. When the high energy music starts you pass your object. When the music stops the person(s) with the object(s) must take a spoon/fork full. Try to have them do this as quickly as possible, so you don't lose the momentum of the game. Start the music back up and go again. The amount of objects you have circulating should correspond with the amount of participants (i.e. 50 - 100 teens to 5 - 10 bottles of baby food circulating). Participants should be either sitting on the floor or in chairs in a circle. Have paper towels on hand for messes.</p> <p>Also see Hot Potato and Oven Mitt Pass & other "Musical..." games</p>
<p>Hot Seat - Discussion Wrap-Up</p>	<p>Have everyone sit in a big circle with one person sitting on a chair in the middle – the "hot seat." That person takes on the role of someone you've talked about in your small group discussion. If there has been some kind of talk or drama or story, then they can pick someone from that. The student in the hot seat has to really try to be that person. They have to try and hold themselves like that person and speak like that person. Not in voice but in what they say. The people in the circle then have to ask the person questions and they have to answer as the person they are. It's a good test to see if they've been listening! The person in the hot seat eventually tells the others in the circle who they are portraying if it hasn't been guessed yet. The point: Helps students retain the information they just learned.</p>
<p>Human Christmas Tree</p>	<p>You can play this as an up front game or, if you have a small group, divide into teams. Have as many teams of 4 as you want. Designate one person "the Christmas tree," and the others "decorators". Each decorator has a bag full of ornaments, lights - any tree decorations. Give each team 5 minutes to decorate their "tree". When finished turn off all the lights and plug in Christmas Trees. Take pictures!</p>
<p>Human Scrabble For Dummies</p>	<p>Two groups of students line up in the front of the room. Each one gets a letter hung around his or her neck on a card. All the letters in each group spell a word, but it's all scrambled up. At signal, each group must arrange themselves to properly spell the word. The first group to do so wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Human Bowling</p>	<p>Go to local bowling alleys and ask for 12 old pins. (Youth worker John Lord's alternate 'pins' are a stack of small plastic chairs or other large, soft items.) Get a "creeper" (sled on wheels used to slide under a car to do maintenance), or an oversized skateboard, and a motorcycle helmet. Put girls on the sled with the helmet on and have them put their hands behind their back and let a guy (or vice versa the guy and girl thing) "bowl" them down into the set of 10 pins (they must be spread out well, you will need to practice to see how far). Usually bowl 3 competitors and let them do a frame a piece. You will need 2 people to set the pins up again quickly and one to catch them so they don't go through the pins and head first into the wall. Most good sleds can really move up to 20-30 feet or so, so have a good runway. There are great sound effect CD's with bowling sounds for the background. Also, you have the two extra pins - paint them gold and make into trophies, give one to keep and put the names of the winners on the other as your running trophy. For a sell before the "tournament" (to pump the group up), have a "human cannonball" fly in on the sled and smack the pins (helmet, chest protector, goggles, shin guards, elbow pads, etc.).</p> <p>Also see Pumpkin Bowling, Turkey Bowling & Vacuum Cleaner Bowling</p>
<p>Ice Chest</p>	<p>Get 3 or 4 of your "tough" guys. Tell them you're going to have a contest to see who is the "coolest!" Have them change into some x-large shirts that you have for them and have them tuck the shirts in. Then have a team mate (or team mates) run with cups of ice to fill up the shirts. You'll need a lot of ice, shirts, cups, and buckets or actual ice chests to hold the ice in. Have towels handy for them when the game is over. You can judge the winners by how much ice they got in the shirt in a given amount of time or by how long the guys could stand having the ice in their shirts.</p> <p>Also see Ice Cube Race, Ice Grab It, and Melt That Ice Cube</p>
<p>Ice Cream Feed</p>	<p>Lay plastic on the floor for this gross up-front game and set up so every one can see. Have pairs lie down head to head and feed ice cream to the person behind them. The first team to empty their bowls wins. This gets messy only on the fed person's face...and neck...and chest.</p>
<p>Improv</p>	<p>Divide group into smaller groups and give them a topic to make a silly skit up about. Suggestions: On a bus, someone late for work/school/church. I'm the new youth pastor and this is my group. Fender bender. Dumb bank or convenience store robber</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Ice Cream Stuff</p>	<p>Lay plastic under chairs for this gross up-front game. Get an even number of students and have them pair up. Have them decide who sits and who wants to stand. Blindfold the student standing and give the one who sits a trash can bag to cover his/her clothes. Hand the blindfolded student a big helping of ice cream in an plastic bowl with a spoon. When you say "Go!", the blindfolded student must feed the sitting student. Gross Option: If any ice cream spills, they must eat it off the floor. Whoever eats it all first wins.</p>
<p>IV Bag Suck</p>	<p>Get three large zip lock bags filled with Kool Aid and surgical tubing coming out of the top. Have three people suck until the Kool Aid is gone. First one done wins.</p>
<p>Joust</p>	<p>Outdoor or indoor. For this game you'll need 2 five gallon buckets and 2 jousting sticks (4 ft. sticks with foam rubber ends) or two pillows and a soft area to play (grass area or padded floor). Rules:</p> <p>Place buckets up-side down, about 3 feet apart. 2 players stand on buckets, each with a joust stick or pillow. When judge says "Go!", each player tries to knock the other player off his bucket. Discourage "head shots" and other "cheap shots."</p>
<p>King Bo-Bo</p>	<p>For this up-front game, you need a "King", 3 victims...uh, volunteers, a blindfold, and two rings - preferably large ones like a man's class ring or woman's w/large set. One person is King and one a helper. "King" is in the room alone sitting on a chair. Have him take one shoe off and put one of the rings on the second toe. Have him put the other ring on his regular ring finger. Helper blindfolds first person and leads them into the room and up to the King, King says, "You are in the presence of King Bo-Bo. In order to show your respect you must kiss his ring." He holds out the ring on his hand, after the person kisses it, lifts foot up in front of their face (not touching). When someone removes the blindfold, it appears as if they have just kissed the king's foot! The point: Things aren't always what they seem!</p>
<p>Kool-Aid Taste Off</p>	<p>Ask three volunteers to sit in chairs facing the rest of the group. On a signal they each open a different flavored packet (the small ones) of Kool-Aid. They then lick just one finger and dip it into the packet. The person who (in that manner) is the first to eat all of the Kool-Aid in the packet wins. It's hilarious because they do not anticipate it being so sour, and they usually end up with it all over their lips. Warning: Use your own judgment - kids could become nauseated.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Lemonade Eating Contest</p>	<p>Get 4 volunteers up front and have them sit down on stools, facing the audience. On a low table in front of each of the volunteers, have the ingredients for lemonade: a 1/4 of a lemon each, a teaspoon of sugar, and a glass of water. Announce that this is a race to make lemonade. When you say "Go," they must first eat the lemon, then the sugar, drink the water, then they have to jump up (twist, spin.... be creative) and sit down to mix up the ingredients. The first to do this is declared the winner.</p>
<p>Lemonade Machine</p>	<p>Bring at least two volunteers up front. Announce them as, "The Lemonade Machine". Have them each bring up a friend from the crowd to be their partner. Each "Lemonade Machine" sits in a chair with his or her head leaning backwards and with their mouth open. At "Go!", their friend proceeds to squeeze one lemon, 1 spoon of sugar and 1 cup of water into "Lemonade Machine's" mouth. The "Lemonade Machine" stands up and jumps up and down three times and spits the contents of his or her mouth into a glass (make it a clear one for good visual). Repeat until the glass is full.</p>
<p>Licorice Race</p>	<p>Choose 3 guy/girl couples. (See variation below if you don't want to use couples.) Tie a Lifesaver in the middle of a long (or two pieces) piece of licorice. Guy and girl at each end race to eat the licorice and Lifesaver first without using their hands. If it drops on the floor they must get it without using their hands. Have one of your funny leaders be a Dr. Love or "Antonio Amore" character. Good near dances, homecoming, or Valentine Day. Any weird love song or song about kissing will do. Variation: Also could be done with kids up front and the Lifesaver at the end of on piece of licorice (with their partner holding it) and race to eat it first.</p>
<p>Lifesavers On The Face</p>	<p>Choose 3 guy-girl teams. Each girl gets three roles of Lifesavers and 2 minutes to lick, stick, and arrange them on the guy's face. Have the audience vote for the winning team. You may make a lifesaver hat out of a foam circle, spray-painted to add to the decor. You may also consider having 2 girls per guy decorate.</p>
<p>Marble in Clear Tubing</p>	<p>Wrap 15 feet of clear tubing around a small girl. Have 3 different pairs of guys get 3 marbles from one end and out the other by lifting and spinning the girl. The fastest time wins. If you have the bucks to buy 2 lengths of tube, you can have 2 groups at once racing.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Long John Stuff	<p>Up-front or all-play. This game requires several bags of deflated balloons, thermal underwear for each person you bring up front or for each team if you make it an all-play, and teams of 6. The number of teams depends on the number of students present. Once teams are formed, litter the floor with dozens (or hundreds) of deflated balloons. Then give each team a full pair of long-johns (or union suit). The team then decides who will wear them over their clothes. It works to their advantage to find the most wiry person for this part, (although you'll need to be careful to not make weight an issue). Once the long-johns are on, the leader of the game does or says something to officially begin the game (a cap pistol, whistle, or yell, "Go!"). The object is for the team members not in long-johns to begin inflating balloons, and stuffing them into the long john pants and tops. Decide on a time limit that will officially end the inflating and stuffing portion of the game. Each team is then featured one-by-one as they are given a pin to begin popping each balloon--counting out loud as they do. The balloons are popped through the clothing. Ultimately, the team with the most number of popped balloons is the winner. Suggestion: Have a camera available for taking shots of the fully stuffed long-johns</p> <p>Also see Siamese Twins Tasks & T-Shirt Stuff</p>
M & M Scarf	<p>Six students on each team (2 teams) must divide out colors of a pound bag of M&M's and eat them in order of color. Example: First person opens the bag and sorts out all the red colors then passes the bag to the next person while scarfing (eating) his color! The team with all the M& M's eaten first is the winner.</p>
Mad Sentence Dash	<p>Use this up-front game before any holiday (so you have an automatic theme), to promote an upcoming event, or just for fun. Pre-select a theme to give students an idea of what sentence they're about to come up with. Set up two grease boards up front. Get 4 students (2 teams of 2) to come to the front of the room. Give each of them a grease marker. Have each half of the room be on the team of either two people. Each side of the room can yell out suggestions for their "team". On "Go!", one of the students from each team starts a sentence. (If your room is big, make them run from half way across the room up to the stage, then back again when they're done.) The 2nd person continues with another word. It's up to you whether the contest is a matter of time limit, no. of words, sensibility, or creativity. You decide how the winning team wins. Buy a couple of those cheap paperback thesaurus's or dictionaries to award as prizes.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Marbles In Jello	<p>PREPARE AHEAD: Put marbles in a roasting type pan and cover with jello (use a dark colored Jello).</p> <p>Have paper towels handy and some plastic to protect the floor. Have 2 people for each pan of Jello. Using only 1 foot, they race to find the marbles.</p>
Marker Fencing	<p>Dress two contestants in white t-shirts and white sweats. Give students protective eyewear (It will add a lot if you can get some fencing headgear as well). Duct tape two big black markers to the end of two strong dowel rods (bought at any hardware store). Instruct them that the only place they can mark is above the belt and below the neck. Then let them duel. The person to make the most marks of at least one half inch long wins. You can order glow in the dark pens, follow the same directions, and then turn out the lights to determine your winner. Background music will be a must, and white gloves and socks can help highlight the uniforms! Fence away!</p>
Marshmallow Pitch	<p>For this game, have kids pair off and give each pair a sack of miniature marshmallows. Each pair should also have a neutral counter. One person is the pitcher, the other the catcher. On "go", the pitcher tosses a marshmallow into the catcher's mouth, and the catcher must eat the marshmallow. The pitcher and catcher should be about ten feet apart. The counter counts how many successful catches are made, and the couple with the most at the end of a time limit or the first to reach twenty successful catches is the winner.</p>
Marshmallow Stuff	<p>This works best in groups under 30. We recommend 6 guys and 6 girls at a time. For this game you need a couple of bags of big marshmallows, a Coke (or other soda) for every two players, and any song with a word or phrase that repeats frequently in the chorus. (One youth worker suggests "My Girl", but any upbeat song will work as long as it includes a frequently repeated pronoun, work, or phrase.) Your guys should be on their knees with the girls behind them. Give the girls the marshmallows and the guys the Coke. Instruct your players that when you play the song, every time they hear the word/phrase "_____", the girls have to shove a marshmallow in the guys mouth and the guy has to take a drink of the coke. Be ready for some spit ups with a small garbage can or towel under each guy.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Mattress Jump	<p>For this game you need an inflatable mattress that won't fold up on you (one of those big camping mattresses, not some little float around the pool mattress). If you have two, even better.</p> <p>See how long one student at a time can jump w/o losing balance. If you have two, you can have them toss something back and forth with the loser being the one who drops the item (egg, pillow, a goofy soft toy - you get the idea).</p>
Melt That Ice Cube	<p>Outdoor or Indoor. Divide group into two or three teams. Give a large block of ice to each group. The team has to melt the ice any way they can (i.e. crushing, breaking, friction, body heat, etc.). If possible, weigh before and after to determine winner. Prepare for water.</p> <p>Also see Ice Cube Race, Ice Grab It, and Ice Chest</p>
Messy Plexi	<p>Prep: Buy or get a 4'x8' sheet of plexi glass donated. You will need: Oreos, Cheese in a can, Crackers Call up two teams of two. Tell the students that they need to draw someone using the Oreos, cheese in a can, and crackers. When they finish hold up the plexi glass to show the audience and let them vote by applause. Then tell them the game is just starting. The team that can eat their creation the fastest wins. It's great to see tongues, lips, hair, ears and whatever press up against the glass and the audience will roar with laughter. You will need to pressure wash the glass each time you use it.</p> <p>Also see Messy Message</p>
Mind Reader	<p>Fun game where you and another staff person or student leader pretend that one of you has the ability to read minds. Important: Pre-arrange with "It" (your assistant) a person that they will pick first. As everybody arrives, tell them that "It" is a mind reader. Send "It" out of the room and point to the person that you have pre-arranged. Have "It" come back in the room and ask him or her which person you just selected while "It" was out of the room. "It," of course, will know and the kids won't be that impressed. But "It" looks two spaces clockwise from the person you just pointed to and remembers that person. When "It" leaves the room again, shuffle everyone around (for their confusion) and then pick that person (that WAS two spaces clockwise from the previous person). "It" will come and pick this person to everyone's amazement. Continue playing this for a few rounds, quitting while they still want more.</p>

Melon Fest

Watermelon Helmet Contest: That's right, have each team carve a helmet (or helmets) out of watermelons. You can go for the gladiator look or more of the Darth Vader look. Team members must wear helmets throughout the event.

Watermelon Seed Spitting Contest: (Need I explain?)

Cantaloupe Bowling: Create an alley in the parking lot and set up 2 liter bottles at the end. Leave the 2 liters full and give a bonus if you bust the 2 liters open.

Melon Armor: Give each team a ball of string, a roll of duct tape, a knife, and about 5 of each melon. Have each team dress one of their team members in FULL MELON ARMOR. That's right- dress up this person in as much armor, made of melons, as humanly possible. (You might want to make the team member a guy!)

Watermelon Toss: You guessed it- get your two strongest guys to do the age old egg toss (line up facing each other, toss to team mate, back up a step, toss back, and so on . . .) but with a much heavier item! CAN'T hit the ground. Last pair still tossing wins!

Seedless Watermelon Eating Contest: Bring 2 representatives from each team up front-- an eater and a cutter. At "Go" the cutter starts cutting watermelon for the eater to eat. Eater scarfs down as many watermelons down in a given period of time.

Ultimate Cantaloupe: This is just like Ultimate Frisbee . . . but with a cantaloupe! Divide into two teams, each trying to get to the opposite end zone. Instead of a kick-off, just have one team start on their side of the field. When a player catches the cantaloupe, they can take only 3 steps then they must throw/toss it. Team work their way down the field, passing to each other until a team scores. If the team's melon hits the ground, it's the other teams ball (frisbee actually).

(An added twist: if one team busts the cantaloupe, the other team automatically scores (have extra cantaloupes available) No knocking the melon down, like in ultimate frisbee- in Ultimate Cantaloupe, it always goes to the opposite team of the last person to touch it before it hits the ground. Defensive players must give any person already holding a cantaloupe at least 3 feet clearance.)

Bobbing for Melons: This game requires a pool or some other large body of water. You can play this many ways- one way is to fill a pool with all kinds of melons, even a few vegetables of choice (cucumbers, squash, etc.) Then give a team a certain amount of time to retrieve the melons, vegetables, etc. Increase the degree of difficulty by doing this at night with no lights, or putting Vasoline all over the watermelon.

Steal the Melon: That's right. Plain ol' "Steal the Bacon" with greased watermelon in the center. (Line up two teams facing each other, number them off, call a number and that person has to grab the watermelon and

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

	get it back to their side).
Mock Spelling Bee	<p>This is designed to get you, the leader. It begins by having someone challenge you to a spelling bee. Four kids come up front to challenge you one at a time to a power spelling bee. The game goes as follows: one kid at a time steps up and is given an object (for example, an egg) and your leader asks them to spell egg. If they do it correctly, they get to put the object on you. If incorrectly, they do not (obviously by now you will have an egg on your head). Then it is your chance to spell and put something on them, only you are set up each time. For example, your leader may hold up a can of coke to which you excitedly blurt out "Coke...c-o-k-e...Coke" only to have your leader tell you that is not the word, instead, they read the toughest ingredient on the can (phenylcarbonhydronate acid or whatever) you miss. The next kid steps up and spells another object (oatmeal, syrup, bananas all work). Each time you get drilled and each time you spell back you lose. Whoever is running the game may trick you in other ways, for example, silent "p's" or whatever. A good ender is for them to give you one that you can get right, you in disbelief stare and take a minute to try to guess the catch...then you slowly spell the easy word...on the second to last letter your leader looks at their watch, interrupts saying "whoop, your time has expired, but thanks for playing" and takes off. Your reactions, facial expressions, and acting ability will make or break this one!</p>
Mullet Envy	<p>Crowd breaker. Have students get into groups of 5 to 10. Have them select one student who will wear a shower cap. Have the group place 2-sided tape all over the cap and then cut either brown or black yarn to be placed on the tape on the cap to look like a mullet. Then have the mullet ones come up to the stage to be judged on the best one. Have the mulletheads say, "Business in the front and a party in the back," into the mic in their best 80's metal voice. Also, while they are constructing the mullet play a couple of mullet songs (KJ-52 mullet song hidden track #9 and Phantom Mullet by Five Iron Frenzy). Party on dude!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Mummy Wrap

Audience and/or Up Front game. **As an Audience game:** Throw out 3 rolls of toilet paper to different sections of the crowd and have them do it right there. **As an Up-Front:** Pick three groups of three people each. Give each a roll or two of toilet paper. Make sure you give each team the same amount. Two people wrap up (like a mummy) the third person in the group. The object of the game is to: See who can wrap up their "mummy" first or who is most creative in their "mummifying". You may wish to add a few other objects into the game (Q-tips, t.p. rolls, etc.) to aid in the "artistic expression possibilities". You could have the crowd or the staff vote. You need 3 or 6 rolls of toilet paper.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>My Girl</p>	<p>As an audience game: Bring 3 guys and 3 girls up front. In a small group: Play 6 guys and 6 girls at a time. You need a couple of bags of big marshmallows, a Coke (or other soda) for every two players, and any song with a word or phrase that repeats frequently in the chorus. (One youth worker suggests the song “My Girl”, but any upbeat song will work as long as it includes a frequently repeated pronoun, word, or phrase.) Guys are on their knees with the girls behind them. Give the girls the marshmallows and the guys the Coke. Instruct your players that when you play the song, every time they hear the word/phrase “My Girl,” the girls have to shove a marshmallow in the guy’s mouth and the guy has to take a drink of the coke. Be ready for some spit ups with a small garbage can or towel under each guy.</p>
<p>Name that Tune with Marshmallows (or Squirt Guns)</p>	<p>4 guys versus 4 girls. Play music in short spurts. One person from each team steps up with a big pot on their head and a big spoon in their hand. When they think they know the answer they beat on their heads for a bell. If the answer is correct each member of the other team puts a marshmallow in their mouth. If the answer is wrong, that person’s team puts one marshmallow in each of their mouths, and if the other team gets the answer right, they put an additional marshmallow in their mouth. If it is going too slow, you can have bonus rounds with double penalties in which anyone on the team can take a spoon and guess. This can also be done with a kazoo or any other music. Variation: Do this game with squirt guns where you have one girl vs. one guy at a time. Each person has a squirt gun and squirts the other person until they get the answer right.</p>
<p>Ninja, Gun, Gorilla</p>	<p>Same as “Rock-Scissors-Paper”, only you use your whole body. Play it up huge, having someone demonstrate each: ninja-guy in karate stance yelling “waaaaa!”; gun-hold finger gun and say “BANG!”; gorilla-arms in air & beating chest, saying “ooo, ooo, ahh, ahh, ahh!” (Ninja beats gun / Gun beats gorilla / Gorilla beats ninja) Keep going until all are eliminated; fun to find a champ. It helps to have the students who are out to go to the outside and the people still playing in the middle.</p>
<p>Numbers Race</p>	<p>Form teams of 10 players (ideally). Each person in the team gets a number on a 3x5 card or slip of paper from 0 to 9. The leader then calls out a random number say for example, “108”. The students holding those numbers – 1, 0, and 8 - run out in front and display the numbers to the leader calling them out in the correct order. Try 1,237,582 and so on. The first team to be in place, in the right order gets a point for their team. For re-use make up A5 cards, in different coloured paper for each team and laminate them. Don't forget to distinguish between 6 and 9 - perhaps a line under the numbers.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Oreo Head</p>	<p>3 or 4 kids up front twist Oreo open, moisten the creamier side and stick it to their forehead. Then, without using their hands, they try to contort their faces to maneuver the Oreo down their face and into their mouth. First one wins. Funny faces!</p>
<p>Oreos or Peanut Butter Crackers on Plexiglass</p>	<p>Put Oreos open faced on sheets of plexiglass. Choose 2-4 kids and blindfold them. They must race to smash their face up against the glass and lick off the Oreos. Have extra open-faced Oreos ready for when they knock them off. It helps to have the plexiglass framed so that it does not wobble too much. Peanut butter on crackers may be a little stickier.</p>
<p>Phone a Friend</p>	<p>For this game you need a cell phone (preferably w/a speakerphone) and a sound system. Bring a student upfront. Have them use your cell phone (you have to be able to hear the person on the other line) to make a live call to a friend of their choice. They will identify where they are and what's going on ("I'm part of this contest in my youth group right now . . .")</p> <p>Now ask your student a series of questions about the person they are going to call. They have to guess what the person on the cell will say, such as:</p> <p>Will they answer before the third ring? Have they eaten dinner yet? Do they have shoes on? Or something embarrassing like: Does their mom kiss them good night?</p> <p>Give a prize to your teen for every right answer they give. They can keep going up the prize ladder for better prizes, but if they miss they lose everything! Go 5 rounds, start with small prizes like candy bars up to CD's, tickets to a concert, amusement park, money, whatever!</p>
<p>Pick Your Friend's Nose</p>	<p>Use a huge piece of paper or a sheet and draw three people on it. Cut out the space for their nose. Three people are chosen from the audience to stick their noses through the holes. The paper has to be big enough to hide their bodies. The rest of the kids try to see if they can "pick" (identify) their friend's nose.</p>
<p>Pie Pan Bubble Blow</p>	<p>Bring three people up front to sit in chairs at a table. Put three pie pans that are full of whip cream in front of them. At the bottom of each pie plate is a piece of bubble gum. The race is to see who can eat all the whip cream, find the gum and be the first person to blow a bubble. The first person done is the winner. They can stand or sit, but can't use their hands</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Pillow Battle</p>	<p>Just like it sounds. Have a girl take on a guy in a pillow battle. Give them each a pillow and explain that they will each get three chances to hit each other. Blindfold them both and tell them they must keep one foot still, although they may dodge the hit however else they want. First, they must ask the question, "Are you there?" The other answers, "I am here." When it is all explained, un-blindfold the girl, but leave the guy blindfolded, so the girl can dodge the hits, but the guy can't. After the guy misses once, put the blindfold back on the girl, and show the guy that she is still right there. Then unblindfold her and do the same thing again.</p>
<p>Ping Pong Ball Blow</p>	<p>Use one or more teams of one boy and one girl and place a cookie sheet with a ping-pong ball on it between them. Explain that the object is to blow the ball to the other side while blindfolded. After they are blindfolded, place the ball on a mound of flour on the cookie sheet.</p>
<p>Ping Pong Ball Party Blower</p>	<p>This is a great game to do through the middle of the crowd while the crowd watches. Bring several students up front and give them a party blower and a ping pong ball each. Have them get down on all fours and race their ping pong ball to a given destination and back. The only way they can move the ball is by bopping it with the party blower.</p>
<p>Plead For Mercy</p>	<p>Bring 2 or 3 guy/girl teams up front (works great with dating couples). Have each guy kneel in front of a girl and try to talk her out of putting pie in his face. Clue each girl ahead of time to let him go for a while. Get the audience to egg each girl on.</p>
<p>Poor Man's Sumo Wrestling</p>	<p>(aka Michelin Man Bumper Tube) This is basically Sumo Wrestling for poor people. Two players battle each other, each holding a tube like a belt or belly. Draw or rope off a small circle that they try to bump each other out of.</p>
<p>Pumpkin Bowling</p>	<p>Set up a single "bowling alley" in your room. This can be as simple as using masking tape lines for gutters. Then set up empty (or full, if you're brave) two liter soda bottles for bowling pins. If you want Halloween colors, use orange soda, and a cola, and tear the labels off. Test out a few pumpkins and select a few good rollers. Depending on the size of your group, either select a few "bowlers" or line up your whole group. (If you line up your group- line them up along the edge of the alley so they can see). With fewer bowlers - allow several tries. With a large group - allow one each. Hand them a pumpkin and let er' rip! Have a few staff people be pumpkin fetchers to keep the game moving along. Provide a prize for the best bowler (do a play-off if needed).</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Powdered Donut Lips</p>	<p>See who can eat the most powdered sugar donuts without licking their lips. There is no time limit, but as soon as a person licks his/her lips, they're eliminated. (8 is the most we had one night!)</p>
<p>Push Over</p>	<p>Have two people come up and face each other about 2-3 feet apart. Their feet should be even (side by side, not in front of one another) and their hands are raised, touching each others palms (like they are playing "Patty-cake"). The object is to make the other person fall, forward or backward by pushing or releasing pressure to your hands. Rules: 1. Can't move your feet 2. Can't move your hands other than forward or back 3. Can't grab or close your hands</p>
<p>Put Your Money Where Your Mouth Is</p>	<p>Two guys who have wallets each face the other and see who can "draw" his wallet the fastest and stick it in his mouth (gunfighter style). Another way to do this is to ask for two people who want to win two dollars. When they come up, give each a dollar bill, which they must put in their wallets and place back in their back pockets. On the signal, they go for their wallets, gunfighter style, and each must take the dollar out of his wallet, put it on the floor and then sit on it. The last guy to do so has to give the other guy his dollar, and he loses.</p>
<p>Puttin' On The Lips</p>	<p>For this game you need a tube of bright lipstick and paper towels. Have a guy hold the lipstick in his mouth and apply it on the girl's lips. If you bring up more than one volunteer, give a small prize for the most accurate application.</p>
<p>Quick Change</p>	<p>Prepare three or four costumes and grab the same number of volunteers. I used an old military uniform, one of those old polyester Taco Bell uniforms (my friend's NOT mine!), and a 70's outfit. Each ridiculous looking costume consisted of a pair of pants, a top, a pair of glasses, and a hat. Set the costume in front of each participant, hand them each a balloon, explain the object of the game, and yell, "Go!" Each person blows up the balloon and starts bopping it into the air. The object is for them to get completely into the costume and back out of the costume while keeping the balloon in the air. The result is three people running and hopping all over the room, trying to get dressed while chasing a balloon!</p>
<p>Saran Inchworm</p>	<p>Wrap up two or more people in Saran Wrap so they can't move their limbs at all. Lie them down on the floor. When you say "go," they must "inch" down to a designated point and have a banana fed to them by a friend (no hands of course, because they are Saran'd to their side). Hilarious to watch.</p>

Questions Under Fire!

Loud, fast, funny game w/a point! Choose 4 volunteers from 4 different grades. Bring them up one at a time to ask between 14 questions (see below). Whichever contestant can answer 10 of them in 90 seconds wins (candy, pop, \$1-5). They may “pass” as many times as they want and come back to a question later. Where the audience comes in is as soon as you begin the questions, they can distract the contestant by yelling out random statements, answers, or noises. They can even get out of their seats and do goofy things as long as they don’t get in the person’s face or touch them. Below are 4 sets of questions. You may switch questions around or make up your own. We suggest having easier questions for younger students on at least one list. Some of the questions have definite answers; some are random or silly. **The point:** It’s hard to focus on what matters when we surround ourselves with distractions.

1st contestant

1. What did Jesus call His followers? Disciples
2. How many lives do cats have? 1
3. What letter comes after V? W
4. Is a snake a reptile or amphibian? Reptile
5. How many ounces in a gallon? 128
6. What is the name of this Youth group?
7. How many stripes on the US flag? 13
8. What shape is the earth? Round/sphere
9. What color are your eyes?
10. What is your neighbor’s address on the left?
11. What color is good milk? White
12. How many appendages do you have? 4 (arms/legs)
13. What is Garfield’s owner’s name? John
14. What do you put on popcorn?

2nd contestant

1. How many ounces in a half gallon? 64
2. How many disciples did Jesus have? 12
3. What is $37 - 24 + 19$? 32
4. What is your mom’s middle name?
5. How many phalange’s do you have? 20 (fingers/toes)
6. What is your or your friend’s cell phone number?
7. What branch of military service mans submarines? Navy
8. What color is blue? Blue
9. How many stars are on the US flag? 50
10. How do you make a tuna sandwich? (Any comb: bread, tuna, knife, mayo, relish)
11. When Moses parted the Red Sea, who were the Israelites escaping from? Egyptian Army
12. What US president died in June 2004? Ronald Reagan
13. How many wheels on a car? 4 (or 5 including the spare)

14. On what does a rolling chair move? Wheels

3rd contestant

1. Say hello in Spanish. Hola
2. Which candle burns longer – pink or blue? Neither; they both burn shorter
3. How many megabytes does your computer have?
4. What does the acronym ASAP mean? As soon as possible
5. Eat a what a day to keep the doctor away? Apple
6. Rendezvous is French for what? To meet
7. Who sewed the first US flag? Betsy Ross
8. When King David danced in the buff, who got ticked? Michael, his wife
9. What size shoe do you wear?
10. What is the exact time?
11. What is perfect vision? 20/20
12. Count from 10 backwards.
13. Who is the lead (senior) pastor at this church?
14. Give me a prime number between 1 and 10. 2, 3, 5, 7

4th contestant

1. What show says, “Won’t you be my neighbor?” Mr. Rogers’ Neighborhood
 2. Count to 10 in any foreign language.
 3. How many books in the Bible? 66
 4. What 3 colors are on the US flag? Red, white, & blue
 5. What color is the stem of a red rose? Green
 6. How do you get skunk smell off? Tomato Juice
 7. How do you spell Mississippi without “i’s”? Mss ss pp (also counts if they cover their eyes and spell it!)
 8. Which is bigger – a deer tick or a wood tick? Wood tick
 9. Say the alphabet backward. Z..y..x..(also counts if they turn around a recite the alphabet!)
 10. Who is your favorite youth pastor (leader)?
 11. Which way do hands turn on a clock? Clockwise
 12. What is 1800 in civilian time? 6:00 p.m.
 13. What is JVC? Electronics or stereos (not junior varsity cheerleaders)
 14. What is a Hemi? Engine (high performance)
- Alternate Questions:
What disease can you get from a deer tick? Lime disease
What size shoe do you wear?

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Rubber Band Head	Put an extra large rubber band around the heads of several people. (Common sense here; be sure it's snug but not tight enough to snap - ouch!) Place it so it squashes their nose and folds their ears over. They can use anything to get it down around their necks except their hands (can use wall, other people, etc.). First one through wins. Hilarious facial expressions as they work it down.
Sales Job	Take 3 people out of the room. Tell the crowd to ask questions of them to figure out what's in the bag when they return. Bring one kid in and tell him/her to try to really sell what's in the bag without giving away what it is. Crowd knows it's toilet paper (or 3X underwear). Backstage, you've told your "salesperson" that there is gum in the bag. Fire him/her up for the hard sell, maybe providing a sport coat and hat. Announce him like he is a 60-second info-commercial.
Saran Wrap Race	<p>Provide as many boxes of 100 ft. plastic wrap as you plan teams for, masking tape (for finishing line), trash can, and stop-watch (optional).</p> <p>Prep: Beforehand, use tape to designate start and finish lines. Pick 4-10 students (depending on amount of space available) and put them in teams of two. Assign one player from each team to wrap and one to be wrapped. When they hear "Go!" the wrapper opens the box (an added challenge) and starts wrapping their teammate from the neck down (not too tight), including arms, with the entire roll.</p> <p>NOTE: Do not wrap arms to body- this could result in injury if they fall. Have them only wrap arms individually! Once they've been wrapped they must hop to the finish line. As soon as they get across the finish line their teammate runs from the starting line and unwraps them. The first person to unwrap their partner and throw away all the plastic wrap wins! Notice how the clean-up is slyly integrated into the game...they don't pay you for your good looks alone!</p> <p>Twist #1: Instead of hopping, students must inch-worm their way across the finish line. (For this game you can wrap their arms to their body- just don't let them fall- they don't have their arms to stop their fall.)</p> <p>Twist #2: When the wrapped one gets across the finish line, the other teammate wraps themselves up as they unwrap their teammate. After they are wrapped up they hop to the starting line, turn around and hop back to the finish line, and the game resumes as usual. Use this twist if you need to burn more time up.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Screaming Contest</p>	<p>Hold a screaming contest with prizes for: the loudest, most girly-man, longest, weirdest sounding, and shyest person to scream.</p>
<p>Shaving Cream Shootout</p>	<p>Bring 2-6 volunteers up front and put a huge blob of shaving or whipped cream on their noses. Place them strategically around the room. With squirt guns, they must try to shoot the shaving cream off the nose of the person on their right. Clearly explain that if they start shooting the crowd on purpose, they will be eliminated. You can use "Wild West" songs for this one. Have towels handy and remember that things will get wet. The first person to shoot off all the cream wins.</p> <p>Civilized Shaving Cream Shoot-out: Put a dollop of shaving cream on the nose each of 3 contestants and give their partner a squirt gun. Spread the gunner from "Cream Nose" at least 10 feet. First one to clean their partner's nose is the winner.</p>
<p>Shmallow Shooters</p>	<p>For this game you'll need marshmallow blowguns made from 1-foot sections of 1-inch diameter pvc pipe (buy big lengths of it at a hardware store, not the small ones you can buy at carnivals and festivals), and plenty of s'more-sized marshmallows. Load the marshmallow into the end of the pipe (the drier the marshmallow, the better - they'll stick to the pipe if they're soft) and blow. The trick is to blow on the end the marshmallow is on - let it travel the length of the tube - we had shots spanning upwards of 30 feet! Beware: after 2-3 shots they get pretty gross. We did a variety of target-related games and then a few moments of all-out marshmallow war. Good times!</p>
<p>Shoe Stretch</p>	<p>Get two old pairs of men's shoes, take out the strings, punch holes in the back of each shoe and tie a four-foot piece of elastic to each. Place shoes on opposite sides of the room and tie other ends of the elastic to the legs of a chair. Two people get into the shoes — one in each pair — and walk toward each other. (Have someone sitting in the chairs to weight them down, and have them spaced so that the elastic becomes taut just as the two meet each other.) The object is, with the shoes stretching the elastic, to exchange shoes in the fastest time possible and return to the other chair. Rules: 1. Once one foot is taken out of the shoe, it cannot touch the floor. 2. Hands must only be used to hold each other up. 3. If a shoe snaps back to the chair then the person must hop back to get it.</p>
<p>Shoelace Licorice Race</p>	<p>Give 4 kids a piece of shoelace licorice with a marshmallow tied to one end of it. On a signal, each person puts the loose end of the licorice in his mouth and "eats" his way to the marshmallow. The first two to reach it go on to the finals.</p>

<p>Silent Charades</p>	<p>Divide into teams of 5 to 7 people. Have the members of one team leave the room while the others think of a situation which can be acted out without words (see below for ideas). Then bring in one person from the team that was sent out of the room. Explain the situation he or she will be acting out. Now bring in the second person from that team. Without saying a word, Person #1 must act out the assigned plot for Person #2. Person #2 may or may not understand the charade, but he or she must subsequently act out the same situation for a third member of the team. Person#3 performs the charade for Person#4, and so on. The last person must guess the original story line. Remember, all this is done in complete silence. Even the simplest charade can undergo a thorough metamorphosis after being passed down several times. If the last person cannot guess the charade, person #1 should perform it again and let the last person guess once more. Here are some classic French charade situations to spur your creativity.</p> <p>Charade 1: The original pantomime that you do could include the following: pull the elephant into the room on a rope; tie the rope at a stake; dip a rag in a pail and wash the side of the elephant jumping high to get all the way to the top; crawl underneath, wash his belly and legs; go to the front and wash the trunk inside and out and wash the elephant's ears as well; and then, wash under his tail (hold your nose).</p> <p>Charade 2: You are a high school beauty pageant contestant, anxiously awaiting the announcement of the winner. Suddenly you hear your name! You now step forward to receive your crown and roses. Then comes your victory walk down the aisle, waving to the crowd, you encounter many misfortunes. First, you are allergic to the roses, so you begin to sneeze, but you keep on going waving and sneezing to the crowd. Then, on the way back up the aisle, your high heel breaks and you finish the walk with one heel missing!</p> <p>Charade 3: You are a pregnant mama bird about to give birth. You must fly around the room gathering materials for your nest. Once you make your nest, you lay your egg. Then finish the charade by hatching the egg and finding a worm to feed your new baby. You can also act out a hobby, changing a diaper, or washing an elephant.</p>
<p>Silent Crowd</p>	<p>Send 3 secure students out of the room. Explain to the crowd that it was recently learned that when someone is placed in front of a crowd in complete silence, they will revert back to the experience of their first kiss. As a matter of fact the first things they will say are the things they said after their first kiss! Therefore, the crowd must be completely silent and stare at the person. Don't leave the poor kid up there for too long.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Skateboard & Plunger Race</p>	<p>Racers sit on skateboards and use plungers as oars in a race. Play fun music in the background.</p>
<p>Ski Lesson</p>	<p>Have 3 kids with ski poles jump back and forth over a pillow in front of them. When the crowd yells "Bump!" on cue from leader, they must sit down on a chair and burst a balloon. Say it's a 5-bump course to be done for time. For the last balloon on the last student use a water balloon. Play fast music to build suspense. An enthusiastic "ski instructor" adds to the fun.</p>
<p>Sleeping Bag Straight Jacket</p>	<p>Pick 2 volunteers. Place sleeping bag upside down and over their heads. On "Go!," contestants try to get out of the bag. The first one to wiggle completely out wins. The only rule is that they must keep their hands inside their pockets at all times or be disqualified.</p>
<p>Sleeping Bag Wrestling</p>	<p>Have 4 people come up front. Put sleeping bags over 2 of them as they stand on their knees facing each other. They have to wrestle each other to the floor. Next have the next two go, and finally have a championship round. Usually the heaviest person wins so try and pick people that weigh about the same.</p>
<p>Snicker Dew Race</p>	<p>Choose a number of contestants based on the size of your group, 2 - 6 works best. Give each contestant a King Size Snickers bar and a can or bottle of Mountain Dew. The contestants race to see who can finish their feast first. If you are extra sneaky, add yourself to the game and give a guarantee that you will win the competition. The key to the win is to give everyone else a candy bar that is nearly frozen. Yours will be nice and soft at room temperature. Just pretend like it is hard to bite into.</p>
<p>Soda Shoot-Out</p>	<p>You need as many pairs as you have supplies for, which are soda, squirt guns, and optional protective gear. The goal is for each pair to have a squirt gun filled with a soda. One person tries to unload the entire contents of their squirt gun into the open mouth of their partner standing 10 feet away. Have three or four pairs competing against one another. Option: Give gear to the one taking 'fire'...swimming goggles for their eyes and a rain poncho to cover their clothes. If you are worried about a sticky situation, use diet pop because it isn't sticky. You could put different liquids in the guns depending on how daring your students are. You could do it as a relay with one person filling the gun, another shooting and another swallowing and burping.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Sound Effects</p>	<p>Supplies Needed: blank tape and tape recorder. Instructions: Your group has 15 minutes to record the sounds listed below. The sounds must last at least 10 sec. but not more than 15. All members of the group must contribute. It's up to you whether they go out and get these sounds from the actual sources (like a scavenger hunt), teams go into different rooms and "create" the sounds, or a combination of both. Award prizes (bag of candy or litre of pop) for most sounds recorded and to the group that adds the most creative sound selection not on the list.</p> <p>Herd of cows Cat in a dog kennel TV Show theme Lovesick Coyotes on a moonlit nigh A worship song Room Full of Babies Traffic</p>
<p>Spam Carving</p>	<p>Announce, "I need two artistic volunteers!" Give each a can of spam and have them make a creative carving. Have the group applaud to judge which one is the winner.</p>
<p>Spam Roulette</p>	<p>For this game you need a can of Spam, a spoon, and fun facts about Spam (Phone # to call on the can.) Bring 3-6 volunteers upfront. Play fun music. When the music stops, the person must choose a person on his right or left. That person must answer a trivia question about Spam. If they cannot answer, they must take a bite of Spam. (For small groups or upfront, you can also use a Twister "spinner" with the colors representing individuals or teams.)</p>
<p>Stocking Race</p>	<p>Sit two or three guys in chairs blindfolded. Give them a paper sack with heavy men's gloves and a pair of stockings in each. They race to be the first to put on the gloves and then the stockings. Becomes hysterical when they can't even feel if they have the stockings in their hand or not. You can use work gloves, hockey gloves, big winter gloves, or lacrosse gloves.</p>
<p>Speed Greeting</p>	<p>Seven students, guy then girl then guy, etc. line up with sharp girl at the end. Kids face sideways and turn to next kid passing a random greeting to the next person after they have received their greeting from the person on the other side of them. You can tell them they're being judged on how creative their communication is the faster the game goes. The third time have someone give the last girl a pie behind her back. She pies the guy in front of her when he wheels around to greet her! Play fast music. Have hand towel ready for your pie victim.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Spell My Feet</p>	<p>Take five people and have them take off their shoes and socks. Take a marker and write a large letter on the bottom of each of their feet so if they sit facing you and hold their feet in the air, you can read the letters. On the first person put an A and an N (one letter on each foot), on the next an E and a T, then GR, OM, and SP. You will call out different words for them to spell and they have to cross legs, stretch, and situate themselves in a position so that the bottom of their feet spell the word you called. You can do this with two teams of five if you want and see who spells the word first.</p> <p>Use these words:</p> <p>Master roast smear togas Snore ten proms get spam great son</p>
<p>Sponge</p>	<p>Outdoor or Indoor (need more towels if indoor). Simple but fun, especially on a hot day! You divide your group in rows. In front of each row place a bucket with water and a sponge. At the back place an empty bucket to collect water. When time starts running the person in the front dips the sponge and passes it to the back and the last person squeezes the water into the bucket. The row that manages to collect the most water wins.</p>
<p>Spongebob Squarefort</p>	<p>This is a great game for kids. Set two rectangular inflatable pools 6-10 feet apart from each other with the long sides facing each other. Get a bunch of small cheap yellow sponges and cut them in half or fourths. Fill the pools with water and divide the sponges between each pool. Use a whistle to indicate start and stop times. Divide into two teams and place each team behind their pools (or in them). On the whistle, everyone picks up and throws the sponges into the opposing team's pool. When the whistle blows again, the team with the fewest sponges in their pool wins. Variations: 1. Place a starting line 15-20 feet away from each team's pool. On the whistle, each team runs to their pool, reaches in and starts throwing sponges into the other team's pool. When the whistle blows again, the first whole team back across the line wins (this keeps kids out of the pools when trying to count all of the sponges). 2. Place some of the youth leaders in a smaller pool in between the two pools. The first team to get all of their sponges into the smaller pool wins. 3. Line both teams up and pass wet sponges from one end to the other (or in a smaller group pass it "Hot Potato" style in a circle).</p>
<p>Straw Game</p>	<p>Each contestant receives 2 straws & a cup of water. One straw is put in the cup, the other is not. However both straws are to be inserted in their mouth. Race to see who can suck the water out the fastest.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Story, Story, Die</p>	<p>Pick 4 or 5 people to stand in front of the group. The group then decides the title of the story those 4 or 5 are going to tell. One leader is in charge of selecting who is going to talk and will keep changing/selecting a new story teller through out the game. When a new person is pointed at they must pick up the story without stalling or using the words, "and," "or," or "but" and not using the last word spoken. If the new speaker does use any of the "die" words (and, or, but, last word spoken) then they die in the way the group decides. It should be along with the story and the person dying will act it out in front of all. The bigger the acting and more dramatic the funnier the game is. Big Group Variation: Have two teams of 4 or 5 people. The winning team is the group with the last "story teller" standing.</p>
<p>Straw Race</p>	<p>Have 3 or 4 kids put one end of an ordinary drinking straw in their mouths. Have them all start at the same time and try to get their mouth from one end of the straw to the other without using hands, only mouths and tongues.</p>
<p>Strength Test</p>	<p>All you need is a flat, ordinary bathroom scale. Each person holds the scale with two hands and squeezes it, pressing as hard as possible to register the highest weight on the scale. Or, you could have two people, one holding the scale and the other pushing, attempt to register their highest weight on the scale.</p>
<p>String Tie Mystery</p>	<p>Hang two strings from the ceiling in such a way that they dangle approximately 1 ft. from the floor (both strings should be about the same length). The strings should be far enough apart that, while holding the dangling end of one string, the other string hanging down is a foot or so out of reach. Challenge anyone in your group to tie the dangling ends of the strings together with no help from the audience. The only thing that can be used in this task is an ordinary pair of pliers. How is it done? It's simple. Tie the pliers to the end of one of the strings and then swing the string back and forth. Then hold the end of the other string, and when the pliers swing close enough grab them. Untie the pliers and tie the two strings together.</p>
<p>Stud Walk</p>	<p>Take 3 secure guys out of the room. One at a time tell them to walk in with music playing with their studliest strut while the crowd is clapping and cheering. Each one is to sit down between two girls on a make shift couch (consisting of two chairs and a blanket) There is no chair in the middle where he is going to sit. As soon as he sits down have the girls stand up and he will fall right through the chairs. Have a pillow so he doesn't get hurt.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Stupid Human Tricks</p>	<p>Announce these ahead of time. Include all the weird things kids can do (roll tongue three times, dislocate body parts, burp the National Anthem). Screen the volunteers before they go on stage and help them be great at what they do. Video record optional.</p>
<p>Submarine Ride</p>	<p>A volunteer lies flat on his back on a table with a person at each arm and each leg. The legs are the left and right rudders. The arms are torpedoes one and two. A jacket is put over the volunteer's head with one sleeve directly over his nose. This is the periscope. The captain (you) yells "Left rudder!" (Person on left raises leg) "Right rudder!" (Raise right leg) "Torpedo one!" "Torpedo two!" (Raise arms). "Up periscope!" (Sleeve is lifted straight up). "Dive! Dive!" (You pour water down sleeve and into the volunteer's face.)</p>
<p>Sugar Salesman</p>	<p>For this game you need two identical bowls with spoons - one filled with salt, the other with sugar, and three students. Send students A and B (both forewarned) and C (unsuspecting) out of the room. Inform A (who already knows this) that he or she is to try to convince C to buy this bowl of sugar. Then let C know that he or she will have a turn as well trying to sell to B. Make A put on a cheesy leisure suit jacket (maybe plaid pants and a white belt). Student A comes in with a bowl of sugar expounding on how great it is. He/she tries to sell C on buying some of the delicious sugar by having him/her taste it, while taking a huge spoonful himself. C will not be too impressed with A's selling ability. Then tell C that he/she can top that performance. Have C try to sell some to B. While C is putting on the outfit, switch the sugar bowl for the salt bowl.</p>
<p>Super Soaker Saliva Challenge</p>	<p>The object of the game is to be the first team to fill a small pitcher/cup up with water (too big of a container makes the game drag too long). Water must be squirted into a volunteer's mouth using super soakers and squirt guns, then spit into the pitcher. Have the squirters stand about 12 feet away from spitter (this person gets really soaked - fun to watch). You can vary this game using different numbers of soakers and spitters, e.g., 3 teams with 3 squirters & 1 spitter per team.</p>
<p>Surgical Glove Blow Up</p>	<p>Get some surgical (rubber) gloves - the kind that blow up. Have several contestants come up and pull the gloves over their own heads, all the way down to just above their mouth. Have them blow with their noses, inflating the gloves on their head. After 90 seconds see who's glove is blown the biggest.</p>
<p>Sunglass Spitwad</p>	<p>Put sunglasses on two people and try to get spit wads on their glasses using straws.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Super Soaker vs. the Sphere	Get one of those little toddler games that looks like a ball with shapes cut into the side of it. Have one student sit opposite another. One gets the ball, the other gets a Super Soaker. The object is for the one with the ball to get all of the shapes into the ball before time us up. If they can't do it within time, the other student gets to blast them with the Super Soaker. It gets better: tell them to switch. After all, it's only fair! We have a couple adults with much bigger super soakers to help convince the youth that "it's only fair!"
Swinging Marshmallow	Bring 2 or 3 pairs of students up front. Pair them up (player A and player B) and give each pair a four foot long piece of string and two marshmallows. At a signal the pairs tie one marshmallow on each end of the string. Player A in each pair holds one marshmallow in his/her mouth while standing facing the front of the room. Player B stands to the side of player A at an arm's length, looking toward player A. Moving only his/her head, player A begins to swing the string back and forth like a pendulum while player B attempts to catch the swinging marshmallow in his mouth. Both players may move only their head, no bending over. The winner is the first pair in which player B catches the marshmallow.
Talk or Get Squirted	Give an outgoing student a topic like belly button lint. He/she must talk about it for 1-2 minutes (your call). If he/she stops or repeats him/herself, he/she gets squirted. Choose a funny kids who can really talk.
To Tell The Truth	Like the old 70's TV game show. Pre-arrange four contestants for this game. Have them share a funny/interesting story that happened to them when they were young that they can say in one sentence. (e.g. My name is Billy and when I was 5, I was walking with my mom and a big guy ran by and grabbed my mom's purse!) If that is the story that sounds the best have all 4 contestants use their real name and say the same story. (e.g. My name is Teresa and when I was 5, I was walking with my mom and a big guy ran by and grabbed my mom's purse!) All contestants will tell the audience the exact same thing as if it is their story- but only one of them is telling the truth. Open up the audience to question individual contestants (like an Oprah show) and three of the contestants will have to lie through their teeth. Then have the audience vote who this really happened to. Then have the real person step forward.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Talking Head</p>	<p>Does this game ever get old?? Not as long as 6th graders keep getting promoted to youth group! To set up, use a table that extends in the center, or place two card tables 10-12 inches apart and drape with sheets to the floor. Cut a hole in the sheet for a person's head to come through. Place three buckets upside down on top of the table, one of them over the hole. Have a cream pie hidden and ready to "debut" at the end of the game. Have a guy who will act as the "talking head" position himself under the table with his head sticking up through the sheet and under a bucket. No one should be able to tell that there is anyone under the table. Ask 3 volunteers (preferably girls) to leave the room, and bring them back in one at a time. Explain that they are helping with the (Name of your group) Speed Reading Course and have only two seconds to read the short printed phrase under Bucket #1, only four seconds for Bucket #2 and only six seconds for bucket #3. When they are ready, position them with their faces close to the bucket's edge, lifting the bucket just long enough for them to see and read the phrase. Lower the bucket and have them tell the group what they read. Repeat for the second bucket amid much praise and encouragement for the fine job they are doing. When they are positioned and ready for the third bucket, lift it much higher and your talking head should scream to scare the volunteer. The first time, your group will scream and react since they were not expecting to see a head under the bucket. Repeat the process for the second victim, making sure that the group has been cued not to give anything away. Cue your third volunteer to pie the guy in the face when the bucket is lifted!</p>
<p>Tire Tube Sumo Wrestling</p>	<p>Similar to Michelin Man Bumper Tube (under TubeMania) – basically Sumo Wrestling for poor people: Get six large inner-tubes, and tape three together in a stack so a person can fit inside. Take a piece of rope about 32 inches long and cut it into four pieces...tie them into circles, and then tape two at the bottom of each stack of inner-tubes so they can be used as handles. Borrow two football helmets. Then create a ring on the floor with string, tape, chalk, whatever. Have both contestants wear a helmet and step into their three tube protective uniform (holding the handles on the bottom tube). They try to push each other out of the ring. The first person to go outside the ring with both feet or to fall down loses.</p>
<p>Toilet Paper Blow</p>	<p>Pick a 4-person team from each class. See how long they can keep one square of toilet paper in the air by blowing it. Or you may have one person stand on a chair and drop the paper to a person standing on the floor who blows the paper up while the top person tries to catch it with a party blow out horn.</p>
<p>Toilet Bowl</p>	<p>Get four volunteers or pick four people and have a sponsor take them back to a secluded room. Have that sponsor tell them that</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Rollercoaster	<p>they will go up in front of the crowd, one at a time. Each one will sit in a chair. The object is for them to act out a given scenario WITHOUT leaving the chair:</p> <ol style="list-style-type: none">1. Pretend they are on a major roller coaster2. Pretend they are riding a bull3. Pretend they are being tortured4. Pretend they are getting their shoulders rubbed and they like it a lot <p>Whoever does the best job - wins. Meanwhile - the leader is in the other room telling the audience that the four people coming out are going to act out what they do when they are on the toilet. Let them go for about a minute or so and then tell them what they were really doing!</p>
Toilet Paper Bowling	<p>Indoor or Outdoor game for 2 or more players.</p> <p>Object of The Game: Get your toilet paper to roll over the feather that is sticking out of the ground 12 feet away. (If indoors, simply tape the feather so that it will stand up on a small piece of thin cardboard.)</p> <p>The first player must toss the toilet paper while hanging on to the end. The toilet paper will roll and leave a long trail behind. If it hits the feather, then this player wins. If it doesn't hit the feather, then the player must stand where the toilet paper stopped rolling. The next player will roll up the toilet paper and attempt to toss it as close as they can to the feather. If it hits the feather, then this player wins. If it doesn't hit the feather, then the player must stand where the toilet paper stopped rolling. Your players keep taking turns until someone finally tosses the toilet paper close enough to hit the feather.</p>
Toilet Paper Bride	<p>Bring 3 willing girls up front. Once there, split the rest of your group into teams. Give each team four rolls of toilet paper. The object of this game is to dress up these volunteers in a full wedding gown including veil, train, bouquet, etc., all using toilet paper. Then have them model their new wedding gowns around up front and give points or awards to the teams with the best outfit. (Also a classic bridal shower game.) Twist: For a funny twist, grab 3 of your biggest, toughest guys and do the same thing (use your own discretion on this one).</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Toilet Seat Toss</p>	<p>Materials needed: 2 plungers & 2 toilet seats - one set (2 plungers, 2 seats) for every 2 teams. This game is "Horse Shoes with a Twist". Instead of using actual metal horse shoes and metal stakes, use two plungers as the stakes and two toilet seats as the shoes. Stick the plungers on the ground 20 feet apart (a flat smooth surface is usually best like a gym floor) the handles will stick up in the air. Then toss the toilet seats and try to ring them around the plunger opposite your team. Have a few extra seats around in case they break (the padded ones I found are more durable). Second hand is fine as long as they are clean. I have used this at a western themed event. Play instrumental western music in the background.</p>
<p>Tootsie Roll Sculpture</p>	<p>Split your group into even teams. Give each a bag of tootsie rolls and a pair of latex gloves (available at beauty supply or retail stores) for the "designated sculptor". Instruct your teams to open and chew all the tootsie rolls and spit them onto a paper plate. The designated sculptor then molds the tootsie roll goop into a work of art. Judge by beauty, height... whatever!</p>
<p>Trust Circle</p>	<p>Object of the Game: To hold up the person in the middle and keep him safe from falling. One player is chosen to be "it" first. A tight circle of players is formed, alternating physically strong and weak people. The person chosen to be "it" goes into the middle of the circle and crosses his arms across his chest. The "it" stiffens and falls backwards. The players in the circle work together to catch the person and pass him back and forth around the circle. The player in the middle must keep his feet together and near the middle of the circle for this to work well, and players in the circle generally grab the person who is "it" around the arms and shoulders. Each player is encouraged to have a turn. Variations: 1. Players in the circle sit down, placing their feet around the ankles of the person in the middle. Sounds crazy, but it works. 2. "Courage Camille" is a slight variation of this game in which only 3 players are required. Two of the players face each other and lock hands. The third person stiffens and falls backwards into their arms. This should be done several times, with the person falling farther backwards each time (the players locking their hands should lower them each time). Other players can then try. 3. "Courage Camille" can also be played with only one person catching. 4. The person who is "it" wears a blindfold. Comments: The players who are "catchers" should be careful as they pass the person around and catch him. In the "Courage Camille" variation, care should be taken that the two players who are acting as "catchers" are strong enough to hold the heaviest person participating.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Top Monkey</p>	<p>A silly game - Simon Says meets Paper, Rock, Scissors.</p> <p>STEP #1: One person is the Top Monkey (they make a motion scratching both armpits like a monkey and encourage the crowd to do the same) and they stand in front of the crowd and explain that they are Top Monkey and that all the animals in the jungle want to be Top Monkey. But, sometimes Top Monkey imitates other animals like the snake (they make a snake motion with their arms and encourage everyone to do the same,) the raccoon (they cup both hands and look through them and encourage others to do the same,) or the bunny (they make two bunny ears with their hands on their head and encourage others to do the same.)</p> <p>STEP #2: The Top Monkey tells the crowd that the way they become Top Monkey is by beating Top Monkey at his imitations. Top Monkey then instructs and leads the crowd to go into the Top Monkey position while they repeat "Top Monkey" over and over again, until Top Monkey yells, "Not a monkey!" Then everyone chooses an animal to be besides the top monkey signified by the symbol (snake, raccoon or bunny.) If they match the top monkey they get to remain in the game and remain standing. If not they sit down. Once this is explained with two or three trials, the game begins, but, everyone in the crowd turns around for the game so that nobody can cheat off the top monkey. After their animal is chosen, they turn around to find out if they advance to the next round. NOTE: Expect most people to beat the Top Monkey during the trials when they face the Top Monkey. That's good because it gets everybody's confidence up.</p> <p>STEP #3: Start and continue rounds until one member of the crowd remains. They become Top Monkey for the next game.</p> <p>BONUS STEP: Even though the last remaining member of the crowd is Top Monkey, they "back to back" challenge the old Top Monkey for the Alpha Monkey position until they beat him or her. Reward the Top Monkey with a banana or banana flavored Laffy Taffy.</p>
<p>Trust Lift</p>	<p>More of a learning exercise than a game, the object of the game is for a small group to lift a person above everyone's head. One player is chosen to be "it" first. He lies on his back and stiffens himself while everyone else assembles around him. Together everyone lifts him slowly toward the ceiling as he maintains his reclining position. Once he has reached maximum height, the others hold him there for about 30 seconds before slowly lowering him. The Point: Trust</p>
<p>T-Shirt Challenge</p>	<p>Use a men's size medium t-shirt, place it flat out on the ground, and see how many students can stand on the t-shirt with no body part touching off of the t-shirt. Our record stands at 17!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

T-shirt Stuff	<p>Like Long John Stuff, except with a T-shirt. Bring up 2 or 3 guys wearing t-shirts and have them each choose 2 or 3 friends to help them. Hand each group 10-20 balloons and instruct them to blow them up and stuff them in their designated team member's t-shirt. As each group stuffs balloons in their team member's shirt, he will begin to look like the Stay Puff Marshmellow Man. At a given point (when you see that their shirts are almost maxed out), count down from 10, stop the stuffing and have the "stuffers" go sit down. Have the audience vote by applauding who looks the most stuffed. If the game ended there, I would think it's lame. Here's where the fun begins. Now inform each fat boy that it's time to pop the balloons. Offer a prize to the person that can pop all their balloons first, (there's a catch!) without taking them out and without using their hands. They have to throw themselves on the floor, body slamming their torso on the ground to pop all the balloons. This is hilarious to watch and the audience will love it.</p>
Tubal Tug	<p>Get 5 small to medium sized inner tubes. One of them serves as the middle ring. Tie 4 ropes (ropes should be 8 to 10 ft. in length) to this middle tube (you have to have your tubes tied for this game!) Tie the other ends of the ropes to the other 4 tubes - one rope to each tube. Next you will need 4 cones and 4 tennis balls. Lay out the inner tube contraption, putting the center ring at the center (duh...) and the other 4 stretched out to the noon, 3, 6 and 9 o'clock positions. Then place the cones with the tennis balls on top about 10 feet out from the inner tubes. People then get in the inner tubes and on "Go!", they attempt to become the 1st person to get the tennis ball off their respective cones (thus a four way tug-o-war). Since they are essentially pulling against 3 other people, from different directions, it's not always the biggest/strongest that wins.</p> <p>Caution: Don't do this game on cement/asphalt because someone always slips or falls down and then gets drug across the ground by the other players.</p>
Unfair Newspaper Smash	<p>Get 2 or 3 couples. (If possible, get tall guys and short girls). Tie the guys' right wrists to the girls' left wrists. Blindfold the girls first, then guys. After the guys are blindfolded, remove the girls' blindfolds. Give each a rolled newspaper (make it a very light newspaper that doesn't hurt) and tell them on the signal to "smash" each other. The guys can't understand why they are getting smashed but have a hard time trying to find the target.</p>

TubeMania

Outdoor & Big room. Have a TUBEMANIA night playing the following tube games!

TUBAL BACON: *(steal the bacon with innertubes): - This is a physically exhausting game that can be lots of fun, but might be best if played boys against boys and/or girls against girls. Mark a large square in the field and place a stack of seven to ten inner tubes in the center of the square. Divide the group into four equal teams, each one lining up on their side of the square. Number the players on each team from one to however many players are on each team. The object of the game is to get as many inner tubes as possible across your team's line. Call out several numbers. The players with those numbers run to the center and start dragging the inner tubes to their lines. There may be several players tugging on the same tube. Each tube successfully pulled across a team's line is a score (one point) for that team. Once the kids get the hang of it, add a soccer ball to the game. Each team gets a point deducted from their score if the ball is kicked over their line. Team members along the team line act as goalies. Once the ball touches the ground in their territory the point is scored against them. To further complicate the game, add a cage ball, or earth ball (four to eight feet in diameter). The team that gets this ball across their own line gets three additional points.*

CRISS, CROSS, CRASH: *Good name for this game. Be very careful- if you don't use good safety precautions this could result in injuries. Divide your crowd into two teams, each team in two groups for a relay. Line the teams up in four corners of the playing field, each team diagonal with it's partner team. Give each group 2 or 3 tubes (depending on size). The first team members must step into the tubes, pick them up (so they look like a Michelin Man) and run diagonal to their partner team. Of course their partner team and two opposing teams are running through the same intersection so look out! First team to switch all players across the diagonal one at a time is the winner.*

JUMP THROUGH: *This is a simple relay where you give each team one tube and they race to see who can get their entire team through their tube first.*

MICHELIN MAN BUMPER TUBE: *This is basically Sumo Wrestling for poor people. Two players battle each other, each holding a tube like a belt or belly. Draw or rope off a small circle that they try to bump each other out of.*

TUBAL TUG: Get 5 innertubes (small to medium sized ones work best). One of them serves as the middle ring. Tie 4 ropes (ropes should be 8 to 10 feet in length) to this middle tube (you have to have your tubes tied for this game!!!) Tie the other ends of the ropes to the other 4 tubes - one rope to each tube. Next you will need 4 cones and 4 tennis balls. Lay out the inner tube contraption, putting the center ring at the center (duh...) and the other 4 stretched out to the noon, 3, 6 and 9 o'clock positions. Then place the cones with the tennis balls on top about 10 feet out from the inner tubes. Kids then get in the inner tubes and on "Go" they attempt to become the 1st person to get the tennis ball off their respective cones (thus a four way tug-o-war). Since they are essentially pulling against 3 other people, from different directions, it's not always the biggest/strongest that wins.

Caution: Don't do this game on cement/asphalt because someone always slips or falls down and then gets drug across the ground by the other players.

BASKETBALL GIGANTE (Giant" in Spanish): Get 2 carpet roll tubes (12 foot card board tubes) you can get them from any carpet co. You also need a big cage ball (earth ball). simple you hang the tubes from the gym ceiling with some rope and the kids must get the ball through the goal (over the tube and between the ropes). We play this game in our gym with up to 175 kids.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Twinkie Launch</p>	<p><i>Borrow or purchase a clay pigeon thrower. This was not the kind you hold in your hand, it was the kind that mounts on a base and fires the clay pigeon with a giant spring and a catapult arm. Without telling them why, I told all participants of the overnighiter to bring one wrapped Little Debbie or Hostess product. Later in the evening when the kids needed a snack, I had them all stand in a group at the other end of the gym (our church meets in a gymnasium) and I fired Litte Debbies through the air with the clay pigeon thrower. IT WAS AWESOME!! As I experimented with it, I was able to fire three or four at once at a distance of 50 feet and a height of about 13 feet. I also fired some bananas which went the entire length of the gym and splattered on the back wall. (oops!-major clean up involved!)</i></p> <p>WARNING: <i>This type of clay pigeon thrower uses EXTREME spring tension. If a teen were to play around with it they could literally lose a limb if the catapult arm hit them. Cover the thrower until you use it, then remove it from the field/auditorium as soon as you're was done so no one messes with it.</i></p>
<p>Twinkie Stuff</p>	<p><i>Two people, one at a time or simultaneously, eat as many twinkies as possible in two minutes or less.</i></p>
<p>Twirling Long Jump</p>	<p><i>Bring 3 volunteers to come forward and try this. Give each a stick about 24 inches long. Tell them to hold it straight out at arm's length with both hands so that they can watch it while turning around 20 times. They then must drop their stick and jump over it. Whoever jumps the farthest is the winner. Of course, most kids get so dizzy they can't even see the stick when they drop it, let alone jump over it. Funny to watch. Have the rest of the group count as the person turns around.</i></p>
<p>Ugliest Thing in the World</p>	<p><i>You need one large blanket and 3 informed guys. Announce that you have discovered the ugliest thing in the world, and he is so ugly that it is hard to look at him, in fact it's downright unbearable. Only another real ugly person can stand the sight of him. At this point, bring in a guy underneath a huge blanket rigged in such a way that there is an opening around his face, but not exposed to the room. Ask a couple of guys to take a look at him and let us know what he looks like (of course these two guys have been clued in). Each takes a hesitant look at the ugly thing and each reacts very violently, screaming running out of the room clutching at his eyes. Finally pick a cute (and secure) girl or secure female leader and ask her to take a look. She will probably be a little reluctant about taking a look at him. When she does, the guy underneath runs away screaming.</i></p>
<p>Twister</p>	<p><i>Buy the board game twister and play three guys, then three girls. See which gender can stay on for the most turns. Also play classes against each other.</i></p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Vacuum Cleaner Bowling</p>	<p><i>To understand this game you may need to know the history. The other night, my leadership team and I were setting up for our outreach event. One leader (who had just returned from the Florida Gatornationals Speedway) was vacuuming the floor when an idea hit him. He began to do vacuum cleaner drags. Then he "trained" the vacuum cleaner to come to him. (He did this by walking it across the room and pointing it back to where he plugged it in and "called" it to him.) OK, so he wasn't working that hard. Well, anyway, then it struck him to set up targets and try to bowl them over with the vacuum cleaner. And then it was birthed: Vacuum Cleaner Bowling. It's pretty fun. We run competitions across the floor about 40 feet. Whoever knocks over the most pins in two runs wins a prize. Most bowling centers will loan you used pins for this, saving you the investment of buying the ten pins necessary. (And you might want to use old vacuum cleaners that are no longer needed.)</i></p>
<p>Velcro Head</p>	<p><i>On 3 people put stockings over their heads and Velcro or carpet tape over that. Leave room for breathing. Put cotton balls on floor and have students roll around trying to get as many cotton balls stuck to their head as possible.</i></p>
<p>Walkman Sing</p>	<p><i>Poor man's Kareoki. Select a good song (if possible have lyric typed out) Have a student come up, put on the walkman and do his best to sing along. Have the volume on the walkman loud so your singer can't hear him or her self for best results.</i></p>
<p>Water Balloon Stuff</p>	<p><i>Get two sets of thermal underwear and a bunch of water balloons. Get two volunteers and assign them a team of 2-4 people, whose job is to stuff water balloons in the long johns. When the designated time is up you count the balloons and the one with the most balloons wins. The winner and his stuffers get to throw all the balloons at the loser.</i></p>
<p>Water Challenge</p>	<p><i>On "Go!" have two kids drink two glasses of water trying not to spill much. The first one to down all the water is the winner. The next week, have someone take on the champion of last week. If hyped properly you will have kids begging to be the challenger each night. I started out with 2 smaller girls and am working my way up to the bigger kids. Also something that could be added is a cheap plastic medal to be passed down to the winner each week. This game can go on for a whole semester!</i></p>
<p>Weight Gain</p>	<p><i>Three people weigh themselves, then drink as much as possible in 5 minutes. The winner is the person who gained the most weight.</i></p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Weiner Wars</p>	<p>Wiener War 1: <i>Those little Vienna weinies are great for this! Give the kids toothpicks and a can of Vienna sausages and see who can make the best wiener creation.</i></p> <p>Wiener War 2: <i>See who can spit one of the little weinies out of their mouth the farthest.</i></p>
<p>Wheel O' Doom (aka Wheel of Misfortune)</p>	<p><i>The Wheel O'Doom is a wheel you can make out of a couple of 2x4s on a stand with a round piece of wood spinning on a loose bolt at the top of the 2x4's. Basically a home-made wheel of fortune with enough room on the circle to put about 8 "pie pieces" with different descriptions of activities written on them. Spin the wheel and a little pointer should point to a given pie piece when the wheel stops spinning. "It's time for the Wheel O'Doom - Who wants to be the first to give it a try? Alright, step right up and what you land on is what you do!" We'd bring a contestant up, spin the wheel, and they'd do that activity. Sometimes they got to choose someone to do it with them. Great fun and a great way to make students really earn prizes!</i></p> <p>Choices were: Baby Bottle Suck Raw Egg Baby Food Coke Chug Spam for Snow Trip Hot Pepper Cracker Whistle Fast Food With Staff</p> <p>Young Life variation: Run this like a game show with a wheel that has things like "pie in the face" and some possible good things like "\$25 Off Camp Registration." Contestants get whatever the wheel land on. Play cheesy game show music. Have the prizes planned out. Have host wear plaid blazer, if possible.</p>
<p>Wheelbarrow Eating Race</p>	<p>Get 2 or 3 couples. Set out 3 lines of food items beginning with small stuff (M&M pile) and get larger (Jello or a plate with Spam). The girls wheelbarrow the guys down the row as the guys eat the items. Play music in the background and have towels to clean up with. For fun, have a girl wheelbarrow in a guy in total crash uniform gear and have him crash and burn into crowd. You, being the helpful leader, decide to teach them how to do it ("Name of Your Youth Ministry") style.</p>
<p>Whipped Cream Pie Search</p>	<p>Have a whipped cream pie in front of three students up front. Tell them that there are 5 M&M's in each pie. The first ones to find all five using only their face will win. But only put 4 M&M's in each pie.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Who wants to be a Chocolataire?	Same as Who Wants to be a Millionaire, but with different size Chocolate for prizes.
Will it Float?	Inspired by David Letterman. For this game you will need a video camera, a digital camera, and a number of items which you will launch into a lake or pool. Take a photo of the object, a watermelon for example, then video tape someone dropping it into the lake or pool. Choose 4 contestants; show them the picture of each item, one at a time. Have the students guess whether or not the item will float. Then show the footage of you throwing the item into the lake. Who ever guesses the most right wins. If you do use the lake, if the item is not biodegradable then tie fishing line on it to retrieve it. The more random the item, the better.
Worm Race	Items needed: sleeping bags Bring 2-3 people up front – if you have a big group (over 75), use a video feed, if possible. If you have a smaller group, make space in the middle or one side of the room and have them come there. Each player must go headfirst into a sleeping bag and crawl like a worm to the other side of the room. The winner is the first to cross the finish line. This can be run as a relay, as well.

Who Wants to Be a Bible Millionaire?

This game is a near clone of the T.V. show "Who Wants to be a Millionaire?" with a few changes... All contestants know 1 or 2 weeks in advance what portion of the Bible the questions will come from. (We generally give 2 weeks' notice and often cover an entire book, such as one of the Gospels.) The Grand Prize is \$50 (You may decide upon less, but I've found the lure of \$50 to be a big motivator. You may elect to charge a small fee from contestants and observers.)

The prize ladder for correctly answered questions is as follows:

- Question #1 = \$1
- Question #2 = \$2
- Question #3 = \$3
- Question #4 = \$4
- Question #5 = \$5 (first milestone)
- Question #6 = 10
- Question #7 = 12
- Question #8 = 14
- Question #9 = 16 (second milestone)
- Question #10= 20
- Question #11= 25
- Question #12= 30
- Question #13= 35
- Question #14= 40
- Question #15= 50

Obviously the easier questions come at the beginning and gradually become more difficult toward the end. Students know that one has a very limited chance of winning the Grand Prize without having carefully read the entire material at least once or twice. (Yet the questions shouldn't be so hard that they're nearly impossible to answer.) Lifelines are the same except for one. Instead of the "Call a Friend" lifeline, we substituted a "Check the Bible" lifeline, where a student has thirty seconds to look for an answer in the Bible. "Fastest Finger" questions may be anything you want, but should be easy enough for anyone to answer. Sheets of paper and pens may be handed to each potential contestant and then the Fastest Finger question is read audibly. The first student to raise his/her sheet of paper (and who has the correct answers) gets to compete for the Grand Prize. Some students may not do Fastest Finger well. Another option may be to ask the question and have students fold their sheets and hand them in. Then the host draws one sheet at random. To involve more people, you may invite other students not answering questions to be "guest hosts" to read the questions to contestants. We put all the questions on MS PowerPoint, dimmed the lights and showed the questions on a large screen.

Big Room Games

Air Soccer	Two very wide goals are placed in the room- one for each team (you can just use a designated wall for a goal). An inflated balloon is used for the ball and fans are made of cardboard or plastic with a handle (you can use strips of wood and use staples to hold the two together). The game is played by fanning the balloon into the other team goal (which can be difficult). The first team to get a goal wins.
Ameba Race	Outdoor or Big room. Tie several crowds of people together with a rope around their perimeter and have them race each other's group as a large "Ameba."
American Eagle 1-2-3	Line everyone up on one side of the room, and have about 2 or 3 kids and leaders in the middle of the room. The object is for everyone to run from one side of the room to the other, and the people in the middle have to pick up whoever they can and say "American eagle 1-2-3!" before they SLOWLY LOWER them back to the ground. When the person is picked up they join the middle and it keeps going until there is 1 person left running. *Be careful as some kids can get hurt if you don't keep the middle under control (i.e. don't drop the kids on the ground). Also, make sure participants lift each other from the waist instead of underarms to avoid inappropriate contact.
Basketball Chinese Fire Drill	Great to play on a full-size basketball court outside or in a church with a gym (multi-purpose facility) which has two baskets. Divide the group into a number of teams that is one more than the number of baskets you have. The extra team gets a basketball. Each of the other teams is assigned a basket to defend. When the game starts, following basic basketball rules, the team with the ball attacks one of the defended baskets. If the attacking team scores a basket they take the ball with them and attack the next basket located counterclockwise in the gym. If the defending team gains possession of the ball before the attacking team scores, the defending team becomes the attacking team and moves to the next defended basket. The team that just lost the ball stays at that basket and defends it from the next attack. Repeat this pattern until time expires. For extra mayhem, pick teams so there are initially two extra teams so that there are always two baskets being attacked. Be sure your good basketball players are spread among the teams.
Blob Tag	Outdoor or Indoor. This game is a normal game of tag with an added twist. When "it" tags someone, they person becomes part of "it." Then the two of them must run hand in hand and catch their next victim who will join them. Last one caught by the "Blob" is the winner!

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Basketball GIGANTE</p>	<p>Get 2 carpet role tubes (12 foot card board tubes) you can get them from any carpet co. You also need a big cage ball (earth ball or Omnikin ball-72"). *If you don't have one, here are some sites that sell them. I haven't used these companies before so purchase at your own risk. For Shape Up Shop.com Click Here. Once on this site go to the bottom of the screen and select "Kids and Games" and then choose "Giant Cage Balls." This is simple: you hang the tubes from the gym ceiling with some rope and the kids must get the ball through the goal (over the tube and between the ropes).</p> <p>We play this game in our gym with up to 175 kids.</p>
<p>Bible Smugglers</p>	<p>This game works well if 99% of your kids are regular attenders or student leaders. If not, don't use this game. If you have any visitors who are new to church, this game might make them feel out of place. Bible Smugglers works best outdoors, like at a camp. However, it can also work in a large facility. Materials: plastic spoons (they represent Bibles), one flashlight. Have two leaders be "missionaries." They hide somewhere with the flashlight turned on, holding it straight up. Each kid gets a "Bible" and they have to bring it to the missionaries. The Catch: They are in a foreign country and there are border guards everywhere (these are the other youth staff). If a kid gets caught by a border guard, they have to do what the guard says. The guard can be from any country (it's fun to have crazy accents), and basically their job is to get the kids to tell them the gospel message. The guards should ask questions like, "What are you doing?", "What is a Bible?" "What is the Bible about?" "Who is this Jesus?" "What happens if I believe in Jesus?", "What is Heaven?" etc. (You can throw in things like, "In my country we believe in a million gods..."). The kids get sent to jail if they answer a question wrong or if they lie (such as if you ask them what they are doing and they say, "just going for a midnight stroll"). If they explain the message well then they can go on to find the missionaries. Once they find the missionaries, they can come back to the start (which is where the jail is located) and get more Bibles to deliver to the missionaries. When in jail, the kids have to convince the guard to let them out of jail by the same methods as getting by a border guard. The Point: gets kids to solidify what they've learned concerning the salvation message.</p>
<p>Big Balloon Bop</p>	<p>Go to your local art or party supply store and buy the biggest balloons they carry. (16" are cool, 3' are better). Divide the crowd in two. Have numerous staff throw the balloons in the crowd and have the crowd try to hit the balloons to the other side of the crowd. A fun twist to the game is, when done, tell the kids to pop the balloons and have #'s in a few of the balloons. Bring the kids with the #'s up front to use in an up-front game or to give a prize to.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Big Squeeze, The</p>	<p>Easy game for a big group (minimum 20). Quickly divide into 2-4 teams (more people, more teams) and announce that each team will be racing to squeeze into the shape of the item mentioned. For example: if the leaders yell out the word "football" the teams must squeeze into the shape of a football as would be seen from above. Keep score- first team to 10 wins. Like Body Parts, play fun music in the background as people regroup. As soon as you pause the song, yell out the shape and watch them scramble to group up. Good Squeeze Shapes (Squeeze into the shape of . . .)</p> <p>California A dog A pair of sunglasses A baseball bat A shark A map of the U.S.A. (your youth group leader)</p>
<p>Blindfold Marco Polo Dogdeball</p>	<p>Blindfold half of your staff and give them each a dodgeball. Have them stand in the middle of the play area. Assign a second staff member to each blindfolded staff to be a ball fetcher. The blindfolded staff call out "Marco" in which every kid has to respond "Polo!" The blindfolded staff try to throw the ball at the kids. If they hit one the assistant staff remove them to a designated area and then fetch the ball. Last kid remaining is the winner. Rules: If a student doesn't respond "Polo" he or she is automatically out. If a student touches or is hit by a ball he or she is out.</p>
<p>British Bulldog</p>	<p>Outdoor or Big room game good to release a lot of energy. Divide into two teams and have them each get to one side of the room, divided by a line down the middle. The object of this game is for teams to try to convert members of the opposite team to their own team. How? Easy. A team member runs to the opposite team's side and tries to lift an opposite team member into the air. While lifting the opposite team member you must yell "British Bulldog!" If done successfully you both have "free walk" back to the lifter's original side, who just gained a new team member. While on the opposite teams side, you, of course can be lifted as well and converted to that team(if not on a free walk back). Winning team is the one that gets everyone. Note: Be careful that participants don't drop each other on the ground after lifting. Also, have participants lift each other from the waist instead of underarms to avoid inappropriate contact.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Busted</p>	<p>In warm weather, this is a great pool game. Ahead of time, acquire some ping pong balls (one ball per balloon and one word for each team - this will make sense as you read). Write a letter on each ball, so that certain balls spell out a word. Use common long words like baseball or dinosaur. You may assign the same word for all teams or different words; it's up to you. Also beforehand, blow up an equal number of balloons for each team, the more, the better the game. Take the balls and put them into some of the balloons (remember, one ball per balloon and one word for each team) as you are blowing them up. Put all of the balloons in the middle and mix them up. Divide group into equally numbered teams. You can play this with 2 or 200 teams. For each team you will need to assign them a color that you can find balloons to match. Scatter the teams so that each team is an equal distance away from the balloons. Have the teams line up. The game kind of works like a relay in that once you say go, the teams will send one player to the middle to retrieve one of their balloons, when they return, another player from the team may go, etc. As the team gets balloons, they will pop them to find a ping pong ball (or perhaps no ping pong ball). The team that correctly spells out the word first wins.</p>
<p>By The Seat of Your Pants Volleyball</p>	<p>Excellent indoor game for large groups in a large room, especially during rainy weather. Divide the group into two teams. Set up a volleyball net (or a rope across the room if you don't have a net) so the top of the net is approximately 5 feet above the floor (shorter than the norm). Each player is instructed to sit down on his team's side of the net so that his or her legs are crossed in front of them. Because of limited mobility of each player a larger number of participants is suggested (20-25 per team). Use a beach ball, serve from the center of the group and don't worry how many hits per side. Other than that . . . normal volleyball!</p>
<p>Can Can</p>	<p>Outdoor or Big room. Imagine everyone in a circle holding hands, pulling and tugging, but not letting go . . . trying to get someone else to bump into the can can. The result looks like an ameba trying to force one part of it's body to go somewhere it doesn't want to go! Here's how it's done: You don't want your circle to start bigger than about 25 people, so if you have a large group, have several circles going at once. All you need is a trash can. The taller they are, the better. Also, plastic ones are better than metal ones, and it's always better to find a trash can that hasn't had anything put in it (a clean one). The participants get into a circle around the trash can and hold hands. If a player touches the trash can in any way, they are out. Also, if players break their grip on one another, they are both out. Play pauses after an elimination, giving a much-needed time for players to re-firm their hand-holds. This game is tiring, and is an excellent way to tucker out ADHD jr. highs. Play until one person remains. If an elimination seems slow in coming, adding another trash can to the mix speeds up the game.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Candy Hunt	<p>This game works as a crowd breaker for large groups. Gather a few distinctly different types of candy and tape them under the chairs of your audience before the meeting. Keep in mind when deciding how many types of candy you use that you will want the teams to be as evenly numbered as possible. Have your MC explain the activity as follows:</p> <ol style="list-style-type: none">1. Groups must look underneath their seat, grab the candy bar (or individually wrapped small candy), and then find the other people in the room with that candy bar.2. Once all team members have found their respective group, they must eat their candy and present their wrappers to one person on the team who will bring them all to the MC. <p>This gets the crowd up and interacting and provides a boost of energy to your meeting. It is also a good idea to have some high energy background music.</p>
Capture the Flag with Spies	<p>Outdoor or Big room. Same as normal Capture the Flag, except each team has a spy for the other team. Select teams with a stack of playing cards, all the blacks go on one side, red on the other. Pre-arrange the deck for the number of players. For example, if you have 20 players, make sure there are 10 black cards and 10 red. Pre-assign a "spy card", and include one of each color. We used the #7. Red #7 started with the red team, but was a really "spy" for the black team (and vice versa). During game play the spy has ONE chance to grab the flag and run it over to the other side. If he is caught, he is no longer a spy and must return to his PROPER side once freed from jail. Observe how the teams interact when they OFFER to be a flag guard...usually the boring job. To make things more interesting, we made the playing field smaller than what we're used to and placed two flags on each side (one was pre-set, the other flag was placed by the team). Only one flag has to be taken across the center line to win the game.</p>
Car Lot	<p>This game is played like "Sharks and Minnows." Choose a 'used car dealer' or two (put a pair of plaid pants on them for fun) and have them pick 3 different car names (ie: Honda Civic, Chevy Cavalier, and a 82 VW diesel Jetta - my personal favorite.) Each runner picks one of these 3 cars, and becomes that car. The dealer yells out a car. Each car by that name sprints across the room. When you are tagged, sit. Now you may tag future cars. The dealer may yell "Car lot!", so everyone must run at the same time.</p> <p>Object: Be the last car running, and become the new dealer.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Cat Tails</p>	<p>You will need some strips of cloth (approx. 2-3 ft. of fabric, cloth, plastic, cord, etc...) for everyone who plays. The game is simple. Have everyone tuck the strips into the back of their pants or shorts so that approx. 2 feet of excess strip is left hanging. (Note: this works great with young children as well.) The object of the game is to pull all the other players tails off. The last one standing with their tail is the winner. Have everyone run with their hands on their head - except when grabbing a tail. This prevents people from blocking and makes them look pretty funny.</p>
<p>Catch Me If You Can!</p>	<p>This game needs 2 teams – min. 4 and max. about 7. You need a wide hall or space and a row of seats down the middle. The chairs must be evenly spread out and face two sides of the hall alternating direction (the first faces the right, the next faces left, and so on). The amount of chairs used will be determined by the amount of players you have. One team will sit on the chairs with one less chair than number of team members. The other team will be on the side waiting. The game starts with the team on the side sending someone onto the floor. The person on the sitting team (who doesn't have a chair) has to try and catch that person. However they are not allowed to cross the line of chairs. The person who is to be caught can go anywhere, so if they cross the line then the person that was chasing must then tap someone from their team who is facing the side of the hall the person who is running has fled too. If the person jumps back across the line of chairs then that person must tap someone facing the other way. Once the person has been caught then the next person jumps in and continues until all have been caught. Whichever team lasts the longest is the winner.</p>
<p>Catch the Dragon's Tail</p>	<p>Big room & Outdoor game; good for picnics or big gatherings. No winner or loser.</p> <p>Number of players: 10-30 kids</p> <p>Playing Site: Large open area</p> <p>Items needed: A large scarf or handkerchief</p> <p>Time: 15-45 minutes</p> <p>Object of the game: The first person in the line tries to catch the last person in line. All the players line up and put their hands on the waist of the person in front of them. The last person in line tucks one end of the scarf in his back pocket, belt, or waistband. The first person in lines tries to grab the scarf. When the "head" gets the "tail", he dons the scarf and becomes the new tail. The person second in line becomes the head.</p> <p>Variation: Form two or more teams, each being a "dragon" trying to catch the others tail.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Chariot Race</p>	<p>Big room or Outdoor game. If you have a large group (say, 200 people), just select a few groups of 4 kids to do this chariot race in front of everyone else. If you have a small group, you might want to let everyone do it. For example, if you only have 15 kids, use 3 teams of 5. Each group gets a large blanket. Each team lines up at the starting line. Two of the youth on each team are holding onto front corners of the blanket. One youth is sitting on the other end of the blanket, soon to be hanging on for dear life. At the signal, the teams race around a designated course (a large oval works well), the 2 youth in front acting as horses and the blanket acting as a chariot. The race consists of three laps. At the end of each lap, the youth rotate, so one of the people riding now pulls, and one of the pullers now rides. 3 laps allows each person to ride once and pull twice. If a rider is thrown from his chariot, the team must stop until the rider is firmly reseated. Can be played inside on carpet and outside on the grass.</p> <p>Variation: Chariot Basketball Relay Line up all the students in 2 teams. On each team pair students up to run the relay. On "Go" the first two pairs race toward the basket. One student pulls the other student on a blanket. The rider has one shot to make a basket. The pairs switch places and race back to the start of the line and tag the next pair on their team. The team with the most baskets at the end of the time limit wins.</p>
<p>Chariot Race - Australian Style</p>	<p>Big room or Outdoor game. Divide your group into teams of 3. Arrange your playing area with a chair or marker at either end of your room or field. Teams must link arms, side by side. The object of the game is to race around the markers in a circle - all teams in the one direction. If a team is passed by a team behind them then they are out. If any member of the teams' arms becomes unlinked, that team is out. The team or teams (depending on time) still in at the end of your allotted time are the winners!</p>
<p>Colored Cool Whip Rinse</p>	<p>Outdoor or Indoor. For this game you need one container of Cool Whip per team, different colors of food dye, and a few Super Soakers. Not long before you want to run the game, mix the food coloring with the Cool Whip making each container of Cool Whip a distinct color. (Use only real Cool Whip; Imitations don't stick.) Also, keep it very cold - the Cool Whip will begin to melt and not stick if it is out of the fridge too long. If you have a small group, just divide into equal sized teams. If you have a large group, bring up several teams of people. This is a two-part game. For part 1, each group paints one member of the group in Cool Whip. You can judge who looks best if you want. Part 2 is when the team rinses the Cool Whip off with the water gun. The best rinsed team wins. If indoors, use tarps. Offer a prize to the winning team.</p> <p>NOTE: The food color could ruin clothes. You may want to have old clothes handy for changing into before the game gets started.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Communist Church</p>	<p>This game is PERFECT for that All Night Activity. The Point: It also is a great set up for a discussion starter. Set Up: Explain to the kids about communism and persecution in restricted nations, how Christians are not allowed to gather publicly. If they are found gathering, they are put in prison. Game Prep: In the building that you are going to use, shut all the doors to rooms. Lock rooms that youth are not allowed in, and unlock rooms that they are allowed. The Game: Turn on and hide a flashlight (which represents the church) in a room in your building - making sure the light is hidden so it can't be seen without REALLY looking for it. Your Youth's job is to find the flashlight. Once they do, they are not to touch the flashlight, but they are to hide in that room, so no one knows they are there. Once a group of about 10 find the church the game is over (depending on the size of your group). The Catch: Have your leaders be the communists. Their job is to catch the kids and take them outside the building. The communists are only allowed in the hallways, they cannot go inside of rooms. If they tag or grab a youth, the youth must surrender and be escorted out. Once the youth are outside, their job is to find a way back in. Which you have made difficult since you or another leader are constantly locking and unlocking doors, leaving one door unlocked at all times. Best played at night, with lights off.</p>						
<p>Criss Cross</p>	<p>Divide into 4 teams. Send each team into a corner. The object of the game is to see which team can get to the opposite (diagonal) corner the fastest using the designated method that the leader calls out (eg. if the leader calls out "hopping," the teams must hop to the opposite corner). This will create quite a "bottleneck" or "traffic jam" in the middle each time. Keep score of which team wins each crossing. First team to 5 wins.</p> <p>Good Crossing Methods:</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 33%;">Hopping</td> <td style="width: 33%;">Crab Walk</td> <td style="width: 33%;">Sprint</td> </tr> <tr> <td>Backwards Walk</td> <td>Skipping</td> <td>Crawling</td> </tr> </table> <p>Wheel barrel (one person holding a partner's legs while they walk on hands)</p>	Hopping	Crab Walk	Sprint	Backwards Walk	Skipping	Crawling
Hopping	Crab Walk	Sprint					
Backwards Walk	Skipping	Crawling					
<p>Criss, Cross, Crash</p>	<p>Good name for this game. <i>Be very careful - if you don't use good safety precautions, this could result in injuries.</i> Divide your crowd into two teams, each team in two groups for a relay. Line the teams up in four corners of the playing field, each team diagonal with it's partner team. Give each group 2 or 3 tubes (depending on size). The first team members must step into the tubes, pick them up (so they look like a Michelin Man) and run diagonal to their partner team. Of course their partner team and two opposing teams are running through the same intersection so look out! First team to switch all players across the diagonal one at a time is the winner.</p>						

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Dodgeball Doctor (formerly Doctor Doctor)</p>	<p>Divide into 2 teams, each choosing a "doctor", or 2 for larger groups (their identity being secret). Just like regular Dodge-ball, use a bunch of balls that are soft and throw them at each other. When someone is hit, they must sit. Here's where the doctor, just one of the players to the other team, may touch the injured and bring them back into play. Hint: the players shouldn't just pop up when touched- this will give away the doctor. Also, we recommend a decoy touching kids as well. When the doctor is hit, the team's only hope is their skill. The object: Eliminating the opposing team, including their doctor.</p>
<p>Dodgeball Dragon</p>	<p>Have the entire group make a circle. Pick four to five people for each team. The first team goes into the center of the circle and forms a line by attaching their hands to the waist of the person in front of them. The people who make up the circle throw the ball at the "dragon", trying to hit the last person below the waist. Once hit, the last person returns to the outside circle and players continue to hit the new person at the end of the dragon until there is only one person left and they too are hit. A new team then goes into the middle. Time each team to see which one can last the longest.</p>
<p>Earthball Blowout</p>	<p>Here are several games you can play with an earthball or you could have an earthball theme night and play them all. *Where to find an "Earth Ball." Earthball- sometimes people call these "CAGE BALLS." I bought ours ages ago from a place called GO FOR SPORTS: (800) 533-0446. You have to ask for a 72" cage ball. Here's some places I found on the web that have them as well- again, look for the 72" cage ball, with the cover- sometimes covers are sold separately (I've never purchased from these places- purchase at your own risk). For Shape Up Shop.com Click Here. Once on this site go to the bottom of the screen and select "Kids and Games" and then choose "Giant Cage Balls."</p> <p>Earth B-ball: staff hold earth ball in air until start- 2 staff refs!!! - students try to push/hit earth ball to back board or rim. Send kids to "penalty bleachers" for 60 seconds if they grab the earth ball or kick.</p> <p>Earth Crab Soccer: same thing but in crab position and with a staff person on each sideline, knocking the ball back into play. Send kids to "penalty bleachers" for 60 seconds if they stand up or sit up at all!</p> <p>Steal the Earth: Line up each team on sidelines- number them. Call numbers and they try to push/hit ball to designated open wall. Staff person must hold earth ball in air after number is called until students reach it. Do you have hecka time left?</p> <p>Dodge-Ball: Specify about the catching the ball rule- and the basket bringing in the team. One staff person patrol the side lines- control people actually sitting out!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Egg Tic Tac Toe</p>	<p>Outdoor or Indoor. Grab 9 staff or students prepared to get messy. Have the people get into a tic-tac-toe formation with plastic bags covering them as much as possible. (Use a tarp if indoors.)</p> <ul style="list-style-type: none"> * Break students into 2 teams (one team Xs and one team Os). * Find a place where you can elevate the students way above the 9 volunteers (rooftops[careful], balconies, etc.) * Have the teams take turns trying to hit one of the 9 with an egg and mark that square accordingly. If the student misses, they miss their opportunity to claim a square. * First team to get 3 in a row, wins!!
<p>Elbow Tag</p>	<p>Divide everyone into partners and have them stand together arm-in-arm (elbows locked together) in your play area. Divide one set of partners and make one player "it" and the other player the snipe (the victim, the damsel, whatever!) The snipe runs when you say, "GO!" while "it" tries to tag him or her. The snipe can lock arms with anyone, and that person's partner must disconnect and is now the snipe. They in turn can lock arms with another player sending yet another snipe out. When the snipe is finally caught, "it" and the snipe become partners and the last set of partners touched become "it" and the snipe.</p>
<p>Estrogen Hoop (Basketball)</p>	<p>Outdoor or Indoor. Great time filler involving everyone and it's simple. All you need is a basketball court and a ball. Have everyone (up to 50 people) on the basketball court at once. Play normal basketball but with the following rules: 1. Only girls can shoot or score 2. No limit to how many people on the court</p>
<p>Fish Pass Through</p>	<p>Outdoor or Indoor - preferably a big group for teams of at least 10 each. Run a long piece of rope (like clothesline) through a dead fish. Make sure the end of the rope is pretty secure. Line up your volunteers shoulder to shoulder. Two teams facing each other. Volunteers must have t-shirts on. No spaghetti straps or long sleeves. Players pass the fish through their shirt in one sleeve out the other. First one to make it through all shirts wins.</p>
<p>Flashlight Dodgeball</p>	<p>Works best in a large gym. You need a few soft (nerf) balls and as many flashlights as you have people, if possible. With all the lights turned out, give everyone a flashlight. The flashlights must stay on at all times. The person that is "it" gets the balls, BUT NO FLASHLIGHT!</p> <p>"It" has to stay in the center circle and throws the balls at everyone else moving around. Have staff people patrolling the area fetching balls and bringing them back to "It". The object of the game is to not get hit with the ball. If someone gets hit with the ball, touches the ball or kicks the ball when they are not "it", they become tagged and have to sit down. Students can use their flashlight to spot the person that is "it" or point out someone else that is hiding- but lights ALWAYS have to stay on. The last one standing is the winner.</p>

**Extinction/
Survival**

Outdoor or Big room. Using a natural disaster theme, kids try to "survive" game without getting caught 3 times, while trying to get to different stations to receive special "stamps". Each station represents a safe zone from the disasters and cannot be penetrated by the "extinction" elements.

Boundaries: An entire campground setting is best used in this game, as the more space used the better for the overall atmosphere of the game. Five stations are set-up in spread out locations around the entire campground and signs are placed in the area to identify what the station is (i.e. Bomb shelter, famine relief, hospital, etc...).

Game Starts: Game begins when the "variables" are sent out into the field to await the survivors. Each person is given a card with 5 stations on it. Each player must find and go to each of the 5 stations and get the station attendant to stamp the player card. Once at the station, the survivors are safe from the variables, but can only remain at the station for 2 minutes max. The object is to safely reach the stations without getting caught by a variable person 3 times.

Variables: A variable is a group of pre-selected campers or counselors who represent life-threatening disasters (i.e. tornadoes, fire, pollution, nuclear war, etc...), by wearing a hat which has the disaster taped to it. Each "variable/disaster" is given a marker and if they catch a "survivor", put an X on the back of their card. Once a "survivor" gets 3 X's on their card, they are out of the game. Variables are untouchable until a survivor has reached all 5 stations and shown the scorekeeper their completed, stamped card. Then these survivors can catch the variable and eliminate them from the game by tagging them out.

Notes: It's a good idea to incorporate food and drinks into the game, as it will increase the "rewards" value. You can also try to hide the stations a little, without making it too hard to find.

Game Ends: If you get caught 3 times by a variable/disaster, then you are out of the game. If someone catches a variable after they have completed all 5 stations, then the variable is out (when a player completes all 5 stations, they will be given a special mark or hat to identify them).

Supplies:

10-12 hats

signs for each hat (disasters, natural/man-made)

pre-made card for each player with 5 stations on it

special marker for variables

stamps for stations

station signs

food items and drink (juice boxes, joe louis, timbits)

other station items

wide open field or campground

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Fear Factor, More</p>	<p>Outdoor or Indoor. More Fear Factor! Have good prizes to motivate the contestants - they'll need it! (We used gift cards from popular restaurants, hang-out spots, and movie theatres.) Set up approx. 10 stations of contest in increasing stages of scariness or grossness.</p> <p>Suggestions:</p> <p>Free Fall: Contestant stands on raised platform and falls backwards into arms of catchers. (eeeaassy)</p> <p>Proof is in the pudding: Contestants dig sardines out of chocolate pudding with their toes. Use time limit for elimination. (kinda gross)</p> <p>Pickled-Pigs-Feet poker: Make several of each of the following playing cards: 0, 1/4, 1/2, 1, and 2 (i.e. 3 0's, 6 1/4'S, 3 1/2's, 3 1's, and 2 2's). Have the players sit around a card table and play poker. At the end of the play, each contestant adds up the amount on his/her cards- these amounts are the number of pigs' feet they have to eat. Those who finish theirs advance.(haarrd)</p> <p>Bobbing for Crawdads: Fill a large tub or pail with water and put in crawdads (fresh [with rubber-banded pinchers!] or frozen). A variation would be to put a few live minnows in with the crawdads to make it more interesting. Use time limits again. (pretty darn difficult- the little crustaceans swim!)</p> <p>Supplies to keep in mind: Anything crawly (bugs, worms, etc), Stinkbait, chicken livers, raw hamburger, sardines, anchovies, vienna sausages, etc. Mud, pudding, Blindfolds</p> <p>Vary methods of elimination, i.e. timed, achievement, etc. Have food and drinks, and towels for those who get soaked.</p>
<p>Fly Swatter Hockey</p>	<p>Go to a local dollar store and find two different colored fly swatters. Buy as many as you need to make two teams in your group. In a large room, either place goals at opposite ends or tape off an area of the wall to represent goals. Use ping pong balls for the puck and only let students hit the ball with their swatter. Have a face off between 2 opposing students after each goal. First team to 5 goals wins or set a time limit.</p>
<p>Hunters</p>	<p>Designate a "lock-up" area of the room. Take a Polaroid (instant) snapshot of each student as soon as they walk through the doors. Give them a Nerf sling shot or Nerf gun (you can use flags- like capture the flag, sock tags- socks filled with flour, or a balloon tied to the ankle- when popped you're out). When you're ready to begin, give every student a picture of someone else. At that point, the picture they have is the person that they need to hunt and "lock up" (you can have an area to take "tagged people" or you can just have them sit down where they were tagged). The idea is that every person has someone to hunt while they also are being hunted. In addition, if you shoot the person you were assigned to, you get that person's picture and keep playing until you shoot everyone or someone shoots and locks you up.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Gargoyles	<p>Kind of like Freeze Tag, this game is great for lock-ins or all-nighters because it must be pitch dark and played in a facility with a lot of rooms. You should have more than 10 or 12 people to play (the more the better). You need a standard flashlight with 4 parts to it: 2 batteries, the handle, and the light head. Turn off all the lights in the church or facility except one room - the one that you explain the game in. Assign 2 people to be the Gargoyles. If you have 10 or less, assign 1. As you are explaining the rules and objectives, have a staff member hide the parts of the flashlight in obvious places that you would see in the light but not too easy in dark. Tell that staff member to make sure all doors of rooms that kids may hide or go in are open. Turn all students, except the Gargoyles, loose to find the pieces to the flashlight. Three minutes after you let the students go, let the Gargoyles loose. When a Gargoyle touches someone, they are frozen and must remain in the same spot they were tagged in. The only way a student can be unfrozen is if a person with a piece of the flashlight touches them. The objective for the Gargoyles is to freeze everyone. The objective for the others is to find the flashlight pieces, put it together, and shine it on the Gargoyles. If the person with the "completed" flashlight gets tagged before he or she shines it on the Gargoyles then the Gargoyles win. If the Gargoyles are spotted by the flashlight then the others win. If a person with a part gets tagged, he or she can't hand it off to another passerby- they have to wait until they are unfrozen. If someone with a part is getting chased and feels that they will be tagged they may roll the part to the side and tell other people by yelling, "There is a piece next to me, someone come get it!" Gargoyles may not touch the pieces. Frozen people may yell to everyone else about where the Gargoyles are or to come and unfreeze them. To avoid cheating, assign 2 staff members or 2 trusty students to be "watchmen". They can take away watches with lights, laser lights, or any other source of light. They may warn people the first time, then eliminate people for running away after they are frozen.</p>
Invention Convention	<p>Outdoor or Big Room. All you need is a bunch of junk! Get a special trash bag and label "For Game". Have your staff and parents collect a bunch of their old junk (empty cans, broken appliances, boxes, empty toiletpaper tubes, etc.). When you are going to play, divide into teams. Give each a little bit of trash and one roll of duct tape and some paint. They have five minutes to create the weirdest, most funny, artistic sculpture out of the junk. The winning team gets a prize.</p> <p>The Point: God can make something out of the junk in your life...it may look a little funny, but it's worth something to Him and He can still use you!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Human Foosball	<p>Outdoor or Indoor. Play just like the table game only with real people linked in rows. Split the kids into two teams, have a captain decide who goes in which rows and how many in each row. Each entire team faces one direction and has to stay that way. They link arms by holding the person's elbows next to them. The whole row has to stay within their boundaries like in the game, but they can slide back and forth, left and right. When you play inside you can mark the boundaries with masking tape, or if you play outside you can use paint (if acceptable) or tape or flour. If you play in a building, you need to remove pretty much everything from the room. If you play outside, it is best if you play between two buildings so that the ball stays in the game. If you play in a field have lots of folks around to toss the ball back into play. Make sure everyone is wearing shoes , it can get a little fierce with the kicking. Stress safety and not getting out of control. Also, USE A BALL that is SOFT - we use a stuffed soccer ball, or you could use a nerf ball.</p> <p>Variation: Use more than one ball at a time.</p>
Hideout	<p>The entire facility, with the exception of the sanctuary, is left dark. Slips of paper are folded in half - 1 for every person playing. A few of the slips have an X on the inside (about 1 for every 5 people playing). As students leave the sanctuary, 1 at a time, they draw a slip of paper and reveal it to the leader so he/she knows who is playing what. Players with an X are the Mafia. As the players leave the sanctuary with a few seconds between each - the Mafia players head to the classroom closest to the sanctuary that's designated as "the Hideout" (by waiting a few seconds between each student leaving, the Mafia players have ample time to run straight in to this darkened classroom to preserve their identity). The sanctuary becomes "the Dungeon."</p> <p>All the remaining players each hide somewhere in the facility, but are not required to stay there. (Exit signs provide Adequate lighting to prevent injuries and other adults who are playing can keep an eye out for any behavior that could get someone hurt.)</p> <p>Once everyone has left to hide, the leader goes to the Hideout to let the Mafia know they are free to go hunt everybody else down. The clock then starts and the Mafia is given 15 minutes to locate and tag the other players. When a player is tagged, they have a choice to make ("an offer they can't refuse") - they can become one of the Mafia or they can go to the Dungeon. No one can really trust anybody (except the Mafia) because when a player is tagged, if they join up with the Mafia, they can give you away. Nobody has to sit out until the game ends (unless they go to the Dungeon) and nobody minds being the Mafia. After 15 minutes, the game is called and everyone returns to the sanctuary to see who lasted throughout the game without being caught.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Golf Phwack</p>	<p>Outdoor or Indoor. This is a great activity to kill time at the beginning of an event -it works best with a good amount of space. The same as driving a regular golf ball, the only difference is - you use marshmallows.</p> <p>See who can hit them the furthest distance.</p>
<p>Human Bowling</p>	<p>Go to local bowling alleys and ask for 12 old pins. (Youth worker John Lord's alternate 'pins' are a stack of small plastic chairs or other large, soft items.) Get a "creeper" (sled on wheels used to slide under a car to do maintenance), or an oversized skateboard, and a motorcycle helmet. Put girls on the sled with the helmet on and have them put their hands behind their back and let a guy (or vice versa the guy and girl thing) "bowl" them down into the set of 10 pins (they must be spread out well, you will need to practice to see how far). Usually bowl 3 competitors and let them do a frame a piece. You will need 2 people to set the pins up again quickly and one to catch them so they don't go through the pins and head first into the wall. Most good sleds can really move up to 20-30 feet or so, so have a good runway. There are great sound effect CD's with bowling sounds for the background. Also, you have the two extra pins - paint them gold and make into trophies, give one to keep and put the names of the winners on the other as your running trophy. For a sell before the "tournament" (to pump the group up), have a "human cannonball" fly in on the sled and smack the pins (helmet, chest protector, goggles, shin guards, elbow pads, etc.).</p>
<p>Indoor Mini-Wiffle Golf</p>	<p>This game requires lots of prep work. You can bank on at least 2 1/2 hours between set up and tear down. For this game you need to make a mini golf course inside your church. There are a couple of ways to accomplish this. Both require mounds of junk to make obstacles out of. Get some putters (and have the youth bring theirs for extras); floor hockey sticks work just as well. Also get duct tape and gather junk from the church basement or closet where old useless stuff is tossed; any pack-rat's garage is a huge asset, or be creative and hit your local thrift or hardware store. One year we borrowed a dryer hose and used it as a means to get the ball down the stairs. Rolled up carpets, big snow shovels, PVC tubing, Slurpee dome lids - you name it, you can use it (or duct tape it, then use it). Be creative and design your own score sheets. Be sure you use wiffle balls, because who really wants to repair the damage that a real golf ball will do? You can get holes to putt into from a golf shop. Or you can design and make the holes yourself, enlisting your students and leaders to help out. Break up your church into about 4-5 zones and assign a team to each zone. You need to have enough kids and leaders for each zone, about 5-6 per zone. Each team is responsible for making 3-4 holes for their zone using the junk that you've already pulled out for them to use. Give them a time limit and then proceed to have them golf their own course! Have prizes ready for highest scores and best holes, etc.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Jail Break (Gym Tag)</p>	<p>Two-leader teams against students. The leaders try to catch the students and put them in 'prison'. In your gym (or main meeting room) the leaders can catch students by hitting them with something like a nerf ball. Outside the gym, however, the leaders need to actually tag them. Here's where it gets tricky: Leaders can ONLY run in the gym. They are free to run as fast as they want anywhere they want in the gym, trying to protect a designated jail in the gym. Outside the leaders are very robot-like. They have to walk AND they can only turn if they touch a wall or come to the edge of a designated boundry/perimeter. Leaders have to strategize and maybe use three leaders to trap one student. Students go to prison if they are hit with a nerf ball or if they have been tagged. Students can get free only when another student touches the prison. But once students are free the leaders can throw balls at them again.</p>
<p>Jail Break 2 (Gym Tag 2)</p>	<p>Teams divide in half. A line divides the gymnasium in half. A judge stands along the line on one wall. 3 pylons or plastic pins are placed in a row, 3 feet out from each of the walls that are parallel to the line dividing the gym in half. Each team is assigned a side. The object is to steal all the other team's pins before they steal yours. Players may cross the line into the other team's zone. However, if tagged they go to jail, located behind the pins inside the other team's side of the gym. Players who grab a pylon without being touched receive a free walk back to their own side. Players may also attempt to free those imprisoned by tagging the prisoners. None of the prisoners nor the free receive a free walk back. Players may either free a prisoner OR grab a pin, not both. Any player touched while a part of their body is over the line is out.</p>
<p>King of Goats</p>	<p>Outdoor or Indoor. Choose a "goat" from the group (or one from each team) and have it removed while the groups are given instruction. The crowd (one group) is instructed to stand on the sidelines and shout instructions to the goat, while the circle group (the other group) is told to form a circle holding hands. The goat is to be put in the center of the circle blindfolded. At the signal, the goat is to start chasing the circle and the circle is to move as a whole to avoid being caught. When the goat is ready to start, the circle group is instructed in his presence to move silently and to make no sound. The goat is to listen to the sideline crowd for instructions where to go to catch the circle. As soon as the start signal is given, the crowd starts shouting instructions to the goat, such as, "Go to the right, the right, now go back, straight ahead." The minute the game starts, the circle team, instructed before the goat arrived, immediately disbands and joins the crowd, leaving the goat in a an empty field. Let the goat run for a short time or until the goat guesses what is going on.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Line Tag	<p>This works great in a gym with lots of lines or an AWANA circle.</p> <p>Rules: -No one may step off the line / -When you are tagged, you are dead. sit! / -You may not go around anyone, including the dead, unless you are 'it'/ -You may not cut corners; hence, you must step on the intersection of the line. 'It' tends to get tired quick, so when this happens, tell 'it' to choose a zombie or mummy (the walking dead) to trap people easier. Make sure that the zombie walks, not runs. You can also use the same concept for line basketball and line soccer, depending on your facility.</p>
Long Base (A Dodgeball / Kickball Medley)	<p>Divide into 2 teams, one in the 'field' and one "at bat." Two or three students bat at a time by bouncing a dodgeball and hitting it with their hand(s)/arm(s). After hitting the ball, the students attempt to run to the far wall of the gym without being hit. Students in the field may get a batter out by throwing and hitting them with any of the balls that were hit. If a student makes it to the far wall, he must keep a hand on it to remain safe. To score a run, the student must make it back from the far wall to the original line he batted from(home). Students may remain safe at the far wall as long as they want, and there is no limit to the number of students that can stay safe. They can try to run home at any time except when the new batters are holding the balls.</p>
Milk Chug	<p>Outdoor or Indoor. Three students compete trying to each chug down a half-gallon of milk. Then they must compete in a bat/broom spin. The bat or broom is place on forehead, the person spins 10 times, then have them run around a cone that has been placed several feet away from them and then return to the starting point.</p> <p>Variation: Switch these around and have them do the bat spin/cone run first, then chug their half-gallon of milk. Whoever gets the most down their throat instead of down their shirt wins!</p>
Mustard Tanks	<p>Each team needs 7 people. Get the first 3 people on a team to line up shoulder to shoulder. Have 3 others line up shoulder to shoulder right in front of the first group of 3. They need to place their arms straight out onto the shoulders of the person in front of them until all six people form a "bridge." The 7th person (needs to be the smallest person in the group) will then lay across the groups' arms and will be handed a big plastic or squeezable container of mustard. They will then move around like tanks and shoot other tanks.</p>
Opposite Arm Dodge Ball	<p>This game is played just like it sounds. Set up any dodge ball game that your kids like. However, make them throw with their opposite arm. It helps keep your jocks from dominating the game and also encourages the kids who are afraid of getting hit. I normally play and act really dumb trying to throw with my wrong arm, kids laugh at me and we have a great time.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Oil Ball</p>	<p>Outdoor or Indoor. Get a big plastic tarp, about 20' x 25', and lay it down. Pour and smear about 5 to 6 bottles of baby oil all over the tarp. Make the outline of an oval track with about 6 cans of shaving cream. Now the goal is to "wheelbarrow" (this is when one kid stands while holding another kids feet in the air) with the kid on the ground pushing a tennis ball with his/her head around the track twice. The first one done wins! This game does have a cost, but everyone who plays is covered when done and you'll see some great wipe-outs! Take pictures!</p>
<p>Penguin Football</p>	<p>Give each person a rag about four inches wide and two feet long (sheets torn into strips work well.) Each person then ties the rag securely around his knees to make running impossible. Players can move only by shuffling their feet. Now divide into teams and play football using a Nerf football. The game becomes hilarious when players must hike, run, throw, and kick with their knees tied together. Of course, this opens up the possibility of playing Penguin Baseball, Penguin volleyball, Penguin Soccer, and countless other games.</p>
<p>Pole Pole (aka Can-can)</p>	<p>Outdoor or Big room. Find something to use as a free-standing pole (you can use a garbage can as well, hence the alternate name "Can-can"). Circle around it holding hands. Rules: If you touch the pole or the pole touches you in any way, you're out. If you break hands with the person next to you, you both are out. The last person standing wins.</p>
<p>Pumpkin Bowling</p>	<p>Set up a single "bowling alley" in your room. This can be as simple as using masking tape lines for gutters. Then set up empty (or full, if you're brave) two liter soda bottles for bowling pins. If you want Halloween colors, use orange soda, and a cola, and tear the labels off. Test out a few pumpkins and select a few good rollers. Depending on the size of your group, either select a few "bowlers" or line up your whole group. (If you line up your group- line them up along the edge of the alley so they can see). With fewer bowlers - allow several tries. With a large group - allow one each. Hand them a pumpkin and let er' rip! Have a few staff people be pumpkin fetchers to keep the game moving along. Provide a prize for the best bowler (do a play-off if needed).</p>
<p>Rip-off! (or Duct Tape Tag, aka Scalp)</p>	<p>Outdoor or Big room. Divide into two teams. One team places a 1.5 foot long strip of duct tape horizontally on their backs. The other team places a 1.5 foot long strip of duct tape vertically on their back. (You can use different colored tape if you want and name the teams by the colors. i.e. Yellow vs. Black) Have teams separate in a large playing area, preferably at night. The object is to "rip off" the tape from their backs. Once their tape is removed they are out of the game.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Q-Tip & Food Coloring Wars</p>	<p>Outdoor or Big Room (lay tarp if indoors). Have a staff person wear a plain white T-shirt. Draw a target on the shirt that is big enough to cover the front of the shirt. Divide into 4 teams, each with a different color. Give each team an equal amount of Q-tips regardless of the number of players on each team. Also give each person a straw (wide straws work best - McDonald's has them; But make sure you ask instead of just taking). You also need a bowl or cup of water (about 1 cup of water per team) with enough food coloring added to color water well. One by one students dip their Q-Tips in the bowl/cup to color the tip. Then they shoot their five "darts" (Q-Tips) at the target on the staff person's shirt. It does not matter who shoots when as long as each person gets in their five shots. The object is to hit the most points on the target.</p> <p>Staff note: Make the target however you want in terms of points. Add up the total points or # of hits. (You may just put a big (+) across the front making 4 different quadrants, one for each team and score it by how many times a team can "hit" in their quadrant. 2 points if they hit their own quadrant and 1 point for hitting someone else's quadrant.)</p> <p>Items needed: Old white T-shirt (they'll need to be thrown out after this event!), Enough Q-Tips for each kid to have 5, 4 different food coloring colors, 4 cups or bowls, 4 one cup measures of water, Drop cloth, Tape to tape a firing line on the ground</p>
<p>Radioactive Renegades</p>	<p>This is a "sponsor hunt" type game played at night on a retreat and takes 30 minutes to an hour (most often played outdoors, but can be played in a huge facility with lots of rooms- and lights dim). The objective is for students to "save the world" by finding all the "Renegade Rebels". The catch is that they must find them all in order.</p> <p>Step One: Before the game, number off all your leaders, give them a colored felt marker and tell them to hide around the camp (or wherever you are). These hiding leaders are your "renegade rebels" the kids are trying to find. You can provide glow sticks or glow products to your students. Send them out in pairs.</p> <p>Step Two: Gather your group and tell them that Renegade Rebels have stolen a large amount of plutonium. The students must identify each of the renegade rebels in order to win the game. When they approach someone they think is a renegade rebel they need to ask if they are "Renegade Rebel Number One". If that happens to be the leader's number, they make a mark with their felt tip on the student's arm. Then the student searches for Renegade Rebel Number Two. If the leader is not the right renegade rebel they simply answer "I don't know what your talking about," and the student keeps on searching.</p> <p>Step Three: Students have to search and ask until they have found all the renegade rebels in order. They will have markings for each rebel on their arm as evidence. To make it more fun and challenging you can have your rebels move around, changing hiding spots throughout the game; or you can add leaders as decoys who are not renegade rebels to</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

	fool the kids.
Rio Linda Kickball	Outdoor or Big Room. A lot like normal Kickball with a bunch of backwards twists (hence the name "Rio Linda," if you've ever been there, you know exactly what I mean!) Rules: 1. All the bases are backwards. Run to 3rd first, 2nd second, and 1st third . . . if you follow me. 2. All players on a team get one time up and they get one pitch from their own pitcher. 3. Endless # of outs, just keep going until all players have been up once. 4. No foul balls, everything is fair no limit to how many people on bases, no forced outs. 5. You can get someone out by touching ANY base at any time. Any runners between any bases are also out. 6. If a ball is caught the runner is out. 7. If a runner is tagged they are out.
Rio Linda Wiffle Ball	Outdoor & Big room. Same as Rio Linda Kickball (on this game list) but with a wiffle ball and bat. One Added Rule: Runners must carry the bat with them to 3rd (the first) base. If they drop the bat they are out!
River Crossing	The goal of this game is to help teach your students or leaders to work together by having them work as a team to cross a "river." First, using your gym or other space, you need a place to start from (a wall, lines in the gym, etc), the "river," and then a destination. You can use assorted pieces of wood, blankets, or anything else they can stand on. Break them up into teams and have them race to the other side of the river. The rules are: everyone has to get across and no one can touch the floor or they all have to start over. The Point: Team building; a good game for a leadership event.
Saran Wrap Body Pass	Get 4 staff members from the crowd (as many staff as you have sections of the crowd- divided by isles). Have each staff member stand in front of a given section of crowd that can cheer for their staff member. Have each staff member grab about 3 or 4 kids to "wrap them." Hand each group 3 or 4 rolls of Saran Wrap, tell them to mummy them and yell "Go!" (Put the kid's hands in the air so they have them free for later!) When they are wrapped up, ask the crowd, "What's the best way to judge who is wrapped the best?" Then announce that you have an idea. "Pick them up and pass them to the back of the crowd and back up front again. First section to do that wins!"

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Sardines

This game is kind of a reverse "Hide and Go Seek". Turn out all the lights. Have one person go hide. Everyone else is "it" and looks for this person. As soon as one person finds the person hiding, he or she hides with the person. Now there are two hiding. As soon as someone else finds them, that person hides with them. You end up with a bunch of people packed like "sardines" in one hiding spot with one poor person trying to find everyone.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Sink the Bismarck</p>	<p>Basically, it's every man for himself dodge-ball. A group of students, 10-30, is asked to stand in a large open circle and game balls are placed sporadically (if that's a word) throughout the circle. You can pick the number of balls. I use about 5 or 6. When the leader says "Go" students run to the nearest ball and start trying to hit anyone around them.</p> <p>Rules: If you are holding a ball you can't run and if you get hit you must sit down. If you catch a thrown ball, the thrower is out. If you get hit and the ball hits the ground, you are out and you must sit down. In order for a person to move with the ball, he must pass it to a trustworthy person who is sitting on the ground (by rolling it -- remember if caught in the air you're out). But be careful, they could hit you with the ball or give it to another standing thrower. The last person standing wins the prize. I got this game from my good friend, Will Hagle.</p>
<p>Skin the Snake</p>	<p>Have two teams of students (girls vs. guys) stand in a line. A big room or long hall is best as this takes quite a length of space. Have each kid reach under her/his legs with her/his right hand and hold the left hand of the person behind him. The person at the end of the line lies down consecutively as each one walks backward. Move slowly and be careful not to step on each others bodies! When everyone has laid down, it's time to stand back up as they Skin the Snake. A leader may have to help them stand. Coming up is harder than laying down so go slow! Don't forget to keep holding hands! Whoever succeeds first wins.</p>
<p>Torpedo</p>	<p>This game is a gym version of the pool game "Sharks & Minnows." Using a basketball court or marking your own, you need a large rectangle. Two kids are chosen as the "launchers" while the rest of the group (anywhere from 15 to 50 kids works fine) lines up outside one of the short sides of the rectangle. The launchers stand on either of the long sides of the rectangle, armed with dodgeballs or something similar. A leader or youth is the caller. The caller shouts "TORPEDO!" and the kids start to run as fast as they can to get past the line on the other side, where they are safe. While they are running, the launchers try to hit as many people as possible with their dodgeballs, while staying behind their own lines. They usually can only get one good throw in, since they can't cross the line. Any runner who gets hit must sit down exactly where they are. They are now land mines. Now it gets interesting. Each time the kids torpedo across the room, there are more and more land mines to hit them. The youth on the floor can try to touch the runners. Anyone touched must sit down too. Eventually you get down to two lonely runners, and finally, one winner.</p>

<p>Slop-stacle Course</p>	<p>Let students know ahead of time that they are going to get disgusting and to bring a change of clothes! Be creative with this. Make one course and time people going through, or make it for two people, with two of each part of the course so it can be a race or relay. Either way, video tape it for great viewing later. EXAMPLE COURSE: 1. Have them start by jumping off something into a tub/baby pool of a couple dozen eggs. Then, dripping with egg goo, they run over a broken down cardboard box covered with French fries with ketchup on them. (Just spread out a few SuperSize fries and squirt Ketchup all over.) 2. Next, have them go through a box maze that you set up with a few refrigerator/dishwasher (large) boxes. Sprinkle in your favorite item for them to slide through (we did flour). You can have "squirters" on the sides of these boxes with bottles of syrup. Have the "squirters" squirt syrup at the people going through the box maze, just like a car wash! 3. Then have them crawl through the Tunnel 'O Goo. The Tunnel 'O Goo is simply a plastic bag tunnel that you make, filled with yucky stuff. (peg a large sheet of plastic- preferably black so it warms in the sun - and peg it to the ground. Get a whole lot of scraps, sauce, anything you like. This is good for camps because you collect the leftovers from the week! Then place another sheet of plastic over it all- don't peg this one down. It's kind of like a slip and slide with a lid! Have a couple people on each side holding the ends up for air flow.) 4. They then proceed to a table(s) filled with party hats. Fill them up with powdered sugar or the like. They obviously put these on for the rest of the course. 5. Next will be more cardboard covered with finger paint- or something colorful for them to walk through. 6. From there they go to a plate of whipped cream to find buried gummy bears . . . without their hands- of course! 7. Last comes the "Dirty Diapers" on a table. These have 2 different types of pudding inside each diaper - Butterscotch & Chocolate. (note from Jonathan - if you ask me about this . . . I'm taking the 5th amendment!) They must lick the contents inside - top to bottom. That would end any race! The people that watch the SLOP- STACLE course have as much fun as the people that do it (if not more)!</p>
<p>Steal the Bacon (the fish, the freshman)</p>	<p>Outdoor or big room. Age old game that can be played several ways. How good the game is depends on how creative you are with methods and objects. Form two teams in parallel lines facing each other. Number them off so each person has a counterpart. Put an object in the middle such as an old tire tube (the bacon) When a number is called, 12 for example, the number 12 from each team is to try to run out and grab the bacon and get it back to their side.</p> <p>Here are a few variations:</p> <p>1. Hockey Style: A ball is in the middle and several hockey sticks. A goal of some sort is on each end of the play area. When numbers are called (single numbers or multiple numbers) the numbers called are to run out, pick up a hockey stick and try to hit the ball in the appropriate goal.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

	<p>2. Water Balloon Style: One water balloon is in the middle - the number called runs out and tries to get the water balloon first and try to hit the other person with it.</p> <p>3. Bucket of Water: Same as water balloon but with bucket of water.</p> <p>4. Chalk Sock: Same as the water balloon style but they have to try to grab the chalk sock (a long sock with a pile of chalk powder in the end--leaves a chalk mark on clothes--and sometimes starts really cool fights!) and hit the other person with it.</p> <p>5. Steal the Freshman: Take a wild guess what you put in the middle!</p> <p>6. Steal the Fish: Gross, but fun.</p> <p>7. Backpack Style: With this method you always call two numbers and one must get on the other's back before running to get the object in the middle. You can use an object suspended in the air (hung by string) that they have to grab with their teeth.</p>
<p>Tubal Tug</p>	<p>Get 5 small to medium sized inner tubes. One of them serves as the middle ring. Tie 4 ropes (ropes should be 8 to 10 ft. in length) to this middle tube (you have to have your tubes tied for this game!) Tie the other ends of the ropes to the other 4 tubes - one rope to each tube. Next you will need 4 cones and 4 tennis balls. Lay out the inner tube contraption, putting the center ring at the center (duh...) and the other 4 stretched out to the noon, 3, 6 and 9 o'clock positions. Then place the cones with the tennis balls on top about 10 feet out from the inner tubes. People then get in the inner tubes and on "Go!", they attempt to become the 1st person to get the tennis ball off their respective cones (thus a four way tug-o-war). Since they are essentially pulling against 3 other people, from different directions, it's not always the biggest/strongest that wins. Caution: Don't do this game on cement/asphalt because someone always slips or falls down and then gets drug across the ground by the other players.</p>
<p>TubeMania</p>	<p>Outdoor & Big room. Have a TUBEMANIA night playing the following tube games!</p>
	<p>TUBAL BACON: (steal the bacon with innertubes): - This is a physically exhausting game that can be lots of fun, but might be best if played boys against boys and/or girls against girls. Mark a large square in the field and place a stack of seven to ten inner tubes in the center of the square. Divide the group into four equal teams, each one lining up on their side of the square. Number the players on each team from one to however many players are on each team. The object of the game is to get as many inner tubes as possible across your team's line. Call out several numbers. The players with those numbers run to the center and start dragging the inner tubes to their lines. There may be several players tugging on the same tube. Each tube successfully pulled across a team's line is a score (one point) for that team. Once the kids get the hang of it, add a soccer ball to the game. Each team gets a point deducted from</p>

their score if the ball is kicked over their line. Team members along the team line act as goalies. Once the ball touches the ground in their territory the point is scored against them. To further complicate the game, add a cage ball, or earth ball (four to eight feet in diameter). The team that gets this ball across their own line gets three additional points.

CRISS, CROSS, CRASH: Good name for this game. Be very careful- if you don't use good safety precautions this could result in injuries. Divide your crowd into two teams, each team in two groups for a relay. Line the teams up in four corners of the playing field, each team diagonal with it's partner team. Give each group 2 or 3 tubes (depending on size). The first team members must step into the tubes, pick them up (so they look like a Michelin Man) and run diagonal to their partner team. Of course their partner team and two apposing teams are running through the same intersection so look out! First team to switch all players across the diagonal one at a time is the winner.

JUMP THROUGH: This is a simple relay where you give each team one tube and they race to see who can get their entire team through their tube first.

MICHELIN MAN BUMPER TUBE: This is basically Sumo Wrestling for poor people. Two players battle each other, each holding a tube like a belt or belly. Draw or rope off a small circle that they try to bump each other out of.

TUBAL TUG: Get 5 innertubes (small to medium sized ones work best). One of them serves as the middle ring. Tie 4 ropes (ropes should be 8 to 10 feet in length) to this middle tube (you have to have your tubes tied for this game!!!) Tie the other ends of the ropes to the other 4 tubes - one rope to each tube. Next you will need 4 cones and 4 tennis balls. Lay out the inner tube contraption, putting the center ring at the center (duh...) and the other 4 stretched out to the noon, 3, 6 and 9 o'clock positions. Then place the cones with the tennis balls on top about 10 feet out from the inner tubes. Kids then get in the inner tubes and on "Go" they attempt to become the 1st person to get the tennis ball off their respective cones (thus a four way tug-o-war). Since they are essentially pulling against 3 other people, from different directions, it's not always the biggest/strongest that wins. **Caution:** *Don't do this game on cement/asphalt because someone always slips or falls down and then gets drug across the ground by the other players.*

BASKETBALL GIGANTE (Giant" in Spanish): Get 2 carpet role tubes (12 foot card board tubes) you can get them from any carpet co. You also need a big cage ball (earth ball). simple you hang the tubes from the gym ceiling with some rope and the kids must get the ball through the goal (over the tube and between the ropes). We play this game in our

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

	gym with up to 175 kids.
TV Tag	This game is just like regular tag, but when the person who is "it" is about to tag you, duck and say the name of a TV show before being tagged. You can't get up until another player tags you. If every player but one is ducking that player has to run and tag another so that the game keeps going.
Twinkie Launch	<p>Borrow or purchase a clay pigeon thrower. This was not the kind you hold in your hand, it was the kind that mounts on a base and fires the clay pigeon with a giant spring and a catapult arm. Without telling them why, I told all participants of the overnighiter to bring one wrapped Little Debbie or Hostess product. Later in the evening when the kids needed a snack, I had them all stand in a group at the other end of the gym (our church meets in a gymnasium) and I fired Litte Debbies through the air with the clay pigeon thrower. IT WAS AWESOME!! As I experimented with it, I was able to fire three or four at once at a distance of 50 feet and a height of about 13 feet. I also fired some bananas which went the entire length of the gym and splattered on the back wall. (oops!-major clean up involved!)</p> <p>WARNING: <i>This type of clay pigeon thrower uses EXTREME spring tension. If a teen were to play around with it they could literally lose a limb if the catapult arm hit them. Cover the thrower until you use it, then remove it from the field/auditorium as soon as you're was done so no one messes with it.</i></p>
Wiffle Ball	Outdoor & Big room. Do I need to explain this game? You might ask me why I put it on the list even. I'll tell you: Come in real close so I can whisper it in your ear . . . BECAUSE IT'S FUN!!!
Vacuum Cleaner Bowling	To understand this game you may need to know the history. The other night, my leadership team and I were setting up for our outreach event. One leader (who had just returned from the Florida Gatornationals Speedway) was vacuuming the floor when an idea hit him. He began to do vacuum cleaner drags. Then he "trained" the vacuum cleaner to come to him. (He did this by walking it across the room and pointing it back to where he plugged it in and "called" it to him.) OK, so he wasn't working that hard. Well, anyway, then it struck him to set up targets and try to bowl them over with the vacuum cleaner. And then it was birthed: Vacuum Cleaner Bowling. It's pretty fun. We run competitions across the floor about 40 feet. Whoever knocks over the most pins in two runs wins a prize. Most bowling centers will loan you used pins for this, saving you the investment of buying the ten pins necessary. (And you might want to use old vacuum cleaners that are no longer needed.)

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Volleyball, New School	<p>New School Volleyball can be played on a regular volleyball court with the normal amount of players on each team. A regular volleyball is used as well. The main difference is the scoring.</p> <p>Playing: The object of the game is for a team to volley the ball as many times as possible without missing or fouling (up to 50 times) BEFORE hitting it back over the net to the opposing team who will make every attempt to return it without missing. If they do miss, the opposite team receives as many points as they volleyed before returning it. All volleys must be counted audibly by the entire team (or by scorers on the sidelines) which aids in the scoring process and also helps build tension. So the idea is to volley the ball as many times as possible each time the ball comes over the net, then to safely return it, and hope that the other team blows it.</p> <p>Other rules: No person may hit the ball two consecutive times. No two people may hit the ball back and forth to each other more than once in a succession to increase the number of volleys. 5 points are awarded to the serving team if the opposing team fails to return a serve. 5 points are awarded to the receiving team if a serve is missed (out of bounds, in the net, etc.) Players rotate on each serve, even if the serving team scores on successive serves. A game is 15 minutes. The highest score wins. All other volleyball rules are in effect.</p>
Wheelbarrow Eating Race	<p>Get 2 or 3 couples. Set out 3 lines of food items beginning with small stuff (M&M pile) and get larger (Jello or a plate with Spam). The girls wheelbarrow the guys down the row as the guys eat the items. Play music in the background and have towels to clean up with. For fun, have a girl wheelbarrow in a guy in total crash uniform gear and have him crash and burn into crowd. You, being the helpful leader, decide to teach them how to do it (“Name of Your Youth Ministry”) style.</p>

Sick and Twisted Games

<p>Balloon Nose Pop</p>	<p>This game is played up front with a few people while the crowd watches. Take large balloons and get a student to compete against two of his peers. Each student receives a balloon. The first to blow up their balloon using only their nose so far that it pops, wins.</p>
<p>Balloon Squash Outdoor</p>	<p>Materials: A balloon for each player, a few cans of shaving cream, and a plastic tarp. Players should wear bathing suits or old clothes and bring a towel. Be prepared to hose them off when the game is done. Preparation: Each player needs one shaving-cream filled balloon. Divide players into two teams. Set up the plastic tarp, and put a bucket of cream filled balloons near the tarp. How to Play: When the signal is given, a player on each team runs over to the tarp. One leader will place a balloon on the tarp, and the player must sit on it until it pops. Then they run back and tag the next player to go. First team to be sitting down after all their balloons are squashed wins.</p>
<p>Banana Barf</p>	<p>This game is played up front with a few people while the crowd watches. Have two or three volunteers put a whole banana in their mouth, instructing them not to eat it, just hold it in their mouth. Then put a pair of panty-hose over each volunteer's head. Have them squish the banana threw the tiny holes in the hose into a trash or grocery bag.</p>
<p>Banana Legs</p>	<p>This game is played up front with a few people while the crowd watches. You can use as many contestants as desired but it's best with an audience cheering them on. The contestants place a knee-high over their head (like a bank robber) and are given a banana. They race to see who can eat the banana through the nylon first. Have a camera ready!</p>
<p>Banana Split & Slide</p>	<p>Everyone remembers their very first slip and slide out in the yard on a hot summer day. Here's a variation. Get approximately 50 feet of plastic tarp and items that would be found on a banana split (ice cream, strawberry syrup, caramel syrup, chocolate syrup, banana pieces and maraschino cherries). Pile items on top of the tarp and spread it out. Add a little cooking oil for extra slip and slide. Have students line up and take off one at a time! We've done this with just Hershey Syrup (about 50 lbs. found in bulk at Sam's Warehouse). Had we not mixed a little oil and water with it, we wouldn't have been able to slide very well.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Banana Splits in the Mouth</p>	<p>This game is played up front with a few people while the crowd watches. Recruit four hungry volunteers. Two people stand up in chairs while two others lie on the floor at their feet. People in the chairs try to make a banana split in the other persons mouth by dropping ice-cream, syrup, banana, nuts, whipping cream and finally, a cherry into the person's mouth. Variations: Blindfold the people in the chairs. Alternate people in chairs with people on the floor. Payback time.</p>												
<p>Blend 'O' Rama</p>	<p>Up front and entertaining. Find four students who have strong stomachs - the type that claim they'll do anything! Place four blenders on a table on stage or up front. Have 20 different edible items placed in 4 different lunch bags. Number the lunch bags 1-4. Interview each student, asking them their school, their birthday and their favorite food. Keep note of who is the oldest in the group. Then tell the oldest that they get to go first, then the next oldest, and so on until the youngest. Have them each pick the bag that they will blend. Put whatever's in the bag into the blender, Do this until all the bags have been picked. Make sure that one of the items is a liquid so that it will blend well. Once everything is blended, pour into a cup and have them all drink it down. Whoever finishes their cup first wins. Great blending materials:</p> <table data-bbox="451 968 1380 1123"> <tr> <td>baby food</td> <td>milk</td> <td>spam</td> </tr> <tr> <td>bananas</td> <td>Gold fish</td> <td>chocolate syrup</td> </tr> <tr> <td>ketchup</td> <td>mustard</td> <td>M&M's</td> </tr> <tr> <td>a can of Soda</td> <td>frozen veggies</td> <td></td> </tr> </table> <p>Be creative!</p>	baby food	milk	spam	bananas	Gold fish	chocolate syrup	ketchup	mustard	M&M's	a can of Soda	frozen veggies	
baby food	milk	spam											
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a can of Soda	frozen veggies												
<p>Blind Feeders</p>	<p>Call up between 4 and 10 volunteers (depending on the size of your group) to make two-person teams. Have an apron (or garbage bag with a hole cut out for the head) and one chair for each team. The person standing behind the chair puts on a blindfold. The person sitting puts on an apron and places hands on hips. The person standing threads their arms under the seated person's armpits. Place a bowl in one hand of the blindfolded teen and a spoon in the other. They will feed their partner (ice cream, mousse, Jello, etc.). The first team finished to the best of their ability wins! Or, you may award prizes for the messiest eaters, cleanest eaters, or the one that got the most into their partner's mouth, etc.</p>												
<p>Bobbing For Apples In Baked Beans</p>	<p>Great camp/retreat game! As disgusting as it sounds. Make sure you have plenty of clean-up towels. You may be able to get the beans donated and you may want to have swim goggles and ear plugs. For this game recruit brave, gross-proof students ahead of time.</p>												
<p>Bobbing for</p>	<p>Small groups - all can play. Large group - upfront game. Fill up a large bucket with water, drop in a few large chunks of Spam. The rest</p>												

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Spam	is like "Bobbing for Apples" (just not with apples).
Bobbing for Worms	Outdoor or indoor (lay tarp if inside). Similar to Bobbing for Apples, only with gummy worms in a kiddie swimming pool. Fill the kiddie pool with water. Add one bag of gummy worms, which will sink to the bottom. Have volunteers take a turn at bobbing for the worms. The person who can get and keep the most worms in their mouth during their one minute try time wins. You can have the youth wear goggles to protect eyes. Play "aqua" music in the background - think, Little Mermaid, Little Nemo, etc. ("Winning" music is a nice touch in the background when you announce the winner; think Olympics, etc.)
Bubble Gum Sculpture	Materials: bubble gum and a towel or two / This can be played as an up-front game or, with smaller groups, everyone can play. Divide your group into groups of 4 or 5. Ask for two very brave volunteers out of each group. (Don't tell them what they're volunteering for.) Give them a plate or flat dish (we used cookie sheets). Give the rest of the groups the bubble gum, and tell them to chew as quickly as possible. Have them chew it only until it is soft, and then give it to the volunteers in their group, and start chewing the next piece. As the group is chewing, the volunteers need to be working on their sculpture. Set a time limit, say 10 minutes, and give them creative ideas of what to make- such as pizza, turtle, etc., but it has to be something difficult. When the gum chewers are through, have them step back and watch. Have someone judge the sculptures. We gave a prize (a Christian CD) to each of our winning volunteers, since they were so brave! Note: Instead of regular stick gum- such as Wrigly's, I would suggest using larger gum drops- such as Bazooka. {It's much easier to work with!} Keep it cheap, because you'll want to buy enough!
Build Your Own Snowman	Can be played up-front with audience watching or in teams with the whole group playing. For each contestant have a bag full of assorted snowman accessories such as a hat, scarf, mittens, a carrot etc. and a pair of safety goggles, a can of shaving cream and a set of clothes to go over their clothes for protection. Each team has a designated amount of time to use the shaving cream to cover their "snowman" (the contestant) and put all of the accessories on. The team to make the nicest looking snowman wins. Lay tarp down and have towels handy.
Cake Head	Mix a cake on the head – yes, directly on the head - of a brave volunteer who will be a good sport if their hair gets messed up. Just dump it all on their head. Use cake mix, eggs, water, oil, and icing. Mmm, yummy! Lathers up good, too!

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Caramel Apple Fest	This is the age old up front game where you have a contest between several students, eating a hanging caramel apple blindfolded. The object is to see who could get done first! For a fun twist, give one of the kids or leaders a caramel ONION instead of apple!
Caramel Apples On A String	Choose a student from each class. Tie caramel apples to a string tied to a broom handle and get someone to hold it for each student. They race to see which one can eat the apple the fastest. Fake starting and stop once to add chocolate syrup, then again to add whipped cream and last to blindfold the contestants.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Chee-toes</p>	<p>This game is played up front with a few people while the crowd watches. Bring up three pairs of people. Have one person in each pair sit in a chair and take off one of their shoes and sock. Now have the other person in the team lay on the ground. Place a napkin next to them, with around 10 - 15 cheetos cheese snacks. The object of the game is to have the person with the bare foot try to feed cheetos to the person lying on the ground by picking them up with their toes and putting them in the other person's mouth. The first team done wins a prize (whatever you want to give them.) Tip: Have them put a rubber glove on the bare foot (for sanitary purposes!)</p>												
<p>Chocolate Drop</p>	<p>This game is played up front with a few people while the crowd watches. Prepare beforehand by spreading out plastic on your stage area. Find a place where everyone can see someone laying down. Get several partners to come up front. Have one partner lay down on the plastic and the other around the edge of the plastic. Have the "dropper" stand over their head of the partner with a small cup of chocolate syrup. The "dropper," standing straight up (no bending to get a better aim), dunks marshmallows into the chocolate syrup and with his or her arm straight out, drops it into the mouth of the person on the floor. Points are awarded by the number of marshmallows eaten.</p>												
<p>Christmas 12 Bags of Doom</p>	<p>This is a messy "thank you" or Christmas gift to your staff (or interns). Lay tarp down (a large vinyl table cloth works, too). Staff wear old clothes and get ready to be icky! Students get to dump 12 items of gross stuff on the staff, one at a time. The twelve days of Christmas gives a nice outline for the event: On the twelfth day of Christmas our students give to you (the interns).....</p> <table border="0" style="width: 100%;"> <tr> <td>12 raw eggs</td> <td>11 cups of oatmeal</td> </tr> <tr> <td>10 squirts of syrup</td> <td>9 cups of popcorn</td> </tr> <tr> <td>8 squirts of green ketchup</td> <td>7 cups of applesauce</td> </tr> <tr> <td>6 bags of cornmeal</td> <td>5 packages of swiss miss</td> </tr> <tr> <td>4 frozen mixed vegetables</td> <td>3 cans of whipped cream</td> </tr> <tr> <td>2 cups of canola oil</td> <td>1 betty crocker cake mix</td> </tr> </table> <p>A great gross event as long as your not the dumpee....</p>	12 raw eggs	11 cups of oatmeal	10 squirts of syrup	9 cups of popcorn	8 squirts of green ketchup	7 cups of applesauce	6 bags of cornmeal	5 packages of swiss miss	4 frozen mixed vegetables	3 cans of whipped cream	2 cups of canola oil	1 betty crocker cake mix
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<p>Cold Toe Dogs</p>	<p>This game is played up front with a few people while the crowd watches. Fill large bowls with freezing ice water. Add small round hot dog slices. Call three teams of two up front. One player needs to sit in a chair with a bowl on the ground directly in front of them. The same player also needs to remove the shoe and sock from one of their feet. The second team member kneels down in front of the bowl. The sitting player removes the hotdog slices from the freezing water with their foot and then the kneeling member removes the hotdogs only using their mouth.</p> <p>Optional gross factor: The kneeling team member has to eat the hotdogs. We have even replaced the hotdogs with sardines or spam.</p>												

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Colored Cool Whip Rinse</p>	<p>Outdoor or Indoor. For this game you need one container of Cool Whip per team, different colors of food dye, and a few Super Soakers. Not long before you want to run the game, mix the food coloring with the Cool Whip making each container of Cool Whip a distinct color. (Use only real Cool Whip; imitations don't stick.) Also, keep it very cold - the Cool Whip will begin to melt and not stick if it is out of the fridge too long. If you have a small group, just divide into equal sized teams. If you have a large group, bring up several teams of people. This is a two-part game. For part 1, each group paints one member of the group in Cool Whip. You can judge who looks best if you want. Part 2 is when the team rinses the Cool Whip off with the water gun. The best rinsed team wins. If indoors, use tarps. Offer a prize to the winning team.</p> <p>NOTE: The food color could ruin clothes. You may want to have old clothes handy for changing into before the game gets started.</p>
<p>Condiment Twister</p>	<p>Exactly like Twister, only you spread a condiment over each of the color circles. Lay a big tarp down under the Twister mat. Grape Jelly for blue, mustard for yellow, ketchup for red, and relish on the green circles. Make sure that you have plastic bags and masking tape to cover the volunteers with, so clothes aren't ruined. Have their faces, hands, and feet (shoes and socks off) exposed. Then change the places on the spinning board to right/left cheek, right/left ear, nose, right/left hand, right/left foot. When you spin, you call out which body part goes where. i.e right cheek to blue, left leg to green, right hand to yellow. It is a mess and a riot. It does get slippery, so make sure you have staff there to help when people start flying around. Have a place for students to clean up after.</p>
<p>Diving For The Prize!</p>	<p>Bring 3 volunteers up front. Have a table set up in front with 3 large bowls filled with whipped cream. Tell all that each bowl is filled with whipped cream and has chocolate hidden inside. The volunteers have to find the chocolate without using their hands, and eat it. The first one to finish eating the chocolate wins. The twist is, instead of it being a piece of chocolate, its an olive! You should see their faces! :)</p>
<p>Duck, Duck, Goose With a Twist</p>	<p>Outdoor or Indoor game. Play this childhood favorite just like Duck-Duck-Goose. Only, you'll "goose" the player who gets tapped with a real egg. Nasty but good for the hair!</p> <p>NOTE: Either forewarn your students to wear grubby clothes, provide wet washcloths and/or towels, or have garbage bags with holes to pull over their heads.</p>
<p>Eat Slime Through</p>	<p>This game is played up front with a few people while the crowd watches. This game is played up front with a few people while the crowd watches. Prepare some oatmeal, warmed, not too hot. Buy two</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Pantyhose</p>	<p>packages of pantyhoses and cut them in half so you have four individual legs. Ask the crowd who's hungry. Bring up 3 or 4 volunteers and inform them that they'll be able to eat something in a moment . . . but first they have to put on their "eating apparel." Place the pantyhose leg over their head and then put a bowl of oatmeal in front of them. Yell "Go!" No spoon, no straw, no lifting the pantyhose- just pure mess. First one to eat the bowl wins. Provide plenty of moist paper towels and a trash can.</p>
<p>Eat That Food</p>	<p>This game is played up front with a few people while the crowd watches. Have two students add one ingredient at a time to a cracker trying to outbid each other to eat the cracker. They can pick up to 10 gross ingredients. "I can eat that cracker with sardines." "I can eat that cracker with sardines and jalapenos...." A great "game show host" can really spice this up along with some fun sound effects from a CD. You may even do two pairs and then a championship round with different foods. Have a bucket or a bag just in case there is a surprise ending. Keep moist paper towels handy.</p>
<p>Egg Blow</p>	<p>This game is played up front with a few people while the crowd watches. Put the inside of an egg inside a large surgical tubing. Have two students on opposite ends blow into the tubing until the egg blows onto someone's face. Use an egg substitute (like Eggbeater's) to avoid bacteria or chance of salmonella. Have moist washcloths and towels handy. Variation: Jello Blow, Just like Egg Blow, but with Jell-O. Safer and not as nasty if you get a mouthful!</p>
<p>Egg Bop</p>	<p>Have at least four teams of two and have the stronger team member wear a knee high on their head with an egg inside the knee high against their forehead - tight enough so the egg stays up. Have team member No.2 get on No. 1's back (piggy back) and carry a rolled up newspaper or magazine. No. 1 runs around while No.2 is trying to smash other people's eggs with the newspaper while still trying to protect their own. Last team with unbroken egg wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Egg Roulette</p>	<p>This game is played up front with a few people while the crowd watches. Get 2 dozen eggs. First round - (4 raw, 8 hard-boiled). Two people alternate picking an egg and smashing it on the other person's head. You may want to choose 4 people and have two rounds and a final round. In the final round, have 6 eggs (5 hard-boiled and 1 raw) and hold them in a bowl above their heads to pick.</p> <p>Variation: Put your finger on the raw egg and before club explain the game to all 4 contestants (because you don't know who will be in the finals). Play the first round for real (possibly girl versus girl, guy versus guy, and battle of sexes for the final round) and in final round they pick the hard-boiled eggs 5 in a row (because you told them not to pick the one with your finger on it till last). Each time you are really in their faces to nail one another, when the final egg is up in the final round you are going crazy only to have the finalist smash it on your head! Make a kid a hero!</p>
<p>Egg Swing</p>	<p>See Flour Swing, only instead of flour, use an egg. Imagine the possibilities!</p>
<p>Egg Tic Tac Toe</p>	<p>Outdoor or Indoor. Grab 9 staff or students prepared to get messy. Have the people get into a tic-tac-toe formation with plastic bags covering them as much as possible. (Use a tarp if indoors.) * Break students into 2 teams (one team Xs and one team Os). * Find a place where you can elevate the students way above the 9 volunteers (rooftops[careful], balconies, etc.) * Have the teams take turns trying to hit one of the 9 with an egg and mark that square accordingly. If the student misses, they miss their opportunity to claim a square. * First team to get 3 in a row, wins!!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Fear Factor Box</p>	<p>Build a plexi glass box and frame it out - put legs on it (so it looks like a spider) with a clear lid. The bottom is made so you can put your head through it. Contestants face put their head in and are told to put as many bolts and nuts together in 2 min. while we dump 300 roaches and 300 crickets in the box with their head. The roaches make the crickets jump all over the place. We bring this game out for our big events or the beginning of the school year.</p>
<p>Fish Pass Through</p>	<p>Outdoor or Indoor - preferably a big group for teams of at least 10 each. Run a long piece of rope (like clothesline) through a dead fish. Make sure the end of the rope is pretty secure. Line up your volunteers shoulder to shoulder. Two teams facing each other. Volunteers must have t-shirts on. No spaghetti straps or long sleeves. Players pass the fish through their shirt in one sleeve out the other. First one to make it through all shirts wins.</p>
<p>Fear Factor, More</p>	<p>Outdoor or Indoor. More Fear Factor! Have good prizes to motivate the contestants - they'll need it! (We used gift cards from popular restaurants, hang-out spots, and movie theatres.) Set up approx. 10 stations of contest in increasing stages of scariness or grossness.</p> <p>Suggestions:</p> <p>Free Fall: Contestant stands on raised platform and falls backwards into arms of catchers. (eeeasssy)</p> <p>Proof is in the pudding: Contestants dig sardines out of chocolate pudding with their toes. Use time limit for elimination. (kinda gross)</p> <p>Pickled-Pigs-Feet poker: Make several of each of the following playing cards: 0, 1/4, 1/2, 1, and 2 (i.e. 3 0's, 6 1/4'S, 3 1/2's, 3 1's, and 2 2's). Have the players sit around a card table and play poker. At the end of the play, each contestant adds up the amount on his/her cards- these amounts are the number of pigs' feet they have to eat. Those who finish theirs advance.(haarrd)</p> <p>Bobbing for Crawdads: Fill a large tub or pail with water and put in crawdads (fresh [with rubber-banded pinchers!] or frozen). A variation would be to put a few live minnows in with the crawdads to make it more interesting. Use time limits again. (pretty darn difficult-the little crustaceans swim!)</p> <p>Supplies to keep in mind: Anything crawly (bugs, worms, etc) Stinkbait, chicken livers, raw hamburger, sardines, anchovies, vienna sausages, etc. Mud, pudding, Blindfolds Vary methods of elimination, i.e. timed, achievement, etc. Have food and drinks, and towels for those who get soaked.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Flour Swing</p>	<p>Need: Two pair of nylons and five pounds of flour Prepare: Pour half the flour down one leg of nylons and the other half down a leg in the other pair of nylons. Mark an area on the floor for the match. Play: Select two volunteers. Each volunteer places the waist portion of they nylons over their head. They now have two nylon legs hanging from their head, one full of flour. The players face off in the marked area for specific time period. This is a fast paced game and one minute is almost too long. Players then swing their heads to make the flour come into contact with their opponent. The winner is the player with the least amount of flour on their clothes. (It doesn't matter whether the flour is from their own nylon or their opponent's.) Or you can count points for each time a blow is struck to the torso. I take no responsibility for the results of this game!!! :)</p>
<p>Grab Bag Scarf</p>	<p>This can be a relay, but I play it as an up front game involving 6-8 people. Great game for a guys against girls night. Put together 2 bags of miscellaneous food items. They must have the same amount of items in each bag. Some items could be: package of unsweetened Kool Aid, a candy bar, soda, a can of sardines, a dill pickle, an onion slice, a clove of garlic, etc. Each bag should have 12-15 items in it. The object of the game is that the first team to eat the entire contents of the bag wins! Note: Some kids might vomit after a game like this so give them the bag. Items needed: 2 bags, lots of food items.</p>
<p>Grape Juice Contest</p>	<p>Put 3 pounds of grapes in each of two coolers with plastic underneath. Let two students crush the grapes with their bare feet for two minutes. See who makes the most juice. For a tie-breaker, have them drink the juice. Have a measuring cup and big glasses.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Green Oatmeal</p>	<p>This is a fun game if you have the video capability. Get 3 or 4 brave volunteers who race to eat a bowl of green oatmeal the fastest. This is best if recorded on camera and projected on the big screen. Award a first, second and third place so all contestants keep eating til done. When they finish have one of your staff ask, "Hey 'Jonathan,' where do you get green oatmeal?" You answer, "That's a good question, and show them. Play a pre-recorded video of you and another staff member in your office, home, wherever, with a large (very large) pan or bowl of oatmeal. Drop green food coloring in it and then dialogue about how to stir it. "Do you have a big spoon?" "No. Do you?" "No." "Then what are we going to use?" "HEY! I got an idea!" Each person in the video takes off his shoes and socks. This is a great opportunity to show close-ups of your feet when the socks come off. (pre-dirty your feet with some grease - Pam - between each toe). Then stick your feet in the oatmeal and start sloshing around in it to mix it up. As the camera tilts up to your faces, both can say, "That's how you make green oatmeal!"</p> <p>Note: For obvious health reasons, don't use that oatmeal as the oatmeal they eat! The look on their faces and reaction from the audience is priceless.</p>
<p>Gross Balloon Volleyball</p>	<p>All you need is a volleyball court or something similar, water balloons, and lots of gross liquids and sauces (except Tobasco). Add things to all of the water balloons like ketchup, mustard, syrup, chocolate syrup, salad dressing, anything you want. The grosser the better. (Fill the gross stuff first - then the water.) The object is to throw the balloon back and forth over the net. (If you don't have a net, you can do this like an egg toss). The higher you throw it the more likely it is to break when the person tries to catch it. Make sure that you tell people to wear old clothes in case they get splattered!</p>
<p>Gummy Worms/Chocolate Pudding</p>	<p>Bring 3 or 4 volunteers up front. Each student has a pan with chocolate pudding or Reddi Whip and 15 gummy worms mixed in. Have them go face first into the chocolate pudding and pick the gummy worms out with their teeth and drop them on a plate. First one to get all 15 or the person who gets the most in a designated amount of time is the winner.</p> <p>Variation: Make huge bowls of chocolate pudding and put regular gummy worms and sour gummy worms in the bowls. Tell the students that there are some "special worms" in the buckets and they will know when they get those special worms. (The kids think they are real worms; when they ask if they're real, don't answer them!) They get 1 point for every gummy worm they find and 5 points for every "special" (sour) worm they find.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Happy Shake</p>	<p>File this up front game under the "fun with a blender" category!</p> <p>Go to McDonalds and pick up 3 Happy Meals (the manager may even donate them if he appreciates youth work). Pre-pick 3 willing contestants and bring them up front. (Make sure you follow "Jonathan's Seven Sins of Game Leading" tips here- especially #2- being prepared and #7- making sure the entire crowd can see clearly.) Blend the Happy Meals together (burger, fries and drink) in front of them. Then, fill up equal CLEAR cups for each person. The rest is a race to see who can drink their "happy shake" the fastest. You might want one or two trash cans near the front for participants who don't like the shakes.</p>
<p>Hawaiian Punch</p>	<p>Choose 3 two-person teams. Each team is given a bag of fruit, a clear drinking cup that has a line drawn across it to indicate a minimum amount of juice to be squeezed into the cup, and a chair. The object of the game is to squeeze enough juice from the fruit into the cup to reach the line and for one team member to drink it. The gross out factor is that the only way that fruit can be squeezed is either in the armpit, the back of the knee or with the feet. One person sits in the chair and does the squeezing (with the help of the drinker) while the other team member catches the juice. Once predetermined level is reached, the drinker has to run up front and drink it. Award either dumb or good prizes (like a can of bean dip, an old soccer trophy, or a cd or devo from your local Christian bookstore). Tips: Cut the fruit in half before the teams get it because it juices easier. Grapefruits are good because they have tons of juice, so are tomatoes because they are gross and have a ton of juice. Plastic cups are safest to use. We used tape on the cup to indicate the level of juice. Be sure and keep the level low enough and use tons of fruit because each piece yields very little juice.</p>
<p>Gum & Flour</p>	<p>You Need: Gum, flour, cake pan and 3 to 4 kids. Bury the gum in the flour. Without using their hands, students find the gum and blow a bubble.</p>
<p>Head Paint</p>	<p>Bring 3 guys with way short hair up front. Have them dip their heads in tins filled with chocolate sauce. Others hold large pieces of cardboard for them to draw or write on. Write words. Draw pictures. Use your imagination. Variation: Use bare feet (standing, sitting, or lying down).</p>
<p>Human Sundae</p>	<p>Bring up 4 people. They decide who's bravest. They will make their brave member into a human ice cream sundae! They'll pour ice cream, chocolate syrup, whip cream, caramel on their head. Make sure the ice cream is slightly melted. Can also be done with two teams up-front; whichever team's human sundae looks messier wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Ice Cream Mayo Surprise</p>	<p>Plan ahead for this gross up-front game. Buy cheap vanilla ice cream and a jar of cheap Mayonnaise. Put the mayo in a Tupperware dish and freeze. (Mayonnaise, when frozen, looks exactly like vanilla ice cream.) Before the contest, scoop out some ice cream into a bowl and do like wise to mayo. Keep frozen until the last minute. Set the contest up as just a typical ice cream eating contest, hands behind their backs, etc. The look on the person who eats the frozen mayo is priceless. Have towels & a small bucket ready.</p>
<p>Jello Twister</p>	<p>Best done when it's warm outside so people can hose down after. Get a square of cheap plastic and attach pie tins in a 4 x 4 grid by pushing a pull clip through the bottom of both the pans and plastic. Then spread out the clips under the plastic to hold them down. Fill them with already made Jell-O right before youth group. Have a good spinner and kids who will go for it. Play in bare feet.</p>
<p>Jello Belly Flop</p>	<p>In Winter, have a Belly Flop contest in a baby pool full of Jello. Lay a tarp over a big old mattress under the baby pool.</p>
<p>Jello Slurp</p>	<p>Several contestants, each with a bowl of jello in front of them. You can give them each a straw, or put their hands behind their back and have them bury their face in it. First one done is the winner.</p>
<p>Jello Slurp and Spit</p>	<p>Have a huge bowl of Jello up front, 3 students, and 3 small jars. Each student gets a straw. The object is to see which student can get the most Jello into their personal jar by slurping it out of the mother bowl and spitting it into their jar. Give them a certain amount of time, then compare jars to see who has the most.</p>
<p>Joust - Sick & Twisted</p>	<p>Just like Joust, only played outside over a baby pool filled with gross ingredients (oatmeal, instant potatoes, etc.). You can either use buckets or a 4x4 plank of sturdy wood long enough to reach across your pool. (Prop up the ends of your plank so the pool is not crushed). Two contestants with Nerf joust sticks (or pool noodles) and helmets battle on the plank to knock each other off into the pool. Lots of preparation required and safety consciousness on this one. Make sure the board doesn't get too slippery. You might even want gymnastic mats around the pool. Play near a bathroom and have towels handy for clean-up.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Marshmallow Drop</p>	<p>For this game you'll need: 1 bag large marshmallows, chocolate syrup, 2 bowls, 2 chairs or step ladder, You will also need 3 students: one to hold the bowl, one to stand on the chair/ladder, one to lay down on floor. The object of the game is to see how many chocolate marshmallows can be dropped into the mouth of the person lying on the floor. The person on the chair/ladder dips a marshmallow into the chocolate and tries to drop it into the mouth of the person lying on the floor. Person on the chair can not bend over but must stay in upright position. The person on the floor should spit the marshmallow out of their mouth, to catch the next marshmallow. The winners are the group that catches the most marshmallows in a given amount of time. You set the time.</p>
<p>Marshmallow Splat Ball</p>	<p>Outdoor or Indoor. Have students wear grubby clothes that can be thrown away. Divide into 4 or more teams and arm each person with a small Styrofoam plate, and 4 marshmallows. Give each team captain (adult) a different color dipping sauce (we used Mustard, Red & Green Catsup, and Chocolate Syrup, but use your imagination). Then map out the boundaries, and send each team to a corner of the playing field as a designated area to load up. Fill each plate with the splat substance. Then tell them to dip and on your signal begin throwing them at the other teams. The team with the most hits wins, but once the slime pellets start to fly no one cares. When they run out of marshmallows they can either pick one up from the ground, and re-dip, or run back to the supply station until the ammo runs out. When the fun was done we had a contest to see which team could pick up the most marshmallows. The prize was dumping a bottle of maple syrup over a leader's head (stolen from the 'Ten Bags of Doom'). We serve a fun God!</p>
<p>Musical Baby Food</p>	<p>Have your group sit in a circle. If you have a small group, you only need 1 can of the worst baby food you can find. If you have a large group, 3 or 4. Play upbeat music as the cans of food are being passed around, but when the music stops whoever is holding the can of food has to take a big spoonful! (Supply a clean spoon for each person - no double dipping, ew!)</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Mess Mix</p>	<p>Get 30 cut up pieces of paper. Have 10 blank and on the other 20 put different types of “Mess” (examples: Pie in face, Syrup on head, etc.). Be prepared for a big mess by telling kids to wear old clothes, and be ready to hose them off after. Put the papers in a bucket. Pass the bucket around and tell people to get 1 piece out. Ask one person what their paper says. Whatever it says, they have to do it. Go around until everyone has been called on. The 10 with the blank pieces win a “big prize.” What’s the prize, you ask? Why, its a Big Ol' Bucket of Green Pudding over their heads!</p> <p>Suggested Mess items: 2 eggs smashed on head Choco Syrup on head Pie in Face Pudding on Head Cake on Head Shaving cream Hairdo Ranch Dressing Hairdo Water and Flour Slime Wild Card (Your choice) Mix of all the stuff in a slime form Peanut Butter (Gets real sticky!) Apple sauce PB and J Sandwich on head Coca Cola Butter Water Mud Honey Toothpaste Pizza Sauce Ice Cream Mayonnaise Spaghetti Syrup Ketchup Pancake Batter</p>
<p>Messy Message</p>	<p>This game works well if you have a laminator, buy the laminating pages, or use clear mailing tape. Print or write a phrase or scripture out on a piece of paper. Then cut it into separate words. Laminate it or figure out some way to protect the paper from the elements it will be exposed to. Then put the words into balloons and fill the balloons with gross things like ketchup, salad dressing, salsa, etc. The object of the game is to pop the balloon with your feet, find the words, and spell out the scripture or phrase.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Milk Chug</p>	<p>Outdoor or Indoor. Three students compete trying to each chug down a half-gallon of milk. Then they must compete in a bat/broom spin. The bat or broom is place on forehead, the person spins 10 times, then have them run around a cone that has been placed several feet away from them and then return to the starting point. Variation: Switch these around and have them do the bat spin/cone run first, then chug their half-gallon of milk. Whoever gets the most down their throat instead of down their shirt wins!</p>
<p>Milk The Latex Glove</p>	<p>Outdoor or Indoor. 2-4 kids race to see who's the best at milking rubber gloves. Set up the gloves on saw-horses for the cow. Make very small pin holes in the tips of the fingers of the gloves. Have a measuring cup to see who wins and a container for each to milk into. Play cow sound effects and country music in the background.</p>
<p>Mud-O-War</p>	<p>Tug-of-War in mud or through a Jello kiddy pool . . . you name it!</p>
<p>Mustard Tanks</p>	<p>Each team needs 7 people. Get the first 3 people on a team to line up shoulder to shoulder. Have 3 others line up shoulder to shoulder right in front of the first group of 3. They need to place their arms straight out onto the shoulders of the person in front of them until all six people form a "bridge." The 7th person (needs to be the smallest person in the group) will then lay across the groups' arms and will be handed a big plastic or squeezable container of mustard. They will then move around like tanks and shoot other tanks.</p>
<p>Oil Ball</p>	<p>Outdoor or Indoor. Get a big plastic tarp, about 20' x 25', and lay it down. Pour and smear about 5 to 6 bottles of baby oil all over the tarp. Make the outline of an oval track with about 6 cans of shaving cream. Now the goal is to "wheelbarrow" (this is when one kid stands while holding another kids feet in the air) with the kid on the ground pushing a tennis ball with his/her head around the track twice. The first one done wins! This game does have a cost, but everyone who plays is covered when done and you'll see some great wipe-outs! Take pictures!</p>
<p>Pantyhose Jello Slurp</p>	<p>Gross Up-front game with 3-5 contestants. Place a drop cloth or tarp down. Each contestant places a knee high pantyhose over their head, which is funny in its own right. Have them kneel on the tarp. Give each one a bowl of especially runny Jello in the most seasonal color (green around St. Patrick's Day, red for Valentine's, orange for Halloween, etc.). Place something seasonal in the Jello (peeled grapes for eyeballs at Halloween, Lucky Charms for St. Pat's) and give bonus points for those that can slurp seasonal items through their pantyhose. Winner gets a dumb prize.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Pass the Brains</p>	<p>Here's a Halloween variation of the 'Pass the Parcel' game we typically play at kid's parties in Australia. Scoop out a pumpkin as you would to make a jack-o-lantern. Carve out a face, but don't make the holes too big otherwise the 'brains' will fall out too quickly. (Alternatively, you could just draw a face on the pumpkin with a black marker pen.) Fill the pumpkin with cold, cooked spaghetti hiding wrapped candy in amongst the 'brains'. There should be one candy for each student playing. Play fun music as the pumpkin head is passed around. When the music stops, the student holding the head feels through its 'brains' to find some candy.</p>
<p>Pass the Spam</p>	<p>Divide students into teams (however many you want) and form a line. Give each team a can of Spam. Have the first person in each line open the can and place the Spam under his chin, holding it against their chest. When you say "Go" they pass it to the next person's chin. (No hands...except to pick it up off the floor!). A simple relay, but have fun adding creative twists...like "last person eats it!"</p>
<p>Pickle Spitting Contest</p>	<p>Buy a large container of dill pickles. You can go with whole pickles, you can cut them . . . the size is up to you! Roll out plastic on the floor! Categorize your crowd by age, grade, gender, whatever you feel like, and go to it. Anything from distance, bullseye, goal posts, target, (skies the limit) and have fun with lots of recognition. We have done this in our harvest party and had takers of all ages.</p>
<p>Pie Eating Contest</p>	<p>2-4 students (who won't mind getting messy) race, sitting at a table with a pie and a fork. Say, "On your marks, get set..." then stop and take away the forks. Repeat and add whipped cream. The last time, have them put their hands behind their back. Have a drop cloth and towels to clean up. Upbeat "pie-eating" music in background is a must!</p>
<p>Pie Roulette</p>	<p>Six kids in a circle pass a pie around. When the music stops, the kid with the pie has the choice of pieing the person on their right or himself. If the kid pies another kid he's out. If he pies himself, he stays in. If they all pie themselves add honey to the pie, or Spam, or chocolate syrup, or whatever it takes. Use marshmallow fluff or whip cream for the pies.</p>
<p>Pin The Tail</p>	<p>Say you are playing "Pin The Tail On the Donkey" but you forgot the tails, so have kids use their finger. Play normally but hold a jar of peanut butter in front of wherever the kids put their finger.</p>
<p>Slime Twister</p>	<p>This is a MESSY twist (pun intended) on the classic board game Twister. Play this version using pea soup, blue pudding, ketchup, and mustard.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Porridge Pants</p>	<p>Up-front or All play. Either bring 4 people up front or break your group up into even teams of 4-6. Each team nominates one volunteer. Each volunteer puts on a very large pair of overalls or pants (way too big for them). Duct tape the bottom of the pant legs to their ankles. The remaining group members are given a quiz. For each correct answer, nothing happens. Each incorrect answer results in the volunteers getting a bowl full of cold porridge (or oatmeal) poured down their pants. When all the quiz questions are finished or all the porridge is poured, have the volunteers run around an obstacle course with their squelching porridge filled pants on. You may like to include things like "star jumps" to make it even more fun. Memories.</p>
<p>Pudding Fling</p>	<p>Make a "Bulls Eye" hole in a large (door size) piece of cardboard or plywood (think refrigerator box). Provide sunglasses for the one who volunteers to stick their head in the "Bulls Eye" to protect their eyes. Have a mixing bowl full of pudding for students to spoon from. They will fling a pudding filled spoon at their target.</p>
<p>Radioactive Spew</p>	<p>Good "Fear Factor" game. Same as regular SPEW except you set up your drinking area with black lights ahead of time. Use Tonic Water instead of 7-UP. (Tonic glows in a black light!) For added <i>Fear Factor</i> effect, rim the glass with clam juice and garlic powder (I think we used fish oil in there somewhere too)!</p>
<p>Shaving Cream Hair-do</p>	<p>Have several guy volunteers come up and have them each select a beautician from the audience. Give the beautician beauty supplies: shaving cream, and other items if you wish (sprinkles, chocolate syrup, etc.). Have the beautician put the shaving cream in the guys hair and try to beautify him as much as possible. You may want to give some hints to a few kids ahead of time in secret like: Abe Lincoln look, punk rocker spiked do, Mickey Mouse ears, Roman headgear. Background hair-doing music is a must!</p> <p>Have the crowd applaud for the best job to determine the winner.</p>
<p>Snoot Shoot</p>	<p>Bring 3 or 4 people up front. Give them each a certain number of Jelly Bellies; they're smaller than normal jelly beans (Good and Plenty's or Skittles work as well). Place a bucket a good 5 feet away from each contestant. Contestants shoot the Jelly Bellies candies (or Cheerios) from their NOSE into the bucket. A riot to watch - and not much fun to count the candy in the bucket.</p>

<p>Slop-stacle Course</p>	<p>Let students know ahead of time that they are going to get disgusting and to bring a change of clothes! Be creative with this. Make one course and time people going through, or make it for two people, with two of each part of the course so it can be a race or relay. Either way, video tape it for great viewing later.</p> <p>EXAMPLE COURSE:</p> <ol style="list-style-type: none"> 1. Have them start by jumping off something into a tub/baby pool of a couple dozen eggs. Then, dripping with egg goo, they run over a broken down cardboard box covered with French fries with ketchup on them. (Just spread out a few SuperSize fries and squirt Ketchup all over.) 2. Next, have them go through a box maze that you set up with a few refrigerator/dishwasher (large) boxes. Sprinkle in your favorite item for them to slide through (we did flour). You can have "squirters" on the sides of these boxes with bottles of syrup. Have the "squirters" squirt syrup at the people going through the box maze, just like a car wash! 3. Then have them crawl through the Tunnel 'O Goo. The Tunnel 'O Goo is simply a plastic bag tunnel that you make, filled with yucky stuff. (peg a large sheet of plastic- preferably black so it warms in the sun - and peg it to the ground. Get a whole lot of scraps, sauce, anything you like. This is good for camps because you collect the leftovers from the week! Then place another sheet of plastic over it all- don't peg this one down. It's kind of like a slip and slide with a lid! Have a couple people on each side holding the ends up for air flow.) 4. They then proceed to a table(s) filled with party hats. Fill them up with powdered sugar or the like. They obviously put these on for the rest of the course. 5. Next will be more cardboard covered with finger paint- or something colorful for them to walk through. 6. From there they go to a plate of whipped cream to find buried gummy bears . . . without their hands- of course! 7. Last comes the "Dirty Diapers" on a table. These have 2 different types of pudding inside each diaper - Butterscotch & Chocolate. (note from Jonathan - if you ask me about this . . . I'm taking the 5th amendment!) They must lick the contents inside - top to bottom. That would end any race! The people that watch the SLOP- STACLE course have as much fun as the people that do it (if not more)!
<p>Spam Scarf</p>	<p>Get several volunteers up front who claim to be hungry. Give them each a can of Spam (yuck!). Award a prize to the first person to finish the whole thing. ("Winning" music is a nice touch in the background when you announce the winner; think Olympics, etc.)</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Soda Slam</p>	<p>This game is played up front with a few people while the crowd watches. Bring up a few contestants, give them each a soda, and tell them the first one to empty the can wins.</p> <p>Option 1: Have them belch when they're done to complete the contest.</p> <p>Option 2: Have each contestant turn their can upside down before opening. Take a pen and poke a hole in the bottom sidewall of the can. Have them place their mouth around the hole, tilt the can upright and open the top at the same time. All the soda will flow into their mouth in less than 10 seconds- very hard to keep from spitting it out. (See the Rob Reiner film, "The Sure Thing" for a demonstration.)</p> <p>Variation: Have contestants stand up front, Coke can in hand. A split second before you say "Go!" say, "Wait, take off your sock and put it over the can and drink out of that." Then, just as you're saying "go" again, make them pass their can (with their sock on it) to the player beside them! Have paper towels and a paper (barf) bag handy, if necessary.</p>
<p>Spaghetti Hair-do</p>	<p>Have 3 guys give 3 girls (or vice versa) a "haircut" by dumping (cooled) spaghetti on their heads. Give them scissors and a comb and let them create a hair-do. You may use a chef's uniforms and have background music (Italian, songs with "Respect" in them, etc.).</p>
<p>Stinky Coke Swig</p>	<p>Get several volunteers (8-10) to compete up front. Then, once they have their unopened Coke in hand, say that you forgot they need to take off their sock and put it over the now open can. (You will usually lose a few kids here.) Whoever drinks it the fastest wins the prize.</p>
<p>Stinky Twinkies</p>	<p>Set up as a simple Twinkie eating contest, where the 1st person to down 3 Twinkies wins. However, some special preparation is needed well in advance. You'll need enough Twinkies for each volunteer to have three, not knowing that their 3rd Twinkie is rigged. Cut about a half-inch above the brown covering on the bottom of the Twinkie. Carefully spoon out the cream. Then use your imagination. I've seen sardines, ketchup, mustard, relish, onions, Tabasco, cottage cheese, Vienna sausage, Spam, horseradish, etc. Save some of the cream that you took out so you can stick the bottom piece back on after you've rigged it. When the contest starts, make sure an adult hands the Twinkies to the contestants because they can't start on a new one until they've finished the one in their mouth. By the time they get to the 3rd Twinkie, they're so focused on winning the contest that they could care less what's inside the last one. Facial expressions are priceless at the end of this game!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Spelling Bee	<p>This is designed to get you, the leader. You can use it as an excuse to let the kids have a good laugh at your expense, or offer it as a prize for a fundraiser (e.g., "Only those who raise \$50 can challenge me to the Power Spelling Bee!"). Your reactions, facial expressions, and acting ability will make or break this one! Begin by having someone challenge you to a spelling bee. Four students come up front to challenge you one at a time to a power spelling bee. One student at a time steps up and is given an object - for example, an egg. The leader asks them to spell egg. If they do it correctly, they get to put the object on you. If incorrectly, they do not (obviously, by now you will have an egg on your head). Then it is your chance to spell and put something on them, only you are set up each time. For example, your leader may hold up a can of coke to which you excitedly blurt out "coke...c-o-k-e...coke" only to have your leader tell you that is not the word, instead, they read the toughest ingredient on the can (phenylcarbonhydronate acid or whatever) you miss. The next Student steps up and spells another object (oatmeal, syrup, bananas all work). Each time you get drilled and each time you spell back you lose. Whoever is running the game may trick you in other ways, for example, silent "p's" whatever. A good ender is for them to give you one that you can get right, you in disbelief stare and take a minute to try to guess the catch...then you slowly spell the easy word...on the second to last letter your leader looks at their watch, interrupts saying "whoop, your time has expired, but thanks for playing" and takes off.</p>
Toilet Paper Firing Squad	<p>variation of Toilet Paper Dodge Ball; involves A LOT of clean up. You need several packs of toilet paper, depending on the number of students you have. Line all but two players against an outside wall with side boundaries clearly marked. The two "marksmen" pull off a wad of toilet paper and dip in a bucket of water, making it really soggy. Then they try to hit the other players who are allowed to move side to side from about 15-20 feet away. The last person to be hit and the runner-up are the two "marksmen" in the next round. If the game is taking too long, put a 1-3 minute time limit on each "round, and pronounce the winner as the one who has the least amount of people left standing (and dry)</p>

<p>Ten Bags of Doom!</p>	<p>Outdoor or Indoor. Ten Bags of Doom doesn't take much set up time, just a lot of clean up. This works great as motivation/marketing for a certain event. Pick a staff guy everyone likes to tell the students that if they bring a certain number of their friends to a certain event, they get to give him the "Ten Bags o' Doom!" The "Ten Bags" are 10 messy items they get to dump on his head.</p> <p>Rule of Thumb: Start with something sticky - and everything else sticks to it! Here's a typical order of 10 items we would dump on the poor staff person:</p> <ol style="list-style-type: none"> 1. Gallon milk 2. Jumbo bottle of syrup 3. Bag of flour 4. Hershey's chocolate syrup 5. Oatmeal 6. Box of Fruity Pebbles 7. Pancake mix 8. Jumbo jar of apple sauce 9. Jar of spaghetti sauce 10. Squeeze bottle of mustard <p>Things to Remember:</p> <ol style="list-style-type: none"> 1. Only do "Ten Bags" to a Male staff member - I don't have enough time to list the number of reasons why . . . just trust me! 2. Only do "Ten Bags" to a staff member who agrees to it, and has a good attitude (and understands the purpose of your group). 3. Have a hose or bathroom nearby! 4. Prepare for a mess on the ground! 5. Have the staff person bring a towel and a change of clothes!
<p>Toothpaste Drop</p>	<p>Get tubes of toothpaste, little's a simple contest of who can get the most toothpaste into the cups. It gets messy so have a towel covering the person on the ground (or table) and a drop cloth underneath them. But everyone smells minty fresh! Also, have the person laying on the floor wear some kind of eye protection. The toothpaste really burns eyeballs.</p>
<p>Tug-O-Fish</p>	<p>Just like tug-o-war, but a one on one competition with fish. Get a bunch of small (at least 6 to 8 inches) fish from the local store and pair. At "Go!" everyone starts tugging. The first person to let go (whose hands slip off) is out or if the fish breaks, the person with the smallest half of the fish in their hands is out. You do this until there are only 2 people left. Then you break out the largest fish you could find for a finale competition.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Ultimate Octopus</p>	<p>This game is just like Ultimate Frisbee, but . . . you guessed it – played with an octopus. Purchase an octopus at your local grocery store or fish market. Divide into two teams and play ULTIMATE FRISBEE, with the octopus. If you haven't played ULTIMATE FRISBEE, check it out on my outdoor page. Divide into two teams, each trying to get to the opposite end zone. One team kicks (throws actually) off and the other team receives. When a player catches the octopus they can take only 3 steps then they must throw it. Team work their way down the field, passing to each other until a team scores. If the team hits the ground it's the other teams ball (octopus actually). If a defensive player knocks the octopus to the ground possession switches as well. Defensive players must give any person already holding an octopus at least 3 feet clearance.</p>
<p>Un-Banana</p>	<p>Bring 2 volunteers up front. Give each person a banana and a bottle of 7-up. Tell them they must eat the banana first then drink the bottle of 7-Up as fast as possible. The first one finished wins. Sounds easy. But watch what happens when the 7-Up mixes with the half-chewed banana. Have paper towels and bags handy.</p>
<p>Wet Diaper Head</p>	<p>Before your group or event, place 4 buckets full of water at one end of the room or stage and 4 empty buckets at the other end. Bring 4 volunteers up front, and give one large disposable diaper to each one. Have each volunteer stand at the end of the room by his or her full bucket. At the signal, they must soak a diaper with water, then transport it on his or her head to the empty bucket at the other side of the room. Once they've reached the empty-bucket, they must squeeze the water from the diaper into the bucket using only their heads. When the diaper is empty, measure how much water got into the originally empty bucket. Can be played as a relay.</p>
<p>Worm Fest</p>	<p>Have volunteers put one hand in a pot of live fishing worms in moist dirt, while eating gummy worms from a bowl with the other hand. The first one to eat 10 gummy worms without taking their other hand out of the real worm pot is the winner.</p>
<p>Whiteheads</p>	<p>For this gross up-front game you'll need one large tub of creamy peanut butter and several bags of mini-marshmallows. Divide into teams of three; one team member must smear peanut butter over their entire face. The other two team members will then throw mini-marshmallows at them. The throwers should stand 7-10 feet away and should not begin throwing until all teams are ready and the signal to start is given. After a designated time limit (3-5 minutes is best), teams must stop and have a leader count the number of marshmallows stuck to the peanut butter. The team with the most marshmallows wins.</p>

Outdoor Games

<p>Ameba Race</p>	<p>Outdoor or Big room. Tie several crowds of people together with a rope around their perimeter and have them race each other's group as a large "Ameba."</p>
<p>Australian MegaSlide of Death!</p>	<p>This is Slip-n-Slide on a Sand Dune! I live in a remote town in north west Australia, where it is very flat, except for the sand dunes at the beach. This led me to an idea for an awesome waterslide - a nice long piece of black plastic, some cheap bulk detergent and lots of water! This was most successful when I managed to get hold of a portable fire fighting unit (A 4X4 with large water tank and petrol water pump). Because it is built on sand, you can "mould" out the shape in the dune, then just roll the plastic down over it. We have had huge jumps, and some of my youth were able to do complete mid air somersaults! Check with local council first. A good set-and-forget event, it keeps the kids occupied all night, with little or no intervention.</p>
<p>Balloon Squash Outdoor</p>	<p>Materials: A balloon for each player, a few cans of shaving cream, and a plastic tarp. Players should wear bathing suits or old clothes and bring a towel. Be prepared to hose them off when the game is done.</p> <p>Preparation: Each player needs one shaving-cream filled balloon. Divide players into two teams. Set up the plastic tarp, and put a bucket of cream filled balloons near the tarp.</p> <p>How to Play: When the signal is given, a player on each team runs over to the tarp. One leader will place a balloon on the tarp, and the player must sit on it until it pops. Then they run back and tag the next player to go. First team to be sitting down after all their balloons are squashed wins.</p>
<p>Banana Split & Slide</p>	<p>Everyone remembers their very first slip and slide out in the yard on a hot summer day. Here's a variation. Get approximately 50 feet of plastic tarp and items that would be found on a banana split (ice cream, strawberry syrup, caramel syrup, chocolate syrup, banana pieces and maraschino cherries). Pile items on top of the tarp and spread it out. Add a little cooking oil for extra slip and slide. Have students line up and take off one at a time! We've done this with just Hershey Syrup (about 50 lbs. found in bulk at Sam's Warehouse). Had we not mixed a little oil and water with it, we wouldn't have been able to slide very well.</p>

Barbarians (a hyped up Capture the Flag)

Overview: Also see Capture the Flag with Spies, Teams of 4 are competing against each other to get the other teams gold and to capture other team's players, and put them in your jail.

Set-up/Boundaries: Using two ropes, or red surveyor's tape, divide the field into 4 sections. Each section has one prison area, which is marked off with either duct tape or surveyor's tape. Each section also has a "gold depot" which is marked using hula-hoops, or tape. Each team has their own color, which is a flag strip tucked into the front of each player's pants. Every team gets an equal amount of "gold" to start the game, which is white socks, gold socks, and 1 gray work sock.

Start of Game: When whistle blows, teams begin the attack. Another team can only catch you if you are in their section; likewise, you can only catch others in your own section (if you are "green" and you run into the "red" section, then you run across to the "yellow section, red can no longer capture you, but yellow now can). When you capture another team member, take their flag and report to the middle of the field to the scorekeeper, then return flag to the person in your prison. In addition to capturing opposing team players, you are also trying to get their "gold", without getting caught. You can only take 1 gold piece at a time, and if you are caught inside an opposition section, you must return gold to that team (no throwing gold into your own section).

What Happens When Caught: Having your flag removed by another team player inside their section gets you caught. When this happens, you report to their prison area and can only get out of prison if a teammate tags you out, without getting caught themselves. If your teammate gets caught trying to free you, they must join you in the jail area. Once you successfully get tagged out, you and your teammate get a free passage back to your section. NOTE (the game coordinator may call "jailbreak" and free everyone in jail in all the sections at any given time, usually when there is a lop-sided number of players in prison).

How the Game is Won: The game is won by accumulating points for every prisoner your teammates catch, and for each piece of "gold" left at the end of the game. You can run out of gold during the course of the game, but still get points by capturing prisoners and trying to grab other gold from enemy sections. The team with the most accumulated total points at the end is the winner.

Score Keeping:

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

	<p>White Socks- 3000 points each Gold Socks- 5000 points each Gray Socks- 10,000 points each Prisoners- 1000 each player</p> <p>Supplies Needed: Large, open field 2 Ropes (100+ feet each is ideal) 4 different colored flags, one for each section White, yellow, gray socks Bean bag fill for each sock Scorers pad and pen Duct tape and/or hula-hoops Red surveyors or caution tape</p>
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<p>Basketball Chinese Fire Drill</p>	<p>Great to play on a full-size basketball court outside or in a church with a gym (multi-purpose facility) which has two baskets.</p> <p>Divide the group into a number of teams that is one more than the number of baskets you have. The extra team gets a basketball. Each of the other teams is assigned a basket to defend. When the game starts, following basic basketball rules, the team with the ball attacks one of the defended baskets. If the attacking team scores a basket they take the ball with them and attack the next basket located counterclockwise in the gym. If the defending team gains possession of the ball before the attacking team scores, the defending team becomes the attacking team and moves to the next defended basket. The team that just lost the ball stays at that basket and defends it from the next attack. Repeat this pattern until time expires. For extra mayhem, pick teams so there are initially two extra teams so that there are always two baskets being attacked. Be sure your good basketball players are spread among the teams.</p>
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<p>Bible Smugglers</p>	<p>This game works well if 99% of your kids are regular attenders or student leaders. If not, don't use this game. If you have any visitors who are new to church, this game might make them feel out of place. Bible Smugglers works best outdoors, like at a camp. However, it can also work in a large facility.</p> <p>Materials: plastic spoons (they represent Bibles), one flashlight. Have two leaders be "missionaries." They hide somewhere with the flashlight turned on, holding it straight up. Each kid gets a "Bible" and they have to bring it to the missionaries.</p> <p>The Catch: They are in a foreign country and there are border guards everywhere (these are the other youth staff). If a kid gets caught by a border guard, they have to do what the guard says. The guard can be from any country (it's fun to have crazy accents), and basically their job is to get the kids to tell them the gospel message. The guards should ask questions like, "What are you doing?", "What is a Bible?" "What is the Bible about?" "Who is this Jesus?" "What happens if I believe in Jesus?", "What is Heaven?" etc. (You can throw in things like, "In my country we believe in a million gods..."). The kids get sent to jail if they answer a question wrong or if they lie (such as if you ask them what they are doing and they say, "just going for a midnight stroll"). If they explain the message well then they can go on to find the missionaries. Once they find the missionaries, they can come back to the start (which is where the jail is located) and get more Bibles to deliver to the missionaries. When in jail, the kids have to convince the guard to let them out of jail by the same methods as getting by a border guard.</p> <p>The Point: gets kids to solidify what they've learned concerning the salvation message.</p>
<p>Blind Kickball</p>	<p>The Point: This is one of those "trust" games that you can finish up with a short Bible study on faith.</p> <p>The game is simple and would work with any group of 18+. The rules are the same as kickball (3 outs/inning, foul balls, force outs, etc.). The twist is that the students play with a partner and one is blindfolded. At bat, the seeing player kicks the ball, but the blind player runs the bases. The seeing player can run alongside and coach, but may not touch the runner. In the field, the seeing player can catch or stop the ball, but not throw or tag a runner. They CAN, however, touch their own blind partner to guide them to throw the ball or lead them to tag the runner. Players alternate being blindfolded each inning. This game is HILARIOUS to watch! (We had an audience at the public park where we were playing.)</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Blindfolded Obstacle Course	Create an obstacle course (a playground works GREAT) and get your students or leaders to go in pairs. They will lead another person through the obstacle course by using only their voice.
Blob Tag	Outdoor or Indoor. This game is a normal game of tag with an added twist. When "it" tags someone, they person becomes part of "it." Then the two of them must run hand in hand and catch their next victim who will join them. Last one caught by the "Blob" is the winner!
Bobbing for Worms	Outdoor or indoor (lay tarp if inside). Similar to Bobbing for Apples, only with gummy worms in a kiddie swimming pool. Fill the kiddie pool with water. Add one bag of gummy worms, which will sink to the bottom. Have volunteers take a turn at bobbing for the worms. The person who can get and keep the most worms in their mouth during their one minute try time wins. You can have the youth wear goggles to protect eyes. Play "aqua" music in the background - think, Little Mermaid, Little Nemo, etc.
Box or Bucket	Silly outdoor or indoor retreat, camp, or group game. You need several (10-20) cardboard boxes (med-large), blindfolds, buckets, and water. Blindfold a group of 8-10 people. Place them among the boxes and tell they have 2 minutes to form a wall around themselves using the boxes. The wall doesn't have to be higher than one box, but it must go completely around the group. The wall can't have any openings larger than 3 inches. When time is up, for every gap in their wall wider than 3", a bucket of water will be thrown on the group. Any member of the group inadvertently left outside the wall will receive his/her own bucket of water!

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>British Bulldog</p>	<p>Outdoor or Big room game good to release a lot of energy. Divide into two teams and have them each get to one side of the room, divided by a line down the middle. The object of this game is for teams to try to convert members of the opposite team to their own team. How? Easy. A team member runs to the opposite team's side and tries to lift an opposite team member into the air. While lifting the opposite team member you must yell "British Bulldog!" If done successfully you both have "free walk" back to the lifter's original side, who just gained a new team member. While on the opposite teams side, you, of course can be lifted as well and converted to that team(if not on a free walk back). Winning team is the one that gets everyone.</p> <p>Note: Be careful that participants don't drop each other on the ground after lifting. Also, have participants lift each other from the waist instead of underarms to avoid inappropriate contact.</p>
<p>Car Stuff</p>	<p>Explain the game before you bring students out to the car. You could have a competition between sexes or classes. Each team has thirty seconds to get as many as possible into (not on) a small car.</p>
<p>Can Can</p>	<p>Outdoor or Big room. Imagine everyone in a circle holding hands, pulling and tugging, but not letting go . . . trying to get someone else to bump into the can can. The result looks like an ameba trying to force one part of it's body to go somewhere it doesn't want to go!</p> <p>Here's how it's done: You don't want your circle to start bigger than about 25 people, so if you have a large group, have several circles going at once. All you need is a trash can. The taller they are, the better. Also, plastic ones are better than metal ones, and it's always better to find a trash can that hasn't had anything put in it (a clean one). The participants get into a circle around the trash can and hold hands. If a player touches the trash can in any way, they are out. Also, if players break their grip on one another, they are both out. Play pauses after an elimination, giving a much-needed time for players to re-firm their hand-holds. This game is tiring, and is an excellent way to tucker out ADHD jr. highers. Play until one person remains. If an elimination seems slow in coming, adding another trash can to the mix speeds up the game.</p>

<p>Capture the Flag with Spies</p>	<p>Outdoor or Big room. Same as normal Capture the Flag, except each team has a spy for the other team. Select teams with a stack of playing cards, all the blacks go on one side, red on the other. Pre-arrange the deck for the number of players. For example, if you have 20 players, make sure there are 10 black cards and 10 red. Pre-assign a "spy card", and include one of each color. We used the #7. Red #7 started with the red team, but was a really "spy" for the black team (and vice versa). During game play the spy has ONE chance to grab the flag and run it over to the other side. If he is caught, he is no longer a spy and must return to his PROPER side once freed from jail. Observe how the teams interact when they OFFER to be a flag guard...usually the boring job. To make things more interesting, we made the playing field smaller than what we're used to and placed two flags on each side (one was pre-set, the other flag was placed by the team). Only one flag has to be taken across the center line to win the game.</p>
<p>Car Restoration – Ghetto Flava</p>	<p>Got a big ole hooptie or an ugly little junker that still runs? This isn't really a game, but a great activity for your group. My 1986 Olds Delta 88 was white and crying out for some ghetto (it looks like a grandma car, and that's exactly who died right before it was donated to me). To pull in a couple of unchurched skaters, I invited them beforehand, got all the colors of house paint I could. We surprised the skaters and painted the car with it. I told them I needed their help to paint something big, had them all stand in the parking lot, told them to wait for me while I went to the car to get it, then brought the car. Everyone had lots of fun, and "things about God" and our church's address and slogan are plastered all over my car. The kids feel unified whenever they see it around town.</p> <p>Our variation: If you have more than one hooptie owner, you can break your group up in teams and have a contest for most original "restoration" job.</p>
<p>Chariot Race - Australian Style</p>	<p>Big room or Outdoor game. Divide your group into teams of 3. Arrange your playing area with a chair or marker at either end of your room or field. Teams must link arms, side by side. The object of the game is to race around the markers in a circle - all teams in the one direction. If a team is passed by a team behind them then they are out. If any member of the teams' arms becomes unlinked, that team is out. The team or teams (depending on time) still in at the end of your allotted time are the winners!</p>

<p>Catch the Dragon's Tail</p>	<p>Big room & Outdoor game; good for picnics or big gatherings. No winner or loser. Number of players: 10-30 kids Playing Site: Large open area Items needed: A large scarf or handkerchief Time: 15-45 minutes Object of the game: The first person in the line tries to catch the last person in line. All the players line up and put their hands on the waist of the person in front of them. The last person in line tucks one end of the scarf in his back pocket, belt, or waistband. The first person in lines tries to grab the scarf. When the "head" gets the "tail", he dons the scarf and becomes the new tail. The person second in line becomes the head. Variation: Form two or more teams, each being a "dragon" trying to catch the others tail.</p>
<p>Chariot Race</p>	<p>Big room or Outdoor game. If you have a large group (say, 200 people), just select a few groups of 4 kids to do this chariot race in front of everyone else. If you have a small group, you might want to let everyone do it. For example, if you only have 15 kids, use 3 teams of 5.</p> <p>Each group gets a large blanket. Each team lines up at the starting line. Two of the youth on each team are holding onto front corners of the blanket. One youth is sitting on the other end of the blanket, soon to be hanging on for dear life. At the signal, the teams race around a designated course (a large oval works well), the 2 youth in front acting as horses and the blanket acting as a chariot. The race consists of three laps. At the end of each lap, the youth rotate, so one of the people riding now pulls, and one of the pullers now rides. 3 laps allows each person to ride once and pull twice. If a rider is thrown from his chariot, the team must stop until the rider is firmly reseated. Can be played inside on carpet and outside on the grass.</p> <p>Variation: Chariot Basketball Relay - Line up all the students in 2 teams. On each team pair students up to run the relay. On "Go" the first two pairs race toward the basket. One student pulls the other student on a blanket. The rider has one shot to make a basket. The pairs switch places and race back to the start of the line and tag the next pair on their team. The team with the most baskets at the end of the time limit wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Civil War	<p>This is a water game that requires a small field. Divide into even teams of any size and line each team up side by side, arm length apart, about 25 yards from one another on their own Territory Line. (like opposing armies in the Civil War.) Arm each soldier with two water balloons each. Pick one team to go first, which means one team readies to "fire" while the other team has their backs turned. (This helps keep from sustaining a facial injury). The team leader then yells "Fire!" If anyone on his team wants to fire (optional) they can throw one or both of their water balloons at the opposing army. Anyone who is hit has to sit down where they get hit. No one has to throw anything. Then the tables are turned. The other team gets a chance to shoot. The first team has to turn around and the whole process is repeated. This mimics the war patterns of the Civil War, "if you shoot at me and I don't die, I'll shoot back at you." Then the Field leader (youth pastor) yells "Charge!" Both teams run at each other and try to "kill" the other players with their water balloons while trying to make it across the enemy's Territory Line. The object of the game is NOT to kill everyone on the other team by hitting them with a water balloon, but to get at least one team member across the enemy's territory line. First team that has someone to cross the enemy's Line wins. Have judges help with who wins and to determine close calls. If anyone argues with a judge, he/she is subject to water ballooning. Each time a winner is declared, a battle has been waged. 5 battles wins the war.</p>
Colored Cool Whip Rinse	<p>Outdoor or Indoor. For this game you need one container of Cool Whip per team, different colors of food dye, and a few Super Soakers. Not long before you want to run the game, mix the food coloring with the Cool Whip making each container of Cool Whip a distinct color. (Use only real Cool Whip; imitations don't stick.) Also, keep it very cold - the Cool Whip will begin to melt and not stick if it is out of the fridge too long. If you have a small group, just divide into equal sized teams. If you have a large group, bring up several teams of people. This is a two-part game. For part 1, each group paints one member of the group in Cool Whip. You can judge who looks best if you want. Part 2 is when the team rinses the Cool Whip off with the water gun. The best rinsed team wins. If indoors, use tarps. Offer a prize to the winning team.</p> <p>NOTE: The food color could ruin clothes. You may want to have old clothes handy for changing into before the game gets started.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Criss, Cross, Crash</p>	<p>Good name for this game. <i>Be very careful - if you don't use good safety precautions, this could result in injuries.</i> Divide your crowd into two teams, each team in two groups for a relay. Line the teams up in four corners of the playing field, each team diagonal with it's partner team. Give each group 2 or 3 tubes (depending on size). The first team members must step into the tubes, pick them up (so they look like a Michelin Man) and run diagonal to their partner team. Of course their partner team and two opposing teams are running through the same intersection so look out! First team to switch all players across the diagonal one at a time is the winner.</p>
<p>Death Ball</p>	<p>This game is pretty much like "Duck, Duck, Goose," only better!! Rent a huge earth ball with a 1.5m diameter. Have your group divide into circles, have an outside circle and have a little circle on the inside of the outer circle. Place the earth ball between the 2 circles. Get the group to roll the ball in a clockwise direction around the circle. Have a leader tap the shoulder of someone in the circle...this person has to run in front of the ball around the circle and back to there spot without being hit by the earth ball!</p>
<p>Duck, Duck, Drip</p>	<p>Outdoor or Indoor game. Just like Duck, Duck, Goose except with a cup of water that the person drips, drips, drips then drops on the person they want to chase them around the circle!</p>
<p>Duck, Duck, Goose With a Twist</p>	<p>Outdoor or Indoor game. Play this childhood favorite just like Duck-Duck-Goose. Only, you'll "goose" the player who gets tapped with a real egg. Nasty but good for the hair!</p>
<p>Egg Obstacle Course</p>	<p>Outdoor or Indoor - funny during Easter season. Pick two barefoot kids. Lay eggs on plastic and have them walk through the course (simple). Have them walk through it backwards (still easy). The last time blindfold them and while they are blindfolded, remove the eggs and replace them with peanuts. Make them do it fast so they don't have time to feel with their feet. The audience can coach them. At the end pull off the blindfold - they will be pretty surprised to see no mess.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Egg Tic Tac Toe</p>	<p>Outdoor or Indoor. Grab 9 staff or students prepared to get messy. Have the people get into a tic-tac-toe formation with plastic bags covering them as much as possible. (Use a tarp if indoors.) * Break students into 2 teams (one team Xs and one team Os). * Find a place where you can elevate the students way above the 9 volunteers (rooftops[careful],balconies, etc.) Have the teams take turns trying to hit one of the 9 with an egg and mark that square accordingly. If the student misses, they miss their opportunity to claim a square. * First team to get 3 in a row, wins!!</p>
<p>Earthball Blowout</p>	<p>Here are several games you can play with an earthball or you could have an earthball theme night and play them all. *Where to find an "Earth Ball." Earthball- sometimes people call these "CAGE BALLS." I bought ours ages ago from a place called GO FOR SPORTS: (800) 533-0446 You have to ask for a 72" cage ball. Here's some places I found on the web that have them as well- again, look for the 72" cage ball, with the cover- sometimes covers are sold separately (I've never purchased from these places- purchase at your own risk). For Shape Up Shop.com Click Here. Once on this site go to the bottom of the screen and select "Kids and Games" and then choose "Giant Cage Balls."</p> <p>Earth B-ball: staff hold earth ball in air until start- 2 staff refs!!! - students try to push/hit earth ball to back board or rim. Send kids to "penalty bleachers" for 60 seconds if they grab the earth ball or kick.</p> <p>Earth Crab Soccer: same thing but in crab position and with a staff person on each sideline, knocking the ball back into play. Send kids to "penalty bleachers" for 60 seconds if they stand up or sit up at all!</p> <p>Steal the Earth: Line up each team on sidelines- number them. Call numbers and they try to push/hit ball to designated open wall. Staff person must hold earth ball in air after number is called until students reach it.</p> <p>Dodge-Ball: Specify about the catching the ball rule- and the basket bringing in the team. One staff person patrol the side lines- control people actually sitting out!</p>
<p>Estrogen Hoop (Basketball)</p>	<p>Outdoor or Indoor. Great time filler involving everyone and it's simple. All you need is a basketball court and a ball. Have everyone (up to 50 people) on the basketball court at once. Play normal basketball but with the following rules: 1. Only girls can shoot or score 2. No limit to how many people on the court</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Fish Pass Through

Outdoor or Indoor - preferably a big group for teams of at least 10 each. Run a long piece of rope (like clothesline) through a dead fish. Make sure the end of the rope is pretty secure. Line up your volunteers shoulder to shoulder. Two teams facing each other. Volunteers must have t-shirts on. No spaghetti straps or long sleeves. Players pass the fish through their shirt in one sleeve out the other. First one to make it through all shirts wins.

**Extinction/
Survival**

Outdoor or Big room. Using a natural disaster theme, kids try to "survive" game without getting caught 3 times, while trying to get to different stations to receive special "stamps". Each station represents a safe zone from the disasters and cannot be penetrated by the "extinction" elements.

Boundaries: An entire campground setting is best used in this game, as the more space used the better for the overall atmosphere of the game. Five stations are set-up in spread out locations around the entire campground and signs are placed in the area to identify what the station is (i.e. Bomb shelter, famine relief, hospital, etc...).

Game Starts: Game begins when the "variables" are sent out into the field to await the survivors. Each person is given a card with 5 stations on it. Each player must find and go to each of the 5 stations and get the station attendant to stamp the player card. Once at the station, the survivors are safe from the variables, but can only remain at the station for 2 minutes max. The object is to safely reach the stations without getting caught by a variable person 3 times.

Variables: A variable is a group of pre-selected campers or counselors who represent life-threatening disasters (i.e. tornadoes, fire, pollution, nuclear war, etc...), by wearing a hat which has the disaster taped to it. Each "variable/disaster" is given a marker and if they catch a "survivor", put an X on the back of their card. Once a "survivor" gets 3 X's on their card, they are out of the game. Variables are untouchable until a survivor has reached all 5 stations and shown the scorekeeper their completed, stamped card. Then these survivors can catch the variable and eliminate them from the game by tagging them out.

Notes: It's a good idea to incorporate food and drinks into the game, as it will increase the "rewards" value. You can also try to hide the stations a little, without making it too hard to find.

Game Ends: If you get caught 3 times by a variable/disaster, then you are out of the game. If someone catches a variable after they have completed all 5 stations, then the variable is out (when a player completes all 5 stations, they will be given a special mark or hat to identify them).

Supplies:

- 10-12 hats
- signs for each hat (disasters, natural/man-made)
- pre-made card for each player with 5 stations on it
- special marker for variables
- stamps for stations
- station signs
- food items and drink (juice boxes, joe louis, timbits)
- other station items
- wide open field or campground

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Fat Bat (Wiffle Ball w/a Kiddie Pool)</p>	<p>A fun, outdoor version of Wiffle Ball. Home plate can be anything, but first base (the only base) is a kid's pool filled with water. The player steps up to bat and after they get a hit, they run and jump in the pool.</p> <p>The defense can throw the wiffle ball at the runner to get them out, but after they jump in the pool, they're safe. The next player bats and does the same thing, only the player that is already in the pool doesn't have to run, but once they leave the pool to try and make it back home, they cannot return to base (the pool.) This gets fun when there is several people in the pool at the same time! We use the fat wiffle ball bat and a ball that doesn't hurt when "pegged."</p>
<p>Fear Factor, More</p>	<p>Outdoor or Indoor. More Fear Factor! Have good prizes to motivate the contestants - they'll need it! (We used gift cards from popular restaurants, hang-out spots, and movie theatres.) Set up approx. 10 stations of contest in increasing stages of scariness or grossness.</p> <p>Suggestions:</p> <ul style="list-style-type: none"> • Free Fall: Contestant stands on raised platform and falls backwards into arms of catchers. (eeeeaasssy) • Proof is in the pudding: Contestants dig sardines out of chocolate pudding with their toes. Use time limit for elimination. (kinda gross) • Pickled-Pigs-Feet poker: Make several of each of the following playing cards: 0, 1/4, 1/2, 1, and 2 (i.e. 3 0's, 6 1/4'S, 3 1/2's, 3 1's, and 2 2's). Have the players sit around a card table and play poker. At the end of the play, each contestant adds up the amount on his/her cards- these amounts are the number of pigs' feet they have to eat. Those who finish theirs advance.(haarrd) • Bobbing for Crawdads: Fill a large tub or pail with water and put in crawdads (fresh [with rubber-banded pinchers!] or frozen). A variation would be to put a few live minnows in with the crawdads to make it more interesting. Use time limits again. (pretty darn difficult- the little crustaceans swim!) <p>Supplies to keep in mind: Anything crawly (bugs, worms, etc), Stinkbait, chicken livers, raw hamburger, sardines, anchovies, vienna sausages, etc. Mud, pudding, Blindfolds</p> <p>Vary methods of elimination, i.e. timed, achievement, etc. Have food and drinks, and towels for those who get soaked.</p>
<p>Gold Fish Snag</p>	<p>Outdoor or Indoor. Throw about 50 gold fish into a kiddie or regular pool (If indoors, put plastic down and have towels available). Whoever catches the most fish with their bare hands wins! For added fun, add some other bigger fish or try it in the dark! Use a tarp if indoors.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Golf Phwack	<p>Outdoor or Indoor. This is a great activity to kill time at the beginning of an event - it works best with a good amount of space. The same as driving a regular golf ball, the only difference is. . . you use marshmallows.</p> <p>See who can hit them the furthest distance.</p>
Grab It!	<p>Outdoor or Indoor. Divide into two teams. Put them into two lines parallel and next to one another (about 3 feet apart) sitting down and holding hands. At the back of the line put a bucket of water with a bar of soap in it between the two lines. If this is on carpet, put a layer of towels down - the water tends to splash, then drip.</p> <p>Stand at the head of the lines with a quarter in your hand. Instruct them that you are going to flip the quarter so only the first person in line can see the results. They are not to yell out how the quarter landed or even look back at their team. If the quarter lands on heads the persons in front are to squeeze their hands. The rest of the line is to squeeze their hands if their other hand is squeezed so that they can communicate to the last person in the line that the quarter is indeed heads not tails. If the last person in line has their hand squeezed then they are to try to grab the soap out of the bucket before the last person on the other team does. The person successful in retrieving the soap gets to go to the front of the line. The problem arrives however when the message is wrongly communicated to the person in back and they grab the soap only to find out that the quarter was actually tails. At that point the person in front must go to the back of the line. The first team to get their entire team forward in line (back person to front- not front to back), wins.</p> <p>Optional "Grab" items: squeaky toy, balled up socks, nerf toy</p>
Gross Balloon Volleyball	<p>All you need is a volleyball court or something similar, water balloons, and lots of gross liquids and sauces (except Tobasco).</p> <p>Add things to all of the water balloons like ketchup, mustard, syrup, chocolate syrup, salad dressing, anything you want. The grosser the better. (Fill the gross stuff first - then the water.) The object is to throw the balloon back and forth over the net. (If you don't have a net, you can do this like an egg toss).</p> <p>The higher you throw it the more likely it is to break when the person tries to catch it. Make sure that you tell people to wear old clothes in case they get splattered!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Human Foosball</p>	<p>Outdoor or Indoor. Play just like the table game only with real people linked in rows. Split the kids into two teams, have a captain decide who goes in which rows and how many in each row. Each entire team faces one direction and has to stay that way. They link arms by holding the person's elbows next to them. The whole row has to stay within their boundaries like in the game, but they can slide back and forth, left and right. When you play inside you can mark the boundaries with masking tape, or if you play outside you can use paint (if acceptable) or tape or flour. If you play in a building, you need to remove pretty much everything from the room. If you play outside, it is best if you play between two buildings so that the ball stays in the game. If you play in a field have lots of folks around to toss the ball back into play. Make sure everyone is wearing shoes , it can get a little fierce with the kicking. Stress safety and not getting out of control. Also, USE A BALL that is SOFT - we use a stuffed soccer ball, or you could use a nerf ball. Variation: Use more than one ball at a time.</p>
<p>Human Lawn Mower</p>	<p>Divide into two teams. Give each team two buckets. Have students run to the first bucket pre-FILLED with pancake syrup and grab a pair of scissors from the bottom (have only enough scissors for about a third or half the team. Then they run to a designated grassy area where their job is to try and cut as much grass with their scissors as possible and put it in the other bucket. Teams will have to work together with some cutting, and some picking up grass. Stop the game before students without scissors get bored. The team with the most cut grass in their bucket at the end of the game wins. As always, emphasize safety instructing students to walk with scissors pointed down.</p>
<p>Invention Convention</p>	<p>Outdoor or Big Room. All you need is a bunch of junk! Get a special trash bag and label "For Game". Have your staff and parents collect a bunch of their old junk (empty cans, broken appliances, boxes, empty toiletpaper tubes, etc.). When you are going to play, divide into teams. Give each a little bit of trash and one roll of duct tape and some paint. They have five minutes to create the weirdest, most funny, artistic sculpture out of the junk. The winning team gets a prize. The Point: God can make something out of the junk in your life...it may look a little funny, but it's worth something to Him and He can still use you!</p>
<p>Jello Twister</p>	<p>Best done when it's warm outside so people can hose down after. Get a square of cheap plastic and attach pie tins in a 4 x 4 grid by pushing a pull clip through the bottom of both the pans and plastic. Then spread out the clips under the plastic to hold them down. Fill them with already made Jell-O right before youth group. Have a good spinner and kids who will go for it. Play in bare feet.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Joust</p>	<p>Outdoor or indoor. For this game you'll need 2 five gallon buckets and 2 jousting sticks (4 ft. sticks with foam rubber ends) or two pillows and a soft area to play (grass area or padded floor).</p> <p>Rules: Place buckets up-side down, about 3 feet apart. 2 players stand on buckets, each with a joust stick or pillow. When judge says "Go!", each player tries to knock the other player off his bucket. Discourage "head shots" and other "cheap shots."</p>
<p>Joust - Sick & Twisted</p>	<p>Just like Joust, only played outside over a baby pool filled with gross ingredients (oatmeal, instant potatoes, etc.). You can either use buckets or a 4x4 plank of sturdy wood long enough to reach across your pool. (Prop up the ends of your plank so the pool is not crushed).</p> <p>Two contestants with Nerf joust sticks (or pool noodles) and helmets battle on the plank to knock each other off into the pool. Lots of preparation required and safety consciousness on this one. Make sure the board doesn't get too slippery. You might even want gymnastic mats around the pool. Play near a bathroom and have towels handy for clean-up.</p>
<p>King of Goats</p>	<p>Outdoor or Indoor. Choose a "goat" from the group (or one from each team) and have it removed while the groups are given instruction. The crowd (one group) is instructed to stand on the sidelines and shout instructions to the goat, while the circle group (the other group) is told to form a circle holding hands. The goat is to be put in the center of the circle blindfolded. At the signal, the goat is to start chasing the circle and the circle is to move as a whole to avoid being caught. When the goat is ready to start, the circle group is instructed in his presence to move silently and to make no sound. The goat is to listen to the sideline crowd for instructions where to go to catch the circle. As soon as the start signal is given, the crowd starts shouting instructions to the goat, such as, "Go to the right, the right, now go back, straight ahead." The minute the game starts, the circle team, instructed before the goat arrived, immediately disbands and joins the crowd, leaving the goat in a an empty field. Let the goat run for a short time or until the goat guesses what is going on.</p>
<p>Milk The Latex Glove</p>	<p>Outdoor or Indoor. 2-4 kids race to see who's the best at milking rubber gloves. Set up the gloves on saw-horses for the cow. Make very small pin holes in the tips of the fingers of the gloves. Have a measuring cup to see who wins and a container for each to milk into. Play cow sound effects and country music in the background.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Land Mines</p>	<p>Materials needed: blindfolds, water balloons for outside, styrofoam cups for inside. Set up a "mine field" by randomly placing the water balloons (or cups) in a marked section of ground. A concrete slab or basketball court works well for this. Grass also works, but you will need to set boundaries. Divide students into groups of about 4 or 5. Give each team a blindfold. Put the blindfolds on one member of each team. The point of the game is for the team to get across the mine field with the fewest casualties the fastest. If a person touches a mine he/she is out (if it bursts water on them, it just makes it more fun). The team members must be their eyes and tell them which way to go. The blindfolded people crossing the field must stay within the set boundaries, and only one person per team may be on the mine field at a time (so they can't lead them by touch). Team members help each other by shouting directions. Works best if mines are close together and if teams are close together. Sponsors may yell out random directions to try to throw them off. The trick is (don't tell the kids this till after it's over) for the person in the mine field to pick out a certain voice and listen to that one voice.</p> <p>The Point: Just like we need to listen to God's voice instead of all the voices that the world throws at us.</p>
<p>Marshmallow Splat Ball</p>	<p>Outdoor or Indoor. Have students wear grubby clothes that can be thrown away.</p> <p>Divide into 4 or more teams and arm each person with a small Styrofoam plate, and 4 marshmallows. Then map out the boundaries, and send each team to a corner of the playing field as a designated area to load up. Fill each plate with the splat substance. Then tell them to dip and on your signal begin throwing them at the other teams. The team with the most hits wins, but once the slime pellets start to fly no one cares. When they run out of marshmallows they can either pick one up from the ground, and re-dip, or run back to the supply station until the ammo runs out. When the fun was done we had a contest to see which team could pick up the most marshmallows. The prize was dumping a bottle of maple syrup over a leader's head (stolen from the 'Ten Bags of Doom'). We serve a fun God!</p> <p>Give each team captain (adult) a different color dipping sauce (we used Mustard, Red & Green Catsup, and Chocolate Syrup, but use your imagination).</p>
<p>Melt That Ice Cube</p>	<p>Outdoor or Indoor. Divide group into two or three teams. Give a large block of ice to each group. The team has to melt the ice any way they can (i.e. crushing, breaking, friction, body heat, etc.).</p>

Melon Fest

Watermelon Helmet Contest: That's right, have each team carve a helmet (or helmets) out of watermelons. You can go for the gladiator look or more of the Darth Vader look. Team members must wear helmets throughout the event.

Watermelon Seed Spitting Contest: (Need I explain?)

Cantaloupe Bowling: Create an alley in the parking lot and set up 2 liter bottles at the end. Leave the 2 liters full and give a bonus if you bust the 2 liters open.

Melon Armor: Give each team a ball of string, a roll of duct tape, a knife, and about 5 of each melon. Have each team dress one of their team members in FULL MELON ARMOR. That's right- dress up this person in as much armor, made of melons, as humanly possible. (You might want to make the team member a guy!)

Watermelon Toss: You guessed it- get your two strongest guys to do the age old egg toss (line up facing each other, toss to team mate, back up a step, toss back, and so on . . .) but with a much heavier item! CAN'T hit the ground. Last pair still tossing wins!

Seedless Watermelon Eating Contest: Bring 2 representatives from each team up front—an eater and a cutter. At “Go” the cutter starts cutting watermelon for the eater to eat. Eater scarfs down as many watermelons down in a given period of time.

Ultimate Cantaloupe: This is just like Ultimate Frisbee . . . but with a cantaloupe! Divide into two teams, each trying to get to the opposite end zone. Instead of a kick-off, just have one team start on their side of the field. When a player catches the cantaloupe, they can take only 3 steps then they must throw/toss it. Team work their way down the field, passing to each other until a team scores. If the team's melon hits the ground, it's the other teams ball (

An added twist: if one team busts the cantaloupe, the other team automatically scores (have extra cantaloupes available) No knocking the melon down, like in ultimate

Bobbing for Melons: This game requires a pool or some other large body of water. You can play this many ways- one way is to fill a pool with all kinds of melons, even a few vegetables of choice (cucumbers, squash, etc.) Then give a team a certain amount of time to retrieve the melons, vegetables, etc. Increase the degree of difficulty by doing this at night with no lights, or putting Vasoline all over the watermelon.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

	<p>Steal the Melon: That’s right. Plain ol’ “Steal the Bacon” with greased watermelon in the center. (Line up two teams facing each other, number them off, call a number and that person has to grab the watermelon and get it back to their side).</p>																										
<p>Mess Mix</p>	<p>Get 30 cut up pieces of paper. Have 10 blank and on the other 20 put different types of “Mess” (examples: Pie in face, Syrup on head, etc.). Be prepared for a big mess by telling kids to wear old clothes, and be ready to hose them off after.</p> <p>Put the papers in a bucket. Pass the bucket around and tell people to get 1 piece out. Ask one person what their paper says. Whatever it says, they have to do it. Go around until everyone has been called on. The 10 with the blank pieces win a “big prize.” What’s the prize, you ask? Why, I Big Ol’ Bucket of Green Pudding over their heads!</p> <p>Suggested Mess items:</p> <table border="0"> <tr> <td>2 eggs smashed on head</td> <td>Choco Syrup on head</td> </tr> <tr> <td>Pie in Face</td> <td>Pudding on Head</td> </tr> <tr> <td>Cake on Head</td> <td>Shaving cream Hairdo</td> </tr> <tr> <td>Ranch Dressing Hairdo</td> <td>Water and Flour Slime</td> </tr> <tr> <td>Wild Card (Your choice)</td> <td>Mix of all the stuff (slime form)</td> </tr> <tr> <td>Peanut Butter (Gets real sticky!)</td> <td>Apple sauce</td> </tr> <tr> <td>PB and J Sandwich on head</td> <td>Coca Cola</td> </tr> <tr> <td>Butter</td> <td>Water</td> </tr> <tr> <td>Mud</td> <td>Honey</td> </tr> <tr> <td>Toothpaste</td> <td>Pizza Sauce</td> </tr> <tr> <td>Ice Cream</td> <td>Mayonnaise</td> </tr> <tr> <td>Spaghetti</td> <td>Syrup</td> </tr> <tr> <td>Ketchup</td> <td>Pancake Batter</td> </tr> </table>	2 eggs smashed on head	Choco Syrup on head	Pie in Face	Pudding on Head	Cake on Head	Shaving cream Hairdo	Ranch Dressing Hairdo	Water and Flour Slime	Wild Card (Your choice)	Mix of all the stuff (slime form)	Peanut Butter (Gets real sticky!)	Apple sauce	PB and J Sandwich on head	Coca Cola	Butter	Water	Mud	Honey	Toothpaste	Pizza Sauce	Ice Cream	Mayonnaise	Spaghetti	Syrup	Ketchup	Pancake Batter
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<p>Milk Chug</p>	<p>Outdoor or Indoor. Three students compete trying to each chug down a half-gallon of milk. Then they must compete in a bat/broom spin. The bat or broom is place on forehead, the person spins 10 times, then have them run around a cone that has been placed several feet away from them and then return to the starting point.</p> <p>Variation: Switch these around and have them do the bat spin/cone run first, then chug their half-gallon of milk. Whoever gets the most down their throat instead of down their shirt wins!</p>																										

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Mud-O-War	Tug-of-War in mud or through a Jello kiddie pool . . . you name i
Mustard Tanks	Each team needs 7 people. Get the first 3 people on a team to line up shoulder to shoulder. Have 3 others line up shoulder to shoulder right in front of the first group of 3. They need to place their arms straight out onto the shoulders of the person in front of them until all six people form a “bridge.” The 7 th person (needs to be the smallest person in the group) will then lay across the groups’ arms and will be handed a big plastic or squeezable container of mustard. They will then move around like tanks and shoot other tanks.
Oil Ball	Outdoor or Indoor. Get a big plastic tarp, about 20’ x 25’, and lay it down. Pour and smear about 5 to 6 bottles of baby oil all over the tarp. Make the outline of an oval track with about 6 cans of shaving cream. Now the goal is to “wheelbarrow” (this is when one kid stands while holding another kids feet in the air) with the kid on the ground pushing a tennis ball with his/her head around the track twice. The first one done wins! His game does have a cost, but everyone who plays is covered when done and you’ll see some great wipe-outs! Take pictures!
Penguin Football	Give each person a rag about four inches wide and two feet long (sheets torn into strips work well.) Each person then ties the rag securely around his knees to make running impossible. Players can move only by shuffling their feet. Now divide into teams and play football using a Nerf football. The game becomes hilarious when players must hike, run, throw, and kick with their knees tied together. Of course, this opens up the possibility of playing Penguin Baseball, Penguin volleyball, Penguin Soccer, and countless other games.
Poor Man’s Beachball Volleyball	Outdoor, Big Room, or Pool. Use staff as the net (all lined up across the court with hands in the air) and play normal volleyball with a beachball. Allow as many hits per side as needed and allow as many players as needed (your whole group, in other words).
Pull Across the Line	Outdoor or Indoor. Same objective as “British Bulldog”, also on this game page, but you can’t cross the center line and you convert people to your side by reaching over the line and pulling them to your side. Variation: Have someone sit down if they are pulled across.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Rio Linda Wiffle Ball</p>	<p>Outdoor & Big room. Same as Rio Linda Kickball (on this game list) but with a One Added Rule: Runners must carry the bat with them to 3rd (the first) base. If they drop the bat they are out!</p>
<p>Pull Apart</p>	<p>Outdoor or Indoor. This is where all the guys link up (get in a big pile and hug, grab each other, whatever necessary to try to stay linked together) and when you say “Go!”, the girls try to pull them apart. Once a guy is pulled to where he isn’t touching any other guys, he’s out and needs to go sit down. Last two guys together are the winners. For the obvious reasons, we don’t suggest reversing the gender roles on this game.</p>
<p>Pole Pole (aka Can-can)</p>	<p>Outdoor or Big room. Find something to use as a free-standing pole (you can use a garbage can as well, hence the alternate name “Can-can”). Circle around it holding hands. Rules: If you touch the pole or the pole touches you in any way, you’re out. If you break hands with the person next to you, you both are out. The last person standing wins.</p>
<p>Rio Linda Kickball</p>	<p>Outdoor or Big Room. A lot like normal Kickball with a bunch of backwards twists (hence the name “Rio Linda,” if you’ve ever been there, you know exactly what I mean!) Rules: 1. All the bases are backwards. Run to 3rd first, 2nd second, and 1st third . . . if you follow me. 2. All players on a team get one time up and they get one pitch from their own pitcher. 3. Endless # of outs, just keep going until all players have been up once. 4. No foul balls, everything is fair no limit to how many people on bases, no forced outs. 5. You can get someone out by touching ANY base at any time. Any runners between any bases are also out. 6. If a ball is caught the runner is out. 7. If a runner is tagged they are out.</p>
<p>Rip-off! (or Duct Tape Tag, aka Scalp)</p>	<p>Outdoor or Big room. Divide into two teams. One team places a 1.5 foot long strip of duct tape horizontally on their backs. The other team places a 1.5 foot long strip of duct tape vertically on their back. (You can use different colored tape if you want and name the teams by the colors. i.e. Yellow vs. Black) Have teams separate in a large playing area, preferably at night. The object is to “rip off” the tape from their backs. Once their tape is removed they are out of the game.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Pool Baseball</p>	<p>Set up four inflatable pools in a normal four base pattern. It works best if the pools are large enough to fit at least 1/8th of your group. Between each pool, lay down strips of visquene (Slip 'n Slide) as wide as each pool. Soak those strips and squirt them with liquid soap. (Keep a hose handy) Use a balloon launcher and sponge (splash) balls for batting. Break the group into two teams of four. Play begins with one group from one team in the pool. Two kids hold the launcher and one pulls back. Once the ball is released the kids may run to the next base. Only caught balls and tags count as outs.</p>
<p>Q-Tip & Food Coloring Wars</p>	<p>Outdoor or Big Room (lay tarp if indoors). Have a staff person wear a plain white T-shirt. Draw a target on the shirt that is big enough to cover the front of the shirt. Divide into 4 teams, each with a different color.</p> <p>Give each team an equal amount of Q-tips regardless of the number of players on each team. Also give each person a straw (wide straws work best – McDonald’s has them; But make sure you ask instead of just taking). You also need a bowl or cup of water (about 1 cup of water per team) with enough food coloring added to color water well. One by one students dip their Q-Tips in the bowl/cup to color the tip. Then they shoot their five “darts” (Q-Tips) at the target on the staff person’s shirt. It does not matter who shoots when as long as each person gets in their five shots. The object is to hit the most points on the target.</p> <p>Staff note: Make the target however you want in terms of points. Add up the total points or # of hits. (You may just put a big (+) across the front making 4 different quadrants, one for each team and score it by how many times a team can “hit” in their quadrant. 2 points if they hit their own quadrant and 1 point for hitting someone else’s quadrant.)</p> <p>Items needed: Old white T-shirt (they’ll need to be thrown out after this event!) Enough Q-Tips for each kid to have 5 4 different food coloring colors 4 cups or bowls 4 one cup measures of water Drop cloth Tape to tape a firing line on the ground</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Scavenger Hunt With a Twist</p>	<p>This ain't yer grandma's Scavenger Hunt – but it could be! Split students into teams, assigning a youth leader to follow them around. Provide students with a list of unusual items that they need to get from people's homes or businesses. Your list could include toilet paper, a drink, a bug, soap, a kiss on the elbow, toast, a tack, etc.; stuff people normally wouldn't ask for. The bonus item is a grandmother. All of the items had to be brought back to your meeting area within a half-hour – even Grandma. You'll be surprised how many grandmas are willing to help. If possible, get someone's grandmother from the other team without them knowing it (the team, not the grandmother)!</p>
<p>Skateboard and Plunger Race</p>	<p>Racers sit on skateboards and use plungers as oars in a race. Play fun music in the background.</p>
<p>Radioactive Renegades</p>	<p>This is a “sponsor hunt” type game played at night on a retreat and takes 30 minutes to an hour (most often played outdoors, but can be played in a huge facility with lots of rooms- and lights dim). The objective is for students to “save the world” by finding all the “Renegade Rebels”. The catch is that they must find them all in order.</p> <p>Step One: Before the game, number off all your leaders, give them a colored felt marker and tell them to hide around the camp (or wherever you are). These hiding leaders are your “renegade rebels” the kids are trying to find. You can provide glow sticks or glow products to your students. Send them out in pairs.</p> <p>Step Two: Gather your group and tell them that Renegade Rebels have stolen a large amount of plutonium. The students must identify each of the renegade rebels in order to win the game. When they approach someone they think is a renegade rebel they need to ask if they are “Renegade Rebel Number One”. If that happens to be the leader's number, they make a mark with their felt tip on the student's arm. Then the student searches for Renegade Rebel Number Two. If the leader is not the right renegade rebel they simply answer “I don't know what your talking about,” and the student keeps on searching.</p> <p>Step Three: Students have to search and ask until they have found all the renegade rebels in order. They will have markings for each rebel on their arm as evidence. To make it more fun and challenging you can have your rebels move around, changing hiding spots throughout the game; or you can add leaders as decoys who are not renegade rebels to fool the kids.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>River Crossing</p>	<p>The goal of this game is to help teach your students or leaders to work together by having them work as a team to cross a "river." First, using your gym or other space, you need a place to start from (a wall, lines in the gym, etc), the "river," and then a destination. You can use assorted pieces of wood, blankets, or anything else they can stand on. Break them up into teams and have them race to the other side of the river. The rules are: everyone has to get across and no one can touch the floor or they all have to start over. The Point: Team building; a good game for a leadership event.</p>
<p>Seltzer Melt</p>	<p>Each person receives an Alka-Seltzer attached to a string (make it into a necklace). For best results we divided our teens into 4 armies. The field is divided into a huge square, outside of that huge square (4 corners)each army has a home base and a huge trash can of water to refill guns. The object of the game is to melt the opposing teams Alka-Seltzer. The last team standing with the most Alka-Seltzer's intact wins. Hints: Make sure girls wear swim suits- they will get wet. Use discretion. Ask students to bring their own water guns (ANYTHING GOES on the squirt guns!)</p>
<p>Sentence Game</p>	<p>Great game for Jr. Highers, travel, or creative kids. Can be played with just two people or up to 50. The game is simple, but can get crazy and fun. The first person says a word...for example, "The." The second person says the first word and ADDS a word... "The clown." And so on. At the end you might have a complete sentence, something like, "The clown was in the pool when an ant bit his toe and made chocolate pudding squirt from his eye." It has to make sense, but not GOOD sense. The really fun thing is putting twists in the sentence on your turn so that other people have a hard time coming up with a word that fits.</p>
<p>Shaving Cream Whiffle Ball</p>	<p>Basically you just play a game of baseball with whiffle ball and bat, but before each pitch you fill the ball up with shaving cream. So as the bat hits, it splatters everywhere - as you catch the ball you get covered in shaving cream. Usually it turns into a shaving cream fight, but the kids and adults love it.</p>
<p>Soap Shrink</p>	<p>Good camp game. Divide into teams. Give each a large, new bar of soap. Provide one or more kiddie pools filled with water. On "Go!" have teams race to shrink their bars without breaking them. Call time after 5 minutes. Award motel-size bars of soap to the winner. The Point: Sin, though forgiven, almost always has consequences that aren't usually "shrunk" easily.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Stand on the Bucket	Outdoor or indoor. Quick game that can be used in many different ways. Get as many white, 5 gallon buckets as you have teams. Turn the bucket upside-down. The object is to see how many of their team they can get to stand on the bucket for more than 3 seconds. The team with the most people off the ground wins.
Sock and Bop	<p>For this outdoor, semi-messy game, you need old pantyhose and flour - similar to the game, "Open Gates." Have all the students line up. Then have the leaders on the field with flour stuffed into the legs of pantyhose. One of the leaders will shout out something like, "Everyone with purple on!" and those people must then run. The leaders try to hit them with the 'flour hose' and then they must go back to the other side and wait. The winner is the last "boppee" standing.</p> <p>DISCLAIMER: ONLY bop in the torso area - NEVER bop below the waist, in the face, or around the neck. By the way, the "boppers" (they don't have to be leaders if you have students mature enough to handle a flour filled pantyhose) can be placed facing each other to create a "run-through" line or they can be placed randomly around the playing field (as kids would in a game of tag).</p>

<p>Slop-stacle Course</p>	<p>Let students know ahead of time that they are going to get disgusting and to bring a change of clothes! Be creative with this. Make one course and time people going through, or make it for two people, with two of each part of the course so it can be a race or relay. Either way, video tape it for great viewing later.</p> <p>EXAMPLE COURSE:</p> <ol style="list-style-type: none"> 1. Have them start by jumping off something into a tub/baby pool of a couple dozen eggs. Then, dripping with egg goo, they run over a broken down cardboard box covered with French fries with ketchup on them. (Just spread out a few SuperSize fries and squirt Ketchup all over.) 2. Next, have them go through a box maze that you set up with a few refrigerator/dishwasher (large) boxes. Sprinkle in your favorite item for them to slide through (we did flour). You can have "squirters" on the sides of these boxes with bottles of syrup. Have the "squirters" squirt syrup at the people going through the box maze, just like a car wash! 3. Then have them crawl through the Tunnel 'O Goo. The Tunnel 'O Goo is simply a plastic bag tunnel that you make, filled with yucky stuff. (peg a large sheet of plastic- preferably black so it warms in the sun - and peg it to the ground. Get a whole lot of scraps, sauce, anything you like. This is good for camps because you collect the leftovers from the week! Then place another sheet of plastic over it all- don't peg this one down. It's kind of like a slip and slide with a lid! Have a couple people on each side holding the ends up for air flow.) 4. They then proceed to a table(s) filled with party hats. Fill them up with powdered sugar or the like. They obviously put these on for the rest of the course. 5. Next will be more cardboard covered with finger paint- or something colorful for them to walk through. 6. From there they go to a plate of whipped cream to find buried gummy bears . . . without their hands- of course! 7. Last comes the "Dirty Diapers" on a table. These have 2 different types of pudding inside each diaper - Butterscotch & Chocolate. (note from Jonathan - if you ask me about this . . . I'm taking the 5th amendment!) They must lick the contents inside - top to bottom. That would end any race! The people that watch the SLOP- STACLE course have as much fun as the people that do it (if not more)!
<p>Sockey</p>	<p>Use an oversized, softly inflated exercise ball (26") and take to an empty outdoor hockey rink in winter and play soccer with it. No goalies because it's difficult to score a goal due to the size of the ball in relation to the net. Supply snacks and hot chocolate for afterwards.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Sound Effects</p>	<p>Supplies Needed: blank tape and tape recorder. Instructions: Your group has 15 minutes to record the sounds listed below. The sounds must last at least 10 sec. but not more than 15. All members of the group must contribute. It's up to you whether they go out and get these sounds from the actual sources (like a scavenger hunt), teams go into different rooms and "create" the sounds, or a combination of both. Award prizes (bag of candy or litre of pop) for most sounds recorded and to the group that adds the most creative sound selection not on the list.</p> <p>Herd of cows Cat in a dog kennel TV Show theme Lovesick Coyotes on a moonlit nigh A worship song Room Full of Babies Traffic</p>
<p>Sponge</p>	<p>Outdoor or Indoor (need more towels if indoor). Simple but fun, especially on a hot day! You divide your group in rows. In front of each row place a bucket with water and a sponge. At the back place an empty bucket to collect water. When time starts running the person in the front dips the sponge and passes it to the back and the last person squeezes the water into the bucket. The row that manages to collect the most water wins.</p>
<p>Spongebob Squarefort</p>	<p>This is a great game for kids. Set two rectangular inflatable pools 6-10 feet apart from each other with the long sides facing each other. Get a bunch of small cheap yellow sponges and cut them in half or fourths.</p> <p>Change it every couple of rounds. Fill the pools with water and divide the sponges between each pool. Use a whistle to indicate start and stop times. Divide into two teams and place each team behind their pools (or in them). On the whistle, everyone picks up and throws the sponges into the opposing team's pool. When the whistle blows again, the team with the fewest sponges in their pool wins.</p> <p>Variations: 1. Place a starting line 15-20 feet away from each team's pool. On the whistle, each team runs to their pool, reaches in and starts throwing sponges into the other team's pool. When the whistle blows again, the first whole team back across the line wins (this keeps kids out of the pools when trying to count all of the sponges). 2. Place some of the youth leaders in a smaller pool in between the two pools. The first team to get all of their sponges into the smaller pool wins. 3. Line both teams up and pass wet sponges from one end to the other (or in a smaller group pass it "Hot Potato" style in a circle).</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Starburst Toss	Good small group outdoor game. Draw a target on the ground w/sidewalk. Have 3 or 4 packs or bags of Starburst candy divided evenly amongst everyone. Each person throws one Starburst into the target and closest to the middle can retrieve all of them. Continue as long as you'd like.
Tire Tube Sumo Wrestling	Similar to Michelin Man Bumper Tube (under TubeMania) – basically Sumo Wrestling for poor people: Get six large inner-tubes, and tape three together in a stack so a person can fit inside. Take a piece of rope about 32 inches long and cut it into four pieces...tie them into circles, and then tape two at the bottom of each stack of inner-tubes so they can be used as handles. Borrow two football helmets. Then create a ring on the floor with string, tape, chalk, whatever. Have both contestants wear a helmet and step into their three tube protective uniform (holding the handles on the bottom tube). They try to push each other out of the ring. The first person to go outside the ring with both feet or to fall down loses.
Super Slip-n-Slide Relay	First make the biggest (trust me, it needs to be big) slip-n-slide that money will allow. Then put baby shampoo (no tears!) and water all over it to make it as slick as possible. Line your students up across on of the slides skinny ends. (Our dimensions are always around 20' x 30'.) Make as many teams as will fit safely (make enough space in between each team so they don't run into each other). On the opposite side of the slide have bats available for "dizzy bat." When you say "go" have a student from each team run and then slide on the mat. If they do not slide all the way across then they have to army crawl the rest of the way. Then they must take their bat, place their forehead on one end of the bat, put the other end on the ground and spin around it 10 times (hence "dizzy bat"). Finally, they simply run back down the mat to their team and tag the next person. When done right it is almost impossible to run down the slide without falling down a bunch.

Steal the Bacon (the fish, the freshman . .)

Outdoor or big room. Age old game that can be played several ways. How good the game is depends on how creative you are with methods and objects. Form two teams in parallel lines facing each other. Number them off so each person has a counterpart. Put an object in the middle such as an old tire tube (the bacon) When a number is called, 12 for example, the number 12 from each team is to try to run out and grab the bacon and get it back to their side.

Here are a few variations:

1. Hockey Style: A ball is in the middle and several hockey sticks. A goal of some sort is on each end of the play area. When numbers are called (single numbers or multiple numbers) the numbers called are to run out, pick up a hockey stick and try to hit the ball in the appropriate goal.

2. Water Balloon Style: One water balloon is in the middle - the number called runs out and tries to get the water balloon first and try to hit the other person with it.

3. Bucket of Water: Same as water balloon but with bucket of water.

4. Chalk Sock: Same as the water balloon style but they have to try to grab the chalk sock (a long sock with a pile of chalk powder in the end--leaves a chalk mark on clothes--and sometimes starts really cool fights!) and hit the other person with it.

5. Steal the Freshman: Take a wild guess what you put in the middle!

6. Steal the Fish: Gross, but fun.

7. Backpack Style: With this method you always call two numbers and one must get on the other's back before running to get the object in the middle. You can use an object suspended in the air (hung by string) that they have to grab with their teeth.

<p>Toilet Bowl Rollercoaster</p>	<p>Get four volunteers or pick four people and have a sponsor take them back to a secluded room. Have that sponsor tell them that they will go up in front of the crowd, one at a time. Each one will sit in a chair. The object is for them to act out a given scenario WITHOUT leaving the chair: 1. Pretend they are on a major roller coaster / 2. Pretend they are riding a bull / 3. Pretend they are being tortured / 4. Pretend they are getting their shoulders rubbed and they like it a lot. Whoever does the best job - wins. Meanwhile - the leader is in the other room telling the audience that the four people coming out are going to act out what they do when they are on the toilet. Let them go for about a minute or so and then tell them what they were really doing!</p>
<p>Ten Bags of Doom!</p>	<p>Outdoor or Indoor. Ten Bags of Doom doesn't take much set up time, just a lot of clean up. This works great as motivation /marketing for a certain event.</p> <p>Pick a staff guy everyone likes to tell the students that if they bring a certain number of their friends to a certain event, they get to give him the "Ten Bags o' Doom!" The "Ten Bags" are 10 messy items they get to dump on his head.</p> <p>Rule of Thumb: Start with something sticky - and everything else sticks to it! Here's a typical order of 10 items we would dump on the poor staff person:</p> <ol style="list-style-type: none"> 1. Gallon milk 2. Jumbo bottle of syrup 3. Bag of flour 4. Hershey's chocolate syrup 5. Oatmeal 6. Box of Fruity Pebbles 7. Pancake mix 8. Jumbo jar of apple sauce 9. Jar of spaghetti sauce 10. Squeeze bottle of mustard <p>Things to Remember:</p> <ol style="list-style-type: none"> 1. Only do "Ten Bags" to a Male staff member - I don't have enough time to list the number of reasons why . . . just trust me! 2. Only do "Ten Bags" to a staff member who agrees to it, and has a good attitude (and understands the purpose of your group). 3. Have a hose or bathroom nearby! 4. Prepare for a mess on the ground! 5. Have the staff person bring a towel and a change of clothes!

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

To Tell The Truth	<p>Like the old 70's TV game show. Pre-arrange four contestants for this game. Have them share a funny/interesting story that happened to them when they were young that they can say in one sentence. (e.g. My name is Billy and when I was 5, I was walking with my mom and a big guy ran by and grabbed my mom's purse!) If that is the story that sounds the best have all 4 contestants use their real name and say the same story. (e.g. My name is Teresa and when I was 5, I was walking with my mom and a big guy ran by and grabbed my mom's purse!) All contestants will tell the audience the exact same thing as if it is their story- but only one of them is telling the truth. Open up the audience to question individual contestants (like an Oprah show) and three of the contestants will have to lie through their teeth. Then have the audience vote who this really happened to. Then have the real person step forward.</p>
Toilet Paper Blow	<p>Pick a 4-person team from each class. See how long they can keep one square of toilet paper in the air by blowing it. Or you may have one person stand on a chair and drop the paper to a person standing on the floor who blows the paper up while the top person tries to catch it with a party blow out horn.</p>
Toilet Paper Bowling	<p>Indoor or Outdoor game for 2 or more players.</p> <p>Object of The Game: Get your toilet paper to roll over the feather that is sticking out of the ground 12 feet away. (If indoors, simply tape the feather so that it will stand up on a small piece of thin cardboard.) The first player must toss the toilet paper while hanging on to the end. The toilet paper will roll and leave a long trail behind. If it hits the feather, then this player wins. If it doesn't hit the feather, then the player must stand where the toilet paper stopped rolling. The next player will roll up the toilet paper and attempt to toss it as close as they can to the feather. If it hits the feather, then this player wins. If it doesn't hit the feather, then the player must stand where the toilet paper stopped rolling. Your players keep taking turns until someone finally tosses the toilet paper close enough to hit the feather.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

TV Tag	This game is just like regular tag, but when the person who is “it” is about to tag you, duck and say the name of a TV show before being tagged. You can’t get up until another player tags you. If every player but one is ducking that player has to run and tag another so that the game keeps going.
Trashball	Divide into two teams. This game is basically basketball, with your own player as the basketholder (assists at getting the ball in). Use a trashcan about the same size as your ball. Have each team choose a trash can holder (rotate regularly, its a fun place to be). Have each one stand up on a chair (they can't move from the chair or grab a ball- just move the trash can). Make a boundry of about 10 feet around each holder with tape. Anyone caught inside the tape must sit there indefinately (at your discretion). For large groups, add an extra ball or two. Players can only take 3 steps when they have the ball, so more are involved. This is a fun game because, with the help of the can holder, almost anyone can make a full court shot, so we tell players the ball must touch a certain # of girls on their team before they can shoot.

<p>Tubal Bacon</p>	<p>Steal the Bacon with inner tubes. This is a physically exhausting game that can be lots of fun, but might be best if played with boys against boys and/or girls against girls.</p> <p>Mark a large square in the field and place a stack of seven to ten inner tubes in the center of the square. Divide the group into four equal teams, each one lining up on their side of the square. Number the players on each team from one to however many players are on each team. The object of the game is to get as many inner tubes as possible across your team's line. Call out several numbers. The players with those numbers run to the center and start dragging the inner tubes to their lines. There may be several players tugging on the same tube. Each tube successfully pulled across a team's line is a score (one point) for that team.</p> <p>Variation 1: Once the kids get the hang of it, add a soccer ball to the game. Each team gets a point deducted from their score if the ball is kicked over their line. Team members along the team line act as goalies. Once the ball touches the ground in their territory the point is scored against them.</p> <p>Variation 2: To further complicate the game, add a cage ball, or earth ball (4 to 8 ft. in diameter). The team that gets this ball across their own line gets three additional points.</p>
<p>Tubal Tug</p>	<p>Get 5 small to medium sized inner tubes. One of them serves as the middle ring. Tie 4 ropes (ropes should be 8 to 10 ft. in length) to this middle tube (you have to have your tubes tied for this game!) Tie the other ends of the ropes to the other 4 tubes – one rope to each tube. Next you will need 4 cones and 4 tennis balls.</p> <p>Lay out the inner tube contraption, putting the center ring at the center (duh...) and the other 4 stretched out to the noon, 3, 6 and 9 o'clock positions. Then place the cones with the tennis balls on top about 10 feet out from the inner tubes. People then get in the inner tubes and on "Go!", they attempt to become the 1st person to get the tennis ball off their respective cones (thus a four way tug-o-war). Since they are essentially pulling against 3 other people, from different directions, it's not always the biggest/strongest that wins.</p> <p>Caution: Don't do this game on cement/asphalt because someone always slips or falls down and then gets drug across the ground by the other players.</p>

TubeMania

Outdoor & Big room. Have a TUBEMANIA night playing the following tube games!

TUBAL BACON: (steal the bacon with innertubes): - This is a physically exhausting game that can be lots of fun, but might be best if played boys against boys and/or girls against girls. Mark a large square in the field and place a stack of seven to ten inner tubes in the center of the square. Divide the group into four equal teams, each one lining up on their side of the square. Number the players on each team from one to however many players are on each team. The object of the game is to get as many inner tubes as possible across your team's line. Call out several numbers. The players with those numbers run to the center and start dragging the inner tubes to their lines. There may be several players tugging on the same tube. Each tube successfully pulled across a team's line is a score (one point) for that team. Once the kids get the hang of it, add a soccer ball to the game. Each team gets a point deducted from their score if the ball is kicked over their line. Team members along the team line act as goalies. Once the ball touches the ground in their territory the point is scored against them. To further complicate the game, add a cage ball, or earth ball (four to eight feet in diameter). The team that gets this ball across their own line gets three additional points.

CRISS, CROSS, CRASH: Good name for this game. Be very careful-if you don't use good safety precautions this could result in injuries. Divide your crowd into two teams, each team in two groups for a relay. Line the teams up in four corners of the playing field, each team diagonal with it's partner team. Give each group 2 or 3 tubes (depending on size). The first team members must step into the tubes, pick them up (so they look like a Michelin Man) and run diagonal to their partner team. Of course their partner team and two opposing teams are running through the same intersection so look out! First team to switch all players across the diagonal one at a time is the winner.

JUMP THROUGH: This is a simple relay where you give each team one tube and they race to see who can get their entire team through their tube first.

MICHELIN MAN BUMPER TUBE: This is basically Sumo Wrestling for poor people. Two players battle each other, each holding a tube like a belt or belly. Draw or rope off a small circle that they try to bump each other out of.

TUBAL TUG: Get 5 innertubes (small to medium sized ones work best). One of them serves as the middle ring. Tie 4 ropes (ropes should be 8 to 10 feet in length) to this middle tube (you have to have your tubes tied for this game!!!) Tie the other ends of the ropes to the other 4 tubes – one rope to each tube. Next you will need 4 cones and 4 tennis balls. Lay out the inner tube contraption, putting the center ring at the center (duh...) and the other 4 stretched out to the noon, 3, 6 and 9 o'clock positions. Then place the cones with the tennis balls on top about 10 feet out from the inner tubes. Kids then get in the inner tubes and on "Go" they attempt to become the 1st person to get the tennis ball off their respective cones (thus a four way tug-o-war). Since they are essentially pulling against 3 other people, from different directions, it's not always the biggest/strongest that wins. **Caution:** *Don't do this game on cement/asphalt because someone always slips or falls down and then gets drug across the ground by the other players.*

BASKETBALL GIGANTE (Giant" in Spanish): Get 2 carpet role tubes (12 foot card board tubes) you can get them from any carpet co. You also need a big cage ball (earth ball). Simple you hang the tubes from the gym ceiling with some rope and the kids must get the ball through the goal (over the tube and between the ropes). We play this game in our gym with up to 175 kids.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Twinkie Launch</p>	<p>Borrow or purchase a clay pigeon thrower. This was not the kind you hold in your hand, it was the kind that mounts on a base and fires the clay pigeon with a giant spring and a catapult arm. Without telling them why, I told all participants of the overnighiter to bring one wrapped Little Debbie or Hostess product. Later in the evening when the kids needed a snack, I had them all stand in a group at the other end of the gym (our church meets in a gymnasium) and I fired Litte Debbies through the air with the clay pigeon thrower. IT WAS AWESOME!! As I experimented with it, I was able to fire three or four at once at a distance of 50 feet and a height of about 13 feet. I also fired some bananas which went the entire length of the gym and splattered on the back wall. (oops!-major clean up involved!)</p> <p>WARNING: <i>This type of clay pigeon thrower uses EXTREME spring tension. If a teen were to play around with it they could literally lose a limb if the catapult arm hit them. Cover the thrower until you use it, then remove it from the field/auditorium as soon as you're was done so no one messes with it.</i></p>
<p>Ultimate Frisbee (Frisbee Football)</p>	<p>If you've never played this you've missed out. Divide into two teams, each trying to get to the opposite end zone. One team kicks (throws actually) off and the other team receives. When a player catches the's the other teams ball (</p>
<p>Ultimate Octopus</p>	<p>This game is just like Ultimate Frisbee, but . . . you guessed it – played with an octopus.</p> <p>Purchase an octopus at your local grocery store or fish market. Divide into two teams and play ULTIMATE FRISBEE, with the octopus. If you haven't played ULTIMATE FRISBEE, check it out on my outdoor page. Divide into two teams, each trying to get to the opposite end zone. One team kicks (throws actually) off and the other team receives. When a player catches the octopus they can take only 3 steps then they must throw it. Team work their way down the field, passing to each other until a team scores. If the team hits the ground it's the other teams ball (octopus actually). If a defensive player knocks the octopus to the ground possession switches as well. Defensive players must give any person already holding an octopus at least 3 feet clearance.</p>
<p>Ultimate Wet Soccer</p>	<p>Use the rules from Ultimate Frisbee (move the ball down the field by throwing it, player may take two steps after catching ball, interceptions or missed passes result in turnover), but replace the</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Volleyball, New School	<p>New School Volleyball can be played on a regular volleyball court with the normal amount of players on each team. A regular volleyball is used as well. The main difference is the scoring.</p> <p>Playing: The object of the game is for a team to volley the ball as many times as possible without missing or fouling (up to 50 times) BEFORE hitting it back over the net to the opposing team who will make every attempt to return it without missing. If they do miss, the opposite team receives as many points as they volleyed before returning it. All volleys must be counted audibly by the entire team (or by scorers on the sidelines) which aids in the scoring process and also helps build tension. So the idea is to volley the ball as many times as possible each time the ball comes over the net, then to safely return it, and hope that the other team blows it.</p> <p>Other rules: No person may hit the ball two consecutive times. No two people may hit the ball back and forth to each other more than once in a succession to increase the number of volleys. 5 points are awarded to the serving team if the opposing team fails to return a serve. 5 points are awarded to the receiving team if a serve is missed (out of bounds, in the net, etc.)</p> <p>Players rotate on each serve, even if the serving team scores on successive serves. A game is 15 minutes. The highest score wins. All other volleyball rules are in effect.</p>
Water Balloon Sheet Catch	<p>You need a water balloon launcher for this game. Two are better but teams can share.</p>
	<p>Divide your group into two teams. Each team needs to designate 3 people to launch their balloons. The rest of the team goes 20-70 yds away holding on to a large bed sheet. Members of the team around the sheet must have both hands on the sheet at all times after the balloon is launched and until it hits the ground or sheet. The team that catches the most launched water balloons wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Water Balloon Stuff</p>	<p>Get two sets of thermal underwear and a bunch of water balloons. Get two volunteers and assign them a team of 2-4 people, whose job is to stuff water balloons in the long johns. When the designated time is up you count the balloons and the one with the most balloons wins. The winner and his stuffers get to throw all the balloons at the loser.</p>
<p>Water Balloon Towel Catch</p>	<p>Split students into teams of four, giving them each a beach towel (tell them ahead of time to bring one from home). Set them a predetermined length apart and have two from each team launch a water balloon with the beach towel. The other two must run and catch the water balloon</p>
<p>Water Capture the Flag</p>	<p>Capture the Flag with a water twist! Instead of simply tagging people or pulling flags off a belt, etc. use the Alka-Seltzer method!</p> <p>Make a badge on the arm of every player like this: wrap a strip of duct tape around the player's arm (t-shirt sleeve), place an Alka-Seltzer tablet on the tape and add two more strips above and below the tablet, so that it is still visible but held on the person's arm by the tape. When your water war badge gets wet- you are out and must go to the "medic tent" to get a new one (medics need to have towels to dry tape before applying new tablet to badge!) Play capture the flag on a large open field, with a "medic tent" replacing the jails. All players get Super-soakers, and when your tab breaks off or fizzez out you must go to the tent, take a 3 min break and get a new one. HINTS: Make sure your playing area is not to big, so that players get soaked quickly. If you have people with hoses guarding the flags, the game is more fun. Also make sure you have refilling stations with faucets for the super soakers. Water balloon launchers can be cool to, but be careful. They tend to knock kids of their feet, without getting them wet.</p>
<p>Watermelon Games</p>	<p>Go to OUTDOOR GAMES, or our EVENT IDEAS page and scroll down to "MELON FEST"</p>
<p>Wet Baseball</p>	<p>Standard baseball rules, but for each base was a hard plastic wading pool and from 3rd base to home was a slip-n-slide. Use a large plastic bat, a tee for the ball which was a splash ball. Have everyone wear water shoes if they have them.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Wet Diaper Head	Before your group or event, place 4 buckets full of water at one end of the room or stage and 4 empty buckets at the other end. Bring 4 volunteers up front, and give one large disposable diaper to each one. Have each volunteer stand at the end of the room by his or her full bucket. At the signal, they must soak a diaper with water, then transport it on his or her head to the empty bucket at the other side of the room. Once they've reached the empty-bucket, they must squeeze the water from the diaper into the bucket using only their heads. When the diaper is empty, measure how much water got into the originally empty bucket. Can be played as a relay.
Wet Toilet Paper Dodge Ball	Set up a court outside for dodgeball. Plays like dodge ball or any other variation. Use rope to setup a centerline and boundaries. Give each team a bucket of water, 5 gallon buckets works well. Outfit each team with plenty of rolls of toilet paper depending on the size of your group. You'll get about 5 good throws from a roll. Throw more rolls into the court when the action dies down. (It's really just an excuse to throw wet toilet paper rolls at each other. The actual game of dodge ball didn't last very long.)
Wiffle Ball	Outdoor & Big room. Do I need to explain this game? You might ask me why I put it on the list even. I'll tell you: Come in real close so I can whisper it in your ear . . . BECAUSE IT'S FUN!!!

Camping Games

<p>Ali Baba and the Forty Thieves</p>	<p>Group sits in a circle and chants Ali baba and the 40 thieves, while doing an action. The group leader on the next beat changes the action and then on the next beat the person beside him/ her does that action. The action follows its way around the circle and the whole time the group is repeating the phrase. The group leader must change the action after every beat, so that every person in the circle eventually ends up doing a different action. (This may be compared to singing a song in a round).</p>
<p>All on One Side</p>	<p>Your whole team starts on one side of a volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.</p>
<p>The Ambush Game</p>	<p>The group splits up into two sub-groups which we will call A and B. Group A leaves 5 to 10 minutes before group B and must leave clues behind (footprints, marks, arrows, codes, pieces of paper, etc....). They must then camouflage and set up an ambush for group B. Group B leaves and follows the footprints and clues left by group A and tries to discover the ambush site. During the ambush the groups face each other in mock combat (stealing of scarves, indian wrestling, etc...). The meeting of the two groups could also result in the yelling of, "AMBUSH" and a race back to home base again.</p>
<p>Auto Trip</p>	<p>Players sit in a circle and are assigned the names of auto parts. (ie. hood, wheel, door, etc.) The storyteller tells a story of an auto trip. As the player tells the story, the parts mentioned get up and follow him/ her. When the storyteller yells "Blowout" each player scramblers for a seat. The one left out becomes the next storyteller.</p>
<p>Backlash</p>	<p>Equipment: 4 round balloons Divide the group into two teams, then divide each team into pairs. This is a relay race, and the racecourse can extend across a large field or around a building. Mark a start and finish line. Teams of pairs space themselves equally from one end of the racecourse to the other. Pairs stand back to back with elbows linked. Blow up 4 large balloons and give two each to the first pair from each team. One balloon is held in each hand of each player. When the leader says "Go", the first two pairs make their way to the next pair of linked players. The first pair transfers its balloons to the next pair. The first team to cross the finish line wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Back to Back</p>	<p>Players stand about by pairs, except one player who is it. When it calls, "Back to back!" the players must back up to a partner. When it calls "Face to Face!" these partners must face each other and shake hands. On the next call "Back to back!" and each time here after, all players must change partners. It tries to get a partner during the change. The player left out becomes it.</p>																																												
<p>A What?</p>	<p>Equipment: 2 objects</p> <p>The leader of the game starts by passing the first object to the person on their right and saying, "This is a whit." The reply is, "A What?" The leader would then clarify, "A whit." This question sequence continues around the circle but the question "A what?" is passed all the way back to the beginning and back again. This game can be confused by adding an additional object called a Watt in the opposite direction.</p> <p>VARIATION: In this version, you have a circle of however many people, and the same number of monosyllabic items. One person, the leader, starts by choosing one object, let's say it is a spoon. He/ she hands this object to the person on his right, and says: This is a spoon. The person replies: "A What?" Leader: "A Spoon." Person: "Oh, A spoon!" the person then takes the spoon and hands it to the person on their right, now becoming the leader. At the same time, the original leader has picked up a new object, and has passed it on. The second person now must carry on two conversations at the same time, looking from one to the other. I have included a diagram of what I mean:</p> <table data-bbox="378 1192 1453 1621"> <thead> <tr> <th>Leader:</th> <th>Person #1</th> <th>Person#2</th> <th>Person #3</th> </tr> </thead> <tbody> <tr> <td>This is a spoon.</td> <td>A What?</td> <td></td> <td></td> </tr> <tr> <td>A Spoon</td> <td>Oh! A Spoon</td> <td></td> <td></td> </tr> <tr> <td>This is a knife</td> <td>This is a spoon</td> <td></td> <td></td> </tr> <tr> <td></td> <td>A What?</td> <td>A What?</td> <td></td> </tr> <tr> <td>A knife!</td> <td>A Spoon></td> <td></td> <td></td> </tr> <tr> <td></td> <td>Oh, a knife!</td> <td>Oh, a spoon!</td> <td></td> </tr> <tr> <td>This is a Fork</td> <td>This is a knife</td> <td>This is a spoon</td> <td></td> </tr> <tr> <td></td> <td>A What?</td> <td>A What?</td> <td>A What?</td> </tr> <tr> <td>A Fork!</td> <td>A Knife</td> <td>A spoon!</td> <td></td> </tr> <tr> <td></td> <td>Oh, a fork!</td> <td>Oh, a knife!</td> <td>Oh, a spoon!</td> </tr> </tbody> </table> <p>This game is really fun, and it tends to get louder and louder as the more people play the game. we did this with a group of about 35 once, and it is so much fun. It can be really frustrating to learn, but it really is a blast! Contributed by Mark Stephens</p>	Leader:	Person #1	Person#2	Person #3	This is a spoon.	A What?			A Spoon	Oh! A Spoon			This is a knife	This is a spoon				A What?	A What?		A knife!	A Spoon>				Oh, a knife!	Oh, a spoon!		This is a Fork	This is a knife	This is a spoon			A What?	A What?	A What?	A Fork!	A Knife	A spoon!			Oh, a fork!	Oh, a knife!	Oh, a spoon!
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THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Balloon Battle</p>	<p>Equipment: Balloons, string Inflated balloons and string for each team member. Have two teams - tie balloons to ankle and teams try to burst the others first. Team with the last balloons wins. As your balloon is burst you withdraw from the game.</p>
<p>Balloon Buns</p>	<p>Equipment: balloon with message inside The players sit in a circle. A balloon is passed around the circle. Each player has to sit on the balloon with all their weight for 3 seconds. If someone breaks the balloon, they must do what it says on the message. (ex, sing a song, bark like a dog, dance)</p>
<p>Banana</p>	<p>Equipment: A rag or sock or a real banana Form a circle with all players sitting on the floor. It is important for the players to sit close together with their knees up and their hands tucked under their legs. The person in the middle has to figure out where the banana is as the people in the circle are passing the "banana" under their legs secretly. Bandit (circle/ passive) "It" stands in the middle of the circle. When he points at one of the players in the circle and says "Bandit!", that person must put both hands over his ears. The person to the bandit's right must put the hand nearest to the bandit over his own left ear, while the person on the bandit's left puts his nearest hand over his own right ear. If any one of the three make a mistake by covering the wrong ear, or by using two hands when only one is to be used, or failing to react at all before the person who is "IT" counts to ten, he becomes "IT".</p>
<p>Barnyard</p>	<p>Each child is given the name of an animal with three children having the same name. No one is allowed to tell another which animal he is. At the signal each child makes the noise of the animal that he has been given. The first group of three animals to find each other and sit down are the winners.</p>
<p>Baseball</p>	<p>Divide into two teams. The rules are similar to regular baseball except that the fielding team may not move their feet. The hitting team hits the volleyball with their hand, and crawls around the bases. To score a point, the batter must crawl all around the bases back to home before the fielding team gets the ball to the catcher at home. If the fielding team gets the ball ahead of the batter, he is out. After three people are out, the teams trade places.</p>
<p>Beat the Bunny</p>	<p>Equipment: Two balls of different size. The bunny (small ball) is started first and is passed from child to child around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. Note: The farmer can change directions to try and catch the bunny, but the bunny can only go one way.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Basket-Soccer Ball</p>	<p>Equipment: balls Two teams are needed. The object of the game is to get both teams up and down the court as many times as possible in 15 minutes. Eg. Team 'A' and Team 'B' when at one end of the court, work together to pass the ball around pylons, then kick or lift the ball up into the hands of one of the team members, who then shoots at the basket. If the ball goes in, they can then go to the other end of the court and shoot for that hoop. Note: Only Team "A" can shoot at "A" basket and "B" shoots at "B" basket.</p>
<p>Big Wind Blows</p>	<p>The group forms a large circle sitting at an arm's length apart. One person is chosen to be the "wind", and stands in the center of the circle. The game begins when the person in the middle acts like the wind (by turning in a circle and waving their arms) and says "THE BIG WIND BLOWS" At this point they must specifically state what the wind blows, a statement which must be true about themselves. ie "The Big Wind Blows everyone who has blue eyes." All of the kids who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. Upon reaching this spot, they sit down. One person will be left over, they are now the wind and the game continues. There is no winner or loser, just a lot of fun.</p>
<p>Birds Have Feathers</p>	<p>One player is leader. He and all the others flap their arms like birds. He calls out names of something with feathers. If a player flaps his wings on a calling that doesn't have feathers he's out. The leader flaps his wings on almost all things to confuse the group and calls as rapidly as possible. "Birds have feathers, bats have feathers, babies have feathers, etc."</p>
<p>Blanket Stand</p>	<p>Equipment: Blanket Spread out blanket; whole group must get on it so that no appendages are touching the ground off the blanket. If the group completes the stand, have them get off and fold blanket in half. Repeat the above process for as long as possible.</p>
<p>Blanket Toss</p>	<p>Equipment: Blanket and waterballoon All players should be standing around the blanket holding an edge. The leader of the game will launch (by catapult or throwing) waterballoons into the air. The object of the game is to catch the waterballoons in the blanket.</p>
<p>Blind Beach Volley-ball</p>	<p>Equipment: Blanket and beach ball A blanket should be draped over a volley-ball net. The game goes as usual except you can not see when the ball is coming. Scary!!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Blind Cow</p>	<p>Equipment: bell and blindfolds</p> <p>All players sit in a circle facing the center. One person is blindfolded and is the "Blind Cow." The "blind cow" should be spun around and then brought to the centre of the circle. The bell should then be passed around the circle and rung. The "blind cow" will then follow the sound of the bell. The game leader points at the person who should stop the bell. The "blind cow" now has to guess who is holding the bell (by pointing). If the person is right, the chosen person becomes the cow in the next round. If they are wrong, he has to go again (until he guesses right).</p>
<p>Blindman's Bluff</p>	<p>Equipment: blindfold</p> <p>Blindfold one player and spin them around 3 times. The blindfolded player tries to tag one of the other players, who may crouch low, sneak up behind the "blindman" and yell "Boo", or stand still and keep very quiet. Eventually though, someone will get careless and be tagged. That player is then blindfolded for the nest game.</p>
<p>Body Surfing</p>	<p>All the players lie face down, side by side, spaced about a body's width apart to form a long human breaker. A player kneels at one end of the line of bodies and launches himself onto the surface, belly down with his/ her arms outstretched. The wave action now begins. Those at the beginning of the line start rolling over continuously in the same direction. As the surfer moves onto new players, they roll as well. When the surfer reaches the beach at the other end of the line he lies down and becomes part of the wave and the person at the head of the line gets to try her surfing skills.</p>
<p>Boiler Burst</p>	<p>The goal is a line thirty feet long. The players form a semi-circle forty feet from the goal with their backs to it and facing in. IT stands at the centre of the circle and begins to tell a story, either making it up or an old familiar one. At any point he chooses, the storyteller says "and the boiler burst" upon which all the players run for the goal. IT runs after them attempting to touch one. The runners are safe when they reach the goal; the first player tagged before reaching safety is IT.</p>
<p>Bola</p>	<p>To make a Bola, stuff a rubber softball into a long sock and tie a knot in the sock just above the ball. Now tie a rope to the sock. Lie down on your back and start spinning the Bola, slowly letting out the rope. When you've got it rotating at a full radius, everyone can begin jumping into the circle. You may increase the speed, or have two people join hands, and jump in partners. If you're nicked by the Bola, you may continue or sit out.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Bombardment Pins</p>	<p>At either end of the playing space, set up in a row as many tenpins, or popbottles as there are players. Make a dividing line across the centre of the playing space. Divide players into two teams. Each team takes one side of the field and must not step over into the other side. One team starts the game by throwing a volleyball or playball, trying to knock down the pins on the other side. The opponents protect their pins by catching or blocking the ball with their hands and bodies. If the ball hits outside the field and knocks a pin down on the rebound it still counts. Play for fifteen minutes with the ball shooting back and forth rapidly. With a large number two balls can be used. The winner is the team that knocks down all the other teams pins.</p>
<p>Bop Bop</p>	<p>The players start sitting in a circle. The leader stands up and "bops" or dances around the inside of the circle. The players can help out by making their own music. The leader then taps selected people on the head and says, "start bopping right now." These tapped people will join the leader in the middle. These boppers keep dancing and tapping until they hear, "Bop Bop Over!" The players will then stop dancing and run back to their spots. The last one there is the new leader.</p>
<p>Box the Leader</p>	<p>The group should be split into 4 groups. Each group should form one side of the box that should be surrounding the game leader. Each side has a name. These are: - NORTH ("North is Aaaaa Ooooookay!!!) - SOUTH ("South, Wooh!) - EAST ("East is the beast to beat") - WEST ("West is the best") The object of the game is to be the first team to be in the appropriate order in a straight line in the right relation to the leader. Once your whole team has arrived, you should yell your team's chant (they are listed above)</p>
<p>British Bulldog</p>	<p>The players are at the ends of the field, with 3 bulldogs standing in the middle. Whenever they are ready they will call: "British Bulldog". The players must then run to the opposite side of the field without being touched.</p>
<p>Bump and Scoot</p>	<p>Equipment: Volleyball net, ball Using a volleyball net, have the girls on one side and the boys on the other. Whenever a boy or girl hits the ball over the net, they "scoot" to the other side. the idea of the game is to completely switch the teams to the other side, but they all must work to together to succeed.</p>
<p>Buzz</p>	<p>The players start counting substituting buzz for the number seven and multiples of seven. If a player makes a mistake he must drop out or the whole group must start again.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Bumpety Bump Bump</p>	<p>All players stand in a circle with someone in the centre. The person in the centre will choose someone in the circle to point at and will say, "Right, Bumpety Bump Bump Bump" or "Left, Bumpety Bump Bump Bump." The person who is pointed at has to say the name of the person to their right or left (depending upon what is asked by the person in the centre) before the phrase is finished. If they fail to do this, they are out. The centre person is trying to eliminate all players.</p>
<p>Cat and Mouse</p>	<p>The players should stand in a circle. Two people are chosen, one to be the cat and the other to be the mouse. The object of the game is for the mouse to catch the cat on the inside of the circle. This can be achieved because when the mouse runs in between two people, they will join hands and the cat can not pass through. This game can be repeated with a new cat and mouse.</p>
<p>Catching the Dragon's Tail</p>	<p>A dragon is formed by grouping the players into a long line each with their hands on the shoulders of the one in front of him. The first in the row is the dragon's head. The last in the row is the dragon's tail, eager to lash to the right and left in order to escape the head. Until the signal GO is given, the dragon must be a straight line. Someone in the group counts "One, two, three, go!" On the signal GO the head runs around toward the tail and tries to catch it. The whole body must move with the head and remain unbroken. If the head succeeds in touching the tail, they may continue to be the head. If the body breaks before he catches the tail the head becomes the tail and the next in line is the head and so on until each has a chance to be the head and the tail.</p>
<p>Catch Don't Catch</p>	<p>This is similar to "flinch". The players should be standing in a circle with their arms crossed. The person in the centre will throw the ball to someone in the circle. They will either say, "Catch" or "Don't Catch". If they say "Catch", the player should not catch the ball and cannot flinch (move their arms). If they say "Don't Catch" , the player should catch the ball. If a player does the wrong thing or misses the ball, they are out. Caterpillar (active) The players must lie face down, side by side and very close to each other. Alternate small players and older players. Player at one end must get to the other end by rolling on this corduroy road. When this player reaches the other end, the rest player starts rolling on the carpet.</p>
<p>Circle Stride Ball</p>	<p>Equipment: Volley ball A circle is formed, feet apart and touching neighbours. The player inside the circle with the ball tries to throw the ball out the circle between the players legs. Players try to stop it by using their hands. If the ball goes through, then that person goes in the centre.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Chicken Picks</p>	<p>Equipment: rubber chicken. Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the group to count how many objects they are able to list. The person that is able to list the most objects is the winner. Topic example: Chocolate Bars (ie) hershey, crispy crunch, aero etc. etc. etc.</p>
<p>Circle Run</p>	<p>The players should start sitting in a circle numbered 1-4 (this can be adjusted depending upon the size of the group). The game leader will call out a number and all players with that number will stand up and run clockwise around the circle. After one warm-up lap, the race begins. A runner is out if another runner passes them on the outside. The run continues until one person is left. The leader then continues to call numbers. A winners round might be a good way to end the game.</p>
<p>Collective-Score Blanket/ Towel Ball</p>	<p>Equipment: Ball, blanket or towels or both. This game is basically group juggling with blankets and towels.</p>
<p>Colored Eggs</p>	<p>One player is chosen to be the Fox. One player is chosen to be the Hen. All the rest of the players are the colored eggs. The fox must stand far enough away from the hen and her eggs that he can't hear them. The hen assigns a color to each egg by whispering the color in their ear. The eggs line up facing the hen. The fox comes up behind the hen and acts like he is knocking on a door. The hen responds, "Who is it?" The fox replies, "It's the fox." The hen says, "What do you want?" The fox says, "Colored eggs." The hen says, "I haven't got any." At this point all the players who are eggs laugh loudly. The fox says, "I hear them laughing." "O.K." says the hen. "What color do you want." The fox begins to guess colors. When he guesses a color that is assigned to an egg the egg begins to run. If the fox catches the egg a new fox and a new hen are picked. If the fox doesn't catch the egg before it gets back to the hen he must guess another color and try to catch the next egg. However, before the fox can make his/ her guess the fox must knock on the door each time and the conversation between fox and hen must be repeated each time. Contributed by Bizzie Vunderink</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Colours	Chose a colour. You must stop someone and touch part of their clothing which is of the chosen colour.
Crab Grab	The players are split into 2 teams and the classic crab position is assumed. This position is maintained supported by at least 3 extremities, while each player tries to make the team members of the opposite team touch their rear to the ground, at which point they win.
Crab Walk Soccer	Two teams sit on lines a short distance apart. Team members are numbered. Soccer ball sits in the centre. Official calls number. The member of that number from each team crab walk and attempts to get the ball over the opponents goal line. When a point is scored, the ball is returned to the centre and another number is called. Team members may help but not score.
Crows and Cranes	Divide the children into two equal teams. Name one of the teams crows and the other cranes. Line the two teams up four or five feet apart facing each other. Flip a coin, and if it comes up heads call crows. Upon calling crows, the crows must turn in flight with the cranes after them. If any of the cranes makes it to the safety zone he is free. If he is touched he switches teams.
Dancing Bear	Equipment: rope Tie the rope to a tree. One person should be chosen to be the bear. They should hold the rope in one hand. The rest of the players need to run around in touching distance. With their free hand, the bear tries to touch the other players. If touched, the player would hold hands with the bear and help catch people.
Dancing Statues	Equipment: Yogurt cups (or something else, be creative) Each player is given an empty yogurt cup and they put it on their head. All of the players must start dancing. Whoever keeps the cup on their head the longest, wins
Dho-Dho-Dho	You need a soft area that is divided into 2 equal parts with a centre line. The players should be in two teams on either side of the centre line leaving a no-mans land in between them. One team chooses a player to go across the line, tag one or more players on the other side, and return safely home. Clearly that could require agility-but breath control? That's where the "dho-dho-dho" comes in. Before crossing the centre line, the player who is IT takes a deep breath. Not only must he complete his mission in one breath, but he must use that breath to repeat aloud in a steady flow, "Dho-Dho-Dho-Dho-Dho...." If members of the opposite team can catch and hold him in their territory until they run out of breath, they've acquired a new team member. If he makes it back across the line with any part of their body , even a fingertip, all those he has tagged join their team.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Duck Duck Goose or Drip Drip Drop</p>	<p>The children form a small circle and all sit down. One person is it and he walks around the outside of the circle, touching the other children's heads saying "duck, duck, duck," and when he comes to the person whom he wants to chase him, he calls "goose". The goose chases the it around the circle and the one who reaches the space first sits down and the other one is it.</p>
<p>Dice Count</p>	<p>Equipment: 1 die, a pair of oven mits, a chocolate bar or other wrapped up treat, and a hat. A chocolate bar is wrapped up in 5-6 layers of paper and placed in front of one of the players who are sitting in a circle. The person directly to the left of the person who has the chocolate bar starts rolling the die while the person with the chocolate bar starts to put on the hat and oven mits. Once the oven mits and hat are on the player starts to unwrap the chocolate bar. The unwrapping continues until the roller rolls a 6. When that happens, everything is passed to the left, and a new person starts to roll the die, and the old roller starts to put on the mits and hat. The game continues until the chocolate bar is eaten.</p>
<p>Dodge Ball</p>	<p>Divide the group evenly into two teams. Team A forms a circle around team B. Team A is given a large rubber ball. At signal team A players throw ball at team B, attempting to hit them below the waist. Team B players may avoid being hit by moving or running aside or ducking. A player must leave the circle when hit OR a player who is hit may join team A. Leader may time the eliminating process to determine which team eliminated its opponents fastest</p>
<p>Donkey Dodgeball</p>	<p>Equipment: ball This game is played with the same objectives as in all dodgeball games. In this game a circle is formed and 4 people are chosen to go into the middle. The 4 people hold on to each other at the waist, forming a chain. The front and middle protect the back of the donkey by using their bodies as a block. The players who form the circle try to hit the back end of the donkey, below the waist with the ball. If someone does hit the last person of the donkey, then the thrower will join the front of the donkey and the person who was hit, joins the circle.</p>
<p>Dracula</p>	<p>One player is chosen (secretly) by the leader to be dracula. When the game starts, everyone starts to mingle with their eyes closed. (Make sure that their are people watching to make sure no one gets hurt.) Dracula keeps their eyes open. Dracula picks their victim, goes up to them and screams. This caught person, opens their eyes and becomes a Dracula as well. The game continues and the Draculas move around together. The game is over when all of the Draculas surround the last human. Watch the ears!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

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<p>Ducks that Fly</p>	<p>When the leader says, "Ducks fly", and flaps his/ her arms, all the players must flap their arms. The leader goes on to say, "Cats Meow", with appropriate sounds or gestures, which must be imitated as above. He/ she may continue, "hens cluck", "horses trot", and so on with appropriate gestures and sounds. When he/ she chooses, he/ she may substitute a false statement and motion, such as, "cows bark", "elephants fly", and so on. If the player imitates the false motion, he/ she is penalized. If any player makes a false motion or sound at any time, he/ she's out (can be given three chances).</p>
<p>Drop the Handkerchief</p>	<p>The players form a circle. One player is chosen to be IT. He walks around outside the circle with a handkerchief in his hand. He drops it quietly behind one player and keeps walking trying to get around the circle before the player discovers the handkerchief. If IT gets all the way around the player becomes a dead fish and stands in the middle of the circle. If the player discovers it he chases IT and catches him, they are not IT. If he doesn't catch IT, he becomes IT. A dead fish can rescue himself in two ways. He may snatch the handkerchief from behind some other player before that player sees it, or a player behind whom the handkerchief has been dropped may toss it into the circle behind a dead fish. The dead fish then picks up the handkerchief and chases IT.</p>
<p>Eco-Ball</p>	<p>Participants split up into as many teams as you want or feel are necessary. The entire tournament site (including play, rest, food, and sanitation areas) is divided into a like number of parts. The boundaries should be clearly described but not marked. Each team is given one portion of the field.</p>
<p>Escape From the Monsters</p>	<p>Equipment: bean bags, blindfolds, ropes and keys Four monsters are chosen and they are blindfolded and sat in the middle of a circle that is formed by the rest of the players. In front of these Monsters sits their treasure(keys). They have bean bags for ammunition. The leaders chose one person to go through the circle and get the treasure. This person gets 3 monster de-activators.(ropes tied into a circle) These will de-activate the monster if it is put over their head. The monster can stop trespasser by hitting them with a bean bag. The players in the circle can help the monsters by telling them where the trespasser is.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>The Electric Fence</p>	<p>Equipment: Sturdy 8' pole, "wire". Object: To transport a group over an "electrified" wire or fence using only themselves and a conductive beam. Rules: If a participant touches the fence (rope) he is "dead" and must attempt the crossing again. Any person touching the individual as he touches the wire must also return for another crossing. If the conductive beam touches the wire all those in contact with that beam are dead and must attempt another crossing. An electric field extends from the wire to the ground and cannot be penetrated. The trees or other supports which hold up the "wire" cannot be safely touched and so cannot be of assistance in the problem. Caution: Be careful not to let the more enthusiastic people literally throw other participants 7'- 8' in the air over the rope.</p>
<p>Electricity</p>	<p>The group sits in a circle holding hands while someone sits in the center. The game commences with one person proclaiming that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbour. The person in the middle tries to figure out where the current is. If successful, he exchanges places with the immediate sender of thg charge. Elephant ball (moderate/ circle). All the players are in a circle with their legs spread apart and their feet touching the next person's feet. The ball must be punched around the circle until it goes through someone's legs. That person is then out. This continues until there is one person left, who would be the winner.</p>
<p>Elephant, Giraffe, Palm Tree</p>	<p>Form a circle with one person in the middle. The middle person will point to an individual and the person pointed to along with the persons on each side will have to form what was called out. ELEPHANT- Middle person (one pointed to) will form an elephant trunk by putting arms straight in front of you crossed at the wrists. Persons on each side will form the ears of the elephant by bending toward middle person, cupping around the mouth with hands as if whispering to the middle person. GIRAFFE- Person pointed to raise arms above head, arms extended fingers closed. Side people will grab middle ones waist bending over. PALM TREE- Middle person raise arms above head in "Y" formation, fingers open. Side people do the same but lean toward outside, away from the middle person. The object of the game is to try to keep changing all the time. The game has to be played quickly. As soon as an object is formed, the person in the middle of the circle has to point to someone else.</p>
<p>Hot Potato</p>	<p>Equipment: Ball or something to pass The potato is passed from person to person until the leader gives a signal. The person left holding the potato is eliminated.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Elves, Giants, Wizards</p>	<p>This game is based on the same concept as rock, paper, scissors. In this game; Elves beat Wizards (they can run through their legs) Giants beat Elves (they stomp on their heads) Wizards beat Giants (because they are smarter)</p> <p>The group needs to be split into 2 groups. Each group needs to choose one of these signs. The two teams come face to face in parallel lines about 2 meters apart. Both groups will yell, "Elves, Giants, Wizards,....."(chosen sign goes here). The side that won chases the other team back to their home and tries to tag them. The players that are touched must join the other team. The object is to get everyone on your team. The actions are; ELVES- swat low to the ground and put one finger to either side of your head like little pointed ears. GIANTS- stand up on your tip toes and stretch your arms high over your head WIZARDS- turn body 90o to the left. Stretch right arm out in front and put left hand by left shoulder. Wiggle your fingers like you are casting a spell. If both teams do the same sign, it is a tie. (go pick again!)</p>
<p>Escape From the Planet Of "What"</p>	<p>The game begins by giving each team a clue that will lead them to their spaceship. These can be anywhere. Once at their spaceship, the team finds a message for them either in a tape recorder or on a piece of paper explaining that their spaceship has malfunctioned and they have crashed on the Planet of "What". They have 40 minutes to follow the clues that will lead them to a new spaceship so that they will only be able to say "who", "what" and "where". Clues lead them from station to station where they have to perform a task (such as making up a national anthem for the planet, or crawling through a laser field). The final task is to build a spaceship out of any equipment available.</p>
<p>Farmer and the Crow</p>	<p>Equipment: six objects such as paper plates, beanbags, small boxes</p> <p>Divide the children into teams of equal number, each team behind a starting line, facing a wall or finish line about twenty feet away. The first player on each team is a farmer, the second player is a crow, the third a farmer, the fourth a crow, and so on. At a signal, the first farmer on each team takes the seeds (six beanbags) and places them at equal intervals from the starting line to the finish line. He runs back and touches the second player, a crow. The crow must hop over each of the beanbags, touch the finish line, change to the other foot, hop back, pick up each seed as he comes to it. He hands them to player number 3, a farmer, who goes out to plant them again, and so on. The team finishing first wins. Play again letting each crow be a farmer.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Feeding Time</p>	<p>Equipment: small pieces of paper, peanuts or candies. The group needs to be split into small groups of at least 4 people. Each group needs to be a different animal and decide on the sound they will make. A leader needs to be chosen for every group. The object of the game is for each group to try and collect the most food. On the word "go", the players can start looking around the playing area for food. The only people that can actually pick up the food are the group leaders but they can not pick up any food they want. The rest of the team members look for the food and when they find it, they stand on it or beside it and make their animal noise until their leader comes. Once the food is taken by the leader, the player would go and look for food again. The team that collects the most wins.</p>
<p>Fight for My Attention</p>	<p>Two people are challenged to come up to the front of the room and the audience then chooses a topic. The two people must talk about that topic for one minute in front of the crowd, BUT they are both talking about the topic AT THE SAME TIME! The audience must then vote on which person held their attention for longer.</p>
<p>Fire</p>	<p>'Victims' must remain motionless and not aid the rescuers until the victims are healthy again. Rescuers cannot look at signs until victims are removed to safe area. All the group except 3 people are unconscious in that burning building. The rescuers know that the building will explode in 4 minutes. Save as many people as you can. Go!!</p>
<p>Fish In A Pond</p>	<p>Divide children into groups of two. Give each group a name of a fish. Then have one member of each pair form a circle (Pond) at one end of the playing area by holding hands, while the other partners do the same at the opposite end. Select one person to stand in the space between the circles. This person calls the name of the fish and the two people who represent this fish rush to their partner's circle to switch places. The person in the space attempts to catch one of the partners. If caught this "fish" calls a different name and their position is taken by the person originally in that space. Position are marked by gaps in holding hands.</p>
<p>Flinch</p>	<p>Equipment: ball The players stand in a circle with their arms crossed. One person should be in the centre. The person in the centre is trying to get everyone in the centre out. The person in the centre will throw the ball at the people in the circle. If they miss the ball, they are out. The person in the centre can also pretend to throw the ball. If the people in the circle "flinch" (move their arms from the crossed position), they are out.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Flipper Flopper</p>	<p>Equipment: One penny per pair of campers, rubber chicken Players form a circle and stand beside their partners. The rubber chicken is in the middle of the circle. One player is the flipper (with the penny) and the other is the flopper. When the leader says go, the flipper must flip the penny on the ground. If it is heads then the flopper takes two steps forward and if it is tails then the flopper takes one step backward. The first flopper to reach the chicken wins!!</p>
<p>Flying Dutchman</p>	<p>The players stand in a circle with their hands joined. The player who is it runs around the outside of the circle and slaps any two joining hands, the owners of which become flying dutchmen. They run in opposite directions around the outside of the circle . The player who was it steps into the circle. The last player back to the place in the circle is it.</p>
<p>Foghorn Leghorn</p>	<p>Equipment: rubber chicken Groups are divided in half (no, not each of them in case you were wondering!). One group lines up in a line with the rubber chicken at the front of the line. The other group forms a tight bunch, as close in as possible, and elects a runner. The leader says "Go Foghorn!" The group in the line then passes the rubber chicken Under-Over style down the whole line. While this is going on, the runner runs around the bunch and keeps track of the number of times they make it around. When the rubber chicken makes it to the end of the line then the last person throws it as far as possible and shouts "Go". The group that was in the bunch then runs to where the chicken landed and lines up behind it. They then do the Under-Over thing. The other group forms a bunch and counts how many times the runner makes it around. This keeps on going and the count of runs is a cumulative count, so at the end of an allotted time period the group with the most runs around is the winner.</p>
<p>Footloose</p>	<p>The object of this game is to transport everyone from one end of the playground to the other. To heighten the challenge and make the game more fun, suggest that players are fleeing a dreaded disease and can only escape if they are carried by other players. The players may be carried by as many players as necessary. When the carried player is delivered to the other side of the playground the others must go back and carry each other. This continues until the last player is carried by a single person. The last player, who was not carried gets carried back triumphantly on the shoulders of the entire group.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Fool Your Family</p>	<p>Equipment: One slip of paper for every player. Papers should be in groups of five, and each group represents a family, for example, the Smiths. So the first Smith paper would be Mr. Smith, the second Mrs. Smith, the third Brother Smith and so on. Each family should have a different last name but the same characters (ie) one mom and one dad. Each player is given one slip of paper and they must walk around trading papers with everyone else on the room. They should try to make as many exchanges as possible, and they should not be looking at which papers they are receiving. The leader then calls out "Find your family". The players must find the other members in their family. When they have found them, they must sit in order from dad to baby in a line on the floor. The last family to sit down may be eliminated if you choose to do so. The leader may also give out specific instructions, for example "Find your family without talking".</p>
<p>Frozen Beanbag (Help Your Friend)</p>	<p>Equipment: bean bags Players should be balancing beanbags on their heads. On a signal, players move around the area at their own pace. To change the pace or action, the leader can ask the campers to hop or skip. If the bean bag falls off a camper's head, that child is frozen. If the bean bag falls off a camper's head, that child is frozen. Another camper (the friend) must pick up the beanbag and replace it on the first person's head without losing his or her own bean bag. When the game is over, ask the players how many times they helped their friends, or how many times their friends helped them.</p>
<p>Fruitbowl</p>	<p>You have a minimum of 5 players one person sits in the middle of a circle then each person picks a fruit name(short ones work best, Kiwi, pear, etc.) You then pick one person to start the game(excluding the middle player) s/ he then calls their fruit name and someone elses, the person in the middle then tries to tag the second person before they call out their name and someone elses. For example if I was Kiwi and it was my turn I might say "Kiwi Grape" - the person who was Grape would need to say "Grape ---" Before the middle person tagged that Grape person. You go like that until someone on the outside gets tagged by the middle person, then they switch places. You do this until you get bored of it. I hope you use and like this game. Contributed by Keri</p>
<p>Fruits and Vegetables</p>	<p>Divide the children into two large groups. One group will take the names of vegetables, the other fruit. In each large group, two or three children take the same name of a fruit or vegetable. The children mix themselves up and form a seated circle. It, the leader to start, sits in the centre. It call out "Peas and apples change places". While they are doing so, it tries to get to one of the vacant seats. If he succeeds the ousted one becomes it.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Flying Fish	Equipment: Construction paper cut outs of fish. Each team is given a folded magazine or newspaper. Players line up in a straight line. A plate is placed on the finish line. At the word "go" each player places their fish on the ground and fans it with the newspaper towards the plate. As soon as they have done this, they would race back to their team and hands the newspaper to the next player in the line.
Good Morning Captain	The captain sits slightly apart from the group and is blindfolded. The leader indicates a player who says "Good Morning Captain!" The captain tries to name the speaker. If he responds "I said good morning captain!" If the captain correctly identifies the speaker he retains his position. If not the player becomes the new captain. Players should try to disguise their voices.
Fox and the Rabbit	The players are divided into groups of threes and are scattered into groups around the playground. Two of the three form a 'home' by facing each other and joining hands. The third one will be the rabbit and will simply stand in this house. In addition the these groups of three, there should be two extra players, a homeless rabbit and a fox. The fox starts the game by chasing the homeless rabbit around and around in and out of the groups. When the rabbit has grown tired, he may go into one of the homes and at once the rabbit who was already there must leave, and this rabbit is chased by the fox. When the fox catches the rabbit the two change places.
Gates, Bridges and Tunnels	Equipment: Rubber chicken Players get into groups of three and form a circle so that they are standing beside the people in their group. One person is the gate person, one is the bridge person and one person is the tunnel person. The leader should be standing in the middle holding the rubber chicken. When Gates is called, the gate people leave their spot in the circle and run around the outside of the circle. The two people from the group then form a gate by putting their arms together. When the gates person gets all the way around they then run through their gate into the middle of the circle and try to grab the rubber chicken. The same thing happens for the tunnel and the bridge people except their partners form tunnels and bridges. The first person to grab the rubber chicken is the winner. (name your chicken, it is Fun, Fun, Fun!!!)

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>George</p>	<p>"George" can entertain groups for a while. To play this game everyone sits in a circle. Every one goes around the group and says their name. This allows everyone to learn everyones name, in case they didn't already know. After the names are said the name stays with that seat/ spot. George is "it". He can starts it by saying a name of one person. Amy do you want to leave? Amy answers: no. George says, then who? Amy will take over and repeat it with another or the same name. Scott do you want to leave? Scott says: no. Amy says: then who? It continues until someone messes up. When some one messes up the person to the right of George gets up and the one who messed up goes in his place (the last postion) and everyone rotates up to where the person who messed up was sitting. Remember when everyone moves there name stays at that seat. It can get confusing to remember whose name goes with what seat. A good way to memorize everyone in the groups name. Contributed by Amy Roberts</p>
<p>I Spy</p>	<p>One person says " I spy with my little eye, something that is(colour)". Then others try to guess what the object is and the one who guesses it takes the next turn.</p>
<p>Guard the Pin</p>	<p>Equipment: ball and pin. Everyone stands in the circle facing in. A pin is placed in the centre of the circle. A guard is chosen. The guard stands in the centre of the circle and guards the pin. The object of the game is for the players in the circle to try and knock down the pin with the ball. All throws should be thrown underhand. The person who knocks down the pin gets to be the new guard.</p>
<p>Ghost</p>	<p>Three or four players are chosen to be the ghosts. The rest of the group needs to scatter across the playing space and choose a spot to stand in. All players need to close their eyes. The ghosts will roam about the playing space. They will try to kill the people by standing close behind the players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and they will sit down quietly. If a person suspects a person behind them, they would ask, "Is there a ghost behind me?" If they are right then they become a ghost. If they are wrong they are out and should sit down. This is a great game is you want to quiet your camp down.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Go Tag</p>	<p>Everyone squats in a line, alternate players facing opposite directions. The person at one end of the line will be the first runner. They may run around the line in either direction. The person at the other end will be the first chaser. They may start running either clockwise or counter-clockwise, but they may not switch directions once they start. The object of the game is for the chaser to tag the runner. The chased person may change place with anyone in line. The chaser can only push out a new runner who is facing the appropriate direction. When the chaser catches the chased, the person who tagged them becomes the starting chaser for the next game</p>
<p>Guess Who</p>	<p>Equipment: pieces of paper with names on them, tape Each player needs a name taped to their back. The object of the game is to figure out who you are. Everyone goes around and asks the other players questions. The players can only answer yes or no. This game is great when a theme is incorporated. (ex. cartoon characters, book characters)</p>
<p>Ha Ha Ha</p>	<p>This is a contagious laughing game. Player #1 lies on their back and places their head on the belly of player #2 . Player #2 then places Their head on the belly of player #3, and so on. Players should end up lying in a zig zag formation. Now the first person shouts "ha!" and the next person answers with "ha ha!".... etc. Soon everyone loses control and starts laughing hysterically.</p>
<p>Hand Wave</p>	<p>Everyone starts in a circle, on their stomachs, with their heads towards the centre and their arms forward. The players should have their right hand over their neighbour to the right's hand and their left hand under the hand of their neighbour to the left. Arms should cross at the wrist. The object of the game is to pass the slap. The person who starts slaps the ground and the next hand slaps (not the next person). Once you have the hang of it, add the option of a double slap. This skips the next hand. When a hand is turned on it's side, start slapping the opposite way.</p>
<p>Hazoo</p>	<p>Choose someone to be it and divide the group into 2 parallel lines. The person who is it has to walk down the column without laughing or smiling. The rest of the people, try to make the person laugh without touching them. This game can also be done in a circle and the person in the centre can be put in the hot seat. Specific questions can be asked and if successful they become the Grand Pooba.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Hit the Bat</p>	<p>This is played in the street (quiet and a not so busy street) and requires having some what of a hill, not much though. One person is picked to be up (the hitter), stands at the bottom of the hill. The others stand scattered towards the hill. The person that is up, hits a tennis ball (can be a grounder or fly ball) somewhere towards the top the hill. Whoever gets to the ball has a chance to run as close as they can to the hitter, the way the hitter controls how close that person gets, is by putting the bat down whenever they choose. The person who has the ball then rolls it towards the bat. The ball ususally bounces up when hits the bat. The hitter must catch the ball after it hits the bat in order to remain the hitter, if not, the "catcher" now becomes the hitter. This is usually best played with at least 5 or more people.</p> <p>Contributed by Tanya Callen</p>
<p>Horse and Rider Ball</p>	<p>Equipment: ball</p> <p>Half of the children are horses and half are riders. The riders mount and they are given a ball to pass between them. If they miss, either of the following are done:</p> <ol style="list-style-type: none"> 1) The rider that missed the ball runs and gets the ball and when he gets it he hollers stop which means that horses who have displaced their riders and have been running come to a stand, and if the rider throws and hits one of the horsed, the riders ride again, and if he misses the horses become riders. 2) Every time the rider missed a ball, all the riders immediately become horses and the horses riders, and every time the ball is missed all change.
<p>Hot and Cold</p>	<p>One person is it and leaves the group. The rest choose an object in the room and when "it" returns they help him find the object by singing a song and increasing the volume as he nears the object and decreasing when he becomes colder.</p>
<p>How do you Do?</p>	<p>Players form a circle. The hostess walks around the outside of the circle and taps one player on the shoulder. She shakes her hand and asks: "How do you do?" the reply is: "Very well thank you". Repeat three times. On the third "Very well thank you" hostess and player leave in opposite directions. The player who is last to reach an available space becomes the hostess.</p>
<p>How do you Feel?</p>	<p>Fill a few bags with varying items. (ie. chunk of bread, a piece of soap, a candle, a stick of gum, a sock, kleenex, wet paper....). Be sure to have things that are difficult to distinguish. Then, sit the group in a circle. Give the bags out and ask the person to pick out an object without looking in the bag. If they pick out the wrong objects they must put it back. Then the bags are passed on to let someone else have a turn.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>How many Thumbs???</p>	<p>Group should be divided so that they are in small groups of about five or six people. The group lies on their stomach and puts hands in the middle of the circle with fists closed. On the count of three, everyone either sticks one thumb up or two or none, while at the same time they are saying a number. The object of the game is to predict how many thumbs are up!</p>
<p>Human Pinball</p>	<p>Equipment: Ball. All players except one stand in a circle, facing outwards. Spread your legs as wide as comfortable until your feet are touching your neighbours on either side. Everyone bend down and swing your arms between your legs. (flippers) The one person left over enters the circle as the moveable target. The flippers try to hit him by knocking a ball back and forth across the circle. If the target is hit, the person who hit him goes in the circle and becomes the new target.</p>
<p>Human Tramp</p>	<p>Two parallel lines are formed and told to face each other. Each person joins hands with those of the person opposite him. One person dives onto the arms of the two rows, and is passed down the line by being thrown up in the air. It's a good idea to have a safety spotter at the opposite end of the line.</p>
<p>Humming Game</p>	<p>You make a task for a person who has been asked to leave the room. When the person returns everyone hums. When the person returns everyone hums, when the person gets closer to the area where the task is to be accomplished the humming becomes more intense and if she goes away humming becomes quieter.</p>
<p>Indy 500</p>	<p>The group should be sitting in a circle and numbered 1-4. Give each number a name of a car. (ex. 1's are Porches, 2's are Ferrari's... etc) The game leader calls a car name and those cars have to get up and run around the circle. The first person back to their spot wins. There is a twist to this game. The cars can have things wrong with them as the leader chooses. Some ideas are; FLAT TIRE (Hop around on one foot), RUN OUT OF GAS (Crab Walk), TURBO BOOST (run around), NO MUFFLER (noisy!)...etc.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>I Am The Captain</p>	<p>Equipment: ball</p> <p>The players are numbered in a circle with the captain standing in the centre. The captain says, "I am the Captain and I have lost my hat, and I think that number ? has it." The captain then throws the ball to that person. As soon as the ball has been caught, they must say, "who sir/ maam, not me sir/ maam", before the Captain says, "Back to the end of the line." If the player does not say their line, then the player must go to the end of the number order and everyone gets bumped up a number. If the player does say "Who sir/ maam, not me sir/ maam" , before the captain can say their line, then the captain will continue the conversation saying, "yes, you sir/ maam." The player replies, "Oh not I sir/ maam." The captain asks, " If not you sir/ maam then who maam?" The player answers, "Number ? sir/ maam" and throws the ball to that player. This game could be simplified by using names instead of numbers.</p>
<p>Islands</p>	<p>Equipment: hoops or small designated areas</p> <p>Several "islands" are placed on the ground. When the music stops or the leader stops singing, everyone must be standing on a island without touching anyone else in the group. As the game continues, remove islands until only one is left.</p>
<p>In the River, On the Shore</p>	<p>All of the players should be standing on side of a line on the ground. The leader will call out, "on the shore" and "in the river". The players follow the commands by jumping on the side of the line that applies. The players get out if they are not listening. The leader could call out, "in the shore" and "on the river". The players move, they are out.</p>
<p>Juggling</p>	<p>Players stand in a circle, hands in the air. The leader throws the ball to a player on the other side of the circle. The player throws the ball to a third and so on. When a player has caught the ball once, he puts his arms down. The last player to catch the ball throws it back to the leader and the game starts over again only faster. A 2nd, 3rd, and 4th ball is added.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Jamaquack</p>	<p>Jamaquacks are rare birds from Australia. Being from down under, they always stand bent over, with their hands grasping their calves or ankles and shuffle along backward. They are nocturnal by preference, and when they are out in daylight, they always try to wander off somewhere, only a third of the players can be jamaquacks at a time. The rest must form a jamaquack pen by holding hands in a circle facing the center. Two players create a hole in the pen by dropping their hands. The jamaquacks gather in the middle of the pen, heads together and begin quacking and moving backward with their eyes closed, trying to find the way out. While the birds are trying to escape, those forming the circle do their best to jam the quacks back inside the pen by GENTLY knee-bumping them. Once outside the circle the jamaquacks can finally stand upright and open their eyes but they should keep quacking to let their species mated locate the hole.</p>
<p>Jelly Roll</p>	<p>This game is ideal for groups that either don't feel completely comfortable with one another, or are difficult to assemble quickly. Divide the large group into smaller groups by means of colour of clothing, birthdays or counting to group them together. Have them get into these groups, hold hands in one long line and then roll from one end to the other into a "jelly roll" and sit down. This can be used when you need to explain something , break them into groups quickly etc. All you need to do is yell "jelly roll".</p>
<p>Jeepers Creepers</p>	<p>Equipment: A roll of crepe paper. Divide the group into teams of three. Each team receives a roll of crepe paper. Mark two parallel boundary lines about 10 yards apart. Each team lines up behind on of the boundaries. When the leader says "Go" , two player on each team get down on their hands and knees, one behind the other. The rear player places his or her hands on the ankles of the front player. The third team member becomes the connector and connects the two players by wrapping the crepe paper around the wrists and ankles of the players. After the players have been connected, they begin to creep toward the opposite boundary. If the crepe paper tears, the two crawlers must stop while the third player repairs the connection. Once the two crawlers reach the boundary they switch so that everyone gets a chance to be the connector. The first team to cross the boundary line after all three team members have been crawlers and connectors is the winner.</p>
<p>Kick it Up</p>	<p>Equipment: ball Players start in a circle with their feet towards the middle. A ball is put in the canter and the players have to keep the ball up in the air with their feet. If the ball is dropped, it is a point against themselves.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Ladders</p>	<p>Two lines are formed, facing each other. Sit down, legs straight out, feet just touching. Each pair is numbered or given a name. When a name or number is called, the two jump up, run over the legs of the other pairs in one direction, then run outside until they get to the opposite end of the line and then continue to run over the legs of the other pairs until they get back to their original place in line. The first person back to their original position gets a point for their team.</p>
<p>Killer</p>	<p>Someone is chosen to be the picker all the other kids line up facing the wall and should close their eyes. The picker goes by and taps each of the kids. He taps each of them once but whomever he picks as the killer he is to tap twice. Once everyone is tapped they all turn around. (Sometimes the killer is given away here because of smiling :) Everyone begins shaking hands with one another one at a time in a normal shaking manner. If you are the killer when you shake hands with people you bend your index finger in and sort of poke the palm of the person's hand your shaking. If you feel this when you shake someone's hand then you go and shake two more hands (normal shake) and then silently fall to the ground. Eventually the killer gets everyone and then the games over and a new killer gets picked. Contributed by Julianne Brewer [See also "Murder Wink"]</p>
<p>Kitty Wanna Cracker</p>	<p>Campers sit in a circle with one person in the middle of the circle. The person in the middle goes up to different people and says "Kitty Wanna Cracker?". The players in the circle say "No, thankyou". While this is going on, the people who the kitty has her/ his back to try to catch each other's eye and change places. The kitty tries to steal the empty spots. If you are left without a spot then you become the kitty.</p>
<p>Knights, Horses and Cavaliers</p>	<p>This game is similar to musical chairs in that when the rhythm stops an action must be performed. In this game 2 equal circles are formed, with one inside the other. The people of the inside circle will pair up with someone on the outside circle and remain with that partner for the rest of the game. the inside circle will walk clockwise clapping their hands and the outside circle, also clapping, will walk in the opposite direction. When the leader calls out Horses, the individuals stop clapping and run to find their partner. Once together, one partner will go on all fours, like a horse, and the other partner will straddle their back. The last partner group to form that position will be asked to act out a simple situation of their choice that makes use of a rider and a horse. Once this game continues in the same fashion as before. If Knights is called, one partner will sit on the other partner's knee. The partner therefore has one knee up to be sat on and the other on the ground for support. If Cavaliers is called, then one of the partners will lift their partner up into their arms. However, one leg lifted by their partner is allowed.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Knots	Groups of eight stand in a circle facing into the center. Shake hands with person directly across from you, then join left hands with a different person in the group. Must untangle the human knot without letting go of hands.
Last Detail	Choose a partner and sit in front of them. Take 3 minutes to study how your partner is dressed. Turn around. Now your partner will change 5 things on his clothes. Again the partners face each other and the first partner tries to determine what is different.
Leader	The children all sit in a large circle. A person is picked to be it. He leaves the room or sits with his back to the circle. The group then decides on a leader who is to start a motion in which all the children copy. The motion can be anything at all, and the person who is it, comes in to find the leader of the motion. The leader changes the motion from time to time and the person who is it has three guesses to determine who the leader is. If 'it' guesses correctly then the leader becomes 'it'. If 'it' does not guess correctly a new game is started by choosing a new 'it'.
Knights of the Round Table	Equipment: hoola hoop and sword The players should be in a circle with one knight in the center with the sword. The knight tries to touch a person in the circle with the sword, run to the middle, put the sword on the table (hoola hoop) and get to their spot in the circle without being touched by the sword. The person touched has to chase the knight, get the sword from the table and touch them with it before they get to the spot or they are the new knight. If for some reason the sword does not land on the table, the rest of the players must yell, "THE SWORD IS NOT ON THE TABLE!" This means the play is cancelled and the knight must try again.
Lap Sit	Form a circle, shoulders close to people beside you. Everyone turn 90 degrees to the left. Put hands on person's hips. Everyone sits down on knees of person behind them. Try to sit, stand up, turn around and sit down again. Then try to walk while in lap sit.
Lemonade	The group is divided into two teams. Team A: Actors, Team B: Guessers. Actors decide on a geographical location and a related occupation. Dialogue between A and B: A: Here we come. B: Where from? A: From New Airlines. B: What's your name? A: Lemonade. B: What's your trade? A: Goes like this. At this point group A acts out their occupation. Group B is given 3 tries to guess. If the guess is correct, group A must run to a safety line without being touched by a group B player. If all 3 guesses are wrong group B must run to a safety line without being touched. Any player touched must switch teams.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Lions and Tigers</p>	<p>Players sit in a circle. Two children on the opposite sides of the circle, hold small objects, (stone ball etc.). One is called a lion, and the other a tiger. On a signal the players pass the objects to the right as quickly as they can. The fun is in trying to get one animal to overtake the other. (see Beat the Bunny)</p>
<p>Lip and Card Relay</p>	<p>Equipment: Card The group is divided into 2 lines, boy-girl-boy-girl if possible. A card is then given to the first person in the line. He puts the card between his lip and his nose and passes it down the line. The first line to pass the card down first wins.</p>
<p>Lonely Little Ghost</p>	<p>A lonely ghost would love some company. He wants to make a ghost friend. His ghost friend won't be me. One child is chosen to be the lonely little ghost. He sits on a chair in the haunted house. Indicate a certain area for that purpose. The other children speak the verse and sneak into the haunted house. They tease the ghost. Any child he catches or tags within the boundaries of his haunted house becomes a ghost and joins him to try to catch the remaining children, who return again and again to tease and try to avoid being caught by the ghosts. The last child caught is the winner and may be the lonely little ghost the next time the game is played. Contributed by Colleen Murphy</p>
<p>Loose Caboose</p>	<p>Select a player to be the Loose Caboose. Divide the rest of the group into trains of three. Each player is in a train car and holds the waist of the person in front. The first player in a train is the engine. The object is for the loose caboose the try to attach to a train. When all are aboard, the trains chug around the train yard (sound effects should be encouraged) Trying to dodge and turn to keep away form the Caboose. When the Caboose attaches to a train, the engine of that train becomes the new loose caboose.</p>
<p>Lumberjack</p>	<p>Two lumberjacks per team, - the rest are trees (people). The lumberjack must fill the trees transport them to the lumber yard (carry the people on his team), stack the lumber (pile the people on top of their team) and replant new trees (carry the same people back and leave them standing upright).</p>
<p>Machines</p>	<p>Groups of 6-10 must create a moving machine by miming it all together, (each person is a part of the machine). Others must try to guess what the machine is. No talking or noises are allowed.</p>
<p>Murder Wink</p>	<p>Killer winks at his victim. The victim waits 5 seconds and then falls. The victim chooses his own way of falling. If a player thinks he can identify the killer, he points and says "I accuse you". If he is wrong, both players are dead. [See Also "Killer"]</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Match my Feet</p>	<p>Form a circle of players. You stand in the middle. Start the group off with a slow clapping rhythm, such as 2 slow claps followed by 3 quick claps. Repeat this over and over. Walk around the inside of the circle to the clapping rhythm and stop in front of someone. Do a simple step with your feet in time to the beat. the person you're standing in front of must try to repeat your step. If he doesn't, move around the circle and stop in front of someone else. If he does, you take his place in the circle, and he becomes the leader. He may change the rhythm and try to "outstep" another player.</p>
<p>Minefield</p>	<p>Split the group into 3 (not each of them). One group will be the mines. They will be stationary in the playing area. One group will be the rowers trying to get across the playing field. The trick is, they will have their eyes closed. The third group will be the assistants. They will be located on the other side of the playing field and will direct the rowers safely across. If a rower bumps into a mine, they blow up. The groups should rotate so everyone gets to be everything.</p>
<p>Missing Child</p>	<p>One player stands blindfolded in the center of the room. Have the other children stand in a circle or a line. Have the children switch places in the circle and take one person out of the room. Then unblindfold the child in the center, and give him one minute to name the missing player. Let the person who was removed now be blindfolded.</p>
<p>Monkey Ball</p>	<p>Equipment: ball.</p> <p>Two teams should be standing in lines side to side, arms linked and numbered 1 and up. The ball will be placed in the center of the playing space. The game leader will call out one number. The player from each team that has that number will run to the center to get the ball. The rest of the team will act as the moving goalie. The players in the middle attempt to hit the ball with their hand on the ground past the opposing team's goalie line. The goalie lines can only move side to side and must stay attached. The play is over if the ball goes out of bounds and when a shot is made.</p> <p>Mount / Dismount (active) The players should be split into 2 groups. One group will form a circle and be the horses,. The second group will be the runners or the riders. There should be more riders than horses. The horses run around the outside of the circle until the game leader calls out "Mount!". The riders then need to find a horse to mount. If a rider is horseless, they are out. When the leader calls out, "Dismount" the riders jump off their horse go under their legs and run around the circle again ready to remount. Both teams should get a chance to be the riders.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Mouse Trap</p>	<p>The group needs to be split into 2 groups. One group is the trap and the other are mice. The trap stands in a circle holding hands in the air. The leader should not be facing the group. The mice have to run through the trap. When the leader yells, "MOUSE TRAP", the trap lowers their arms. Whoever is inside the trap at this point is caught and becomes a part of the trap. The last mouse left is the winner. At this point the 2 groups should switch roles.</p>
<p>Mr. Greenjean</p>	<p>This game starts with a leader and a camper in one room or area of the playground and another leader with the rest of the campers in another room or area. Every camper is given a name ie. mama greenjean, baby greenjean, tall greenjean, short greenjean, green greenjean etc... One camper at a time comes into the room that originally had only a leader and one camper and introduces himself. Everyone who is in the room repeats all of the actions of the new person for a few seconds up to a few minutes. The amount of time is very dependent on how the camper responds to this type of attention. Some campers will do the funniest things when they know everyone is going to repeat it.</p>
<p>Musical Roper/ Hoops</p>	<p>Equipment: music This game is similar to musical chairs, but does not eliminate anybody. Scatter a number of hoops and ropes around the area in which you are playing the game The number of ropes or hoops will vary with the number of people playing. Play music loud enough for everyone to hear and instruct them to move around (hop, skip, backwards, run etc.) When the music is stopped, the group must be holding onto one of the ropes or hoops. Each time the music stops you remove one hoop or rope until everyone is holding onto or standing inside one.</p>
<p>Name Train</p>	<p>The players form one circle. The leader begins to meet people by shuffling like a train across the circle, stopping when he or she comes face to face with a player. The leader will say to the player for example, "Hi, my name is Al". The person facing the leader returns with, "Hi Al, my name is John." The leader raises one arm and then the other saying "John,...John,...John, John, John, John, John." The leader turns and John now holds on to the back of Al and both shuffle out across the circle. Keep repeating until everyone has joined the circle.</p>
<p>Black Magic</p>	<p>The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group, their task is to guess what the object is. The leader asks questions like, "Is it the swings?" or "Is it the bench". The helper replies no. The trick is that the object will be the first one after a black object.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Magic Sticks</p>	<p>The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if their legs are crossed and if they aren't crossed either are the sticks.</p>
<p>Numbers</p>	<p>The leader has a bunch of sticks. The leader then throws down the sticks and asks, "How many sticks are there?" This number depends on the number of fingers the leader shows not the number of sticks.</p>
<p>Peaches</p>	<p>The leader begins by saying, "repeat after me". Then the leader clears their throat and says: "peaches, peaches very fine peaches, the very best peaches in town." The leader tries to get the campers to repeat. The poem is not correct until the throat is cleared. Phantom (circle / passive) The leader begins by walking around a circle of campers saying "The phantom walks and walks and walks and walks..... The leader then stops behind a camper and says "Where's the Phantom?" The campers will guess whoever the leader is standing behind. This is the incorrect guess. Tell the campers who the Phantom really is. Repeat the above process. The correct location of the Phantom is behind the camper who speaks first. Keep the trick a secret. If the campers figure out, don't tell or change the secret.</p>
<p>Silly Sally</p>	<p>Have the campers in a circle. The leader explains that Silly Sally has a really cool club. The only way that the campers can join is if they can figure out what Sally likes and doesn't like. Sally only likes things that have double letters in them. Sally likes soccer but she doesn't like golf. Sally likes bananas but she doesn't like beans. etc</p>
<p>No See Em's</p>	<p>Equipment: tarp and blanket Group is divided in half (no, not each of them!). Leaders hold up a tarp so that the two groups are unable to see each other (hence the name no see em's). One person from each group crawls up to the tarp and puts their nose up to it. The leaders drop the tarp and the two people must shout out the other person's name. The person who says the correct name first takes the other person to their team.</p>
<p>Numbers Change</p>	<p>The players are numbered 1,2,3,4 etc. The leader calls out two numbers. These players must change seats quickly, while the leader tries to secure a seat. He continues until he succeeds. The one left out becomes the leader.</p>
<p>Pass the Ring!</p>	<p>Players lie in a circle with their hands in the middle. One person is out of the circle. Players in the circle must pass the ring around the circle without the person guessing where it is.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Objectification</p>	<p>Give them the names of objects that they must act out. Each person in the group must be a part of the object and they cannot act as a person. So for example, if the object was a lawn mower. 2 people might work together to be the mower and those left over could be the grass. No one would be a person pushing the lawn mower. The groups then present them and the other groups must guess what the objects are.</p>
<p>Octopus</p>	<p>Players (fish) are at one end of the hall, inside defined limits. The octopus lives in the ocean inside the limits. The octopus tells the fish that they can cross the ocean by saying "Fish, fish, come swim in the ocean". At this signal the fish try to cross over to the other side. Players who try to cross over to the other limit. Player who are touched by the octopus must stop moving and become tentacles of the octopus</p>
<p>Oh Deer</p>	<p>A game where a herd of deer seeks food, water and shelter to survive. The group should be split into 2 even groups and they should be at either end of the playing space facing opposite directions. One group will be the environment and the other will be the deer. The environment and the deer will pick one of three signs; WATER (hand over mouth), FOOD (hands on stomach) or SHELTER (hands in a peak over head). On the go signal from the leader, both groups will turn around and make their symbol. The deer will run towards the environment that is the same as their sign. If they get an environment, both players become deer. If the deer can not find the appropriate symbol, they will die and become part of the environment. Fluctuations in the deer population due to different causes can be shown in different rounds.</p>
<p>Old Mother Witch</p>	<p>One child chosen as the witch walks along in front of the other players who poke, pull, and tease her in every way possible. As they follow after her they call, "Old mother witch, fell in the ditch, picked up a penny, and thought she was rich!" The witch turns around and yells, "Whose children are you?" any name may be given and the witch carries on, but when they say "yours" the witch chases them. The first child caught takes her place.</p>
<p>Ooh-Ahh</p>	<p>Start with everyone in a circle holding hands. Now one of you gives a quick squeeze to the hand of the person on the right. This gets passed along to the next person and around the circle. Once the squeeze is being passed smoothly, speed up and add sound. Say "Ooh" while going to the right and "Aah" when going to the left. A player gets zapped when they squeeze the wrong hand. Both sounds can travel in opposite directions and you can play tag.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Order out of Chaos</p>	<p>The group is blindfolded. Each member is assigned a number. Once the members are distributed in a defined area, the members must line up in a proper numerical order without verbal communication. Another task would be to assign each member the name of an animal. Nonverbally, the members arrange themselves in order of size, from largest to smallest.</p>
<p>People to People</p>	<p>This is a good way to divide campers into groups in an interesting way. The campers should mingle while snapping and saying, "people to people". The leader will call out commands like, "back to back" or "knee to knee". The leader can also throw in group commands like, "a group that uses the same toothpaste" or "same colour eyes". Be creative!</p>
<p>Pina</p>	<p>Everyone is in a circle. One person takes a deep breath and begins walking around the circle tapping everyone on the head and saying "Pina." The idea is to get back to your place before taking another breath. Your success in this game will depend as much on the size of the circle as it does on the size of the circle as it does on the size of your lungs.</p>
<p>Pip, Squeek and Wilbur</p>	<p>Equipment: bean bags. Arrange the children in groups of three. One person in each group is Pip, one Wilbur, and one Squeek. These groups are arranged in one big circle. The leader calls out one of the three names; this person runs around the outside of this big circle until he gets back to his group. Then he runs under the arch that the other two have made and into the centre of the circle and tries to grab one of the bean bags in the middle and return to his group. There should be two less bean bags than there is groups. If the runner gets a bean bag, his group scores a point. The group with the most points at the end of the game wins.</p>
<p>Poison</p>	<p>A pot or kettle is placed on the ground. Five or more players join hands, forming a circle around the pot. One player is the leader. He tries to push or pull the other players so that one of them knocks his foot against the pot. As soon as any player touches the pot, he is 'poison' and all the other players run away from him. The player who is poison chases them until he catches someone. The that player becomes the leader. And another game is started. ** N.B. EXTREME CAUTION MUST BE TAKEN WITH THIS GAME.</p>
<p>Pompadour</p>	<p>Equipment: Name tags Players must find another player with at least four letters in their name that are the same. Join hands. Idea is for the entire group to be joined at the end of the game.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Poor Kitty</p>	<p>The children are arranged in a circle, sitting down. The one child is the "poor kitty" and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, "Poor Poor kitty". If the child laughs, then he must become the kitty and try to make others laugh.</p>
<p>Pop Goes the Weasel</p>	<p>Choose one child to be the weasel. Have the rest of the children divided into even groups. In each group number the children off 1,2,3, and so on The weasel stands in the centre as the groups dance around him in their own circles singing "pop goes the weasel". When a number is called all the children of that number and the weasel join in a circle in the middle dancing and singing "pop goes the weasel" while the other children remain in their own group's circle around the outside. When 'pop goes the weasel' is reached all those children run to find an empty circle, the other groups have formed on the outside. The remaining child is the weasel.</p>
<p>Port and Starboard</p>	<p>The children imagine themselves on a ship. The Captain gives out orders to his mates on board. The mates respond with physical actions as follows: 1. Captain's coming - salute 2. Stand at ease - hands behind back 3. All hands on deck - kneeling position 4. Hit the deck - lying flat on the floor 5. Submarine - lying on back one leg up in the air. 6. Port - run to the left side 7. Starboard - run to the right side These are only a few examples of movements. Feel free to add your own. Children are eliminated from the game after each order given by the Captain. The last to obey are counted as out.</p>
<p>Pruie</p>	<p>Everyone walks around with their eyes closed in a small space. When you bump into someone say "pruie?" If they say "pruie?" back to you then they are not the person you are looking for and you continue looking amongst the crowd. The referee has whispered to one person, telling him that he is the "Pruie". The pruiie does not have to close their eyes and if someone bumps into them and asks "pruie?" they do not respond. This is your clue to join onto their hand and open your eyes. The fun comes when there is only one person left to find the Pruie!</p>
<p>Psychic Shake</p>	<p>Each player chooses a number (1,2,or 3). Each player seeks out fellow players by shaking hands right and left. The hand is squeezed the number of times which corresponds to the number the player has chosen. It is a secret code; all must be done in silence. The "spirits" should see to it that the group divides into three separate groups.</p>

<p>Prisoner's Base</p>	<p>There are 2 teams, each with its own home base. Also mark out a prison - both teams will use it.</p> <p>The members of each team links hands, stretching out from their home bases. The last person in the chain (the one farthest from the base) breaks away and runs into the field.</p> <p>Then the last link on the opposite team's chain breaks away and chases them. While that chase goes on. the players continue to break from their team's chain and pair off with a member of the opposite team.</p> <p>In this way, each chaser has a particular player they must tag. When a player is tagged, they go to prison and their captor stands on guard. The prisoner can be released only if a member of their own team runs through the prison and tags any would-be rescuer.</p> <p>If several players of the same team are in prison, they may call out "ELECTRICITY!" and join hands, stretching a chain out and away from the prison boundaries.</p> <p>A teammate may touch the last person in the chain and release all the prisoners. The game is finished when all the members of the first team are captured.</p> <p>OR Each game began with one person, usually the youngest and smallest player from each team, being a prisoner. The object was for each team to free its captured members. There were three lines drawn across the vacant lot: a centre line and each team's end line. The "prisons" were on opposite corners of the lot. Team A's prison line was in the south east corner of the lot; Team B's prison line was in the north west corner of the lot. The prisoner had to have one foot on the opposing team's endline. He/ she would stand at right angles to the captor's prison line with his/ her legs spread apart and arm extended. As the team members ran across the centre line to touch their team member's hand to free their captured team member, the opposing team would try to catch them. The centre line was the safety line.</p> <p>You were safe only if you were on your side of the vacant lot. If a player was tagged by a member of the opposite team while he/ she was across the centre line, he/ she also became a prisoner and was taken to the corner of the lot and put in prison. The most recently captured team member had to go to the back of the prisoner line with his/ her foot on the captors' end line and the previously captured prisoners would move up closer to the centre line.</p> <p>A player could only free one prisoner at a time. After a prisoner was freed, the liberator and the freed prisoner had to run all the way to the other end of the vacant lot, without being re-captured, and cross the end line before they could go and free a new prisoner. Contributed by Fred Reekie</p>
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THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Punctured Drum</p>	<p>Equipment: bucket with holes, water, pot Object: The group must attempt to fill the drum to overflowing. Rules: Only portions of the participants' anatomies may be used to plug holes. Considerations: The number of holes must necessarily vary with the size of the group. Puncture 120 holes (large nail size) in the bucket which duplicates the number of fingers in a 12 man group.</p>
<p>Quack</p>	<p>This game is played in the same formation as jamaquacks. The group forms a circle and about six players are chosen to go into the middle of the circle, where they bend over and grab their ankles, and walk around backwards. If they bump another player then they must introduce themselves by sticking their head between their legs and shaking the other player's hand.</p>
<p>Quack Quack</p>	<p>One player is blind folded and is given a cane or stick. The other players march around him in a circle. As soon as he taps his cane loudly, everyone stops. The blindfolded player points his cane at someone and that person must say "quack quack" . The blindfolded player tries to guess who it is. If he guesses correctly the first time, he trades places with that player. If the child does not guess correctly he just continues until he does guess right.</p>
<p>Quaker Meeting</p>	<p>Nobody can keep a straight face in this game! Players sit in a circle, fairly close together. the leader solemnly taps the knee of the person to his right, and each player in turn does the same. When that action gets back around to the leader, he then taps the cheek of the player to his right. And so on, with the nose, ear, eye, mouth, or until a player dissolves into laughter.</p>
<p>Queenie</p>	<p>Equipment: ball One player is chosen to be queenie and he stands with his back towards the other players. Queenie throws the ball over his head and one of the players catches it. Then the players stand with their hands behind their backs and Queenie turns around. The players say "Queenie, queenie, who's hot the ball?" Then queenie has three guesses to decide who's got the ball. If he guesses incorrectly the player with the ball becomes queenie. Otherwise he remains.</p>
<p>Quick Frozen Critters</p>	<p>Equipment: tails, food, hoola-hoops The players will be split into 2 teams. One team are rabbits and the other team are foxes. The object of the game is for the rabbits to cross the open playing field retrieve food and bring it back to their home. The rabbits can not be killed when they are frozen. The foxes are trying to take the rabbit's tail when they are moving. If this happens, the rabbit is dead. Both teams should get a change to be both animals.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Quickity-Quick</p>	<p>What will I take, oh, what will I pick? Guess it, then catch me, Quickity-Quick. The children all sit in a circle, one child is chosen to be Quickity-Quick. The leader shows all of the children three small objects. She then places the three objects behind three different children who are seated in the circle. Quickity-Quick recites the verse above while walking behind the children. He pretends to take the different objects to fool the children, who must not look behind them. While he is pretending, he does actually take one object. Whenever one of the three children think their object has been taken, they immediately try to catch Quickity-Quick before he reaches a safety goal which has been previously established. If Quickity-Quick is caught with the object that was behind the child who chased him, they exchange places. The game is then repeated with the new Quickity-Quick. However, if the child catches Quickity-Quick with an object that was not his object, he is disqualified. Quickity-Quick may try again. Also, if Quickity-Quick is not caught at all, he has another turn until he is caught. Contributed by Colleen Murphy</p>
<p>Rabid Nuggets</p>	<p>Equipment: One crate of tennis balls (approximately 30) An enclosed area (difficult to play on the grass). Tennis balls are strewn around the room on the ground. The leader yells "RAPID NUGGETS" and the object of the game is to keep the tennis balls moving. They may only use their feet. If the leader spots a tennis ball lying still, she/ he shouts "DEAD NUGGET...3,2.....",. If a player has not made the ball moving by the time that the leader says 1, the group has one strike against them. The leader may time how long the group keeps the nuggets moving before they get three strikes against them.</p>
<p>Racoon Dinner Time</p>	<p>Equipment: clams, crayfish and paper. This is a game for a small group. The leader designates a stream area, then scatters clams and crayfish in the stream. The leader stay at the far end. The leader is a fox. The rest of the group are raccoons. When the fox calls "raccoons", the raccoons move up the stream slowly and pick up the food as they go. When the fox calls "dinnertime" the raccoons must freeze. If the fox calls "paws in the air" the raccoons must put up their paws (hands) up in the air and they are not allowed to use their thumbs. The game ends when the raccoons reach the fox but the winner is the racoon with the most clams and / or crayfish. That person then becomes the fox.</p>
<p>Consecutive Jumps</p>	<p>Everyone jumps in predetermined fashion.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Newspaper Race	Two newspaper sheets required per player. Each player must race to the turning point and back, stepping only on his newspapers. He steps on one, lays the other in front of him steps on it, moves the first forward, and steps on it and so on.
No hand get up	Players run to turning point, stop, lie down on their backs, fold hands across chest and get up without moving their arms, and run back to finish line.
Skip and Through	Children stand in partners i a double circle. The partners skip around the circle. On signal, inside person stops, folds arms and puts legs apart. The outside person runs around the circle, goes through partner's tunnel and sits cross-legged on the inside of the circle.
Spider Race	Team formation, Players #1 stand facing the goal. Player #2 stands beside him, with his back to the goal. The two players link elbows and on the signal, the pair run to the goal and back. One person runs backward each time. The rest of the players repeat the same action until every person has a turn.
Toe and heel	Runner advances by placing one foot in front of the other so that the heel of the advancing foot touches the toes of the hind foot. Great for small places
Wheel Barrow Race	Partners assume the Wheel barrow and pusher position and on the signal advance to the turning point where they change positions and return to the starting line.
Rainmakers	All of the participants need to sit in a circle. This activity will create a rain storm at your camp without actual rain. Each action that is to be done will start with the leader. As the action comes to each player, they will join in. You can not start the action until it is your turn. The action sequence is; - Rubbing hands together - Snapping - Clapping - Slap thighs - Stomp feet Then reverse the whole process. This will sound like a rain storm starting and then slowing down again.
Rattlesnake	First you find lots of kids. Then everyone hold hands one person on one end stands and holds onto something like a wall. The person on the other end will start the game by singing the song and going under the arm of the person that's on the wall after everyone is under the person should have their arms crossed. Then keep singing the song and repeat the motion going under the second persons arm. Keep doing this until everyone is twisted. Then the people at the ends hold hands finally everyone is joined and they jump up and down singing the song one more time. Song: r-a-t-t-t-l-e-e-s-and--a-k- spell rattlesnake limbo(repeat 'till over) Contributed by B.J. Funnybunny

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Red Handed</p>	<p>Everyone forms a circle and one person is chosen as IT stands in the centre of the circle. While IT closes their eyes, the other players pass a small object (like a marble or a stone) from person to person. The sneakiest method of passing is to hold the marble in one fist, palm down, and drop in into the palm-up hand of the next person. Then they pass it from one fist to the other and on. With a little practice, you'll be able to accomplish a quick and sneaky pass without even looking. IT signals and opens their eyes. Who among all these innocent looking people has the marble? If they detect a suspicious look on someone's face, she walks up and taps one of his fists. If they are empty handed, she moves on. Meanwhile everyone has been passing the marble around, virtually under IT's nose. (Fake passes, as decoys, by people who don't have the marble are an integral part of the game.)</p>
<p>Rattlers</p>	<p>Everyone forms a circle around two players. They are both blindfolded and given a rattle. One is trying to tag the other. The rattlers enter the snake pit, and the game begins. To get a fix on each others positions, either rattler may shake his rattle at anytime and the other must immediately respond by shaking hers. However, the pursuer is allowed to initiate only 5 shakes to locate his quarry while the pursued can rattle away as much as she dares. The rest of the people in the circle move around, changing the size and shape of the snake pit. Once the person has got the snake or the person has used 5 shakes, switch snakes.</p>
<p>Red Light</p>	<p>Players stand in a straight line about 50 ft. from IT. IT turns his back and says "green light", counts to ten, and says "red light" and then turns around. Meanwhile the players have moved as far forward as possible. Whomever he sees moving must return to the starting place. The first person to pass IT wins.</p>
<p>Red Lion</p>	<p>One lion and one gate keeper need to be chosen at the beginning of this game. The lion should stand in a small marked off area. The lion keeper should have their arm out, keeping the lion inside the den. The rest of the players should be standing as close to the lion as possible and should chant, "RED LION, RED LION, COME OUT OF YOUR DEN...WHOEVER YOU CATCH WILL BE ONE OF YOUR MEN....." The players should continue to chant until the lion keeper lets the lion go. Anyone who is caught, becomes a lion. The game continues until everyone is caught.</p>
<p>Bean Bag Relays</p>	<p>Walk/ run/ hop with bag on head/ between knees/ between feet.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Red Rover</p>	<p>There are two teams both of which form lines and grasp hands together. One team starts by saying "Red Rover, Red Rover, will come over". The name called can be anyone from the opposite team.. That person called runs over and tries to break through the line. If he does get through, then he can take someone back over to his own team with him. If he doesn't break through he stays with the opposite team. Then the other team takes a turn at calling someone over. ** N.B. EXTREME CAUTION MUST BE TAKEN TO PREVENT INJURY WITH THIS GAME.</p>
<p>Animal Relay</p>	<p>The players form two lines with equal numbers on each team. The first animal on each team is an animal, the second a different animal. On the word"go", the first person acts like the animal they represent, run, hop or crawl to a given place and back. The next person then acts like their animals and so on until one team is finished and sitting down. Use animals such as kangaroos, bunnies, dogs, cats etc...</p>
<p>Ball of String Relay</p>	<p>The players should be in two teams standing in two circles with a ball of string. The captain holds one end, while the ball is passed rapidly from hand to hand until it is unwound. It is then passed back and rewound.</p>
<p>Car Relay</p>	<p>Have teams line up and each person in the team has a certain action to do ie. First person in each group is a flat tire and hops on one foot. Second person is a broken steering wheel and runs zig-zag. The third person is a rusty transmission and takes three steps forward and two backwards. Fourth person is stuck in reverse and runs backwards. Fifth and sixth people are a car with a trailer one runs behind the other grabbing on.</p>
<p>Corner Spry Relay</p>	<p>Teams arrange themselves in lines at the four corners of the playing space. Each team has a captain. The four captains stand in the centre, facing their teams. Each team has one beanbag, ball, or even an apple. The Captain throws the bean bag to each player on is team in turn. The players toss it back. As the captain throws to the last he calls "corner spry" and runs to the head of the line. The last player in the line rushes to the centre and begins to throw the bean bag. This continues until the captain is back in the centre with the bean bag.</p>
<p>Jumpball Relay</p>	<p>Teams line up with team members behind their team captains in file formation. At a distance of about 10 yards are placed play balls. One for each one on another straight line. On the word GO, the first member of each team runs to his team's ball and places it between his ankles. The next person then runs back to the far line, places the ball between his feet and hops back. If the ball is dropped, the player must return to the line and start over. the first team finished and sitting down is the winner.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Obstacle Relay	Players run the course from the head of the team to the turning point and back to the head of the team performing along the course of the run three or more stunts, with or without apparatus. The use of hoops, skipping ropes, Indian clubs, mats, low vaulting boxes, basketball hoops, or what-have-you offer an almost endless selection of obstacles.
Over and Under	Team assumes astride position and all bend over and place their hands on their knees. The rear man of the team is runner No. 1. He must leap frog the first man in front of him, crawl under the legs of the second, leap the third and so on the front of the team.
Paul Revere Relay	Divide children into teams of 6 -12. Place teams in column 20 feet or more apart, the back man being the latest and the most active on the team. On the work "go" he dashes forward and jumps pick-a-back on number 2, who dashes forward to #3 and the transfer of the light rider must be made. The rider must not touch the ground. First team to have their rider reach the beginning of the line wins.
Stunt Relay	In stunt relays, the runners advance to the turning point, stop, perform a stunt and return to tag the next runner on their team. There is hardly an end to the number of stunts which can be performed.
Tunnel Relay	All members in the team stand astride. Runners must first crawl under the legs of all players in the team, run forward to the turning point and return to tag the next man of the team who does the same.
Wiggle Worm Relay	Form relay lines. Everyone in each line puts their left hand between their legs and the person behind, then signals to grab them from behind with their right hand. Then they run at a given signal to the other end of the playing area and back. The first team to return 'intact' wins!
Rock Paper Scissors	Two equal groups. Paper covers rock, scissors cut paper, rock breaks scissors. Groups that throws winning figure runs to tag other group before they get behind their safe line.
Romeo and Juliet	First, everyone chooses a partner, If someone is left over he or she can be your partner. One member goes to an inside circle and the other stands beside that person on the outside circle. The circles rotate in opposite directions. The leader yells out either "Romeo and Juliet", "Wheelbarrow" or "Siamese Twins". The last couple to perform the action is out. The game continues until there is one remaining couple. The partners remain with the same partner throughout the entire game.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Rocket Race to Mars</p>	<p>Same principal as pin the tail on the donkey. Instead of a donkey, you make a map. All you need is a large piece of plain paper about a metre square. A double page from a newspaper will do in a pinch. Attach the paper to a tree with tape or lay it on the ground. The paper represents a space map of the universe. The with a heavy red crayon draw a solid colour disc about 3" in diameter on the space map. This red ball will be Mars. Next draw on several other planets. Each player gets to make a spaceship. Blindfold each player, spin him around and see if he can land his ship on mars. Make sure each ship has the child's name on it so you can tell who is the closest.</p>
<p>Romeo and Juliet</p>	<p>- One partner sits on the other's knee Wheelbarrow - One holds the other's legs upright Siamese Twins - Back to Back and bent over, hands held between their legs.</p>
<p>Roundabout</p>	<p>Players stand in a circle facing each other front to back. When the leader says "Go" everyone begins running around the circle. Always passing on the outside, each player tries to pass the person ahead. Players try and tag players as they pass. Tagged players are out. When the leader calls "Switch", the players must reverse direction. This turns the tables on the fast runner who is just about to overtake another player.</p>
<p>Row Ball</p>	<p>Equipment: ball The players should be split into 2 groups. Each team should sit with their legs extended in a row. The teams should be facing opposite directions and should be about a meter apart. The object of the game is to hit the ball out the end of the row in the direction that your team is facing. The players can only use their inside arm and the ball should be on the ground at all times.</p>
<p>Run Sheep Run</p>	<p>Group is divided in half (no not each of them). One group is the sheep and the other group is the foxes. The sheep are the hiding group and the foxes are the hunting group. A home base and boundaries must be designated before the game begins. The sheep elect a group leader. The whole group then goes and hides, as a group, they must stay together. The foxes may not look while the sheep are hiding. The group leader from the sheep goes back to the foxes and tells them that the group is ready. The foxes then hunt for the sheep, as a group, they must stay together. The group leader from the sheep stays with the foxes and when the foxes are not near the sheep OR the home base, the leader shouts out "Run sheep Run!!" The object of the game is for the sheep to make it back to the home base before the foxes do. If they succeed then they get to be the sheep again.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Siamese Soccer</p>	<p>Set up for a regular game of soccer. The only modification is that two people are tied together by the ankles. For more variety add two balls so everyone is active.</p>
<p>Running bases</p>	<p>There are two "bases" which could be anything including just two squares on the sidewalk. Three people minimum, probably 5 max but there could be more than one game going on at once....basically two people had mits and are basemen they throw the ball back and forth and the "runner" runs back and forth daring the catchers to tag them out. This went on indefinitely until the runner got tagged out three times and had to become a thrower. The person who tagged the third time became the runner. Contributed by Kristel</p>
<p>Rutabaga Rutabaga!</p>	<p>Each player is given the name of a veggie. The main rule of this game is that you are not allowed to show your teeth at all. Your gums must always be covering them. You then must say the name of your vegetable and the name of another person's vegetable. That person then must say the same thing. If you make a mistake or show your teeth in any way at all then you are out.</p>
<p>Samurai Warrior</p>	<p>Equipment: Sword Warriors are in a circle with Samurai in the middle. Samurai salutes in his own way. Samurai then goes around inside the circle. If the Samurai passes the sword over the heads of the warriors they must duck if he passes the sword near the ground they must jump. Any sounds made by the players should be encouraged. (ie. war scream for warrior etc...)</p>
<p>Sardines</p>	<p>One player hides, all the rest of the players count to 100. Then they set out to find the hidden player. When one of the players finds the hidden player he secretly joins him, hiding from the rest of the group. This continues until all the players are hidden like a pack of little sardines. When the last hunter discovers the spot the game is over.</p>
<p>Sculpture</p>	<p>Equipment: Blindfolds. Three people are required with one person blindfolded and another person takes some shape and stays like that. The person who is blindfolded must feel the person who is a shape, and must sculpture the third person into that shape.</p>
<p>Scavenger Hunt</p>	<p>Equipment: pencils, lists, paper bags, This is a great activity. Make sure to send campers in groups. You might want them holding onto a rope to ensure that they stay together and everyone is participating. Make your hunt challenging. Ask for a mouthful of water, something fuzzy - BE CREATIVE !!!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Sensory Overload</p>	<p>Spilt campers into 2 circles. Laying on their backs and heads toward the centre. An object will be passed in one direction and then the other in both circles. No more than 3 objects but other instructions can be called, ie: calling names out in order or clapping hands. Neutral game leader calls instructions for 2-5 minutes. Each drop or mistake costs the circle a point. Circle with the least amount of points wins.</p>
<p>Shadow Tracks</p>	<p>Equipment: A box of chalk and a clock. Players must become private eyes as they follow the mysterious movements of the "Shadow." The shadow has been accused of slowly traveling up and down the sides of the buildings and creeping across playgrounds and yards. Collection substantial evidence requires an all-day stakeout and should be planned as a supplement to other investigations. For this project you will need the sun, a shadow to trace - such as that of a tree, flagpole, or building- and a paved surface on which to draw with chalk. Give each play a piece of chalk. Start the investigation first thing in the morning. At first, shadows will be stretched out and long. Have players trace whatever shadow is cast on the pavement. Allegedly, shadows get shorter because the sun gets higher in the sky. Private eyes will have to check this out every hour by tracing the shadow and checking the sun's position. As detectives keep tabs on the sun's route, they might notice the shadows shrinking to almost nothing by midday and the reversing their position to grow again.</p>
<p>Smaug's Jewels</p>	<p>One person is chosen as Smaug stands guard over their jewel's (a beanbag, handkerchief etc). Everyone else forms a circle around him and tries to steal the treasure without being tagged. If you are touched by the Smaug, you are instantly frozen in place until the end of the game. The snatcher becomes the Smaug.</p>
<p>Shoe Twister</p>	<p>Everyone takes off one shoe and puts it in the centre of the circle. Everyone joins hands. On "Go", everyone gets a shoe from centre and finds the person who owns it, and puts it back on that person without letting go of hands of people beside them.</p>
<p>Shoes</p>	<p>The group is split up into four teams and each tam lines up behind a mat. On a signal one member from each team runs to get one shoe and put it on his mat at which the text team member may go to get another shoe. The object is to get 3 shoes on the team mat. Shoes may be taken from other team mats and those teams may not resist. When a team has 3 shoes they yell "SHOES!"</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Shoe Wrestling</p>	<p>The players should be sitting in a circle. The leader should choose 2 players to shoe wrestle. These players should be of similar age and size. The object of the game is to take off the shoes of your opponent. The first one to do so is the winner. Players should stay on the ground, NO STANDING. Be careful!</p>
<p>Sign Your Name if You Can</p>	<p>Fasten a sheet of paper to a wall. Players take turns. With a pencil in hand, standing in front of the paper, he starts to swing his left leg in a circle. Doing this, he tries to write his name on the paper. And tries and tries ...</p>
<p>Silent Statue</p>	<p>A group of ten or more boys starts by running of to an arranged point to see who will be the silent statue. The rest will form a tight corridor on which the silent statue is supposed to pass. When the statue goes in he must say out loud: I am the silent statue and I'm coming in... I don't want any teeth, I don't want any moves. Everybody must keep as quiet and still as possible and never show their teeth, but when the statue is not looking they can hit them in the shoulders or the back. The game ends when the statue finds out that someone is smiling or has moved... Contributed by Lums Espada (from Portugal)</p>
<p>Simon Says</p>	<p>Players form a line facing the leader, who performs any action saying Simon says do this. If He doesn't say " Simon says" before an action then anyone who imitates the action is out of the game. Continue until one person is left.</p>
<p>Skin the Snake</p>	<p>The group is in a straight line. Each player puts their right hand forward as if they were shaking a person's hand. Put left hand through own legs behind to shake hands with person behind you. Last person in the line lies down, everyone else backs up to be able to lie down also. When whole group is lying down, first person stands up, and walks forward over all the other people until "Snake" has skinned itself.</p>
<p>Smugglers</p>	<p>The players should be split into 2 teams. One team is the "ins" and the other is the "outs". The Ins have a den while the Outs plan their strategy in the field. One member of the Outs has the "jewel" (stone etc). The identity of the player who carries the jewel must remain a closely guarded secret among teammates. The Ins count to 50 while the Outs move farther and farther away. After the count is finished, the Ins yell, "SMUGGLERS!" , and the chase is on. As each member of the Out team is tagged, he must open his hands to show whether or not he has the jewel. Of course, the jewel should be passed around among teammates as quickly and as inconspicuously as possible. There are lots of opportunities for playing the decoy in this game. When the holder of the jewel is tagged, the game is over and the sides change.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Snake in the Grass</p>	<p>One person is the snake, who lies on the ground on his stomach. Everyone else gathers fearlessly around to touch him. When the referee shouts "snake-in-the-grass" everyone runs, staying within the bounds of the snake area, while the snake, moving on his belly, tries to tag as many as he can. Those touched become snakes. The last person caught is the snake starter in the next game. Make the safe area fairly small.</p>
<p>Snowblind</p>	<p>Equipment: boffer Establish boundaries and choose one person as the snowman. He arms himself with a boffer and must keep his eyes closed. The rest of the players crouch on the ground, eyes open, and wait for the snowman to start the action by chanting: "Snowman, snowman, all in white, blinding everyone in sight!" While they chant, the other players run around in the predetermined boundaries; but must return to a stationary crouching position by the time the chant ends. Now the snowman moves around while the other players remain in their positions. Still snowblind, the snowman tries to tag one of the players with the boffer. When he succeeds, the tagged player becomes snowblind, too, and he/ she must join forces with the snowman, who gives the boffer to her/ him and stands behind her/ him with their hands on his/ her hips. They both close their eyes and say the chant while the rest run for safety again. The game continues until the last person is tagged.</p>
<p>Sounds Good To Me</p>	<p>The person who is "it" sits in the middle of the circle and is blindfolded. When the leader points to someone in the circle, that person makes a noise. If "it" guesses right, the person who made the noise is now it. *Keep all noises different*</p>
<p>Spirals</p>	<p>Everyone joins hands in a circle. Then one person releases the hand of their neighbour and pulling the giant human rope behind, begins to walk around the outside of the circle. The other people who broke hands remains in position on the end person. The chain of people spirals around and around the stationary person, drawing people tighter and tighter in a coil until all the people - still holding hands are wrapped around each other. The best way to unfold the spiral is from the centre. Still holding hands, the person in the middle ducks down, and the rope of people follows.</p>
<p>Spokes</p>	<p>The group needs to divide into at least 4 equal groups. Each group needs to sit in a single file facing the centre of the circle. (The lines should look like spokes on a wheel) The leader can start by walking on the outside of the spokes. The leader will touch the head of the last person in that line. That whole line would have to get up and run around. The last person to sit down is "it" and then must walk around and pick a new group.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Spud</p>	<p>Equipment: Ball Throw the ball up in the air and call a number. Ask number 1 is called, if he catches the ball he calls another number. (Each player has been given his own number.) If he doesn't catch the ball he calls "FREEZE" and takes three giant steps and tries to hit a person with the ball below the waist. If he hits the person then they get a point against them and get to call a new number. If the player misses the person he is trying to hit then he gets a point against him and has to throw the ball up.</p>
<p>Stand in a line</p>	<p>Players are divided into teams. They close their eyes or cannot speak. They form lines according to height, dates of birth, or alphabetically according to their first names.</p>
<p>Stay Sober</p>	<p>Children form 2 teams and stand facing each other. The children on the first team are given one minute to make anyone on the other team laugh. They make faces, gestures, funny or teasing remarks, but they cannot touch the other players. Then the action is reversed, and members of the second team try to make the other team laugh. Any child that does laugh must leave the line. The team with the most remaining players after several times is the winner.</p>
<p>Stealing Sticks</p>	<p>Equipment: sticks: could be paint brushes. The field is divided into two parts by a well defined line. At the centre end of each side, five or more sticks are placed in a pile. A prison is marked off about 4 feet square in one corner. The players are in two teams, each scattered over its own side. The object of the game is to steal the opponents sticks without being caught. As soon as the player crosses the centre line he may be caught and put in prison. A player may be release from prison if one of his teammates can touch his hand. He may then come back to his own side without being tagged. The team that gets all the opponent's sticks and has all its members safely out of prison wins the game.</p>
<p>Stickup also known as Sticky Fingers</p>	<p>Select one player to be Sticky fingers. Start the game by saying " This is a stick up!" as players scatter around the playground. When Sticky fingers tags a player, the tagged player must place a hand on the place touched while still continuing to run. As more and more players become stuck on themselves, sticky fingers has a better chance to totally immobilize one player. Usually when both hands of a player are stuck, the third touch stick him or her with being the next Sticky Fingers.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Sticky Popcorn</p>	<p>The children begin by " popping " around the gym as pieces of sticky popcorn, searching for other pieces of popcorn. When two pieces of popcorn meet, they stick together. Once stuck together, they continue to pop around together, sticking to even more pieces, until they end up in a big popcorn ball.</p>
<p>Stomp the Snake</p>	<p>Equipment: ropes Four people should be chosen to be snakes (this can be adjusted according to the size of the group). These snakes will get a piece of rope. When the leader says "go", the snakes will run holding the rope with 2 fingers behind them as they run. The rest of the players try to stomp on the snake by jumping on the piece of rope. If someone gets the rope from the snake, they are the new snake and get to run.</p>
<p>Stormy Sea</p>	<p>Players get into groups of 2 and are given names of fish (eg. perch, cat, salmon) One team is called the "whales". The whales run around the "safe area". The whales yell the names of the fish at random. When a team's name is called, they run after the whales. When the whales yell "stormy sea" the teams must dash for the "safe area". The team left out becomes the whales.</p>
<p>Streets and Alleys</p>	<p>This game is played with a lot of children. One child is the mouse and one is the cat. The rest of the group line up in rows with arms joined and all facing the same way.. The cat chases the mouse up and down the streets until the leader yells alleys. Then all the streets change direction. When the cat catches the mouse the game is over, or pick a new mouse and cat.</p>
<p>Squirrel Tails</p>	<p>Equipment: tails Players are divided into 2 or more teams. Each player has a strip of cloth tucked in his belt. When the signal is given, all players rush to a central point where there is a treasure (eg. peanuts). Players try to get some the treasure and return to their home base. A player may be killed by another by treasure and return to their home base. A player may be killed by another by having their tail pulled off. This puts the player out of the game and voids any treasure they have captured on that particular raid. At the end of the game, each peanut counts as 1 point and each tail counts as 5 points. The team with the most points wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Swat	<p>Equipment: frisbee, sword.</p> <p>Players form a circle. In the centre of the circle a sword is placed on top of a frisbee. Player A grabs the sword and swats a player from the circle. "A" replaces the sword on top of the frisbee. "B" runs behind "A" to pick up the sword after it has been placed upon the frisbee. He tries to hit "A" before he goes back to his own place in the circle. If he doesn't make it he (B) becomes the new "hitter".</p>
Taffy Pull	<p>The players are divided evenly into 2 teams, the taffy team and the taffy pulling machine team. The taffy's all sit down and link hands, arms and legs in a tangled mass of sweet humanity. They might want to decide what flavour they are and chant an appropriate confectionary cheer, like "Butterscotch, Butterscotch..." The taffy pulling machine team tries to pull the taffy mass into human sized bits. Firmly (but gently) tug at the pieces until they come lose. Be VERY careful with this game. If you have violent campers, do not play this game.</p>
Arch Tag	<p>The children are in a circle. One couple forms an arch. Circle rotates through the arch. On signal, circle stops and arch traps someone. The person trapped goes in centre and waits for another person to be caught. Then they form a second arch. The last person caught is the winner.</p>
Ball Tag	<p>Equipment: Ball</p> <p>Like simple tag, but you run with ball, and must throw it at the person and hit them below the waist to tag them. If a person is hit then he becomes IT.</p>
Catch one Catch all	<p>One player is chosen as IT. When IT tags another player that other player also becomes IT. ITS must keep an arm raised overhead so that they may be identified.</p>
Colour Tag Scatter	<p>Leader calls a colour. If you are wearing that colour you are It and proceed to tag other children. If a child is tagged he must walk in a crab walk until a new colour is called.</p>
Follow Tag	<p>Ask all players to find a partner. One person in each pair is the "leader" and the other is the "follower". The follower must follow as closely as possible (without touching) the leader. The instructor may control the form of locomotion by asking them to skip, walk, run, hop, etc. or the leader may be given the option of choosing or changing the form of locomotion as he chooses with the follower being obligated to do the same as the leader. The leader tries to make it difficult for the follower to follow. And it's always fun to stop abruptly.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Elbow Tag	Partners stand scattered over play area, inside arms linked, outside hand on hip. Runner reaches safety by hooking on to an arm, thus securing a partner. The other partner must drop off to be chased. If caught before reaching safety, then the runner becomes IT. If the runner is constantly evading the chaser, the supervisor can call "Switch!" which means that now the runner is the chaser. This game can also be played in a more confined circular area with a very large group. The IT is in the middle of the circle along with the person being chased. In order for the person to avoid being caught he may link elbows with someone forming the circle. The runner is now on the other side of the person with whom the old runner linked elbows. Epidemic Tag See "Sticky Fingers"
Frozen Tag	Children scatter in a designated area of the park. Two children are IT. When the others are touched by IT, they freeze. A frozen person may become unfrozen by one of the other children crawling through his legs. The object is to try to unfreeze people as fast as they are frozen. If you are frozen 3 times then you also become an IT.
Hip	One player is IT. Any player that IT tags becomes IT's helper. The Helpers must try to catch those not yet caught and hold them until IT can come to tag them. They signal to IT that they are holding someone by calling "HIP! HIP!"
Hug Tag	A player is safe from being tagged only when they are hugging another player. For more hugging, propose that only three children hugging are safe, then four, then five.....
Imitation Tag	Simple tag but with the manner of locomotion set by the chaser. The chaser may change his manner of running to hopping, skipping, crawling, crab walking etc. and all players must imitate his style.
Immunity Tag	There is a number of variations of this game, however the general structure is as follows: Play is the same as simple tag except that those that are being chased can make themselves immune by doing some predetermined activity which gives them immunity. Beginner gymnasts for example may be able to make themselves immune by balancing on one foot. For more advanced gymnasts it may be doing a handstand. IT is not permitted to guard the immune person , for example waiting until the person comes down from the handstand. NB. you can only be immune 3 times then you are IT.
Jump The Shot	One person in the centre swings a long rope in a circle while holding it low, this person may vary the speed he swings it. Everyone must jump over it to stay in the game. When touched by the rope that person must drop out of the circle.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Line Tag	This is played on a gym floor or similar area on which lines are marked. The game continues as simple tag with the restriction that chaser and chased must run on the lines. To go off the line means you become an IT.
Mount Tag	A man to be safe must be mounted on the back of another player. Then both horse and rider are safe. Partner Tag Divide the group into pairs. Partners decide who will be it and who will be the runner. When the leader says "Go", partners begin to run around, then its trying to tag the runners. When a partner tags the other, they switch roles.
Serpent Tag	Four players link their arms together forming a chain, these people are the serpent. The serpent runs around and tries to catch as many players at one time as it can by forming a circle around them. As soon as one or more of the players is circled by the serpent, they must link arms with the others in the serpent and help capture the remaining players.
Shadow Tag	One player is chosen to be it. The object of the game is for the person who is it to try and tag another player by stepping on his or her shadow. Define boundaries. When the person who is it steps on someone's shadow, he or she shouts "Sun Tag!". The player whose shadow was tagged becomes the next person to be IT, but that player must stand still for three counts before chasing the shadows.
Spoke Tag	A bicycle wheel picture is drawn or taped to the floor, the players are not allowed to move off of the spokes, and the IT must also move on the spokes. When a player is tagged, they become IT. There is also a ball that may be thrown around amongst the players, when a player has the ball, they are safe from IT. Triangle Tag The group needs to be split into groups of four. Three people hold hands. One player in the triangle is chosen to be chased. The person who is not in the circle is "it" and chases the person. The other two people are the chased person's shield. Keep changing roles.
Piggyback Tag	Play is same as simple tag but players are in pairs with one mounted on the other's back.
Things Aren't What They Seem	Equipment: Several household articles - cutlery, hair pins, plastic jewellery etc. Each child must choose an object, study and make up a story about it. The story must not be typical of the object, but must be a new and different use for it. Example, (Hairbrush) this may look like a hairbrush but what it really is a toothbrush for a giant. Since there are no giants left in the world and haven't been for some time, there are very few of these toothbrushes remaining.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Simple Tag</p>	<p>Players are free to run anywhere they wish. One player (or more if desired) chases the other players. If he succeeds in tagging a player the tagged player becomes the chaser and the game continues without interruption. Rhythm Tag While the music plays (or the leader sings), campers walk around the area. When the music stops, the players should stop moving. Without taking a step, the players must try to tag another player. Two people cannot tag each other, therefore the first tag counts. All the players that were tagged must make another movement when the music starts again. (hopping, crawling etc) Each time the music stops, those previously tagged try to tag those who have not been tagged. Walkers may also try to tag each other. The winner is the last walker remaining untagged.</p>
<p>Tent Erection</p>	<p>Equipment: tents, blindfolds Object: To erect a tent within a given time period to house all members of the group. Rules: All members but two are blindfolded. Seeing people may not move, nor may they call people by their proper names. Considerations: Tent must be large enough to house all members of the group. Different types of tents within the same bag makes for added confusion and laughs. Setting: "A new type of bomb has been dropped blinding all the people in the world except for 2 - you and you - unfortunately these 2 people are paralyzed. You can all regain your sight and movement by getting into these super special tents within a short time. Once inside don't touch the walls! Time is short and of essence! Go!!</p>
<p>The Thicket Game</p>	<p>You obviously need a thicket or a forest for this game. Blindfold one person to be the predator. The predator counts to 15 slowly while the others hide. The hiding players must be able to see the predator at all times. The predator cannot move location but can swat and turn. The object of the game is for the players to try and get as close to the predator as possible without being seen.</p>
<p>Things</p>	<p>Decide on 4 letters of the alphabet, then divide the group into 4 groups and they must write down, all the objects in the room starting with that letter.</p>
<p>Thrill of a Lifetime</p>	<p>This is a fantasy game that makes the whole group work together to achieve a common role. Each person is asked to write down their "thrill of a lifetime" on a piece of paper and place it in a bowl or a hat. Draw one or more of these papers (depending on time) and challenge the group to create this "thrill of a lifetime" within a certain time limit. This activity also uses the creative time limit.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Thumper</p>	<p>The players sit in a circle. The leader instructs everyone to select a different Indian sign. Examples: - Rain in the face (hand held above brow, fingers twiddling) - Bow and arrow (arms extended as if holding bow and shooting arrow) - Drums (hands tapping on an imaginary drum) -How! (hand upheld, palm forward) - Teepee (formed with hands, fingertips touching) - Feathers (two fingers held up behind head) - Swimming (swimming motion) etc..... One player starts by telling what he is and suits the action to the words. For instance, "I'm drums" and pretends to beat. Going around the circle each player tells what he is. Then all start clapping hands on knees in a rhythmic beat. Leader (in rhythm): What's the name of the game? Players: Thumper! Leader: How do you play it? Players: You thump! The leader gives his own signal and follows it with someone else's sign. Each successive person does his own and then another one action.</p>
<p>Tiddly - Button Golf</p>	<p>Equipment: 9 small cat food/ tuna fish cans. Take the label off the can and put a number on it from one to nine. Large button and a small button for each player. Buttons must be flat. Set out the cans like the 9 holes of a golf course. Keep 2 or 3 feet between the cans. Try to shoot the small button into the cans by pressing on the edge of it with the larger button. Start from the tee off spot and shoot for can number one. After you get the button in this can, take it out, put it next to the can and try for can number two. Count one point for each shot it takes to get the button in a can. The player with the lowest score wins.</p>
<p>Toe Fencing</p>	<p>Players are divided into pairs. Players face their opponent holding hands. They then try to tap the tops of each other's toes with their own. When one player scores three hits, it's time to switch to a new partner.</p>
<p>Toeies</p>	<p>Partners lie stretched out on the floor, feet to feet, or big toe to big toe, and try to roll across the floor with their toes touching all the time.</p>
<p>Togeth-air Ball</p>	<p>See " group Juggling"</p>
<p>Toma Hawk Snatch</p>	<p>The children form two straight lines, six feet apart, with a bean bag, or tomahawk, etc. in the middle. Number the children from opposite ends so that the highest number of one team is opposite the lowest number of the other team. Leader calls a number and the who players of that number run forward, try to snatch the tomahawk and return to their place without being touched by their opponent. If he succeeds he scores a point. If the opponent tags him, then that team gets a point.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Touch Blue</p>	<p>The game begins with everyone in a circle. The leader will call out, "Touch Blue" and everyone must touch something that is blue. (someone's shorts, piece of a shirt) Colours can be added on and different body parts can be specified.</p>
<p>True and False</p>	<p>The player are divided into 2 equal teams standing on either side of a centre line. One of these is the "True" team and the other is the "False" team. Each team has a goal on either side of the centre line. When the leader gives a true statement, such as "Grass is Green", the true players run for their goal, chased by the false team. If tagged, the members of the true team become members of the false team run for their goal. The team that has the most players at the end of the playing time is the winner.</p>
<p>Trust Fall</p>	<p>Group forms tight circle around person who stands straight and stiff as a log. The group gently moves that stiff person around taking care to be gentle. The Purpose is for the individual to gain trust. Once comfortable, the person in the centre closes their eyes. Everyone in the group should try this. The next step is to have 3 people of the same relative size match up. Two people stand behind the other and act as catchers. The 'Faller' is to remain stiff as a log and fall backwards. The catchers first stop the fall after a drop of a foot or so and then straighten the individual up. The faller falls again and the catcher let him fall a little further than before. Continue several times and rotate positions.</p>
<p>Tunnel Race</p>	<p>Two circles of equal numbers of players are formed, and one circle stands outside the other. Inside circle turns around so that they are facing the outside circle and each member of the circles takes the person opposite them as their partner. Each pair in the circle has formed into a tunnel, IT walks through the tunnel and tags any pair, then sits in their position. The pair runs through the tunnel in opposite directions until they return to their home position. The last person to return home is IT for the next game.</p>
<p>Ultimate Frisbee</p>	<p>This game is a modification of football. There are two teams and instead of a football a frisbee is used. The object of the game is to get the frisbee across the end zone. Players may not run with the frisbee. The only way to get a turnover is to drop the frisbee or to intercept. This is a non contact game.</p>
<p>Ultimate Foxtail</p>	<p>The same as ultimate frisbee but a foxtail is used. You can easily make a foxtail by putting a tennis ball inside a nylon. For older campers, make sure you use the rule that you may only catch the foxtail by its tail and not the ball. Younger campers may catch it by the ball.</p>
<p>Twelve feet off the Ground</p>	<p>Object is to get the whole group 12 feet off the ground. Timed event, easy solution is to lift 12 feet off the ground.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Uncle Sam</p>	<p>The person who is IT is situated in the middle of the playground and the others are lined up in a long line at the side. The object of the game is to get across to the other side of the playground without being caught. The children at the side call out "Uncle Sam, Uncle Sam, may we cross your river dam?" The leader answers "Yes you may, yes you may, if you're wearing green today!" Those who are in green attempt to cross to the other side without being caught. If you are caught you must help catch the others when new colours are called.</p>
<p>Vampire</p>	<p>To start, everyone closes their eyes (vampires roam only at night) and begins to mill around. You can trust the referee to keep you from colliding with anything but warm living flesh. However, you can't trust them to protect you from the consequences, for he is going to surreptitiously notify one of you that you are the vampire. Like everyone else, the vampire keeps their eyes closed, but when they bump into someone else, there's a difference. She snatches him and lets out a blood-curdling scream. He, no doubt, does the same. If you are a victim of the vampire you are a victim of the vampire, you become a vampire as well. When two vampires feast on each other, they transform themselves back into mortals.</p>
<p>Viking</p>	<p>All of the players sit in a circle. One person starts as the viking by putting their fingers at their side of their head like horns on their hat. This viking passes the role of being a viking by pointing their horns at someone. If you are pointed at, you become a viking (horns and all) and the person on the right has to start paddling to the right and the person on the left has to start paddling on the left. The last person of the threesome to assume their position is out. The rest of the players slap their legs during the game in a constant rhythm.</p>
<p>Wacky Walkers</p>	<p>Equipment: A frisbee or a paper plate for each pair of players.</p> <p>Divide group into pairs. Give each pair a frisbee or a paper plate. Mark a start and finish line. Pairs line up at the start line. Partners hold their plate or frisbee between them. The object of the game is to race to the finish line as fast as possible while stepping over the frisbee or paper plate, one foot at a time, without letting go of it. When the leader says "Go", partners twist and turn each taking a turn to step. Although this is not difficult to do, it can be confusing so players should start off slowly. Players that let go of their frisbee must go back to the line and start again.</p>
<p>What's Missing?</p>	<p>Have a tray with a number of different objects (ie. pens, crayons, scissors etc...). Have the children study it for 30 seconds, then cover it up and remove one article. Rearrange the objects, and show it to the children again. The first child to guess what is missing gets to organize the tray for the next time.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>What Time is it Mr. Wolf</p>	<p>The children line up at one end with Mr. Wolf at the opposite end of the playing area with his back to the rest of the group. The children advance together asking "What time is it Mr. Wolf?". The wolf responds with any time (for each hour the children take one step forward. ie. 2 O'clock is 2 steps forward) but when he calls "Dinnertime", the children must run back to the starting line without getting caught by the wolf. If the wolf catches someone then that person also becomes a wolf. The last person left wins.</p>
<p>Who am I?</p>	<p>Each person has pinned on his back a picture or name of a famous person. By asking questions to the other people that can be only answered "yes" or "no", he must figure out who is on his back.</p>
<p>Will You Buy My Donkey?</p>	<p>The players should be sitting in a circle. One donkey and one donkey seller should be in the centre of the circle. The donkey seller will try to sell their donkey to those in the circle. The donkey seller will choose one person and ask them, "Will you buy my donkey?" The players in the circle have to answer "no thank you" with a straight face. Then the seller will say, "My monkey can do cool things like..." The donkey has to try and do the things that it's seller says it can do. (ex. tap dance, do a somersault, sing a song...etc.) The players in the circle have to say "no thank you" without laughing. If the person laughs, they become the donkey, the donkey becomes the seller and the seller gets to join the circle.</p>
<p>Wink</p>	<p>Players are arranged in partners, one squatting and one kneeling behind the circle. One person is it. He winks as unobtrusively as possible at one of the seated persons who try to get to it before his partner can prevent it by placing his hands on the person's shoulders. Guards must keep their hands by their sides except when they wink at their partners.</p>
<p>Yankee Doodle Cracker</p>	<p>This is a game for two teams of at least four players on each team, and a referee. The referee gives everyone a cracker. As soon as he blows a whistle, or, "calls on your mark, get set go!" the first person on each team eats his cracker and tries to whistle "Yankee Doodle Went to Town". As soon as he has succeeded the next person does the same. The first team to finish wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Witch</p>	<p>You need a witch, a mother, a babysitter and at least two children. The mother says to the babysitter: "I'm going downtown to smoke my pipe, and I won't be back until Saturday night. And don't let that witch take any of my children!" Then as she walks around the outside of the house (or yard) the witch comes to the door to "borrow" a cup of sugar. While the babysitter is getting it, the witch "bribes" a child to come with her and they leave for the witch's house. The mother comes home and gets mad at the babysitter, but this doesn't stop her from going out again. Repeat the same game until all children have been "kidnapped". The babysitter follows the witch with the last child but also gets kidnapped. The witch then gives each child a new name which will be a category (IE colours, fruits, cereal, etc). The mother comes to the witch's house and has to guess the new names of her children before they can go home! Contributed by Barb Enright</p>
<p>Ying Yang Yoo</p>	<p>This game should only be played by older campers. Each word has a separate action. Ying: hand on top of head, pointing in one (either left or right) direction. Yang: hand under chin pointing in one direction. Yoo: Regular pointing action. These three words may only be spoken in the correct order, it always must be Ying Yang Yoo. The first person starts and says Ying, doing the motion. If they point to the left then the person to the left must respond Yang, also doing the motion. The person that was pointed at must say Yoo and point to anyone in the circle. That person then starts again by saying Ying.</p>
<p>Zip Zap</p>	<p>It points to a person in the circle repeating the word "zip" or "zap" and counting to five. If they say "zip" the person must reply with the name of the person on his right, "zap" he must reply with the name on his left. If he is wrong then he goes into the centre of the circle.</p>
<p>Zoom Schwartz Pifigliano</p>	<p>Players sit in a circle on the ground. The first person starts by looking at someone and saying Zoom. That person may then look at someone else and say Zoom. Whenever you say Zoom, you look at the person who you are Zooming. If you want to send the Zoom back to the same person , you must say Schwartz, but you may not look at the person. That person then has the option of Zooming it to a new player. However, if the player wants to get the same person back again then they must say Pifigliano. It is a pure concentration game and a lot of fun, but do not expect campers to get it the first time they play it.</p>

Games With A Point

Alphabet Getting to Know You	<p>As people enter the room, give everyone a pre-typed sheet of paper with each letter of the alphabet (x-optional) on the vertical left side. Everyone attempts to find out something about others that starts with one of the letters.</p> <p>Examples: Jamal broke his arm in 6th grade. Alana plays basketball. Nissa's favorite candy is Snickers. Evan's dad is a dentist. Put the person's name and info on a line. Cannot use the same person for more than four times. Set a 5-7 minute time limit and see who has the most. Have several (small group, have all) people share interesting discoveries about each other.</p> <p>The Point: Getting to Know You</p>
Alphabet Pockets	<p>Divide into teams of 4 or 5. Everyone on the team searches through their own pockets, wallets, pocketbooks, etc. The group tries to come up with one possession which begins with each letter of the alphabet. The winning team is the one to have objects representing the most letters.</p> <p>The Point: Teamwork, cooperation, and creativity.</p>
A-maze-ing!	<p>Choose two competitors. One is taken out of the room. The other has 1-3 minutes (depending on the size of your group) to arrange a maze, using all the people in the room. The maze can be as creative and complicated as he/she wants as long as there's a beginning and end. After the maze is arranged, bring in the 2nd person blindfolded and let them go. See how long it takes them to make it to the end of the human maze. Repeat the process switching the two competitors.</p> <p>Variation: Especially if you have a small group (under 30) use chairs as well as people to create the maze.</p> <p>The Point: You could use this game as a kickstarter with a discussion about friends leading you down the wrong path or finding God's will.</p> <p>Important Note: Do not play this game if you have a rough group of kids. They may hit or trip the blindfolded person as they are trying to find their way through the maze and it could quickly become violent (too much like the game of Gauntlet.)</p>
Blindfolded Obstacle Course	<p>Create an obstacle course (a playground works GREAT) and get your students or leaders to go in pairs. They will lead another person through the obstacle course by using only their voice.</p>

<p>Banana Surgery</p>	<p>Have a team peel and cut up a banana into equal parts. (Don't tell them what comes next until they're done.) Then tell them they must put the banana back together using pins, needles, tape, or whatever. The team with the best, reconstructed banana wins.</p> <p>If you do this with a big group, use a video feed to a big screen and time the "surgery" so it doesn't drag.</p> <p>The point: Things taken apart (relationships, reputations, etc.) aren't as easily put back together.</p>
<p>Bible Smugglers</p>	<p>This game works well if 99% of your kids are regular attenders or student leaders. If not, don't use this game. If you have any visitors who are new to church, this game might make them feel out of place. Bible Smugglers works best outdoors, like at a camp. However, it can also work in a large facility.</p> <p>Materials: plastic spoons (they represent Bibles), one flashlight. Have two leaders be "missionaries." They hide somewhere with the flashlight turned on, holding it straight up. Each kid gets a "Bible" and they have to bring it to the missionaries.</p> <p>The Catch: They are in a foreign country and there are border guards everywhere (these are the other youth staff). If a kid gets caught by a border guard, they have to do what the guard says. The guard can be from any country (it's fun to have crazy accents), and basically their job is to get the kids to tell them the gospel message. The guards should ask questions like, "What are you doing?", "What is a Bible?" "What is the Bible about?" "Who is this Jesus?" "What happens if I believe in Jesus?", "What is Heaven?" etc. (You can throw in things like, "In my country we believe in a million gods..."). The kids get sent to jail if they answer a question wrong or if they lie (such as if you ask them what they are doing and they say, "just going for a midnight stroll"). If they explain the message well then they can go on to find the missionaries. Once they find the missionaries, they can come back to the start (which is where the jail is located) and get more Bibles to deliver to the missionaries. When in jail, the kids have to convince the guard to let them out of jail by the same methods as getting by a border guard.</p> <p>The Point: gets kids to solidify what they've learned concerning the salvation message.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Big Squeeze, The</p>	<p>Easy game for a big group (minimum 20). Quickly divide into 2-4 teams (more people, more teams) and announce that each team will be racing to squeeze into the shape of the item mentioned. For example: if the leaders yell out the word “football” the teams must squeeze into the shape of a football as would be seen from above. Keep score- first team to 10 wins. Like Body Parts, play fun music in the background as people regroup. As soon as you pause the song, yell out the shape and watch them scramble to group up.</p> <p>Good Squeeze Shapes (Squeeze into the shape of . . .)</p> <ul style="list-style-type: none"> California A dog A pair of sunglasses A baseball bat A shark A map of the U.S.A. (your youth group leader)
<p>Blind Kickball</p>	<p>The game is simple and would work with any group of 18+. The rules are the same as kickball (3 outs/inning, foul balls, force outs, etc.). The twist is that the students play with a partner and one is blindfolded. At bat, the seeing player kicks the ball, but the blind player runs the bases. The seeing player can run alongside and coach, but may not touch the runner. In the field, the seeing player can catch or stop the ball, but not throw or tag a runner. They CAN, however, touch their own blind partner to guide them to throw the ball or lead them to tag the runner. Players alternate being blindfolded each inning. This game is HILARIOUS to watch! (We had an audience at the public park where we were playing.)</p> <p>The Point: This is one of those “trust” games that you can finish up with a short Bible study on faith.</p>
<p>Blinded By Money</p>	<p>Divide your group into pairs. Issue each pair two pennies. Have everyone form a giant circle. Place a big garbage can or cardboard box in the center. One person tilts head back and places pennies over each closed eye (Contact lens wearers be careful). The object is for each person to dup their pennies in the container, following the verbal direction of their partner, who may not touch them.</p> <p>The Point: Kickstarter for discussion on money, greed, priorities, friends, or hearing God’s voice. Point out the confusion that may have occurred with all the pairs going at once, crowing around the container, “blinded by money”, trying to hear their partner’s directions.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Board Lift</p>	<p>For this upfront game you need a blindfold and a 2x10 board at least 3 to 4 feet long – strong enough to support someone’s weight. Point: Trust and/or things aren’t always what they seem. Have two informed strong leaders on either side of the board they are going to “lift” with someone standing on it. Have several informed ‘spotters’ as well that can catch them any way they would stumble. Then, select three players who don’t have a fear of heights and have them escorted out of the room. Have your first player escorted back in. Tell them the object of this game is to see who can stand on the board longest as the guys lift it up a little at a time. This is a “test of bravery.” But assure them that they are going to have one (or both) hands on your shoulders as they are lifted up on the board. Now blindfold your victim. In actuality, the board holders aren’t going to lift the board more than six inches off the ground. By virtue of person’s weight they will naturally move and ‘shift’ the board a little. You (or the game leader) will begin to kneel down slowly till they almost can’t really touch your shoulders. At that point the person really thinks they are going up in the air! Have your spotters play it up to the crowd and motion them to cheer and react as though the board is being lifted up high. Then have your two guys tip the board over so the person falls off. They think they’re falling 5 feet when it’s only 5”. Clap for that player, excuse them back to their seat, and go on to your next victim...er, player.</p> <p>The Point: Trust; things aren’t always as they appear</p>
<p>Fall Of Faith</p>	<p>This game is played up front with a few people while the crowd watches. A youth ministry classic. Get a person to stand backward on a chair while the rest of the group prepares to catch him or her. Tell the person that they need to fall with their body as straight as possible.</p> <p>The Point: Team building; a good game for a leadership event.</p>
<p>Gag a Napkin</p>	<p>A quick, just for fun game to liven up a banquet. Each person opens up a paper napkin and places a corner of it on his or her tongue. On "Go!", race to see who gets the entire napkin in their mouth first.</p> <p>The Point: You can use this as an opener for a discussion on greed.</p>

Brother and Sister

Like the old tv game show, “The Newlywed Game” only with siblings.

The Point: Just because you’re related to someone doesn’t mean you know them. Relationships take effort no matter if you’re related or not! Get several sets of siblings to play this game- see which siblings know each other the best. (select siblings that can be a good sport and won’t mind answering the below questions.) A brother and sister couple must work together to score the highest points possible to win. The brother is sent out of the room and the sister answers a series of questions about her brother. She records her answers on a large sheet of paper. When the brother returns, he sits in a chair with his sister standing behind him holding up her written answers. If their answers match, the couple gets a point. (remember- when you ask the brother the questions that you asked the sister, ask them like this: “1. What did your sister say was the dumbest thing you . . .”)

Repeat this process by sending the sister out of the room and asking the brother to answer questions. Tally the scores and award the prize. Their answers are usually hilarious.

Questions to the sister about her brother:

- What is the dumbest thing your brother has ever done?
- What is his favorite food?
- What do you dislike most about your brother?
- Describe your brother in one word. What is the meanest thing he has ever done to you?
- What does he spend most of his time thinking about?
- If you had one wish, what would you wish about your brother?
- What is his favorite TV program?
- How often does he take a bath?
- Question to the brother about his sister: What does your sister spend most of her time doing?
- If you were your sister, what would you change about yourself first?
- About how many arguments do you have with her each week?
- Who obeys your mom and dad best, you or your sister?
- How old was your sister when she kissed a boy for the first time?
- What animal is your sister most like?
- What is your sister’s favorite subject?
- How long does she talk on the phone each day?
- Does she chase boys?

<p>Christmas Wish List</p>	<p>You don't have to wait til Christmas to play this small group game. Break students up into groups of 3-6. Provide pens/pencils and pretyped slips of paper or 3x5 cards with the names of celebrities or well known fictional characters (ideas below). Pass one name each to every group or have them choose blindly from a container or your hand. Give them a pre-determined amount of time to come up with an imaginary wish list for their celebrity. It's up to you if they win based on number of items, originality, or ridiculousness.</p> <p>Bonus: If you have time, go online to find out what your preselected celebs are into, then give bonus "points" or credit for items that match.</p> <p>The Point: Kickstarter for a discussion on gifts, giving, prayer (asking God for things), or before Christmas.</p> <p>Ideas (http://www.cpyu.org/pageview_p.asp?PageID=9999 for a current look at "who's hot"; we used some of the names from here, purposely leaving out a few)</p> <p>Sports star from your state Scrooge Spiderman "Buddy" the Elf from the movie "Elf" with Will Farrell The President Jennifer Aniston Tiger Woods Dr. Phil Steven Spielberg Paul McCartney Oprah Winfrey Tom Hanks Will Smith Hillary Duff Denzel Washington You (or the youth leader, if that's not you)!</p>
<p>Geometry Test</p>	<p>Divide into as many teams of 5-10 as you want. Explain that this is a geometry test. Play hyped music in the background. All teams begin in a circle. When you yell out a shape, they must arrange themselves into it as quickly as possible.</p> <p>Suggestions: straight line, square, rectangle, triangle, cone, pentagon, hexagon, octagon, cube, trapezoid.</p> <p>The Point: Teamwork, goals, focus</p> <p>Variation: "Marching Band Practice" – form into letters you call out.</p>

<p>Closer To God With Balloons</p>	<p>Blow up about 50 medium sized round balloons in various colors. Write words or phrases that can bring you closer to God on half of the balloons with a black sharpie marker. Write words or phrases that can draw you away from God on the other half. Keep balloons separate in large garbage bags. Divide youth into two teams. Divide room with tape. Put one team on each side. Leaders keep throwing the good and bad balloons equally on each side of the net/line. Youth must pick up and read the balloons to determine if good or bad. If bad, they want to throw them on the other side. If good, they want to hold on to them. After all balloons are tossed out of bags by leaders, give your two teams a couple more minutes to play. The team with the most good after subtracting how many bad they have on the floor wins.</p> <p>The Point: Use with a discussion about things that can bring you closer to God vs. things that pull you away from God. Talk about the differences and how easy or difficult it is to hold on (or maintain) either.</p> <p>Note: Players must be holding on to the good things to count. Good things on the floor don't count. (Don't give them this hint, but we had kids stuffing the good things up their shirts; really funny.)</p>
<p>Communist Church</p>	<p>This game is PERFECT for that All Night Activity.</p> <p>The Point: It also is a great set up for a discussion starter.</p> <p>Set Up: Explain to the kids about communism and persecution in restricted nations, how Christians are not allowed to gather publicly. If they are found gathering, they are put in prison.</p> <p>Game Prep: In the building that you are going to use, shut all the doors to rooms. Lock rooms that youth are not allowed in, and unlock rooms that they are allowed.</p> <p>The Game: Turn on and hide a flashlight (which represents the church) in a room in your building - making sure the light is hidden so it can't be seen without REALLY looking for it. Your Youth's job is to find the flashlight. Once they do, they are not to touch the flashlight, but they are to hide in that room, so no one knows they are there. Once a group of about 10 find the church the game is over (depending on the size of your group).</p> <p>The Catch: Have your leaders be the communists. Their job is to catch the kids and take them outside the building. The communists are only allowed in the hallways, they cannot go inside of rooms. If they tag or grab a youth, the youth must surrender and be escorted out. Once the youth are outside, their job is to find a way back in. Which you have made difficult since you or another leader are constantly locking and unlocking doors, leaving one door unlocked at all times. Best played at night, with lights off.</p>

<p>Getting To Know It</p>	<p>Split the group into girls and guys. (Leader's are excluded, as you will be the panel of judges.) Put teams on opposite sides of the room. Dedicate one person from each group to be "it". Give each group 5 minutes to find out as much about "it" as they can. After 5 minutes, have each person go around and say something about "it". (It may be something they like, something they don't like, something have done, etc.)</p> <p>Once each group has had a chance to speak, the panel of judges (leaders) will ask some questions to each group. If the group can answer them, that is good and looked highly upon. After the judges are done asking questions, they will decide on who had better information about the person. It's up to you if you want to judge strictly by opinion, panel vote (holding up fingers or cards to indicate "Team 1" or "2"), or award points with the higher points winning. Encourage each group to not make all the information physical, such as hair color or eye color.</p> <p>Sample questions:</p> <ol style="list-style-type: none"> 1. What is your favorite pizza? 2. What is your favorite kind of weather and why? 3. If you could go anywhere on a vacation for a week, where would you go? 4. What would you do with \$1,000 dollars cash? 5. Share a moment in your life when you remember being the most happy. 6. Share a moment in your life when you were really mad. 7. Share an embarrassing moment?
<p>Getting To Know You Better</p>	<p>Divide into 2 even teams. For larger groups, divide into 4 teams and have a play-off with the 2 winning teams and 2 losing teams. Give each person a blank 3x5 card (or piece of paper) and have them write 5 little known facts about themselves and sign their name. Examples: I have a pet snake; my middle name is Hortense; I was born in Mexico City; I hate pizza; the carpet in my bedroom is green. Collect all the cards and keep separate stacks for each team. The game is now ready to play. The object is for students to name the person on the card that the leader draws (from the other team's stack of cards) in as few clues as possible. Begin by opening up the bidding between the teams, for example: "We can name that person in five clues!" or, "We can name that person in four clues!" etc. The team that wins the bidding has five seconds to guess after the reading of the appropriate number of clues.</p> <p>The Point: Great game for getting to know students after a summer break, an influx of new students, or if you just started leading a group.</p>

<p>Getting to Know You</p>	<p>(You need a wide blanket or canvas to play this game.) Divide the kids into two teams. Put two chairs (one for each team) about 2 meters apart facing each other. Assign two people who will hold one corner of the blanket such that the blanket is in a vertical position. This will prevent whoever sits in each chair from seeing the one sitting on the other. Each team will assign somebody per turn to sit on each chair. At the count of three the 2 people holding the blanket will release it causing it to fall down and reveal who is sitting on the chairs. The two people sitting on the chairs will immediately say the name of the one opposite them. The first between the two who names the person opposite him/her scores a point. This could be played w/o chairs, if you want.</p> <p>The Point: Great for getting a new group of students to know each other's names.</p> <p>Our variation: If you have a smaller group of "regulars" have people come up with nicknames that everyone else has to remember. You can have people make up their own or choose from categories like body parts. I.e. "Twinkle Toes", "Pretty Eyes", etc.; or animal names like, "Ape", "Moose", "Kitten"; or cars; you get the idea.</p>
<p>Give Yourself A Hand!</p>	<p>Items Needed: Paper, Markers or Ink pens, Safety Pins. You can either pre-make paper hands or have each participant trace their own hand on paper and pin it on their back. Then the whole group walks around and writes a one word POSITIVE description of the person whose back they are writing on. (ex. Nice, Pretty, Fun, Exciting, Loving, Kindhearted, etc.) Allow enough time, depending on group size, for everyone to circulate. Then have students come up front and read what everyone said about them.</p>
<p>Gossip Tellers</p>	<p>This game works best in small groups (less than 30). Have everyone get in a circle or line. One person start by whispering something in their neighbor's ear. Keep it going until everyone has heard the initial statement or information. The last person will share with the group what they've been told; usually, it isn't what the first person said.</p> <p>The point: How easily gossip goes around!</p>
<p>Identity Circle (Fruit Basket Upset)</p>	<p>This game is just like the Fruit Basket upset - only when you forget the fruit. Have the person in the middle yell out certain characteristics that they have (hair color, color of clothes, gender, etc.) Instead of a fruit, the people with those characteristics must get up and move. Have the person in the middle yell out "I am" or "I have" then the characteristic (I am blonde, I have a blue shirt on, I play on the soccer team, etc.)</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Human Knots</p>	<p>Great Small Group game. If you use a big group, separate them into small circles. Everyone squeezes together and grabs the hand of a person not standing next to them. They can not let go of the other person's hands. So in order to untangle they must go over and under people's arms to get untangled. Sometimes you will end up with two circles. The first team to untangle back into a circle wins.</p> <p>The Point: It's a group effort and if one isn't working together, it doesn't work out.</p>
<p>Grocery Bag Yoga</p>	<p>Take a paper grocery bag and set it in the middle of the floor with the kids all around it in a circle. The object is for each youth to try and pick it up by their teeth while standing on one leg and NOT touching the floor with your hands. (If you touch the floor or fall, you're out!) Once they do it, they tear off the piece that was in their mouth....then the next youth goes. Obviously, after so many go, the bag gets shorter and shorter. Eventually, they realize that they can tear a big piece or small piece! The bag ends up getting so short, kids lose their balance and fall. For that reason, this is best played on soft grass or carpet.</p> <p>The point: This could tie into a discussion using the point, "Don't bite off more than you can chew or you'll lose your balance!" (Balancing priorities, etc.)</p>
<p>Guess the Leader</p>	<p>Everyone gets in a big circle. Pick a volunteer to leave the room after you explain the game. Once that volunteer is out of hearing range, pick another volunteer who wants to be the leader. Everyone must slyly watch this person and imitate what they do when the other volunteer comes back into the room (cross legs, cross arms, yawn, stick out their tongue, etc.). The person who was out of the room will come back in, stand in the middle of the circle and try to see who is the leader (the one everyone is watching). The leader can get bold and make faces, throw their hands in the air, etc. when the person in the middle's back is turned and before they have a chance to see who started it, everyone is doing it. Give the person in the middle three chances to guess who the leader is. Then choose a new volunteer and a new leader. You can have the leader be the next volunteer if he is guessed or any way you see fit.</p> <p>The Point: Either peer pressure or leadership and influence.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Guess the Task</p>	<p>Everyone gets in a big circle. Pick a volunteer to leave the room after you explain the game. Once that volunteer is out of hearing range, choose a simple task that the volunteer is to do when he or she enters the room (walk in and tie a certain kid's shoe that is untied, take off their own coat, say the pledge of allegiance, etc.) The volunteer must come in the room and try to start doing certain tasks (unaware of the task to be done). The kids in the room help direct this ignorant person by clapping when this person gets even close to doing the task. Louder and faster clapping means the person is getting "hotter" (closer to completing or discovering what the task is) and silence means "you're way off; keep trying stuff."</p>
<p>Guys Best Pick-up Line</p>	<p>Tell a quick disaster date story about asking someone out, telling the crowd that you will need their help. To do this, re-enact your scene by building a couch out of three folding chairs covered by a LARGE sheet or blanket (it must cover all the chairs well--all the way to the ground). After building the couch in front of them, pick a girl to sit on the end chair. Then pull up three guy studs to come give you their best line and move. Demonstrate for them that it all counts here — talk, walk, distance from the girl — that when told to do so they will enter the room one at a time, walk over to the girl, deliver their best line, and sit right next to her with their arm around her. After explaining and demonstrating, briefly send them out of the room. While they are out of the room, pull out and hide the middle chair, replacing it with a pillow on the ground under the sheet. Stand on one end of the sheet while the girl remains on the other end. When the guys deliver their line and begin to sit down, both you and the girl release pressure on the sheet so they will fall right through.</p> <p>Note: The person who takes them out should have three lines ready for the guys in case they can't think of one. Make sure you build them up afterward!</p> <p>The Point: Great game to precede a talk on dating or sex.</p>
<p>Lengths Of String Mixer</p>	<p>Everyone gets a length of string. Each string is the same length as one other person in the room. Students have to match up with their partner.</p> <p>The Point: Discussion starter. Once matched, you can ask a pre-typed question for the partners to discuss.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Hot Seat - Discussion Wrap-Up</p>	<p>Have everyone sit in a big circle with one person sitting on a chair in the middle – the "hot seat." That person takes on the role of someone you've talked about in your small group discussion. If there has been some kind of talk or drama or story, then they can pick someone from that. The student in the hot seat has to really try to be that person. They have to try and hold themselves like that person and speak like that person. Not in voice but in what they say. The people in the circle then have to ask the person questions and they have to answer as the person they are. It's a good test to see if they've been listening! The person in the hot seat eventually tells the others in the circle who they are portraying if it hasn't been guessed yet.</p> <p>The point: Helps students retain the information they just learned.</p>
<p>Human Snowball</p>	<p>Shred a bunch of paper and spread it on the floor in an empty room or corner of your youth room. Split in two teams and give each team a roll of duck tape. Have each team select one member to be the "snowball". Give them 2-3 minutes to wrap that person in duck tape with the sticky side out (this isn't easy; be careful around their head/hair). Once they are wrapped up, let two members of each team take their snowball person into the room full of paper and give them one minute to roll that person around on the floor. The team that makes the biggest "snowball" wins.</p> <p>The Point: The snowball effect of bad choices.</p>
<p>I Have, I've Never</p>	<p>Like "Identity Circle," or "Fruit Basket Upset." Have everyone sit in a circle except one person who stands in the middle. Everyone in the circle has to be sitting in a chair or on an "x" marked on the ground with tape. (There has to be only as many designated seats as there are people sitting in the circle so that the person in the middle has no place to sit.) The game begins with the person in the middle saying something that "they have," or "have never" done (ie: "I have two sisters", or "I have never worn a dress.") All the people who can identify with the statement (they "have two sisters" or "haven't worn a dress") must get up and find an empty seat other than the one they just vacated. The person stuck without a seat is now in the middle. This game has no time limit and is a favorite among groups—kids request this game weekly.</p> <p>The Point: Getting to know you</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Invention Convention</p>	<p>Outdoor or Big Room. All you need is a bunch of junk! Get a special trash bag and label "For Game". Have your staff and parents collect a bunch of their old junk (empty cans, broken appliances, boxes, empty toiletpaper tubes, etc.). When you are going to play, divide into teams. Give each a little bit of trash and one roll of duct tape and some paint. They have five minutes to create the weirdest, most funny, artistic sculpture out of the junk. The winning team gets a prize. The Point: God can make something out of the junk in your life...it may look a little funny, but it's worth something to Him and He can still use you!</p>
<p>King Bo-Bo</p>	<p>For this up-front game, you need a "King", 3 victims...uh, volunteers, a blindfold, and two rings - preferably large ones like a man's class ring or woman's w/large set. One person is King and one a helper. "King" is in the room alone sitting on a chair. Have him take one shoe off and put one of the rings on the second toe. Have him put the other ring on his regular ring finger. Helper blindfolds first person and leads them into the room and up to the King, King says, "You are in the presence of King Bo-Bo. In order to show your respect you must kiss his ring." He holds out the ring on his hand, after the person kisses it, lifts foot up in front of their face (not touching). When someone removes the blindfold, it appears as if they have just kissed the king's foot! The point: Things aren't always what they seem!</p>
<p>Name Toss</p>	<p>Small Group game. Have your group sit in a circle with no open spots and one person in the middle holding a tennis or wiffle ball. The person in the middle calls out someone's name and throws the ball up in the air. The person's name who was called has to run to the middle and catch the ball while the person who called the name has to run to the open spot. If the ball is dropped, the catcher is out. Continue playing until there are only a few people left. One rule: you cannot call the person's name who was just in the middle.</p>
<p>Name Game 2</p>	<p>Small group game. Provide pencils and index cards. As each person arrives have them write their name clearly on an index card. Tape card to their back. Give everyone another index card. On "Go!" with hyped music in the background, everyone copies names off backs of other people, while trying to keep them from seeing the card on their own back. Determine a time limit and give a prize to the person w/the most names on their card. The Point: Getting to Know You</p>

<p>Land Mines</p>	<p>Materials needed: blindfolds, water balloons for outside, styrofoam cups for inside. Set up a "mine field" by randomly placing the water balloons (or cups) in a marked section of ground. A concrete slab or basketball court works well for this. Grass also works, but you will need to set boundaries. Divide students into groups of about 4 or 5. Give each team a blindfold. Put the blindfolds on one member of each team. The point of the game is for the team to get across the mine field with the fewest casualties the fastest. If a person touches a mine he/she is out (if it bursts water on them, it just makes it more fun). The team members must be their eyes and tell them which way to go. The blindfolded people crossing the field must stay within the set boundaries, and only one person per team may be on the mine field at a time (so they can't lead them by touch). Team members help each other by shouting directions. Works best if mines are close together and if teams are close together. Sponsors may yell out random directions to try to throw them off. The trick is (don't tell the kids this till after it's over) for the person in the mine field to pick out a certain voice and listen to that one voice.</p> <p>The Point: Just like we need to listen to God's voice instead of all the voices that the world throws at us.</p>
<p>Mingle for Money</p>	<p>Begins like the "Dollar Surprise", (also on our games page), but more. Give 5-10 people increments of \$1-3 each... secretly instruct them (like when everyone is arriving and just hanging out) to remember the 7th person they mingle with (small group: 4th person), but DO NOT give up their prize money...just keep on mingling. Also, give them a question of the night to ask each person. Like, What is your favorite snack food for Super Bowl, who was the last person that made you laugh, how often do you brush your teeth, does your mom (or older sister) dye her hair, etc. At the end of 2 minutes, the "holders" come up front. They each call their 7th person up with them. That person must recall the answer they were given by the prize holder. If they do, the money is given up to them. But WAIT! There's ONE MORE step...the holder must also recall the answer from this 7th person. (You would think that would be easy...but not if you give PLENTY of time to mingle waaaay beyond the 7th acquaintance). Often times I get the money back because the "holder" couldn't remember.</p> <p>The Point: Getting to know you; Relationships don't go anywhere if you can't even remember what people tell you!</p> <p>Option: If you don't want to use money, use a can of pop or candy.</p>

<p>One Body</p>	<p>Depending on # of players...for each team formed you will need: 1- t-shirt (or sweat shirt)size 2x-3x, 1- pair sweat pants size 2x-3x, 3 blind folds, 1 laundry basket, Objects to be put into basket.</p> <p>Form teams of 4 players each: 1-person is the "eyes & mouth", 1-person is the "brain", 1-person is "1/2 the body", 1-person is other "1/2 of body".</p> <p>Get prepared for game: "Body" gets into the sweat pants and shirt together (then blind fold them). The "Brain" stands behind the "Body" and is blindfolded.(May hold on to back of sweat shirt.), The "eyes & mouth" stands next to the "Brain."</p> <p>How to play: The "Eyes and mouth" whispers to the "brain" what to tell the "Body" to do. The body tries to get the pre-designated objects into their own basket. When all objects are found and in their basket, Team sits down. "Eyes & mouth" yells "DONE!". First team to sit wins!</p> <p>Rules: No peeking! "Eyes & mouth" must only "whisper" to the "Brain." "Brain is the only one who can "talk." Body may not use their arm or hand that is inside of the sweat shirt.</p> <p>Object ideas: Gallon size food cans, Twisted pipe cleaners "on" each basket, Large ball, This game works best if the objects cannot be picked up with one hand. Have the same kind of object for each team to pick up.</p> <p>Game Variation: When all objects are found and in team baskets...Leader yells "Done!" Each team sits and the team with the most objects in their basket wins. This way does not require identical objects for each team.</p> <p>The Point/Discussion Idea: Ask what they learned about the Church being "One Body" through this game.</p>
<p>One-footed Blindfolded, Peanut Butter . . .</p>	<p>One volunteer hops around on one foot while blind-folded, picking up at least one of each flavor of lifesaver in the area. To begin, they must dip their foot in peanut-butter, then hop around an area where three different stations of different colored lifesavers are set up. Meanwhile, the rest of the audience, or several dozen members, surround the chosen one, but do not touch him/her. For the first round, the audience insults and deceives the blind-folded volunteer to keep them from completing their task. For the second round, the audience encourages and helps the volunteer successfully pick up at least one of each flavor.</p> <p>The Point: This was specifically designed for a class on encouragement.</p>

<p>Organized Mingling Mixer</p>	<p>Get an even amount of students and staff in the room. (Add staff as needed to make the number even.) Students and staff mingle to music and shake hands. When the music stops, everyone must find another person and shake hands. The leader calls out a question they must ask of whomever they are shaking hands. Use fun and serious questions. Sample Questions: 1. What is your favorite pizza? 2. What is your favorite kind of weather and why? 3. If you could go anywhere on a vacation for a week, where would you go? 4. What would you do with \$1,000 dollars cash right now? 5. Share a moment in your life where you were the most happy. 6. Share a moment in your life where you were really sad. Hint: You can use questions that will kick off that night's discussion. The Point: Getting to know you</p>
<p>Play Doh Pictionary</p>	<p>Just like it sounds! Pictionary, but with Play-doh. Divide into teams. Have a representative come up front from each group. Whisper a Pictionary word (like "dog") to the group and they must run back to their group and, without talking, mold that word with Play-doh. The Point: You can use words from your topic or lesson to introduce the subject. Put a staff member on each team cause kids might cheat (so do some staff members!)</p>
<p>Questionnaire Game</p>	<p>For this game you'll need as many pens as students and a pre-typed/copied questionnaire. Have all your students fill out an anonymous questionnaire when they come in, with questions/statements like, "My favorite band is.." "My dream car is...". Once finished, pass the questionnaires out randomly (to someone different than the person who filled it out) and yell "Go!" Students have to walk around asking each other questions, trying to find whose questionnaire they have.</p>

Questions Under Fire!

Loud, fast, funny game w/a point! Choose 4 volunteers from 4 different grades. Bring them up one at a time to ask between 14 questions (see below). Whichever contestant can answer 10 of them in 90 seconds wins (candy, pop, \$1-5). They may “pass” as many times as they want and come back to a question later. Where the audience comes in is as soon as you begin the questions, they can distract the contestant by yelling out random statements, answers, or noises. They can even get out of their seats and do goofy things as long as they don’t get in the person’s face or touch them. Below are 4 sets of questions. You may switch questions around or make up your own. We suggest having easier questions for younger students on at least one list. Some of the questions have definite answers; some are random or silly.

The point: It’s hard to focus on what matters when we surround ourselves with distractions.

1st contestant

1. What did Jesus call His followers? Disciples
2. How many lives do cats have? 1
3. What letter comes after V? W
4. Is a snake a reptile or amphibian? Reptile
5. How many ounces in a gallon? 128
6. What is the name of this Youth group?
7. How many stripes on the US flag? 13
8. What shape is the earth? Round/sphere
9. What color are your eyes?
10. What is your neighbor’s address on the left?
11. What color is good milk? White
12. How many appendages do you have? 4 (arms/legs)
13. What is Garfield’s owner’s name? John
14. What do you put on popcorn?

2nd contestant

1. How many ounces in a half gallon? 64
2. How many disciples did Jesus have? 12
3. What is $37 - 24 + 19$? 32
4. What is your mom’s middle name?
5. How many phalange’s do you have? 20 (fingers/toes)
6. What is your or your friend’s cell phone number?
7. What branch of military service mans submarines? Navy
8. What color is blue? Blue
9. How many stars are on the US flag? 50
10. How do you make a tuna sandwich?
Any comb: bread, tuna, knife, mayo, relish
11. When Moses parted the Red Sea, who were

- the Israelites escaping from? Egyptian Army
12. What US president died in June 2004? Ronald Reagan
13. How many wheels on a car? 4 (or 5 including the spare)
14. On what does a rolling chair move? Wheels

3rd contestant

1. Say hello in Spanish. Hola
2. Which candle burns longer – pink or blue? Neither; they both burn shorter
3. How many megabytes does your computer have?
4. What does the acronym ASAP mean? As soon as possible
5. Eat a what a day to keep the doctor away? Apple
6. Rendezvous is French for what? To meet
7. Who sewed the first US flag? Betsy Ross
8. When King David danced in the buff, who got ticked? Michael, his wife
9. What size shoe do you wear?
10. What is the exact time?
11. What is perfect vision? 20/20
12. Count from 10 backwards.
13. Who is the lead (senior) pastor at this church?
14. Give me a prime number between 1 and 10. 2, 3, 5, 7

4th contestant

1. What show says, "Won't you be my neighbor?" Mr. Rogers' Neighborhood
 2. Count to 10 in any foreign language.
 3. How many books in the Bible? 66
 4. What 3 colors are on the US flag? Red, white, & blue
 5. What color is the stem of a red rose? Green
 6. How do you get skunk smell off? Tomato Juice
 7. How do you spell Mississippi without "i's"? Mss ss pp (also counts if they cover their eyes and spell it!)
 8. Which is bigger – a deer tick or a wood tick? Wood tick
 9. Say the alphabet backward. Z..y..x..(also counts if they turn around a recite the alphabet!)
 10. Who is your favorite youth pastor (leader)?
 11. Which way do hands turn on a clock? Clockwise
 12. What is 1800 in civilian time? 6:00 p.m.
 13. What is JVC? Electronics or stereos (not junior varsity cheerleaders)
 14. What is a Hemi? Engine (high performance)
- Alternate Questions: What disease can you get from a deer tick?
Lime disease
What size shoe do you wear?

<p>Rain Maker</p>	<p>This game involves a large crowd. Explain that you are going to do something once thought impossible: with their help you will make it rain inside. Divide into 3-4 groups where they are sitting (left, left middle, right middle, and right...sides of the room). Explain that they MUST be absolutely quiet and watch you tell them what to do for this to work. Point to the left side and have them quietly rub their hands together back and forth. Then bring in the next group, and the next, until all are doing it (gets louder as you go). After the last group has joined in, go back to the first group and get them snapping their fingers, then the next group and so on. Then back to group one to begin patting their hands on their legs...on to the other groups. Then back to group one to begin patting harder and stomping their feet on the floor...on then to the other groups. You can do this process in reverse...back to patting legs, then back to snapping, back to rubbing hands, then back to silence. If it is done right, you will hear your rainstorm!</p> <p>The Point(s): 1. Things aren't always what they seem (see related trivia below). 2. Gets their attention before you speak.</p> <p>Related Trivia: Peter Jackson used a stadium of people to create the sounds of Orc Wars in the Lord of The Rings movies.</p>
<p>River Crossing</p>	<p>The goal of this game is to help teach your students or leaders to work together by having them work as a team to cross a "river." First, using your gym or other space, you need a place to start from (a wall, lines in the gym, etc), the "river," and then a destination. You can use assorted pieces of wood, blankets, or anything else they can stand on. Break them up into teams and have them race to the other side of the river. The rules are: everyone has to get across and no one can touch the floor or they all have to start over.</p> <p>The Point: Team building; a good game for a leadership event.</p>
<p>Sentence Game</p>	<p>Great game for Jr. Highers, travel, or creative kids. Can be played with just two people or up to 50. The game is simple, but can get crazy and fun. The first person says a word...for example, "The." The second person says the first word and ADDS a word... "The clown." And so on. At the end you might have a complete sentence, something like, "The clown was in the pool when an ant bit his toe and made chocolate pudding squirt from his eye." It has to make sense, but not GOOD sense. The really fun thing is putting twists in the sentence on your turn so that other people have a hard time coming up with a word that fits.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Soap Shrink</p>	<p>Good camp game. Divide into teams. Give each a large, new bar of soap. Provide one or more kiddie pools filled with water. On "Go!" have teams race to shrink their bars without breaking them. Call time after 5 minutes. Award motel-size bars of soap to the winner.</p> <p>The Point: Sin, though forgiven, almost always has consequences that aren't usually "shrunk" easily.</p>
<p>String Toss Game</p>	<p>Get a spool of string or yarn. Have each person answer a question of some sort when they have the string in their possession. They then hold onto the string and throw the ball/spool to another so they can answer the question. You eventually create a web of some sort. In the end, describe how the web is analogous to the group in that we all play a part in creating the web, and that if one person was gone it would look different. Likewise, it is important that we all take part to make the group what it is, unique and special.</p> <p>We suggest typing up your predetermined questions ahead of time. You can find some great ideas for questions or discussion starting statements on this page: http://www.thesource4ym.com/outreach/koosh.asp or http://www.thesource4ym.com/outreach/topic.asp?ID=108</p>
<p>TP Tell All</p>	<p>Large Group: Divide into groups of about 15. (Could do this by way of another mixer game that divides the kids into groups - ex. Barnyard). Hand each group a roll of toilet paper with the instruction that each person is to "tear off as much as he/she needs" with no clarification. Once everyone has their tp squares, in their groups, each person must tell one fact about themselves for every square of TP they tore off.</p> <p>Small Group: Divide into groups of between 3 and 5. Hand each group a roll of toilet paper with the instruction that each person is to "tear off between 3 and 5 sheets" with no clarification. Once everyone has their tp squares, in their groups, each person must tell one fact about themselves for every square of TP they tore off.</p> <p>The Point: Getting to know you.</p>
<p>Trust Lift</p>	<p>More of a learning exercise than a game, the object of the game is for a small group to lift a person above everyone's head. The player is chosen to be "it" first. He lies on his back and stiffens himself while everyone else assembles around him. Together everyone lifts him slowly toward the ceiling as he maintains his reclining position. Once he has reached maximum height, the others hold him there for about 30 seconds before slowly lowering him.</p> <p>The Point: Trust</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Two Truths and A Lie</p>	<p>The object of this small group game is to reveal unknown things about yourself to the group in a fun atmosphere. A person states three things about himself. Two must be true and one a lie. For example: "I was born in South Africa. I have a green card. I have a dog named Bubba." The others in the group try to guess which statement is the lie. If a player guesses correctly, they earn a point. If no one guesses correctly, the individual earns five points. Each person should get a chance to share. The Point: Getting to know you.</p>
<p>Win Lose or Draw</p>	<p>This is the same as the old TV version by the same name. It's played like Pictionary, either guys against girls or team against team.</p> <p>A word is given to one member of each team who tries to draw symbols and pictures to lead his/her team to say the word that was given to them. You may not use numbers letters or the "number sign" (#), anything else is okay. You also may not say anything or do any kind of gestures, to help you team guess the word. You may point to a team member who is on the right track or very close to saying the answer, but no other gestures may be used. You may nod your head to say "yes, that's right" or "no, wrong". Use Pictionary cards if you have them or make up a list of words yourself. Whoever has the most points (words guessed) at the ends wins. If it is a tie, give each team another word and see who can do their word the fastest.</p> <p>The Point: Use words to introduce your topic, or words to fit the season, i.e., Manger, Wise Men, Christmas tree, etc.</p>
<p>Yelling Match</p>	<p>Group is divided into two equal teams. Each team sits in a single row facing the opponent team across a room. Each team picks out a piece of paper with a message on it. The messages should be common phrases or Bible verses relevant to your topic with about 5-10 words in it. Each person on a team is assigned a word from the message. If there are more team members than words, same words can be assigned to multiple people. At a given count, the entire team yells out their assigned word in unison to the opposing team. The opposing team repeats the process. Each team has one guess at deciphering the message. The yelling is repeated until one team guesses the correct message.</p> <p>The Point: Listening through the "loud" messages all around you</p>

Swimming Pool Games

Air Mattress Pile-up	Inflate an air mattress and see how many kids can stand up straight on it in the water without falling over. For more fun, do not inflate it all the way. You could also give a prize to the person who stays on the longest, etc.
Atomic Whirlpool	Have everybody in the pool line up single file along the edge with very little space between them. Have everybody walk, then jog, then run around the edge. Do each one for a couple of minutes. If done right the water will carry them around the pool. Finally, tell them to turn around and go the other way. Almost impossible!!!
Belly Flop	Judge on 3 categories: 1. Creativity / 2. Pain / 3. Air
Biggest Splash	Need I explain?
Change Drop (Pool)	Dump between \$20 & \$100 in change (depending on the number of students & your budget!) in a pool. At the whistle everyone jumps in and goes crazy trying to collect as much as possible. You can do so many variations of this with tokens, toys, items worth more points, etc.
Croc Wrestling	Get a big inflatable croc and choose 3 volunteers who will each have 60 seconds, by themselves to do the best show of croc wrestling in the pool. Give points for creativity, death rolls, etc. Have an MC who can do a "Crocodile Hunter" (Steve Irwin) impersonation. Play safari music.
Diving Board Pig	Line up kids behind the diving board. Just like the basketball game "PIG" (or HORSE) the first person says what they are going to try to do. If they do it the next person has to do the same dive, flip, or whatever they did. If they also do it correctly then the next person has to do it as well. As soon as someone messes up they get a letter and then the next person in line calls what they are going to attempt. This continues until all but one person is eliminated by spelling "PIG". Rule: You can only use the same dive once per game. (Otherwise you will have one person just keep doing the same double flip that no one else can do.) Pick a judge or vote to decide if they get a letter or not.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>H2O Long Jump</p>	<p>Start at the diving board (or side of pool). Put sturdy floats, etc. in the pool. The jumper tries to "walk on water" for extra distance! For safety, have spotters on the side to make sure kids don't hit their heads on the side of the pool.</p>
<p>Jump or Dive</p>	<p>A classic pool game fun for crazy participants but slightly more entertaining for the onlookers.</p> <p>Must have a pool with a diving board and is large enough for people to dive into. 1. Whoever wants to play lines up outside the pool. 2. Going one at a time, the player must getting a running start, get a good bounce off the board, then at the last second the leader either yells JUMP or DIVE. 3. The player must quickly react and make the necessary adjustments. It begins to get hilarious when players start anticipating the call and try to adjust but end up with very painful belly flops. One way to keep the game moving is to have elimination.</p> <p>For added fun: Yell JUMP or DIVE just a little too late!</p>
<p>King of the Tube</p>	<p>Pool game where teams compete for best time. Each team selects a champion who can stay on a tube the longest. One at a time, a champion sits in a tube, and when the timer starts, the opposite teams all try to tip over the champion WITHOUT TOUCHING HIM, only the tube. Time each champion, see who stays on the longest. Have spotters around the sides of the pool for safety.</p>
<p>Pool Bronco Busting</p>	<p>Based on having 4 teams of 4. Use a steady floating tube and tie 3 ropes to it that can reach to the outside of the pool. Have each team choose a rider and then each of the other teams choose 3 people per team to pull the rope and try to "buck" the rider off. The team with the longest time wins. Use a fun plastic helmet for looks & safety.</p>
<p>Pool Tractor Tire Pile Up</p>	<p>Get a tractor tire tube (the bigger the better) and see how many people you can get on the tire at one time. You will need to make sure that the tire stays in the middle of the deep end of the pool. You don't want anyone busting their head on the bottom or side of the pool.</p>
<p>Trash Bag Rafts</p>	<p>Give each group a certain number of the largest trash can bags you can find and some tape/rope etc. See who can build the strongest raft and then race across the width of the pool.</p>
<p>Water Ballet</p>	<p>Give each team of 4-8 people a certain amount of time to perform a water ballet that involves EVERY team member. Play classical music through a boom box, if possible.</p>
<p>Pool</p>	<p>That's right! You can water ski in a pool! (Preferably an Olympic sized pool!) Just have a strong staff guy bracing himself and</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Waterskiing</p>	<p>holding a water ski rope in the back of a truck just outside the pool area. When the skier yells "hit it," the truck takes off and skis the person 3/4 the way across the pool before the person in the truck lets go of the rope (for safety). Have people with inner tubes or blow up rafts on the side of the pool for safety! (It's best to test this out with a couple of staff first to see how far to pull before letting go!) Cool to watch. You can score it how you like. The best way is for judges to hold up numbers between 1 and 10.</p>
<p>Poolside Steal the Bacon</p>	<p>Just like Steal the Bacon with its many variations, but in the pool. Two teams can either be in the water or standing on the opposite sides of the pool (if you have a deep enough deep end that allows for safe diving in). The "Bacon" can be anything (ball, rag, raft, be creative here) and can be floating on the water, sunk to the bottom, or even in the process of sinking.</p>
<p>Water Hoop</p>	<p>Get two hoops, one on each side of the pool and play a game of basketball. Make a 5 second possession rule (ie: no one can have the ball for more than 5 seconds at a time). If girls don't get involved, make it so only girls can score.</p>
<p>Water Polo</p>	<p>Same as Water Hoop but with goals instead of hoops.</p>
<p>Watermelon Polo</p>	<p>Water Polo with a small watermelon (or small greased watermelon)</p>
<p>Wet Sweatshirt Relay</p>	<p>Supply two teams with a large or extra large sweatshirt. Half of each team will go to the opposite end of the pool. At the whistle the first person of each team must put on the sweatshirt (over their bathing suit of course) and swim to the other side where their teammates are. Then they have to remove the sweatshirt and give it to the next person on their team. Teammates can help remove and put on the sweatshirt. First team who gets their team on the opposite side they started from wins.</p>

Miscellaneous Games

Ring Toss	If you want to get fancy, blow up a cheap swimming alligator, the kind that is a swimming safety ring with an alligator head. If you want to hold the cost down, use any kind of a ring. Each player gets points for each bean bag they throw into the ring.
Bloomer Basketball	Bloomer basket ball, you make two pairs of very large waisted (hula hoop waist band) pants. You have two teams: a thrower, a catcher (wears the pants), a ball getter (that gets the missed balls and brings them back), For the ball, use the cheap beach balls that are about half as big as a basket ball. The throwers try to throw as many balls into the big pants as they can in 30 seconds from 10 feet away.
Washer Drop	Washer Drop, this is a good game for any age group. Cut the top half off of a plastic one gallon milk bottle, leaving just the big square open bottom half. Dispose of the top half of the milk bottle correctly. Tie a string from one side of the milk bottle bottom to the other side forming a strap to hang the bottle bottom (like a bucket) around your neck. With the string around your neck the bottle bottom should hang about where your belt is. You may want to make the string a little longer so you can adjust it for different size players. Get several good size washers, tilt your head back and place one washer at a time on your forehead. When you raise your head up straight try to make the washer fall into the bottom of the milk bottle.
Ratman	Ratman (can be adapted to any kind of animal hat). Form teams. Everyone has a rat hat on. The two teams line up side by side, The first player from each team takes a chunk of foam rubber cheese from a box full of cheese and puts it on his hat. They run about 15 feet to a second box tilt their head and drop the cheese into the second box, run back to the next player and high five them. Then the second player does the same thing. The team with the most cheese in the box wins.
Balloon & Toilet Bowl Plunger Relay	The Balloon and toilet bowl plunger relay race: This is a relay race where a round balloon (filled with water on hot days) is passed from the top(big plunger end) of one plunger to the top of the next plunger down the line of players. If you do not have enough plungers for each player, you may have to pass a plunger to the next player and then pass the balloon. At least two players on each team has to have a toilet bowl plunger at the same time. The first team to get the balloon to the end of the line wins. Any team that drops the balloon has to start over again.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Aardvark	A quiet game called Aardvark: form two circles with the kids. Both circles are the same size. Each kid is given an animal name and hand signal in the same order for both circles. The Aardvark always goes first. Using only hand signals, each player signals the player next to them in turn. The first team to go all the way around the circle and back to Aardvark wins.
Catch Game	A catch game: Two teams. Each team has: a thrower, a catcher, a miss getter. The thrower throws the kind of frisbee with a large hole in the middle. The catcher holds a small toilet plunger on top of their head with the handle pointing up. The idea is to throw the most frisbees onto the plunger handle in the shortest amount of time.
Frisbee	Frisbee throw into a ring on the ground.
Eat	Who can eat the most gummy lifesavers (bears, worms, etc.) the fastest.
Four Corners	Four corners: In a classroom or gymnasium area, without many obstacles, you assign a number to each corner of the room. One child is selected to be "IT" and stands in the center of the room. While this person counts to ten, all of the other children select a corner to stand in. When the person finishes counting, one of the corner numbers is called. All children in that corner are out and must sit down. Play continues until one child is left and they become the new "IT".
Tony Ball	It is a rough game but for young people who like it they keep coming back for more. It is really nothing more than indoor, or in mud, tackle basketball. You use 1 soft rubber or nerf ball for each team. There are 2 or 4 teams and the basket is one of your team members with there arms in a circle. The basket can not move and the players run with the ball and put it in the basket. There is no need to drible but any one can steel the ball from you at any time except the one who is the basket. When a basket is made a leader throws the ball into the middle of the room and play continues. The game can be played up to any number of points and the variations are limitless.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Fire Ball</p>	<p>Fireball: two players at a time. Each player puts on a small toy fireman's hat. Each player is given an atomic fireball jawbreaker, they put the fireball in their mouth and keep sucking on it, after a couple of minutes they spit the fireball into their hands. The fireball with the most red colored outside gone, wins.</p>
<p>Bean Bag Name Toss</p>	<p>A game designed to teach each player the names of the other players. All players form a circle and introduce themselves. Any player can start. After the introduction, a player says someones name and throws a bean bag to them. That person then says someone else's names and throws the bean bag to them and so on.</p>
<p>Cotton Ball Race</p>	<p>Cotton ball race: make two equal teams. Each player puts a big glob of Petroleum Jelly on their nose. (BE CAREFUL NOT TO GET IT IN THEIR EYES) The two teams line up side by side. The first player runs to a large bowl about 10 ft away full of cotton balls. They push their faces into the cotton balls trying to stick as many as possible to their face. They run back to tag the next person. A counter for each team counts the cotton balls. The team that brings the most cotton balls back to the counter wins.</p>
<p>Velcro Tic Tac Toe</p>	<p>Velcro Tic TAC Toe: Two players at a time. A 3-ft x 3 ft board is covered with a product called "friendly Velcro" or an Army blanket. Stripes for the Tic TAC Toe board are placed on the 3' x 3' board. 6 Velcro balls are marked with an "x" and six with an "O" are used by the players. Each player in turn throws a ball at the board until the ball sticks in a square. The first player with Tic TAC Toe wins.</p>
<p>Barnyard</p>	<p>As each person comes through the door they are given a piece of paper with the name of an animal on it,example, cow, duck, etc. As you give the paper you explain that they are to tell no one what there animal is. When you are ready to split into teams no one is aloud say anything they can only make the noise of the animal on there paper. They find the people making like animal noises and that is there team. Through the event they can use the animal sounds to cheer there team on and as a team name.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Barnyard	<p>As each person comes through the door they are given a piece of paper with the name of an animal on it, example, cow, duck, etc. As you give the paper you explain that they are to tell no one what there animal is. When you are ready to split into teams no one is aloud say anything they can only make the noise of the animal on there paper. They find the people making like animal noises and that is there team. Through the event they can use the animal sounds to cheer there team on and as a team name.</p>
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Big Ball and Cup Race

Big ball and cup race: make two teams then divide each team into two groups. These two groups will still work together as a team. Group 1 & 2 are Team A. The first player in group 1 runs to group 2 balancing a large ball on top of a big cup. The cup and ball are given to the first player in group 2 who runs back, with the ball still on top of the cup, to the second player in group 1, and so on. The first team to pass the cup and ball through all of their players wins.

The “SET UP” shown below is the same for both Games 1 and 2. These games are great at Christmas time when you have several families together and no one wants to spend a lot of money on presents.

I know that these games look complicated but I can assure you that after they are played, the first time, your friends will want to play them again. My in-laws play these games every time several families get together for Christmas. They pull a name from a hat for a real Christmas present and then buy a second more generic (a present that is not just aimed at a particular person) present just to play these games.

SET UP All of the players agree in advance on the amount of money each person will spend per person, knowing that you only have to buy as many presents as there are people in your own family. For instance, a family that has: a husband, a wife, a boy, and a girl, will only buy four presents total no matter how many people are involved. They also know that they need a present that is age and sex appropriate for the members of their family: a man, a woman, a boy, and a girl (generic presents or things anyone can use are also very good: quilts, crafts, glasses, candy, cake, copies of old family pictures, etc.)

When the group is together at your party you may desire to have a separate game for the small kids if there are a lot of them. Every present needs to be marked or wrapped in an obvious way to identify it as belonging to a general group: a man’s present, a woman’s present, a generic present, etc. The presents are placed in piles in the middle of the players.

**Christmas
Game 1**

GAME #1. The number of players is counted and then multiplied by 2 or 3 depending on how big the group is, and how many turns you want each person to have (three is about the most).

Example: 20 players X 2 chances each = 40 numbers in a bowl. Numbers 1 through 40 are placed in a bowl and each player (no looking) takes two numbers from the bowl. This determines each person's turn to pick a present. First #1, then #2, then #3 and so on, a player may get consecutive numbers(10, 11) or inconsecutive numbers(2, 35). All players take one turn for each number, and all players go in the order of the numbers they have picked. #1 picks a present from the pile. For instance, a woman usually takes a woman's present, but it is not necessary. You pick your present based only on the look, feel, and sound of the package, none of the presents are opened until the game is over. #2 has a choice of taking what #1 has or picking a present from the pile. Every person has to choose between taking a present from the pile or from someone else. You can take a present from anyone that has a present, but you can not take the last present from someone that has no more numbers. Then the next number goes. And Yes, you may take a present from another group, a woman can take a man's present, for example. The generic presents will fill in the gap. I have seen a young man take a woman's present because he thought his girl friend would like it. At various times people will have several presents at the same time, that OK. As the game continues, other people will take all of those presents away except for the last one. If someone takes your present, you have to wait until your next number comes up to get another present. You will start to see an amazing amount of plotting and scheming for what they think are the best presents, once they get the feel of how the game is played. It is OK for the person that bought the present to warn a player, one time, if they think that that person really would not like the present they are taking out of the pile. Don't tell them what it is, just warn them that they may not like it. After one warning, adults are on their own. For instance, a bald person may not have a need for a set of hair brushes. And, you may have to tell a child that they can not have a particular present. You would not want a very small child to end up with a very sharp set of knives. There is probably something better in the pile for that person. None of the presents are opened until the entire game is over. Only after all of the present swapping is over, and everyone has had their turn, are any presents opened. Every player must have one present at the end of the game.

<p>Christmas Game 2</p>	<p>GAME #2, All of the presents are piled in the middle of the players. Each person picks one (1) number from a bowl (no looking). There is only one number per person. The numbers are called in number order (1,2,3,4,5, etc). The first person picks a present from the pile and opens it. When each of the rest of the numbers are called, you can pick a present from the pile or from someone that already has a present. Each present is opened when it is picked from the pile, and everyone sees what it is. You can not hide a present. If you take present from another player, that person can then pick a present from the pile or from someone else, and so on, through all of the presents that have been opened to that point.</p> <p>EXAMPLE: Number 10 is called, Player #10 likes what #9 has and takes it. Player # 9 likes what player #3 has and takes it. Player #3 like what #8 has and takes it. Player #8 takes a new present from the pile and stops that round, and this can go on through all of the numbers that have been called so far, until a present is taken from the pile. AND, the next number that is called can start it all over again. You can not take a present that has already been taken in that round. In the example above: Player #10 likes what #9 has and takes it. No other player can go to Player #10, in that round, and take that present. There is a lot more present swapping than in game #1 because everyone knows what the presents are. No one ever has more then one present at a time, and once your number is called you should never be without a present. If someone takes your present, you get to pick another. Each present can only be taken once during each round. It is possible that on every round, all of the players that have been called, end up with different presents. You will start to see an amazing amount of plotting and scheming for the best presents once they get a feel for the game. It is OK for the person that bought the present to warn a player, one time, if they think that that person really would not like the present that they are taking out of the pile. Don't tell them what it is, just warn them that they may not like it. After one warning, adults are on their own. And, you may have to tell a child that they can not have a particular present. For instance, you would not want a very small child to end up with a very sharp set of knives. There is probably something in the pile that would be better for a child.</p>
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Balloon Games

<p>Some notes before we begin ...</p>	<p>1. First, if you don't know what a 260 balloon is, we need to tell you. A 260 balloon is a balloon that is two (2) inches around, and sixty (60) inches long. There is a 260"A" which stands for "AMATEUR", not the best quality. The second type is a 260"E" which stands for "EXPERT", and the third is "Q" which is taken from the first letter in the company name of "QUALATEX". All the balloons will work but for the best results you should use either "E" or the "Q" balloons.</p> <p>2. Pump all of the balloons you will need for each game.</p> <p>3. Put the people into their groups.</p> <p>4. Explain what they are going to do, then explain it again.</p> <p>5. But most of all tell them to have FUN, it's just a game.</p> <p>GENERAL RULES</p> <p>1. You make them up depending on the group that you're working with, age, number of players, the amount of room you have to work with, and time.</p> <p>2. NEVER !!!!! allow anyone to put one of the balloons in their mouth or in someones face, if the balloon were to pop it could hurt someone.</p>
<p>Throwing 4 Distance</p>	<p>1. THROWING FOR DISTANCE: Have the players stand behind a line. On the count of three (3) have the players throw their balloons, the one the goes the longest distance is the winner.</p>
<p>Throwing 4 Accuracy</p>	<p>2. THROWING FOR ACCURACY: Place an object away from the players (placement of the object depends on the players ability). Have the players stand behind a line and then on the count of three (3) have them throw their balloon at the object. The one who comes closest to the object wins.</p>
<p>Throwing through an object 1</p>	<p>3. THROWING THROUGH AN OBJECT (1): Place a Hula-hoop or some kind of object that you can throw a ball through. Place the object away from the players (placement of the object depends on the players ability). Have the players try to throw their balloon through the object. The one that makes it through the object continues to play. The object gets placed further away. Repeat this until one (1) player is left.</p>
<p>Throwing through an</p>	<p>4. THROWING THROUGH AN OBJECT (2): Give the players five (5) to seven (7) balloons each. Then have them throw their balloons one at a time through the object (placement of the</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

object 2	object depends on the players ability). Count how many of their balloons went through the object the one that had the most balloons go through the object is the winner.
Longest Float	5. LONGEST FLOAT: Give a balloon to each player. Count to three (3) and have the players throw their balloon up in the air, the last balloon to touch the ground wins. (If there are a lot of players break them up into groups and have the winners of each group play against each other to see who wins) The balloon at no time once it leaves the players hand should be touched.
Tug of War	6. TUG OF WAR: Have two (2) players each one holding on to one end of a balloon, at the count of three (3) pull as hard as they can until the balloon breaks. The winner can be either the one the shortest piece of the balloon or the one with the longest piece of the balloon.
Balloon Toss 1	7. BALLOON TOSS 1: Tie the ends of a balloon together to form a circle, place a pole three(3) to five (5) feet in front of the players. Give each player three (3) to five (5) balloons. Have them toss their balloons one at a time at the pole trying to put their balloons over the pole. The one who gets the most balloons over the pole wins. (This game can be used as part of a relay game also.)
Balloon Toss 2	8. BALLOON TOSS 2: Tie the ends of a balloon together to form a circle, place three (3) to five (5) poles in a line about two (2) feet apart or you can place the poles in different spots. Give the players as many balloons as there are poles. Have the players toss one balloon at a time trying to place one balloon on each pole. The player who gets more balloons over the most poles wins. (This game can be used as part of a relay game also.) You can also let each pole be worth different points and what ever pole the balloon goes on that's the amount of points that player receives.
Balloon Let Go 1	9. BALLOON LET GO 1: Blow up balloons but don't tie them. Give one balloon to each player, but tell them to hold on to their balloon tightly so they don't let the air out. Have the players stand behind a line, point their balloon straight out and at the count of three (3) have the players release their balloon, the balloon that goes the furthest wins.
Balloon Let Go 2	10. BALLOON LET GO 2: Blow up balloons but don't tie them. Give one balloon to each player, but tell them to hold on to their balloon tightly so they don't let the air out. Have the players stand behind a line, point their balloon straight out and at the count of three (3) have the players release their balloon. The last balloon to touch the ground wins. The balloon at no time

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

	once it leaves the players hand should be touched.
Balloon Let Go 3	11. BALLOON LET GO 3: Blow up balloons but don't tie them. Give one balloon to each player, but tell them to hold on to their balloon tightly so they don't let the air out. Have in place an object like a trash lid, a hula-hoop, etc. for the three (3) players to shoot the balloons to. On the count of three (3) have the players release their balloon. The goal is to see which balloon comes closest to the object. The balloon that comes the closest wins.

Relay Games

RULES for RELAYS

1. In relays you can walk, skip, hop, run, walk backwards, anyway you want the players to get from here to there.
2. Depending on how many people are playing and the amount of time you have, you can repeat the relay two (2) or more times.
3. Have your players divide into an equal number of players on each team in groups of three (3) to ten (10). If you do not have that many players then let them play individually.
4. Color code the teams or the players by balloon colors if possible.
5. If you have too many players or are limited on time, you can split a team in half and have one (1) half at the starting line and the other half at the finish line. Have the players go down to the opposite end and tag that player then that player goes down to the other end and tag the next player.
6. Make sure that all the players get their turn. Don't stop when the first team crosses the finish line.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Relay: Balance the 260</p>	<p>12. BALANCE THE "260": Have a starting and finishing line. At the starting line give the first players on the team a balloon. Have the players balance the balloon on their finger or in their hand. On the count of three (3) they can either walk or run to the finish line. At the finish line have the players turn around and go back to the starting line, they then hand off the balloon to the next player in line repeat until all players have had a chance to play.</p>
<p>Relay: Between the legs 1</p>	<p>13. BETWEEN THE LEGS 1: At the starting line give the first players on the team a balloon. Have them place the balloon between their legs and on the count of three (3) have the players walk or run down to the finish line where they turn around and come back to the starting line, to pass the balloon to the next player. Repeat until all the players have had a chance to play.</p>
<p>Relay: Between the legs 2</p>	<p>14. BETWEEN THE LEGS 2: Tie two (2) balloons (this takes the 260 balloons) together and have three (3) to five(5) players standing together, one directly behind the other, in a line, place the balloons between all of their legs, so all of them are holding the balloons between their legs. On the count of three (3) have each of the lines of players walk or run to the finish line where they turn around and come back to the starting line to pass the balloons to the next group of players in line. Repeat until all the players have had a chance to play.</p>
<p>Relay: Under the Chin 1</p>	<p>15. UNDER THE CHIN 1: Have all the players on their team stand in a straight line looking forward. Give the player in the front of the line a balloon and have them place the balloon under their chin. On the count of three (3) have the first player turn around and pass the balloon to the next player in line. Using only their chins to pass the balloon, pass the balloon all the way down the line. (You can pass all kinds of things this way, balls, fruit, etc.)</p>
<p>Relay: Under the chin 2</p>	<p>16. UNDER THE CHIN 2: Have all the players on their team stand in a straight line looking forward. The teams have one (1) to three (3) minutes to see how many players they can pass the balloon to. Give the player in the front of the line a balloon and have them place the balloon under their chin. On the count of three (3) have the first player turn around and pass the balloon to the next player in line. Using only their chins to pass the balloon. After a player has passed the balloon have them run to the end of the line.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Relay: Throw and run</p>	<p>17. THROW AND RUN: Give the first player in line a balloon. Have them stand behind a starting line. On the count of three (3) the players throw their balloon towards the finish line. The balloon must touch the ground every time it is thrown before it can be thrown again. The player throws the balloon until they get it to the finish line then the player picks up the balloon and runs back to the next player. Repeat until all the players have had a chance to play.</p>
<p>Relay: Around the waist 1</p>	<p>18. AROUND THE WAIST 1: Tie both ends to a “260” balloon together forming a circle. Place the balloon around the waist of the first player in line. At the count of three (3) have the players run down to the finish line, have the players take off the balloon and run back to the starting line and pass the balloon to the next player. They put the balloon on around their waist and repeat the relay until all the players have had a chance to play.</p>
<p>Relay: Around the waist 2</p>	<p>19. AROUND THE WAIST 2: Same as “AROUND THE WAIST 1” except this time have two players inside the balloon. Depending on the size of the players you might need two (2) balloons tied together.</p>
<p>Relay: Up and Over</p>	<p>20. UP AND OVER: Tie both ends to a “260” balloon together forming a circle. Place the balloon around the waist of the first player in line. Have the rest of the team stand in a straight line. At the count of three (3) have the first player remove the balloon from their waist and hand it to the next player who puts the balloon over their head and removes the balloon down at their feet. Repeat the relay until all the players have had a chance to play.</p>
<p>Relay: All in one</p>	<p>21. ALL IN ONE: Tie three (3) to six (6) balloons (260’s) together depending on the number of players you have. At the finish line have one player from each team holding their balloon circle. Have the other players one at a time hop, skip, walk backwards, etc. down to the finish as they do, have the players get inside the balloon circle, the team to get all of it’s players in the circle first wins.</p>
<p>Relay: Back to Back 1</p>	<p>22. BACK TO BACK 1: Have two (2) players stand back to back and place a balloon in between them. On the count of three (3) have the two (2) players walk down to the finish line and back. Then pass the balloon to the next two (2) players and have them repeat the relay until all the players have had a chance to play.</p>
<p>Relay: Back to back 2</p>	<p>23. BACK TO BACK 2: Same as “BACK TO BACK 1” but this time have the players put the balloon between their legs.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Relay: Hand Off</p>	<p>24. HAND OFF: Give the first player in the line a balloon. Have them go down to the finish line, they can run, hop, skip, etc. When they get to the finish line have the players return to the starting line and hand off their balloon to the next player in line. Repeat the relay until all the players have had a chance to play.</p>
<p>Relay: Pump pop 1</p>	<p>25. PUMP POP 1: Give the first player in line a balloon and a pump. At the count of three (3) have the players put the balloon on the pump and pump the balloon up until it pops. If you are limited on balloons then this part of the relay can be for just one player on a team and as the balloon pops it starts the next player on the next part of the relay. If you only have one pump then time each player from the time the start pumping up their balloon until the time it pops.</p>
<p>Relay: Pump pop 2</p>	<p>26. PUMP POP 2: Give the first player in line a balloon and a pump. Put the balloon on the pump. The players on the count of three (3) will have three (3) to five(5) seconds to pump up their balloon as full as they can at the end of their time, the players will stop and pinch off their balloon. Then the balloons will be measured. Write down the team measurement then let the air out of the balloon and let the next player in line try. The team may play until their balloon pops or until every player has had a chance to play.</p>
<p>Relay: Pump pop 3</p>	<p>27. PUMP POP 3: Give the first player in line a balloon and a pump. Put the balloon on the pump. The players on the count of three (3) will have three (3) seconds to pump up the balloon, at the end of three (3) seconds the first player will pass the pump and the balloon to the next player trying not to lose any air out of the balloon. Including passing time, the players now get four (4) seconds to pump up their balloon. Repeat this until all players have had a chance to play. Then stop and tie off the balloon, and measure. The team that has the longest balloon wins. Depending on how many players are on a team the time can be shortened or made longer. This relay normally has five (5) players to a team.</p>
<p>Relay: Spin Around</p>	<p>28. SPIN AROUND: You need two (2) balloons, one (1) you tie end to end to make a circle, the second you leave straight. Have the first player stand behind the starting line. Put the straight balloon on the inside of the circle balloon and spin the straight balloon around making the circle balloon spin. On the count of three(3) have the first player go down to the finish line and back spinning the circle balloon. Repeat the relay until all the players have had a chance to play.</p>

RULES for WATER GAMES

1. Fill the balloons up with water.
2. You can play two (2) different ways. One (1), if the balloon breaks the team is out of the game or second (2), if their balloon breaks you give them another balloon so they can continue.
3. For fun they can pass the balloon over their heads, between their legs, over their heads then between their legs or they can pass the balloon back to back and face to face. There are all kinds of ways to pass the balloon so get creative.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Water: Filler Up Please 1</p>	<p>29. FILLER UP PLEASE 1: Fill a 260 balloon up with water for each team. Have the first player on each team stand at the starting line. On the count of three (3) have the player go down to the finish line where they turn around and come back to the starting to pass the balloon to the next player. Repeat this relay until all the players have had a chance to play or if the balloon breaks the team is out or they can come back and get another balloon depending on how you want to play the game. They can carry the balloon in their arms, over their heads, etc.</p>
<p>Water: Filler Up Please 2</p>	<p>30. FILLER UP PLEASE 2: Same as "FILLER UP PLEASE 1" but this time have two (2) players carry the balloon. Think of some funny ways to carry the balloon.</p>
<p>Water: Pass It On 1</p>	<p>31. PASS IT ON 1: Fill a 260 balloon with water for each team. Have each team player stand side by side in a line. Count to three (3) then have the first player in the line pass the balloon to the next player until it goes all the way down to the end of the line. The first team to get their balloon to the end of the line without popping their balloon is the winner.</p>
<p>Water: Pass It On 2</p>	<p>32. PASS IT ON 2: Same as "PASS IT ON 1" but this time have the players stand facing forwards in a straight line and have them pass the balloon over their heads and then back to the front of the line again.</p>
<p>Water: Pass It On 3</p>	<p>33. PASS IT ON 3: Same as "PASS IT ON 1" but this time have the players pass the balloon through their legs. Then have them return the balloon over top their heads.</p>
<p>Water: Toss'em Far</p>	<p>34. TOSS'EM FAR: Give the players a water filled balloon. Have them stand behind a line and throw the balloon as far as they can. The player that throws their balloon the farthest wins. Let the broken balloon be their maker. Any kind of balloon can be used for this game.</p>
<p>Water: Toss'em Over the Head</p>	<p>35. TOSS'EM OVER THE HEAD: Give the players a water filled balloon. Have them stand backwards to the line and on the count of three(3) have the players throw their balloon over their heads to see which player's balloon went the farthest. Let the broken balloon be their maker. Any kind of balloon can be used for this game.</p>

Indoor Games

St. George and the Dragon	<p>Equipment: Per team: 1 easel; 1 piece of bristol board; 1 straight stick; 1 needle; pins; balloons; 1 set of cardboard armor (optional).</p> <p>Formation: relay.</p> <p>In preparation for the relay, a picture of a dragon is drawn on each piece of bristol board. Next, balloons are attached to the 'dragon'. The dragons are set up on easels, 6 feet apart, at a designated distance from the starting line. Finally, the needle is attached to the end of each stick, in order to create dragon-killing 'lances'.</p> <p>Divide the players into two or more teams.</p> <p>One boy acts as a horse, while another acts as the rider. On 'Go', one pair from each team rides to the starting line. The riders put on the armor, pick up the lance, and remount their horses. Then the charge begins !</p> <p>Using the lance, the rider breaks one balloon on his team's dragon. He has only one try. When his attempt is over (whether successful or not) the 'horse' gallops back to the starting line, where the couple gives the props to the next pair from their team.</p> <p>The relay continues until both dragons are 'dead' (balloon-less).</p>
Ride 'Em Cowboy	<p>Equipment: Per team: 1 ten gallon hat; 1 cowboy belt, holster and gun; 1 chair; 18 inflated balloons.</p> <p>Formation: relay.</p> <p>Divide the group into teams of six. A chair is placed about fifteen to twenty feet in front of each team.</p> <p>On 'Go', the first person on each team puts on the ten gallon hat, cowboy holster and gun and places a balloon between his knees. He proceeds in bowlegged fashion to the chair, where he places the balloon on the seat and rides the 'bronco' until it 'breaks'.</p> <p>He returns to his line, passing his hat and belt to the next cowboy.</p> <p>The game proceeds in this relay fashion until all broncos have been broken.</p>
Popstick Slapshot	<p>Equipment: Per team: 1 miniature hockey net or facsimile; 1 ping pong ball; 1 tongue depressor per player.</p> <p>Formation: relay.</p> <p>Divide the group into two teams. Place each net at the same end of the playing area. Each team lines up about six feet in front of its net. The first member of each team puts his tongue depressor in his mouth, gets down on his hands and knees and attempts to slap shoot the ball into the net, using the tongue depressor. When he has scored, he takes the ball back to the starting line, tags the next person, who proceeds to attempt to score.</p> <p>The first team to complete the relay wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Consumer's Report	<p>Equipment: Per team: 1 balloon; 1 bib; 1 bowl of soda crackers; 1 orange, peeled; 1 bottle of pop; 1 bowl of peanuts; 1 straw per person; 1 long table.</p> <p>Formation: Relay.</p> <p>Divide the group into teams of six to eight. Line up each team at one end of the room and place each 'set' of food items and a bib on the table at the other end of the room. Blow up the balloons and place them on the table beside each team's goodies.</p> <p>On 'Go', the first member of each team runs to the table, puts on the bib and does the following:</p> <ul style="list-style-type: none"> eats one cracker. eats one section of the orange. uses own straw to take one sip of the pop. eats four peanuts <p>(Diet/allergy watch for this game, especially the peanuts. Substitute where necessary.)</p> <p>When finished, he takes off the bib, runs back and tags the next player, who then runs up, puts on the bib and tastes the food.</p> <p>The relay continues until all the food items for each team are gone. When the last mouthful is gone, that player pops the balloon to signal that his team has completed its taste test.</p>
Balloon Balance	<p>Equipment: Per team: 1 big balloon; 1 small balloon.</p> <p>Formation: Relay.</p> <p>Divide the group into teams of six to eight players. Each team is given one large and one small balloon.</p> <p>The first player of each group, on the word 'Go', balances the smaller balloon on top of the larger one and races to the other end of the playing area. If the top balloon falls off, the player must return to the starting line and begin again.</p> <p>When the 'run' (or walk) is complete, the player takes both balloons in his hands and runs back to the starting line, where the second player is waiting to race.</p> <p>The first team finished, and sitting down, wins.</p>
Streaker	<p>Equipment: Per team: sweat pants; jacket; hockey mask; 2 garbage bags.</p> <p>Formation: relay.</p> <p>Divide the group into two or more teams. Line teams up at one end of the playing area, with 1) sweat pants and jacket in front of each team and 2) hockey mask and garbage bags at other end of the area, in front of each team.</p> <p>On 'Go', the first player of each team puts on the sweat pants and jacket, and runs to the other end of the playing area. Here, he takes off the pants and jacket and puts on the mask and skates (the two garbage bags - one on each foot). He 'streaks' back to his team, where he hands over the mask and skates to the next player.</p> <p>The second player puts on the masks and skates and 'streaks' to the clothes. Here he trades equipment for the clothes and runs back to the third member of the team.</p> <p>The first team to complete the relay wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Hare Hop</p>	<p>Equipment: Per team: 1 pair of rabbit ears (made from cardboard, cotton and wire attached to a hat); 1 small balloon and 1 large balloon for each member; lots of string; 1 chair for each team.</p> <p>Formation: Relay.</p> <p>Divide the group into teams of six. Line up each team in straight lines at one end of the playing area. Place the chairs, one for each team, at the opposite end of the playing area.</p> <p>On 'Go', the first player of each team dons the rabbit ears, while his teammates blow up one small and one large balloon. One long piece of string is tied to the small balloon. The first player then ties the string around his waist, with the balloon hanging from behind, to represent his tail. He hugs the large balloon to his tummy, to represent the fluffy underside of a bunny. Then, with his ears and his two balloons, he hops down to the chair, hugs the large balloon until it breaks, and sits on his 'tail' until the small balloon breaks.</p> <p>When both balloons have burst, he hops back to the team where he gives the ears to the second player.</p> <p>The fun is helping each rabbit get 'dressed' and in cheering each bunny on. The relay ends when all bunnies have lost their tummies and tails.</p>
<p>The Elephant Hunt</p>	<p>Equipment: soccer ball; chalk</p> <p>Formation: scatter</p> <p>Two chalk lines are drawn about three meters apart in the center of the room. This is elephant country. All the leaders are hunters and the Cubs are elephants. The hunters are ranged on either side of the lines and must not enter elephant country. The hunters catch the elephants by hitting them below the knees, with the soccer ball. Any Cubs who are caught become hunters until there is only one elephant left as the winner.</p>
<p>Submarine Dive</p>	<p>Equipment: Piece of chalk</p> <p>Formation: Scatter</p> <p>Draw a number of small chalk circles - submarines - around the room with one less than the number of Cubs in the Pack.</p> <p>The Cubs hop, walk or run round the room according to the direction given by the leader. When he calls 'Submarine Dive!', each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually the submarines become occupied. The winner is the one who gains the last vacant submarine.</p>
<p>Eat the Fishtail</p>	<p>Equipment: None</p> <p>Formation: Single line</p> <p>Have the Cubs line up in single file, holding each other around the waist. The first boy is the fish head; the last boy, the tail. On signal, the head tries to catch the tail while the tail tries to avoid being caught. All must continue to hold on to each other. The longer the fish, the better.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Rabbit Down a Hole	<p>Equipment: None</p> <p>Formation: Pairs, scattered</p> <p>The Cubs stand in pairs facing each other and holding hands to make arches. The pairs are spaced at random around the room.</p> <p>The Cubs are respectively 'rabbit and hunter'. The 'hunter' gives chase to the 'rabbit' who dodges around the trees, finally going down a hole, e.g., running into an arch and standing with his back to one of the Cubs making the arch. This Cub immediately breaks away and becomes a 'rabbit' and the 'ex-rabbit' becomes part of the arch. If the 'hunter' catches the 'rabbit', they exchange roles.</p>
Dutch Football	<p>Equipment: Piece of chalk; 4 balls</p> <p>Formation: Teams</p> <p>The room is divided into four sections with chalked lines.</p> <p>The Pack is divided into four teams, one standing in each section with a ball. On the word 'GO', all the Cubs must hop on one leg and endeavor to keep the balls out of their section by kicking them with the foot they are hopping on. On the call 'PACK', they must all stop dead where they are and any section that has no balls gets a point. The leader should be quick to notice where the balls are when 'PACK' is called, as the balls may easily roll into another section. For this reason, sock balls are recommended instead of ordinary ones.</p>
This is My House	<p>Equipment: Chalk</p> <p>Formation: Scatter</p> <p>Draw a number of circles on the floor, just big enough for a Cub to stand in and two less than the Cubs in the Pack. These are houses.</p> <p>One of the two extra Cubs is a 'rich man' and the other a 'policeman'. The 'rich man' goes around the country buying up houses without the owner's permission. He runs up to a house and says, 'This is my house!', whereupon the owner runs to another house and says the same thing, and so the game goes on.</p> <p>Meanwhile the police are on the trail of all these people who remove without telling them, and the 'policeman' runs around trying to catch them changing houses. When he does catch an owner on the move, they change roles.</p>
Express Post	<p>Equipment: 1 bean bag; 2 boxes or chairs</p> <p>Formation: Circle</p> <p>List the names of some towns, one for each Cub in the circle.</p> <p>The Pack stands in a circle, the leader gives each Cub the name of a town. The bean bag is placed in the center and the two boxes or chairs are positioned outside the circle as mail boxes.</p> <p>One Cub is the 'postman', who call, 'I have a letter to deliver.' The players call out, 'Where from?' The 'postman' calls out the name of a town and runs away with the bean bag pursued by the Cub who represents that town. The 'postman' suddenly places the bean bag in one of the mailboxes and makes a dash for the place vacated by the pursuing Cub. That Cub picks up the bean bag and tries to touch the 'postman' before he can get in. If he succeeds, the 'postman' is sacked and the other player takes his place.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Chair Pass Ball	<p>Equipment: Soccer ball or volley ball; whistle</p> <p>Formation: Teams</p> <p>The Cubs form two teams. A firm chair is placed at either end of the room as a goal for each team. A Cub from each team stands on a chair as goalkeeper. The ball may only be passed from hand to hand. To score a goal, it must be thrown to the Cub on the chair and caught by him. There should be no running with the ball, or snatching from another player.</p> <p>Note: The goalkeeper is changed after each goal.</p>
Mopping Him Up	<p>Equipment: 1 dish mop; a pail or bucket</p> <p>Formation: Circle</p> <p>The Cubs stand in a large circle with the pail in the middle. They all hold out their hands. One Cub with the mop walks round the inside of the circle and taps someone on his hands. He then rushes to the pail, drops the mop in and tries to run back and take the other Cub's place. Meanwhile, the moment the Cub in the circle is tapped, he dashes to the center, picks up the mop and tries to touch the first Cub before he has taken his place.</p> <p>If he is not successful, he becomes the Cub in the center.</p> <p>Note: If the room is very long and narrow, the Cubs may be lined up at one end of it with the bucket at the other.</p> <p>Variation:</p> <p>Use rolled up newspaper and tied with string, with a chair placed in the center of the circle. One Cub goes around the inside and hits a Cub on the backside, runs to the center, places the newspaper on the chair and runs back to the vacant spot before the hit Cub can retrieve the newspaper and hit him back. If the newspaper falls off the chair, the person hitting must pick it up and place it on the chair.</p> <p>Place in two or three rolls to really get the game going.</p>
Tadpoles	<p>Equipment: 1 ball; whistle</p> <p>Formation: Teams</p> <p>The Pack divides into two teams. Team A stands in a circle with one Cub in the center, holding the ball. Team B stands in line, like the tadpole's tail, coming from the middle.</p> <p>When the leader calls 'GO', the Cub in the center of the circle starts to throw the ball to his team, one by one. Meantime, the Cubs in Team B in turn run around the circle and back to their places. When the last Cub in Team B is back in his place, the leader blows the whistle and Team A stops. Team A says how many throws the Cub in the center has made and when the teams change places, Team B tries to beat Team A's score.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Snatch the Bobbin	<p>Equipment: 3 cotton reels (bobbins); chalk</p> <p>Formation: Teams</p> <p>Draw a chalk circle at either end of the room. Place the 3 cotton reels in the center of the room.</p> <p>The Pack is divided into two teams and line up at either side of the room. The teams number off from opposite ends. When the leader calls a number, those Cubs run from their places and pick up a bobbin from the center to place in their goals. They then return to get the remaining bobbin. The Cub who is successful in getting this, and placing it in his goal, scores a point for his team.</p>
Beating the Bounds	<p>Equipment: 4 oil drums or metal pails or metal chairs; 2 large tent pegs or sticks</p> <p>Formation: Teams</p> <p>The Pack divides into two teams, each with a stick. When the leader calls 'GO', the first Cub in each team runs round the square, banging each drum as he goes. If he misses a drum, he must go round again. When he finishes the circuit, he runs to the back of his team and passes the stick to the front for the next Cub. The two teams make the circuit in opposite directions, one clockwise and the other counter-clockwise.</p>
Filling Santa's Sack	<p>Equipment: 1 balloon per Cub, with a few reserves; 1 sack per Six</p> <p>Formation: Sixes</p> <p>One Cub in each Six stands in his corner holding the sack. The leader spaces the rest of the Cubs out as far away from their Six corner as possible and gives each Cub a balloon. When their leader calls 'GO', all the Cubs pat their balloon towards their Six corners and endeavor to get the balloon in the sack. The balloons may not be held in the hand and must be patted.</p> <p>The first Six to get all their balloons into their sack is the winner.</p> <p>Note: It is advisable to have different colored balloons for each Six.</p>
Balloon Football	<p>Equipment: A supply of balloons</p> <p>Formation: Teams</p> <p>The Cubs form two teams and sit on the floor facing each other, their legs stretched out so that their feet almost touch those of the boy opposite. Two Cubs are chosen as goalkeepers and stand one behind each team. The leader throws a balloon into play and each team endeavors to pat the balloon over the heads of the opposing team. A goal is scored when the balloon touches the ground on the opponent's side. After a while the leader throws in a second balloon and then a third and the game becomes increasingly difficult. The team with the most goals is the winner.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Cat and Mouse	<p>Equipment: Whistle</p> <p>Formation: None</p> <p>The Pack lines up in 4 or 5 lines, each line of Cubs joining hands across. One Cub is chosen as 'Cat' and another as 'Mouse', the 'Cat' chases the 'Mouse' up and down the lines.</p> <p>When the leader blows the whistle, the Cubs turn at right angles and form lines going down, by holding hands with the members of their new line. When the leader blows the whistle again, the lines form across once more. When the 'Cat' has caught the 'Mouse' a new pair are chosen.</p>
Balloon Battle Royal	<p>Equipment: A supply of balloons; string</p> <p>Formation: Scatter or circle</p> <p>Arrange all the players in a large circle or scattered around the room, each with a balloon hanging from a string tied to his waist. On signal, have each player try to break all of the other balloons. When his is broken, he leaves the game. The game continues until only one player is left.</p> <p>Variation: Give each Cub a new balloon if he correctly answers a question, about Scouting or whatever subject was taught during the stars that evening.</p>
Balloon Basketball	<p>Equipment: A small supply of balloons; 2 boxes or wastepaper baskets for goals</p> <p>Formation: Teams</p> <p>Use a balloon for the ball and boxes or wastepaper baskets for the goals. Score as in basketball, except that a broken balloon counts 5 points off for the offending side.</p>
Balloon Crab Ball	<p>Equipment: A supply of balloons</p> <p>Formation: Teams</p> <p>Establish two goal lines, 40' apart. Divide the players into two teams and have them sit on the goal lines facing each other with their arms extended backward to support their bodies off the floor. Place a balloon on the floor midway between the goals.</p> <p>On signal, have both teams move toward the balloon, keeping the crab position described, and attempt to kick the balloon over the opposing goal. They may kick it with one foot or drop to a sitting position and use both feet. Players must not stand up and run or move in any other position than the one described. They are not to touch the balloon with their hands. Teams should keep some players back to defend their goal and send others forward to drive the balloon over their opponent's goal. When the balloon goes out of bounds, it is put in play by the referee at the point it went out. Touching the balloon with the hand, leaving the crab position and unnecessary roughness in kicking, striking, or shoving an opponent are fouls. The penalty is a free kick for the other side where the foul occurred. Have all opposing players 6' away at the time of the free kick. Score 1 point each time a team kicks the balloon over the goal. The first to score 10 points wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Balloon Push Ball	<p>Equipment: Balloons</p> <p>Formation: Teams</p> <p>Divide the group into two teams and station them at opposite ends of the room. Toss a balloon up in the center of the room and have the teams rush for it. Each tries to bat it to the other team's wall. The first team to hit the balloon against the opposite wall wins. In case the balloon is broken, throw another in without allowing the play to lag.</p> <p>Variation: Have a Cub from each team stand on a chair at opposite ends of the room, with a safety pin in his hand. Each team tries to pat the balloon to their own goalkeeper, who breaks it with the pin. A point is scored with each broken balloon.</p>
Balloon Volleyball	<p>Equipment: Balloons; rope to stretch across the room</p> <p>Formation: Teams</p> <p>Stretch a string across the room and divide the players into two teams, placing them on either side of the string. Throw a balloon into play. Have each side try to keep the balloon from touching the floor on their side. They knock it back and forth over the string with their hands. Game is to points.</p> <p>Variation: Tell the boys not to use their hands - just their heads. Put a blanket over the string and play the game 'blind'. Throw in two or three balloons to make the game interesting.</p>
Grab-it	<p>Equipment: Balloons</p> <p>Formation: Teams</p> <p>Divide the group into two teams. Call one the 'destroyers' and the other the 'defenders'. Toss a balloon between them. The destroyers try to break the balloon by grabbing it, clapping their hands on it, or stepping on it; while the defenders try to protect it by batting it out of reach. Keep the time required by the destroyers to break the balloon. When the balloon is broken, the defenders become the destroyers.</p> <p>Give each team three turns at destroying the balloon. Add the times of each team. The team with the smallest total wins.</p>
Ball Over	<p>Equipment: 1 soccer ball or volley ball</p> <p>Formation: Teams</p> <p>Draw a line to divide the area and have two teams take positions on either side. Players must not cross the line. Blindfold one Cub and provide him with a whistle. When the whistle sounds, put the ball in play. The object of the game is to keep the ball in the opposing team's territory. One point is counted against the side that has the ball whenever the whistle is blown. The blindfolded Cub can blow the whistle whenever he pleases. The lowest score wins. For variation, have four or five players touch the ball before it can be returned to the other side. Or create a 'no-man's land' along the dividing line. Teams, in getting the ball over, must bounce it into 'no-man's land'.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Cover the Chair</p>	<p>Equipment: 1 chair per Cub</p> <p>Formation: Circle</p> <p>Have the players seated in a circle and select one to be 'it'. He stands in the circle leaving his chair empty. When he commands, 'Shift to the right!', the person who has the empty chair on his right shifts to it, the next person shifts to the chair just vacated, and so on around the circle. 'It' tries to get a seat. If he succeeds, the person who should have shifted to that seat becomes 'it'. 'It' may suddenly call 'shift to the left', and in the confusion he stands a good chance of finding a place.</p>
<p>Witches' Wand</p>	<p>Equipment: 1 15' rope weighted at one end</p> <p>Formation: Circle</p> <p>Arrange the players in a circle 5-8' apart and give one a rope about 15' long weighted at one end. He stands in the center and swings the rope around the circle keeping it about a foot off the ground. As the object swings around, the players step in and jump over it each time it passes them. If a Cub gets hit, he changes places with the Cub in the center.</p>
<p>Cat's Tail</p>	<p>Equipment: A supply of colored yarn, 2 colors, one for each team</p> <p>Formation: Teams</p> <p>To get your Cubs in the Halloween mood, try this game. Hide several pieces of cloth or yarn - a different color for each team. One Cub on each team is a 'cat without a tail'. At the signal, all Cubs search for tails of their color. As a piece is found, it should be tied to the belt of the cat who ties others to it as they are found. The winner is the side whose cat has the longest tail at the end of five minutes.</p>
<p>Chair Basketball</p>	<p>Equipment: 1 chair per person; 1 set of headbands for one team; inflated round balloons; 2 score cards</p> <p>Formation: Circle-sitting on chairs- alternating teams</p> <p>Divide the group into two teams. One team wears headbands. Teams sit in the pattern outlined above (chairs are a few feet apart).</p> <p>The players must remain seated throughout the entire game. The game begins with the placing of a balloon between the two teams. The object of the game is for both teams to attempt to pass the balloon from one team member to another to the end chair, where one member of their team is holding his arms in a circular fashion (similar to a basketball hoop). The team who scores the most hoops in a given period of time wins.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Blind Balloon Volleyball</p>	<p>Equipment: 1 volleyball net; 1 blanket to cover net; 1 referee per balloon</p> <p>Formation: Teams</p> <p>Teams of four or more people line up in volleyball fashion on either side of the net. The blanket is placed over the net so that neither team can see the other one. The referee throws the first balloon in. Each team may hit the balloon as many times as they desire, as long as the balloon doesn't hit the ground. When they are ready, they send the balloon over to the other team.</p> <p>As soon as one side puts the balloon out of bounds, or touches the ground with the balloon, the other team scores a point. The fun begins when extra balloons are added (up to a maximum of 6) to the game</p>
<p>What Am I?</p>	<p>Equipment: None</p> <p>Formation: Circle</p> <p>The Cubs sit in a circle. One Cub goes outside the room, while he is away the others decide what he should be when he comes back. If they decide on a policeman, for example, they call him back and he has to ask each Cub in turn what he has to buy for himself. One will say black boots, another a whistle, another a flashlight and so on. If the shopper goes right round the Pack without guessing what he is, he must go out again, and the Cubs will choose something else.</p>
<p>Who Is Missing?</p>	<p>Equipment: None</p> <p>Formation: Circle</p> <p>The Cubs walk round in a circle. When the leader gives a signal they all cover their eyes with their caps or their hands. The leader touches one of the Cubs on the shoulder and he leaves the room as quickly and as quietly as possible, while the others still walk with their eyes closed.</p> <p>When the leader calls 'STOP!', the Cubs stop walking and uncover their eyes. The first one to give the name of the Cub who is missing, is the winner. Note: The Cubs should not walk round for too long a time, as they will become dizzy. Watch out for any Cubs who are cheating by peeping through their fingers!</p>
<p>Submarines</p>	<p>Equipment: A blindfold</p> <p>Formation: Scatter</p> <p>Two chairs are set up about three metros apart, this is the entrance to the 'harbor'. One boy is blindfolded and stands in the entrance to guard it. The rest of the Cubs are 'midget submarines', and try to get through the entrance without being caught by the guard. They have to do this quietly so that he does not hear them. The leader should control the number moving, otherwise there is a stampede and it is no longer a quiet game!</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Step tag</p>	<p>Equipment: A blindfold</p> <p>Formation: Scatter</p> <p>This is a variation of Blindman's Bluff.</p> <p>The Cubs take up positions anywhere in the room. One Cub is blindfolded and he moves around the room, attempting to catch the others. Anyone who is in danger of being caught may move on, two or three steps in any direction. Once a player has moved three steps, he must stand still and hope for the best. The skill of the game lies in not using a step until necessary, because once the three steps are gone, the player must remain stationary. He can, however, crouch down or sway his body provided he does not move his feet.</p>
<p>A.B.C. Ship</p>	<p>Equipment: 5 beans for each Cub</p> <p>Formation: Circle</p> <p>The Pack sits in a circle with the leader. Starting with the Cub on the leader's left each Cub has to say in turn...</p> <ol style="list-style-type: none"> 1. The name of a ship - Arcadia; 2. The name of the Captain - Alexander; 3. The surname of the Captain - Anderson; 4. Sailing from Port - Aberdeen; 5. Sailing to Port - Alexandria; 6. With a cargo - Apples; <p>They follow on through the letters of the alphabet and Cubs who fail to respond lose a bean.</p> <p>Note: This is a good game for the beginning of a parent's evening. The Cubs can join in the game as they arrive. An assistant can run the game and the Leader is free to welcome parents.</p>
<p>Animammal Conference</p>	<p>Equipment: Construction paper; scissors</p> <p>Formation: Pairs</p> <p>Each person is given a cut-out piece of construction paper with the name of an animal (e.g. mouse; long tail). The group is then put into pairs so that, for example, a rooster and a giraffe are together. Each pair tries to figure out a name of their animammal (e.g. Giroosteraffe).</p> <p>Pairs can then set out to try and guess the names of other animammals in the group.</p>
<p>Patriotic Colors</p>	<p>Equipment: None</p> <p>Formation: Circle</p> <p>The leader sits in the middle of the circle, points to a player and calls 'red'. The player has to name an object that is red (e.g. tomato, fire engine) before the leader can count to 10 out loud. The same object cannot be repeated. If a player fails to think of an object before the leader has counted to ten, the two switch places.</p> <p>Use the patriotic colors 'red', 'white' and 'blue'.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Creating Critters</p>	<p>Equipment: Scissors; construction paper; glue</p> <p>Formation: Small groups</p> <p>Divide players into small groups. Give each group a pair of scissors, glue and a variety of colors of construction paper.</p> <p>Within a time limit (15 minutes to have an hour) each group designs and constructs a new species of animal. They must decide on a name for their critter, tell where it lives and what it eats.</p> <p>When all groups are finished, a spokesman for each group introduces their critter to everyone.</p> <p>Let your imagination run free!</p>
<p>Gazelle Stalking</p>	<p>Equipment: 2 blindfolds; 1 chain of bells</p> <p>Formation: Circle</p> <p>All players form a circle. Two people are chosen to be the Gazelle and the Stalker. These two people go outside of the circle, where they are blindfolded; they are taken to different sides of the circle.</p> <p>Those left in the circle are taught two sounds:</p> <ol style="list-style-type: none"> 1. A clicking sound with the tongue, and 2. A blowing sound (like the howling wind). <p>The Stalker then tries to catch the Gazelle; to do so he must be careful not to make too much noise. The people in the circle can help the Stalker by giving the clicking sound when he is far away from the Gazelle and by giving the blowing sound when he is getting near.</p>
<p>Spillikins</p>	<p>Equipment: Medicine bottle; 6 matches per Cub</p> <p>Formation: Circle</p> <p>The Pack sits in a circle with the medicine bottle in the center. Each Cub takes it in turns to place a match on top of the bottle, or on the matches already there. If a Cub knocks any off while putting his on, he must take back all those knocked off.</p> <p>The first Cub to get rid of all his matches is the winner.</p> <p>Note: If the safety matches are given to the Cubs separately from the box, there should be no risk of fire.</p>
<p>Kim's Game</p>	<p>Equipment: 12 articles on a tray - ordinary items such as string, ink, rubber, calendar; piece of paper and pencil per Cub</p> <p>Formation: Circle</p> <p>The Cubs sit in a circle and the leader shows them the tray full of articles for a few minutes, before covering it over. The Cubs must write down the list of the articles from memory.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Kim Pairs</p>	<p>Equipment: 12 objects on a tray; pencil and paper per Cub</p> <p>Formation: Circle</p> <p>There are three versions of this game which can be taken in natural progression:</p> <ol style="list-style-type: none"> 1. The Cubs sit in a circle and look at the objects on the tray. The leader then mentions an object which relates to something on the tray, e.g., the leader says 'letter' and there is a stamp on the tray. Then the Cubs must draw a stamp on their paper. 2. The same procedure is followed, but the tray is covered and the Cubs must draw the object from memory. 3. The leader now mentions an abstract idea related to one of the objects, e.g., the leader says 'open' and there is a key on the tray. So the Cubs must draw the key from memory.
<p>Smelling Kim</p>	<p>Equipment: A collection of dried foodstuffs which have a distinctive smell, e.g., coffee; tea; sage; rosemary; etc. and each in an identical container or in a small square of muslin tied with cotton; paper and pencil per Cub</p> <p>Formation: Circle</p> <p>The Pack sits in a circle with the containers in the center, the leader identifies the foodstuffs. He then numbers each container and passes them around the circle. The Cubs must identify the foodstuffs by their smell and write the correct names against the numbers on their sheet of paper.</p>
<p>Balloon Bursting</p>	<p>Equipment: 1 balloon; uninflated, per Cub</p> <p>Formation: Scatter</p> <p>Give each Cub a balloon to blow up. The first one to break his balloon wins. Have them try this with no hands.</p>
<p>Balloon Darts</p>	<p>Equipment: A supply of balloons; darts; a backboard</p> <p>Formation: Lines</p> <p>Hang an inflated balloon in front of a backstop. See that the players take turns in throwing darts at it. Score 1 point when the balloon is popped. Give no credit for a hit that does not break the balloon. Use a small balloon and have the throwing distance rather long.</p>
<p>Back-to-Back Balloon Bursting</p>	<p>Equipment: A supply of balloons</p> <p>Formation: Pairs</p> <p>Pick teams of two parents or Cubs from each Six. Have the pairs stand in a line, back to back, with a balloon held between their backs. On signal, they should press together and try to burst the balloon. If the balloon falls before breaking, they drop out. The first team to pop its balloon wins.</p>
<p>Buzz-Bomb Balloon</p>	<p>Equipment: 1 uninflated balloon per Cub</p> <p>Formation: Line</p> <p>Have everyone inflate a balloon and release it in the direction of a target on the floor. Score 1 point for the closest balloon and 15 points for a direct hit.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Catch the Balloon</p>	<p>Equipment: 3 or 4 balloons</p> <p>Formation: Circle</p> <p>Arrange the players in a circle on the floor and have them number off. Put the highest number in the center to act as 'it'. He should hold a balloon and suddenly drop it as he calls out a number. The holder of that number then should try to catch the balloon before it touches the floor. If he succeeds, 'it' tries another number. If he fails, he becomes 'it'.</p>
<p>Blindman's Bluff</p>	<p>Equipment: 1 chair per person; 1 blindfold</p> <p>Formation: Circle</p> <p>'It' is blindfolded and stands in the center of a seated circle while the players change seats. 'It' now sits on a player's lap. No words are spoken. He must guess whose lap he is sitting on. If he's correct, the two change places.</p>
<p>Blow! Blow! Blow!</p>	<p>Equipment: 1 jack-o'-lantern; 1 candle; 2 blindfolds</p> <p>Formation: Teams</p> <p>Form two teams - the 'ghosts' and the 'witches'. Take a grinning jack-o'-lantern with a glowing candle and place it in the center of a table. Lead each ghost and witch to the jack-o'-lantern, one at a time. Blindfold him and turn him around three times, and tell him to blow out the candle. He may blow three times; and, if the candle goes out, he wins a point for his team.</p>
<p>The Guessing Blind Man</p>	<p>Equipment: 1 blindfold</p> <p>Formation: Teams</p> <p>Arrange players in a circle. Blindfold one player and turn him around three times. During this procedure, have all players change seats. The blind man should walk forward and touch someone in the circle with a wand, speaking the words 'can you guess?' The player touched must repeat the question three times, trying to disguise his voice. If the blind man succeeds in identifying the person, that person becomes the blind man. Otherwise, the blind man should continue until he is successful.</p>
<p>Good Morning, Mr. Jones</p>	<p>Equipment: 1 blindfold; 1 pointer</p> <p>Formation: Circle</p> <p>Have the Cubs move around in a circle in the center of which 'Mr. Brown' stands blindfolded. When Mr. Brown raps on the floor with his stick, all players stand still. He then points his stick in any direction saying 'Good morning, Mr. Jones'. The nearest one to the line of the pointer replies in his natural voice, 'Good morning, Mr. Brown'. If Mr. Brown identifies Mr. Jones, they change places; if not, the players move around as before. If Mr. Brown fails three times, nominate a new Mr. Brown.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

<p>Poor Pussy</p>	<p>Equipment: 1 blindfold</p> <p>Formation: Circle</p> <p>Arrange the group in a circle with a blindfolded player in the center. Then have the players move around the circle very quietly. The blindfolded player should approach the circle in any direction and secure a victim who, in a disguised voice, says 'poor pussy' and then imitates the 'meow' of a cat. If the blindfolded player fails to identify his prisoner, he releases him and the game continues. If he succeeds, the two change places.</p>
<p>Above and Below</p>	<p>Equipment: None</p> <p>Formation: Circle</p> <p>Arrange the players in a circle. Call out the names of things that are found above the ground or below. For example: Strawberries grow above the ground and potatoes grow below. When you call something that signifies above, the players stand; if below, they sit down. Failure to do this eliminates the players who miss. The list of things to be named should be carefully worked out in advance to keep the game going smoothly.</p>
<p>Who Has Gone From the Room?</p>	<p>Equipment: None</p> <p>Formation: Circle</p> <p>See that all are seated in a circle with the one who is 'it' closing his eyes while you have a Cub leave the room. After he leaves the room, 'it' opens his eyes and tries to guess who has gone. If he guesses correctly, that Cub is 'it' the next time. If he fails, he must be 'it' again.</p>
<p>Find the Leader</p>	<p>Equipment: None</p> <p>Formation: Circle</p> <p>Have the Cubs sit in a circle. Select one to act as 'it' and have him leave the room. The Cubs choose a leader. 'It' is then called into the center of the circle and the leader slyly starts some motion such as waving his hand, making faces, or kicking his foot. All immediately imitate the leader. 'It' keeps watchful eyes on everyone in an effort to find out who is starting the motions. When he succeeds, the leader becomes 'it'.</p>
<p>Hats Away</p>	<p>Equipment: 1 hat per person</p> <p>Formation: Circle</p> <p>Have the players stand in a circle. Give each a hat to place on his head (the funnier the hat the better). Tell the players to place their left hands behind them. On the command 'ready, change!' each player grabs the hat from the one at his right (with his right hand, mind you) and places it on his own head. Repeat the command and just when the group gets fairly good at it, change hands, or have them take the hat from the player at the left or put the hat from their own head on the neighboring player's head.</p>

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

Ha, Ha, Ha	Equipment: None Formation: Circle Arrange the players in a circle. Have the first say 'ha', the second in turn, 'ha, ha', the third, 'ha, ha, ha', and so on around the circle. The ha's must be said without laughing. Those laughing while uttering their ha, ha's are eliminated. The one staying in the longest wins.
Wake Up!	Arrange the Pack sitting in a circle, facing inward. Set an alarm clock and start it ringing. The boys must pass the clock rapidly around the circle with the alarm going full blast. When the alarm stops, the boy with the clock in his hands must drop out of the game. The last one left in the circle wins. Variation: Instead of having boys waiting for the game to finish, sitting on the sidelines, possibly disrupting the game, have the boy with the alarm answer a question about some star work he has just completed or about any topic that might prove interesting for the boys.
Hidden Object	Equipment: 1 thimble, ring or coin Formation: Scatter Send boys out of the room. Take a thimble, ring or coin and place it where it is perfectly visible but in a spot where it is not likely to be noticed. Let the boys come in and look for it. When one of them sees it, he should quietly sit down without indicating to the others where it is. After awhile, if no one else has found it, have him point it out to the group to make sure he really saw it.

THE ENORMOUS GIGANTIC COLOSSAL HUMONGOUS MASSIVE COLLECTION OF GAMES

The Mystifying Reader	<p>Equipment: Pencil and paper for each Cub</p> <p>Formation: Circle</p> <p>Give all the Cubs a slip of paper - each the same size and shape as the others. Then ask everyone to write a short sentence of four or five words. The words should be written plainly and should not be shown to any other person. Then instruct them to fold their papers and bring them to someone previously selected to act as the 'guardian'. No one, not even the guardian, should attempt to read the papers, still folded. As you gravely close your eyes, place the folded paper against your forehead and remain a moment in deep thought. Then call out any sentence that has occurred to you and as who wrote it. One of the Cubs, who is an accomplice, and who did not write a sentence, admits authorship of the sentence. Then unfold the paper, apparently to verify his announcement (and read the sentence to yourself). Then place the paper in your left hand and ask the guardian for another. Repeat the same preliminaries and then call out the words written on the previous paper, which you have had the opportunity to read. This will be a bona fide answer and one of the Cubs will have to admit to writing the sentence. Keep the performance up in this manner until all the player's slips of paper have been read. In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that he has no include a sentence in the collection given to the guardian.</p>
Famous Pairs	<p>Equipment: Name tags</p> <p>Formation: Scatter</p> <p>As each person enters the room, he has a name tag pinned to his back. The object of the game is to learn his identity. Each player is allowed to as one 'yes' or 'no' question of each other player. At the same time, the two people introduce themselves (their real names!) and shake hands. Once a person has learned his identity, he tries to find his partner, e.g., if he is Romeo, he looks for Juliet.</p> <p>The name on the name tag will be one of a famous pair: e.g., Napoleon and Josephine Anthony and Cleopatra</p>

<p>That's My Name</p>	<p>Equipment: Paper; Magic Marker</p> <p>Formation: Lines</p> <p>Divide the players into teams.</p> <p>On 'Go', the first player from each team runs to a table, grabs a magic marker and writes his name on a piece of paper. He runs back to his team and holds up the paper.</p> <p>His team shouts out all the letters in his name, while the player jumps up for every consonant shouted, or squats for every vowel shouted.</p> <p>The next player then performs the same routine.</p> <p>End the relay by having everyone, at the same time, shout his name.</p>
<p>Indoor Track Meet</p>	<p>A good idea would be to run this track meet on a Six basis, with each Six sending forward its representative before the name of the contest is announced.</p> <p>Bean Toss: Give each contestant 10 navy beans and have him try to throw them, one at a time, into a quart jar from a chalk line on the floor.</p> <ul style="list-style-type: none"> • Foot Race: Have each Cub stand with his feet touching each other, heel to toe. The den with the greatest aggregate length wins. • 30-inch Dash: Tack a 30 inch piece of string with a marshmallow at the end on the wall. The first Cub who chews the string and reaches the marshmallow wins. • Polo Pan: Number six 1" cubes on each side: 0-1-2-3-4-5; and use a six hole muffin pan. Let each person throw the cubes into the muffin pan from a distance of 6'. Add the top

numbers of the cubes that land in the pan to determine a winner.

- **Bounce Ball:** Use five different-sized rubber balls and a cardboard box. Have the players, in turn, bounce the balls in the box from 10'. Score 2 points for each ball that goes in.
- **Plumb Ball:** Suspend a golf ball on a cord from the ceiling, using screw eyes. From broom handles, make a set of tenpins, 4" long. Have the players swing the ball and knock down the pins. Score 2 points for each pin knocked over and 10 extra points for a strike. Be sure to catch the ball on the rebound.
- **Hoop Stop:** Lay an 18" hoop made from No. 9 wire on the floor. Use three balls (marble, golf, tennis). Score 5 points for each ball placed inside the hoop in any manner from a distance of 6'.
- **Running High Whistle:** The boy who can hold a whistled note the longest with one breath wins the event.
- **Lightweight Race:** Have the runners carry a lighted candle in one hand and a pail of water in the other. If water is slopped over or if the candle goes out, the contestant is out. The first to cross the finish line wins the race.
- **20 Yard Dash:** Line up the dens for a relay race. Have the contestants carry an egg in a teaspoon held with the arm extended. The first

in each line runs 20 yards and back to the next one in line.

- 100 Yard Dash: Tie a lump of sugar or a marshmallow on the end of 100" string. The contestants gather the sting and marshmallows into their mouths without using their hands. The first one to eat the marshmallow wins the race.
- Obstacle Race: Place nickels in pans of white flour, or of whipping cream, to see who, with his hands behind him, can be the first to dig them out with his teeth.
- Sharpshooters: Hold a contest to see who can throw the most pebbles into the mouth of a jug.
- Endurance Race: See who can eat four soda crackers and be the first to whistle a tune.
- Moving Target: Have the contestants throw beanbags, sticks, stones, anything for that matter, through a rolling hoop. Score 1 point for each hit.
- Hobble Race: Conduct a 100' race with contestants who are bound loosely about the ankles.
- Long Glum: The player who can keep from smiling longest, while all the others jeer and laugh, wins.
- Slipper Throw: Have the contestants lie flat on their backs and throw slippers over their heads

with both feet.

- **Second Obstacle Race:** Make a large number of chalk marks on the floor at the end of the race course. Give each runner a damp rag with which to rub out the chalk marks. The first to clean his section on the floor and run back to the starting line, wins.
- **Swimming Relay:** For this relay race, have each hop on one foot, carrying a glass of water.
- **20 Foot Dash:** Have the relay runners roll lemons or hard-boiled eggs with a stick down the course and back and touch off the next player in line.
- **Bawl Game:** See who can make the most noise for a given period of time.
- **Wide Stretch:** Line up the Sixes with arms extended so that the players are touching, fingers to fingers. See which Six has the longest line.
- **Beans Relay:** Have the relay runners carry beans, one at a time, between match sticks, toothpicks or on a knife.
- **Standing Broad Grin:** The width of the grins measured by judges. The widest one wins this event.
- **Discus Throwers:** Each contestant throws a paper pie plate from a chalk line. The plate must be held flat in the hand and not sailed

with the thumb and fingers.

- 16 Pound Put: Have each contestant put an inflated bag for distance as though it were put from the shoulder.
- Sponge Shot-Put: Use a small dry sponge for the shot. See who can put the shot the farthest.
- Hammer Throw: Use blown-up paper bags attached to a yard of string. Give each Cub one turn to see who can throw the 'hammer' the farthest.
- Bottle Roll: See who can roll a pop bottle from 6' and score a bull's-eye in a chalk ring on the floor. Draw several concentric circles to make targets of different value.