Humor Resource Guide
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WyldLife Activities

The following activities should work well, specifically for the early teenage group. They are not the same activities these kids may do in high school Young Life. They focus on high activity and are sensitive to early adolescent issues like coordination, guy/girl issues, body image, full group participation and very few of the games eliminate people.

Animal, Bird, Fish

One person (A) in the middle goes to any person (B) in the group and says either “animal,” “bird” or “fish.” B must name a specific one of these (horse, robin, goldfish) that has not yet been said during the game before A counts to 10. If B succeeds, A stays in the middle and quickly approaches a new victim. If B gets stumped, he or she goes to the middle, and A sits down in his or her place.

Bad Bowling

This is a great game for all those who whine that they are no good at bowling. Break your group into a few teams, no more than four kids per group. The object of the game is to get the worst score possible. (That is the lowest score.) You think it’s easy, don’t you? There’s a catch … gutter balls count as strikes. You’ll be surprised — once the pressure’s off, all of your kids suddenly go pro.

Balloon Defense

Have two bags of balloons, each a different color. Form two teams of 25 to 50 each. Each team must defend its treasure (a pile of balloons) while attempting to steal or destroy the other team’s treasure. Designate a time period (5 to 10 minutes) to play the game. When the time ends, each team’s unpopped balloons count 100 points each. Stolen, unpopped balloons count 200 points each.

Balloon Feet Smash

Have two large balloons per kid (two different colors) and two already-cut strings per kid (about 18 inches long). Split the room in two, one side one color, the other side the other color, and have each kid tie one balloon to each ankle (if the strings are longer, there is less chance a kid will get his or her ankle stepped on). Turn the lights off and the strobe lights and music on (“1812 Overture” works well since the balloons popping sound like fireworks), and see which side of the room has more balloons left of its color.

Banana Toes

Ask for six volunteers (three girls and three guys). Have several bananas ready. The volunteers must take off their shoes and socks. This is a relay race, so have the bananas at the opposite end of the room from the contestants. When you say “go,” have one member from each team run to the banana and try to peel it in a certain amount of time (give each person 30 to 45 seconds). Then, have them run back and tag the next person in line. Whichever team has peeled most of the bananas after all three participants have gone wins!

Basketball Rollerskate

Using an outdoor basketball court, two teams on skates (roller skates or blades) score points by hitting the other team’s backboard with a beach ball. Players are to wear helmets, wrist guards and elbow and knee pads to prevent injuries. Players may carry the ball, but they must give up the ball if the other team touches them.

Basketball Variations

1. Only girls can shoot or score. No limit to how many people can play.
2. Kids vs. Leaders
3. Two teams, each shoots at its own basket. See how many baskets can be made in five minutes.
4. No dribbling.

Bibbidy Bop Bop

Start with everyone sitting in chairs in a large circle. Pick one individual to stand in the center of the group. The center person points at anyone sitting and says “Bibbidy Bop Bop.” The individual he or she points at must say “Bop” before the center person finishes or he or she loses and becomes the center person. If the center person says anything other than “Bibbidy Bop Bop,” and the person he or she points at says “Bop,” he or she loses and moves to the center. It keeps people thinking.

Biddleybump

This is a good game to help your kids learn one another’s names. Have everyone get in a circle with someone in the middle. Tell kids to learn the names of the person on their right and left. The person in the middle points to someone and says “right” or “left,” and the person who was pointed to must say the name of the person on the side indicated before the person in the middle says “Biddleybump.” If the person in the middle says “Biddleybump” first, then the person he or she pointed to becomes the person in the middle, and the former person in the middle takes his or her place in the circle. If not, the person in the middle picks someone else and continues until he or she wins and is replaced. This game will last as long as you allow it to.
Blob Tag
Tag with an added twist. When “It” tags someone, that person becomes part of “It.” Then the two of them must run hand in hand and catch their next victim, who will also join them. The last one caught by the Blob is the winner!

Boundary Breaka’
The leader asks a series of questions. The questions should range from shallow to deep. For instance, “What is your favorite color?” is obviously a shallow question, but, “What do you like least about your parents?” is a deeper one.

The purpose is to get the kids talking. Go around the group and ask the same question to every person. Start with something shallow, move toward a deeper question, and then back to a shallow question. Finally, ask a question about the questions: “Which answer surprised you the most?” Give everyone an opportunity to answer. A person may skip, but always come back to them and have them answer the question last.

This works best with groups from seven to 12 members. If you have a big group, then split up into smaller groups.

Bug Collecting
Buy several bags of little plastic insects and scatter them around the room. Have all the kids bring a flashlight (or team up with those who have one). Turn out the lights and have them try to find all of the bugs.

This game could be called “Animal Safari” if you used little plastic wild animals.

Capture the Flag
Team One is on one side of the field, and Team Two is on the other side. The goal of the game is to capture the flag, located in the other team’s territory, without getting tagged. Once you cross the middle line in the field, you can be tagged and sent to jail, which is located near that team’s flag. If you are in jail, one of your teammates can free you by getting to the jail without getting tagged and then tagging you. You both get a free walk back to safety. Each team has one goalie who guards the flag from a distance of 10 feet and a jailer who guards the jail. A team wins when it can capture the flag and get it across the middle line.

Capture the Flag – Balloon Quad
Divide your club into four equal groups. Give these groups a color that corresponds with the balloons. Blow up the balloons (to about the size of a basketball) and tie them off with rubber bands. Attach a balloon to the right ankle of each player.

Each team starts by its base. When the game begins, each team attacks the other teams by trying to stomp their balloons. If they stomp on a balloon, the player is captured and escorted back to that team’s jail. During this time, a player escorting someone to jail cannot be stomped upon. If a player from the same team reaches the jail where his teammate is, he can rescue that person by tagging him. But the player trying to rescue him can be captured also. If he rescues a teammate, they place their hands on their heads and walk back to their base. Once there, they can rejoin the battle. The captured player gets a new balloon.

If one team captures all of the players of another team, then he controls that team’s area and all the players now join that color. The last team standing or with the most captives wins.

Chariot Races
Divide participants into groups of three. Give each group a large blanket or sheet. Each team lines up behind the starting line. Two people on each team are holding the front corners of the blanket. One person is sitting on the other end, soon to be hanging on for dear life. Suggestion: Give chariot riders a helmet adorned with feathers for protection with a Roman flair.

At the signal, the teams race around a designated course (a large oval works well). The two people in front act as horses, and the blanket is the chariot. The race consists of three laps. At the end of each lap, the racers rotate, so the person riding now pulls, and one of the pullers now rides. Three laps allow each person to ride once and pull twice. If a rider is thrown from the chariot, the team must stop until the rider is firmly seated again. The team finishing first wins.

Chinese Fire Drill – Basketball
Several basketball hoops are needed for this game. 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, it takes the ball and attacks 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 attack.

Repeat this pattern until time expires. For extra mayhem, start with two extra teams so two baskets are always being attacked. Be sure your good basketball players are spread among the teams.

Cold Toes
Get seven to 10 kids in each line. They are told to take off their right shoe and sock. A bucket of marbles is placed at the front of each line (along with a leader ... for assistance). They are told they have to use their toes to pluck out as many marbles as they can (we gave them 10 to 15 seconds each) and drop the marbles in a small Dixie cup. When the contestants are ready, the game leader announces they’ve forgotten something, and each bucket is filled with ice water.
Cotton Ball Drag Race

Line three or more kids up on a starting line made of masking tape. Have them get down on all fours. Give them each a flexible straw and a cotton ball. The goal is to race to see who can blow their cotton ball and crawl 30 feet down to the finish line. The actual race is pretty quick, so plan on having a couple of rounds and a final “blow off” to get your champion.

Cotton Ball Vaseline Relay

Give each team a pile of cotton balls. Team members must move the pile to another location by putting Vaseline on their noses and picking up the cotton balls with their noses. They may not use their hands.

Dodgeball

Have kids form a large circle. Select a small group to be in the middle. The people in the middle cannot leave the circle or be touched by the ball. The people who form the circle cannot enter the circle and must try to throw the ball and hit someone who is in the middle. No head shots. If someone in the middle is hit, he or she joins the circle and tries to eliminate others in the middle. A Nerf soccer ball is best so it will not hurt if anyone gets hit.

Dodgeball Doctor

This is a modified dodgeball game. Divide into two teams, each choosing a doctor, or two for larger groups — the identity of the doctor(s) is kept secret from the opposing team. Just like regular dodgeball, use a bunch of balls that are soft and throw them at each other. Whenever 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 its skill.

The object of the game is to eliminate the opposing team, including its doctor.

Dodgeball Dragon

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. Players continue to hit the new person at the end of the dragon until there is only one person left and he or she too is hit. A new team then goes into the middle. Time each team to see which one can last the longest.

Dodgeball Free for All

Everyone for himself dodgeball. A group of students — 10 to 30 — is asked to stand in a large open circle. Game balls are placed randomly throughout the circle. You can decide on the number of balls, usually five or six. When the leader says “go,” students run to the nearest ball and start trying to hit anyone around them. 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 roll it to a trustworthy person who is sitting on the ground. Remember if your ball is caught in the air, you’re out. Be careful, the person you trust with the ball could hit you with it or give it to another standing thrower. The last person standing wins.

Dodgeball Marco Polo

Blindfold half of your staff and give each person 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,” to which every kid must respond “Polo.” The blindfolded staff try to throw the ball at the kids. Once kids are hit, the assistant staff removes them to a designated area and then fetches the ball. The last kid remaining is the winner. If a kid doesn’t respond “Polo,” he or she is automatically out. If a kid touches or is hit by a ball, he or she is out.

Dragon’s Tail

The 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 a scarf into his or her back pocket, belt or waistband. The first person in line tries to grab the scarf. When the head gets the tail, he or she 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 other’s tail.

Drip, Drip, Drop

Just like Duck, Duck, Goose except with a cup of water that the person drips, drips then drops on the person he or she wants to chase him or her around the circle!

Dueling Drama

Divide kids into two to four teams depending on the size of your group. Point to the first group and tell them to give you their best impression of teenagers at a rock concert — one, two, three, go! After 15 seconds yell “stop” and point to the next group. Their task is to act out the scariest scene of a horror movie. The next group is given, “You have food poisoning, and you’re dying.” Follow this with, “The room has been filled with laughing gas, and you can’t stop laughing.” Keep going as long as you like.
Everybody’s “It”
This game is like regular tag, only everyone is “It.” Everyone runs around trying to tag everyone else. When someone is tagged, he or she sits down. The object is to be the last person standing.

Famous Name Game
Divide the club into four teams. You will need several slips of paper and a pencil for each person. Everyone writes the names of famous people on pieces of paper. All slips of paper are then thrown into a hat the leader holds up front.

The teams nominate someone to go first. The nominee then has 30 seconds to see how many names he can get his team to guess by giving clues. The only rule is he cannot say the name of the person or a word that rhymes with it. When the team gets it right, the nominee pulls out another name and repeats the process until time runs out. Then it’s the other team’s turn. Keep track of how many each team guesses correctly to select your winner.

Feetball Pass
Have the students form two single-file lines and lay on the floor on their backs, side by side, squeezed next to each other, with their feet in the air meeting at the bottoms.

At the beginning of the line, give them a big ball to pass down the line using only their feet. (Have the feet work similar to that of a “gutter,” allowing the ball to move down the line.) Have them practice moving the ball to the end of the line, back to the beginning of the line. Try it in teams to see who can pass the ball the quickest from the beginning to the end of the line.

Four-Legged Race
Use groups of three. Have the outside people tie their legs together with one person in the middle. Race around the room.

Four Square
First you will need several balls (light ones that are easy to hit around or punch balls that you blow up work the best). Next split your group into four teams. Then divide your room into four areas. Tell each group to sit in its assigned area and try to cover as much space as possible. Tell them that they can hit the balls with only their hands and head. They must also sit down during the game and not get up. This is why they must cover as much ground as possible. Start throwing balls into each area (10 to 15 balls work great). Play for two to three minutes, and the group with the least amount of balls in its area wins.

Freeze Tag (or Stuck in the Mud)
One person is “It.” He or she must try to tag everyone else. When a person is tagged, he or she must freeze in that spot. Someone being chased must crawl through the tagged person’s legs to free him or her.

Frisbee Basketball
Instead of a basketball, use a Frisbee and as many players as you wish on a regular basketball court. Of course, you can’t dribble a Frisbee, so you must advance it by passing. One point for hitting the backboard, two points for hitting the square on the backboard and three points for getting it in the hoop. Double points for midcourt shots.

Frisbee Golf
Each player needs a Frisbee. One player will name the first “hole.” The hole can be any object, tree, fire hydrant, telephone pole, etc. Then all the players keep track of how many throws it takes them to hit the hole.

The Frisbee must be thrown from where it lands each time. The person with the lowest amount of throws gets to pick out the next hole. If it is impossible to throw a Frisbee from where it lands, that person must add a throw to his or her score.

Glow-in-the-Dark Game Night
Buy about 100 glow sticks. Divide kids into equal groups using the colors of the glow sticks. Turn out the lights and have most of club in the dark. Remove everything that can be knocked over or broken as well as trip hazards. All the old games that kids are tired of suddenly take on a whole new dimension.

Grab It
Divide into two teams. Put them side by side in two parallel lines about 3 feet apart. Have them sit down and hold hands with their teammates. At the back of the lines put a bucket of water with a bar of soap in it. (If this is on carpet, put a layer of towels down because the water tends to splash, then drip. This is a messy game!)

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 people at the front of the lines are to squeeze the hand of the next person in line. The rest of the line passes the squeeze down so that they can communicate to the last person in the line that the quarter was heads. If the last person in line has his hand squeezed, he tries to grab the soap out of the bucket before the last person on the other team does. The person successful in retrieving the soap first gets to go to the front of the line.

There is a problem when the message is wrongly communicated to the person in back, and he or she grabs 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 all its members forward in line wins.

This game can be also played with a marble or an orange in ice.

**Grog**

This is a great group game, especially on a dark night in a house with all the lights turned off (the darker the better). Don’t play this game where there are stairs. Check with the homeowner and remove items that can be knocked over or broken and be alert for tripping hazards. In order to prepare for this game, the different pieces of a flashlight are hidden on surfaces throughout a house (not inside drawers). One person is chosen to be the Grog.

During the course of the game, if the Grog touches any players, they scream at the top of their lungs and “die.” This lets everyone else know where they are and where the Grog is. “Dead” players can be brought back to life if another player touches them. The Grog wins if all of the players are “dead” simultaneously. The others win if they can find all of the pieces of the flashlight, assemble it and shine the light in the eyes of the Grog. The Grog is not allowed to touch any of the pieces of the flashlight.

**Group Charades**

One person from each team comes up front. The leader holds up a sign with one word written on it, so only the teams can see it. People up front can’t look at the sign, and team members can’t speak. The team acts out the word for the person to guess. Keep score.

**Gym Ball**

This is a great idea for an open gym night. Divide kids into two teams and throw a huge rubber ball into the middle. The goal is to either kick or throw the ball down the court and get it to hit the opposing team’s backboard. One point if you throw it, five if you kick it. This is a great option because even not-so-athletic kids can participate and feel like heroes.

**Hip to Be Square**

Line four teams up so each team forms one side of a square. A leader stands in the middle. The team to the leader’s right will always have to be on the leader’s right and so on. The leader spins, and when he or she stops, the teams must scramble to reorient themselves correctly. The first to team line up and yell, “It’s hip to be square,” wins. You can keep score, and the line that wins three times ends the game.

Play the Huey Lewis song “Hip to Be Square” during the game.

**Hockey Variations**

This is a hockey game played with thick foam pipe insulation that is cut in 2-foot lengths. For a puck you can use a hard bagel. Better yet, you can use a bunch of plastic balls from a toy store (like the ones in little kids’ play areas). Use cones for goals. Kids can hit each other with the sticks without pain (no head shots).

To make it seasonal, use plastic eggs (tape so they don’t split when hit) or Christmas ornaments.

**Human Foosball**

Play just like the table game, only with real people linked in rows. Split kids into two teams. Have a captain decide who goes in which row 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 its boundaries, but it can slide back and forth, left and right.

When you play inside, you can mark the boundaries with masking tape. If you play outside you can use paint, tape or flour. If you play in a building, you need to remove pretty much everything from the room that can be knocked over or broken. If you play outside, it is best to 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. Also, use a ball that is soft. We use a stuffed soccer ball, or you can use a really soft Nerf ball.

**Variation:** Use more than one ball at a time.

**Kazoo Name That Tune**

A kazoo band plays popular songs, and kids try to guess the song. Kids can take turns using the kazoos.

**Keys**

Everybody, except for one person, sits in a chair. The chairs are scattered all over the room. The person standing has a set of keys in one hand. With his other hand he grabs someone’s hand. This person gets up and follows the leader, who weaves in and out of the chairs in the room. The person who has gotten out of his or her chair then grabs someone else’s hand, who grabs another person’s hand. This keeps going until the leader drops the keys on the floor and then everyone standing runs and sits in a chair. The person left standing is the new leader.

**Kick the Can**

Position a large can in the middle of a 20-foot circle. One person is chosen to be “It” and counts near the can while all the others hide. The person who is “It” then attempts to find and tag the hiders. If tagged, they must stay in the circle. Everyone may be freed from the circle if one of the uncaught hiders can kick over the can without being tagged. Then they may go hide again. The person who is “It” may not enter the circle except to return a kicked-over can. The game ends when the person who is “It” finds everyone without the can being kicked over. To add excitement, have two or three people be “It.”
Lemon Eating
Have kids eat lemons without using their hands. Middle schoolers get a kick out of watching their friends try to peel and eat as many lemons as they can in two minutes. The two kids go at it head to head, and their sour faces are a sight to see!

Licorice Eating Contest
Blindfold a couple of kids and have them eat licorice whips without using their hands. As they are eating, squeeze new pieces onto the end of the pieces they are eating. They will keep eating and eating. Give the kids a time limit to eat the licorice whips, and limit the number of licorice whips they can eat to avoid them getting sick.

Mass Movement
Gather players at one end of the game area. Form even-numbered teams of six to eight kids. Ask players in each team to line up shoulder to shoulder, facing alternately in opposite directions. Give a full roll of 1-inch masking tape to a person at the end of each line. Ask that person to stick the tape end firmly to his or her body at about waist level, wrap the tape around a full turn and pass the roll to the next person in line, who will repeat the full-turn process and pass it on down the line. Have players keep wrapping themselves in this manner until the tape is used up.

Then say, “Your team’s goal is to walk across the playing area and back, keeping your line intact. If someone tears off and separates from the line, do a quick patch job and continue on.” Don’t bother with penalties for “tearing away.” Taping each other and attempting to move as a team is more important than quality of performance.

If you inadvertently substitute a roll of fiberglass tape for this team experience, the group bonding might be a bit more permanent than you bargained for. Duct tape also works well.

Miss Mumbley
Have the kids sit in a circle and tell them the object of the game is to talk like you have no teeth. You cannot show your teeth, and if you do, you are out. One person starts the game, and he or she asks if anyone has seen Miss Mumbley as she is missing. The kids can sometimes come up with good conversations, and it is hilarious. The game goes on until only one is left.

Move the Wall
Stand a gym mat on its side so that it’s standing like a wall, hence the name. Divide your group into teams of three or four, depending on the length of the mat. A good idea is to make teams two male and two female. Get the teams to stand one yard away from the mat. The idea is for the team to run to the mat and push it over the opposing team’s line, which is a set distance away. Team members are not allowed to put their hands on the ground.

Music Video Night
Break the group into equal groups (two to three groups). Give each group a leader, video camera, CD and CD player, or iPod. Give them 20 to 25 minutes to plan and create a music video (the songs will be pre-approved by the club leader). Each person in the group has to be in the video. At the end of the time, come back together and show the videos. Judges declare the winners.

Musical Chairs “Bop-It”
Divide into two groups. One group plays the Bop-It game, while the other team circles the chairs like in musical chairs. Set the Bop-It to the “Pass It” option. When one of the players makes the Bop-It scream (when they don’t do what it tells them to), the chair circlers scramble to sit in a chair.

Of course, there is one fewer chair than players. The person who made the Bop-It scream switches with the one who could not find a chair.

Outburst
Divide the room in half and have them face each other. Topic cards have a category listed and 10 answers. One team is given the topic. They must yell out answers, and the other side must listen. Then stop everyone, and read off the list of 10 answers. The team who was listening tells the leader if they heard the other team say the words. It does not matter if the team said it. It only matters if someone on the other team heard it. Then switch to another topic, and it is the other team’s turn to listen. Make up your own topics (see suggestions below) or buy the game.

Sports That Require Special Shoes: wrestling, football, baseball,

basketball, soccer, golf, bowling, roller skating, ice hockey, track.

Things in a Desert: cactus, sand, camels, snakes, scorpions, lizards, oasis, heat, buzzards, tumbleweeds.

Items You Can Order at McDonald’s (Not Meals): Big Mac, hamburger, cheeseburger, fries, milkshake, McFlurry, Quarter Pounder, McNuggets, Sausage McMuffin with egg, soda.

Jungle Animals: monkey, lion, tiger, giraffe, elephant, zebra, leopard, crocodile, gorilla, snake.


Pizza Toppings: pepperoni, Canadian bacon, anchovies, cheese, olives, mushrooms, sausage, onions, peppers, pineapple.

Yellow Foods/Condiments: lemon, banana, corn, squash, pineapple, cheese, egg, yellow pepper, mustard, butter.

Fast Food Chains: McDonald’s, Taco Bell, Carl’s Jr., KFC, Burger King, Wendy’s, Jack in the Box, Arby’s, Long John Silver’s, Subway.
**Full-Length Disney Cartoons:** Cinderella, Dumbo, The Little Mermaid, Snow White, Tarzan, Bambi, 101 Dalmatians, Fantasia, Beauty and the Beast.

**Winnie the Pooh Characters:** Pooh, Tigger, Kanga, Roo, Rabbit, Owl, Piglet, Gopher, Christopher Robin, Heffalump, Wozzels.

**Types of Sports Balls:** Ping-Pong, football, soccer, baseball, tennis, golf, volleyball, basketball, softball, racquetball.

**Types of Candy Bars:** Twix, Baby Ruth, Snickers, Hershey's Chocolate, 3 Musketeers, Butterfinger, Crunch, Almond Joy, Mounds, Payday.

**Paper Airplane Relay**
Each kid gets a piece of paper to make a paper airplane. See which airplane can fly the farthest.

**Paper Plate Musical Chairs**
Have paper plates scattered throughout the room. When the music stops, everyone must be touching a plate. If they are not, then they are out. Take out more plates every time.

**Paper Shoot**
Divide into teams of four to eight. Set up a garbage can in the middle of the room (about 3 feet high). Prepare ahead of time several paper batons and a lot of wadded-up paper balls. One team lies down around the garbage can (on their backs) with their heads toward the can. Each of these players has a paper baton, and the opposing team stands around the trash can behind a line, about 10 feet away from the can. The line can be a large circle drawn around the can. The opposing team tries to throw the balls into the can while the defending team tries to hit the balls away with their batons. Two minutes are allowed to try to get as many in as possible. Each team gets a chance in both positions. The winner is the team that gets the most in.

**Pile Up**
Players sit in a tight circle on benches or chairs. Seats should be clearly distinguishable. "It" determines the actions of the group by stating a detail: Everybody wearing jeans moves two spaces left. Everybody with blond hair moves three spaces right. Those matching the descriptions move as directed and sit down in an empty seat or on a person's lap. (To preserve people's health, limit the pile to four people max.)

**Pinball Soccer**
This is a new way to play soccer indoors! It's just like regular soccer except that each person, including the goalie, must stand on a piece of paper. They must keep one foot on the paper at all times and cannot slide or move the paper. The players need to be scattered evenly across the playing area. The effect is like a giant pinball machine.

**Ping-Pong Baseball**
Play baseball indoors using a Ping-Pong ball for a baseball and a paddle as the bat. The ceiling is fair, but walls are foul balls. All other baseball rules apply.

**Ping-Pong Basketball**
Play this game indoors. Have players bounce Ping-Pong balls into different size containers. Ping-Pong balls must bounce at least once before landing in the container.

**Play-Doh Pictionary**
Divide into teams. Have a representative come up front from each group. Whisper a Pictionary word (like "dog") to the representatives, and they must run back to their group and, without talking, mold that word with Play-Doh. Put a leader on each team so the kids don't cheat.

**Popsicle Taste Test**
Get small Dixie cups and popsicle sticks and a bunch of random things to freeze in the cups to make popsicles. Just peel away the cups after they are frozen, and they make nice popsicles. Get two (or more) participants up front, blindfold them and make them lick the popsicle. Have enough popsicles for each kid to have their own. The first to guess the taste gets a point. After you are done, the one with the most points wins.

Some good popsicle flavors include cream soda, prune juice and pickle juice. It's funny to have a person stand behind the blindfolded taste testers with a sign saying what they are licking.

**Pumpkin Dig Contest**
Cut the tops off several pumpkins and hide prizes in the bottom of the goo.

**Red Light, Green Light**
The player serving as the traffic light stands at one end of the room. All the others stand at the other end. Play begins when the light turns his or her back to the others and says, "Green light." This is the signal for the others to advance toward the light. At any moment, however, the light may turn around and say, "Red light!" Everyone freezes as quickly as possible, because anyone the light sees in motion must return to his or her starting place. The light alternates red and green until someone succeeds in touching him or her without being seen, thus becoming the new light.
Rio Linda Kickball
This is a lot like normal kickball with a bunch of backward twists. Here are the rules: All the bases are backward. Run to third first, second second and first third. All players on a team get one time up, and they get one pitch from their own pitcher. Endless numbers of outs are allowed; just keep going until all players have been up once. No foul balls — everything is fair. There is no limit to how many people can be on bases. There are no force outs — get someone out by touching any base at any time. Any runners between any bases are out if a ball is caught. If a runner is tagged, he or she is out.

Rio Linda Whiffle Ball Baseball
This is the same as Rio Linda Kickball, but with a whiffle ball and bat. One added rule for this game: Runners must carry the bat with them to third (the first) base. If they drop the bat, they are out!

Run and Scream
Everyone lines up at one end of the field, takes a deep breath and then runs forward screaming. They must stop running when they run out of breath and stop screaming. The person who ran the farthest wins and must return to the start, screaming to prove he or she didn’t cheat.

Screaming Contest
Compete for loudest, longest, highest pitch. Only do this game where the screaming will not disrupt the neighbors.

Shaving Cream Whiffle Ball
Play a game of baseball with a whiffle ball and bat, but before each pitch fill the ball up with shaving cream. When the bat hits, it splatters everywhere. As kids catch the ball, they get covered in shaving cream. Usually it turns into a shaving cream fight.

Shoe Box Relay
Form teams of about 10. Each team gets two shoe boxes. They must race to a cone and back while wearing shoe boxes on their feet. When they return, the next person on their team races. They have to shuffle their feet or they will step out of the boxes. Also if a box is broken, that team loses.

Simon Says
Yes, it’s true. We play this one just like you think; however, the key rules are that you must be honest, and you may not talk! You must be good at this one to pull it off — quickness and creativity go far.

Skateboard and Plunger Relay
Choose teams of four. This is good for a class competition. Racers sit on a skateboard and use plungers as oars in a relay race. You may use Vikings or sailors for a sell.

Snap Crackle Pop
Cut off the front panel of several cereal boxes — one for each group you want to form. Then cut up each panel into puzzle shapes — one for each person in the group. Mix all the pieces together and give one to each person and have them compete to find their cereal and their group.

Soccer – Crab Walk
Play soccer indoors with a Nerf ball, but all players must crab walk the entire game.

Soccer – Inner Tube
Play soccer using a small, inflated inner tube instead of a soccer ball.

Soccer – Monkey
Play soccer indoors with a Nerf ball, but all players must squat to walk (waddle). They hit the ball with their knuckles and have to make monkey screams every time the ball is hit.

Soccer – Three Leg
Play soccer indoors with a Nerf ball. Players are paired up, and one of their ankles is tied to one of their partner’s ankles. Use rope or tape to connect the ankles.

Sponge Bombing
First begin by marking out a starting line and a finish line approximately 50 feet apart. Find five or six obstacles that are large enough to be hidden behind, for example a table or a wheelbarrow. Place the obstacles approximately 10 feet apart in a zigzag pattern between the start and finish. Assign two people to be the “bombers” and give them each a bucket full of water and about 10 small sponges. (It works well to cut those big sloppy car sponges into three pieces. It is also possible to use water balloons, but they create more garbage and hurt more, which is something to consider). Place one of the “bombers” 10 feet past the finish line and one halfway between the lines. The object of the game is to go from the start to the finish from obstacle to obstacle without getting hit by a wet sponge. The job of the “bombers” is to try to hit the runners. The “halfway bomber” is only allowed to hit the runner until the runner has passed him or her, and then he or she must cease fire. For every obstacle that the runner gets to, he or she receives an assigned point value. His or her total points equal his or her score.
**Sponge Water Brigade**

Have kids move water from one bucket to another using a sponge to transport it. A new kid has to run for each trip. Measure the water level to find the winning team. Best to play this game outside. Do not play this game on a slick surface that will become slippery when wet.

**Station Rotation Games**

Assign as many stations as games and leaders available. Put one game at each station and “tweak it” to create an aggressive four-minute, point-earning encounter.

**Examples:**

- **Guesstures** -- Everyone takes a turn acting out an item from a card. They get one point for a correct answer and minus two for a pass.
- **Jenga** -- As soon as a team arrives at the station, it must erect the tower. Then each person takes a turn at pulling a piece out. One point for each piece taken out, minus five for knocking the tower over.
- **Scrabble** -- Take a handful of scrabble letters. Each group gets a point for words formed with a minimum of three letters. Give more points for bigger words.
- **Bunko** -- Get a handful of dice. Each person takes a turn rolling until time runs out. One point for each five rolled, bonus for four fives rolled.

The list goes on and on; that's the great thing. Figure out how to score each station with each game.

Break the group into even-numbered teams. Each team starts at one station and has four minutes to accumulate as many points as possible. At four minutes a timekeeper yells “switch.” Teams must move to the next station. When all the teams have been to each station, add up all the points, and you have your winner. It involves some set-up work, but once the game is going, everyone has a great time.

**Keys:**

Don’t lose time in between stations. Let the kids know their next four minutes starts at “Switch.” Tell the kids, “Get to the next station quickly and quietly so that the station can be explained to you as quickly as possible. Don’t be too loud or another team may eavesdrop some of your answers.”

This game is great for retreats, but you can do it anywhere and add or subtract different stations as you want. For example, try a stillness and silence station where, for four minutes, the group has to sit completely still and be silent while the station leader yells, screams, picks his nose, trying anything to get them to move. The team starts with 20 points and then loses a point each time someone moves or laughs. You can also put in a bigger station — like a free-throw station — if you have the equipment.

**Steal Stuff from Hula Hoops**

You’ll need one hula hoop and two soft rubber balls for every four or five players. Place the hoops on the floor throughout a large area, and place two rubber balls in each hoop. Have kids form teams of four or five, and ask each team to choose two people to be guards. Tell the teams that the object is to get as many balls in their hoops as possible within a time limit (five minutes).

Players attempt to steal balls from other teams’ hoops without getting tagged by the other teams’ guards. Guards must keep one toe touching the floor inside their team’s hoop at all times. Tagged players must freeze and sit where they are tagged, first replacing any balls in the hoops. Tagged players can be “unfrozen” by other players on their team. A player who successfully steals a ball takes it to his or her team’s hoop, where it can be stolen again by another team. Players are not allowed to steal balls from other players while they are bringing them to their hoops. The team with the most balls in its hoop at the end of play wins.

**Swashbucklers**

Buy white T-shirts and, using red electric tape, make large targets on the chests of the shirts. Pull two kids up front, have each wear a T-shirt and give each one a fun noodle (the pool toy) with peanut butter smeared all over the end. They “joust” to see who can get peanut butter on their opponent’s target first.

**Switch If ...**

The person in the middle of a circle says, “Switch if you have braces,” and all people fitting that description have to get up and change seats. The person in the middle takes one of those seats, and the last person without a seat is in the middle.

**Tag – Hook Up**

Everyone finds a partner, links arms and stands anywhere in the playing field. The leader picks a twosome as volunteers. One member of the twosome is “It,” and the other runs from “It.” Play like a normal game of Tag, except that the person who is running can grab the free arm of any person in a twosome at any point. When he or she does, he or she becomes part of the twosome, and the member of the original twosome who was not grabbed must now run from “It” and try to link up with a different twosome. If “It” catches the victim, then the victim becomes “It,” and “It” becomes the victim and must run and link up with another group.

**Tasmanian Baseball**

This game can be played outside or in a gym. You need a home plate, a pitcher’s mound and a Nerf basketball (or soft rubber ball).

The team that is at bat must line up, single file, closely behind home plate. A neutral pitcher tosses the ball. The person at bat swings his or her arm to hit the ball. After the ball is hit, the batter must take three laps around his or her team (which is lined up single file behind him or her) and tag home plate.

Meanwhile, the person in the outfield who retrieves the ball must run the ball to the pitcher’s mound where everyone in the field must line up between the pitcher’s mound and center field. The ball must be rolled through everyone’s legs, and the person at the end runs the ball and tags the pitcher’s mound. If he or she beats the runner, the runner is out.

There are three outs per inning. Caught fly balls are out. No foul balls. Everything is fair.
Team Keep-Away

Have kids form two teams. Explain that teammates will try to throw a ball back and forth to one another while the other team tries to intercept the throw. A team scores one point every time members complete three consecutive passes — to three different teammates — without an interception. The first team to score five points wins.

Tissue Relay

Divide kids into six teams (with no more than six in a group). Give each kid a straw, and the first one in line a tissue. The kids must suck the tissue up with the straw, run to a designated place without dropping it, return to the line and blow the tissue to his or her teammate. The teammate must then suck the tissue into his or her straw. The first group to have all members complete the relay and sit quietly in line is the winner.

Toilet Paper Mummy

Have kids stand back to back. Give them one roll of toilet paper, and see which pair can do the best job wrapping themselves into a mummy.

Music possibilities of “Walk Like an Egyptian.”

Tongue Color Teams

As each kid enters club, give them a jawbreaker and tell them to begin sucking on it. Later on, have everybody split into groups by the color of their tongue. Make sure you have enough jawbreakers to go around.

Torpedo

Using a basketball court, or marking your own, create a large rectangle. Two kids are chosen as the “launchers” while the rest of the group (anywhere from 15 to 50 kids) 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 dodge balls or something similar. A leader 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. Head shots do NOT count, so make sure the kids are instructed not to throw at one’s head. While they are running, the launchers try to hit as many people as possible with dodge balls, 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 he or she is. These people are now land mines.

Each time the kids torpedo across the room, there are more and more land mines to hit them. The people on the floor try to touch the runners. Anyone touched must sit down too. The last one standing is the winner. You can play again and again.

Train Wreck

A new twist on musical chairs. Split the group into two teams. Have each team sit in chairs facing each other on opposite sides of the room. You will need a leader behind each team to remove one chair during each round.

At “go,” the two teams run at each other in an attempt to find an open chair at the opposite side of the room. There is absolute chaos where the two teams meet in the middle of the room. As soon as the two teams leave their seats, leaders remove one chair from each side of the room. Make sure kids aren’t being too rough when they cross in the middle. Have two winners, one for each team.

Trash Ball

Divide into two teams. Use a trash can that is about the same size as your ball. Have each team choose a trash can holder (rotate regularly, it’s a fun place to be). Have each trash can holder stand up on a chair. Make a boundary with tape of about 10 feet around each holder. Anyone caught inside the tape must sit there for two minutes (at your discretion). For large groups, add an extra ball or two. Kids can only take three steps when they have the ball, so more are involved. This is a fun game because anyone can make a full-court shot. Tell them the ball must touch a certain number of girls before they can shoot.

Triangle Tag

Get in groups of four. Three of the four people hold hands. The loose person is “It.” One person of the three (who wears a hat) has to be tagged. The triangle of three runs and spins to keep that person from being tagged. “It” tries to reach across or run around the other two to tag the third person.

Ultimate Frisbee

Form two teams. Players must move the Frisbee by tossing it from one player to another until the Frisbee can be passed and caught across the goal line. You cannot run with the Frisbee. If the Frisbee is intercepted or falls to the ground, the other team takes possession.

Ultimate Pookie

A Pookie is a teddy bear named after Garfield’s teddy bear. You use the Pookie instead of the Frisbee. Make sure the Pookie is relatively new and won’t break, and try to make it as big as possible.

Ultimate Sponge

This is a summer game played in hot weather. Instead of end zones, there are buckets full of water. You use a sponge instead of a Frisbee. The sponge must be dunked by hand into the bucket to score. If the sponge is intercepted near the bucket, it should be dunked anyway to be refilled.
Viking
Have everyone stand in a circle, shoulder to shoulder. The person chosen to be the Viking will start the round by giving a trumpet call. The Viking will then place his thumbs on each side of his forehead and wiggle his fingers while making a loud, constant “la, la” noise. The people on either side of the Viking must row the Viking ship vigorously. They must be sure to row on the outside of the Viking ship, the side opposite the Viking. Rowing on the inside only makes splinters on the deck.

At any time the Viking may pass to another person on the circle. To pass he must clap his hands together in a fashion that points directly at the person he wishes to be the next Viking. The person chosen must immediately begin being the Viking, and the people on either side must row.

If someone messes up or is too slow, he or she is ejected from the game and must spend the remainder of the game sitting in the middle of the circle. To eject someone, the entire circle, in unison, must clap twice, then stomp twice, point one elbow at the person and let out a loud grunt. At the end there will be three winners.

Volley Roll
Divide 50 rolls of toilet paper between two teams on opposite sides of a volleyball net. The object of the game is to throw the rolls over the net when the music starts, and whichever team has the least amount of toilet paper on its side at the end of the time wins. It is crazy, and cleanup is a breeze.

Whiffle Golf
Each player must have one golf club (no putters or drivers). Then play golf with whiffle balls. Cones can be placed around the field to use as holes.

WyldLife 500
A night of wacky races. Break the kids up into teams as they arrive by marking hands with three different colors of markers. Set up a racetrack with cones and then race away. There are many fun races — be creative. Use chairs with wheels, scooters, big wheels, crutches, wagons, whatever you can find. Plain ol’ wheelbarrow and sack races work fine too. Give trophies to each team at the end.

WyldLife Rescue
This mixer is similar to People Bingo. It gets kids moving around, meeting other kids and leaders, and burning off some energy. Here are the things kids have to try to be the first to get “checked off” to win:

1. Kitten in the Tree
Get one other person. Stand on a chair and meow like a cat caught in a tree. Have the other person (a rescue worker) lift you off the chair, then have that person initial here:________

2. Iillin’ in the Woods
Get three other people. Pretend you’re on a hike in the woods by walking all the way around the room in single file. Upon circling the room, the person with the shortest hair suddenly falls ill to an unknown virus, and the other three have to carry him or her to safety (which happens to be the front of the room). Have two hikers initial here:________

3. Castaways
You and another person stand on chairs in the corner — that’s your uncharted desert island. After your ship sank, you lived there for five years. Get the attention of someone on the far side of the room by yelling, “Help! We’re stranded!” When that person comes over to you, consider yourself rescued. Have one of the other people initial here:________

4. Bad Fall
Get one other person. Lie down on the floor and start yelling, “I’ve fallen, and I can’t get up!” As soon as you find someone willing to help you, hug each other and pretend to cry tears of joy. Have them initial here:________

5. Fire!
Get three other people. Two of you pretend you’re in a burning house. Yell, “Fire!” 10 times. Once you’ve completed this, the other two people can be the firemen. They should pretend they’re spraying the fire, yelling, “We’ll rescue you!” five times. Once this is all done, have two of those people initial here:________
Mixers

Mixers are activities that include all the students at club. Young people usually come to club with a few friends or will gravitate toward people they know. A good mixer must be well led and should pull in the kids on the edges, getting everyone to join in. After the activity, kids should be more comfortable with the others in the room and invested in what is happening at club and not just observing.

Amoeba Race
Divide the kids into several large groups. Tie a rope around the perimeter of each group, and have all the groups race across the room as a large “amoeba.”

Armenian Egg Crush
Give each kid a hard-boiled egg. Have him or her find a partner. On the count of three, each pair hits their eggs together. The egg that doesn’t crack wins. Have the winners face off with other winners until only one is left.

Back to Back
Start by pairing up. Then have each pair sit back-to-back and lock elbows with each other. Tell them to stand up together. Next do it with four people, eight, 16, 32, etc.

Balloon at Your Back
Establish a starting line and a finish line, and have kids form teams of four to six. Give each person a balloon to inflate. Have the first two players of each team stand back-to-back at the starting line and wedge two balloons between their backs. The other team members just hold their balloons. The entire team must then walk to the finish line without dropping any balloons. When the team reaches the finish line, have three team members wedge three balloons between their backs. Then the entire team must walk back to the starting line, where they should add a fourth person and balloon. Continue until the team is transporting all their balloons without dropping any of them. The first team to carry all the balloons across the playing area wins.

Balloon Contest
Divide the club in half. Have two different colors of balloons. Have half of each team try to pop the other team’s balloons, and the other half try to keep their team’s balloons in the air. Set a time limit. The team with the most balloons left wins.

Balloon Gauntlet
Girls are given rolled-up newspapers, and then form two single-file lines, facing each other with 3 to 4 feet between them. The boys tie balloons to their belt loops and must “run the gauntlet.” That is, they must run between the two lines of girls, who try to pop the balloons by hitting them with the newspapers. The object is to see which boy(s) can avoid having his balloon popped.

Balloon Golf
Use low profile boxes for the holes, balloons for the balls, foam pipe insulation for the clubs. See how many swings it takes to get the balloon in the hole.

Balloon Pop Relay
Divide the kids into groups of five or six. Participants line up, run to a chair across the room, blow up a balloon, pop it by sitting on it and run back. First team that finishes wins. The fewer people you have on each team, the better. Kids will get bored if they stand in line too long.

Balloon Rockets
Divide kids into groups of five. Give them the supplies they need to make a balloon rocket. They will need one toilet paper tube, four large balloons, four clothespins and tape. Blow up the balloons, seal the ends with clothespins and tape the balloons to the side of the toilet paper tube. Attach twine to one side of the room and pull it taut across the room. Insert the end of the twine through the rocket tube and let it fly. Set up more than one twine runway to have races.

Barnyard
This is a good way to divide people into teams. Think of as many animals as you want teams. For example, if you want four teams, have four animals. If you predict 35 kids that night, make 40 cards (four groups of 10). Each group of 10 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 not to 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. The first group to find all its members wins.

Birdie on the Perch
All girls stand in a circle, and the guys form a circle around them. Everyone must be paired off with someone of the opposite sex in the opposite circle. When the music plays, the girls walk clockwise and the guys walk counterclockwise. When the music stops, they must find their partner, and the girl must sit on the guy’s knee. The last couple to find each other is out.
One variation of this game is to have a leader call out two body parts as the music stops. For instance, elbow to ear, nose to knee, foot to forehead, thumb to nose — but keep it clean. Each couple must find their partner and connect.

**Bite the Bag**

Have everyone form lines of 10 people (or whatever number works best for your group). In front of each line is a paper grocery bag. Without touching the ground with hands, elbows or knees, each person must bite the bag and pick it up. If someone fails to pick up the bag, he or she is out. For each round the bag gets cut shorter. By the end, a few people may be picking up a piece of paper off the floor with their mouths. You can save time by having two bags for each group, and cutting off a portion of one bag while the group picks up the other bag.

**Body Spelling**

Divide the club into two groups. Give a person a phrase like “blow your nose.” Have him or her spell the phrase to his or her group one letter at a time, using his or her body to form the letters (no finger spelling). The group who has the most correct guesses wins. As a variation, time the group.

**Bottom Bumpers**

Everyone grabs their ankles and tries to knock others over by bumping into them. If you get knocked over, you are out. This game is to be played on grass, sand, carpet or other “soft” surfaces. Do NOT play this game on hard floor surfaces (like concrete). Leaders should clear the area of objects/furniture before the game begins.

**Boy Relay**

Boys line up in several teams. Girls form equal teams. Each girl team divides in half, and each half lines up on one side of its boys team. So you have a line of boys with a short line of girls on each side. At a signal, four girls from each team (two from each side of the boys) pick up the first boy. Two girls take one leg each and two girls take one arm each. They carry the boy across the room and set him on a chair. The girls race back to the team, go to the end of the line and the next four girls carry the next boy. The first team to carry all the boys across is the winner. Each girl will have to carry more than one boy.

**Bring Me**

Form four teams. Each team must find items that are announced from up front. Items might include: five Fruit of the Loom tags, longest belt chain, biggest ball of gum, family pictures, love letter. Really think through things they can come up with. Have only one person from each team deliver the items to the leader.

**Bubble Gum Sculpture**

You will need bubble gum and a towel or two. Divide your group into groups of four or five. Get two volunteers from each group. (Don’t tell them what they’re volunteering for, but give them rubber gloves.) Give the groups a plate or flat dish (a cookie sheet works well) and several pieces of bubble gum, and tell them to chew as quickly as possible. Have them chew it only until it is soft, give it to the volunteers in their group and start chewing the next piece. The volunteers need to make a sculpture with the chewed gum. Set a time limit of 10 minutes. Give them creative ideas of what to make such as pizza, turtle, etc., but it should be something difficult. Have someone judge the sculptures.

Gum commercials from a CD will work for background music or TV theme songs. To sell this activity, you may want a brat girl interrupting, chewing gum and stretching it out of her mouth.

**Burrito Races**

Divide into groups of five to seven. Each group is given supplies to make a burrito racer: frozen burrito, four wood screws for axles, four washers for wheels, toothpicks, raisins, celery, carrots. Be creative with the items used to decorate the racer. For the race, get two 12-foot plastic rain gutters. Lift one end of both rain gutters to the same height and let the cars go.

**Camera Cram**

Mount a camera on a tripod. Tell kids they must try to fit as many people as possible into the view of the camera just like they were cramming into a phone booth. The winner is the team with the most in the picture. This can be a class competition.

**Candy Teams**

This game works well as a mixer for large crowds. 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 emcee explain the activity as follows:

1. Have everyone look underneath their seats, grab the candy and then find the other people in the room with that same candy.

2. Once all team members have found their group, they must eat their candy and present their wrappers to one person on the team who will bring them all to the emcee. 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.
Car Stuff
Explain this skit inside before going outside to the driveway. Have a competition between genders and classes. Each team has 30 seconds to get as many people into (not on) a small car. Pull them out and count. This happens so fast it doesn’t hurt the car, honest. You may want music outside, and you may need a bullhorn depending on the size of club.

As a sell, you may suggest attempting to set a record for Guinness Book of World Records. **(Tip:** Before you attempt this activity, remove the rear view mirror so it doesn’t get broken.)

Card Questions
Hand out one playing card to every kid. Have everyone gather in groups by suite, then answer questions one at a time. The person with the ace answers question one, card two answers question two and so on. This sample uses cards one to 10.

1. What is one achievement you're proud of?
2. If you could change two things about school, what would they be?
3. What are three ways to make you laugh?
4. What is your routine before you leave for school in the morning?
5. What were you doing in 19XX or 20XX? Be as specific as you can.
6. What are your top six movies of all time?
7. What is your favorite thing to buy at a convenience store like 7-Eleven?
8. How would you describe the perfect date?
9. What were your favorite TV shows when you were 9? Why?
10. Where do you see yourself 10 years from now? Explain.

Charades on the Wall
Before the game, create a list of one- or two-syllable words. Clear a large space on the wall. Form two teams. Have each team choose a person to start the game. Explain to kids that you'll show their selected team members a word that they must convey to their team. Tell the kids they must convey the word in only one way: by using their heads as imaginary pencils to spell the words on the wall. Play several rounds so each team member gets a turn at writing on the wall. The team that's able to guess the correct answers in the shortest amount of time wins.

Cheese Dishes
Divide into two teams with a spokesperson for each side. Groups take turns naming a dish with cheese as an ingredient. No dish can be repeated. Each team has five seconds to give its answer.

Chocolate Bar Scramble
This is a great game for groups of six to 10. Place a chocolate bar in the center of the table. The candy should stay in its wrapper, and to make the game last longer, you could wrap the candy in wrapping paper as well. Each person sitting around the table takes a turn rolling the die. The first person who rolls a six gets to start eating the candy bar — but only after he or she puts on a pair of mittens, a cap and a scarf; runs once around the table; and eats with only with a knife and fork. While he or she is getting ready (according to the instructions above) to eat the candy bar, the group keeps taking turns rolling the die. If someone rolls a six, then the last person who rolled the six relinquishes his or her right to the candy bar, and the second person must try to eat the candy before someone else rolls a six. The game is over when the candy bar is gone.

Christmas Carol Quiz
Print a copy of the following list for each club member. Tell them it is a list of well-known Christmas carols. Give them a time limit to figure out as many names as possible.

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 Hours — Weather Cloudless
6. Loyal Followers Advance
7. Far Off in a Feeder
8. Array the Corridor
9. Bantam Male Percussionist
10. Monarchial 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 Vermilion 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)**

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
Christmas Gift Exchange

Have everyone bring a wrapped gift. It can be a used item or something they buy for $3 or less. Have the group sit in a circle with the gifts in the center. The first person picks a gift and opens it. The next person can take that gift or pick a wrapped gift. If someone takes a gift that is already opened, the person he or she took it from must pick a new wrapped gift. When everyone has a gift, start round two by having everyone stand and trade gifts (they may not refuse a trade) for one minute. Kids cannot trade a present with one person and then trade back with that person for the same present. They can only trade for that present with a third person. In round three have everyone sit in a circle and pass gifts two people to the left. In round four, kids can trade again, but only if they want to.

Cinderella

Each girl takes off a shoe and finds a male partner. Put the shoes in a pile and mix them up. Blindfold the guys. Each girl remains seated and verbally guides her guy across the room to find her shoe and bring it back to put it on her.

Circle to the Center

Everyone forms a circle around an empty garbage can and holds hands. Walk in a circle and try to pull others toward the can. If someone touches the can, he or she is out, and if someone lets go of another person’s hand, the two who broke the circle are out. The last person standing wins.

Clothespin Bite Relay

This is set up like any relay with multiple teams. Each team has five clothespins. The first person in line attaches all five clothespins to his or her shirt, clothes or body part, runs around a designated point and returns to have the clothespins removed by the next person in line — with his or her teeth! That person then attaches the clothespins to his or her clothes and runs. Each team member must take a turn. The first team to finish wins.

Clothespin Tag

Give each person four to five clothespins. Explain that when the music begins, everyone needs to get all clothespins off themselves and onto someone else. Turn off lights and turn on strobes and music. You may want to put girls on one side of the room and guys on another (divide it with a volleyball net or something). Explain that when the lights come on, one or two kids should have about 100 pins on them — pull them up and parade the winner.

Here is one more key to this mixer. At the end collect the pins by dressing a tough kid or leader up in protective gear (motorcycle helmet with face shield, chest protector, turtleneck, scarf, gloves, shin guards, thick pants, etc.) and put a bulls eye on his or her chest. Tell everyone to grab all the clothespins and throw them at the leader. Sweep them in a corner and go on with club!

A possible sell is a kid in a real wrestling outfit and headgear coming in to music, maybe dejected because he can’t pin anybody — so you must find the easiest person to pin!

Commercial Slogan Trivia

Create a list of slogans and hand out to every kid at club. See who can come up with the most correct answers in a given time period.

Examples:
- Obey your thirst. (Sprite)
- Give me a break, give me a break. (Kit Kat)
- Just do it. (Nike)
- There’s no wrong way to eat a ______. (Reese’s)

Common Ground

Form equal-sized teams of three to six. Give each team a sheet of paper and a pencil. Tell teams their challenge is to list everything they can think of that all team members have in common. For example, team members might all attend the same school, or all like the same brand of shoes. The only rule is that they can’t list similar body parts, such as “We all have eyes.” Tell teams they have three minutes to create their lists, so they need to work quickly. When time is up, find out which team has the longest list and ask team members to read the similarities they listed. Then ask teams who had similarities not already listed to share them.
Cookie Hockey
Spread cardboard on the floor. Assign one person to be the shooter and one to be the goalie. The shooter gets two cookies and tries to score a goal with a regular hockey stick using a cookie as the puck. Then it’s the next shooter’s turn. The goalie must eat each cookie that is blocked. If the goalie misses a shot, the next goalie steps in. Get more than one setup going at once to involve more kids.

Dance Tag
For this game it’s best to have an even number of guys and girls. At least 20 players are needed for the game to be fun. The girls stand in a circle, and the guys make a larger circle around them. They face one another. Each guy holds the hands of the girl in front of him. Select a few people (guys and girls) to start the game without a partner. These people must run around the outside of the circle trying to tag someone of the same gender. Once a runner tags someone, he or she gets the partner of the tagged person, and the tagged person becomes a runner. Only the person on the outside of the circle can be tagged, so if a guy comes running toward a couple, the guy and girl should swing around so the guy is inside the circle and the girl is on the outside.

Example: Bob and Sarah are partners. Sarah starts on the inside of the circle, and Bob starts on the outside. Along comes Willy, running around the circle in their direction. To save himself from getting tagged, Bob swings around to the middle of the circle, with Sarah on the outside. All is well. Willy missed a chance to dance with Sarah, so Bob still has his partner. Then, all of a sudden, Sarah feels a tap on her shoulder. She turns around and sees Alyson there, trying to get a dance with Bob. Because Sarah is on the outside of the circle, she must let Alyson dance with Bob. Sarah now becomes a runner, desperate to find a partner to dance with.

The game is almost as fun to watch as it is to play. Watching all of the couples twirling around as people run by is quite funny. If you have a much larger group, you can have people running around the inside and outside of the circle. You can also add more runners if the game gets too slow. If there are significantly more girls than guys or more guys than girls, you can designate some girls to be guys or guys to be girls. This game can be played for quite a while if everyone is into it.

Doughnut Popsicle Stick Race
Divide into teams and give each person a popsicle stick. Kids pass a doughnut down the line using popsicle sticks held in their mouths.

Dress-Up Relay
Divide into teams. Each person runs to a pile of clothes, puts all the clothes on, takes them off, runs back to the line and tags the next person. This is great for getting kids into a theme night when they won’t dress up on their own (i.e. disco or Western).

Egg Designs
Have kids bring hard-boiled eggs to club (have extras on hand for those who forget). Supply colored felt tip markers for kids to decorate their eggs.

Electric Fence
You will need two poles and a piece of rope or string. The rope is tied between the two poles, about four feet off the floor. You can divide into teams, or do this as a group. It is a great way to make a group work together as a team. The object is for the entire team to get over the “electric fence” (the rope) without getting “electrocuted” (touching the rope). Team members go one at a time, with or without help from their teammates. What makes this game interesting is that even though one player goes over the rope at a time, the other team members can help any way they want. Once a person is over the fence, however, he or she must stay over the fence and not come back around to help anyone. The last person on each team must somehow get over the fence without help from the other side.

If you do this with multiple teams competing, have them each send one member over at a time. You can start with a low rope and make the rope higher and higher each turn. Teams can be eliminated entirely if one person touches the fence, or you can eliminate individual members as the rope gets higher and higher. Make sure your teams are evenly divided according to height, age and gender.

Encore
Divide into teams. Yell out a word that is commonly found in songs (love, road, river, girl, baby, need). The teams must sing a song in unison using that word. The first team to do it wins a point. Play as long as they like it.

Food and Beach Ball
Throw a beach ball to the group during songs at club. Let them throw it around while the music is playing. The last person to hit it before the music stops must come up front and pick out a bag. He or she has to eat whatever is in the bag — baby food, onion, candy bar, apple, pickle.

Fruit Basket Upset
Have group sit in chairs arranged in a circle. One person should not have a chair. Number people off, but instead of saying “one, two, three,” say “apple, banana, orange, kiwi, peach” or whatever fruit you like. The more people you have, the more groups you may want. The last person is “It” and stands in the center of the circle. “It” yells out a fruit name. Everyone with that fruit must exchange seats with someone else with that fruit. “It” tries to take one of the empty chairs before they are all taken. Whoever is left without a chair is “It.”

If “It” yells “Fruit Basket Upset,” everyone must change seats.
Variation: "it" may yell more than one fruit at a time. This gets more people up and moving.

Variation Without the Fruit: Have the person in the middle yell out certain characteristics that they have (hair color, color of clothes, gender) instead of a fruit, and 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.)

Geometric Fun

Draw shapes on poster board that are large enough for everyone to see from up front. Divide into teams, and when a shape is shown, each team tries to be the first to make that shape with their bodies. (Shapes like square, triangle, dot, line and letters work well.)

Giant Twister

Make a Twister game by painting large colored dots on an extra-large tarp. Use a regular Twister spinner. Have the whole group play at once.

Grape Toss

Divide into teams of 10. Each team gets into a circle and chooses one member to be the grape tosser. He or she gets a bag of grapes (or small marshmallows, if you prefer) and stands in the center of the circle. When the signal is given, he or she tosses a grape to each team member in the circle, one at a time, and the team member must catch the grape in his or her mouth. The tosser cannot toss to the next player until a successful catch is made. The first team to toss all the way around the circle is the winner.

Guess the Alias

Each player writes a name on a slip of paper and passes it to the judge. After the judge receives all the slips, he or she mixes them up and writes the names on the board. The judge picks a person to start. The person (Frank) chooses someone in the game and guesses what his or her name might be. "Bob, I think you're Cinderella." If Frank is correct, Bob is now on Frank's team. Later, if Frank's name is guessed, both Frank and Bob join the other team.

Frank continues to guess people's names until he guesses wrong. The last person he asks now gets to guess. Play continues until all but two players have been guessed. The winner is the player with the most people on his or her team.

Guess the Leader

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 a second volunteer in the room who wants to be leader. Everyone must slyly watch the leader and imitate what he or she does when the other volunteer comes back into the room (cross legs, cross arms, yawn, stick out tongue, etc.).

The person who was out of the room comes back in, stands in the middle of the circle and tries to see who the leader is (the one everyone is watching). The leader can get bold and make faces, throw his or her hands in the air when the person's back is turned. Before the person in the middle has a chance to see who started it, everyone is doing it. Give the person in the middle three guesses. Then find a new volunteer and a new leader. Have the leader be the next volunteer if he or she is discovered.

Guess the Task

Everyone forms 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 has to do when he or she enters the room (tie a certain kid's shoe, take off his or her coat, say the Pledge of Allegiance).

The volunteer must come in the room and start doing certain tasks (unaware of the task to be done). The kids in the room help direct the volunteer by clapping when he or she gets close to doing the assigned task. Louder and faster clapping means the person is getting hotter (closer to completing or discovering what the task is). Silence means "you're way off, keep trying."

Gum Relay

This is a relay for two or more teams using sticks of gum, work gloves and shopping bags. Individual sticks of wrapped gum are placed inside the shopping bags. The idea is to put on the gloves, run to the bag, pull out a piece of gum, unwrap it and chew it, run back and pass the gloves to the next person. The team that finishes first is the winner.

Gun, Gorilla, Karate

Played like Paper, Rock, Scissors except players use their entire bodies. Pair everybody up and have each couple stand back to back. On the count of three, each person turns around and acts out either gun, karate or gorilla. Gun kills gorilla, gorilla kills karate, karate kills gun. Eliminate everyone until only one person is left. If a pair does the same movement three times in a row, they are both out.

Head Through Arms

Cross your wrists and place your palms together. Now lace your fingers. Keeping your fingers locked, rotate your hands down and toward you until your hands are up near your face. Now make a gap between your wrists and fit your head through without unlocking your hands. This can be a timed contest for individuals.
Heads to Cup and Stand
Have everyone find a partner. One person lays down with a cup held to his or her forehead. The other person stands with his or her toes near the top of the other person’s head, then bends down to touch the cup to his or her head, too. Now the pair must stand up and twist around so they are looking at each other with the cup between their foreheads. At no time can they touch the cup with their hands.

Honey, If You Love Me
The group sits in a circle facing inward. One member of the group is “It.” The objective is for this person to make someone smile. He or she goes around the circle, picks a person, kneels and asks him or her, “Honey, if you love me, won’t you please, please smile?” The person must respond, “Honey, you know I love you, but I just can’t smile,” without smiling. If he or she smiles, that person becomes “It.” If “It” does not convince a person to smile, he or she must approach another until someone smiles. “It” can gesture any way he or she wants to make the person smile (e.g., make funny faces, do a stunt), but cannot touch the person. Play this game for 20 minutes, or until most of the group has been “It.”

Hootie and The Blowfish
Have the kids form two lines. The person at the front of each line is given a ping-pong ball. He or she puts the ball in his or her mouth and spits it across the room. Use a hula hoop as a target (or a fishing net for blowfish theme). At the end, have the remaining participants shoot for distance. Have leaders retrieve the balls, then clean them with bleach water and dry them. The line or individual that spits the ball farthest wins.

Hula Hoop Chain
Have two teams form lines by holding hands. They must pass hula hoops down the line without letting go of hands. This works best if you have multiple hula hoops. The team to get all its hula hoops down the line is the winner.

Human Christmas Tree and Gift
Divide your group into teams of 10 to 15. Designate one person in each group as the “Christmas tree,” another as the “gift” and the other team members as the “decorators.” Each decorator has a bag full of ornaments, lights and tree decorations. Include construction paper, scissors, pens, wrapping paper and Christmas bows. Give each team 10 minutes to decorate. When time is up, turn off all the lights and plug in Christmas trees. It’s great in a dark room.

I Have Never
Have everyone sit in a circle except one person, who stands in the middle. When everyone is seated, the person in the middle says something that he or she has never done, like “I have never had braces,” or “I have never worn a dress.” All the people who have never done that have to get up and find an empty seat (from someone else who just got up). The person stuck without a seat is now in the middle.

Identify Your Friends
This skit has great potential to pull one over on your whole club. Pull two kids up front and tell them they will have to identify people in the room, then send them out of the room. While they are gone, hand out grocery bags to everyone in the crowd, making sure they don’t open the bags until you tell them to. Explain to the crowd that you will bring in the contestants, give them one last look at the crowd, then spin them around so that they can’t see the crowd. On your instruction, all the crowd will quickly put the bags over their heads at once, only to find out that you have put a quarter-inch of flour in each one. If it works, when they take off the bags, you will have a white-headed club! Think through the mess, too!

Islands
Lay pieces of cardboard of various sizes around on the floor. These are the islands. While the music is playing, everyone must “swim” around the islands. When the music stops, everyone must get on an island. Encourage them to squeeze on and help others stay on the islands. When the music starts again, everyone must swim around the islands, but a leader removes a few islands. If someone does not make it on an island, he or she is out. Eventually you will only have a few kids left.

Jelly Bean Trade
Everyone for themselves. Give each person 10 jelly beans. They must try to get 10 jelly beans of one color by trading with other people one bean at a time. The first person to get 10 of one color wins.

Jigsaw Jack o’ Lanterns
This is a competitive team mixer for the fall. Cut up pumpkins into eight to 10 pieces. Break your group into teams of five or six. Have a supply of round wooden toothpicks. Give each group two minutes to put its “jigsaw puzzle” pumpkin back together, using the toothpicks to hold the pieces in place. The first team done or the team with the most “together” pumpkin after the time limit is the winner. A pumpkin must be able to stand alone to be considered a winner.
King of the Goats

Divide into two teams. Choose one person from each team to be a goat and have him or her leave the room while the groups are given instructions. One group stands on the sidelines and shouts instructions to the goat. The other group holds hands and forms a circle. The goat will be blindfolded and placed in the center of the circle. 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 or her presence, to move silently. The goat is to listen to the sideline crowd for instructions of 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 all alone. Let the goat run for a short time or until he or she guesses what is going on. Be sure you choose someone who won’t be embarrassed.

Leader Trivia

A contest by teams, “Jeopardy” style, with answers in categories of leader trivia. A great way to let kids get to know their leaders.

LifeSaver Toothpick

This works with any number of evenly divided teams. Everyone gets a toothpick and holds it with their teeth. Put a LifeSaver candy on the first person’s toothpick. Each player must pass the LifeSaver from his or her toothpick to the next person’s toothpick without using hands. The first team to pass it all the way wins.

Limbo

Everyone must walk under a stick, one at a time, leaning backward. Hands may not touch the ground. After everyone tries a height, the stick is lowered more. Anyone who touches the stick or the ground is out. Play limbo music throughout.

Line Up By ...

Divide group into two or more teams. Have them line up:

- Shortest to tallest
- Oldest to youngest
- Smallest to largest shoe size
- Alphabetically by first name
- Darkest to lightest hair color
- Person wearing the most to the least amount of red
- By birthdays January to December (don’t count year)
- By how close they live to club (near to far)
- Guy/girl, guy/girl

Kleenex and Straws

Pass a Kleenex down a line of people using only straws. The first team done wins.

Mafia (or Killers)

This game is good for smaller groups or over-nighters. The object of the game is to not get killed. Unfortunately, it takes a lot of explaining, but once you get it, it will quickly become a group favorite. You need at least eight players to make the game interesting. You need a deck of cards, or slips of paper with identities on them. For 10 or more, there should be two Mafia, one angel, one cop and the rest are townspeople. For smaller groups, have only one Mafia. Try not to play with more than 30, because it turns into a huge shouting match. Distribute the identities secretly. Everyone should keep their identity a secret, but if they choose to, they can reveal it as part of strategy later.

Here is an outline of how to play each round:

1. Narrator says, “Town, go to sleep.” All players put their heads down and close their eyes.

Knee Slappin’ Names

This is designed as a get-to-know-you game (usually for no more than 30 to 35 people). Have everyone sit in a circle. Then have each person give their name, making sure each name is clearly said so that all others can hear it. One person stands in the middle and is “It.” Another person says the name of someone in the circle. “It” tries to find the person and tag him with a rolled-up newspaper (or pillow) before that person can say both his name and someone else’s name in the room. If he gets tagged before saying his name and someone else’s name, he is “It.” The person who was “It” takes the place of the person he tagged. This helps people learn each other’s names and mixes up the group.

King of the Throne

Call out actions for the group to do. The last ones to finish are out.

- King on the throne (two people lock arms for guy to sit on)
- Queen on the throne (two people lock arms for girl to sit on)
- Five-person pyramid
- Dead bug (lay on back and wiggle arms and legs in the air)
- Cannon ball (tuck into cannon ball position)
- Piggy back

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2. Narrator says, “Mafia, wake up.” Only the Mafia open their eyes and look at the narrator.

3. Narrator says, “Mafia, who do you want to kill?” Mafia have to point to someone in the room and agree on that person. Narrator nods to let them know he or she understands.

4. Narrator says, “Mafia, go to sleep.” Mafia close eyes again.

5. Narrator says, “Cop, wake up.” The cop opens his or her eyes. “Who do you think it is?” Cop points to someone he or she suspects is Mafia. Narrator either nods yes or no. Now the cop has an advantage for later. “Cop, go to sleep.”

6. Narrator says, “Angel, wake up. Angel, who do you want to save?” Usually, the angel points to himself or herself, in case he or she were picked to be killed off. But sometimes the angel is gracious and points to someone else to be saved especially if he or she has an idea who was picked by the Mafia. “Angel, go to sleep.”

7. Narrator says, “Town, wake up.” At this point, everyone opens their eyes, and the narrator announces who is dead, or that no one is dead (if Angel managed to save them). Everyone gasps in surprise, and then the accusations fly.

8. Narrator asks for accusations about who the town thinks is in the Mafia. It’s usually a good idea to limit it to two or three per round. To make it more interesting, I always insist on the accuser making up some creative reason why they are accusing so-and-so. (Like, “I heard them leave their house last night” or “Look how muddy their shoes are!”)

9. Narrator then allows each of the accused to defend themselves. This process can get really rowdy, and you need to be careful not to offend the sensitive kids. Narrator must remain neutral, but can egg on either side with “facts.”

10. After a few minutes, the narrator should announce that it’s time to vote. By a show of hands, go through each accused. The one with the most votes gets “lynched” by the town and is therefore dead.

11. Repeat.

When someone is “dead,” they cannot participate in the accusations. They are not allowed to talk. However, they get to keep their eyes open and find out all the answers to the mystery. Remind students not to cheat, because the temptation is great to do so! The game ends when both Mafia are killed off (town wins) or are the only ones left (Mafia wins). The advantage of being the cop is that he or she can say, “I’m the cop, I know the Mafia is so-and-so.” However, the cop should be careful, because sometimes the town doesn’t believe him or her, and the cop ends up getting killed off! Also, you can say that once the Angel is dead, the game is over, or that he or she can continue to save people because Angels can’t technically die.

Make the Most of It

Have kids form small teams of three or four, depending on the group size. Give each team a pencil and a supply of paper. Have each team choose someone to be the recorder. Tell teams you’ll call out a category and then they’ll have three minutes to write down as many items as they can think of that fit in the category. The group with the longest list wins. Use the following categories, or think of others yourself: automobile models, tree varieties, vegetables, sports team, Italian foods.

For the next round, have groups exercise their imaginations by making lists that fit the following categories: new uses for tires, new subjects to take in school, new uses for paper bags, new inventions you’d like to see. You may want to increase the time allowed to five minutes.

For the final installment of the game, have kids test their brain power by thinking of as many solutions to the following problems as possible: someone just delivered 25 turkeys to your door, you found a canvas gym bag full of money, you’re stuck in a blizzard and the only things in your refrigerator are 10 oranges and a loaf of bread.

Map Game

This game is good for small groups. Obtain several road maps (all identical) of your county or state. Before the game, on a separate map, draw a large number, letter or symbol with a pencil (i.e. the number 8). Make a list of all the towns that your pencil crosses or comes near. Have the kids divide into small groups, and give each group a map and the list of towns. On “go” teams must locate the towns and figure out what the symbol/number is that the towns form when they are connected with a line. No guessing allowed (a wrong guess disqualifies the group), and the first group to come up with the correct answer wins.

Matchbox Nose

For this relay, kids pass a matchbox cover down their row from nose to nose without using their hands.

Melt That Ice Cube

Divide the group into two or three teams. Give a large block of ice to each group. The team has to melt the ice block in any way it can (crushing, breaking, friction, body heat). Weigh the blocks before and after to see which team wins.

Milk Crate Stand

This is a quick game that can be used in many different ways. Get as many milk crates as you have teams. Turn the milk crate upside down. The object is to see how many on each team can stand on the milk crate — at the same time — for more than three seconds. The team with the most people off the ground wins.
Money Elbows
Raise your elbow with your hand open near your ear and your forearm parallel with the floor. Place a coin on your elbow. In one motion, quickly lower your elbow and catch the coin with the hand of the same arm. Add coins to see how many you can catch. The person who can catch the most coins wins.

Move If ...
All kids sit down in a circle. They move over a specified number of seats if they meet certain requirements. If someone is sitting there, they sit on that person’s lap. Examples: Move one person to the left if you are wearing red, you have on two rings, you had a test today. Move three people to the right if you didn’t brush your teeth today, you kiss on the first date. After a while, see who has the most people stacked on them.

Movie Trivia
Divide into six groups by your favorite movie type (comedy, action, romance, Disney, scary, sci-fi). Have each person in the group share what his or her favorite movie is. Then show all the kids a movie clip. Each group sends up its expert on that movie. Line them up in the order they arrive. Rapid fire, each person must share trivia from that movie (i.e. actors’ names or quotes from the movie). Pausing, repeating an answer or giving a wrong answer means he or she is out. Repeat with a new movie clip.

Mr. Potato Head
Break the group into teams of four. Give each team a potato, toothpicks and vegetable pieces. The object is for each team to make the funniest, most creative potato person possible. You can turn this into a competition between the teams and give out prizes.

Music Trivia
Play short portions of popular songs. The first person to guess the name of the song correctly wins and is given a small candy bar. It works best if people raise their hands and the leader calls on them; otherwise you can’t tell who yelled what.

Musical Squirt Gun
This can be played with a group ranging from six to 30 — it can also be played outdoors. The group sits in a circle. A loaded squirt gun is passed around the circle until the music stops or the leader says “stop.” The person holding the squirt gun at the time must leave the game, but before he leaves, he can squirt the person on the left twice or the person on the right twice or each person once. The chair is removed, the circle moves in, and the game continues. The last person remaining is the winner. The gun must be passed with two hands and received with two hands. It is best to have another loaded gun standing by for when the first runs out.

Name Connecting
Start with the name of a famous person or character like Will Smith. The other team must come up with a name starting with the last letter of that name, like Harry Potter.

Variation: Play this game with song titles.

Neck Passing Relay
Pass objects chin-to-neck down and back guy/girl lines. Suggested times: orange, frozen vegetable package, banana, water balloon.

Newspaper Gossip
Select a very short story or news clip from the paper. Have everyone sit in a circle. Give the news clip to the first person and have her read it silently. She must then whisper the story to the person on her right. The story continues around the circle this way until the last person hears the story. That person must then tell it out loud. Naturally, the story will have changed.

Newspaper Hunt
Students work in teams to find items in the newspaper that the leader calls out (ads, articles, etc.). You will need identical papers for each group.

Newspaper Towers
Supply groups of about six with newspapers and masking tape. They must compete with the other groups to see who can make the tallest, free-standing tower.

Over Under Relay
Line up teams (however many you want). The object is to pass an item (a balloon, ball, bucket of water, toilet paper roll) over the first person’s head and under the next person’s legs and so on down the entire line. The first team to finish wins.

Paper Glen
Divide into two teams and give them equal stacks of newspaper. This game is played in four parts:
1. The first team to crumple its entire stack wins.
2. The first team to get the most paper on the other side of the room wins.
3. The first team to cover its entire group with paper wins.
4. The first team to put all its paper in trash bags wins.
Pass It On
Everyone forms a circle. Each person receives an object that can be large, small or any shape (bowling ball, trash can, shoe). On a signal, everyone passes his or her object to the right, keeping the objects moving at all times. If a person drops any object, he or she must leave the game, but the object stays in. As the game progresses, more people leave the game, making it harder to avoid dropping something because there will be more objects than people. The winner is the last person remaining.

Pass the Bag
Fill a paper bag or bags with edible items: raw onion, apple, candy. You can use one bag with lots of items, or several bags with one item each. Have the group form a circle. When the music plays, kids pass the bag around the circle. They may not throw the bag. When the music stops, whoever is holding the bag must close his or her eyes, reach in the bag and take one bite of whatever is in it. Have gum on hand for the onion eaters.

Pass the Hot Dog
This game was inspired by baseball games where vendors pass a hot dog down the row to the person who wants it. For this game, a person is passed to get the hot dog, passed back with the dog, then eats it. To pass, have everyone sit in two rows facing each other with their legs stretched out. The feet from one row should extend to the backs of the other row. The person being passed should lie down, face up. The passers use their arms to lift and pass the volunteer down the line. If there are enough people, they can be split into two groups and race.

Pay to Make Friends
Plant several people in your crowd who have a $1 bill, a certificate to something or any prize of your liking. Tell everyone that they need to go and introduce themselves to and learn the names of as many people as they can. Have your “planted people” give the prize to the 15th person who introduces himself or herself to them. Once the prizes have been given, announce who had the prizes and who received them.

Pencil Passing
Teams pass a pencil down the line using only upper lips and noses to hold the pencil.

Penguin Football
Give each person a rag about 4 inches wide and 2 feet long (sheets torn into strips work well). Each person then ties the rag securely around his or her knees to make running impossible. Players can move only by shuffling their feet. Now divide into teams and play football using a Nerf ball. The game becomes hilarious when players must hike, run, throw and kick with their knees tied together.


Penny on Chin
Give each kid a penny and have everyone find a partner. Each person must hold the penny between his or her lip and chin (no hands). Have them stand back to back. On the count of three, they turn and face each other. The first one to drop his or her penny is out and sits down — anything goes. The winners find a new partner and continue until there is only one couple left. These two face off. If there is a tie, both sit down. You may want background music to start and stop each round.

People Bingo
Kids try to get signatures of the people who match the items listed on the Bingo Card (sample below). The first one to get a bingo wins.

<table>
<thead>
<tr>
<th>B</th>
<th>I</th>
<th>N</th>
<th>G</th>
<th>O</th>
</tr>
</thead>
<tbody>
<tr>
<td>A freshman guy</td>
<td>Someone who owns a Young Life hat</td>
<td>Someone who doesn’t have their license</td>
<td>Someone who rode to club with a boyfriend or girlfriend</td>
<td>Someone who can do a back flip</td>
</tr>
<tr>
<td>A girl who has not shaved her legs in a week</td>
<td>A person who is an uncle or aunt</td>
<td>A person who went to Saranac</td>
<td>Someone who has bench pressed more than 250 lbs.</td>
<td>A person with a fake ID</td>
</tr>
<tr>
<td>An honor roll student</td>
<td>A person who weighs under 100 lbs.</td>
<td>Someone who went to the OSU vs ASU game</td>
<td>A senior girl</td>
<td>Someone with a size 10 shoe</td>
</tr>
<tr>
<td>A person who kissed someone yesterday</td>
<td>The youngest Young Life leader</td>
<td>A person over 6’3”</td>
<td>A person who can play the guitar</td>
<td>A person with more than $40 on them</td>
</tr>
<tr>
<td>Someone who has gotten a ticket this month</td>
<td>A person who goes to Campaigners</td>
<td>Someone who is going to sign up for the fall weekend</td>
<td>A person who is at Young Life for the first time</td>
<td>A varsity athlete</td>
</tr>
</tbody>
</table>

Pictionary
Divide the group into two or three teams. One member of each group comes to the front. A leader gives each person the same item to draw. After a signal, they begin drawing. They may not use numbers, letters or the “number sign” (#). Anything else is OK. They may not say anything or use any kind of gestures. They 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. They may nod their heads to say, “Yes, that’s right” or “No, that’s wrong.”

Use Pictionary cards if you have them, or make up a list of words yourself (maybe use a certain subject or topic of the club: Santa Claus,
reindeer, Christmas tree or pencil, teacher, school). Whoever has the most points (words guessed) at the end wins. If it is a tie, give each team another word and see who can get the correct answer first.

**Pipeline**

Divide kids into teams of eight to 20. Give everyone a straw and have them line up and get on their knees. Each team chooses a “sipper” (you may even give them a “skipper” captain hat). The sipper goes to the far end of the line. At the signal, teams must join their straws together, form a pipeline and sip a coke from a cup. A finale burp at the end is always a great winner’s signal.

**Plastic Egg Hunt**

Put a slip of paper with a number on it inside each plastic egg. Hide the eggs outside. Everyone who has #1 gets a pack of gum, everyone with #2 gets a candy bar. Choose whatever prizes you like. Each person gets only one egg. Don’t announce what the numbers mean until later. Make sure everyone gets something and a few get a really cool prize.

**Pocket Alphabet**

Divide into groups of four or five. Everyone should empty their pockets, wallets, purses. The group tries to find one possession that begins with each letter of the alphabet. The winning group is the one that comes closest to having objects representing all of the letters.

**Poor Man’s Beach Ball Volleyball**

Use the leaders as a net (lined up across the court with their hands in the air) and play normal volleyball with a beach ball. Allow as many hits per side as needed.

**Pull Apart**

All the guys get in a big pile and hug, grab each other, whatever necessary to try to stay linked together. When you say “go,” the girls try to pull them apart. Once a guy isn’t touching any other guys, he’s out and needs to go sit down. The last two guys stuck together are the winners. I don’t suggest reversing the gender roles on this game. Guys don’t need to be grabbing girls.

**Pull Up**

Everyone sits in a circle facing in. Start with two guys and two girls standing in the middle. When the music starts, the people in the middle each go to someone of the other gender who is seated, grab his or her hand, pull him or her up and sit in the empty place. The person who was pulled up must quickly go to the other side of the circle and switch with someone else. When the music stops, count how many guys and girls are in the middle. If there are fewer guys, guys win that round. Restart the music and continue. Play as long as everyone is still having fun. Set a fast pace. It is much more fun when everyone is running across the circle.

**Pumpkin Bowling**

In an open area, set up empty two-liter bottles with rocks in the bottom as pins. Use a pumpkin for the ball and bowl away!

**Pushover**

Pair up and face each other about two to three feet apart. The feet should be even (side by side, not in front of one another) and their hands raised, palms together (like they are playing “Patty-Cake”). The object is to make the other person fall, forward or backward, by pushing against his or her hands. That person can’t move his or her feet or grab or close his or her hands. The last one standing wins.

**Q-Tip and Food Coloring Wars**

**Items Needed:**
- Old white T-shirt (it will need to be thrown out after this event!)
- Enough Q-Tips for each kid to have five
- Four different food colors
- Four cups or bowls
- Four 1-cup measures of water
- Straws
- Drop cloth
- Tape to make a firing line on the ground

This is a messy game, so play it outside or in an area that is easy to clean. Have a male leader wear a T-shirt, preferably plain white. Draw a target on the shirt that is big enough to cover the front of the shirt. Divide into four teams, each with a different color. Give each person five Q-Tips or an equal amount if teams are not even in number. Give each person a straw (wide straws work best — McDonald’s has them, but it would be wise to ask instead of just grabbing 50 or 60). You also need a bowl or cup of water (about 1 cup of water per team) with enough food coloring added to color the water well. One by one kids dip their Q-Tips in the bowl or cup to color the tip, place them in the straw and blow them at the target on the leader’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 area worth the most points on the target.

**Leader Note:** Assign the point values on the target however you want. Add up the total points or number of hits. You may just put a big + across the front making four quadrants, one for each team and score it by how many times a team can “hit” in its quadrant. You can give two points if a team hits its own quadrant and one point for hitting someone else’s quadrant.
Q-Tip War
Divide the room in half. You may want to use a tape line down the middle, a volleyball net or a rope. Each person gets a straw and each side a bunch of Q-Tips. If you can get different colors for each team, that would be the best; otherwise just judge visually. The task is to get as many of your Q-Tips in the allotted time. Explain that if they get caught throwing Q-Tips instead of shooting them through the straw, it is a 10-point deduction for their team. At the end, get them to shoot them all at you and throw the straws up front, or the rest of the club will be a disaster. See the Pin ‘Em skit for an idea of how to do that.

Quick Draw
Have two challengers face each other with their hands behind their back. On “1, 2, 3, go!” they are to whip their hands out in front of them with a random amount of fingers sticking out for the other person to see. The first of the two persons to yell out the total number of fingers held up on all four hands is the winner.

Rain Making
This involves the whole club, and the larger the better. This may even be a good way to focus attention before a talk. Explain to everyone that you are going to do something once thought impossible. That with their help you will make it rain inside. Explain that they must be absolutely quiet and do exactly what you tell them to do for this to work. Then, only after they are quiet, point to the left side and have them quietly rub their hands together back and forth, then add the others across the room from left to right until all are doing it (it should get louder as you go). Have them continue with the action until you give them the next one. Go back to the left and get them snapping their fingers, working your way to the right. Then begin patting their hands on their legs. Then patting harder. Then stomping their feet on the floor. Then begin to do this process in reverse — back to patting legs, snapping, rubbing hands, silence. If it is done right, you will hear your rainstorm!

Real Identity
Have the group get in a circle. Everyone takes a turn saying his or her name and something personal (“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 his or her own (“He’s John, he plays football, and I’m Mary, and I love small animals”). As this game moves on, people need to remember more and more information. With bigger groups you can have them repeat only the names to save time.

Reverse Charades
The entire crowd must act something out for the person up front to guess.

Ro Sham Bo Train
Tell everyone to find a partner. Play Rock, Paper, Scissors. The losers get behind the person who beat them and go wherever the winners go. The winners find a new partner and play again. Keep this up. A large train will build behind the people who keep winning. Eventually someone will have everyone behind him and win a prize.

“Santa Claus Is Coming to Town” Mad Lib
Have a leader go around before club starts and ask kids to help fill in the blanks. Don’t tell kids what it is for, just say, “Give me a verb.” Once all the blanks are filled in, sing it together. With a leader filling in the blanks, it can keep a “G” rating.

Oh! You better watch out, You better not (verb)____,
You better not (verb)____, I’m telling you why:
Santa (noun)____, is coming to (place)____!
He’s (verb)____ing a (noun)____, (verb)____ing it twice,
Gonna find out who’s (adjective)____ or (adjective)____.
Santa (noun)____ is coming to (place)____!
He (verb)____s you when you are (verb)____ing,
He (verb)____s when you’re awake.
He knows if you’ve been (adjective)____ or good,
So be (adjective)____ for goodness sake!
Oh! You better (verb)____ (adverb)____,
You better not (verb)____,
You better not (verb)____,
I’m telling you why:
Santa (noun)____ is (verb)____ing to town!

Shoe Pandemonium
Have everyone take off a shoe and throw it into the middle of the room. Turn the lights off, turn on some music and have everyone race to get their shoe back. You may complicate things by throwing in extra old shoes.

Shoe Tie
Divide into groups of three. Taking turns, have two people untie and then re-tie the laces of everyone in the group with one person using his or her left hand and the other person using his or her right hand. Set a time limit.
Shuffle Your Buns
This game requires at least 20 people and a chair for everyone. Place the chairs in a circle and select a person to stand in the middle. When you say “go,” the person in the middle tries to go back to a seat. Everyone slides their tush (shuffles their buns) over to block the person from sitting in the empty seat. The person will end up running around the circle trying to get to the rapidly moving empty seat. If he or she sits, the person on his or her left is the person who has to go in the middle.

Silent Animal Circle
Good for groups of 15 or so. Everyone gets in a circle, and each seat is assigned the name of an animal. A hand motion represents each animal. For example: Elephant, hang one arm down with your other arm wrapped around it, holding your nose (like a trunk). Mosquito, with your left hand hold up a peace sign with the inside of your hand facing you, with your right hand poke your index finger pointing forward and place it in the middle of the peace sign in your left hand; now bring your hands to your face like you have a mosquito nose. Cow, put your hand at your stomach with your fingers sticking out like an udder. Deer, point a finger on each hand upward, placing your hands on top of your head (like single horns). Moose, open your hands with fingers spread wide and place hands on your head with thumbs touching the top of your head (moose antlers).

How to Play: Pick an elephant as the #1 spot. The object is to get to that seat. The animal is always in the same position — as people move, they assume the animal in that particular seat or place in the circle. The object is to get to be the elephant. As people mess up in this game, they have to move back to the one o’ clock position and work their way up again as others mess up. The elephant starts the game by doing his or her own signal then another animal’s signal, such as the cow. The cow must then do his or her own signal and another animal’s signal immediately. A certain rhythm or speed is set by the elephant (by how fast he or she does the signals). Everyone must keep that rhythm with no hesitation. If an individual pauses, forgets to do his or her signal or messes up the signal in any way, then he or she must go to the end of the line. Everyone below that person moves up one seat and is a new animal (whichever one was assigned to that chair).

Sit Down If …
Ask everyone to stand. As you read the list, people sit down if the statement is true for them.

Sit down if …
You didn’t use deodorant today.
You sing in the shower.
Your belly button is an outie.
You kiss with your eyes open.
You’ve been sent to the principal’s office this year.
You are mad at someone right now.
Your socks don’t match.
You’ve two-timed your boyfriend or girlfriend.
You were late to one of your classes last week.
Your room is clean right now.
Your hair is dyed.
You have eaten snails.
You’ve ever received a speeding ticket.
You are really good looking.

Stand up if … the person next to you just sat down and was wrong.

Snickers Trivia
Ask trivia questions from up front. To guess, students must raise their hands and be chosen by a leader. When kids answer correctly, throw them a small Snickers bar.

Variations: Name That Tune, ad slogans, Young Life or camp trivia, preselected Trivial Pursuit cards.

Snowless Snowball Fight
You’ll need white panty hose and flour to make the snowballs. The number of snowballs depends on your group size (one or two per person). Take the panty hose and cut the legs apart from each other. Take an 8-ounce paper cup, fill it with flour and pour it into the bottom of the panty hose leg, tie off the panty hose with two square knots, cut the panty hose between the knots, and you have a snowless snowball. Repeat the process until you have used the entire leg. You should get about eight per leg from queen size hose. Now you have snowballs that do not hurt too badly when they hit someone. They can be thrown over and over again.

You can play any number of games with these snowballs. One is to split the group into two teams with a brave leader as the target for each team. Divide the play area in half and position leaders at opposite ends in a designated place with only a little room to move around (a circle four feet across is good). Then have the teams try to hit the other team’s leader. If a person is hit with a snowball while on the enemy’s side, he or she must drop his or her snowball and return to his or her territory. The team whose leader has the least flour on him or her is the winner. To make the game a little more interesting, surprise everyone by adding water balloons as ammunition halfway through the game.

Socks Off
Kids try to get everyone else’s socks off while keeping their own on.

Song Endurance
This game can be played with two or more teams. Pick a song theme (Christmas songs, love songs, etc.) and let the singing begin. The object
is to keep coming up with songs longer than the other team(s). One team starts and sings a line of one song. The next team has five seconds to start singing a line of a different song. Then the third team has five 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 five seconds is eliminated.

Song Making

Split into groups and give each group a card with five words on it. Each group needs to make up a song using those words. This works well on theme nights; for example, come up with a Western song.

Spoons

Use a normal deck of cards (no jokers). Divide into groups of three to eight people who sit in a circle. Place spoons in the middle (one fewer spoon than the number of players). Deal five cards to each player. Dealer takes one card off the deck. If the dealer wants it, he adds it to his cards and discards another card (face down) to the person on his left.

Players can only hold five cards. If the dealer doesn’t want the card drawn, he discards it (face down) to the person on his left. This continues at as fast a pace as possible, until one person gets four of a kind (four 3’s or four Kings). The person who gets four of a kind slyly steals a spoon and continues to play (keeping his or her four of a kind). When others notice a spoon is missing, they grab a spoon also. One person will be left without a spoon. That person is given an “S,” next time a “P,” until he or she spells “spoon” and is eliminated.

Steal the Treasure

Players sit in a circle. One blindfolded person (the guard) sits in the middle with his treasure (keys, rattle) in front of him and a rolled-up newspaper in his hand. A thief is chosen from the circle to attempt to snatch the treasure without making any noise to alert the guard in the middle. If the thief is swatted by the newspaper, he must return to the circle. If the thief succeeds in stealing the treasure, he becomes the new guard.

The Story

Stand or sit in a circle. Go around the room assigning the name of a person, place or thing to each student. The first person in the group begins to make up a story. Within 10 seconds (longer or shorter is OK), he or she must mention the assigned person, place or thing. When the timer goes off (you can use a kitchen timer or just a stop watch), the story is picked up by the next person, and he or she must mention his or her assigned person, place or thing within 10 seconds. This continues around the circle until everyone has had a turn. The stories can get pretty strange, but that’s the fun of it.

Suck and Blow

Divide group into two or more teams. Each team forms a line and needs to pass an index card down the line as fast as they can using only their lips. Everyone needs to suck in to keep the card on his or her lips in order to pass it (by blowing out) to the next person in line. The first team to pass the card all the way down (and back if you wish) wins.

Variation: Pass a small stack of cards, one at a time, from the beginning of the line to a basket at the end.

Super Sundae

Divide group into teams of four to six kids. In a bowl, see which team can construct the most original ice cream concoction using equal amounts of ice cream products. Afterward, award a prize to the team with the coolest sundae. Then spring it on them that they have five minutes to see which team can eat the most of their sundae without using their hands or utensils. The team with the most ice cream gone wins a prize.

Swamp Crossing

Divide the group into two teams. Give each team three “rocks” (a piece of cardboard about 18” x 18”). Make a start and finish line (maybe 30 feet apart). Tell them that they must get their whole team across without touching the water, using only the rocks to get across. They may move the rocks as they go. Only one foot can be on a rock at a time. A cool puzzle to figure out. Great for building cooperation skills!

Taboo on Easel

This is like the board game Taboo, but on an easel. Divide into teams. Each team selects someone to be the contestant. One at a time, they stand in front of the easel. The leader writes four words on the easel for all to see except the contestant. (Example: bulldog, stapler, Spain, paper airplane.) Contestants get 10 points for each word guessed correctly. Give the team 1.5 minutes to try to get the contestant to guess the words. They may not use hand motions, “sounds like” or “rhymes with.” The team can do the words in any order. If they break any of the rules or cheat, they not only don’t get the points for that particular word, they have 10 points taken away. Do several rounds for each team, one at a time, bringing up a new contestant each time.

Take the Coin

Two people stand facing each other. Person 1 has a coin in her palm with her hand open and facing up. Person 2 has his hand below the hand of Person 1. Person 2 must try to take the penny before Person 1 closes her hand.
Tennis Ball or Toilet Paper Relay

**Tennis Ball:** Divide into teams and place a tennis ball between the knees of the first person. Have the first person run across the room and give it to the next person, who runs across the room and gives it to the third person, etc.

**Toilet Paper:** Have teams line up and pass a roll of toilet paper over one person's head and under the next person, unrolling as they go. The first team to finish the roll wins.

This Side or That

Have kids move to the left or right side of the room, depending on their likes.

- Coke/Pepsi
- Pro football/Pro baseball
- Tacos/Burritos
- Chocolate ice cream/Vanilla ice cream
- Morning person/Night person
- Captain Crunch/Fruit Loops
- Had breakfast today/No breakfast today
- Prefer showers/Prefer baths
- Spray deodorant/Stick or roll-on deodorant
- Dogs/Cats
- Walk to school/Ride or drive to school
- Like winter/Like summer
- New VW Bug/Old VW Bug
- TV sports/TV sitcom
- Indoors person/Outdoors person
- Messy room/Clean room
- Kiss on first date/Don't kiss on first date
- On stage/In audience
- Rock-n-roll/Country
- Rap & hip hop/Rock-n-roll
- Ford/Chevy
- American cars/Foreign cars

Thousand Dollar Bill Exchange

For this game you need fake money. Give each person 10 bills. They try to win as many bills as possible from their peers by challenging them to one of three things: thumb wrestling; rock, paper, scissors; flipping a coin. Students must accept any challenge, no two-out-of-three allowed. The challenger has to have a coin and is “heads” on the coin toss.

Tickle Me

On slips of paper write “Tickle,” “Pinch,” “Mess Hair” or “Tap on Shoulder.” Give one slip of paper to each person and tell them not to share what it says. Then have everyone perform their action to others to find their group (all the tickles together).

Toe Fencing

If set to swing music, this game looks like a dance. Two players stand facing each other and grab the other person’s hands. They now try to tap the top of their partner’s feet with their own feet. Players try to avoid being stomped on. After being tapped three times, that player is out, and the winning partner challenges another winner. The game continues until only one player is left.

Tube Jump Through

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

Tube Stuff

Get several large truck tire inner tubes. Divide the room into teams and see who can stuff the most people into their tube. Large bike tubes can work, but have extra on hand because they may break.

Two Truths and a Lie

This is a good game for small group interaction. The object 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, he or she earns a point. If no one guesses correctly, the individual earns five points. Each person should get a chance to share.

Volley Points Volleyball

Here is a new way to play the old game of volleyball on a regular volleyball court with the normal number of players on each team. A regular volleyball is used as well. The main difference is the scoring.

**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 over the net to the opposing team, which will attempt to return it. If they 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 build tension.

**Other rules are as follows:** 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 succession to increase the number of volleys. Five points are awarded to the serving team if the opposing team fails to return a serve. Five 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.

Volleyball Strobe Light
Put a volleyball net across the room. Throw out balloons and surgical gloves. Punch balls work great too. They are bigger, but still light enough not to hurt and can be found in toy stores, just cut off the strings. Add a few large inflatable animals (pool toys). Turn the lights off and some strobe lights on with high energy music, and let the kids play a wild game of volleyball.

If you have a large club, consider putting all the guys up at the net and letting them play one another first, then the girls up front to play one another. This will help keep over-aggressive guys from dominating.

A beach volleyball sell in the cold of winter helps get kids excited for camp.

Water Balloon Stuff
Bring two sets of long johns and a bunch of water balloons to club. Choose two volunteers and assign them a team whose job is to stuff water balloons into the long johns. When the designated time is up, count the balloons, and the one with the most balloons wins. The winner and his or her stuffers get to throw all the balloons at the losing team.

Water Balloon Toss
This is an outside game. Have everyone pair off and stand 10 feet apart facing each other (two lines facing each other). Give everyone in one line a water balloon. Everyone tosses the balloon to their partner at the same time. Each side takes a step back and tosses the balloon back to the other side. The last pair to have their balloon intact wins.

Water Balloon Volleyball
Use large helium balloons and fill them with water so they are volleyball size or larger. Play outside using volleyball nets and tarp. Everyone grabs the edge of the tarp and pulls it tight. A water balloon is placed in the middle, and the team launches the balloon across the net. The other team must catch it in their tarp and return it to the other side. Have plenty of balloons because they pop often.

What’s Your Name?
A leader goes up to Mike and yells in his face, “What’s your name?” Mike yells back, “Mike.” The leader places his or her hands on Mike’s shoulders and dances while chanting “Mike, Mike, Mike, Mike, Mike.” The leader spins Mike around, grabs his shoulders and follows Mike to the next person. Mike yells, “What’s your name?” Then the leader and Mike do the chant and dance with the new person’s name. Mike spins the leader around and puts his hands on the leader’s shoulders. The new person puts his or her hands on Mike’s shoulders. The leader finds the next person. After the chant and dance the entire line turns to face the opposite direction. The new person becomes the end of the line, the former last person becomes the leader. Keep going until everyone is in line. Start more lines for big groups.

Who’s Fact Is It?
The object of this game is to get people to share unknown things about themselves in a safe environment. Each person writes down a little-known truth about himself or herself. The paper slips are handed in and read aloud one at a time. The slips are then read a second time, and everyone writes who they think wrote that slip. After everyone has guessed, the truth is revealed. Each player gets a point for every correct guess. If no one guesses correctly, that person gets five points.

Who’s on My Back?
Have everyone secretly write down the name of a person on a small piece of paper. It has to be a person that everyone in the room would know about (e.g. Jesus, George Washington, Madonna, Leonardo DiCaprio). Then have each person tape the name on the back of the person on his or her left. Everyone must now go around and ask people yes or no questions about who is on their back. They can only ask each person one question. The person who figures out who is on his or her back with the fewest questions wins.

Zip Zap Bop
This game is played like Knee Slappin’ Names with a few changes. Everyone sits in a circle and learns the names of the people on their left and right. Zip means left and Zap means right. The person in the middle of the circle says a person’s name and either Zip or Zap. The person called must say the name of the person to his or her right or left, depending on what the person in the middle said. The person in the middle tries to bop them on the knee with the newspaper before he or she can say the name.
Up-Front Games

Up-front games are generally intended for high school Young Life clubs since they involve only a few kids in front of the rest of the club. In WyldLife it is more common to try to involve everyone as much as possible. Up-front games draw the attention to the front and help to set up the club talk. Often they are a competition; sometimes they have punch lines.

It is important that the focus is relational instead of sensational. In this age of gross-out games, we need to maintain a high standard. The focus of our games should be on encouraging a stronger relationship with the students who participate.

Careful thought should be put into which students are chosen to participate. Asking for volunteers will always get you the outgoing kids (who always have the spotlight anyway). Picking someone who is new to club may drive them away. Try to pick kids who would be drawn in by being up front.

We have a great opportunity to teach kids through this tool; we may even end up modeling success in failure (the story of the Gospel itself — our failure and God's grace). We must teach Campaigner kids to cheer for everybody. We must lift up the kids and teams that lose for being so awesome to take the risk and play. We must teach them that losing is not life and death and that we all are in this together.

Find some funny lines, like “Winning is everything, but losing is nothing” and “It’s not whether you won or lost, but how good you looked doing it... and you looked the best,” to keep things in perspective. These games are often designed to allow kids to have some crazy, off-the-wall fun!

It is always smart to have a few quick games ready for a night when there is a disaster (overhead just blew up, your one guitar player just blew up). Keep these in your repertoire for a time when you have no props and are really stuck.

Baby Bottle Burp
For this game recruit three girls and three guys. Girls feed the guys a jar of baby food, and the guys wear bibs. The girls put a diaper (towel) around the guys, then sit them on their lap and feed them a baby bottle of soda, then make them burp. The first guy to finish the bottle and burp is the winner. Before the game, enlarge the hole in the bottle so it is easier to suck the soda out.

Back Break
Have a guy come to the front and lie down across the seats of three chairs, placed at his head, rear end and feet. He then must remove the middle chair (under his rear end), lift it over his stomach, then replace it under his rear end from the other side while remaining supported only by his head and feet. If any part of his body touches the floor, he loses and gets a penalty. Have three kids compete for the fastest time.

Balloon Announcements
Put the announcements in balloons and then blow them up. Have different people pop a balloon and read the announcement.

Balloon Biting
Two couples race to see how many balloons they can pop by biting them as they are placed between them. Fill some balloons with shaving cream. Have each half of the room count out loud for its couple.

Balloon Burst
Without hands, using only bodies, have couples break as many balloons as possible in a given time.

Balloon Face-to-Face Relay
Buy five to six rolls of thick (foam-mounted) double-sided sticky tape. Choose two teams of four. This can be a battle of classes, genders. Cover each person's face with the double-sided tape (one strip down nose, across forehead, on cheeks, down chin) and place a large, yet not completely filled balloon on the first person in each line. The object of the game is to jam the balloon into the next person's face and pass the balloon down without using hands.

If the balloon falls on the floor, the next person in line must get it without using his or her hands. You may want the relay to go down and back.

Antonio Amour, Dr. Love, relationship doctor could sell it, any music with a romantic flair could work in the background. Keep crowd cheering!

Alka-Seltzer on the Head Dueling
You may run this skit as a four-person tournament. Two 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-sided tape (possibly use big rubber bands in case the tape doesn't stick). They draw and shoot the water at each other. The first one to dissolve the tablet on the other player wins.

Bring swimming goggles for each player to protect their eyes. The tablet will fizz and foam all over the place. Make sure you have towels for them to clean up with afterward.

A Western song (maybe the theme from The Good, the Bad and the Ugly or Dueling Banjos) and some cowboys or cowgirls could sell this one.
**Balloon Pop Hug**

Pick two teams of three guys and three girls each. One guy and one girl from each team run to a leader who places a balloon between them. They must pop it by hugging and then return to their team. Go through the line quickly a couple of times. End with a water balloon.

You could sell this one as a slam dancing idea.

**Balloon Shaving**

Spread shaving cream on well-inflated balloons and have kids try to shave them with disposable razors. If the balloon pops, shaving cream goes everywhere.

**Variation:** Use a really full water balloon and hold it over another head while shaving it.

**Balloon Speed Dressing**

Recruit two or three contestants and provide a pile of clothes and hats for each of them. Make sure each contestant has the same number of items. At a signal, the contestants have to put the clothes on while keeping a balloon in the air. Contestants can keep the balloon aloft by hitting it with their hand. If the balloon touches the ground, they're out. The first person with all the clothes on is the winner.

**Balloon Sweats**

Bring up two to four smaller kids. Have them each put on an XL sweatshirt and XL sweat pants. Divide the room so that each contestant has people who will blow up balloons for him or her. Smaller balloons work best. Have a leader of the same gender stuff the balloons into the sweats of each contestant. When they are filled well with balloons, have the kids flex and show their newly acquired muscles. It will be too close for the judges to tell, so the leaders who helped stuff balloons will carefully pop each balloon through the sweats using a pin, counting as they go.

**Balloon Triathlon**

Three kids compete in three events: blowing up a balloon until it breaks, blowing up a balloon using only their mouths (no hands) and blowing up a balloon with their nostril.

**Balloon T-Shirt Stuff**

Bring up two to four guys who are wearing T-shirts and have each choose two or three friends to help them. Hand each group 10 to 20 balloons and instruct them to blow them up and stuff them in their designated team member's T-shirt, who will begin to look like the Stay Puff Marshmallow Man.

When you see that their shirts are almost maxed out, count down from 10, stop the stuffing and have the stuffers sit down. Have the audience vote, by applause, for who looks the most stuffed.

Now inform each boy that it’s time to pop the balloons. Offer a prize to whomever can pop all their balloons first, but there’s a catch! They must pop them 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.

**Banana Eating Contest**

Blindfold several people and hand them a bunch of bananas. All but one of the contestants are in on the joke. On the count of three, all but one sit down and take off their blindfolds. Have the crowd cheer wildly for all the contestants even though only one is eating. This kid must be chosen carefully.

A Tarzan and monkey sell can be funny with this one. George of the Jungle can be played in the background.

**Banana No Thumb Peel**

Choose several volunteers and have them race to peel and eat a banana with their thumbs taped to their hand.

**Blind Jump Rope**

Select two guys, and tell them they are in a contest to see who jumps rope the best. Have two girls twirl while the first guy jumps normally, then you blindfold him and tell him the crowd will clap when he should jump. After a couple of successful practice tries, tell him you’ll see how many he can jump in 60 seconds. The crowd claps in rhythm to give the pace, but the girls put the rope down. Increase the pace until frantic.

**Blindfolded Obstacle Course**

Sell the game as a depth perception test. Make a large open space and place obstacles that must be walked around, crawled over or under. Have them practice going through the course, then have them try it blindfolded. Before they start, remove all but the first obstacle.

**Blindfolded Water Fight**

Pick two guys and two girls for this game. Let one guy and one girl stay in the club room, and take the other two away and blindfold them. While they are being blindfolded, place two water pistols in the room somewhere. When the blindfolded kids come in, have the girl from the first group direct the girl from the second group to one of the pistols, and the guys will do the same. Once each student finds a pistol, have the non-blindfolded kids tell them how to find the other blindfolded person and shoot water at him or her. Allow the crowd to give directions for a direct hit. Make it more difficult by instructing them to hit a leader.
Bobbing for Apples and Much, Much More
Choose three guys. Have a large fish tank, wider is better than deeper. Explain that it is time to play that age-old game Bobbing for Apples Young Life-style and instead of just using apples put in Ping-Pong balls and golf balls. Explain that the Ping-Pong balls are worth one point, the apples two points and the golf balls three points. They will be blindfolded and have 30 to 60 seconds to get as many points as possible. They may go for it more if you put a $25 camp scholarship on the line. All the contestants watch, and when the last kid gets blindfolded, dump in about 30 goldfish (maybe even a live carp) and let him play! The visual on this one is hysterical. If your tank is big enough, you may even try two at a time. Another key is music and cheering in the background so that they don't hear the fish being poured in.

An old momma character could sell this skit as a great kiddies’ game.

Bobbing for Bananas
Fill a tub with milk and add bananas (they will sink). Have contestants bob for the bananas using only their mouths.

Bobbing for Worms
Similar to Bobbing for Apples. Fill an infant’s swimming pool with water and add one bag of gummy worms, which will sink to the bottom. Have the volunteers take turns bobbing for the worms. The person who can get and keep the most worms in his or her mouth during one minute wins.

Bugga Bugga Boo
Tell the kids you are going to teach them a new cheer. A leader asks several kids to do exactly what he or she does. All of you sit on chairs. Repeat, “Bugga Bugga Boo” after each action. The leader gets more excited until he or she stands up, then sits down after an assistant puts a wet sponge under the kids. For the last time, the assistant can double-cross the leader and put the sponge under him or her.

Candle Soda Race
Two people sit very close (knee to knee) in chairs facing each other and compete to drink a soda. 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 soda in front of them. They may only drink the soda 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 soda first when their candle is lit.

1. If you move your candle off your knee, you lose.
2. If you touch the other person’s candle, you lose.
3. If you touch the other person’s soda, you lose.
4. If you touch the other person’s lighter, you lose.
5. You must find the balance between drinking and blowing out the candle.

Candy String Race
Choose two contestants and have them stand facing each other. Tie a piece of candy to the middle of a long piece of string. 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 his or her mouth first wins.

Caramel Onion
This is great around Halloween. Cover an onion with caramel coating. Pick three guys to race to finish a caramel apple — one is the onion.

Cell Phone Hunt
Have someone hidden in the crowd with a cell phone on. Have a phone up front with the number of the cell phone programmed into it. Bring up a kid from the audience, dial the cell phone and tell him to find it as fast as he or she can. Have a prize ready if the phone is found.

Cell Phone Pizza Challenge
Find two local pizza places that deliver. At 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 number of a pizza place. Tell them to order a large pizza, tell the delivery person that it’s a race, and there’s a $20 tip for the one who 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 where winners get a piece of pizza.)

Checker Push-Up
Choose two players who think they are the athletic type. They will compete to see who can stack three checker chips on the floor with their mouths while doing push-ups. Their bodies shouldn’t touch the floor at all. Let them practice once before you time them one at a time. After a winner is declared, offer the loser another chance to win, only this time, blindfold both players. Time the loser while he does the push-up. When the original winner takes his turn, place a whipped cream pie on top of the chips. Then stand back and enjoy the fun.

Tips: Do not use shaving cream; the player will smell it. Use a different set of checkers for each player; build this up as an athletic contest. Don’t let it appear to be a trick or it may bomb.
Cheeky, Cheeky

This skit is dedicated and sometimes sold by grandma. The truth is that we all will be grandmas and grandpas soon, so we need to practice. Bring up six to seven kids, alternating guy, girl with a girl at the end. (Everyone is in on the joke except for the last guy before the last girl). Standing in a line facing the audience, they quickly relay down the line a “cheeky, cheeky” (they say it as they squeeze some part of the other person’s face between their forefinger and thumb). When receiving the “cheeky, cheeky,” they must close their eyes like they would if grandma was doing it, and then they must relay it quickly 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 and goofier each time. This must be a kid who can handle it. The girl may need to practice. If it doesn’t work, it is usually because the guy sees stuff on her hand or she leaves a big blob. Have a towel for him to clean up.

Cheetos Face

Arrange several pairs in the front of the room or on stage. One partner gets whipped cream spread (or sprayed) all over his or her face. The other partner stands back about five feet and throws Cheetos on the whipped creamed partner’s face (they stick!). Whoever ends up with the most Cheetos on his or her face in a given amount of time wins.

Churro Eating Contest

For this activity, see who can eat the most churros in the shortest time.

Circle Dodge

Have two volunteers face each other with one hand at their side. Tape a 4- to 6-inch circle on each person’s back. Say “go,” and each person will try to grab the other one’s circle without losing theirs.

Rules: They may only use one hand to grab; the other hand must remain always at their side. They may not block with a hand. They can only turn their body. They can only grab for the circle. They cannot hit, push, bite, scratch, kick, maim, injure, head-butt.

Clothespins on Face

Bring four students up front and have a lot of clothespins for them. Give them one minute to put clothespins all over their own face. The one with the most clothespins at the end of the designated time is the winner.

Commit

Commit is a simple game where the leader explains that he or she will be asking some questions. If anyone knows the answer to the question, they simply raise their hand . . . if they are willing to commit to the consequences of answering that question. The leader then displays the prizes that are being offered. Choose things like a Walkman, a bucket of Red Vines, a popular basketball jersey or whatever prizes kids actually want! Then let them know that if they do not answer the question correctly, they will be held by one of the staff members and get a pie in their face.

Start the game by asking a simple question: Question #1: “A white liquid that we drink and put on our breakfast cereal that comes from cows is called ____?”

Hands will shoot up all over the room. Bring a kid up and have a staff member hold him (with arms behind his back). Ask his name, school, etc. Then repeat the simple question. The student will most likely get it right. Hand out the prize and let the kid return to his seat.

Now every kid in the place can taste the next prize.

Question #2: “In the movie Titanic, the lead male role, Jack Dawson, went to a popular young actor named ____?”

Pause here, and hands will shoot up everywhere if they aren’t already up. At this point bring up someone and ask name, school, etc. Remind the person that she is committed to answer the question correctly or get a pie in her face. Then say, “Now let me finish the question. In the movie Titanic, the lead male role, Jack Dawson, went to a popular young actor named Leonardo DiCaprio. Name at least eight theatrical release films that he was in prior to this movie.” Obviously, this kid will get a pie.

Cookie Tower

Choose teams of three or four people. Each team member is armed with cookies. (Gingersnaps are usually the best; however, Vanilla Wafers will do in a pinch.) In 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.

Corn Shuck

Guys race to see who can shuck an ear of corn the fastest using their bare feet.

Couples Eat Taffy Apples on a String

Choose one couple from each class. Tie taffy apples to a string tied to a broom handle and get someone to hold it for each couple. Couples race to see who 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.

Cow Rodeo

Make two cow costumes out of disposable white painter coveralls by spray painting large black spots on them. Put two guys in the cow costumes. Four girls chase each cow. Each girl has a 3-foot section of rope. They must tackle their cow to the ground and wrap ropes around both feet and both hands. It helps to section off the event area so the cows don’t run away trying to escape capture.
Cowboy King
Choose five guys to get on their hands and knees and be blindfolded horses and five girls to be riders. Each rider has a cup of ice (ammo), which she puts in the horse's mouth. The rider guides the horse by pulling on its ears. The only command the girls 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 reloads her horse with ice. If a rider gets hit twice, she is out.
Use a cowboy sell and Western music. If this will be played on a hard floor, have kneepads for guys.

Cupid Hunt
Choose two or three couples who are dating. Each guy has a target on his back. Each girl tries to shoot her guy with either a dart gun or cheap bow and arrow. Each time she misses, he gets a pie in the face.

Dance or Dare
Bring contestants up front to a game show host and his assistant. Give them the choice to dance or dare. They then draw a card from the appropriate pile. If they choose dance, they are given a dance and costume (disco outfit, hand jive, twist). The dares are similar (sing Elvis style).

Dancing Musical Chairs
Choose six volunteers and tell them they are going to play musical chairs, but because this is Young Life, we do dancing musical chairs — they will have to 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 but one kid. Cheer like mad and let that person dance and scramble for a seat. Keep it up until he or she figures it out.

Diving for Dollars
Take a tub, or a large plastic tote, and fill it with ice. Add water until you have a tub full of ice and water. Stuff 10 $1 bills, two $5 bills and one $10 bill in the water beneath the ice. Draw two or three contestant's names from a hat. This is a great way to get visitor names and addresses. Contestants get 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.
Variation: This also works with Jell-O or Mountain Dew instead of water.

Do You Know Your Date?
Recruit four dating couples. Send the guys out of the room. Ask the girls embarrassing questions like, “Where did you go on your first date?” or “How would you rate your first kiss on a scale from 1 to 10?” Write down the girls' answers. Bring in the guys and ask them to answer the way they think their girlfriends would have answered.
Your game show host and cheesy game show music will make or break this one. Take time to prepare and do it right.

Dollar Jump
Hold up a dollar and offer it to anyone who can perform a simple task. Bring a volunteer up front and tell him that the dollar is his if he can simply jump over it the way you tell him to. Lay the dollar on the ground and have the person stand with his toes near the dollar. He must bend over and grab his toes and, without letting go, jump over the dollar. Only a few are able to do this successfully.

Doughnut Dip
Have two or three guys lie on the floor face up. Cover them with garbage bags. A girl stands by each guy's head holding a plain doughnut on a string. The girl dips the doughnut into a bowl of chocolate syrup and swings the doughnut over for the guy to take a bite. The girls must dip the doughnut before every bite. The first one done wins.

Doughnut Eating Contest
Contestants eat small doughnuts for speed.

Doughnut Nose Roll
Have contestants roll doughnuts with their noses across a finish line.

Doughnuts and Licorice
Put a licorice string through a doughnut (this works with LifeSavers too). Place the doughnut in the middle. Pairs of volunteers must eat the licorice and doughnut using only their mouths.

Draw a Duck
Blindfold students, spin them around a few times and have them draw a duck on a dry-erase board that two leaders are holding. They may not touch the dry-erase board with anything but the tip of the pen. While the last person is drawing, the leaders move the dry-erase board without the person knowing ... so that the person's drawing goes all over the place.

Duct-Taped to a Wall
Divide your group into even teams and have each team select a volunteer — preferably a small, light one. Give each team two rolls of duct tape. The object is to tape a team member up on the wall, using only the rolls of tape. The one who stays up the longest is the winner. Make sure you use tape that doesn’t leave sticky stuff on the wall or tear...
off paint. Provide a soft landing for kids when they drop off the wall! Disposable painter coveralls will prevent messing up kids’ clothes.

**Egg Beat**

Put an egg in pantyhose and put the hose over someone’s head. Have others try to break it by beating it with a package of hamburger buns, standing on one foot while holding the other.

**Variation:** Have the people with the buns fight others.

**Egg Obstacle Course**

Pick two kids and have them remove their shoes and socks. Lay eggs on plastic and have the kids walk through the course (simple). Have them walk through it backward (still easy). The last time blindfold them and, while they are blindfolded, remove the eggs. The audience can coach them. Use Fritos, Doritos or peanut shells to throw them off.

You may sell it with a turban and a robe costume like the stereotypical fire walkers. Use Eastern music and sound effects. Also, you can make a circle path through your club.

**Egg or Toothpaste Drop**

Guys lie on the floor on plastic or a drop cloth with Dixie cups in their mouths. Girls sitting on another guy’s shoulder crack eggs on the forehead of the guy who is holding them and pour the eggs into the cup and hand the eggshells to a leader. The jumbo eggs work best. Each team gets three eggs. The team with the most in the cup wins. Use a measuring cup to decide who wins.

You will need towels to protect clothing, plus different towels for them to use to clean up.

A sell involving basketball will be a natural. Also similar games can be done with toothpaste and coke bottles on the chest, or a bottle to be filled with water which the girls collect with a sponge.

**Egg Roulette**

Get one dozen eggs, four raw and eight hard boiled. Two people alternate picking an egg and smashing it on the other person’s head. You may want to choose four people and have two elimination rounds and a final round. In the final round, have six eggs — five hard boiled and one raw — and hold them in a bowl above the kids’ heads to pick.

**Variation:** For the last round, you may want to show them which egg is raw. They will pick the hard-boiled eggs five in a row. When there is only one egg left, have the finalist smash it on your head. Make a kid a hero!

**Endless Word**

Have a small group of kids form a line. One person says a word and then counts to five at a moderate speed. Before this person says five, the person to his or her right has to say another word that begins with the last letter of the word just said. This continues on down the line until someone is unable to come up with a word before the count of five. Two misses and the person is out of the game. (Or one miss if you have a very large group.)

If it’s the person’s first miss, he or she starts it again with any word. No one is allowed to repeat a word that has already been spoken. If no one is being eliminated, have them count to five more rapidly. Or if everyone is getting out, have them count to 10 or 15 instead of five. This can be quite lively, and you’ll soon discover who is out to get the person next to him or her.

**Face Cake Decorating**

Have guys lie on their backs and let girls decorate their faces with icing, candy sprinkles and candles. Let the crowd choose the best face.

**Feel the Force, Luke**

Sell this skit with some classic music from Star Wars and two people (preferably Darth Vader and Luke Skywalker characters) entering the room and engaging in a classic light saber battle. (Yoda is another funny character that works if you can find a mask at a costume shop.)

Bill it as a battle of the sexes, and pull up two girls and two guys to have sword battles with golf tubes. Make sure the tubes are not sharp on the end; if so, pad them with foam. Put the guys back to back with about 3 to 4 feet between them and explain that each guy is fighting their girl. Also explain that there is no hitting above the shoulders.

As they are about to begin, stop the match and blindfold them. Blindfold the girls first, explaining that they are blindfolded so that they can “feel the force,” and then blindfold the guys. After the guys are blindfolded, take the blindfolds off the girls and give them football helmets for protection. The girls end up hitting the guys without taking hits, and the guys usually end up hitting each other. Play Star Wars music in the background.

**Variations:** Throw newspaper balls instead of using golf tubes. You could also try this as a squirt gun duel.

**Feet Signatures**

Pick five students and give them three minutes to see how many people can sign their bare feet with permanent markers.

**Flour Power**

A great Valentine’s Day skit or a skit for the dateless! Antonio Amour or Dr. Love could sell this one. Pull a great-looking girl up front with a flower in her hand and tell guys that two lucky contestants may win the chance to get a flower and a kiss.

Send two guys out of the room. Upon returning they have to guess the name of the girl’s favorite flower. If they guess right, they get a flower and a kiss. For the first two guesses, have the crowd respond as if the guy didn’t guess right; the third guess (no matter what it is) is correct. As he goes to kiss the girl, she blows flour in his face and hands
him a big Hershey’s Kiss from behind her back!
The girl gets flour in her mouth and the kiss behind her back when
the guys are out of room. Explain to the crowd what their response
should be. The girl should practice before club. She needs to get enough
flour to spray the guy, but not so much that she chokes.

Flour Swing
You will need two pairs of knee-high nylons and flour. Pour flour
into each nylon until it is the size of a softball. Select two volunteers.
Volunteers place their nylon over their head. The players face off in the
marked area for a specific time period. 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 his or her clothes. It doesn’t
matter whether the flour is from their own nylon or their opponent’s.
This is a fast-paced game and one minute is almost too long.
   Play the ’70s song “Kung Fu Fighting.”

Follow the Moon
Three people step up one at a time. Put a flashlight behind a sheet held
up by four people. Kids follow the light with their noses to the beat of
the music. The light moves faster until they can’t keep up. Play for time.
For the third kid, bring him or her down and then up to the upper
edge of sheet. When he or she gets there, drop the sheet and pie the kid.
This can be done with pairs and make them cross.

   If you think you have done this before and some seniors may
remember it, consider taking the kids out of the room and letting a
senior pie the first two kids one at a time. When the third kid steps up
and is going, have both of the two kids pied and the third kid all have
pies and double cross the senior behind the sheet!

Funnel Penny
Choose four volunteers and bring them up front. Use a leader for the
fifth volunteer. Demonstrate what you are going to have them do. 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 your
forehead and into the funnel.
   Challenge the kids to do it three times in a row. Emphasize that
they must close their eyes for at least three seconds before dropping the
penny in.
   When it is time for the leader’s attempt, pour a huge glass of ice
water down the funnel (make sure the funnel has a big enough opening
to allow good water flow).

Furniture Store
This is a one-act play where a leader acts as a furniture salesman and
students act as customers, a chair, a lamp and a couch. A second leader,
who is not in on this skit, acts as the table. Ham it up, but the real
purpose is to leave a full glass of water on the back of the leader who
is playing the table. Then everyone walks away, leaving the leader to
figure out how to get up without getting soaked. It works best if the
water is placed high on the back between the shoulder blades and if the
glass is extremely full.

Gag a Napkin
This game will liven up even the most boring banquet. Each person
opens up a paper napkin and places a corner of it on his or her tongue.
Then have a race to see who gets the complete napkin in their mouth
first without using their hands.

Gargle for Time
See who can gargle water for the longest amount of time without
a break.

Gargle Guess
All this requires is a glass of water. Secretly show a volunteer the name
of a well-known tune. It can be anything: a top 40 song, nursery rhyme,
Christmas carol. Get them to take a sip of water and gargle the tune.
Have the crowd try to guess what it is.

Getting to Know You
You need a wide blanket or canvas to play this game. Divide everyone
into two teams. Put two chairs (one for each team) about 6 feet apart
facing each other. Assign two people who will each hold one corner of
the blanket so the blanket is in a vertical position. This will prevent the
two people on the chairs from seeing one another.
   At the count of three, the two people holding the blanket will drop
it 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
one who calls the correct name scores a point.

Girls Put on Football Uniforms
Two small girls race to put on big guys’ uniforms. Take all the pads out
of the pockets and include chewed mouth guard. To add more action to
the skit, have whoever is in their uniform the fastest grab a football and
run it to a finish line. They may end up tackling one another to get across
the finish.
   Marching band fight song music will add to the atmosphere with
kids cheering.
Glove Head
Several kids pull surgical gloves over their heads and down over their noses but not covering their mouths. Pull on by getting on forehead first, then pulling back, over and down. They then try to inflate it by inhaling through their mouth, exhaling through their nose as they hold the sides down. A doctor may be involved in this sell. Play music in the background.

Goldfish – Cup Head
Attach a cup to a kid’s forehead so that it is right-side up. That person is standing. Have people who are sitting try to throw goldfish crackers into the cup. The person with the cup may move his or her head to try to catch the incoming fish.

Good Morning Young Life Videos
Call parents ahead of time. Get to kids’ homes early and videotape them being woken up. Show the videos in club. You may find it funny to mix in movie clips. The classic mistake is making it too long. It should not last more than one minute per kid.

Be creative on who wakes them up (wake-up fairy, your interrupter characters, a spin-off movie character). Also, you must have a great light on your camera or use a handheld camera. Don’t expect the rooms to have good lighting — they won’t.

Use a sleepy-time bed-head pajama character to sell. Pajamas with feet and great patterns are funny. Find sleepy-time music on any kids’ tape. No real winner or trophy needed to make this one a tradition. Just remember, always leave them wanting more.

Grab Bag Scarf
This can be played as a relay or as an up-front game. As an up-front game it involves six to eight people. Bring two bags of miscellaneous food items, with the same amount of items in each bag. Suggested items include a package of unsweetened Kool-Aid, a candy bar, a soda, a can of sardines, a dill pickle, an onion slice, a clove of garlic. Each bag should have 12 to 15 items in it. The object of the game is for each team to race to eat the entire contents of the bag. The first team done wins!

Gum Race
Each person puts a piece of gum in his or her mouth, wrapper and all. The first to blow a bubble wins.

To complicate this game, give each participant a piece of frozen bubble gum.

Gummy Worm Fishing
Recruit four guys and four girls. Girls sit in chairs, and guys lie down with their heads near the chair. Girls fish worms out of ice water with their toes and feed them to the guys. One point if guys spit worms to the side. Two points if they eat the worms.

Gummy Worms/Chocolate Pudding
Choose three or four volunteers. Give each a pan with chocolate pudding and 15 gummy worms mixed in. They have to go face first into the chocolate pudding and pick up the gummy worms with their teeth, pull them out and drop them on a plate. The first one to get all 15, or the person who gets the most in a designated time, is the winner.

Guys Best Pickup Line
To sell this one, you may 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). After building the couch in front of them, pick a girl and sit her on the end chair. Then pull up three guy studs to come give you their best line/move.

Demonstrate for them that it all counts here — talk, walk, distance from the girl. 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 put away the middle chair, stand on one end of the sheet and keep the girl sitting on the other. When the guys deliver their line and begin to sit down, both you and the girl release pressure on the sheet, and the guys will fall right through. You may want a pillow on the ground under the sheet to break their falls. Note: The person who takes the guys out should have three pickup lines ready in case they can’t think of one.

Guys Make Wine
Put three pounds of grapes in two coolers. Let two guys crush the grapes with their bare feet for two minutes. See who makes the most juice. Have a measuring cup.

Hammer Nail Race
Bring a few kids up front and have them race to see who can drive nails the fastest into a board. Have the nails already started and the same number for each person’s board.

Hawaiian Punch
Recruit three teams of two people. 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 the fruit can be squeezed is in the armpit, the back of the knee or with the feet.

One team member sits in the chair and does the squeezing. The drinker helps catch the juice. Once the predetermined level is reached, the drinker has to run up front with the glass and drink it.
Cut the fruit in half before the teams get it so it juices easier. Use tons of fruit because each piece yields very little juice. Good fruits to use include grapefruit and tomatoes, plus tomatoes are gross. Plastic cups are safest to use. You can put tape on the cup to indicate the level of juice — be sure to keep the level low enough.

**Hobby Hoax**

Send three kids out of the room and tell them to think of their favorite hobby. While they are out of the room, explain to the crowd that we all know everyone’s favorite hobby is kissing, so let’s find out about their kissing.

When each kid returns, ask questions about his or her favorite hobby: “Where do you like to do it?” “With whom?” “Why do you like it so much?” or “What’s your favorite part?”

**Human Bowling**

Go to local bowling alleys and ask for 12 old pins. They should be able to give you some because they get beat up fairly often. Get a “creeper” (sled on wheels used to slide under a car to do maintenance) or some other sled on wheels. Get 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) “bow” them down into the set of 10 pins (they must be spread out well. You will need to practice to see how far.

We usually have three competitors and let them each bowl a frame. You will need two people to set the pins up again quickly and one to catch the person so he or she doesn’t go through the pins and into the wall. Most good sleds can move 20 to 30 feet, so have a good runway.

There are great sound effect CDs with bowling sounds. Also, you will have two extra pins — paint them gold and use them for trophies. Give one to the winner and put the names of the winners on the other as a running trophy.

**Human Sundae**

Build an ice cream sundae on the bare chest of a guy lying on a table. Throw spoons out into the audience and let them eat it.

Build it up with Olympic theme music. Have the guy carried in by six others on a stretcher. Or make it a cooking show. The more hype, the better!

**I Went to Paris**

The leader must practice and do a great job of having fun with his or her volunteers. Line up four other people with your leader and explain that, one at a time, they will pass down the line whatever you do. It begins, “Hey, _____ (kid’s name), I went to Paris and brought back a yo-yo.” Move your left arm up and down as if you are yo-yoing. They will pass to the next person in the same way . . . have fun with them . . . make them do it exactly as you do, even moving their arms up and down at your pace.

For the second round say, “Hey, _____ I went to Paris and brought back some scissors.” Work your right hand like a pair of scissors, opening and closing your index and middle fingers at a different pace than the yo-yo motion you continue . . . very difficult and funny to watch them try to do.

Third round, “Hey, _____, I went to Paris and brought back an arm exerciser.” Keep the yo-yo and the scissors going and take your scissors arm and move it back and forth across your body.

**Ice Cream Feed**

Have pairs lie down head to head and feed ice cream to the person behind them. The first team to empty their bowl wins.

**Ice Cream Stuff**

Have an even number of students pair up. Decide who wants to sit and who wants to stand. Place a blindfold on those standing and give the ones sitting a trash bag to cover their clothes. Hand the blindfolded students a big helping of ice cream. When you say “go,” the blindfolded students must feed the sitting students. Whoever eats it all first, with the least amount on the floor, wins.

**Ice Stuffing Contest**

Choose three guys and have them weigh in (have a good scale). Two girls stuff each guy’s clothes with ice cubes for one minute. The guy with the most weight gain wins. You will need 20 pounds of ice per guy and big coolers to dump the ice into when the skit is over.

**Inner Tube Sumo Wrestling**

Get six large truck inner tubes (you can purchase them at any tire store) 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 from your high school (preferably with chin straps). Then create a “ring” on the floor with string, tape, chalk, whatever.

Have both contestants wear helmets, step into their three-tube protective uniform (holding the handles on the bottom tube) and 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. This is an aggressive game, but it blows away kids’ stereotypes.

You may use sumo type music, salt over the shoulder, the whole bit for the sell.

**iPod Sing**

Select a good song and have a kid come up, put on the iPod or MP3 player and do her best to sing along. Have the volume on the iPod/MP3 player loud so the kid can’t hear herself for best results. Have others guess what song she is singing.
Irate Neighbor
Have an adult who kids don't know interrupt club acting like a mad neighbor. The neighbor complains about kids parked all over. The leader is already in the middle of explaining a skit but tries to calm the neighbor down, and the neighbor keeps getting louder. End it with the leader pieing the neighbor.

This can also be done with a rented police uniform or real policeman if you have a connection. It's good to let the kids know they were set up.

You can also involve outside folks for other things as well. For example, if you have a police friend, he or she can come in and arrest a kid right in the middle of club. When asked why, the police person says, “She didn’t turn in her camp deposit yet!” Think of principals or police that you could incorporate into this skit and develop your own surprise scenario!

IV Bag Suck
Fill three large zip-lock bags with Kool-Aid and have surgical tubing coming out of the top. Have three people suck until the Kool-Aid is gone. The first one done wins.

Jelly Beans in Ice Water
Girls fish jelly beans out of ice water with their toes and feed to guys. Three couples race.

Joust
Place buckets upside down, about 3 feet apart. Two players stand on buckets and hold a pillow. Each player tries to knock the other player off his or her bucket. Make a rule against head shots and other cheap shots.

Jousting Over a Baby Pool of Stuff
This must be done outdoors. Fill a baby pool with the stuff of your choice (oatmeal, instant potatoes, whatever you can get your hands on). Find a 4 x 4 plank of wood long enough to reach across your pool (prop up the ends so the pool is not crushed). This must be sturdy enough to hold two people. Make sure the board doesn’t get so slippery that kids will fall and get hurt.

Two contestants with Nerf joust sticks or pool fun noodles and helmets battle on the plank to knock each other off into the pool. You might even want gymnastic mats around the pool.

Kazoo Band
Pick three teams of four kids. Send them out to choreograph and practice a Christmas carol on kazoo. Give each group a different song and make sure there is a leader in each group.

King Bo-Bo
You will need a blindfold and two rings, preferably large ones like class rings. One person will be King and one the helper. The King is in the room alone sitting on a chair. Have him take one shoe off and put one of the rings on his second toe. Have him put the other ring on his ring finger.

The helper blindfolds the first volunteer and leads him or her into the room and up to the King. The King says, “You are in the presence of King Bo-Bo. In order to show your respect, you must kiss my ring.” Then the King holds out the ring on his hand, and after the person kisses it, the King lifts his foot up in front of his or her face (not touching). When the blindfold is removed, it appears that the volunteer has just kissed the King’s foot! Do not give the punch line away. Have the volunteer stay in the room. It will be revealed when the next person comes in.

King of the Circle
Mark off a circle (10 feet in diameter) and put 12 guys inside. At a signal, each tries to knock the others out of the circle while staying in himself. They must keep their hands at their sides.

Kissing in the Dark
Divide kids into five teams. Put five targets on a wall with point values like those on a dart board. Line up each of the teams so they are about 10 feet away from one of the targets. Assign a leader to each team to help things run smoothly and not get out of hand.

Explain that each team needs to choose five volunteers to “kiss in the dark.” Make sure they are a mixture of guys and girls. Each team will have two blindfolds and a tube of lipstick. Have the team blindfold the first contestant and put lipstick on his or her lips. On your signal, each of the five contestants will walk toward their target and kiss it. There should be another volunteer at each target tallying the points. After the kiss, they can take off the blindfold and see how they did.

While the first contestant is going, some of the members of the team should be blindfolding and putting lipstick on the next contestant so he or she is ready to go on your signal. After each of the five contestants have gone, announce the team with the best score and give them some Hershey’s Kisses.

Kleenex Party Horn
Divide participants into pairs. One person lies on the floor with a straw in his or her mouth and blows Kleenex up in the air. The other partner (standing) tries to catch the Kleenex in a roll-out party horn.

Label
Copy the ingredients of common food items. Read aloud each ingredient label, and award a point to the first person to guess the food item.
Leg Lineup
Line up five guys and have three girls study them carefully. Blindfold the girls and have them feel each guy’s leg and guess which leg belongs to which guy. The girl who gets the most correct is the winner.

Lemonade
Have four volunteers sit on stools, facing the rest of the kids. On a low table in front of each of the volunteers, have the ingredients for lemonade: a quarter of a lemon, a teaspoon of sugar and a glass of water. Announce that it is a race to make lemonade. When you say “go,” they must first eat the lemon, then the sugar, drink the water, jump up, twist, spin and sit down to mix up the ingredients. The first to do this is declared the winner.

LifeSavers on the Face
Choose three couples. Each girl gets three packs of LifeSavers and two minutes to lick and arrange them on the guy’s face. Have the audience vote for the winning couple. A LifeSaver hat made out of a foam circle and spray-painted adds to the décor. You may also consider having two girls decorate each guy.

Modification: Have the girl hold the LifeSaver for the guy to lick and then place on his face.

Loudest Moo
Send three people out of the room. Bring them back one at a time and give them three guesses to pick out the loudest mooer in club, someone you have already picked. Everyone screams “moo” at the same time, and let the kid guess who is the loudest.

Before the second person comes down, explain to the club that everyone “moos” for the second person, but no one “moos” for the third person. When the second kid comes out, everyone will “moo” their brains out.

Designate the second kid who guessed to be the loudest mooer for the third kid (this may encourage him or her to yell even louder). Coach the crowd before the second kid comes out to take a big breath like they are going to yell on the third moo and then be silent.

M&M Training
Recruit two couples. A leader takes the two guys out of the room. Instruct the girls that they will train their guys to do a certain action using only M&Ms as rewards, nothing else (they cannot speak, act out, etc.). Bring both of the guys in. Explain that they will be trained and rewarded as they move toward correct action. Give each girl a different action, like getting her guy to sit down, take off a shoe and smell it or stand on a chair, bark and scratch his head.

Maim That Tune
Arrange to have someone bring in a musical instrument, like a guitar. You can also use a piano. Have the kids line up according to the number of years of music lessons they’ve had (most to least). Count them off by twos to form two teams that have approximately the same musical experience.

The object is to quickly guess songs your teammates play on the selected instrument. Teams will take turns having a volunteer play a song on the instrument for his or her team to guess. The volunteer chooses the song to play.

Keep track of time for each team. If it isn’t guessed in 30 seconds, the other team gets one guess. If that team guesses incorrectly, five seconds are added to their total time. The team with the least time at the end wins.

Man-iac Words
Choose a short word or letter combination, such as “man.” Explain that each person should think of a word that encompasses the smaller word. Add that each player’s larger word must be different from the other players’ words. For example, if you say “man,” players could say the following words: manager, maniac, manhole, policeman, mangy, mandolin, Samantha, emancipate and so on. Start the game with a selected player and move it clockwise around the room. If a player draws a blank, he or she may pass. Continue until everyone has to pass.

Marble in Clear Tubing
Wrap 15 feet of clear tubing around a small girl. Choose three pairs of guys to get three marbles from one end of the tubing (corked) to the other by lifting and spinning the girl. The fastest time wins. Tell teams to plan it out so they don’t just shake the girl. If you have the bucks to buy two lengths of tube (it can be expensive), it may be better to do two groups at once.

Background song ideas: “I’m All Shook Up” or “Twist and Shout.”

Marker Fencing
This game is to be done outside. Dress two contestants in white T-shirts and white sweats. It will add a lot if you can get your hands on some fencing headgear as well. Duct-tape two big black markers to the end of two strong dowel rods (bought at any hardware store) and have the contestants duel. The person to make the most marks at least a half-inch long wins.

You can order glow-in-the-dark pens from the Oriental Trading Company. Follow the same directions, then turn out the lights to determine your winner. Background music is a must, and white gloves and socks can help highlight the uniforms. Fence away!
Marshmallow Necklace

Tie marshmallow necklaces tightly around three couples. Have them eat all but the last marshmallow off each other’s necks. That one they must eat off their own neck. The first couple to finish wins.

Mash the Mush

First you need to mix up a big bowl of green mush. Ingredients: Three boxes of vanilla instant pudding, three big jars of applesauce and green food coloring. Recruit a friend who knows how to keep a secret and record one of you mixing up the mush. (Make it fun.) After you are done mixing it, get a close-up shot of the large bowl being placed on the ground. Then get a close-up shot of your partner’s clean feet. After at least eight seconds of taping feet, have him or her step into the bowl of mush and swoosh around. (The person in the bowl needs not be identified, but if it is a Young Life leader, slowly pan up to his or her smiling face.)

The game is presented without telling them about or showing them the video. Get volunteers from the group (as many as 12). Pair them off, and give one of them a bowl of your green mush and blindfold the other. The object of the game is for the blindfolded person to shovel the green mush into the mouth of the other person and for them to eat it the fastest. This green stuff tastes great, so you will get a lot of your students eating it up. In fact, encourage it.

When all is done and everyone is cleaned up, sit them down in front of the TV and show your video. You can guess the reaction you will get from the kids when they see their Young Life leader jumping in the green mush they just ate. Make a separate batch of green mush to give the kids, but you need to take that secret to your grave.

Match Leader with Story

Signs are made with a short title of a story that actually happened to one of the leaders. Each leader has a sign for his or her story. A host has the whole stack of signs. Kids are to vote by clapping for which sign belongs with which leader. The first leader will start. If he or she has the wrong sign, he or she will trade with the person who has the right sign. Then briefly the leader will explain his or her story. The next leader will go, until each leader has shared.

Mind Reader

This is a 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) which person he or she will pick first.

Tell the group that “It” is a mind reader. Send “It” out of the room and point to the person who you had decided on earlier. 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 the person who was two spaces clockwise from the previous person. “It” will pick this person to everyone’s amazement. Continue playing this for a few rounds, quitting while they still want more.

Mock Spelling Bee

This is a skit designed to get you, the leader. It begins with whomever sells your skits, or even just a kid challenging you to a spelling bee (he or she could have an old report card of yours, whatever would juice you into the challenge).

Four kids come up front to challenge you, one at a time, to a power Young Life 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 him or her to spell “egg.” If the kid spells it correctly, he or she gets to put the object on you. If incorrect, the kid does not. (Obviously, by now you would have egg on your head.)

Then it is your chance to spell and put something on the kid, only you are set up each time. The game host may hold up a can of coke to which you excitedly blurt out: “Coke. C-o-k-e. Coke.” The host tells you that is not the word; instead, the host reads the toughest ingredient on the can (i.e. phenylcarbonyloxyhydrocarbon, or whatever). You fail that question. The next kid steps up and spells another object (oatmeal, syrup and 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, too. A good finish is for the host 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, the game host looks at his watch, interrupts saying, “Whoops, your time has expired, but thanks for playing,” and takes off. Your reactions, facial expressions and acting will make or break this one.

Money Where Your Mouth Is

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 $2. When they come up, give each a $1 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 sit on it. The last guy to do so has to give the other guy his dollar, and he loses.

Mummy Wrap

Pick three groups of three people each. Give each group a roll or two of toilet paper. Make sure each team has the same number. Two people wrap up the third person in the group like a mummy. The object of the game is to see who can wrap up their “mummy” more completely.
Music Videos
Have a leader get together with groups of kids during the week and make their own music videos. Edit them and add music. During club show each video that was entered.

Musical Burrito Hat Dance
While music is played, the contestants will dance around a Mexican sombrero. When the music stops, they will dive toward the side of the room where a frozen burrito is sitting on the ground. The person to grab it wins.

Musical Guys
Musical Chairs with a fun twist. The guys are the chairs and the girls play. Remove a guy (just like a chair) each round until two girls fight over one guy.

Musical Hats
Contestants stand in a circle, and all but one are given a hat. The object is to have a hat on your head when the music stops. You can only take the hat of the person in front of you. Walk in a circle while the music is going.

Musical Wardrobe
You will need 15 to 20 articles of clothing (hats, scarves, blouses, pants, shoes). The bigger the group, the more items you will need. It is a lot more fun if the items are “thrift store” clothes — goofy, ugly, out of style. Make sure items are in good taste.

The game is played like Hot Potato. The music starts, and people pass the bag of clothes around. When the music stops, the person left “holding the bag” must pick something out of the bag to put on. He or she must put it on as it would normally be worn, no cheating by setting it in his or her lap or throwing it over one's shoulder.

Continue starting and stopping the music until all the items are on people's bodies. To end, vote on the best dressed. Most clothes and least clothes wins.

Name That Tune
Four guys vs. four girls. One person from each team steps up with a big pot on their head and a big spoon. When they think they know the answer, they beat on their heads for a bell. This may also be done with a kazoo or with Top 40 music.

No Pie Please
Have a guy sit on a girl's lap and try to talk her out of putting a pie in his face. Clue girl in to let him go for a while. This works well with dating couples.

Nylon Ninjas
Recruit four people. Two people face off by putting knee-high panty hose over their head — but not their nose — with a tennis ball inside. The ball will hang in the slack of the hose. Both bow to each other and then move their heads to get the ball flying in a circle, trying to wrap the hose of the opponent with their ball. When they think they have them wrapped together, they yank back their heads and try to pull the hose off the other person's head.

Oreo Plexiglass
Buy five pieces of Plexiglass that are 1 foot square (at least). Separate Oreo cookies and place them on a cookie sheet in the oven (cream side up) until the cream is warm enough to stick to the Plexiglass. Do not heat the actual Plexiglass. Stick six cookies on one side of the Plexiglass. On the fifth sheet of Plexiglass, stick six cookies on each side of the Plexiglass.

Bring up four volunteers — two guys and two girls — and have them face the crowd. On “go,” have them hold their Plexiglass in front of their face and lick off all the cookies. The goal is to have the cleanest Plexiglass.

Pick the girl and guy who did the best. Have them face each other with their side to the crowd. Hold up the Plexiglass that has the cookies on each side between them. On “go,” they try to lick off the cookies on their side of the Plexiglass. It will appear they are making out, but they never actually touch. Declare a winner.

After each round, wash the Plexiglass with soap and water.

Pantomime Copy
This game is played like “Elephant Pantomime,” but you don’t restrict the act to any one theme, so it can be played as often as you like with the same group.

Divide into teams of five to seven people. Have the members of one team leave the room while the others think of a situation that can be acted out without words. Bring in one person from the team 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 then 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.

Pantomime 1: Pull an 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. Then wash under his tail (hold your nose).
**Pantomime 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, with you 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.

**Pantomime 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, lay your egg. Then finish the charade by hatching the egg and finding a worm to feed your new baby.

**PB&J Feet**
Choose three girls and three guys. Have the girls take off their shoes and socks and make peanut butter and jelly sandwiches with their feet. Then feed the sandwiches to the guys with their feet. The first guy to eat the entire sandwich wins. Hint: Put ingredients in bowls. Consider taping food service gloves on girls’ feet to keep it “sanitary.”

**Peanut Butter LifeSaver Hop**
Volunteers must dip their foot in peanut butter, then hop around an area where three different stations of different colored LifeSavers are set up. The first to return to the front with three colors of LifeSavers stuck to the peanut butter on the bottom of their foot wins. Play this game on a hard floor to ease peanut butter cleanup.

**Pie Eating Contest**
Four people race to eat the most pie. Say, “On your marks, get set...” then stop and take away the forks. Repeat and add whipped cream. Last time, make the contestants put their hands behind their backs. These must be kids who will go for it. Have a drop cloth and towels to clean up.

**Pie Roulette**
Put six kids in a circle. Pass a pie around while the music is playing. When the music stops, the kid with the pie has the choice to pie the person on his right or himself. If the kid pies another, he is out. If he pies himself, he stays in. The winner gets a prize, like a $25 camp scholarship. If they all pie themselves, add honey to the pie or chocolate.

**Pillow Jousting**
Four guys and four girls (pair up classes). Senior versus Sophomore, then Junior versus Freshman, then championship round. Each girl will be on the back of her guy, who is on all fours. The key rule: The girl’s feet cannot touch the ground at any time; she must keep them wrapped around the guy.

Give each girl a pillow and let her try to knock the other girl off. Call the feet rule close, and the championship round will be better. The guys cannot knock each other over, only the girls. You may want to put helmets on the girls.

A medieval jousting costume would be great for a sell, and music in the background adds a lot.

**Ping-Pong Ball Flick**
Put a Ping-Pong ball on top of a two-liter bottle. Have people walk past quickly with their arm straight out and try to flick the ball off without touching the bottle. It is very hard.

**Ping-Pong Ball Party Blower**
Give several guys a party blower and a Ping-Pong ball. Have the guys 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.

**Ping-Pong or Cotton Ball Flour Blow**
Set up a card table. You may want to put 4-inch Plexiglass boards on opposite sides of the table. Your contestants get on their knees or sit in chairs on either end with their hands behind their back and blow Ping-Pong balls back and forth, trying to get them off the opposing player’s side. You may use cotton balls instead. Play two rounds like this.

On the third round, blindfold them and put a light layer of flour on the table. Let them blow it all over each other. It is important that they start blowing at the same time. Teach them early that they cannot cheat, and have the crowd chant down from five to help them start together.

**Pizza Delivery Olympics**
At the beginning of club, call three different pizza companies and order one pizza from each place. Start the timer. Go on with club as scheduled. Whenever you hear the doorbell, stop what you are doing, play the Olympic theme and have the delivery person come all the way up front and reward them with the appropriate medal — gold, silver, bronze. Have the kids cheer and make the delivery person a hero.

**Plunger and Tennis Ball**
Pick three guy/girl teams. Attach plunger cups on both ends of a plunger. Hang a tennis ball with a string from the middle of the plunger. Have the couples put their heads into the plunger cups and, using only their heads, flip the ball around the plunger. The first couple to wrap their ball around three times wins. Kind of like tether ball!
Psychological Sit-Up

“Hypnotize” three people so they can’t do a blindfolded sit-up. The first two are in on it. They strain but don’t do a sit-up. The third person sits up into a pie.

Variation: Challenge them to do 10 sit-ups in 10 seconds, five of them with their eyes closed.

Real Life Hungry Hippos

It’s just like the game, but in real life!

What you’ll need:

- 4 roller boards
- 4 baskets (i.e. laundry baskets)
- Long elastic or rope to tie around the waist of kid
- Plastic balls

You’ll need eight people for this game. Strap four kids belly down on the roller board and tie the long elastic or rope around their waist. Their partner will be standing at the corner reeling them in and out to grab as many balls as possible. You could set a time limit and/or wait until all the plastic balls have been grabbed from the center. Have the other kids make a square around the players and toss back any balls into the center if they get thrown out of the circle.

Sell What’s in the Bag

Take three people out of the room. Tell the crowd to ask questions to figure out what’s in the bag. Bring one kid in and tell him or her to really sell what’s in the bag without giving away what it is. The crowd knows its toilet paper (or underwear). While the kid is out of the room, tell him or her that there is gum in the bag. Fire him or her up for the hard sell; you may even consider giving him or her a salesman costume (sport coat, hat). Announce it like it is a 60-second infomercial. This could be a spin-off of those famous TV infomercials. Use your imagination!

Shaving Cream Hairdos

Choose several couples. Give each couple one can of shaving cream. Each guy sprays his girl’s hair and sculpts a hairdo (or vice versa). The crowd votes on winners. You may want to give a hint to a few kids ahead of time — create an Abe Lincoln look, punk rocker do, Mickey Mouse ears, Roman headgear.

A hairdresser or fashion consultant character could sell this event.

Shoe Shucking

Choose two teams of four. Have each team 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 or her shoes without spilling the water. This can be a class competition. Try this one yourself first. It’s not easy.

Shootin’ Match

Put a dab of shaving cream on the end of three to five kids’ noses. Give each one a squirt gun. Place them strategically around the room. They must try to shoot the shaving cream off the nose of the person on their right. Explain that if they start shooting the crowd on purpose, there will be consequences.

You may use a Wild West sell and music. Have towels and know things will get wet.

Siamese Twins Tasks

Grab a few pairs of kids. Have an XXL T-shirt for every pair. Have them both get into the T-shirt and do specific tasks. You can do this in a drama-like format. You can read a story and have them act it out. (Ex: Once upon a time the Stuck Sisters got up from a good night’s sleep. They immediately decided to do their morning exercises. They started with toe touches. Then push-ups ... Now they need to brush their teeth with their one toothbrush.)

Ski Lessons

Have two or three kids with ski poles jump back and forth over a pillow in front of them. When the crowd yells “bump” on cue from the leader, they must sit down on a chair and burst a balloon. Say it’s a five-bump course to be done for time. For the last kid, use a water balloon.

You may want fast music in the background to build suspense. An enthusiastic ski instructor can make a good sell.

Spaghetti Hairdos

This is a lot like shaving cream hairdos. Have three guys give three girls (or vice versa) a “haircut” by dumping sticky spaghetti on their heads. Give them scissors and a comb, and let them create a hairdo.

You might use chef uniforms or an Italian hair expert to combine the ideas for a sell.

Spam Carving

Creativity at a whole new level. Bring up teams of two to three people, and give each team a platform and three cans of Spam. Have a sculpting contest and see what you get! Background music will help. Have the crowd vote by applause. Make sure the sculptors have a place to go wash their hands.

Speed Identification

You will need two card tables, three large sheets, five buckets and four note cards with words on them (eat pickles, moist towelette, anti-fungal ointment, etc.). Put the tables in a row with a space in the middle for a head to fit through. Cover the tables with sheets all the way to the ground. Cut a hole in the middle sheet for a head to fit through. Put cards on the table with a bucket over each and cover the leader’s head with a bucket.
Choose two or three kids and send them out of the room. One at a time, the kids lift a bucket and read the cards as fast as possible. The leader screams when his or her bucket is lifted. The last kid double-crosses the leader and pies his or her face.

A psychologist character could sell this as a test. You may want to play music as you reset for each kid. Consider having the contestant face the audience and the head under the bucket with the back of the head to the audience for the first ones so that the audience can see the person who gets startled. Then, for the last kid, tell the kid under the bucket to spin and face the audience because you want them to see how great he or she is doing (that way the crowd gets the best of both!) Also, coach your last kid to pie him or her from behind or the side so the crowd can see it best.

**Spell My Feet**
Choose five people and have them take off their shoes and socks. With a marker 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. Call out different words for them to spell, and they have to cross legs, stretch and situate themselves in a position so that the bottoms 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.

**Use these words:** master, roast, smear, togas, snore, ten

**Speed Identification II**
Use the same setup and concept as the Speed Identification skit above, only use the following objects in order: a baseball bat, a basketball, a soccer ball or football, a person's head with a large wig on not facing the audience. This one is on the crowd!

The first contestants are the same as the original skit; however, your last person is a plant along with the person under the bucket or bag. The last person, quickly and excitedly (he or she must act really pumped up), picks up the first bag and grabs the bat and screams “baseball bat,” picks up the next bag, screams “basketball” and hits it hard off the table with the bat. Moving quickly, he or she picks up each object, screams its name and drills it with the bat. You, the panicked leader, must play it up and yell to stop them, but they are not listening and pick up the bucket with the head under it. The person under the bucket has held up a mannequin head or ball with the wig on it instead, and the kid screams the person's name and hits the fake head with the bat. If done right, the crowd will freak.

**Speed Kissing**
Pick seven kids and line them up guy/girl with a sharp girl (your heroine) at the end. Have them face sideways. The first person will turn and kiss the person next to him or her on the cheek. That person then passes the kiss to the next person, and on down the line. The third time the kids try it, the leader gives the last girl a pie to hold behind her back. She pies the guy in front of her when he wheels around to plant one on her cheek.

For a sell, you may want to invent a love counselor (Dr. Love, Antonio Amour, Sal the Love God) with theme music. Then, when you have kids involving guys and girls, your character may be a natural “teacher” to sell the skit.

**Sponge on the Back of the Head Relay**
Pick four girl/guy teams. Seat the girls on chairs with a pie tin on their laps. Tie a sponge to the back of each guy's head with a bandana (it's even better if you can really attach the sponge to the bandana — otherwise it slides out too easily). Race to see who can get the most water from a five-gallon bucket into the tin in two minutes by pressing his sponge into the tin. The girls can only use their hands to hold the tin on their lap.

Any goofy love song will work for background music. Sponge man or toilet paper man could sell this skit as an absorbent picker-upper.

**Spoon Cotton**
This is a race to see who can move cotton balls from one bowl to another using a wooden spoon. Blindfold the contestants. After they are blindfolded, remove all the cotton balls. Have everyone cheer so they really think they are accomplishing something.

**Squirt Gun Duel**
Blindfold a guy and girl and have a squirt gun fight. Before you start, remove the girl's blindfold.

**String Tie Mystery**
Here's a simple game to test your group's creativity. Hang two strings from the ceiling so that they dangle approximately 1 foot from the floor (both strings should be 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 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 they can use 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.

**Stupid Human Tricks**
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.

Letterman or Lennoxman is a way to sell this. Have crash noises and window backdrop to throw cards through. May even do a Top 10 list.
Suntan Lotion
Choose two or more girl/guy teams. Blindfold the guys and have the girls apply cocoa butter to the guys’ faces and noses (up nose will completely block the chocolate odor). Put lotion on arms and chest too. Then have the girls apply chocolate syrup to the guys’ faces as suntan lotion, possibly chest and arms too. Have a flexing contest after the blindfolds are removed.

Play beach music and some Rocky or stud music when the guys are flexing. You may want to use this for summer camp sell in the dead of winter to get people ready for beach and kids thinking about the summer in January.

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 the time is up. If he or she can’t do it within the time limit, the other person gets to blast him or her with the Super Soaker. Then tell them to switch.

Have adults with much bigger Super Soakers to keep the kid from using the Super Soaker at the wrong time or on the wrong people.

Surfing Lessons
Two guys (who you fill in on this skit before club) hold a 2 x 6 x 4 board. Send two girls out of the room with a leader and keep the third to go first. The blindfolded girl gets on the board, and the guys lift it 2 inches off the ground. Let her hold onto the shoulders of two leaders who are standing on each side of her. The leaders continue kneeling lower, giving the illusion to the girl that she’s really lifted high. Guys shake the board as if straining.

Have surfing music in the background and kids cheering to add to the confusion. Move the board around faster until she falls off. She will think she is 3 feet up when in reality she is 2 inches. Extra touches: Spray water from squirt bottle, hold a book above her head and yell “not too high” and then gently bump her head with the book. Then you have two more to take turns learning to surf.

Swinging Marshmallow
Choose several pairs. Each pair has a Player A and a Player B. Give each pair a 4-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 or 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 or 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 or her mouth. Both players may move only their heads, no bending over. The winner is the first pair in which Player B catches the marshmallow.

Talk or Get Squirted
Give an outgoing kid a topic like belly button lint. He must talk about it for two minutes. If he stops or repeats himself, he gets squirted. This must be a funny kid who can really talk.

For a sell on this one you may use a “valley girl” character who talks nonstop and interrupts club. You may consider giving her a bullhorn or microphone (you can get wet) so kids can hear her.

Tape Head
Have three kids compete. Put bandanas on their heads so no hair is exposed. Now put duct tape, sticky-side out, on their heads. The object is to see how much stuff they can stick to their heads without using their hands. Suggested items are jelly beans in popcorn (only count the jelly beans that stick), glow-in-the-dark items or random, goofy items.

Thar’s a Bar
The leader’s exaggerated expression is the key to this one. Have a row of five to six kids pass the phrase, “Thar’s a bar!” “Whar?” “Over thar!” and a hand motion down the row. Start with one arm point, add second arm and then point with two arms and a leg. End down on one knee with two arms pointing. The leader pushes the kids over domino style at the end. If you know you are doing this ahead of time, goofy hats will help the atmosphere.

The sell is a Bar’ Drill instead of a Fire Drill — make them sound the same!

Thread Frozen Freeze Pop
Punch a hole in the end of a frozen freeze pop. Tie it to 20 feet of string. Each team member passes the freeze pop down his or her sleeve and out his or her pant leg.

Variation: This can also be done with a frozen tub of margarine.

To Tell the Truth
This game is played like the old ’70s TV game show. Prearrange four contestants for this game. Have them share a funny/interesting story — something 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 best story, have all four contestants use their real name and say the same story as if it’s their own — but only one of them is telling the truth. Allow the audience to question individual contestants. Three of the contestants will have to lie through their teeth. After several questions, the audience votes on who this really happened to. Then have the real person step forward.
Toilet Paper Blow Up
Pick a four-person team from each class. See how long they can keep one square of toilet paper in the air by blowing on it.

Tomato Test
Three pairs of kids place a tomato between their foreheads. They must hold it there without using their hands, while one player tries to put a shoe on the partner’s foot.

Tower of Flour
Take a 12-ounce cup and put a penny on the bottom, then pack it tight with flour. Place a piece of paper on top of the full cup of flour and flip it upside down on a table. Carefully remove the cup without disturbing the flour. What you should have is a tower of flour with a penny on top.

Give each person a butter knife. The object of the game is to take turns cutting away at the flour without disturbing the penny. The person who causes the penny to fall has to pick up the penny with his or her lips. Then start all over.

Tube Tug
Get five small inner tubes. One of them serves as the middle ring. Tie four 10-foot ropes to this middle tube. Tie the other ends of the ropes to the other four tubes — one rope to each tube. Next you will need four cones. Lay out the inner tube contraption, putting the center ring at the center and the other four stretched out to the 12, 3, 6 and 9 o’clock positions. Then place the cones about 10 feet away from the inner tubes. Kids then get in the inner tubes. On “go,” they attempt to be the first person to grab their respective cone.

Twinkie Stuff
Eat as many Twinkies as possible in one minute.

Ugliest Person
This is a quickie. All you need is to pull a big blanket off a bed; however, you will need to clue in three people beforehand. To begin the skit, tell the crowd that there has been a recent incredible discovery of the ugliest person alive and that you were lucky enough to bring him here to club. Bring out your first kid under the blanket (this kid must already be clued in). Explain to the crowd that you could not take off the blanket, that there would be pandemonium beyond belief if they all saw this wretched sight at once. Instead, bring them up one at a time. The first person you bring up is already clued-in — he or she peaks under the blanket and runs out of the room screaming. The second person is another plant who comes up, looks and runs out vomiting. The third person you bring up is the kid the joke is on. When he or she peaks under the blanket, the kid under the blanket screams and runs out like the others did after looking at him.

Water Balloon Motivator
Contestants kneel at the front of the room. The leader gives a topic (ice cream flavors, foods starting with the letter “R”). The leader stands behind the first person, holding a water balloon over his or her head. With the correct answer, the leader moves the water balloon to the next person. A person is eliminated if the balloon pops on his or her head.

Weight Machine
Find out the weight of the volunteer prior to the game as naturally as possible. During club have one of the helpers explain how this person has the uncanny gift of guessing the weight of anyone he or she meets. Then ask for three volunteers. Choose the other two helpers and the volunteer. Have the three volunteers stand on one side of the room. The weight machine person sits on the floor, and the first helper/volunteer is brought over. The volunteer sits down facing the weight machine person and puts the bottom of his or her feet against the bottom of the weight machine person’s feet. They both reach across and grab wrists. The weight machine person leans back and lifts the other person off his or her butt and then lowers him or her back down. The weight machine person thinks about how heavy the helper was and then announces his or
her weight. Of course, you already gave him or her this information beforehand.

This is repeated for the other helper and then the true volunteer. But after the weight machine person lifts the true volunteer up, slide a monster-sized, plastic bowl or pan of water under where his or her butt will be lowered.

**What Did You Say?**

Send three kids out of the room. The kids you pick for this one are important — you can really terrify a kid. Choose prayerfully! Explain to the crowd that it was recently learned in a psychological study that when someone is placed in front of a crowd in complete silence that they will revert back to their experience after 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 when they come in.

Call each person in separately, and then have the crowd stare at them as if they know what to do. They will become flustered and say things like, “What do you want me to do now?” “What?” “I guess I should just sit down!” “Why are you staring at me?” Don’t leave them hanging for too long; it is hard to be the kid up there when everybody laughs at what you say, and you don’t know why.

**Wheel of Misfortune**

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.” Contestants get whatever the wheel lands on. Play music from TV game shows. Have the prizes planned out well.

**Wheelbarrow Eating Race**

Get three couples. Set out a line of food items beginning with small stuff (M&M pile) and get larger (Jell-O 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. This game is to be played outside.

**Whipped Cream Pie Search**

Have a whipped cream pie in front of each kid. Tell them that there are five M&M’s in each pie. The first one to find all five using only his or face will win. But only put four M&M’s in each pie.

**Women’s Arm Wrestling with Pillow Battle Finale**

Just like it sounds, have a semifinal and a final round of women’s arm wrestling. Then have your female champion take on the biggest guy you have, not in arm wrestling but in a pillow battle. Give them each a pillow and explain that they will get three chances to hit each other. Blindfold them both and tell them they must keep one foot planted, although they may dodge the hit however else they want.

First they ask the question, “Are you there?” The other must answer, “I am here” (to clue them in where to swing). When it is all explained, remove the girl’s blindfold but leave the guy’s on. She will hit the guy and be able to dodge his hits. After he misses the second time you may want to put the girl’s blindfold back on, take off his and say, “Look, she’s right there!” Then reblindfold him, unblindfold her and watch him miss again.

**You’ve Got Something on Your Forehead**

This game is hit and miss. Take three kids out of the room and bring them in one at a time. The leader demonstrates 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 (press hard and it will — wipe forehead possibly first, you will need to practice this one) and get the dime to fall off. Then as you go to put this same dime on their forehead, press hard for 10 seconds and gently take off the coin so it feels to them like it’s still there. Have them open their eyes and try to get off the coin that doesn’t exist.

Eventually, they may even start shaking their heads hard if it goes well. Again, try this one on someone first before club.
**Skits**

A skit is a short, rehearsed, comical play. Skits are usually performed by leaders and traditionally bring a lot of laughs. They require practice and preparation to make the performance smooth, with no mistakes or pauses in the action. Some great examples of well-rehearsed, top-quality skits can be seen at Young Life camps during Entertainment Night.

**Coke's Fine Dining Campaign**

A quick commercial: And now, ladies and gentlemen, a word from our sponsor. With the successful marketing of the Arch Deluxe for adults, Coca-Cola now turns its advertising to a more mature fine dining audience. Coca-Cola — the choice of a mature generation.

Two couples enter in tuxes and prom gowns. The first girl pulls out a bottle of Coke (a Vanna White-like presentation) and hands it to the next guy in line. He pulls out a handkerchief, twists off the cap and hands it to the next girl. She, in a very ladylike fashion, guzzles down the whole bottle and hands the empty container to the last guy. He belches into a microphone. Lights out.

**Commercials**

Any commercial can be fair game for a one-timer skit. Keep your eyes open. For example, mocking the milk commercials have worked well.

**Foreign Exchange Student**

To do this skit, you must have someone who can speak a foreign language fluently. If you have a foreign exchange student at club, it is fun to have him or her play it up. Explain that you, the leader, are excited to make Young Life for everybody, and thought that it may be best to have a foreign exchange student come and share his or her thoughts on Young Life. You will ask the questions and translate for the crowd.

Bring in your non-English-speaking student, and ask him or her things like, “How do you like the music at club?” Have the student rant and rave, holding his or her nose and rambling about how awful it is. When he or she is finished, you smile and tell the crowd he or she loved it, especially the wonderful leader!

Ask more questions, obviously giving the wrong translation, until the student has had enough, goes crazy and walks out.

**Hiccup Skit**

You may sell this one as a time to think back on when you had the hiccups.

Lights go off and back on (a little you sits in a chair facing the audience, hiccupping). Frustrated with the hiccupping, you say aloud how you wish you could get rid of them.

Behind you, a person dressed in a mask or bandana sneaks up to try to scare you. Just as he or she is about to scare you, you shout, “I know, I’ll drink some water!”

You jump up, and the guy or girl behind you dives the other way to avoid being seen. You come back with a glass of water, take a sip, but hiccup really hard and throw the water behind you onto the guy or girl as he or she begins sneaking up on you again.

Just as he or she is about to pounce on you again, you stand and yell, “I know, I’ll stand on my head!” You try this, but hiccup again while upside down.

Same scenario, you try to breathe in a paper bag. As he or she gets close, you pop it in frustration, and he or she grabs his or her ears like you just made him or her deaf.

Finally, after he or she regroups and sneaks up on you for the last time, you turn and scream at him or her. He or she jumps. You laugh and then realize you’ve lost your hiccups. You leave excited. The scared guy or girl gets up, takes off his or her mask, looks at the crowd and hiccups.

You may also do this in reverse by remembering back to the time you wanted to help someone with his or her hiccups.

**Impressions of an Administrator**

This is a great one if you have a good relationship with a principal, coach or teacher who the kids would not suspect. You stop club and explain that, although they may not know it, you actually are very good at impressions and that some kids at club urged you to share this. Do your best impression of the principal (teacher, whomever), and as you really ham it up, the principal walks in behind you, repeating what you say. You realize you have been set up, and as you backpedal and apologize, he or she pies you in the face and walks out. Make him or her a hero.

This is a great one if you have a good relationship with a principal, coach or teacher who the kids would not suspect. You stop club and explain that, although they may not know it, you actually are very good at impressions and that some kids at club urged you to share this. Do your best impression of the principal (teacher, whomever), and as you really ham it up, the principal walks in behind you, repeating what you say. You realize you have been set up, and as you backpedal and apologize, he or she pies you in the face and walks out. Make him or her a hero.

**Little Mobile Nemo**

This skit works great with Christmas elves or little UPS people (who carry bags of packages). Here is how it works: this is a single uniform for one person. The person puts on a long-sleeved shirt over his or her head, but puts his or her arms down through the shirt (not in the sleeves). The sleeves must be stuffed to look full; safety pin gloves to the arms as well. Then, put shorts with high socks, or pants and shoes on the person’s arms so that they will look like the legs (much like Little Nemo). Pin the shorts or pants to the shirt, throw on an elf hat, and you begin to see the littler Nemo.

Then the person kneels down in the middle of a dark-colored, kingsize sheet or blanket with his or her entire body on the blanket, but his or her arms — now legs — are outside the sheet. Throw a pillow or two on the person’s legs (his or her real legs) and wrap the legs, body and pillows into a bundle, pull the tie portion of the bundle over his or her shoulder and pin it to the fake hands. (Pull the sheet under the fake legs and pin it to the back of the shirt for better support.) Now Nemo can “walk” by stepping with his or her hands, and then dragging the body in what looks like a big sack.
Remind this person to keep his or her shoulders back and head up for good posture and appearance. Do whatever you want with Nemo, just keep in mind that he has no way to move his fake arms.

**Little Nemo**

This can be done in a doorway. You need two sheets, a table, shorts, shoes, a big shirt and two people — one with long arms. The front person is the face and legs, placing hands into shoes. The back person is the arms, reaching around the front person and through the slits in the back of the shirt, then out the sleeves. One sheet hides the legs under the table, and the other sheet hides the back person. You may want a third sheet to place in front of them and pull it over their heads so they can get in and out unnoticed.

Nemo can be preparing for a date. Have him brush his teeth, comb his hair, shave (remove the blade from the razor). Also do exercises. Dancing with a strobe helps. Practice!

**Motorcycle Gang**

You may sell this one as a look at what happens to seniors after they graduate from your school. Turn the lights off and have four or five people come in and lay on their backs, heads toward the crowd, knees bent and arms up in the air. You may even put tinfoil caps on their heads and foil on their arms. They are the bikes.

The lights come up as “Bad to the Bone” plays, and four or five motorcycle gang guys and two or three gang girls come out acting all cool (imitate your best Harley gang). They mount up on the bikes, sitting on the bikes’ knees, rev up their engines together and pretend to ride (all lean left, lean right, wheelie, pull arms up). The more animated, the better.

When they finish, the lead biker stands up, looks to the door and yells, “Mom, can we have some more quarters?” Lights out, music on.

**Nemo**

Using two sheets, two people and a table to hide behind, create a midget. The front person is the face and legs, placing his or her hands in shoes. The back person is the arms.

The fun comes as the arms try to work with the front person feeding or putting on makeup. It is also funny to watch the person do things with his or her feet (i.e. hand things to the hands). You can also have Nemo lip sync to a song.

**Sample Script:** Many of you who are thinking of coming along with us to the weekend camp at Prescott Pines have been wondering what to expect. So we have brought in an expert who is going to act out a typical day on a Young Life weekend. Let’s have a great round of applause for Nemo.

The first thing you will do is get up and get ready for your day of fun and adventure. You will need to bring your own sleeping bag, pillow and towel. Then it’s time to take care of your personal grooming, starting off by brushing your teeth. You might want to spend some time brushing your hair, getting just the right look. A quick check in the mirror (pop zit), and you are on your way.

It’s time for breakfast, and we have all the food you can eat, if you can get it in your mouth.

Then, it’s off for a day of fun. You may want to start off with some light exercises to be lithe and limber — some jumping jacks, some toe touches, some running in place and some more jumping jacks.

And then the games begin. You may want to play a little football and work on your end-zone moves or shoot some hoops.

You will want to be ready for some great Young Life clubs. But we know the real reason why many of you are going on this trip — you hope to meet some people of the opposite sex. You may want to prepare yourself for this by striking some alluring poses and practicing your kissing exercises.

**Olympic Nose Blowing**

The idea is to mock Olympic announcing. You must have funny hosts. Have two or three commentators talk about Olympic nose blowing and comment on the first contestant, a girl in a gymnastics uniform loosening up, chalking her hands. You can talk about how she blew out a nostril on her last blow and really shouldn’t be competing, but the team may need this to win the gold.

Great comments like, “Would you look at the nostrils on her, Mary? I bet kissing her is like double dating a two-car garage.” “It’s not really possible to get a perfect 10 here.”

You may want to bring in judges. She picks up a hankie, hobbles on one leg, gets a score, wins.

Announcers can toss to end skit, “and to Bruce Jenner and company for a look at the indoor javelin catching competition.”

**Peanuts Whistlers**

This one can be used as a commercial. Take a large piece of cardboard and make tall top hats big enough to cover someone’s head and arms (arms above head). Have guys take off their shirts, draw faces on their chests and stomachs (with belly buttons as mouths). Put shirts on at their waists with shorts on below that.

Play music with whistling (the Globe Trotters version of “Sweet Georgia Brown” or the middle of The Bangles’ “Walk Like an Egyptian”) and let them dance through the room, moving their bellies so it looks like the faces on their chests are whistling.

**Spittoon Boy**

Three hillbillies acting like they are chewing begin to brag about their spitting prowess. One spits for speed, one for distance and one for power. They decide to have a contest and call out Spittoon Boy (guy enters wearing rain slicker, boots, hat and goggles and carrying a coffee can).

They each back him up more and spit for distance. He flicks the can each time to make the spit seem to land in the can. The last guy even sends him outside, down the street (he comes back amazed). Now for speed, he flicks the can, he flicks it faster, the third time he flicks it
before the guy spits. Now for power, he flicks and falters a bit, he flicks and falters more, the third time he flicks and spills it (water) all over the crowd.

**Talk Show Travesty**

Here's your chance to mock the favorite daytime talk show trash of your choice. Do it up like any show you wish: Today your guests are students who have only used one word their whole lives.

One female guest only says “OK” (flightily) to everything; one large tough guy only says “Dude,” and a third burnout guy only says “Whoa.”

You begin with the girl. Questions include: “What has life been like for you?” “How do you communicate with your parents?” “How do you do in school?” She answers these with some undertones to each “OK.”

Your host mentions (sensitively, of course) that peer pressure sure must be tough in today’s school. Would she jump off a bridge if her friends did? She hesitates with a thoughtful face, then perks up dizzily and says, “OK.”

Next you go to the burnout “Whoa” guy. Ask him questions about how he feels about things. For example, “What do you think about your life?” “How does your girlfriend feel about this?” “What do you feel when kids pick on you?” He answers each with undertones to match his “Whoas.”

Finally you go to the “Dude” guy. He answers each similar question with an attitude or excitement, depending on the question. Your host is concerned that these people can’t really communicate, so he goes to the audience for questions.

Kids planted in the audience ask the “Dude” guy what he’d do if someone stole his bike. He grabs a chair and swings it around while yelling violently, “Dude!” The kid who asked the question shakes his or her head and says, “Right on, man! I hear you!”

Your host shrugs his shoulders and says he wants to watch each of the guys ask the girl out on a date. The “Dude” guy turns to her and says romantically and with the nod of his head to the door, “Dude.” She looks lovingly at him and sighs, “OK.” The “Dude” guy acts all cocky.

Then the “Whoa” boy turns to her and caresses her cheek and says, “Whoa,” intensely. She sighs and reaches for his hand and says, “OK.” He smiles, and she moves closer to him.


The “Dude” guy turns to the “OK” girl and offers his hand. She takes it and says, “OK!” They walk off happily together. Your host wraps up and says, “OK!” They walk off happily together.

Your host shrugs his shoulders and says he wants to watch each of the guests do a Top 10 list. Have him pull up a girl, sit her in a chair and then 10 guys (who you have prepped before club) run in on cue, and each gives the girl his pick-up line. You may put them on an overhead and reveal one at a time.

From the home box office in Sioux City, Iowa: Top 10 Least Used Pick-Up Lines:

10. Can I borrow a quarter? I wanna call my mom and tell her I just met the girl of my dreams.
9. Let’s go over behind that rock pile, baby, and get a little boulder.
8. *Comes in and checks the tag on her shirt.* Sorry, I was just checking to see if you were made in heaven.
7. *Comes in and takes a flash picture.* Come on, baby, let’s go down to the darkroom and see what develops.
6. Your daddy must have been a baker. You have great buns.
5. *Loosening tie and unbuttoning shirt.* Is it hot in here, or is it just you?
4. If I could rearrange the alphabet, I’d put U and I together.
3. *Comes in and nervously stands next to her,* silent a few seconds, then ... So, how am I doing?
2. *Comes and looks her over,* slily takes off shades. All those curves and no brakes!
1. Nerd. Hey, nice shoes!

**Two-Minute Titanic**

*Titanic theme music begins.*

**Narrator:** Over the past few years, more than 40 million Americans have been touched by the movie Titanic in places they did not know existed. Winning numerous Oscar awards, this epic film about a sinking cruise ship has had only one major criticism — it is simply three hours too long. Knowing that this is the reason the remaining seven people in America have not seen the movie, we in Young Life have created our own version of Titanic, cutting out the fluff and leaving in only the important scenes. It is now with great joy that we present for you the Two-Minute Titanic, starring *Saturday Night Live’s* Mary Katherine Gallagher as Rose.

Titanic theme music fades to soft. Spotlight on Mary Katherine Gallagher standing on a chair behind a leaning table.

**Rose:** (Begin by sniffing fingers ... be overdramatic.) They say the Titanic was a ship of dreams, but for me it was a slave ship ... I don’t know why. This is a very big ship. And this (holding necklace) is a very big necklace.

After lights go up, Jack enters carrying a briefcase with drawings in them ... walks in front of Rose.

**Rose:** Hey, you! What are you doing up here? (Jumps down and runs around the table to go face to face with Jack.) You are just a third-class passenger!

**Jack:** Why, you are acting rude!
Rose: No, I'm not, you are!
Jack: You're ruder!
Rose: Nuh uh, you are more ruder! Anyway ... (As if to change gears, snatches the briefcase from Jack and grabs out the pictures, looking at them). Oh Jack, these are good! These are very good! (Turns and holds a picture toward audience. It is a smiley face.)
Jack: Why, thank you very much.
Rose: And this ... (Turns a picture toward the audience of a one-legged stick man.) Who is this?
Jack: Why, that is a one-legged stick man I met in Paris.
Voice music plays. Jack snaps head as if he just realized Rose is the woman of his dreams.
Jack: Rose, drop those and come quickly. (Grabs her hand and leads her on the other side of leaning table. Tries to pick her up and can't, stretches her arms out and yells ...) I'm the king of the world! Jack and Rose both pretend to spit loogies. As they spit, the shipman enters from the side with a bell ringing, and yells in an English accent.
Shipman: Iceberg straight ahead! (Then scrambles out of room.)
Iceberg, someone with a sheet over his or her head and two glasses of ice water, runs in and splashes both Jack and Rose in the face and runs off. Sound effect will play also. Jack and Rose fall and get back up.
Rose: (Continuing as if nothing happened.) Jack, I want you to draw me like one of your stick people.
Jack: OK.
Rose: But I want you to draw me wearing this. (Grabs the microphone stand.)
Jack: OK.
Rose: And this, and this, but only this (Grabs his hat, briefcase, whatever.)
Jack: All right, already!
Shipman: (Runs in carrying a blow-up dummy and Gumby and yells ...) For God's sake, you've got to hurry. There isn't much more room in the lifeboats!
Jack: Sweet mother!
Shipman: Bring her, too! But get to the main deck and please put on your floaties! (Runs out.)
Jack hands Rose two floaties and puts a ring on himself. She puts them on and grabs him to start to run. He stops her.
Jack: Rose, wait! I forgot to be accused of stealing your necklace.
Rose: OK! (Takes necklace off and puts it on his neck, then handcuffs him.) Now I'm supposed to cut those off. (Swings axe and hits table, Jack spins screaming and throws fake hand.)
Jack: Owww! Winning this ticket was the best thing that ever happened to me, Rose! OK ... come on!

Jack leads Rose in a funny run in front of the table. He stops and pulls out an oven rack from behind the table, then holds it up like bars. They both scream.
Jack and Rose: Oh, we're trapped! (Jack leads her, still running funny, around the table from the other side and pulls up the same rack.) Trapped again!
Rose: Jack, the ship is about to go under. Hold me, Jack!
They run behind the table.
Jack: Rose, hold on tight ... it will suck you under as it sinks.
He pushes her over the table. Rose takes the table down and does a somersault fall. As Rose falls, Jack picks up the table and puts it upright, then he goes to one end on his knees. Rose dives on and holds his hand like in the last scene in the movie.
Jack: Rose, I'm so c-c-cold!
Rose: (As if she doesn't care ...) You think you're cold!
Jack: R-r-rose. (Shivering.)
Rose: Spit it out, Jack!
Jack: Never let go! If you're hurt, stay down! And all that stuff.
Rose: I will, Jack. (And then kicks him off.)
Jack swirls as if drowning, then dies. Rose falls asleep.
Shipman: (Enters with penlight.) Is anyone out there? Can anyone hear me?
Narrator: Over here!
Shipman: I said, is anyone out there? Is anyone alive?
Narrator: I said, over here!
Shipman: We must be too late! They're all dead!
Rose blows her whistle faintly.
Shipman: Oh, there you are. (Helps Rose off the table and then hurries out.)
Rose: I think that my feelings right now can best be summed up in the hit song, "My Heart Will Go On" by Celine Dion.
Music starts, and Rose dances and crashes into collapsing chair for finale. Love Boat music and lights out after she crashes.

**Touchorama**

Sell this one as a commercial for new technology, like at Disneyland. This is a ride where you watch the movie on the screen and really feel the action.

One guy and one girl walk out in lab coats and stand behind a chair. Meanwhile the announcer pulls up a planted volunteer, who sits in the chair, puts on 3-D glasses and stares ahead as if watching a movie behind the crowd. A guy and a girl read a movie story line backstage over microphones while the lab coat assistants help make it “live” to the volunteer.

For example: “Oh Jim, I’ve missed you so much. I just want to hug you.” (Lab coat hugs him.) You may kiss, slap, throw water on the
volunteer to make the most of his or her experience. The volunteer may even ham it up. When the movie characters begin to fight, he or she can root for them to make up; when they make up, he or she gets sick.

**Wind Beneath My Wings**

This may be a good skit for two seniors to have some fun with you. We have used it to kick off a senior skit night like a *Saturday Night Live* opening.

Explain to the crowd the tradition and incredible meaning of this night, and how you and two other seniors have chosen a very serious song to kick things off that you feel will set the tone for the show.

The seniors come and stand on either side of you, very serious, and you begin to play the guitar. You all begin to sing, “It must have been cold there in my shadow.” (As you finish the line, they break in, “You’re as cold as ice...” and throw ice down your back.)

You yell at them, they apologize, and you reluctantly go on, “To never have sunlight on your face.” (They break off into “Sunshine on My Shoulders” as they shine big flashlights in your eyes.)

You chew them out more, then go on, “You were always one step behind.” (You may have them de-pants you, with some great shorts on underneath, or smack a “kick me” sign on your behind, pointing and singing “Moon River.”)

Same scenario, you go on, keeping your eyes on them, “You’re everything I wish I could be.” You turn defensively only to have them looking innocently back at you. You go on big, “You are the wind beneath my wings!” They lift your arms and use hair dryers on you.

You explode for a final time and ask them, “Why are you doing this? What do you think this is?” They look at one another and yell, “Live from (your school), it’s (your club day) night!” Lights out, *Saturday Night Live* music on.

**You Gotta Try This**

An old *Saturday Night Live* skit. You may sell this one as a description of a feeling, sharing American family in the midst of this age of dysfunctional homes.

A family is sitting around the table getting ready to eat. A kid comes running in and hits his toe on the table. “Oowww, this hurts so much! I’ve never stubbed my toe this hard. I think it’s broken.”

He carries on for a while and then says to his sibling, “You gotta try this to see what I mean! It hurts!” His sibling gets up and does it, and he or she carries on.

The dad puts food into his mouth and spits it out, screaming how hot it is. “My tongue is scalded! This is so hot all my taste buds came off! Honey, kids, you gotta try this!” Two of them do and react the same.

Then the mom goes to check on the food cooking on the stove and burns herself. She screams and dances around, talking about how much it hurts. The same thing happens. “Kids, come try this to see what I mean!” They do.

Another person takes a swig of milk from the carton, and it comes out in lumps. “Eeww, this milk is so gross! The expiration date is from last year! I think I’m going to hurl. It smells and tastes so bad! Hey, you gotta try this!” The others come over and try it.

Screeching tires are heard outside (on a sound effects CD), then a crash. Someone stumbles in all bloody, moaning: “Oh my gosh! I’ve been hit by a bus! I’ve never felt this much pain in my life! My ribs are touching my spine, and every bone is cracked! You gotta try this to see what I mean!” They all rush out, and a loud screech is heard again with screams.
Entertainment

Skits for Fall Weekends and Summer Camps

Please realize that it will be best if we do not use these skits in the local area clubs so that we have great stuff for kids on weekends and summer camps.

2001 Bowling, Golf and Baseball

You will need three people, the 2001 Space Odyssey theme song, a strobe light, a golf ball, a baseball and bowling costumes.

These are really three skits with the same idea. In each one the lights are out, and the strobe light comes on with the theme song from 2001 Space Odyssey playing loudly. Then two people go through a scene of golfing, baseball or bowling, using the music for dramatic effect.

Alka-Seltzer Poem

A hammy guy reads a mushy poem to a freshman girl. Place two Alka-Seltzers and a couple of breath mints in his mouth ahead of time. His mouth will foam like a rabid dog's.

Blind Date

A guy and a girl are on a date. He realizes that she is actually blind, so he starts doing all sorts of crazy things. Finally she tells him that she is only blind in one eye.

The Bucket Trick

This is one you play on the entire group. Announce that you have a bucket of water from the fountain of youth. (Or any story that you want to make up.) You will need one clued-in helper.

Have someone bring in the bucket. The audience can't see inside, but it is really full of rice or confetti with a dipper sticking out. Inside the dipper is some water. The outside of the dipper must be dry so that no rice sticks to it. Take the dipper out of the bucket, pour the water into a glass and have the volunteer drink it.

He or she waits a moment and then starts acting like a 2-year-old, grabs the bucket and throws its contents all over the audience.

Bus Stop – Pickpocket

You will need “The Lion Sleeps Tonight” music, costumes, a pickpocket setup and a bus stop scene. All of the leaders can be in this one.

Everyone is sitting at the bus stop, waiting for the bus. Two people wearing trench coats are also there. These two get into a conversation about how every day they come to the same bus stop but never interact. One starts singing “The Lion Sleeps Tonight”; the other person joins in gradually until everyone is dancing around singing.

One person announces that the bus is there, and the group acts like it is getting on (leaving the room). The first two people stay back and start pulling things out of their coats, asking each other what they got (they were pick-pocketing all the others while they were dancing).

The Candy Store

Four guys enter a candy store run by an old man (bent over, shaky voice, beard and cane). The first person asks for a dime's worth of jelly beans. The old man notices that the jelly beans are on the top shelf and tries to talk him out of it, but the guy insists. So the old man gets a ladder and with much pain climbs to the top, gets the jelly beans and comes down the ladder. He puts the ladder away.

The second person does the same thing and asks for a dime's worth of jelly beans. Again the old man goes through the same bit and gets the jelly beans.

After he does, the third guy also asks for a dime's worth of jelly beans, and the very annoyed and tired old man climbs up his ladder again getting the jelly beans. This time, while he is up there, he asks the last guy, “I suppose you want a dime's worth of jelly beans too?” The last guy says, “No.” The old man comes down and puts away the ladder.

“Now, what do you want?” he asks. The last guy answers, “I want a nickel's worth of jelly beans.” The old man chases him out of the store with his cane.

Contagious Ward

You will need six people, a pregnant woman costume and a nurse costume. The room is set up like a doctor's office with a nurse at the desk.

The first person comes in and says that he or she has an appointment to see the doctor and sits down. The second person comes in sneezing like crazy, says that he or she has an appointment and then sits down. Gradually, the first person starts to sneeze, and the second person sneezes less and less, until only the first person is sneezing. The second person notices that he or she isn't sneezing anymore and then walks out.

Another person comes in coughing uncontrollably, says that he or she has an appointment and then sits down. Gradually, the first person starts to cough (while still sneezing), and the third person coughs less and less, until only the first person is coughing (and sneezing). The third person notices that he or she isn't coughing anymore and then walks out.

The same thing happens with someone who is itching all over. Finally, a pregnant woman walks in. The first person screams and runs out of the room.
Copper Clapper Caper

This skit should be done in the style of the old Dragnet TV series. There are two characters: Friday and Casey. Friday is a cop and should wear a trench coat and fedora and hold a detective's memo pad. Casey is the owner of Acme School Bell Company.

Friday: This is the city: Los Angeles, California. Some people rob for pleasure. Some rob because it's there — you never know. My name's Friday, and I'm a cop. I was working the day watch on a robbery when I got a call from the Acme School Bell Company. There'd been a robbery.

Casey: There's been a robbery.

Friday: Yes, sir. What was it?

Casey: My clappers.

Friday: Your clappers.

Casey: Yeah, you know, those things inside a bell that make 'em clang.

Friday: The clanger.

Casey: That's right. We call them clappers in the business.

Friday: A clapper caper.

Casey: What's that?

Friday: Nothing, sir. Now can I have the facts? What kind of clappers were stolen on this caper?

Casey: They were copper clappers.

Friday: And where were they kept?

Casey: In the closet.

Friday: Uh huh. Do you have any ideas who might have taken the copper clappers from the closet?

Casey: Well, just one. I fired a man. He swore he'd get even.

Friday: What was his name?

Casey: Claude Cooper.

Friday: You think he ...

Casey: Yeah, that's right. I think Claude Cooper copped my copper clappers kept in the closet.

Friday: Do you know where this Claude Cooper is from?

Casey: Yeah, Cleveland.

Friday: That figures.

Casey: And what makes it worse, they were clean.

Friday: Clean copper clappers.

Casey: That's right.

Friday: Why do you think that Cleveland's Claude Cooper would cop your clean copper clappers kept in your closet?

Casey: Only one reason.

Friday: What's that?

Casey: He's a kleptomaniac.

Friday: Who first discovered the copper clappers were copped?

Casey: My cleaning woman, Clara Clifford.

Friday: That figures. Now let me see if I got the facts straight here.

Cleaning woman Clara Clifford discovered your clean copper clappers kept in a closet were copped by Claude Cooper, the kleptomaniac from Cleveland. Now is that about it?

Casey: One other thing.

Friday: What's that?

Casey: If I ever catch kleptomaniac Claude Cooper from Cleveland who copped my clean copper clappers kept in the closet...

Friday: Yes ...

Casey: I'll clobber him!

Creativity Test

Skit begins with Mr. Gardner knocking at the door of the office of Dr. Roberts, the Young Life psychologist.

DR: Come in. Yes, Mr. Gardner?

MG: Are you Dr. Roberts?

DR: Yes, come in. Please have a seat. Sorry to have to call you down here on such short notice, but it seems that your boss feels that after watching club this semester, you have lost your creativity. He asked me to give you a creativity test.

MG: I've never taken one of those before.

DR: Well, they're pretty easy. Actually, they can be fun. Would you like a beverage?

MG: Look, I make up these skits each week without a computer. All I asked for was a computer with a printer and a keyboard and a little mouse with a mousepad.

DR: Fascinating. OK, the first creativity test that we're going to do is called a word association test.

MG: I don't know what that is.

DR: Well, it's pretty simple. I'll give you a word, and you say just whatever word you can think of.

MG: Well, that sounds easy.

DR: Great! OK, let's start. First word. Shoe.

MG: Shoe.

DR: OK, rabbit.

MG: (long pause) Rabbit.

DR: (assertively) Trunk.

MG: Trunk.

DR: OK, you're just saying the words that I'm saying.

MG: I know, but when you say the word, that's the word I think of.
DR: (regrouping) OK, it’s my fault then. Let’s try again, only this time I want you to change the word.
MG: OK, so not just the same word.
DR: Great. You’re catching on. OK? Next word. Hat.
MG: Hats.
DR: Moose.
MG: Meese.
DR: OK, now all you are doing is pluralizing the words that I’m saying.
MG: Yeah, but they’re different.
DR: Yeah, they are different, but that’s not what I want. OK, let me give you an example. Why don’t you give me a word.
MG: I give you a word?
DR: Yeah, any word.
MG: Word.
DR: Fine. Uh, that makes me think of constriction (folds arms across chest in a constrictive manner). Don’t worry, you’ll catch on. Let’s try again. Trumpet.
MG: Constriction (folding arms in same manner).
DR: Scarf.
MG: Moose.
DR: Cat.
MG: Scarf.
DR: All right, now you’re just using the words that I’ve already used.
MG: Well, you didn’t say I could use them up.
DR: Well, you can. OK? Why don’t we just move on to another creativity test.
MG: I really don’t need another test. I just need a computer, a computer with a little mouse, a keyboard, a hard drive, maybe some floppy disks, perhaps a CD burner ...
DR: (trite) That’s fascinating. OK? Look, uh, for this next test I’m going to start a sentence, and I want you to complete it. OK?
MG: So all I have to do is finish it? OK, all right. Well, this one sounds easy.
DR: OK, great. Now here is the first sentence. When we went to the park, we were going to ...
MG: Period.
DR: OK, look, you gotta add some words to it. OK? Squeeze some words between the period and the other words, all right. Let’s try again. Let’s do another one. Jerry had a wonderful red balloon, and he took it to ...
MG: His friend Jerry ... who also had a red balloon ... and liked to add words.
DR: Look, Mr. Gardner, I need you to come up with some answers on your own. OK?
MG: I asked for a simple computer, but with a DSL Internet connection, maybe that was too much ...
DR: Look, I heard you the first time!
MG: Are you angry with me?
DR: No, Mr. Gardner, I’m not angry with you. Let’s move to the next test, all right? This is called a Rorschach Test. Some people took a piece of paper, put some ink on it and folded it. What I need you to do is look into these ink blots and tell me what you see (holding up ink blot). Now what do you see, Mr. Gardner?
MG: A black smear.
DR: Yeah, that is exactly what it is. I need you to look into it and tell me what you see.
MG: (looking at the doctor’s shoes) I see black shoes.
DR: That’s good. I could see that.
MG: (looking at the doctor’s tie) I see a brown tie.
DR: Uh hum, good, good.
MG: (looking at some object on stage, such as an easel) I see an easel.
DR: That is enough, Mr. Gardner! You will not leave this office until you tell me what you see in this!
MG: I don’t want to. I don’t want to!
DR: Look, I’m gonna make you use one creative bone in your body if it’s the last thing I do. Now look at this and tell me what you see. Tell me.
MG: (struggling) I see a dog.
DR: Good.
MG: (continuing to struggle) And it’s on a log.
DR: Good, go with that.
MG: And the dog is a terrier ... and it’s rabid ... and it shakes its head back and forth in meaningless anger.
DR: Good, good, good.
MG: (getting up as he goes) And foam sprays from its mouth, and we follow this droplet of spit down to see where it lands on a symmetrical lawn. The drop of spit slowly transforms, becoming a flaming brass eagle holding the Magna Carta in its claws. This eagle takes flight and soars over the spit gray convulsive Atlantic Ocean. (lowering voice) It flies low by the choppy waves. A massive shimmering sea bass leaps up and snatches the Magna Carta. But the sea bass is served to the family of Long John Silver’s restaurant. And as the family devours the fish from the document, the father is transformed. His eyes glow wolf-yellow. He stares at his claws, and a massive crowd gathers around. He screams wildly into the night sky, “Kill your psychologist!”
DR: Let’s see about getting you that computer (stands up and puts his arm around MG to walk out).
MG: OK (lights out).
Da Tre Berrese
(An Italian Fairy Tale)
Uans oppona taim ues tre Berrese. Mama berre, Papa berre e bebi berre live ine countri nire foresta ... naise aus.

Unno dai, papa, mama e bebi go toda biche anie forghehto locha di dorre. Bai en bai commese Goldilachese. Schi garra nattinghe tudo batta meiche troble.

Schi puschie olle fudde daon di maute. No leve cromme. Dan schi gos appesterese enne slipse in alle beddse ... leise slobby!


Goldilachese stei derra tre unniddase. Schi etta aute auseun homme. Ongusta becose dei asche erra to meiche de beddse schi sai “go jumpe in di lache!” enne runne ommu crieu tu erra mama, tellen erre vat sansigunses di tre berres vor!

Vatsi use? Varrgugoine due? Go complieneto sittiole? De ende!

A Day in the Desert
Place a glass of water in the middle of the floor with a sign that says “Oasis.” Three people crawl in, crying out, “Water, water, we’ve got to have some water!” Two people die before making it to the water, but the third finally reaches the glass. He picks up the glass of water, pulls out his comb, dips it in the water and walks away happily combing his hair.

Dirty Socks/Laundry Detergent
This is a TV commercial. Put chocolate syrup all over a pair of white socks to make them look dirty. Fill two different detergent bottles with milk and food coloring. Wash the socks and compare the results. Both clean the same, so drink the “water” to see which tastes better.

Some bottles are hard to clean, so test the bottles before you use them to make sure all the detergent is gone.

Dueling Nostrils
You will need two people, penlights and the “Dueling Banjos” song from the soundtrack of the movie Deliverance.

Two people come in very seriously, dressed in concert costumes (maybe tuxedos) and carrying instrument cases. They set their cases down, open them up and pull out Q-Tips. They clean out their noses with the Q-Tips, and then put the penlights up into their noses, which is the cue for the lights to go out and the music to start. They then go back and forth with one person following the guitar and the other following the banjo, lighting up the lights, which makes their noses glow red. After the song is done, they very seriously pack up their things and leave the room.

Enlarging Machine
You need a very large box to look like a machine. Put things into the machine, and they come out larger (frisbee, ball, flower). Then put in a baby doll, and out comes a kid dressed in a diaper.

The Flat Tire
The scene is the side of a road. A woman is trying to change her flat tire, but she is obviously having a difficult time. A gentleman happens along and offers to help.

Man: What seems to be the problem?
Woman: I have a flat tire, and I don’t know how to work this crazy thing (as she points to the jack).

Man: Maybe I can help. By the way, how did you get this flat tire?
Woman: I was in such a hurry that I ran over a pop bottle.
Man: Didn’t you see it?
Woman: How could I? The dumb little kid had it in his pocket.

Granny’s Candy Store
Paint a verbal picture of the kids acting as three chairs in Granny’s store. Have three guys standing there, but with no parts to play. Have several kids come in dressed up as 5-year-olds.

They ask Granny for licorice, and she regretfully tells them she has none. They ask for several other kinds of candy, and each time she says she just ran out. Finally, disgustedly, the little kids ask what kind she does have, and she says all she has left is three suckers standing over there in the corner.

He Said He’s Met You Before
An old married couple is sitting in two chairs up front. They are acting as if they are driving in a car — with the old man’s hand on the steering wheel. They pull into a gas station, and the old man rolls down his window.

Gas Station Attendant: Can I help you?
Old Man: Fill ‘er up.
Old Woman: (to man) What’d he say?
Old Man: He asked if he could help us.
Old Woman: Tell him to fill ‘er up.
Old Man: I told him to fill it up.

Gas Station Attendant: Where are you two headed?
Old Man: We’re going to Disneyland.
Old Woman: What’d he say?
Old Man: He asked us where we’re headed.
Old Woman: Tell him we’re going to Disneyland.

Old Man: (disgustingly) I told him we’re going to Disneyland!

Gas Station Attendant: Where are you two from?

Old Man: We’re from Hudsonville.

Old Woman: That’s right.

Old Man: (angrily) I told him we’re from Hudsonville!

Gas Station Attendant: Where are you two from?

Old Woman: Tell him we’re from Hudsonville.

Old Man: (very angry) I told him we’re from Hudsonville!

Gas Station Attendant: Hudsonville. I’ve been to Hudsonville before. The women there are dog ugly!

Old Woman: What’d he say?

Old Man: (looks at the old woman, then at the gas station attendant, and then back to the old woman) He said he’s met you before!

The curtain closes or the lights go down, and music comes on. Or the old man and woman get up and walk out of the room like old folks.

Herman the Trained Flea

The trainer has Herman the flea do various tricks, when suddenly he loses Herman. After searching for a while, a girl is brought forward who has the flea in her hair. The punch line is, “Hey, wait a minute, this isn’t Herman!”

History of Humor

Have three people line up across the stage. Then read the History of Humor below.

As early as the late 14th century, or indeed as late as the early 14th century, the earliest forms of humor were divisible into the two categories into which I now intend to divide them. The earliest manifestation was the basic, simple precipitation humor incurred as will be seen from the following demonstration. This requires a disproportionate amount of internal visibility on the part of the operator.

#3 walks back to edge, walks forward, #2 trips him or her, and he or she falls. Gets up, gets back in formation, all bow.

The second precipitation occurs when both protagonist and dupe are inside. It is true: however, this has involved the development of a special piece of machinery.

#1 walks back the opposite way, walks forward, begins to sit down on a chair put into position by #3. As he or she sits, #2 pulls chair out, and he or she falls, then gets back in line, all bow.

Still, no more than an example of primary precipitation. The opening up of the South American continent revealed a vast new source of wealth for various new exploitations. #2 holds up banana.

We are to see demonstrated how this adapted to the basic precipitation humor.

#1 takes banana, peels it, hands peel to #2, #3 walks back and forth across stage. As he or she does, #2 drops peel for him or her to slip on. #3 instead steps over peel, turns around, picks it up and rubs it in #2’s chest. Steps back in line, all bow.

Popular as this jest clears throat and gives #1 dirty look, #1 looks around, then jams whole banana down own throat and looks back at professor — has been, it does not compare with the dispatch of an edible missile.

New person enters, passes out two pies to each person.

First, the simple, straightforward, offensive deposit.

#1 pies #2 in face. All bow.

Second, the simple sideways offensive deposit.

#3 pies #2 in ear. All bow, but #2 does slower ... as if getting upset.

Next, the simple surprise deposit.

#3 turns as if to pie #2, #2 ducks ... but #3 pumpfakes, #2 then raises back up and gets it from #1 in the other ear. All bow, #2 with even less enthusiasm.

And then there came the rear, foul, buttocks pie.

#3 pies #2 in rear. All bow ... except #2 doesn’t at all. Could we have new pies, please?

Person walks in carrying two new pies. Gives two pies to #1, and as does #2 sets pies on tray to wipe eyes out. When looks up, #3 has taken them off tray, and #2 is left with nothing.

Finally we move on to the interesting but little known variant normally resonated as the three course complex.

#1 turns to pie #2, #2 ducks down into a pie held down by #3, #2 pops back up into pie on back of head by #1. #3 then pies #2 on top of head. All bow except #2.

But finally, we must not forget the enjoyment, the satisfaction and the edification to be derived from the simple, straightforward, sideways, completely, unexpected, (pie #2 as you say) surprise deposit.

#2 takes last pie held by #1 and sneaks up on speaker. As speaker finishes last line, he pies #2 again with hidden pie on stand. #2 drops pie ... lights out.

Howdy, Buckaroo

If the leaders in your group have a tough time memorizing lines, this skit might be perfect for them. Four characters are needed: a mechanical quick-draw cowboy dressed in full cowboy garb, two warehouse employees dressed appropriately and a third employee. Only the mechanical quick-draw cowboy need remember any lines. They should be spoken in a mechanical manner: “Howdy, Buckaroo. So you think you can beat me, eh? Put on the holster at my feet and, on the count of three, draw! Are you ready? One ... two ... three!” The only props you will need are two gun-and-holster sets, one of which should be loaded with blanks.

The play begins with the two warehouse employees rolling in the mechanical slot-machine “cowboy” for storage. The extra gun-and-holster set is placed at the feet of the mechanical cowboy.
The third employee walks in and, seeing the robot, decides to try his luck. He reads the instructions printed on the chest of the mechanical man and then places a quarter in the slot. The robot winds up and gives the memorized spiel. The employee is unable to pick up the extra gun-and-holster set because it’s trapped under the boot of the mechanical cowboy. He panics and turns to run as the robot counts to three and shoots him.

Not to be outdone, the employee lifts the robot’s leg and puts on the gun set before inserting another quarter. He even practices his quick-draw skills several times. Feeling quite secure with himself, he inserts another quarter. The message is repeated, but this time his gun sticks in the holster, and again he is shot.

For the final attempt, the employee pulls his gun, stands to the side, holds his gun to the robot’s head and inserts another quarter. The robot repeats the message, except this time the mechanical cowboy winds down in the middle of “two.” The employee bangs on the robot a couple of times to get him moving again, but there is no response. Disgusted, he takes off the gun, sets his down at the robot’s feet and turns to walk off. The robot continues suddenly with the rest of the prerecorded message, saying “three,” and shoots the employee.

**If I Were Not in Young Life**

You will need five people. Possible characters are an undertaker, birdwatcher, farmer, surfer, stewardess, ice cream maker, McDonald’s worker, post, ballerina.

The song goes: If I were not a Young Life leader, I know just what I’d be. If I were not a Young Life leader, a ____________ I would be. And each person, in turn, jumps in and does his or her character lines and corresponding actions all in rhythm.

**Birdwatcher:** Hark, a lark, flying through the park, splat.

**Farmer:** Give, Bessy, give. The baby’s got to live!

**Surfer:** Hey, Dave, totally awesome wave!

**Stewardess:** Here’s your coffee, here’s your tea, here’s your paper bag, blah!

**Ice Cream Maker:** Ushy gushy, ushy gushy, good ice cream.

**Post:** A post, a post, a post. A post, a post, a post.

**Policeman:** Stop! Freeze! I’ll drop ya to your knees! Bang.

**Carpenter:** Two by four, I’ll nail it to the floor. Bam!

**Cheerleader:** S-P-I-R-I-T, Spirit!

**Bus Driver:** Come on in. Move to the back. Open the door, please.

**Ballerina:** Tippy, tippy toe, tippy tee, wee.

**Junior Class Play**

You will need four people: a doctor, director, mother and child. Costumes and props are key.

*Mother enters, sweeping the floor.*

**Son:** (Comes into the room holding his stomach.) Mother, I’ve been shot.

**Mother:** Oh, my son.

**Son:** I think I will die, mother.

**Mother:** Oh, son, you must not do that. I will call the doctor. (She picks up the phone.) Doctor, Doctor do come quickly; my son has been shot and is dying.

**Doctor enters immediately, as soon as mother hangs up the phone.**

**Mother:** Where have you been? This is an emergency.

**Doctor:** I had an emergency appendectomy after you called, but I got here as soon as I could.

**Son:** I feel sick.

**Mother:** You look sick.

**Doctor:** You are sick.

**Son:** I think I will die.

**Mother:** You must not die.

**Doctor:** He is dead.

**Director:** Cut, cut, cut …

**First Time:** Have all the actors read the script with no feeling or emotion. Then the director stops the scene and says there must be more emotion.

**Second Time:** Do it with wild emotion; it’s the saddest thing ever done … weeping and wailing, with very pronounced actions. The director stops again, saying that was a little too much sadness. This time make it a little lighter.

**Third Time:** It is now very, very funny. Everyone laughs until it hurts.

**Leaving Home**

You will need two characters. A man sits in a chair reading a newspaper. A woman enters wearing a coat and carrying a suitcase. She is apparently very upset. The man in the chair couldn’t care less.

**Woman:** I’ve had it! I’m through! I’m leaving this crummy, rotten house and all these crummy kids and going home to mother! I’m sick and tired of ironing, mopping and cleaning up after you day in and day out! I tell you, I’ve had it! No more! I’m leaving and don’t ask me to come back because I’m leaving for good! (sobbing) Goodbye! (She stomps out of the room).

**Man:** (somewhat bewildered, turns to offstage room and yells) Alice, dear! The maid just quit!
Light and Fluffy
You will need two people, whipped cream, water and costumes. They go back and forth asking each other if they like light and fluffy ... in their ear, on their nose, on their head, in their shorts until there is whipped cream everywhere. “I would LOVE light and fluffy in MY ear.” In between they sing the “Light and Fluffy Song”: “Light and fluffy, we like light and fluffy, light and fluffy, we like light and fluffy” while dancing around. They finish by cleaning each other off — dumping water all over each other.

The Magic Bandana
Two guys come out: one is the magician, one is his not-so-smart assistant. The magician introduces his act and sends his assistant to a table behind him and, facing the audience, says, “Herkimer, do exactly as I say.” The magician can’t see him.

  “Pick up the bandana.” Herkimer picks up a bandana and also a banana that is lying on the table, looks at them, scratches his head, puts the bandana down and keeps the banana.
  “Now, Herkimer, hold the bandana in your right hand.”
Herkimer does.
  “Fold the bandana in half.” Herkimer folds the banana in half.
  “Fold the four corners of the bandana together.” Herkimer peels the banana and drops the peel to the floor.
  “Now, stuff the bandana into your left fist, and don’t let any of it show.” Herkimer then crams the banana into his left fist, causing the banana to ooze out between his fingers.
  “On the count of three, the bandana will disappear. One! Two! Three! Now show us your fist.” Herkimer opens his fist and throws mashed banana at the magician, and the magician chases him off the stage.

Mashed Potatoes
A man comes into a restaurant (table and chair) and sits down. The waitress comes in and takes his order.

  Man: I’ll have a big pot of mashed potatoes.
  Waitress: Is that all?
  Man: Yup.
  Waitress: No beverage?
  Man: Nope. Just a big pot of mashed potatoes.
  Waitress: No salad, soup, dessert or anything?
  Man: Listen, all I want is a big pot of mashed potatoes.
  Waitress: Well, OK. I’ll tell the cook
Waitress goes offstage and, in a voice that everyone can hear, tells the cook that there’s a weirdo out there who wants a big pot of mashed potatoes.
  Cook: Is that all?

  Waitress: Yup. That’s all he wants.
  Cook: No salad?
  Waitress: Nope.
  Cook: No beverage or anything?
  Waitress: Nope, just a big pot of mashed potatoes.

They argue for a while. Finally the cook concedes and gives the waitress a huge pot of mashed potatoes (get the biggest pot you can find). Waitress brings the pot of potatoes out to the customer. He looks around suspiciously, lowers pot to the floor and sticks his head as far into the potatoes as he can — up to his neck. Then he proceeds to jam them into his mouth, ears, pockets, down his shirt, etc.

  Waitress: (stands there the whole time, watching) What the heck are you doing with all those mashed potatoes?
  Man: (slowly looks up at the waitress) Mashed potatoes? I thought this was spinach! (Stands up, turns and walks out.)

At this point everyone is confused, including the waitress.

  Waitress: (turns suddenly) Spinach, oh, I get it. (Dives into the pot of mashed potatoes headfirst, mashing them all over the place, in her hair, mouth, etc. Then she gets up and leaves.)

  Cook: (who has been watching the whole thing from a distance yells) Spinach spelled backwards, I get it. Is that ever funny. (Goes through same procedures as the Man and waitress.)

Now, everyone is thoroughly confused. At this point, someone comes through with a sign saying, “What is spinach spelled backward?” A plant in the audience then jumps up yelling that he gets it too and dives into the pot, mashing it all over himself.

You can end the skit here by having the announcer come out and suggest to the crowd that if they think about it for a while, they’ll get it too. If this is to be the last skit of the night, the announcer might even come out and apologize for trying to put over such a crummy skit on the crowd. Then he pauses and reflectingly says, “Spinach spelled backward ... Oh, I get it,” and dives into the pot too.

The Mona Lisa
Here’s a skit idea guaranteed to bring a faint, yet enchanting smile to everyone. Have someone memorize the words to the old Nat King Cole favorite, “Mona Lisa.” Then dress someone up as the Mona Lisa herself in a long, black wig, black robe and black shawl. Build a picture frame out of some old boards and have the Mona Lisa sit behind it. Drape the bottom of the picture frame to the floor so that the audience cannot see the Mona Lisa’s feet.

The leader should tell the kids he or she is going to sing a very serious song for them. As the song begins, the curtain opens to reveal the Mona Lisa. The singer turns to see the Mona Lisa and begins to sing to the picture.
During the song, however, the Mona Lisa comes out of character; she picks her nose, sneezes, cleans out her ear, shoots water pistols at the singer, blows a kiss to the singer, eats a banana and does any other thing that you might think of. All of this should be done every time the singer turns away from the Mona Lisa to face the audience.

The skit ends with the singer getting a whipped cream pie in the face, at which point the singer jumps through the picture frame and chases the Mona Lisa.

**Monk Monotony**

For the following skit, you will need only three characters: the Main Monk, Monk Monotony and a sign carrier. There is one prop: a large sign that reads “10 Years Later.” The audience is asked to imagine a monastery where Monk Monotony has just taken a vow of silence.

**Main Monk:** So, Monk Monotony, you have just taken a vow of silence? (Monk Monotony shakes his head yes.) Do you know what this vow of silence means? (Monk Monotony shakes his head yes.) That’s right, you cannot say anything but two words for the next 10 years. You may go now.

Monk Monotony exits. After 20 seconds during which the Main Monk does nothing, the sign carrier enters slowly from the right and exits slowly to the left, carrying the sign which reads, “Ten Years Later.” Monk Monotony enters.

**Main Monk:** Yes, Monk Monotony, your first 10 years are up, and you may say your two words.

**Monk Monotony:** Hard bed.

**Main Monk:** You May go now.

Monk Monotony exits. After about 20 seconds, during which the Main Monk does nothing, the sign carrier enters slowly from the right and exits slowly to the left, carrying the sign which reads “10 Years Later.” Monk Monotony enters.

**Main Monk:** Yes, Monk Monotony, your second 10 years are up, and you may say your two words.

**Monk Monotony:** Bad food.

**Main Monk:** You May go now.

Monk Monotony exits. After about 20 seconds, during which the Main Monk does nothing, the sign carrier enters slowly from the right and exits slowly to the left, carrying the sign which reads “10 Years Later.” Monk Monotony enters.

**Main Monk:** Yes, Monk Monotony, your third 10 years are up, and you may say your two words.

**Monk Monotony:** I quit. (He exits immediately.)

**Main Monk:** Well, I am not surprised. You’ve been complaining ever since you got here.

**Mr. No-Depth-Perception**

A few family scenes where the husband has no depth perception. The funny part is that the guy doesn’t realize it. He pours his coffee and misses the cup, he looks out the window and his head goes through the window. Go crazy! Make up your own.

**Our First Kiss**

The couple is seated next to each other either on a couch or in two chairs as if they were in a car at the drive-in. The two on stage don’t speak. The girl eats M&M’s throughout the skit. Have two people offstage do the voices for their thoughts.

**Guy:** I really hope she had a good time tonight. I know I did!

**Girl:** I wonder if he enjoyed being out with me tonight. I had such a great time!

**Guy:** I’ve never felt this way before about a girl. I hope she likes me as much as I like her.

**Girl:** I’ve never felt this way about a guy. I hope he likes me as much as I like him. (pause) Maybe he’ll hold my hand.

**Guy:** I think I’ll hold her hand. (pause) Her hand is so soft ... as soft as a rose petal.

**Girl:** I hope he puts his arm around me. He’s so nice.

**Guy:** I thin I’ll put my arm around her. She’s so nice, as nice as a princess.

**Girl:** I really like him. If only he knew how much. Maybe ... maybe ... he’ll kiss me.

**Guy:** I really like her. If only she knew how much. Maybe ... maybe ... I’ll kiss her. (pause) If only she would stop eating those M&M’s!

*She still keeps on eating in a nervous way.*

**Guy:** Oh, well, here goes.

*Cue Romeo and Juliet theme music.*

**Girl:** What a sweet kiss!

**Guy:** (says this out loud) What a sweet kiss! (Hershey’s Syrup runs out of his mouth as if he “acquired” it during the kiss.)

**Pass It Down**

You will need three guys and two girls, popcorn, a candy bar, pop and two nerd costumes. Have five chairs up front representing a movie theater.

Have two guys and one girl sitting watching a movie. The next two characters come in, dressed in very nerdy costumes and acting as if they are out on a date. The guy is carrying popcorn, a candy bar and the pop. They notice that there are only two seats left, so one person sits on one end and the other on the other end. The guy opens the candy bar, takes a bite and then asks the next person to pass it down to his date. The people in the middle continue to pass the candy bar down, but each takes a bite so that it is gone by the time it gets down to the date.
The same thing happens with the popcorn and the pop. Then the first guy tries to put his arm around the person sitting next to him and then asks him or her to “pass it down,” which he or she does. The guy next to the nerdy girl does it, she kind of likes it, and he leaves his arm there. The first guy starts to get upset, but then passes down a kiss, which makes its way down the line. The last two “kiss passionately” (hand-over-mouth type). The first guy goes crazy, but the last two walk out together.

**The Pencil Salesman**

*Sales Manager and dumb salesman enter.*

**Manager:** Now, I want you to pay close attention to me so you can become a great salesman.

**Salesman:** Duh, OK.

**Manager:** First, you hold your pencils in you hand and say, “Pencils for sale.” Practice saying that.

**Salesman:** Pencils for sale, pencils for sale.

**Manager:** OK, that’s enough. Next, the first question people will ask you is, “How much are they?” You will answer, “Ten cents. Three for a quarter.”

**Salesman:** Ten cents. Three for a quarter.

**Manager:** Right. Then they will ask you, “What color are they?” And you will tell them, “Yellow.”

**Salesman:** Yellow, yellow.

**Manager:** Good. Then the person will buy one, or he will say, “No, I don’t want to buy one.” And you will say, “If you don’t, somebody else will.”

**Salesman:** If you don’t, somebody else will.

**Manager:** Very good. Now, let’s practice it once and then you are on your own. (They go through the questions and answers.)

**Salesman:** (Now the salesman is alone on the street corner calling out ...)

Pencils for sale. (The first customer enters in a hurry. The salesman doesn’t notice the customer, turns around, hits and knocks him or her to the ground. The customer gets up and begins to dust off angrily.)

**Customer:** (outraged) Do you know how much this suit cost me?

**Salesman:** Ten cents, three for a quarter.

**Customer:** (furious now) What’s the matter with you? What do you think I am?

**Salesman:** Yellow.

**Customer:** Say, would you like me to punch you in the nose?

**Salesman:** If you don’t, somebody else will.

Customer begins to beat the salesman up, and both run offstage.

**Pickpocket**

Freddy Fingers and Hands Harry — both wearing trench coats — meet and embrace. They tell where they’ve been in the last few years (like what prisons they were in), and as they say goodbye, one says to the other, “Oh, you may want this.” He gives him back his watch. They exchange articles that they have picked up from each other until one of them hands back the other’s pair of boxers!

**Pizza Man**

This is a great way to have some fun introducing a new leader (or get a Young Life leader from a neighboring club who no one knows). As the prize for one of your games, announce that the winner will get a free small pizza from [fill in popular pizza delivery in your area].

Have the new leader show up as the pizza guy. He can wear the hat and everything! After he brings in the pizza, he sits down by one of the kids. Nobody can get him to leave. Have him sing real bad, pick his nose and even ask some of the kids about one of the female leaders he thinks is cute.

Acting frustrated, ask him if he has a pizza to deliver. You can take it as far as you want to — we made it last three weeks. He can also come in and be completely into everything going on in club.

**The Psychiatrist**

This is a skit that requires two people: the psychiatrist and his patient. The scene is the doctor’s office. The only props needed are a couch (for the patient to lie down on) and a chair for the doctor. The skit begins with a knock on the doctor’s door. He answers it.

**Man:** Oh, ah, hello there ... are you Dr. Kaseltzer, the psychiatrist?

**Doc:** Yes, I am, and that will be $20. What other questions can I help you with?

**Man:** Well, my name is Mr. Gaspocket. I have an appointment.

**Doc:** Oh, yes. What’s the nature of your problem?

**Man:** I’m trying to break — (bark!) — a nervous habit.

**Doc:** Well, maybe I can help you.

**Man:** Thanks, doc — (bark!)

**Doc:** How long has this been going on?

**Man:** Oh, ever since I was a teenager (bark!)

**Doc:** Hmmmm ... Think back. Did a vicious dog ever frighten you?

**Man:** Huh? I don’t get it.

**Doc:** Well, these problems can often be traced to a single event.

**Man:** No. This is just a — (bark!) — nervous habit.

**Doc:** Have you ever tried to break it?

**Man:** Oh, yes! I’ve tried lots of things, such as wearing gloves.

**Doc:** Wait a minute. You’ve tried wearing gloves?
Man: Yes, well, you know, I thought if I would start wearing gloves, I might stop biting my nails.
Doc: Biting your nails?
Man: Well, yes. That’s the nervous habit I was telling you about.
Doc: You mean you came to see me just because you bite your nails?
Man: Well, certainly. What else — bark! — in the world — bark! — would I have on my mind?
Doc: Maybe you should lie down and tell me all about it.
Man: Well, I’m not allowed on the furniture.
Doc: That’s all right. I don’t mind.
Man: Well, all right. One reason I get nervous and bite my nails is — bark! — because of my mother.
Doc: Your mother?
Man: Well, she always made me sleep on a bunch of newspapers down in the cellar. Somehow, she got this crazy quirk, you know, she got it in her mind ... now you won’t believe this ... but she imagined that I went around the house barking like a dog!
Doc: You think she imagined this?
Man: Well, I know she did. You know, she finally wrote to a doctor about me ... a veterinarian.
Doc: Oh really? And what did he say?
Man: I don’t know. I never let the mailman near the house — bark!
Doc: This goes deeper than I thought. I’m going to try the word association test. I’ll say a word and you say the first word that comes to your mind ... Table.
Man: Chair.
Doc: Ball.
Man: Bat.
Doc: Flower.
Man: Rose.
Doc: Cat.
Man: Bark!
Doc: Dog catcher.
Man: Bark! Bark! Bark!
Doc: I’ll tell you what. This is going to require some consultation. Why don’t you come in next Thursday?
Man: Oh, no. Doc, couldn’t you make it another day? I don’t want to miss Lassie.
Doc: OK. How about Monday night at 7:30?
Man: Nope, that’s Young Life night.
Doc: OK, let’s make it Tuesday. Good day, sir.
Man: (exits) Bark! Bark!

Radio Jumble
This is an easy skit that uses seven people (A, B, C, D, E, F and G) who stand in front of the audience and read the script below.

To introduce the skit, announce that this is what happened one day when you were trying to find a radio station. Each of the readers can wear a sign with the name of a radio station on it, or dress up in costume. Each “click” below indicates a station change. (The “clicks” can be a sound effect inserted at the appropriate times.)

Person A: Good evening, ladies and gentlemen, this is Seymour Skidmarks bringing you the latest news in the world of sports. The annual football game between ________ and ________ was played last week to the enjoyment of a large crowd who went wild at the crucial point during the game when Coach ________ sent in ... (click)
Person B: ... three eggs, a cup of buttermilk and a pinch of salt. Stir well and pour into a flat greased pan or ... (click)
Person C: ... your new fall hat. This year, fashion decrees that women shall wear a large variety of charm bracelets. A most popular design is to make them of ... (click)
Person D: ... old whiskers? If you do, just shave them off with Bates’ Better Shaving Cream. Use this cream, and you will be so handsome that all the girls will ... (click)
Person E: ... bend over and touch the floor 20 times. This exercise is superb for general reducing. All right now, pupils, again let’s bend over, up, over ... (click)
Person F: ... (singing) the ocean. My Bonnie lies over the sea. My Bonnie lies over the ocean, oh bring back my Bonnie to ... (click)
Person A: ... ________ who sailed down the field for a touchdown that tied the game. What a play! What a perfect ... (click)
Person C: ... -ly darling little summer bag that all you girls simply must have. At first glimpse they may remind one of ... (click)
Person E: ... feel the stiff beard with your hand. Does that appear to be very ro...man tic? Our foolproof way to get a girlfriend is to ... (click)
Person C: ... hundred years. The things our grandmothers wore then are the most popular things today. Already fashion leaders, prominent society women are trying to bring back more old-fashioned manners. Their cry is “Bring back ... (click)
Person F: ... (singing) my Bonnie to me, bring back, bring back, oh bring back my Bonnie to me. Bring back, bring back ... (click)
Person D: ... a nice soft chin and a host of compliments. If you use our cream, those whiskers will come out with a ... (click)

Person G: ... crash! Goldilocks had broken the little chair all to pieces. Then she jumped up and started up the stairs. There she saw three beds. The first bed was covered with a bearskin rug, which was too soft. The second bed was covered with ... (click)

Person A: ... what looked like crawling things from the press box, but it was only the players in hard scrimmage. We are looking with expectations to _________ winning their _________ championship this fall. The players are in good condition and their average weight is ... (click)

Person E: ... 110 pounds. You, too, can weigh this much if you but follow these simple exercises. Don’t take them too hard at first or you will probably have to ... (click)

Person F: ... (singing) lay on a pillow. Last night as I lay on my bed; last night as I lay on my pillow, I dreamed that my Bonnie was ... (click)

Person B: ... cooking in a hot oven about 450 degrees Fahrenheit. For an extra treat, garnish, add cloves or whole ... (click)

Person G: ... bears? Will Goldilocks get home safely? How will the story end? Keep your radio tuned to this station until tomorrow at this time for the next episode of this thrilling story. Until then, kiddies, be sweet and don’t forget to ... (click)

Person D: ... shave off the whiskers with Bates’. Our motto is ... (click)

Person E: ... stand on your head and wave your feet in the air. Gym clothes are best for this exercise, but ... (click)

Person C: ... an ostrich feather will do just as well. Take my tip, and you girls will be as fashionable as ... (click)

Person A: ... _________, to whom we are looking for great things this year. This is your friendly announcer, Seymour Skidmarks, signing off and saying ... (click)

Person C: ... Night all!

Rindercella and the Prandsome Hince (Original Ending)

Rindercella and the Prandsome Hince

Once upon a time in a foreign fountry there was a prandsome hince, and the prandsome hince was just about to quop the prestion. When Rindercella heard the moke of stridnight, she turned, straced down the rains, and when she got to the stottom bep, she slopped her dripper.

The next day the prandsome hince went all over his foreign fountry looking for the beautiful birl who had slopped her dripper. When he got to Rindercella’s house, he tried it on her sad blisters, but it didn’t dit. But when he tried it on Rindercella, and it fid dit! So they were mappily harried and hived lappily ever after. Ehe Tend!

Show Me the Honey (or Honey Bee Society)

You may sell this skit as a documentary about the lives of the honey bee society with the song “Flight of the Bumblebee” (from any orchestra).

To begin, pull up three kids and send two of them out of the room. Dress the one remaining in the room like a queen bee (crown and robe)
and sit her on a throne up front. Then pull up a kid (one you have clued in) to be the worker bee. (Note: The final joke will be on the worker bee. It will help if this is an outgoing, funny kid.)

Explain to them that the honey bee society works as follows: First, the queen bee points and grunts once, and the worker bee buzzes around (goes briefly out of the room) and then back to the queen. The worker bee addresses the queen with one grunt. The queen bee answers back with two grunts (meaning not good enough). The worker bee goes out again, buzzes around and comes back to the queen. The worker bee grunts twice this time. The queen bee grunts three times, shaking her head (not good enough). When the worker bee goes out for the third time, he gets a mouthful of water, comes back to the queen and grunts three times. The queen, finally satisfied, yells, “Show me the honey!” The worker bee spits water all over her. Then, give the queen a hand and bring in a new queen.

Repeat the same skit. The third time, the new queen bee does the same skit again, but while the worker bee is out getting water, you slip the queen water also. When the worker bee comes back and grunts three times, the queen just grunts back. The worker bee will get confused, frustrated, maybe even try again but eventually he will swallow his water and yell at the queen, “You are supposed to say ‘Show me the honey!’” Then the queen spits water on the worker bee.

The Sneak Thief

Two gentlemen dressed in business suits walk into a restaurant on their coffee break and sit at a table that is covered with a long tablecloth. One has a newspaper under his arm. They both order coffee, and one pulls out the paper and begins to read. He shares some of the stories briefly with his friend and then whistles in surprise:

Man 1: (with paper) Did you see this article about the Sneak Thief?
Man 2: No, what happened?
Man 1: Listen to this (reads aloud). “Another series of bizarre robberies occurred yesterday in Hudsonville. Purses, wallets and other items mysteriously disappeared. Police are baffled and have no clues as to the thief’s identity or how he or she strikes without being seen. The public is warned to be on their guard until the thief is apprehended.

The operation is hidden behind the tablecloth. If loafers are worn, shoes can easily be slipped off and on again.

The Stunt Double

You will need a director (wearing a beret, scarf, dark glasses), a camera man (with a movie camera — try using an old-fashioned meat grinder on a tripod to look like a camera, if necessary), a make-up man (with a sack of flour and a powder puff), a hero (handsome, dressed in white), a beautiful girl, a bartender and a stunt double.

The skit begins with a movie-making setup. The hero is sitting in a chair, next to the girl, getting ready to kiss her, and the camera man is moving around taking pictures. The director is directing the action. The stunt double is watching, apparently intrigued with the whole thing, as though he has never seen a real movie set before. He walks in front of the camera and interrupts the action.

Stunt Double: Wow, a real movie. I wish I could be in a movie.

Director: (enraged) Cut! Cut! You! Get out of here! You’ve just ruined a perfect take. Beat it! Scram!

Stunt Double: (runs off disappointed) Shucks. I sure wish I could be a movie star.

Director: (thinks a second) Hey! Wait a minute! You! (points to the stunt double) Do you want to be in a movie? I think we can use you! (He whispers something to the hero, and they both smile.)

Stunt Double: (overjoyed) Really! Wow! I’m a star! Oh boy! Where do I start? Where are my lines?

Director: Just wait a minute, and we’ll show you.

The action continues, and the hero sits again by the girl, says a bunch of mushy things to her, and then starts to kiss her. When he does, she brings back her hand to slap the hero’s face.

Director: Cut! Cut! You! Get out of here! You’ve just ruined a perfect take. Beat it! Scram!

Just wait a minute, and we’ll show you.

 Director: Cut! Great! All right, let’s have scene two ... Action!

The stunt double starts to kiss the girl, and she slaps him across the face so hard that he falls over backward in his chair.

Director: Cut! Great! All right, let’s have scene two ... Action!

Director: Cut! Bring in the stunt double. (The stunt double takes the place of the hero in the chair.) Make-up! (The make-up man comes in and throws a bunch of flour in the stunt double’s face.) Action!

Director: Cut! Bring in the stunt double! (He comes in and takes the hero’s place.) Make-up! (Make-up man throws more flour in his face.) Action!

Roll ’em!

The stunt double crawls along the ground and yells “water.” An offstage helper brings in a big bucket of water and dumps it all over him.

Director: Cut! Perfect! All right, let’s have scene three ... Action!

Hero: (He crawls along the floor, crying) Water, water, give me some water ...

Director: Cut! Bring in the stunt double! (He comes in and takes the hero’s place.) Make-up! (Make-up man throws more flour in his face.) Action!

Roll ’em!

The stunt double crawls along the ground and yells “water.” An offstage helper brings in a big bucket of water and dumps it all over him.

Director: Cut! Perfect! All right, let’s have scene three ... Action!

Hero: Walks up to a bar and orders some milk. The bartender gives him some milk, and he drinks it. Then he orders some pie.
Bartender: Do you really want some pie?
Hero: Yeah, give me some pie.
Bartender: Reaches for some pie ...
Director: Cut! Bring in the stunt double! (The stunt double enters, looking pretty bewildered at the whole thing.) Make-up! (He gets more flour in the face.) Action!
The stunt double stands at the bar, demands the pie, and the bartender throws the pie (a big cream pie) in his face.
Director: Cut ... Perfect ... Tremendous! ... Well, that's it for today!
Everybody takes off, leaving the stunt double with a puzzled look on his face. He shrugs his shoulders and walks offstage.

Sumo Wrestlers
For this skit you'll need two guys, preferably of a muscular or flabby physique, dressed in diapers (use a white sheet for the costumes). You will also need an announcer with a good voice and a microphone, (a vacuum hose can work for this).

Have the two wrestlers come stomping into the room, circling each other and snorting at each other. The announcer introduces the first man as Yamahaha, who steps forward, bows with folded hands and slowly laughs with a deep voice and a Japanese accent, “Ha ha ha ha ha.” He then throws rice over each shoulder. This procedure is repeated when the announcer introduces Korimoto-ho, who responds with, “Jo ho ho.”

After their introduction, the two wrestlers begin fighting. They never touch or speak, except the occasional “ha has” and “ho hos.”

The fight is conducted by each fighter doing to himself what he really wants to do to his opponent. The opponent responds — at the same time — by reacting to the hold or punch as if it really happened to him.

While this is going on, the announcer calls the play-by-play, describing finger bends, nostril lifts, toe stomps, navel jabs and armpit hair pulls. With some good actors, this event can be hilarious.

TV News
Involves six people sitting in six chairs facing the audience like they are watching the TV news. All watch intently except the center character, who notices what goes on around him in a panic. Voice offstage is the TV newscaster.

Newscaster: Good evening, ladies and gentlemen. Welcome to WTOV's 11:00 news! Tonight, a look at recent surveys and some startling statistics! A survey shows that two out of every six people will die of heartburn after eating at Hardee's.

The people on each end clutch themselves in pain, dropping Hardee’s food, and writhe to the floor, dead. No one notices but the center person.

Newscaster: Tests also show that one out of every four people will choke and drown while drinking a bottle of pop.

Newscaster: A recent survey shows that one out of every three people in the United States will be violently mugged at some point in their life.

A mugger comes in from behind, grabs one of the end people, knocks him out of his chair, hits him and takes his watch and wallet, ignoring the other two, and leaves the person there unconscious.

Newscaster: The National Safety and Driving Council's latest report shows that one in every two people will be in a moving vehicle accident at some time in their life.

The center character relaxes because they are indoors when motor and car sounds come over the PA and someone on a tricycle zooms in and runs over the other person. When he drives off, the surviving man jumps up to turn off the TV, but before he does, the newscaster breaks in ...

Newscaster: And now for some lighter news. The population explosion is startling! Every 10 seconds, a woman in the world becomes pregnant.

At this the guy sits down, relieved and smiling. Then pump up a beach ball under his shirt by a clear tube out his back and through the curtain into an air compressor. He screams and turns sideways as it blows up huge ... lights out.

Weight Smash
This is a great one for Hans and Franz weight lifter characters. As simple as it sounds, they call up some assistants who go backstage to bring them objects to smash. Then with a 35- to 45-pound weight, they smash whatever comes up front. For example: an egg, a pie, any plastic or clay figure, a plastic container of whipped cream. This is sick, but very funny if your characters can do a good job.

Who’s on First
This is an Abbott and Costello skit. You will need to memorize the script and wear baseball uniforms.

William Tell (or Bohemian Rhapsody)
You will need all of your leaders, costumes (garbage bags maybe), a conductor costume and music. Play the song with different people or groups of people acting like they are playing different instruments, and have a conductor out front. At the end everyone falls into a pile.
You Were Lucky (or The Liars)
A. Imagine us, sitting in the fanciest pub in England, drinking our Chateau de Chauclea wine.
B. Right you are. Thirty years ago we would have been lucky to have had a cup of tea.
   A. Cold tea.
   B. Yes, without sugar or milk.
   A. Or tea.
   B. In a cracked and filthy cup.
   A. We used to be so poor that we would drink tea out of a rolled-up newspaper.
   B. You were lucky to have a newspaper. We used to have to suck our tea out of a damp cloth.
   A. We were poor, but we were happy.
   B. We were happy because we were poor.
   A. Right you are. My daddy said that dollars would never buy happiness.
   B. That’s because he never had any money, the bloody beggar.
   A. When I was young, we used to live in a house with big holes in the roof.
   B. You had a house? You were lucky! We used to live in a bottle cap, 23 of us in the middle of the ocean.
   A. Well, I say it was a house. Actually it was a room — all 36 of us, and we had only half a floor. We had a big hole in the middle of the floor, and we used to huddle next to the wall for fear we would fall in.
   B. You were lucky! We used to live in a hallway.
   A. Well, you were lucky! We used to live in an abandoned septic tank in the middle of the garbage dump.
   B. You lived in a septic tank? You were lucky! We lived in a paper sack in the bottom of a toxic waste dump. Every morning we would awaken to nuclear waste being dumped on us until we glowed.
   A. Actually, the house I was telling you about was no more than a hole in the ground, covered with twigs.
   B. Well, you were lucky! We were evicted from our hole. We had to live in the bottom of the lake.
   A. You were lucky to live in the bottom of a lake. There were 150 of us living in a shoe box in the middle of a road. We dreamed of living in a lake.
   B. You were lucky to live in a shoe box. We lived in a brown paper bag. All 300 of us! Got up at 6:00 a.m., ate a crust of stale bread and worked in the mills for 12 hours. When we got home, dad would beat us and put us to bed with no dinner.
   A. Well, you were lucky! We used to get up at 3:00 a.m., strain the lake clean with our teeth, eat a cup of hot gravel, work 15 hours at the mill, and when we got home, our dad would beat us about the head and shoulders with a broken beer bottle and use us for kitty litter.
   B. We dreamed of that! We used to live in a rusty tin can in the middle of the road. One hour after sunset we would clean the road with our tongues, eat a handful of cold gravel and work 20 hours at the mill with no pay! When we got home, our dad would cut us up with a dull Ginsu knife and use us for cheese fondue.
   A. Well, you were lucky! That was luxury. We used to get up in the morning at 10:00 at night — which was half an hour before we went to bed, eat a hunk of dry poison, work 29 hours a day at the mill, and when we got home, our parents would kill us and dance around our grave singing “Glory, Glory, Hallelujah.”
   B. But you tell that to the kids today, and they simply don’t believe you.
A melodrama is a great way to present a theme or just get kids laughing. Always include more action than funny lines because the narrator may laugh and have kids repeat the same line. Make sure you choose kids who will really ham it up. It's good to include dropping someone on a table (carefully), dog licking a face, flexing muscles and a kiss. Costumes are everything.

**The Homecoming Dance**

**Characters:** Joan Junior, Stanley Stud, Freddy Freshman, Barlow the Dog, Couch and Table

**Props:** Costumes, flowers, telephone, music, lipstick, lemon, mouthwash, Lysol

Our story opens at the home of beautiful Joan Junior five days before the homecoming dance. Joan is sad and forlorn because she has no date for the dance. She sits on the couch and pets her dog Barlow, saying, “Oh Barlow, I feel like such a low-life scum poodle ... I wish someone would invite me to the homecoming dance. “ Barlow, sensing his owner’s displeasure, licks her hand, slobbers on the couch and lies down. Joan rubs her nose and gazes off into the distance, sighing.

Suddenly, the phone rings (ring). Joan wipes her arm on the dog and picks up the phone. Stanley Stud, a cool, highly attractive and all-around legend-in-his-own-mind kind of a guy is on the other end. He says he would like to come over and ask Joan something very important. Joan says, “I’ll be waiting for you here, liver lips.”

Joan knows that Stanley Stud is coming over to ask her to the dance. Realizing that she is short on time to get ready, she does her lip exercises, bites a lemon so she can pucker up for tonsil hockey, puts on lipstick, gargles and sprays herself with Lysol.

Suddenly, there is a knock at the door. The dog barks and wags his tail. Joan yells, “Coming, my little sweet treat.” Joan flings open the door only to find that it’s not Stanley Stud but Freddy Freshman, holding flowers and drooling at her door. “What do you want, you pencil-neck geek?”

Freddy hands her the flowers, gets down on his knees and says timidly while drooling, “Oh, Joan, I realize that I am nothing but a gutter-scraping amoeba, but would you please go to the dance with me?” Joan kicks him and says, “Not on your life, moose breath!”

Suddenly, there is another knock at the door (knock). Joan opens the door to find suave, hip and sophisticated Stanley Stud, who says, “Hi, Joan, it is I, Stanley Stud.”

Joan nearly faints, falls into Stanley’s arms and says, “Stanley, you’re so hot!” Stanley says, “You’re so right!” Stanley suddenly sees Freddy Freshman on the floor and says, “What’s that pond scum doing here?”

Before Joan can answer, Freddy jumps to his feet and says, “I’ve come to ask Joan to the dance, you highly mature and excellent dude.” Barlow wags his tail, licks Freddy’s hand and burps. Stanley laughs and says, “That will be the day!”

Freddy suddenly gets an idea. “Tell you what, Stanley. Let’s have a dance contest, and the winner gets to take Joan to the homecoming dance, OK?” Stanley laughs so hard that he falls down. Then he gets up and says, “You turnip head, everybody knows that I’m the best and funkiest dancer in the whole school! You won’t have a chance.”

The music comes on, and Stanley dances with Joan. After they are done, Stanley turns to Freddy and says, “Beat that, Buckaroo!”

Suddenly Freddy starts to shake, the lights go off, and the music comes on. Freddy dances like no one on earth. As the lights come on, Joan screams, “Freddy, you’re my hero! Not only will I go to the dance with you, I’ll even pay for dinner!” The two go off hand in hand.

At the close of our drama, we see Stanley Stud standing in the room weeping. Barlow the Dog comes over and licks his hand and walks out.

Lights out.
Theme Clubs

Theme clubs provide a great opportunity for kids to invite their friends and add to the anticipation of the coming meeting. A good theme will get students' attention and will be talked about during the following weeks. A well-planned event will speak of the excellence Young Life always strives for.

When planning a theme club, make sure you choose a theme that includes everyone, is culturally relevant and, above all, is in good taste and sets the tone for proclaiming the Gospel.

Advertising is critical in pulling off a successful theme club. Start talking about the event in club several weeks in advance. The leader's enthusiasm will draw the kids in and make or break your evening. The kids need to know the theme and if they are expected to come in costume. Leaders should go all out when dressing for the evening, and the music must be chosen carefully to fit the event.

Included below are theme names followed by possible activities. Use your creativity to add more. Some of the themes have many activities listed. This makes it possible to do the same theme each year and not repeat the same activities. When planning theme clubs, you can make almost anything fit the theme if you are creative.

Backward Club or Draw Your Club

Just like it sounds: talk, slow songs, skit, fast songs. Or write each part of club on a slip of paper, put all the slips in a hat and have kids draw to find out what happens next.

Battle of the Sexes

Buy the board game based on the TV show. Questions for girls are based on things most guys should know. Questions for guys are based on things most girls should know. Have the guys sit on one side of the room and the girls on the other. First bring a girl up front and ask her a question. She can get help from all the girls but needs to make the final decision. Next it's the guys' turn. Preview the questions to make sure they are appropriate.

Bigger and Better

Each team starts with the same item (penny or egg) and goes door to door trading for something bigger and better. Meet back at an appointed time.

Bingo Night

At the start of club each person gets a bingo card and a pencil. Have a leader call out numbers and letters throughout the night at random times. Have prizes for bingo and blackout.

Christmas Carol Contest

Divide into teams and give each team a set of instructions. Send each team in different directions. The group completing the most items wins. Go to various houses and sing a different carol (only one) at each house. Get someone to put his or her initials on the list below next to the appropriate item. Do as many as possible in the 30-minute time limit.

1. Sing all the verses of a carol in reverse order.
2. Sing a carol while sitting cross-legged (Indian style) on the front porch.
3. Sing a carol opera-style.
4. Sing a carol to someone who is 5 years old or younger.
5. Form a human pyramid and then sing a carol.
6. Sing a carol in someone's kitchen.
7. Sing a carol to someone who is 60 years old or older.
8. Sing a carol around someone's Christmas tree.
9. Act out a carol while singing all the verses.

Christmas Light Scavenger Hunt

Teams use a video camera to tape a list of Christmas decorations. The list includes the more difficult items like a house with all white lights, a baby doll in a manager, camels, three wise men, Mr. and Mrs. Claus, Frosty the Snowman, a wooden nativity, luminaries, a group of live Christmas carolers, extra points if you get a homeowner in the video with said object, person dressed as Santa, etc. This works best at night. We just have the kids bring flashlights.

The group must add a dramatic flair to the video, like a mini movie. Each group must create a documentary while getting the items on the list. Everyone on the team must be captured on the video (in front of the item) to get credit. We have everyone with the cameras bring the necessary equipment so we can watch it when we get back. Judge each video, and give extra points for creativity.

Clash of the Classes

Seniors and freshmen team up to bring as many kids as they can from their classes. Juniors team with sophomores. Do class competitive skits. Have an award and trophy for the winning classes.

Dating Game

Have kids put their names in a hat the week before, and pick four girls and four guys (three contestants and one alternate). Line up one guy and one girl from another school to be contestants. Go over the questions ahead of time to eliminate marginal ones. Do up the night with an emcee. The Vanna song from original Dating Game is by Herb Alpert and the Tijuana Brass, called the “Spanish Flea.”
Video tape the date to show in club. Campaigners plan and execute the date like a progressive dinner in public places (i.e., hors d'oeuvres in a park with a strolling violinist). Have a creative way to chauffeur them around. (If the theme is a trip around the world, the van can be decorated like an airplane. The pilot and flight attendant can read funny safety instructions.) Interrupt with funny things and don’t leave them alone much since it can be very awkward. You may also incorporate commercials throughout your show!

David Lennoxman Show
Do the whole club as a late-night TV show spin-off. Have a funny host or this will be a disaster. Have a late-night band of kids with a “Paul Shaffer,” a window and breaking glass noise to throw cue cards through, a Top 10 List, Letters to Dave (show on the overhead) and commercials.

Family Feud
Take a survey with kids at school. This game is an excuse to meet new kids on campus. Tell them that you are playing this game next week at club and invite them to come. Kids love to share their opinion. Ask them questions and write down their answers, or have hard copies printed out for them to fill out. To be effective, complete as many surveys as possible. Then compile all the data and narrow it down to the top five answers. Keep records of how many people gave each answer.

When playing the game, divide the room in half. Each team picks one person to come up front. Ask them the fast food question (also print the question and show on the overhead projector). They can get input from their team. Have one team give its top answer. The other team must give another answer. The most popular answer wins a point. If it’s not the top answer, you can give the next two contestants another guess. Continue with new contestants for each question.

Survey:
Name and grade?
Favorite fast food place?
How you get to school?
Favorite TV sitcom?
Favorite teacher?
Age you were when you received your first kiss?
Favorite comedy movie?
Favorite ice cream flavor?
Favorite radio station?
Vehicle most students drive?

Football Night
Instead of having a regular club, have a football game where the guys play the girls. Guys play on their knees, and girls play standing up. Sell ahead of time. Have the “National Anthem” and Olympic music. Have lights for the back yard and a sound system for the play-by-play. After the game, have refreshments inside, a few songs and a short talk.

Fugitive Hunt
Transport all the kids five or six blocks away. Explain that they are fugitives, and they need to make it back to the meeting place. If at any time they are hit by the beam of a flashlight, they must get in that vehicle and be taken back to the start to try again. After a set time, everyone is picked up and brought back to the meeting place. The talk can be about how we run from God, but if we really knew how He loves us, we wouldn’t run from Him.

A. An adult must accompany each and every fugitive group of kids.
B. The fugitive group must stay together at all times. The game is to be stopped if kids or the leader get separated from each other.
C. The fugitive group is not to trespass on private property.
D. Extreme caution is to be taken when crossing streets; use marked cross-walks; no crossing in front of traffic; no jay walking.
E. If at all possible, the game is to be played in a public park or open space so as to not arouse suspicion by residents, the police, and/or businesses.

Great Race
Divide the group into teams, with at least 40 kids each. Direct the teams to select different kids to participate in each of the team events so that everyone gets an opportunity to play.

Begin by dispersing kids to the specific event areas where they’ll participate. As the race begins, the first person should run from a starting line to the first event with an open bag of jelly beans. The person is to hand the bag of jelly beans to the kids participating in that event. After the first activity is complete, one person should run to the next event with the bag of jelly beans. The kids there should complete their activity and run the jelly beans to the next activity area. Teams should continue in this manner until the bag of jelly beans has been raced around the field.

At the end of the race, count the jelly beans left in the bag and add one second to a team’s time for each jelly bean that’s missing. The object of the race is to finish with the most jelly beans.

The following events will help you get started:

- Human Obstacle Course (using people as obstacles)
- Water Drink (a person drinks 10 cups of water)
- Human Pyramid (10 people form a pyramid)
- Sink a Putt (a person makes a 10-foot putt into a hole)
- Circle Sit-Down (kids form a circle and sit on each other’s knees for 15 seconds)
- Folding Chair Race (the first person in line unfolds, sits in and refolds a chair, then passes it down the line)
• Paper Plane Flight (a person makes and throws a paper plane 10 feet)
• Over and Under with a Bag of Beans (kids in a line pass the bag over and under using their hands)
• Two Carry One (two people carry a third, who is holding the bag of jelly beans)
• Sprint to the Finish (kids run a 50-yard dash back to the starting line)

Homecoming Yams
Supply craft materials to make a yam into a homecoming queen. Each group should have yarn, scissors, ribbon, lace, small pieces of fabric, pens, a glue stick, colored paper, a shoe box (for car), etc. Divide into groups of six to 10 people so everyone can be busy making something for this project. Give them 10 minutes (or less) to complete their project. Have a homecoming parade at the end with one person serving as the driver (holding the car with the homecoming yam inside). Have them describe the dress and car. Have a person from each group perform a “talent” on behalf of the yam. Have a person from each group answer the following question: “If elected homecoming yam, what will you do to improve the public impression of vegetables everywhere?” Have a panel of judges elect the homecoming yam. Homecoming spuds (potatoes) can work if yams aren’t available.

Hot Dog Lengths
Give each team two hot dogs and have them go out and measure things in hot dog lengths. Here are examples of what to measure:
• Height from the ground of the softball backstop at the high school.
• Length of a picnic bench at Casa Blanca.
• Length of Chamber of Commerce sign.
• Length of center handrail at front steps at Presbyterian Church.
• Length of entire glass entrance of the baptist church.
• Length of the word “administrative” on the front door of the high school office.
• Measure the diameter of the park bell.
• Length of red curb in front of _____ house.
• Width between pillars at the baseball field entrance sign.
• Height of the _____ mail box, from sidewalk to top.
• Length of the snack bar counter at the high school.
• Height of the mailbox at the corner of _____ and _____.

Ice Cream Sundae World Record
Build a huge ice cream sundae in 80 feet of gutter (plastic is cheap). Try to build the massive sundae in waves. Then when it is “official,” have everyone take spoons and begin to eat fast. As they do, start an ice cream war.

Karaoke
Borrow or rent a karaoke machine. Have leaders set the pace by recruiting groups of kids to go up front with them. No booing, only encouragement.

Kidnap
At the very start of club, break into teams (as many teams as adult drivers). Drive around town and have kids “kidnap” their high school friends and bring them along. The group that kidnaps the most people wins a prize. Recruit extra adult drivers with big cars so that more kids could be kidnapped.

Leader Hunt
Have the leaders go and hide. Kids are divided into groups of 10. Each person has a piece of paper with the color of their team. They must stay together. If they find a leader, their whole team must be present in order to take the leader back. The whole team must carry the leader back.

Mission Impossible
This is a night game that requires a dark field. Kids must carry a Skittles candy from the starting point to their team bucket. The team buckets are located at the far end of the field near a large spotlight. Have leaders spread out in the dark with flashlights, Super Soakers or water balloons. If at any time kids are hit with a beam of light or water, they must eat their piece of candy and return to the start for a new one. If kids are on one knee, they are safe from light and water. If they complete their mission, they may make more attempts until time is up. Station adults near obstacles that might be dangerous in the dark (picnic tables, etc.).

Pay Phone Scavenger Hunt
Divide into groups, each with a vehicle and a handful of quarters. Each group will be given a location where they will find a pay phone. Each group will also be given one phone number. Throughout the night, that anonymous person will be their contact person.

Once at the first phone, the groups will be given clues over the phone leading them to the next station. At each new station, they will call their same contact person for another clue. Once they have reached their final destination, they will find an envelope telling them they are finished and need to return to the facility or place where they started.

The first team to return to the start with the envelope in hand wins. Have prizes for all the teams, no matter what place they finish. If you’re in
a town without many pay phones, you may direct the students to homes belonging to people you know, where they can use their phone. If you do that, it’s always good to tell the homeowner ahead of time!

**Photo Scavenger Hunt**

Divide into teams. Give each team a camera and a list of possible photos for points (pictures at local landmarks, with someone over 60, in a McDonald’s hat, kissing a Kmart employee, on a fire truck, in a police car, everyone’s feet off the ground, etc.). Give a 30-minute time limit and send them out with adults as drivers. Use Polaroid or digital cameras so pictures can be shown that night.

**Pizza Club**

Some weekdays are slow for pizza places. If we guarantee them say $200 ($4 a kid x 50 kids), it’s a win-win. They get some business, and we get the place to ourselves. Have club there and then chow on pizza.

**Pool Hop**

Find a neighborhood that has swimming pools at most of the houses. Get permission from homeowners to swim through their pool with a bunch of teenagers. The more pools, the better (12 to 15 pools are ideal).

Start at the house where you are meeting for club. Kids must jump in the deep end and swim to the shallow end. Then they must run to the next pool. Have containers of water at each pool for them to walk through to wash their feet before diving in. End at the house that you started from with swimming and snacks. Have a short club meeting before starting the pool hop.

**Pool Party/BBQ**

Finish up the school year with a pool party or BBQ. Play volleyball and other outside games. Close with a time of sharing what Young Life meant to people this last year.

**Sandwich Scavenger**

Divide group into teams. Send each team in a different direction in the neighborhood. They must go door to door and collect items to make a sandwich. They may only get one item per house (one slice of bread, ham, etc.) The best (biggest or most creative) sandwich back on time wins.

Make it a little more challenging by declaring the first team to eat its entire sandwich the winner.

**Senior Slide Show**

This one takes a lot of work, but it’s worth it. Get baby pictures of your seniors and clip in their faces on other bodies from magazines to see how they’ve grown up. Take the magazine clippings with their heads on them to a photo place, and have them make the pictures into slides.

**Sound Scavenger Hunt**

Each team uses a tape recorder to record sounds for points (10 points for a dog barking, 50 points for a teacher’s voice, etc.).

**Young Life Olympics**

Have the leader print clearly the first, middle and last name of everyone on the team.

- Build a pyramid using your whole team.
- Yell the “ABCs” backward as a team.
- One point per student ID.
- Whole team plays leap frog until the first person jumps over the last person.
- One point per person who can jump over a $1 bill without letting go of their toes.
- As a team, sing the high school alma mater.
- One point per person going to Winter Blast.
- As a team, sing a nursery rhyme (don’t steal one you heard another group doing).
- One point for each state quarter.
- One point per somersault or push-up.
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‘40s (Swing) Club
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Toe Fencing ........................................................................ 29

‘50s Club
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‘60s (Peace and Love) Club
This theme is made by the clothes and the music.

‘70s (Disco) Club
Balloon Speed Dressing ....................................................... 32
Flour Swing ......................................................................... 37

‘80s Club
This theme is made by the clothes and the music.

Baby Club
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The focus of this club is to promote camp.

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