

ADVERTISING SLOGANS

Divide into groups of 3. Each group needs a pen and piece of blank paper which they number from 1 to 30. Read aloud the following slogans (some are current and some are retro). Each group tries

1. It's the cola . . . (Pepsi)
2. We love to see you smile . . . (McDonald's)
3. Think outside the bun . . . (Taco Bell)
4. Always low prices. Always . . . (Wal-Mart)
5. Bold moves . . . (Ford)
6. Fuel the fun . . . (Skippy)
7. Long live your dog . . . (Purina dog chow)
8. Healthy, beautiful smiles for life . . .
(Crest toothpaste)
9. Silly rabbit! _____ are for kids!
(Trix cereal)
10. Grab life by the horns . . . (Dodge)
11. Moving forward . . . (Toyota)
12. Just do it . . . (Nike)
13. Do what tastes right . . . (Wendy's)
14. Hungry? Grab a . . . (Snickers)
15. Obey your thirst . . . (Sprite)
16. Accelerating the future . . . (Infinity)

Tie Breaker: Celebrate a life . . . (Forest Lawn)

to guess the company whose slogan it is and writes their guess down by the corresponding number. Answers are in brackets.

17. Fill smart . . . (Arco)
18. Get the door. It's _____ . . .
(Domino's)
19. Better ingredients. Better pizza. . . .
(Papa John's)
20. "You're killing me Larry!" . . . (Sit n' Sleep)
21. Your world delivered . . . (AT & T yellow pages)
22. What can brown do for you? . . . (UPS)
23. You can do it. We can help. . . (Home Depot)
24. Let's build something together . . . (Lowe's)
25. What's in your wallet? . . . (Capitol One)
26. Get in the zone . . . (Autozone)
27. Green means go. . . (National car rental)
28. Brand names. Closeout prices. . . (Big Lots)
29. Come Hungry, leave happy . . . (IHOP)
30. We're in business for small business . . .
(Sam's Club)

STAND UP IF

Everybody in the group starts out seated. Play by teams for points. Each row of chairs is a different team. As each item is called out, the object is to produce that item first for points. On some items, the object is to produce as many as you can from your team as points are given for all items. These are designated by an asterisk. If a person stands up and doesn't have the correct item, points are subtracted.

Anyone wearing red socks
Girls who has naturally curly hair
Bobby pin
Guy wearing contact lenses
Girl with freckles
Social security card *
Ford car keys
Guy with picture of his mom
Cartoon watch
Safety pin
New Testament only
Girl with picture of her cousin
Watch*
Kleenex
Picture of an animal
Credit card
Comb*
Girl with picture of football player in uniform

Anyone weighing less than 100 lbs.
Digital watch
Quarter*
Pen with blue ink
Hairbrush
Packs of gum
Anybody with a photo of anybody else in this room
Tie with blue in it
Eraser
Any item with a professional sports logo

SIT DOWN IF

Get everybody on their feet. Then instruct them to sit down and remain seated when one of the “if” statements applies to them. Play till just one person remains.

- You don't shave, but you need to.
- You don't brush your teeth, but you need to.
- You don't know how to play checkers.
- You have never been in the snow.
- You still don't understand what's going on.
- You have ever eaten a pizza with anchovies.
- You don't know the difference between a Baby Ruth and Babe Ruth.
- The person next to you is extremely good looking.
- You have a friend with the name of Oscar, Clyde, or Walter.
- You have a hamster.
- You have never invited someone else to church.
- You belong to the class of _____ . . . and are ashamed of it.
- You are the most popular (intelligent, handsome) person in this room.
- Your last date (if you've been on one) was a waste of time and/or money.
- You have a birthday coming up in the next 3 months.
- You flunked a class last grading period.
- You watched Saturday morning cartoons last Saturday.
- You have yelled at your parents this month.
- You are shorter than 5' 4".
- You didn't use deodorant today.
- You have ever gotten a traffic ticket.
- You are on a diet.
- You are not on a diet, but should be.
- You sing in the shower.
- You are not conceited but are really good looking.
- (Stand back up if the person next to you just sat down and was wrong.)
- You snore.
- You are mad at your girlfriend or boyfriend right now.
- Your mother dresses you.
- You ate at McDonald's yesterday.
- You have never been snow skiing.
- The person next to you is at least 6" taller than you.
- You're a guy and you're not wearing socks.
- You used to pick your nose and eat it when you were little.
- You like Dr. Pepper.
- Somebody usually kisses you goodnight.
- You've ever bought a flea collar.
- You've ever had poison ivy.
- You should have washed your hair today.
- You've ever changed a flat tire.
- You watch more than 2 hours of TV a day.
- You have less than a dime on you.
- Your shoe size is larger than your grade.
- Your belt size is larger than your I.Q

BIG MOUTH

Here's a game that is great for both individual competition and team relays. The object of the game is to see how high individuals or teams can stack regular alphabet blocks. The only catch is that contestants cannot use anything except their mouths to place the blocks on top of each other.

GIRLS WEIGHT GUESSING CONTEST

Have an assistant take three girls out of the room and weigh them. (It would be best if your assistant were a girl, and if you didn't choose girls that had obvious weight problems to be weighed.) Next, send out three guys who think they are pretty good at guessing weight. While they are out, announce the total weight of the three girls to the audience, and the guys must come in and guess the combined weight of the three girls. Let each guy make a guess by adding up the weight he thinks each girl weighs. Whoever comes the closest wins. The farthest away gets a penalty. (Note: Have the girls out of the room during the guessing.)

GET IT STRAIGHT

Here's a great crowd breaker that gets everybody interacting and moving around! Each row of people is a separate team. The ideal team is anywhere from 5 to 15. The object of the game is to arrange the people in your row in the right order (chronological, alphabetical, etc.) according to the instructions given. If your rows go front to back then the least, first, lowest, etc. should always be up front, progressing in order to the most, last, highest in the back. If your rows are arranged side to side, then the least should be on their left progressing to the most on their right (ties sit next to each other). Each team should appoint a captain that will announce when his team is properly arranged and seated. Only the team captain can announce this. If he is correct and his team is first they score 5 points. If he is wrong (somebody is seated out of order) then his team loses 3 points. Second place is awarded 2 points. If the team captain of the team claiming to finish second is wrong, his team also loses 3 points. The group leader calls out one of the following classifications for arrangements, scores the winner's points and then proceeds to call the next one until the list is finished. At that time, the team with the most points wins. Teams must be the same size.

1. Alphabetical order by first names.
2. In order by birthdates (don't count years).
3. In order by grades.
4. Alphabetical order by last names.
5. In order by distance you live from church.
6. Age-wise.
7. By the date of the month you were born (not month or year).
8. Alphabetical order counting only the last letter of your last names (if two people's are the same, count the next letter as well).
9. By the number of real, step, or half brothers and sisters you have.
10. Alphabetical order by middle names.

DIME BALANCE

The participants sit on chairs facing the audience. They are to lean their heads back. A dime is placed on each of their noses. The object is to wiggle the dime off their noses without moving their heads. First to knock the dime off wins.

BACK ATTACK

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

GROUP MIXER

The basic idea is to have everyone gather into a specified group as quickly as possible. The groups are based upon common characteristics or descriptions. For example, you might start with, "See how fast you can get into groups of people who are in the same grade." The group must then start finding out what grade everyone is in. The best way is to find someone else who would be in your group, then stick together and try to find more. At the end of a time limit, check to see how they did and that there is only one group for each grade. Then, move on to a new group description and try to beat the time set by the previous round, or as the game progresses, keep trying to set a "record" time.

Some other group descriptions:

1. Those who have the same number of people in their immediate family.
 2. Those who have the same favorite color.
 3. Those who have the same color eyes.
 4. Those with the same color shirt (or socks, hair, etc.).
 5. Those who are the same age.
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PANTOMIME REPEAT

You pantomime that you are washing an elephant in front of the audience and in front of volunteer A. (Volunteers B & C are out of the room.) Only the audience knows what you are doing. The volunteers do not. After A watches you do the pantomime, B is brought into the room and A must do the pantomime for B, even though A may not know exactly what he is doing. He just tries to duplicate what you did. Then C is brought in and B does the pantomime (as close as he can get it) for C. The result is a lot of laughs because the pantomime keeps getting farther and farther away from the original. Let the volunteers try to guess then what they were supposed to be pantomiming.

The original pantomime that you do should include the following: Pull the elephant in 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 his trunk, inside and out, and wash the elephant's ears as well.

BLIND HEAD DRAW

Give everyone a piece of paper folded in half and a pencil. Assign an object to be drawn (A cow, a car, Snoopy, the U.S. flag, etc.). No one is allowed to take the paper off his head until his drawing is finished. Collect all the drawings and have your group vote on the best. Award a prize to the winner.

PLUNGER SWING

This is a great game for all ages and is a lot of fun to watch as well as play. Take a small (15 inch) drain plunger handle and put a plunger on each end. Then take a small jack ball, 12-15 inches of string, and attach the string to the ball. Tie the loose end of the string to the middle of the handle so the ball and string hang from the center. Have couples stand face to face with the rubber plungers resting on their foreheads and their hands behind their backs. With only body movement, the couple has to start the ball swinging and try to flip it over the handle. Time each couple, with the winning couple having the shortest time. You might want to set a maximum time in case some just can't get it.

BUBBLE GUM BLOW

Have three guys come up to the front and give each a piece of wrapped bubble gum. On a signal, each guy puts the gum in his mouth, wrapper and all, and must unwrap the gum in his mouth (no hands), spit the wrapper out, chew the gum, and then blow a bubble. First one to do so wins a prize.

BACKWARDS QUIZ

Ask a volunteer simple yes or no questions. He must answer the questions correctly but shake his head incorrectly. In other words, you might ask him, "Are you a girl?" He must answer, "No" while nodding his head "Yes." Ask several guys five questions each and see who does the best. Send them out of the room and bring them in one at a time so that they don't practice while watching the others.

SODA CAN RACE

Bring plenty of empty soft drink cans to your youth group and have three or more kids compete to see who can stack them the highest in four minutes' time. The winner may be awarded a six-pack of his favorite soda.

BEAN GUESS

Give each person 10 beans. Each person keeps his supply of beans in his left hand. Some of the beans he places in his right hand and approaches someone else and asks them to guess odd or even. If they guess right they get the beans. If they guess wrong they forfeit that many beans. Or, they may elect not to guess at all, but they can't refuse twice in a row. However many beans a person places in his right hand, he risks when he asks another person to guess. He must always keep at least 1 bean in reserve until he gets down to that last bean. A person can never lose his final bean, but once he gets down to just 1 bean he cannot approach anyone but must wait to be approached. Even if he loses with just 1 bean, he gets to keep his bean; the other person does not get it. At the end of about 7 minutes, give a prize to whoever has the most beans.

THE HELIUM QUARTET

Get several balloons filled with helium gas (or a tank of it with breathing apparatus). Pick three of four big, husky guys. Tell them you want them to read poetry. They should exhale, then fill their lungs with helium. Then have them read nursery rhymes. Gas will give them a high squeaky voice.

Variation: Have them sing a song as a quartet.

STACK ‘EM UP

Choose 6 or 8 people and divide them into two equal teams. Each team picks someone on their team to be the foundation for their “construction.” Give each team a bag of flat cookies (Gingersnaps are much better than chocolate chips or other lumpy cookies). Each team has four minutes to stack the cookies as high as they can on their “foundation’s” forehead. They must announce when they are finished building to get credit for how many they have stacked. If the tower crashes before they announce that they are through, they must start all over. The team with the most cookies stacked up when they announce that they are through wins.

PIGGLY WIGGLY

Contestants must stuff a marshmallow into their mouths and say “piggly wiggly.” Then, they must stuff another one (without chewing) and another and so on, each time saying “piggly wiggly.” Whoever stuffs the most and can still say “piggly wiggly” wins.

QUIBBLING SIBLINGS

Use brother and sister couples. They must work together to score the highest number of points possible to win. The brother is sent out of the room and the sister answers a series of questions about her brother. She records her answers on large sheets of paper. When the brother returns, he sits in a chair with the sister standing behind him holding up her written answers. Matching answers score points for the couple. Repeat the process sending the sister out of the room. Then tally the scores and award the prizes. You will find that their answers will produce some hilarious moments.

Sample questions to the sister about her brother:

1. What is the dumbest thing your brother has ever done?
2. What is his favorite food?
3. What do you dislike most about your brother?
4. Describe your brother using only one word.
5. What is the meanest thing he has ever done to you?
6. What is his favorite color?
7. What does he spend most of his time thinking about?
8. If you had one wish, what would you wish about your brother?
9. What is his favorite TV program?

Sample questions to the brother about his sister:

1. What does your sister spend most of her time doing?
2. If you were your sister, what would you change about yourself first?
3. About how many arguments do you have with her each week?
4. Who obeys your mom and dad best, you or your sister?
5. What animal is your sister most like?
6. What is your sister’s favorite subject?
7. Does she keep her room clean?
8. How long does she usually talk on the phone?
9. Does she chase boys?

PANTOMIME

Have contestants pantomime a guy on a bumper car ride, a guy giving an interview after he has just won a marathon or prize fight, a student driver, etc.

PUDDING FEAST

Divide your contestants into pairs. Each person is blindfolded and provided with a bowl of pudding and a spoon. The point is that each contestant is to try to feed pudding to the other.

DEODORANT MINGLE

This is a good crowd breaker. Announce to the group that when you say “go” they have 1 ½ minutes to get into a group with all the others that use the same kind of deodorant they do. A little research into the “usual” kinds and names will provide much help as a checklist for the various kinds. See which group has the most and declare it the most popular for your group. Always make mention of the group that uses “nothing.” Ask them to group together outside!

ICE CREAM LICKING CONTEST

Dip up for each contestant a large scoop of ice cream on a dish. Each contestant must hold his hands behind his back and, at the “go” signal, begin licking his ice cream. He may not use his teeth. First one to clean his plate is the winner.

HUMAN CLOCKS

Here is an interesting contest which can be slipped in as a short special at your next party or similar get-together. Contestants are to estimate the length of a minute. The referee holds up a watch, and at the signal to begin, contestants try to estimate the length of time required for one minute. The one who comes the nearest to guessing correctly is, of course, the winner.

WORD WHISKERS

Select 3 volunteers. Assign an “off the wall” topic to the first one (the migratory habits of elephants, etc.), and tell that person to start. He must talk for 60 seconds and try to make as few “word whiskers” as possible. Count how many he makes. Word whiskers are filler words such as “um,” “er,” “ya know,” etc. A 3 second pause is also considered a word whisker. Give the second volunteer a different, and more difficult, topic and count his word whiskers. Give the third person the most difficult topic (he’s had the most time to think), and then count his word whiskers. Whoever completes his monologue with the fewest word whiskers is the winner.

LICORICE SLURP

Give everyone in the group a piece of licorice (the kind that comes in strips about a foot long). Have them put it about one inch into their mouths, and on the signal, “go,” each person is to eat the rest of it without using their hands. The last person to finish eating receives a penalty. The first person receives a prize.

TOOTHPASTE CATCH

Have three volunteers lay on the floor, face up, with a small paper cup in each of their mouths. Their partners stand on a table and try to fill the cup with toothpaste by squeezing it out of the tube and letting it drop. If the floor is carpeted, make sure you cover the floor underneath them with plastic tarps.

CHOPSTICK FEED

Provide chopsticks for each team and then race to see who can eat the fastest using only the chopsticks. The food can be anything from jello to corn.

GUESSING GAMES

Here is a good crowd breaker that gets everyone involved. Give everyone a piece of paper and a pen. Have some item of food or candy to give away. Everyone writes his name and a guess on his paper and hands it in. Closest guess wins the object [M&M's in a jar / weight or size of watermelon or pineapple / calories or ingredients in pop or candy bar / etc.].

STRAW RELAY

Have three or four kids put one end of an ordinary drinking straw in each of their mouths. Have them all start at the same time and try to get their mouths from one end of their straws to the other without using their hands. The only legal way to do this is by using their mouths and tongues. Be sure to have a camera to photograph the facial expressions.

CHUG-A-LUG

Players compete to see who can down a bottle of pop first.

Variation: Winner is the first person to burp.

STRAW MUMBLE

Have three guys come to the front of the room. Each gets a plastic drinking straw. The idea is to get the entire straw inside your mouth by chewing. No hands allowed. It is harder to do than you think. First person to do so wins.

COMMON GROUND

This is a crowd breaker to help your group mingle and get to know one another better. Divide into groups of four people each. Have each person share something about himself that no one else in the group knows ("I had a raccoon as a pet when I was in fifth grade," etc.). After everyone in each group has shared something with their group, announce the object of the game you are about to play. Each group is to take about 6-8 minutes to find out the most specific and yet most unique and rare thing that they all have in common. Maybe everyone in the group has had braces, or paper routes, or they've all visited the Statue of Liberty, etc. At the end of the time limit, have each group share their most unique common experience and then award a prize to the group that has the best or rarest one.

LEMON RACE

Give three kids a raw lemon. On a signal, they must peel the lemon and eat all of it, not including the seeds and peel. First to finish wins.

FLOURED LIFE SAVERS

Fill two pie tins or pans with flour. Drop several life savers in each and mix them in so they are not visible. Have two guys race to see who can retrieve the most life savers out of the flour in one minute. They can use only their mouths and they are not allowed to blow.

CIRCLE TRIVIA

Divide your group into 2 equal halves. Have them form 2 circles in the center of the room so that each member of the inner circle is facing a member of the outer circle. They then are to find out the other person's full name (first, middle, last), their age and grade and what school they go to. As soon as they have had enough time to do that, have the inner circle rotate clockwise one person and find out the same information from the next person. If your group does not know each other very well, rotate 3 times. Any more than that would tax their memory. If everybody knows each other fairly well, rotate 5 times. At the end of the rotation, everyone sits down in their seats. Pick people at random and see if they can remember all the information they gathered. If they can, give them a prize.

BANANA PEEL

With one hand behind their backs, contestants must use their free hands to peel and eat a banana.

Variation: Allow them to use only their mouths or their feet.

EASY CASH

This is a great game for crowd sizes of 25 or more. Before the group assembles, slip a dollar bill to about five participants (adjust the number to group size), and instruct them not to tell anyone they have it. When you get the group together tell them on the word "go" to move around and shake hands, give their names and any other pertinent information you want them to share. Explain that individuals within the group have dollar bills in their pockets and will give them to the 20th persons (adjust to group size) who shake their hands. Dollar bill holders silently keep track of the count and turn over the buck with a holler when person number 20 comes along. It's a guaranteed way to get the crowd excited and moving fast. If this sounds too "mercenary" to you, make the prize something other than money.

FACIAL EXERCISE

Select 3-5 participants. Ask them to come to the front and stand side-by-side facing the audience. Put a rubber band over each person's head so that it stretches from the back of the neck, below the ears, and across the tip of the nose (Positioning and the size of the rubber band are critical, so you need to practice beforehand). Tell the participants that they must each move the rubber band from off their nose and down past their mouth, then over their chin, so that it stretches around their neck. However, the only way the rubber band may be moved is by using facial contortions! Say, "Go" and stand back for some of the funniest faces you will ever see.

BABY BOTTLE COKE RACE

Appear before your group with several small Cokes (or some other small soft drinks in bottles). Explain that you are going to have a “Coke Drinking Contest.” You explain further that you need two or three (depending on your number of Cokes) guys to be the “drinkers” and two or three more guys to be the “helpers.” Select your participants and put them in pairs. Explain further that the contest consists of simply seeing which player can drink all of his Coke the fastest. Oh . . . there is one difficulty factor. The “helper” is to hold the Coke, the “drinker” cannot touch the bottle. Now get everyone ready for the contest to begin . . . the “helper” has the coke and is standing beside his “drinker.” Just before you start, you suddenly “remember” that there was one other thing. You have the “helper” be seated and the “drinker” has to sit on the “helper’s” knee. Then you tie a bib under the chin of each “drinker.” Add a wig to each “helper’s” head, put a bonnet on the “drinker,” and then put a baby bottle nipple (equal holes put in the ends of the nipples . . . you may want to practice ahead of time to see that the holes are big enough) on each Coke bottle! Now you are ready to begin. The first person to finish his Coke wins. Have your camera ready!!

Variation: Use fruit juice instead of coke as there is less fizz and it’s easier to tell who finishes first.

SIMON SAYS

Announce that you’re going to play an old nursery school game, just to be ridiculous. Remind them to do only what Simon says. Anyone violating this rule sits down. Then say immediately, “Okay, everybody stand up.” About half the crowd will forget and stand. Proceed with lines like: “Stick your finger in your ear,” “Touch your chin,” “Kiss the person on your right” (Just kidding), “Pat your head and rub your stomach,” “Sit down,” “Touch your left ear,” etc.

BURP AND WHISTLE

Each guy is given 5 crackers. Each girl is given a Coke or Seven-Up. The first couple in which the girl can drink the entire Coke and burp and the guy can eat all of the crackers and whistle, wins.

PING PONG SCREAM

This is a good one to use at the beginning of a meeting or activity since it immediately involves everyone in the audience, creates rapport with the speaker, and creates instantaneous excitement. Take a Ping-Pong ball from your pocket and show it to the group. Tell the audience that you will test their reflexes and intelligence using the ball. Instruct them that you are going to throw the ball in the air and, as soon as it leaves your hand, they are to scream (cheer) as loudly as they can and stop immediately when you catch the ball again. Start by throwing the ball about head height as a practice. Then, throw the ball higher from hand to hand. You can even fake a throw to see who screams. Use your imagination. You should only do this warm-up for a minute or two. Longer might decrease its effectiveness. Perhaps at a casual moment later in the program, throw it again one time.

JELLO FEED

Have two couples compete against each other. Each couple has a set of spoons that have been tied together. They must feed each other with the tied spoons. The first couple to finish the bowl of jello is the winner.

POPCORN STUFF

Each guy is given more than enough popcorn and the object is to see how much he can stuff into his mouth before the time limit. The audience then judges by applause which one has the most popcorn stuffed in his mouth. After the winner is chosen, you then tell them the first two to eat all of their popcorn will not get a pie in the face – the other one will.

BLIND DRAW

Choose a couple. One faces a whiteboard and one faces the audience. The one facing the audience is given an object (fork, pocketknife, key, bottle opener, etc.) and attempts to tell the one facing the whiteboard how to draw the object by using terms like, “Draw a line 3 inches long; draw a circle at the end of the line; etc.” The one describing the object cannot use words that will give a hint as to what the object is. Neither one can look at what the other is doing. (The one with the object cannot look at what is being drawn on the whiteboard and the one drawing the object cannot see any part of the object.) Results are hilarious.

Variation: Have 1 guy describe an object & 3 others draw it at the same time.

BLIND DRAW II

Have blindfolded contestant draw a lake on the chalkboard. Then he must turn around once and draw a canoe. After drawing each object he needs to turn around one time. To complete his drawing he must draw a man in the canoe, a fishing pole in his hand, a fish on the end of the line, a bird swooping down to get the fish, and the sun in the sky.

Variation: Horse, cowboy, gun, cow, lion.

Variation: Car, person, dead cat, big smile.

SONG QUIZ

Go through your church hymnal and pick out several songs that your church likes to sing. From these songs make a list of certain words for a quiz. (The 12th word of “Amazing Grace,” the 8th word of “How Great Thou Art,” the 19th word of “Victory in Jesus,” etc.) Choose 3 or 4 contestants to come up to the front of the room. Read from your list “What is the 12th word of “Amazing Grace?” etc. Whoever answers first gets a point. Play to 8 points.

COTTON BALL PICK UP

Have a guy volunteer to see how fast he can pick up cotton balls with a spoon (blindfolded) and place them in a bowl. Blindfold him, give him a spoon, and have him stand behind a table with a bowl on it. Around the bowl, sprinkle a dozen or so cotton balls (Let the volunteer see them). After he is blindfolded, remove the cotton balls. Make sure he only uses one hand. Give him a big spoon.

PETER COTTONFACE

Contestants spread Vaseline all over their faces and then lean over into a pie tin filled with 100 cotton balls. The person who gets the most cotton balls to stick to his face is the winner.

MINDREADER

The youth leader claims to be able to read minds. He points to one teen and gets him to verify that nothing has been pre-arranged beforehand between them. The teen verifies this. The mind reader tells him to concentrate on a number, any number, from 1 – 1,000, while he is scribbling something on the card so no one can see what is being written. Then, the mindreader says to the teen, “Was the number . . . 576?” (or any number will do). The odds are that the number will be wrong. The teen, thinking he has the mindreader stumped says, “No!” – at which time, with much fanfare, the card is revealed to the audience with the word, “No” written in big letters.

TWENTY QUESTIONS

One team agrees among themselves about a person, place, or thing for the other team to guess. Members of the other team take turns asking yes or no questions of the first team until they guess correctly, or use up their entire quota of 20 questions. They receive a point for each question asked. The first team then has a turn to ask questions about something the other team has agreed on. The team with the fewest points, wins.

SIGNATURE MIXER

Give each person a sheet of paper with a word or words written down the left side, such as: “Magnificent” or “Thanksgiving” or ??? When the game starts, everybody is to try to get as many signatures as they can of people whose names (first, middle, or last) start with one of the letters on their paper. The first person to get a signature for every letter, or whoever has the most at the end of a certain time limit, is the winner. To break a tie, give points for each name that matches one of the letters as follows:
Last names = 1 point / first names = 2 points / middle names = 3 points.

CHEERS FOR MISERY

Select someone in your group who can do a sparkling ad lib, and then instruct your guests that when his right hand is raised, they are to give forth a wild cheer. When his left hand is raised, they are to clap. When both hands are raised, they are to respond by both clapping and cheering. Have your speaker give a speech which actually depicts things which the group does not enjoy. If, for example, you have a group of high school students, have him work into his speech the fact that more reports are going to have to be written for school, more exams are going to be held, and the like.

EXPERTS ON THE WRONG SUBJECT

Give a pencil and sheet of paper to each of your guests and assign one subject to the guys and another to the girls. Give a designated length of time in which each guest is to write all he knows about a given subject. The humorous turn of this little game is that you will assign to the guys a subject such as, “How to bake a cake successfully.” To the girls, you will assign the subject, “The operation of a combustible engine.” Ask your contestants to try to write seriously, as this may make the results all the more humorous.

COORDINATION CLAP

This is a crowd breaker that you can use anytime, as many times as you want. It is always fun, gets good laughs, and involves everyone. The procedure is very simple. You cross your hands in an up-and-down manner (vertical) and the group must clap every time your hands cross in the middle. If your hands stop and do not cross, then the audience must not clap. That is basically it. The fun is when you fake the group out by almost crossing your hands but stopping just before they do. Go fast, slow, and point out people who goof it up. When anyone goofs, they are out of the game. Keep going until there is only one person left, and give him a prize.

STRING TIE MYSTERY

Hang two strings from the ceiling in such a way that they dangle approximately one foot from the floor. The strings should be far enough apart that, while holding the dangling end of one string, the other string hanging down is a foot or so out of reach. Challenge anyone in your group to tie the dangling ends of the strings together with no help from the audience, so that it makes one long string. The only thing that can be used in this task is an ordinary pair of scissors. How is it done? Simple. Tie the scissors 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 scissors swing close enough, grab them. Untie the scissors and tie the two strings together.

COTTON BALL BLOW

Have each participant put a heavy coat of Vaseline all over his/her nose. At a given signal they stick their faces into bowls of cotton balls. They then try to blow the cotton balls off without shaking their heads or using their hands. The first contestant to empty his/her bowl wins.

NOTE: Even though this is a kind of competition, the purpose of it is to let everyone laugh at the funny faces the contestants are making while trying to get the cotton balls off their noses. Be sure to have the contestants face the audience so that everyone gets a good view.

SHOE SIZE RACE

As quickly as possible, each person is to get in a group with others and count each person's shoe size. They are to get as many people as they need to total 83 (or any number you feel is better). Group closest to specified number wins.

Variation: Total everybody's age instead (or age & shoe size).

POLICE STORY

Hand out a card to everyone. Situation: You have just been pulled over for honking your horn at a friend. The only problem was that you were in a 10 MPH Hospital zone and you were doing 80. This is the third time this week that this policeman has stopped you. Write down on the card the arguments you would use to convince the policeman not to give you a ticket. Read the funniest ones.

WATER MIRAGE

This is a stunt that can be pulled for a break in the middle of your activities. Have someone come in carrying a water pail. He needs to carry it as if it is quite heavy and full of water. Pretend you are going to use it for a game or illustration. Have a dipper in the bucket with water in it. Pour the dipper into a glass in the sight of everyone, so they'll think the bucket is full. Also, have the outside of the bucket be wet. All of a sudden, grab the bucket from your assistant and throw its contents (air) onto the crowd. They will shrink back in anticipation of a good soaking.

Variation: Fill the bucket with some kind of wrapped candy (chocolate kisses, etc.) for the audience to enjoy, or even fill it with rice.

THE SALESMAN

Choose one person from the group and take him out of the room. Explain to him that he is going to sell a product to the group, and should try his best to answer the group's questions about the product. He is not told, however, what the product is. At the same time someone else explains to the group that this person is going to try to sell this product. In order to do so, they will have to ask him questions about it to see if it is worth buying. The catch is they know what the product is. It is good to place it in a box so the audience can see it, but not the seller. The product is Kleenex. If the audience participates and asks "good" questions, it can be really funny.

COMEDY TIME

Send four guys out of the room. Bring one of them back in and tell him that he is going to test his abilities as a standup comedian. You will read any funny script to him, and he must remember as much of it as he can and do it without the written script for the second guy who will be brought into the room at any time. The second guy then must do it for the third guy, and so on. By the time the fourth guy gets it, it will be only about one paragraph long and so bad that it will be hilarious.

MIDDLE NAME MATCH

Find out the middle names of all the young people in your group. Next, type up everybody's first and last names with a line for where their middle name should go. Type these, top to bottom, on the left side of the paper. On the right side, type all their middle names (jumble up the order), numbering them. Try to match the correct corresponding number with the right first and last name. Whoever gets the most correct wins.

BOTTLE PICKUP

Select 3 or 4 guys to see who can stand on one foot, hold the other foot up with his hand, and try to pick up a standing, plastic, two-liter pop bottle with his teeth. Whoever can do it in the quickest time wins. If a guy falls over he is disqualified. If no one can do it, place the bottle on a book about 2 inches thick.

GIRLS ARM WRESTLING

Have 4 girls come to the front and arm wrestle, 2 at a time. Have the 2 winners compete to determine a champion. Champion gets a prize.

THE BUCK STOPS HER AND HIM

Here's a stunt that almost everyone has to try. Place a dollar bill on the ground and challenge the kids in your group that anyone who can jump over the dollar bill lengthwise gets to keep the dollar. There is a catch, however. Before they jump over the bill, they must grab their toes, holding onto the front of their feet and not let go while they attempt to jump over the dollar bill.

You might also want to mention these rules:

1. You must jump forward over the bill.
 2. If you fall down in the process of jumping, you are disqualified.
 3. Your heels must clear the end of the bill after you jump, in order to be successful.
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I.Q. MEASUREMENT

Get a small table or box that's just big enough for a person to squeeze into. Cover it with cloth. Glue a balloon to a plastic tube or rubber hose. Secure the balloon end of the tube to the middle of the table and run the other end (hidden from the audience) down to where the person, who will be under the table, can reach it. Have a chair next to the table with prop wires running from the chair to the table. Announce to the audience that this machine has been designed to measure a person's I.Q., the smarter he is, the larger the balloon will become. Choose several people to come up and lay their heads on the seat of the chair and have the balloon show various I.Q.'s. On the last person, have it register nothing; the balloon simply lies limp. Announce to the crowd that the machine has never malfunctioned before and ask the person you are testing to please stand up on the chair so that you can test the grounding of the wires. As soon as he stands on the chair, the balloon starts to inflate and continues until it pops!

BOTTLE WALK

Here is a stunt that really takes strength. All you need is a couple of soda bottles (regular size), a starting line, and markers or chalk. The contestants, with feet behind the starting line and knees never touching the floor, grasp a bottle in each hand and "walk" on the bottles out as far as they can. Then they leave one bottle as far from the starting line as possible and "hop" back on the other bottle with both hands. The bottles must remain upright and the player must land on his feet, never having fallen. Carpeting is highly recommended. Height is a factor, but practice and technique count even more. The winner is the one who successfully places the bottle the farthest away.

TEST YOUR HEARING

Stand behind a screen, holding in your hand several familiar objects. Call off the number of each object, and then drop it. By listening to the sound, your guests must try to identify each object and write down the identity on a piece of paper opposite the object's number. Suggestions of things you might drop are: a book, newspaper, spoon, pie tin, coin, pin, ball, large string of beads, and a shoe.

ONE YARD DASH

Ask for 3 volunteers. Give each one a 36" piece of string with a marshmallow tied to one end of it. Each person puts the loose end of the string in his mouth and, at the signal, begins to eat his way to the marshmallow (no hands allowed). The first person to get the marshmallow into his mouth is the winner.

LEG LIFT

3 boys are sent out of the room, brought in one at a time. The director explains that the object is to see who can lift his leg highest from the wall. With foot and shoulder firmly against the wall, it is impossible to lift the leg. The contortions of those trying are a riot. Tell the second and third boys how well the one(s) that went first did.

KNOW YOUR NEIGHBOR

Advance Preparation: Find out some good “secrets” or other little-known bits of information about people in your group. Print this information on a sheet of paper with a blank provided at the side for each person’s name to be written in.

Details: Distribute these sheets to all the people. Tell them they are to find out to whom these items apply. They are to mix and mingle asking questions and getting names. Write these names in the proper blanks along the side. The first person to correctly fill in all the blanks is the winner. Perhaps you could play for a time limit and the person with the most names correctly filled in would be the winner.

Example:

FIND OUT . . .

1. Who has visited an Egyptian pyramid? _____
2. Whose father is a grocer? _____
3. Who was born on April Fool’s day? _____
4. Who has worked in a doctor’s office? _____
5. Who has a pet hamster? _____
6. Etc.

(Find out such tidbits of information about the people in your group. Use something about as many folks as you can, but do not make the list so long that it is impossible to complete it in a few minutes.)

OOEY GOOEY

Select your contestants and then give them a banana covered with peanut butter (chunky is best). They will proceed on the word, “Go” to eat their banana and then polish it off with a glass of 7-Up or Sprite. The combination usually creates a foamy mess in their mouths. The first to successfully eat his banana and drink his pop wins the race.

YAWN CONTEST

Choose 6 volunteers. With these, make 3 groups of 2 people each. 1 person from each group is sent out of the room and those that remain have the game explained to them. The object of the game is to make your partner yawn, in the least amount of time. The best way to do this is by yawning yourself. Those that were sent out are brought in 1 at a time and interviewed by their partner. They are asked questions about what they want to do with their lives, etc., by their partner, who is trying to get them to yawn by yawning himself once in a while. He has a maximum of 90 seconds to elicit a yawn. If he acts natural, he should be able to get a yawn in less time than that. Whoever yawns in the least amount of time wins for that team.

DIZZY LEAP

Get three volunteers to come forward and try this simple game. Give each a stick about 24 inches long. Tell him to hold it straight out at arm's length with both hands so that he can watch it while turning around 50 times. He then must drop the stick and jump over it. Whoever jumps the farthest is the winner. Of course, most kids get so dizzy they can't even see the stick when they drop it, let alone jump over it. It's fun to watch. Have the rest of the group count as the person turns around. Have "catchers" nearby.

FRIENDS MATCH GAME

Select 3 or 4 sets of friends to compete as teams. One friend in each set is sent out of the room, while the other friend is asked questions about his friend. The answers to the questions are written down in large letters on separate pieces of paper. After the questions have been answered, those outside are brought in and asked the same questions about themselves. Points are scored (according to the numbers in brackets) for correct matches. The team with the most points wins.

Does your friend . . . (or, do you) . . .

- (10 points) 1. Believe in true love at first sight?
 - (10 points) 2. Do better in math or English?
 - (10 points) 3. Think they will be married before they are 23?
 - (20 points) 4. Have a messy room?
 - (20 points) 5. Think that they are intelligent?
 - (20 points) 6. Watch TV more than 1 ½ hours a day?
 - (30 points) 7. Ever flirt?
 - (30 points) 8. Get along better with their brothers or sisters (or parents) than you get along with yours?
 - (30 points) 9. Ever take advantage of your friendship?
 - (50 points) 10. Ever act stuck-up?
 - (50 points) 11. Talk on the phone too much?
 - (50 points) 12. Have somebody that they secretly like?
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CHAIR LIFT

If you have a number of strong guys in your group who like to test their strength, give them a chance at this one. See how many of them can lift a chair by gripping only one leg. It is not as easy as it may seem. They must lift from the very bottom, grasping the chair as they would hold a flag. (The largest part of the chair is thus above their hand as they lift.)

WEIRD TALENTS

Have kids in your group write on paper their "weird talent. A person might wiggle his nose or ears, cross or roll his eyes, or what have you. Then, each week, you can feature one or two of the kids.

APPLE SLICE

Have several kids compete to see who can peel the longest continuous strip of peel off an apple with a paring knife.

BROOMSTICK JUMP

A broomstick, or similar object, is held in the hands, and while held, the contestant endeavors to jump over it. This is a very difficult trick. The secret is that the moment one jumps, he must thrust his hands downward.

MYSTERY GUEST

Select a person in advance to be a mystery guest. Explain the event to the mystery guest so they will know what to do. Announce to the entire group that you have a mystery guest present. Tell them that it could be anybody and you're going to let them try to find out who it is. When the signal to start is given, everybody is to go around the room introducing themselves to as many people as they can. They are to exchange names, schools attended, and grade. They are then to tell the other person, "I'm glad you're here." The fourteenth person to greet the mystery guest in this manner will receive a prize. Allow everyone to start. After a sufficient amount of time has gone by, have everyone be seated and ask the mystery guest to stand. He then reveals who the winner is and the prize is awarded.

STUPID DEBATE

You can have a lot of fun by staging a mock debate, using some subject as: "Resolved that women should do all the work in this world." Award the prize to the winning team who comes up with the most novel argument, whether pro or con.

FIXED CHARADES

Three volunteers are sent out of the room with an assistant who explains to them that they are going to play a simple game of "charades." They each get a certain activity that they must get the audience to identify. Whoever does it in the fastest time wins.

Meanwhile, you reveal to the audience (while the volunteers are out of the room) what the activities are that they will be "charad-ing." The first person will have a fairly difficult activity like "Riding a motorcycle and beating a train to a crossing." The audience should guess it after about 30 seconds or so. The second person will have an activity like "Asking a girl out for a date." The audience also gets this one in about 30 or 40 seconds. The third guy gets an activity like "Hitting a home run in the world series." The audience should guess everything but the correct activity. The result is a frustrated volunteer.

SPEECH CONTEST

Have three volunteers each do a one minute speech on the best way to make a pizza. Have the audience clued in ahead of time to laugh every time the word "pizza" is said.

OBSERVATION

Ten or more can play this game to see how sharp their observation is. Place fifteen or twenty articles on a table, such as: A knife, a ring, a book, a button, a vase, a belt, a bobby pin, a spool, a small bottle, a purse, a pen, a pencil, a paper clip, a hairpin, a flower, a brooch, a penny, a dime, a quarter, an orange, a bean, a needle, etc. Allow all the players to walk by to observe for a brief moment what is on the table. Cover the table and then they write down all of the articles they can remember.

Variation: Send several players out of the room after they have been told to observe carefully what is in the room. Those remaining in the room remove four or five articles. The players are called back. Each of them is given a piece of paper and a pencil and told to list the things missing.

Variation: Send one player out of the room after he has had an opportunity to observe the position of each person in the room. Then have two players change positions. Call the other player back and see if he can tell which two have moved.

HOBBY HOAX

Ask for 3 or 4 volunteers who have a hobby that no one else in the room knows about. Send those who volunteer out of the room (and out of earshot) with an adult counselor. While they are gone, explain to the group that they are to pretend that the hobby (of all of the volunteers who left) is “picking their nose.” Bring back the volunteers one at a time and interview them using the following questions. If the rest of the group does a good job imagining, the answers to the interview will be hilarious. Designate 4 people to write down guesses, so as to make this gag look legitimate.

1. Who taught you your hobby?
 2. How long does it take you to do your hobby?
 3. Where do you practice your hobby?
 4. Do other people watch you? Does that bother you?
 5. Does your hobby make a lot of noise? What sound does it make?
 6. Is there any special training involved or any special exercises that help?
 7. How old were you when you first learned your hobby?
 8. How do you get ready for your hobby?
 9. Who do you usually do your hobby with?
 10. Can a lot of people do this hobby all at once?
 11. Would your hobby make a good youth activity?
 12. Are some days better than others for your hobby?
 13. Would your hobby be something that’s fun to do as a date?
 14. Is your hobby something that would make you more attractive or less attractive to the opposite sex? Is it romantic?
 15. What does your mother think of your hobby?
 16. What are the benefits of your hobby?
 17. What one word best describes your hobby?
 18. Is there any chance you can one day make money from your hobby? Can you go professional?
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SPIDER STOMP

This is a unique and different way to open your next meeting. Ask everyone present to vigorously stomp their feet for 10 seconds. After 10 seconds say, "Thank you. There was a black widow spider loose in here somewhere this morning."

DRAWBACK

Form teams of 5-8 people each. Each team needs to sit in a straight line, with their chairs one behind another. Each team needs to be made up of all guys or all girls. No talking is allowed during the game. The last person in each line is shown a simple drawing (a bicycle, a dog, the White House, an elephant, etc.). Use the same picture for each team. The last person in each line then uses his finger to draw the object on the back of the person in front of him. That person draws what he felt on his back on the back of the person in front of him and so on to the front of the line. The person in front of each line is given a pen and piece of paper and when the drawing reaches him, he reproduces on the paper what he felt on his back. Choose which drawing most closely resembles the original and award that team.

MAGIC WORD

At the beginning of your meeting, explain that there will be certain "magic" key words. (Tell them what the key word is, such as "fantastic," "incredible," etc.) Explain that you might use that word in a sentence at any time during the meeting, and when they hear it they are to stand to their feet at once.

Last person up gets a penalty.

YOUTH QUIZ

This is a great crowd breaker that will take some advance preparation on your part. Contact as many of your teens as possible (that you know for sure will be there on Sunday) and find out obscure tidbits of information about them. Include that information in a multiple choice quiz that you type up before your meeting. Give every person a copy. There are two ways to play and both are very effective for promoting interaction and helping your group get to know each other better. One way is to have everyone race around getting the correct answers from the people whom the questions are about. The person to correctly answer all questions first wins.

The other way to play is to have everyone stay in their seat and answer the questions as best as they can. Whoever gets the most right wins. Be prepared to have some way to settle a tie.

Some sample questions:

1. After graduation, Bill Jones is going . . .
 - A. In the Army
 - B. To college
 - C. To work at McDonald's
 - D. Insane
2. Susan Smith absolutely hates . . .
 - A. "Fake" people
 - B. Geometry
 - C. Boys
 - D. Artichokes

REELY FAST

Using a reel to reel recorder or a variable speed record player, play a familiar song at a higher speed. Have someone practice the song at the faster speed. They need to imitate the recording as closely as possible not only with their mouth, but also with dramatic gestures and facial expressions. The more serious the act, the better. It comes off very chipmunkish and funny.

DRAW A DUCK

Choose three volunteers. Each person in turn is blindfolded, spun around three times, given chalk, and instructed to draw a duck on a white board. The duck's eye and tail must be included in the drawing. The results are usually hilarious.

Variations: Especially with larger groups, after several people have drawn, the animal is changed (to a dog, for example) to minimize players' learning from each other's drawings.

Variation: Have two people draw an elephant together without conferring with one another.

COTTON BALL WORKUP

Get a strong industrial-type fan and place it on a table. Choose 2 guys as volunteers. They lie on their backs in front of the fan with a Styrofoam cup in each hand. Tilt the fan back and turn it on high. Drop cotton balls in front of it so that they sail out to where they guys are positioned on the floor. Whoever catches the most cotton balls in his cup is the winner.

PING PONG CATCH

Choose 4 volunteers and divide them in pairs. Give each pair two Styrofoam cups and a ping pong ball. With masking tape make two parallel lines about 10 feet apart. One player on each team puts the cup in his mouth and kneels behind the back line. The other member of each team stands on the far side of the front line and tosses the ping pong ball seven times to his partner. Score a point for every ball that is caught in (and stays in) the cup. No one is allowed to step across the line to toss or catch the balls. After seven tosses, have both tossers and catchers switch places. Total the catches for each team and award the winners.

ASSISTANT JANITOR

Memorize the following and tell it to your group to open your next meeting.

"I would like you all to help me for a moment. If everyone would please slide to the extreme right side of your chair . . . do not change chairs . . . then slide to the left side of the chair you are now in. Hold it there a moment. Now, slide back to the middle of your chair where you were when you started . . . Thank you. I did not have time to dust off the chairs before we started. I appreciate your having just done it for me."

"SPECIAL" CHOIR

Divide your group into three sections. The first section sings "oh" over and over while hitting their Adam's apples with their forefingers. The second section sings "ah" and pinches their noses repeatedly in a regular pattern (half the time nasal, half the time normal). The third section holds their noses and to the tune of "Row, row, row your boat" (or any such song) sings, using a "da" sound. The idea is to try to sound as much as possible like bagpipes.

WHY AND BECAUSE

Give everyone in the group a pencil and a 3"x5" card. Have each write out a question beginning with the word "why." Collect them. Now have everyone write out answers on cards that begin with "because." Collect them. Read a question card and then pick an answer card and read it. The results will be hilarious.

MIXED TUG OF WAR

Here is a new version of the old favorite tug of war. Place the boys on one side, the girls on the other. The only difference is that the boys may only pull with one hand, while the girls may use both hands.

Variation: Guys must stand on only one foot.

SOUND GUESS

Here's a simple game which is always a lot of fun. All you need is a modern cell phone. Ahead of time go out and record the sounds of 20 various things, such as a light switch, car starting, the spraying of a deodorant can, and so forth. Let your mind wander and try to come up with all kinds of sounds that most people would be familiar with. Then, simply play back the sounds at your meeting. Each person must try to guess the sound and write his answer on a piece of paper. Or you can play by teams, by having the groups try to agree on the sound and come up with the list. Play the sounds back one at a time, and give 15 seconds after the sound to write down their answers. At the conclusion, play back all of the sounds and review the answers. Award points for each correct guess. This game can be just as interesting as you want to make it. Be creative!

GREAT DISCUSSION

Ask the members of your group if any of them have ever been to Niagara Falls (or any point of interest. You could even use this time to promote for an upcoming trip or week at camp, etc. by asking about those places.). Select 3 of those who raise their hands. Send the participants out of the room. Then explain to the rest of the group that you have a special prize for any or all of these participants if, in telling us about their trip to Niagara Falls, they use the word "great" (or whatever word you wish to use). Divide your group into thirds, one third for each speaker. Bring in the people one at a time and allow each group one minute to interview their speaker about their visit to Niagara Falls (or wherever). The participants have no idea about the magic word. The group can ask leading questions such as, "What did you think of the falls when you first saw them?" "If you could sum up your trip into one word, what would it be?" etc. Award prizes to the winners and recognize the teams that helped them win.

TRIVIA QUIZ

Begin by dividing into teams. Each team gets a person to interrogate, like a youth sponsor. The groups are told that you (the leader) have prepared a list of twelve questions like, "What is your favorite food?" or "When is your birthday?" and so on. The group, however, doesn't know what those questions are. They have eight minutes to interrogate their person and to try to get as much information out of them as possible. When the time is up, they are given the questions and must try to answer them as best they can. If they have done a good job of interrogating their person, then they will be able to answer most of the questions. The team that answers the most correctly is the winner.

MATCH GAME

Divide into two or more teams of equal number. Have each team choose a team captain who goes to the front of the room with the other team captain(s). Everyone, including the team captains, should have a pencil and several sheets of paper. The leader then asks the entire group a question, such as, "Who is going to win the World Series this year?" Everyone, without any discussion, writes his or her answer down on one slip of paper and passes it in to the team captain, who has also written down an answer. When ready, the team captains announce their answers and a point is awarded to each team for every answer from that team which matches their team captain's. In other words, if the team captain answered, "The Dodgers," then his or her team would get a point for every other answer from that team which also was "The Dodgers."

Some sample questions:

1. If you were going to repaint this room, what color would you do it in?
2. What country in the world would you most like to visit?
3. Your favorite TV show?
4. A number between one and five?
5. What book of the Bible has the most to say about good works?
6. How many kids do you think you will have in your life?
7. What is your favorite big cat?
8. What is your favorite pizza topping?
9. What is your favorite ice cream flavor?
10. Age you'll be when you get married?
11. The subject you are most likely to flunk?

TAXATION WITHOUT REPRESENTATION

Tell a volunteer that you will give him a prize if he can say, "Taxation without Representation" ten times in ten seconds. He will try it, saying the phrase rapidly, but probably goofing it up. It is very difficult. However, the trick is to simply say, "Taxation" ten times. That is, in reality, what you want him to do: to say "Taxation" without saying "Representation." Try it on several kids and see if any can get it.

BALLOON BLOW

Give each contestant a balloon of identical proportions and instruct him to inflate it. Using a tape measure, award first prize to the one who succeeds in inflating his to the largest size without breaking it. If anyone breaks his balloon, he is, of course, automatically eliminated.

DART BOARD PICK

Make a dark board out of cardboard or acoustical tile and hang it on the wall. Write everybody's name on slips of paper and glue them on. These "targets" are a good way to take out frustrations. This could also be a good way to select a "volunteer" for something. Have someone throw a dart onto the board with everybody's name on it and whoever gets hit, "volunteers."

BALLOON POP

Have three or four kids come to the front of the room. Each gets a balloon. They must blow up the balloon until it pops. The first to do so is the winner. The last to do so receives a penalty. For fun you can give one person a larger balloon that takes forever to blow up, but don't let him see the others' balloons before the race.

BLIND PROBLEMS

Ten to thirty can have fun with this game. Two slips of paper are provided each player. On one of these slips he writes some great predicament or problem; on the other he writes an answer, though it need not necessarily be an answer to the particular problem he has written on another slip. The problems should all start with, "What would you do if . . ." The problems are dropped into one box and the answers into another. Here are some possible results. Problem: "What would you do if the English teacher called on you for a book report when you were not ready?" Answer: "I'd send it to the cleaners." Problem: "What would you do if your favorite suit had an unfortunate experience with a skunk?" Answer: "I'd punt out of danger."

BLIND BALANCE

Here's a game that sounds very simple, but it isn't. All each individual has to do is stand on one foot while holding the other with his eyes closed. The one who can do it the longest is the winner. It is doubtful anyone will be able to do this for as much as thirty seconds.

MEMORY GAME

Bring someone into the room, dressed in lavish attire. Have him walk about a bit so that all your guests can get a good look at him. Then when he leaves, pass out papers and pencils and instruct your guests to see how many things they can write about this person's apparel.

PIE EATING CONTEST

The rules are simple. Give each contestant a piece of pie (preferably blueberry) and tie his hands behind his back. That's all there is to it. He must eat the pie without the use of either hand, much less the use of fork or spoon. Be sure to take a picture of the one who gets the dirtiest face.

PIOUS PROCLAMATIONS

Give everyone 25 dried beans. Start at one side of the room. The first person says, "I have never _____" and then fills in something he has never done. The object is to state the most common thing that he has never done, but that he thinks a lot of other people have done. Everybody that has done that activity stated has to give the speaker a bean. If no one has done the activity, the speaker must give a bean to every guy (if the speaker is a guy) or to every girl (if the speaker is a girl). Nothing sinful or gender related is allowed to be used. The winners are the girl and boy with the most beans at the end of the game. Examples of statements that could be used: "I have never been to Mexico," or, "I have never eaten at Burger King." Statements such as, "I have never been to the 11th grade," or "I have never been 15 years old," are not allowed.

SIMPLE ? ARITHMETIC

Read the math problem below to your group. Have them work independently or in groups of 2 or 3. The first person (or group) to shout out the final answer wins. However, if someone shouts out an incorrect answer they are eliminated and cannot guess again.

1. Take the number a stitch in time saves, and **(9)**
2. Multiply it by the number of heads that are better than 1, **(2)** (*subtotal =18*)
3. Divide by the number that makes a crowd, **(3)** (*subtotal = 6*)
4. Add the number of strings on a violin, **(4)** (*subtotal =10*)
5. Multiply that by the number of toes on your right foot, **(5)** (*subtotal =50*)
6. Add the number of states in the U.S., and **(50)** (*subtotal=100*)
7. Divide by the number of starters on a basketball team, **(5)** (*subtotal=20*)
8. Add the number of times a person can usually jump off the top of the Empire State Building. **(1)** (*subtotal=21*)
9. Divide by the number of digits in a local phone call, and **(7)** (*subtotal=3*)
10. Multiply that number by itself, and then **(3)** (*subtotal=9*)
11. Multiply that number by itself as well, and finally **(9)** (*subtotal=81*)
12. Add God's number of perfection. **(7)** (*total=88*)

What is your total? **88**

JELLY BELLY

Blindfold 3 or 4 contestants and give them different flavored jelly beans one at a time. See who can correctly guess the most flavors out of 15.

COORDINATION TEST

Have 2 reasonably coordinated people come to the front or center of the room. There must be a fairly large area in which to maneuver. The leader gives each boy a balloon and an overcoat. A bottle of soda for each player is placed on the floor. Twenty toothpicks are scattered on the floor in the area of each contestant's soda bottle. The player must blow up the balloon and tie it off first. He then proceeds to bounce the balloon and must keep doing so throughout the contest. While bouncing the balloon, he must then drink the soda and put on the overcoat. If he can do both, more power to him! As soon as the soda has been consumed, he must begin to pick up the toothpicks and put them into the now empty soda bottle. If at any time the balloon touches the floor, he must take off the overcoat, empty out any toothpicks he might have gotten into the soda bottle, and start again (without having to drink another soda). The player to complete these tasks first is declared the winner.

CHRISTMAS FEUD

Prepare a short “survey” similar to the one below. Give the survey to several adults. Have them write in anything that will correctly answer each question. After this has been done, take all the completed surveys and tally up the results. Find out the top five answers for each question. After you have the results, the game is ready for the youth group. Divide into teams. Flip a coin to determine which team goes first. The first question is then read to the team. The team decides on an answer and tells you what it is. If they choose the #1 answer (according to the “survey” results), they get 50 points. If they choose the #2 answer, they get 40 points, and if they get the #3 answer, they get 30 points, and so on. Each team gets one guess at a time, and then the other team gets a try. In other words, the first team might guess the #2 answer on their first try, which would then allow the other team to guess the #1 answer and collect the 50 points. Any guess which isn’t one of the top five answers can be a loss of ten points. If all the points available on one question have not been won by either team after five guesses by each team, go on to the next question. It’s a lot of fun with a lot of tension. Here are some sample questions for your “survey.”

1. Name something you hang on a Christmas tree.
2. Name a Christmas carol.
3. Name one of Santa’s reindeer, other than Rudolph.
4. A role someone might play in a Christmas pageant.
5. The color of a Christmas tree light.
6. The number of days you leave your tree up after Christmas.
7. A book of the Bible that tells about Christ’s birth
8. How old were you when you found out there was no such thing as Santa Claus?
9. Name a Christmas decoration, other than a tree.
10. Name something associated with Santa Claus.
11. Name something people usually do on Christmas day.
12. Name a food or beverage that is popular at Christmas.
13. The shape of a typical Christmas cookie.
14. How many days before Christmas should Christmas cards be put in the mail?

NUMBER MATCH

Choose six people. Three are offensive and three are defensive. Each person is given a sheet of paper which they number from 1 to 9. Beside each number they then write a 1, 2, or 3. The players on offense are trying to match what their counterparts on defense are writing and conversely, the players on defense are trying to not match. Players can use whatever strategy they want and they do not have to use all three numbers. (A player can write the number 2 in all 9 spaces if he so desires, etc.) Since the odds of matching any given space are 1 in 3 and there are 9 spaces, an average score would be 3 matches. An average total score would thus be 9. (3 matches x 3 players = 9) If the total score of matches does end up as 9 it is considered a draw. If the total match score is 8 or less, then the defensive team has won. If the total match score is 10 or more, then the offensive team has won.

TELEPHONE BOOK NAME GAME

Take your city telephone book to your next meeting. Divide your group into thirds (or in half if your group is small, in fourths if your group is large).

The object of the game is to guess closest to the correct number of any given last name in the phone book. There are two ways that you can play. The first way is for you to write down a number of last names and the number of times they are listed in the phone book. Have each team write down their guess or answer orally. (Rotate which team goes first if you have them answer orally.) The closest correct guess on each name, wins one point. (If you have a lot of teams competing, give two points for the closest guess and one point for second closest.)

The second way to play is to have each team pick a name for another team to guess the number of times that name is listed. (For example, if you have 3 teams, team "A" would pick a name for team "B," Team "B" would pick for team "C," etc.) Rather than give a point to the team that gets the closest, number wise, give the point to the team that gets closest, percentage wise. (Divide the number that a team was off by the number of times the name is listed for the percentage.) The reason you play for the closest percentage, rather than the closest number, is that it is easy to be off by 100 or more on a name like Smith and almost impossible to be very far off, number wise, on a name like Zonkowski. Playing for closest percentage encourages teams to pick names that aren't real common, thus saving you a lot of time in counting. The team that is choosing a name for another team cannot consult the phone book and they must give the spelling of the name selected. If there is no name spelled that way, then the number of times it is listed is zero and whatever number the opposing team guessed is substituted as the percentage.

Variation: Call out a last name and teams must guess the number of the page on which they think it falls.

SUNDAY SCHOOL VOLLEYBALL

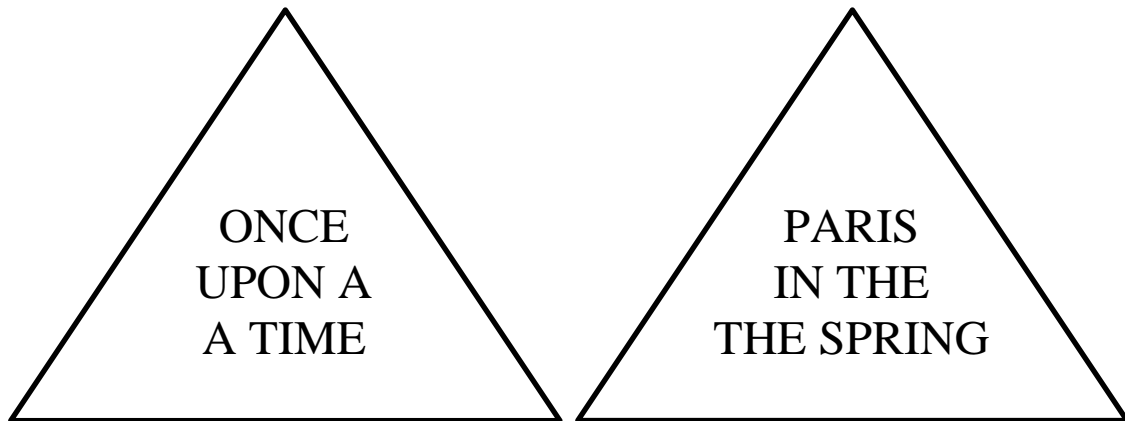
Place a volleyball net (or nets) down the center aisle and toss a large beach type ball out into the audience. Everyone remains seated, and must hit the ball over the net to the other side. Regular volleyball rules prevail, except no one "rotates." This, of course, is a little difficult to play when you have a low ceiling, but in most cases, it is a winner of a way to involve the whole audience.

RING TOSS

Select 4 volunteers and pair them off. Each pair gets a broom and five ring toss rings. (Canning jar rings work well.) Mark off parallel lines about 15 feet apart. The tosser stands behind one line and tosses all five rings, one at a time. The receiver stands on the far side of the other line and puts his foot on the bristles of the broom, so that the bottom of the broom does not move. The handle can be moved as much as possible, however, to aid in catching the rings tossed. After each team has tossed their five rings, the tossers and receivers on each team switch places and five more rings are tossed. The pair that has caught the most rings wins.

HOW'S THAT AGAIN?

Pass out a paper and pens to everybody. Tell them that they are not to talk to anyone. One at a time, display two posters that are like the ones illustrated below. Show them each for only about 5 seconds. Then have everybody write down what they saw. Chances are that many of them won't notice that "A" and "THE" are included twice. You can tie this in with a discussion on how easy it is for us to be sure we are right, even when we're not.



BREAKFAST TO GO

Get two, five foot poles and tie four foot lengths of string to one end of each one. Tie a doughnut on the end of the string. Get four volunteers, two guys and two girls. Pair off each guy with a girl to form two teams. The guys need to lie flat on their backs after the girls are blindfolded. Sit each girl down in a chair and hand her a pole. The object is for each guy to verbally direct his female partner so that she positions the doughnut so that he can eat it while remaining flat on his back. The guys cannot use their hands. The girls must remain seated. Dip the doughnuts in chocolate before you say go.

COPY MACHINE

Prepare a list of 25 items (Iron, rooster, playpen, trampoline, telephone, caramel apple, tape recorder, etc.). Divide your group in half (for larger groups, prepare a bigger list and have more teams). Each team sends up a representative who points to an item on the list that he wants to draw. As an item is chosen, cross it off your list. As soon as the representative chooses an item, he runs back to his team and draws it on a piece of paper they all can see. He is not allowed to talk or use letters or numbers. As soon as someone correctly guesses what the item being drawn is, the person who guessed it runs up and chooses an item and comes back and draws it. The first team to correctly identify 10 items is the winner.

MIX AND MATCH

Give everybody two slips of paper. On one of them they write their own name. (Have them do this before you tell them what the game is.) On the other paper everyone is to write out a situation to be acted out.

Situations could include the following:

- Riding a roller coaster at an amusement park.
- Elijah calling down fire from heaven.
- A nervous couple out on their first date.
- A mean teacher with some problem students.

Put the names of everyone in one jar and the situations in another jar. Have someone come up and pull a situation out of the situation jar. Decide how many people are needed to act out the situation and then have another volunteer pull that many names out of the name jar. They then act out that situation. At the end, have everyone vote for the best acting job.

TAKE YOUR PICK

As an alternative to giving a candy bar or some other small prize to the winner of a crowd breaker, have them pick their own prize. Obtain 3 paper sacks and number them: 1, 2, and 3 with a dark marker. In one of the sacks there needs to be a nice prize (Frisbee, 6-pack of Coke, etc.). In another sack there needs to be a mediocre prize (pack of gum, etc.). In the final sack there needs to be something negative (certificate for pie in the face, etc.). The crowd breaker winner picks a sack (without knowing what's in it) and "gets" whatever is in it.

LIAR

Select 4 volunteers. Give them the questionnaire below. Instruct them that they are to lie on 1 answer and tell the truth on the other 4. They are to try to sound plausible and believable. After each person has read his answers, have the audience vote which is the lie. Count the votes. The winner is the person who has the least votes for his "lie." People in the audience are not allowed to influence each other's votes.

Questions:

1. In what city were you born?
 2. After graduation, what are you going to do?
 3. Where were you at 10:00 last night?
 4. Did you pick your nose and eat it when you were little?
 5. Is there somebody in this room that you secretly admire?
-

SOUND CONFUSION

On slips of paper, write out a variety of sound effects, one for each slip. Have each different sound effect written on four slips of paper and enough total slips for every person to have 1. Fold the slips in half and mix them up. Have every person take 1. As soon as everyone has a slip of paper, have them start making the sound that is written on their paper. The object is for each person to get together with the 3 other people that have the same sound effect that they do. First group to do so wins. Sounds could include: jet plane taking off, washing machine, moped, cat fight, electric toothbrush, Volkswagen, paddle boat, dog and cat fight, change going into a pay telephone, Coke machine, bacon sizzling, etc.

SPECIFIC GROUPS

Have the group stand and wander around. The leader then calls out specific groups that need to get together and the number in each group. Those people then need to get together in the right number, kneel on the floor. The last to do so is out and must sit down. Continue until just 2 people are left. They are the winners. Examples of groups to call: "Three freshmen." "1 junior." "2 sophomore girls." "4 guys." "3 blondes." "2 overweight people" (just kidding). "2 people with driver's licenses." "3 seniors." "2 people under 5'5"." "3 girls." "1 guy and 1 girl." "2 people with glasses or contacts." "2 junior guys." "1 guy." "1 girl." "3 ugly people" (just kidding). "2 people over 115 pounds." "4 girls." "3 girls." "2 people." "1 person." etc.

BUBBLEGUM BLOW II

Have 4 guys come to the front of the room and face the audience. Each is given a pack (5 pieces) of bubblegum. At the signal to begin, each guy must begin unwrapping the pack and chewing the bubblegum. The first person to get all five pieces of gum chewed and then blow a bubble wins a prize. Have the contestants sit down and continue chewing their gum while the announcements are given or some other activity takes place. That consumes about 5 minutes. At the end of that time, have the guys come back up and then see who can blow the biggest bubble and give a prize to that person.

QUICK DRAW MCGRAW

Divide your group into two teams (Guys vs. girls, or upper classmen vs. lower classmen, etc.). Select a team to go first. A player from that team (say, team A) comes to the front of the room and selects a piece of paper out of a paper bag (prepared by you ahead of time from the list below or from your own imagination). On that slip of paper is a word or words that the player must illustrate on the chalkboard, for his team, using **no** letters or numbers. In the first round, using harder words from list 1, the player from team "A" has 1 minute to have his word or words guessed correctly, or no points are scored. The first 30 seconds, only team members from team "A" can guess; the next 30 seconds either team can guess. The team that guesses correctly first, scores the points. Play alternates back and forth, no matter which team guesses the answer. In the second round, a player must illustrate 3 items and have them guessed correctly within 1 minute and 15 seconds or the other team can get the points by correctly guessing after the time is up (One person is selected who must correctly guess all 3 objects that the other team couldn't). If the first team identified 2 out of the 3, the player chosen from the second team must correctly identify again those 2 objects as well as the 3rd object to get any points.

LIST #1

Ten Commandments
sombrero
champion
tackle
tennis shoes
funny
musical chairs
wedding dress
motel
Florida
chase
mirror
cuckoo clock
snowstorm
fabric softener
Africa
blue
reindeer

LIST #2

firecracker-rain-piano
zebra-world-spider web
fly-razor-ostrich
big toe-binoculars-skyscraper
submarine-lamp-birdcage
camel-newspaper-skate
cigarette-glue-trumpet
funnel-scissors-sleeping bag
United States-pen-trophy
camera-snowman-fan
hammer-comb-bee
mountain-up-calendar
watch-pacifier-helmet
cheese-cactus-apple pie
ocean-cookie-ruler
dashboard-pizza-phone
picture-hat-compass
pants-sunrise-stone

QUADMATCH

Make up a list with groups of four similar things on it. The following is a sample list:

- Pig, cow, horse, sheep (Farm animals)
- Lion, tiger, bear, wolverine (Wild animals)
- Spaceship, rocket, astronaut, cosmonaut (Outer space)
- Truck, car, motorcycle, van (Motorized ground transportation)
- Bicycle, tricycle, unicycle, wheelchair (Non-motorized ground transportation)
- Plane, helicopter, jet, hang glider (Air transportation)
- Hamster, dog, cat, canary (Household pets)

Write each item from your list of groups on separate pieces of paper. Give one to each person. At the signal to begin, each person is to try to find the other 3 people that will give him a matching group. He does this by asking each person he comes to what they are. If the other person sounds like a match, the two of them stick together and try to find a third, etc. The first four to correctly group together is the winner.

TELL IT STRAIGHT

This game is for a crowd of up to 54. Print out the three stories that follow. Cut each story into strips in between each “paragraph” break (there are 18 sets in each story – including the title) and distribute one strip to each of your teens. (If there are left over lines give them to the correct story after the groups are assembled so that they can complete their story.) On the signal, everyone attempts to locate the story that their lines are a part of and line up in correct story order. The team to do this first is the winner. Using complete copies of the stories, judge the accuracy of each group’s story as each member reads his part.

The Three Little Pigs

Once upon a time there were three little pigs and the time came for them to leave home and seek their fortunes.

Before they left, their mother told them "Whatever you do, do it the best that you can because that's the way to get along in the world."

The first little pig built his house out of straw because it was the easiest thing to do.

The second little pig built his house out of sticks. This was a little bit stronger than a straw house.

The third little pig built his house out of bricks.

One night the big bad wolf, who dearly loved to eat fat little piggies, came along and saw the first little pig in his house of straw. He said "Let me in, Let me in, little pig or I'll huff and I'll puff and I'll blow your house in!"

"Not by the hair of my chinny chin chin", said the little pig.

But of course the wolf did blow the house in and ate the first little pig.

The wolf then came to the house of sticks.

"Let me in, Let me in little pig or I'll huff and I'll puff and I'll blow your house in" "Not by the hair of my chinny chin chin", said the little pig.

But the wolf blew that house in too, and ate the second little pig.

The wolf then came to the house of bricks. "Let me in, let me in" cried the wolf or I'll huff and I'll puff till I blow your house in"

"Not by the hair of my chinny chin chin" said the pig. Well, the wolf huffed and puffed but he could not blow down that brick house.

But the wolf was a sly old wolf and he climbed up on the roof to look for a way into the brick house.

The little pig saw the wolf climb up on the roof and lit a roaring fire in the fireplace and placed on it a large kettle of water.

When the wolf finally found the hole in the chimney he crawled down and KERSPLASH right into that kettle of water and that was the end of his troubles with the big bad wolf.

The next day the little pig invited his mother over. She said "You see it is just as I told you. The way to get along in the world is to do things as well as you can." Fortunately for that little pig, he learned that lesson. And he just lived happily ever after!

The Story of Goldilocks and the Three Bears

Once upon a time, there was a little girl named Goldilocks. She went for a walk in the forest.

Pretty soon, she came upon a house. She knocked and, when no one answered, she walked right in.

At the table in the kitchen, there were three bowls of porridge. Goldilocks was hungry. She tasted the porridge from the first bowl. "This porridge is too hot!" she exclaimed.

So, she tasted the porridge from the second bowl. "This porridge is too cold," she said

So, she tasted the last bowl of porridge. "Ahhh, this porridge is just right," she said happily and she ate it all up.

After she'd eaten the three bears' breakfasts she decided she was feeling a little tired.

So, she walked into the living room where she saw three chairs. Goldilocks sat in the first chair to rest her feet. "This chair is too big!" she exclaimed.

So she sat in the second chair. "This chair is too big, too!" she whined.

So she tried the last and smallest chair. "Ahhh, this chair is just right," she sighed. But just as she settled down into the chair to rest, it broke into pieces!

Goldilocks was very tired by this time, so she went upstairs to the bedroom.

She lay down in the first bed, but it was too hard. Then she lay in the second bed, but it was too soft. Then she lay down in the third bed and it was just right.

Goldilocks fell asleep. As she was sleeping, the three bears came home.

"Someone's been eating my porridge," growled the Papa bear.

"Someone's been eating my porridge," said the Mama bear.

"Someone's been eating my porridge and they ate it all up!" cried the Baby bear.

"Someone's been sitting in my chair," growled the Papa bear.

"Someone's been sitting in my chair," said the Mama bear.

"Someone's been sitting in my chair and they've broken it all to pieces," cried the Baby bear.

They decided to look around some more and when they got upstairs to the bedroom, Papa bear growled,

"Someone's been sleeping in my bed,"

"Someone's been sleeping in my bed, too" said the Mama bear

"Someone's been sleeping in my bed and she's still there!" exclaimed Baby bear.

Just then, Goldilocks woke up and saw the three bears. She screamed, "Help!" And she jumped up and ran out of the room. Goldilocks ran down the stairs, opened the door, and ran away into the forest. And she never returned to the home of the three bears.

The Little Red Hen

Once upon a time, there was a little red hen who lived on a farm. She was friends with a lazy dog, a sleepy cat, and a noisy yellow duck.

One day the little red hen found some seeds on the ground. The little red hen had an idea. She would plant the seeds.

The little red hen asked her friends, "Who will help me plant the seeds?"

"Not I," barked the lazy dog.

"Not I," purred the sleepy cat.

"Not I," quacked the noisy yellow duck.

"Then I will," said the little red hen. So the little red hen planted the seeds all by herself.

When the seeds had grown, the little red hen asked her friends, "Who will help me cut the wheat?"

"Not I," barked the lazy dog.

"Not I," purred the sleepy cat.

"Not I," quacked the noisy yellow duck.

"Then I will," said the little red hen. So the little red hen cut the wheat all by herself.

When all the wheat was cut, the little red hen asked her friends, "Who will help me take the wheat to the mill to be ground into flour?"

"Not I," barked the lazy dog.

"Not I," purred the sleepy cat.

"Not I," quacked the noisy yellow duck.

"Then I will," said the little red hen. So the little red hen brought the wheat to the mill all by herself, ground the wheat into flour, and carried the heavy sack of flour back to the farm.

The tired little red hen asked her friends, "Who will help me bake the bread?"

"Not I," barked the lazy dog .

"Not I," purred the sleepy cat .

"Not I," quacked the noisy yellow duck .

"Then I will," said the little red hen. So the little red hen baked the bread all by herself.

When the bread was finished, the tired little red hen asked her friends, "Who will help me eat the bread?"

"I will," barked the lazy dog.

"I will," purred the sleepy cat.

"I will," quacked the noisy yellow duck.

"No!" said the little red hen. "I will." And the little red hen ate the bread all by herself.

EASY TO MISS - Directions

Make some copies of the box below. Give one to every member of your group, face down. At the signal to start, everyone turns over their papers and begins working.

Read the following sentence in the enclosed block. After reading the sentence, go back and count every "F." You have 30 seconds.

Finished files are the result
of years of scientific study
combined with the
experience of years.

Number of "F"s in the block: _____

Try it yourself before you read the answer following. Most people will count three. Some will count four or five. Only a few will count all six. Most people overlook the word "of" when they are counting and look only at the bigger words. This crowd breaker can be used as a tie-in to illustrate a number of different truths.

Read the following sentence in the enclosed block.
After reading the sentence, go back and count every "F." You have 30 seconds.

Finished files are the result
of years of scientific study
combined with the
experience of years.

Number of "F"s in the block: _____

MATCH GAME II

Two teams of 3 people each compete against each other (or 4 to 6 players can compete individually) to try to score the most points. Points are scored by having matching answers with other team members as follows: Two matches = 10 points / Three matches = 20 points.

Questions are read from the following list and players write down what they think will be the most common answer on their team. Play to 100 points.

Name a berry.

King of _____.

Name a bird.

Name a famous boxer.

Eye _____.

Name part of a chicken.

A pair of _____.

Name an ingredient used in making a cake.

Name one of the seven dwarfs.

Name something to ride on the snow.

Name a detergent.

Name part of a chicken.

_____ Island.

Name a computer company.

Name a tribe of Indians.

Name a planet.

Name something found in a medicine cabinet.

Winter _____.

Name a vegetable that grows below the ground.

_____ City.

Name a large state other than Texas.

Name a tool used in gardening.

Name a children's nursery rhyme.

_____ man.

Half _____.

_____ band.

Name a name that a German might give his son.

Name a famous document.

Name a month with 31 days.

Name an animal you find in a swamp.

Name a musical instrument.

Name a popular seafood.

Name a kind of sandwich.

Name a cutting tool.

After _____.

Name a kind of cheese.

Name one of the presidents carved on Mt. Rushmore.

Name a board game.

Name a part of a camera.

Name a human emotion.

Name a city anywhere in the world beginning with the letter "S."

Name a brand of gasoline.

_____ Day.

Name a seasoning.

Car _____.

Name a chess piece.

Name a famous Biblical pair.

Name a famous man named Jackie.

Name a dry cereal.

Name a word that begins with the letter "Z."

General _____.

Name an electrical appliance used in the morning.

Name a word that starts T-E-L-E

Name a famous shoe manufacturer.

Name a famous inventor.

Name a girl's name that has three letters.

_____ Scouts.

Name a city in Texas.

_____ clock.

Name a symptom which accompanies a cold.

Name a communist country other than Russia.

Name a container for money.

Name a color you might paint your living room.

Name a brand of toothpaste.

Name a fast food restaurant other than McDonald's

Name something hot.

Name a season of the year.

Name one of Santa Claus' reindeer.

Tree _____.

Name an animal with horns.

Name an official at a sports event.

Name a famous football player.

Name a kind of wood.
Name something cold.
Name another word for kiss.
Name a house pet other than a cat or dog.
Instant _____.
Name an adhesive material.
Name a month, other than the present one.
Name something a baby wears.

Name a nut.
_____ paper.
Upper _____.
Name a reptile.
_____ horse.
Name a kind of chair.
Name a woman in the Old Testament.
Name a Southern California tourist attraction.
Name a position on a football team.
Name a day of the week.
Name a sport that's played without a ball.
Name a common childhood disease.
Name a weather condition.
Name a part of a flower.
Name a bird with a long neck.
Gun _____.
Name a fruit with a smooth skin.
Name a soft drink.
_____ loser.
American _____.
Name a number from one to ten.
Name a famous pair of brothers.
Name a famous statue.
Name a kind of ice cream.
Name a piece of jewelry.
Name a brand of coffee.
Name a famous female athlete.
Name an airline.
Star _____.
Name something you'd buy in a hardware store.
Name a kind of wild fowl.
Name one of the ten commandments.
Name a famous man named Charles.
Name one of the colors of the rainbow.
Name a telephone company.
Name something an airline stewardess offers passengers.
Cold _____.
Miss _____.
Name a month in which it may snow.

_____ chain.
Name a dessert.
Name an event requiring a greeting card.
_____ Mountain.
Name a winged insect other than a fly.
Name a kitchen appliance.
Name an eating utensil.
Name a city other than LA, that has a major league baseball team.
Name a precious stone.
Big _____.
Name a boy's name beginning with "J."
Name one of Columbus' ships.
_____ cheese.
Name a big cat.
_____ center.
Semi _____.
The lost _____.
Name a television detective.
Name a famous artist.
Musical _____.
Grand _____.
_____ age.
A Christmas _____.
Name a slang expression for money.
_____ ball.
_____ Falls.
Name a state where corn is a major product.
Name a piece of living room furniture.
Central _____.
Air _____.
Name a kind of pie, other than apple.
Back _____.
Name something that rings.
Name a brand of tea.
_____ money.
Name a part of speech.
_____ bone.
Razor _____.

Name a red flower.
Name a state capital.
Potato _____.
Rain _____.
_____ opener.
Name a famous lake.

Name a popular excuse for being late to work.
After _____.
Name another word for street.

_____ mint.
Name something associated with the “Roaring Twenties.”
French _____.
Name one of the New England states.
Name a face on a coin.
Department of _____.
_____ back.
Name an insect.
Name a state that borders on the Atlantic Ocean.
Name a brand of cookies.
Name a girl’s name beginning with an “A.”
Name something found in a salad, other than lettuce.
Name something used by an electrician.
Name something found on the dashboard of a car.
Name a phrase that means, “Good-bye.”
Royal _____.

Name a famous golfer.
Name a brand of shaving cream.
Instant _____.
Name a brand of soap.
Name a breed of dog.
Name a hockey team.
Baby _____.
Pink _____.
Name a state with a direction in its title.
Name a desert.
Name a country in Africa.
False _____.
Name a girl found in a fairy tale.
Prince _____.
Name a fictional rabbit.
Name a topping for a pizza.

CONFUSION I - *Directions* (also Confusion II, Christmas Confusion, & Heart Confusion)

Run off copies of the following three pages and give one to each person in attendance. (On the three pages, the activities are typed in different order so that everybody isn’t doing the same thing at the same time. Mix up the sheets you’ve copied and only give one sheet to each person.) The first person finished is the winner.

CONFUSION I

1. Get ten different autographs on the back of this sheet: First, middle, and last names.
2. Untie someone's shoelace and tie it again. (Not your own.) Have them sign here: _____

3. Get a hair over six inches long from someone's head. (Let them remove it.) Have them sign here: _____. You must keep the hair to win.
4. Get a guy to roll a somersault and sign his name here: _____
5. Get a girl to ask five different guys to go out with her. She signs here: _____

6. Have a guy do five pushups for you and sign his name here: _____

7. Say the "Pledge of Allegiance" to the flag **very loudly**. Sign here: _____

8. Get someone to give you a penny and have them sign here: _____

9. Play "Ring-Around-the-Rosy" with someone. They sign here: _____
10. Do 20 jumping jacks and have someone count them off for you. They sign here: _____

CONFUSION I

1. Get someone to give you a penny and have them sign here: _____

2. Play “Ring-Around-the-Rosy” with someone. They sign here: _____
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7. Get a guy to roll a somersault and sign his name here: _____
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9. Get a hair over six inches long from someone’s head. (Let them remove it.) Have them sign here: _____ . You must keep the hair to win.
10. Get a guy to roll a somersault and sign his name here: _____

CONFUSION II

Get a different person to do each of the following things:

1. Have someone sit in all the chairs (or desks) in the front row and sign here: _____

2. Have someone do 2 jumping jacks and sign here: _____

3. Have someone sing the entire chorus of "It's A Small World" and sign here: _____

4. Have someone show you their student I.D. card and sign here: _____

5. Have someone flip a coin until it lands on heads twice in a row and sign here (be honest!): _____

6. Have someone stand at attention and say the "Pledge of Allegiance" and sign here: _____

7. Have someone hop across the room (east to west or west to east), touch both walls and sign here:

8. Have someone shake hands with 5 people and sign here: _____

9. Have someone draw a stickman and a stick dog on the white board and sign here: _____

10. Have someone tell you the dumbest excuse they have ever heard for missing Sunday School and sign here: _____

11. Now, write down what the excuse was and sign your own name.

Excuse: _____

Name: _____

CONFUSION II

Get a different person to do each of the following things:

1. Have someone show you their student I.D. card and sign here: _____

2. Have someone flip a coin until it lands on heads twice in a row and sign here (be honest!): _____

3. Have someone stand at attention and say the "Pledge of Allegiance" and sign here: _____

4. Have someone hop across the room (east to west or west to east), touch both walls and sign here:

5. Have someone shake hands with 5 people and sign here: _____

6. Have someone draw a stickman and a stick dog on the white board and sign here: _____

7. Have someone sit in all the chairs (or desks) in the front row and sign here: _____

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10. Have someone tell you the dumbest excuse they have ever heard for missing Sunday School and sign here: _____

11. Now, write down what the excuse was and sign your own name.

Excuse: _____

Name: _____

CHRISTMAS CONFUSION

1. Find someone and give them a 10 second (time it) speech on why you like ornaments on Christmas trees. They sign here: _____
2. Ask someone to wish you a Merry Christmas. When they do, say, "Bah Humbug!" 10 times while jumping up and down. They sign here: _____
3. Find someone who knows what Feliz Navidad means. They initial here: _____
4. Find someone of the opposite sex and have them whistle or sing "Jingle Bells" to you. They sign here: _____
5. Ask someone what they want for Christmas. Say, "Why, you greedy little pig!" Write down what they want here: _____
They initial here: _____.
6. Get 5 autographs on the back of this sheet. First, middle and last names. **Must** be legible.
7. Find 3 other people. Form an impromptu quartet and sing, "We Wish You A Merry Christmas."
Initial each other's papers here: _____ _____ _____
8. Tell someone the names of 3 of Santa's reindeer.
They sign their name here: _____

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Initial each other’s papers here: _____
5. Tell someone the names of 3 of Santa’s reindeer.
They sign their name here: _____
6. Find someone and give them a 10 second (time it) speech on why you like ornaments on Christmas trees. They sign here: _____
7. Ask someone to wish you a Merry Christmas. When they do, say, “Bah Humbug!” 10 times while jumping up and down. They sign here: _____
8. Find someone who knows what Feliz Navidad means. They initial here: _____

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8. Ask someone what they want for Christmas. Say, "Why, you greedy little pig!" Write down what they want here: _____
They initial here: _____.

HEART CONFUSION

Name _____

1. Say this poem **very loudly** to any member of the opposite sex:

How do I love thee? Let me count the ways.
I love thee to the depth and breadth and height of my soul,
I love thee to the level of every day's most quiet need.
My love for you is deeper than the ocean's depths and higher than the mountain tops,
My love for you is even wider than you are.

2. Ask 10 people to be your valentine and record your score: Yes: _____ No: _____

3. If you are a girl: Have a guy get down on one knee and propose to you.

If you are a guy: Get down on one knee and propose to any girl.

They sign here: _____

4. Find someone who is being a deadhead and not playing and tell them that they don't have enough heart to be your valentine. They sign here: _____

5. Get 7 different autographs. First, middle, and last names (on the back of this sheet).

6. Get a girl to kiss this paper 5 times and sign her name here: _____

7. Tell 2 different people whom you do not know very well, that you love them more than having the flu. They sign here: _____

8. Eat 10 red-hots and then show your red tongue to somebody else that you do not know very well.

They sign here: _____

HEART CONFUSION

Name _____

1. Get 7 different autographs. First, middle, and last names (on the back of this sheet).
2. Get a girl to kiss this paper 5 times and sign her name here: _____
3. Tell 2 different people whom you do not know very well, that you love them more than having the flu. They sign here: _____
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They sign here: _____
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My love for you is deeper than the ocean's depths and higher than the mountain tops,
My love for you is even wider than you are.
8. Get a girl to kiss this paper 5 times and sign her name here: _____

ONCE UPON A TIME . . .

1. What was the name of the short man? _____
2. Was the street in the story wide or narrow? _____
3. How many rocks did Mr. Jones fire at Mr. Smith's windows? _____
4. What color was Mr. Jones' house? _____
5. What was Mr. Smith's favorite color? _____
6. Who lived directly across the street from Mr. Smith? _____
7. Who got married in our story? _____
8. Mr. Smith lived on which side of Mr. Jones? _____
9. If Miss Green wanted to stand in her front yard and look at Mr. Jones' house, which direction should she face? _____
10. Was Mr. Smith's house short or tall? _____
11. How many times was the word "Brown" used in this story? _____
12. How many times was the word "Jones" used in this story? _____
13. How many words are in this story? (a) 184, (b) 216, (c) 223, (d) 329
14. What was the first word of this story? _____
15. What was the last word? (not counting "The End") _____

ONCE UPON A TIME . . .

Instruct your audience to listen carefully as you read the following story. Then, pass out the handout for them and have them answer the questions. Give a prize to the person who gets the most correct.

Once upon a time a very tall man named Smith lived in a very short house on the left hand side of a very wide street. His next door neighbor to the North was a very short man named Jones who lived in a very tall house. One day Mr. Smith took a slingshot and fired three rocks through the windows of Mr. Jones' house. In retaliation, Mr. Jones took his slingshot and fired five rocks through the windows of Mr. Smith's house. Mr. Smith's house was painted brown, even though Mr. Smith's favorite color was blue. Mr. Jones' house was painted green, even though his favorite color was brown. Mr. Smith went and told his neighbor that lived directly across the street, a man named Mr. Brown, that he should have nothing to do with Mr. Jones. Mr. Jones told his neighbor across the street, a lady named Miss Green, that she should have nothing to do with Mr. Smith. One day, Miss Green and Mr. Brown got married and moved away and left Mr. Smith and Mr. Jones to quarrel amongst themselves. The End.

Questions:

1. What was the name of the short man? **Mr. Jones**
2. Was the street in the story wide or narrow? **Wide**
3. How many rocks did Mr. Jones fire at Mr. Smith's windows? **Five**
4. What color was Mr. Jones' house? **Green**
5. What was Mr. Smith's favorite color? **Blue**
6. Who lived directly across the street from Mr. Smith? **Mr. Brown**
7. Who got married in our story? **Miss Green and Mr. Brown**
8. Mr. Smith lived on which side of Mr. Jones? **South side**
9. If Miss Green wanted to stand in her front yard and look at Mr. Jones' house, which direction should she face? **West**
10. Was Mr. Smith's house short or tall? **Short**
11. How many times was the word "Brown" used in this story? **Four**
12. How many times was the word "Jones" used in this story? **Seven**
13. How many words are in this story? (a) **184**, (b) 216, (c) 223, (d) 329
14. What was the first word of this story? **Once**
15. What was the last word? (not counting "The End") **Themselves**

FACT OR FICTION?

Work on this individually or in pairs. Whoever has the most correct answers is the winner. If there is a tie, the tying person or pair to finish first is the winner.

- T F 1. James Weir weighed 112 pounds with a 39 inch waist at the age of 13 months.
- T F 2. A 100 pound chimpanzee can with ease lift 600 pounds in a dead lift.
- T F 3. In January, 1985, Alice Collins came out of a coma she had been in for over 70 years.
- T F 4. Adam Ranier was only 3'10" tall when he was 21 years old. All of a sudden he started growing and he grew to a height of 7'8" before he died.
- T F 5. In McKinney, Texas, a 75 year old driver received 10 traffic tickets, drove on the wrong side of the road 4 times, committed 4 hit and run offences, and caused 6 accidents, all in less than an hour's time on Oct. 15, 1966.
- T F 6. The bird called the Sooty Tern can remain continuously aloft for over 3 years without landing.
- T F 7. Mrs. Fannie Turner of Little Rock, Arkansas did not pass her written test for a driver's license until her 104th attempt.
- T F 8. In October of 1982, Jon Minnoch gained 200 pounds in 7 days.
- T F 9. In 1985, Michael Signoret of Provence, France, drove a car on 2 wheels for 129.9 miles.
- T F 10. Roy Sullivan has been struck by lightning 8 times.

FACT OR FICTION?

Have the youth work on this individually or in pairs. Whoever has the most correct answers is the winner. If there is a tie, the tying person or pair to finish first is the winner.

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- T F 9. In 1985, Michael Signoret of Provence, France, drove a car on 2 wheels for 129.9 miles.
- T F 10. Roy Sullivan has been struck by lightning 8 times. (*He has actually only been struck 7 times*)

POLITICALLY CORRECT

Match the old, "Politically Incorrect" description on the right with the new, "Politically Correct" term on the left. Write the correct matching letter on the line provided.

- | | |
|--|---|
| 1. Vertically challenged _____ | A. A bald man |
| 2. Chronologically advanced _____ | B. Someone who is mentally ill |
| 3. Financially restricted _____ | C. A short person |
| 4. Occupationally disadvantaged ____ | D. An old person |
| 5. Alternately proportioned _____ | E. A criminal |
| 6. Optically assisted _____ | F. A person who wears dentures |
| 7. Legally disinclined _____ | G. Someone who is overweight |
| 8. Optimum coloring deficiency ____ | H. A shoplifter |
| 9. Advanced pigmentation enhancement ____ | I. A female |
| 10. Scholastically constrained _____ | J. A poor person |
| 11. Synthetically adjusted _____ | K. A slow learner |
| 12. Alternative shopper _____ | L. Someone who has had cosmetic surgery |
| 13. Minimally coiffed _____ | M. A bum |
| 14. Eccentrically inclined _____ | N. A black person |
| 15. Gender gifted _____ | O. A white person |
| 16. Artificially dentally enhanced ____ | P. Someone who wears glasses |
| 17. Non-traditional adolescent _____ | Q. Juvenile delinquent |
| 18. Horizontally gifted _____ | R. Tagger/Vandal |
| 19. Long term non-requiting borrower _____ | S. Thin person |
| 20. Artistically undiscovered _____ | T. Deadbeat |

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Match the old, "Politically Incorrect" description on the right with the new, "Politically Correct" term on the left. Write the correct matching letter on the line provided.

- | | |
|---|---|
| 1. Vertically challenged _____ C | A. A bald man |
| 2. Chronologically advanced _____ D | B. Someone who is mentally ill |
| 3. Financially restricted _____ J | C. A short person |
| 4. Occupationally disadvantaged _____ M | D. An old person |
| 5. Alternately proportioned _____ S | E. A criminal |
| 6. Optically assisted _____ P | F. A person who wears dentures |
| 7. Legally disinclined _____ E | G. Someone who is overweight |
| 8. Optimum coloring deficiency _____ O | H. A shoplifter |
| 9. Advanced pigmentation enhancement _____ N | I. A female |
| 10. Scholastically constrained _____ K | J. A poor person |
| 11. Synthetically adjusted _____ L | K. A slow learner |
| 12. Alternative shopper _____ H | L. Someone who has had cosmetic surgery |
| 13. Minimally coiffed _____ A | M. A bum |
| 14. Eccentrically inclined _____ B | N. A black person |
| 15. Gender gifted _____ I | O. A white person |
| 16. Artificially dentally enhanced _____ F | P. Someone who wears glasses |
| 17. Non-traditional adolescent _____ Q | Q. Juvenile delinquent |
| 18. Horizontally gifted _____ G | R. Tagger/Vandal |
| 19. Long term non-requiting borrower _____ T | S. Thin person |
| 20. Artistically undiscovered _____ R | T. Deadbeat |

RIGHT OR LEFT

This activity works best when the group is sitting in a circle. Hand out candy bars or money to three people. Tell the story. They have to hand the object right or left when that word (right or left) is read. When the story is finished, whoever is left holding the items gets to keep them.

Story:

Right after I left home, I made a left turn onto Wright Ave., right before the Taco Bell. Taco Bell is the only store left on the corner of Wright and Main. Right away, I started wondering if a left turn was the right thing to do.

I couldn't remember if I was supposed to go right to the dry cleaners, first or to the grocery store. If I was going to the grocery store first, I should have made a right on Wright and not a left.

I decided to go to the dry cleaners first.

When I picked up my pants from the cleaners, I noticed a smudge mark right above the right pocket. "This is not right," I told the cashier, "when I left these pants there was no smudge mark right above the right pocket."

"We will do whatever is necessary to make things right." She said, before she left to go in the back room.

I left the pants on the counter right where she put them. She came right back and brought a coupon for a free dry cleaning anytime. "That's right good service," I told her. "I appreciate you making things right." I left the store, made a left on Wright, drove right past the Taco Bell, right to the grocery store where I discovered I left my wallet at the cleaners. I drove right back and it was right where I left it. After that, I decided to forget grocery shopping and so I just drove . . . straight home.

FUNNIEST OR MOST BELIEVABLE

Using the blanks below, assign a meaning to each abbreviation. Points will be awarded for the funniest or most believable designations.

1. SJTL _____

2. AAWW _____

3. TRJ _____

4. LLMPA _____

5. BLQ _____

6. RRCO _____

7. FFT _____

8. PLDI _____

9. CCEG _____

10. KHU _____

11. SVSW _____

12. XAYE _____

I.Q. TEST

1. Does England have a Fourth of July? _____
2. Why can't a man living in Winston-Salem, North Carolina, be buried west of the Mississippi River? _____

3. If you had a match and entered a room in which there were a kerosene lamp, an oil heater, and a wood-burning stove, which would you light first? _____
4. Some months have 30 days, some have 31 days. How many months have 28 days? _____

5. A man builds a house with four sides to it and it is rectangular in shape. Each side has a southern exposure. A big bear came wandering by. What color is the bear? _____
6. How far can a dog run into the woods? _____
7. What is the minimum of baseball players on the field during any part of an inning in a regular game? _____
_____ How many outs in an inning? _____
8. I have in my hand two U.S. coins which total 55 cents in value. One is not a nickel. What are the two coins? _____
9. A farmer had 17 sheep; all but nine died. How many are left? _____
10. Divide 30 by one-half and add 10. What is the answer? _____
11. Take two apples from three apples and what do you have? _____
12. A woman gives a beggar 50 cents. The woman is the beggar's sister but the beggar is not the woman's brother. How come? _____
13. How many animals of each species did Moses take aboard the Ark with him? _____

14. Is it legal in North Carolina for a man to marry his widow's sister? _____
Why? _____
15. What word in this test is misspelled? _____
16. From what animal do we get whale bones? _____
17. Where was Paul going on the road to Damascus? _____

I.Q. TEST - Answers

Print up the following "I.Q. Test" and give your group 4 or 5 minutes to complete it.

1. Does England have a Fourth of July? Yes
2. Why can't a man living in Winston-Salem, North Carolina, be buried west of the Mississippi River? Because he's not dead.
3. If you had a match and entered a room in which there were a kerosene lamp, an oil heater, and a wood-burning stove, which would you light first? The match.
4. Some months have 30 days, some have 31 days. How many months have 28 days? They all do.
5. A man builds a house with four sides to it and it is rectangular in shape. Each side has a southern exposure. A big bear came wandering by. What color is the bear? White.
6. How far can a dog run into the woods? Halfway. The other half he's running out.
7. What is the minimum of baseball players on the field during any part of an inning in a regular game? 10-9 outfielders and a batter How many outs in an inning? 6 outs per inning.
8. I have in my hand two U.S. coins which total 55 cents in value. One is not a nickel. What are the two coins? 50 cent piece & 5 cents – one is not a nickel but the other is.
9. A farmer had 17 sheep; all but nine died. How many are left? Nine.
10. Divide 30 by one-half and add 10. What is the answer? Seventy.
11. Take two apples from three apples and what do you have? Two.
12. A woman gives a beggar 50 cents. The woman is the beggar's sister but the beggar is not the woman's brother. How come? They are sisters.
13. How many animals of each species did Moses take aboard the Ark with him? None. Noah took the animals, not Moses.
14. Is it legal in North Carolina for a man to marry his widow's sister? No
Why? He is dead.
15. What word in this test is misspelled? Misspelled. It should be spelled "Misspelled."
16. From what animal do we get whale bones? Whales.
17. Where was Paul going on the road to Damascus? Damascus.

REMEMBER WHAT?

Read the following story to your group. Tell them to pay close attention. Don't tell them which details they need to remember, no one is allowed to write anything down. Read the story slowly.

A bus driver was making his regular rounds through the city with his bus. At the first bus stop, 5 people got on. At the next stop, 3 people got on and 2 people got off. At the next stop, 6 people got on and 4 people got off. At the next stop, 4 people got on and 3 people got off. At the next stop, 11 people got on and 7 got off. At the next stop, 3 people got on and 4 got off. At the next stop, 5 got on and 8 got off. At the next stop, 6 got on and 5 got off. At the next stop 13 got on and 5 got off. At the next stop 6 got on and 12 got off. At the next stop, 3 got on and 1 got off. At the next stop, no one got on and 4 got off. At the next stop, 6 got on and 11 got off. At the next stop, 8 got on and 11 got off. At the last stop, everybody got off the bus.

Question: How many stops did the bus make? (15)

Tie breaker: At which stop (besides the last one) did no one get on the bus? (*The 12th*)

Tie breaker: At the last stop, how many people got off the bus? (3)

STRANGER TRIVIA

This is for groups of people college age and above.

Have every person match up with someone else in the room that they do not know very well. They then have 4 minutes to find out all the trivia about that other person that they can. After 4 minutes are up, the following questions are read. Anybody who does not know the answer about their partner must sit down. They may guess and, if they get it right, they can stay standing. Play till just one person remains standing.

1. What is their first name?
2. What city do they live in?
3. What pets do they have?
4. What is their spouse's name?
5. Did they go or are they going to college?
6. What state were they born in?
7. Where do they work (if they do)?
8. What is their eye color?
9. What is their last name?
10. How old are they?
11. Do they have any children?
12. What high school did they graduate from?
13. What is their middle name?
14. Have they ever served in the military?
15. What's their favorite restaurant?
16. What is their favorite color?
17. What is their favorite sport?

STRANGER TRIVIA II

This is for groups of people high school age or below. Have every person match up with someone else in the room that they do not know very well. They then have 4 minutes to find out all the trivia about that other person that they can. After 4 minutes are up, the following questions are read. Anybody who does not know the answer about their partner must sit down. They may guess and, if they get it right, they can stay standing. Play till just one person remains standing.

1. What is their first name?
2. How many siblings do they have?
3. How far is their drive to church? (0-5 mi.) (6-10 mi.) (11-15 mi.) (16 or more miles)
4. What is their eye color?
5. What high school are they going to?
6. Where do they work (if they do)?
7. Do they have a dog?
8. What is their last name?
9. What college do they plan to go to? (Or do they plan to go to college?)
10. What city do they live in?
11. What pets do they have besides a dog?
12. What is their middle name?
13. What state were they born in?
14. What's their birthdate?
15. What's their social security number & their pin number? (Just kidding!)
16. How old are they?
17. What grade are they in?
18. Do they have their driver's license?

Variation:

At the end of 4 minutes ask various individuals to stand and then ask them 2 questions. If they answer both questions correctly they get a prize.

1. Their middle name? Their shoe size?
2. How many sisters? Month he was born in?
3. Grade? Favorite color?
4. Goes to what school? Age?
5. Do they work? (If so, where?) Do they have a dog?
6. How many brothers? Born in what city?
7. Are they an A & B student? Mom or dad's first name?

SOAP OPERA STORY

The Story:

Ladies and Gentlemen, it gives us great pleasure today to bring you another exciting episode in everybody's favorite soap opera, "As Your Stomach Churns." As you may remember, during the closing moments of our last dramatic episode, we found out that our heroine, 1) _____ harbors a great and passionate desire in the pit of her soul, to have a date with the hero of her heart, 2) _____. And now, the long awaited fantasy has become a reality for our beloved heroine, for Mr. Suave himself has indeed finally asked her for a date! What drama! What excitement! Our story today finds him standing at her doorstep in a rented tuxedo. As the doorbell rings, our heroine runs breathlessly to answer it, looking her lovely self in her Burger King uniform. Her little brother, who will chaperone the date, is right behind her. As she coyly says, "Hello," her father looks over his evening paper and says, 3) _____. Her mother quickly cuts in and says, 4) _____. With these encouraging words still ringing in their ears, our happy, young couple leaves quickly to go to 5) _____ by way of 6) _____. Once there, they start 7) _____. After a time, they become hungry and make their way to a nearby restaurant where each orders 8) _____ topped with 9) _____ and washed down with root beer. Afterwards, their love and affections deepening as the evening sun bathes the western sky with an amber glow, they decide to bring their date to a close by 10) _____. As he takes her home, the specialness of the time that they have spent together is almost too much for her stomach to handle. He walks her up to her doorstep; she lingers momentarily, and, with the intense sorrow of parting almost unbearable, softly murmurs these tender words about their time together, 11) _____. He, holding back the affectionate words he wants to say, softly whispers, 12) _____. As soon as she goes inside and closes the door, she quickly bounds up the steps to her bedroom, three at a time, and calls her best friend to tell her all about the date. She blurts out, 13) _____, to which her friend replies, 14) _____. Meanwhile, he walks off into the rapidly settling fog. Tune in at this same time tomorrow where you will hear him say to his mom, upon returning from the fog, 15) _____.

SOAP OPERA STORY - *Directions*

To prepare for this “soap opera” you will need to get answers to the following questions from young people in your group. The best way to do this is to simply read a question and then point to someone or call out someone’s name and have them answer out loud. After you have all the answers, you are ready to read the story, complete with the “helps” from the audience.

Questions:

1. Name a girl that’s here today.
2. Name a guy that’s here today.
3. What is the most useless advice someone has ever given you?
4. What is the slogan of the TV commercial you hate most?
5. Name or describe the dumbest teen hangout that you know of.
6. Name the worst form of public transportation.
7. Name or describe what you would least like to be caught doing (Nothing sinful, please).
8. What is your favorite food?
9. What is the worst food?
10. Name something you used to do as a kid when it rained.
11. If you were the teacher, what would you have said about the last test paper or term paper you turned in?
12. Think of the greatest blunder you have ever pulled. What do you wish you would have said at the time? (Or, what did you or someone else say?)
13. Name or describe the most annoying habit your brother (or some other guy you know) has.
14. Give the worst reason a guy could have for breaking up with his girlfriend.
15. What would you say to your Mom if you didn’t feel like going to school?

CHRISTMAS BLANKS

Fill in the blanks with the correct missing words, King James Version only.

Luke 2:8-20

“And there were in the same country _____ abiding in the _____, keeping watch over their _____ by _____. And, _____, the _____ of the Lord came upon them, and the _____ of the Lord _____ round about them: and they were _____ afraid. And the _____ said unto them, “_____ : for behold, I bring you _____ tidings of _____ joy, which shall be to all _____.” For unto you is _____ this day in the city of _____ a _____ which is _____ the Lord. And this shall be a _____ unto you; Ye shall find the _____ wrapped in _____, lying in a _____. And _____ there was with the angels a _____ of the _____ host praising God, and _____, _____ to God in the _____, and on earth _____, good will toward _____.” And it came to pass, as the _____ were gone away from them into _____, the shepherds said one to _____, “Let us now go _____ unto Bethlehem and see this _____ which is come to _____, which the Lord hath made _____ unto us.” And they came with _____, and found _____, and _____, and the _____ lying in a manger. And when they had seen _____, they made known abroad the _____ which was _____ them concerning this _____. And all they that _____ it _____ at those _____ which were _____ them by the _____. But _____ kept all these _____, and _____ them in her _____. And the _____ returned, _____ and praising God for all the things that they had _____ and _____, as it was told unto them.”

CHRISTMAS BLANKS - Answers

Fill in the blanks with the correct missing words, King James Version only.

Luke 2:8-20

“And there were in the same country shepherds abiding in the field, keeping watch over their flock by night. And, lo, the angel of the Lord came upon them, and the glory of the Lord shone round about them: and they were sore afraid. And the angel said unto them, “fear not: for behold, I bring you good tidings of great joy, which shall be to all people.” For unto you is born this day in the city of David a Saviour which is Christ the Lord. And this shall be a sign unto you; Ye shall find the babe wrapped in swaddling clothes, lying in a manger. And suddenly there was with the angels a multitude of the heavenly host praising God, and saying, glory to God in the highest, and on earth peace, good will toward men.” And it came to pass, as the angels were gone away from them into heaven, the shepherds said one to another, “Let us now go even unto Bethlehem and see this thing which is come to pass, which the Lord hath made known unto us.” And they came with haste, and found Mary, and Joseph, and the babe lying in a manger. And when they had seen it, they made known abroad the saying which was told them concerning this child. And all they that heard it wondered at those things which were told them by the shepherds. But Mary kept all these things, and pondered them in her heart. And the shepherds returned, glorifying and praising God for all the things that they had heard and seen, as it was told unto them.”

CHRISTMAS SCRAMBLES

The following scrambled words are all people and places from the Christmas story. Rearrange the letters to unscramble the words.

1. RULEJAMES _____ 11. NNAA _____

2. MELTHEBEH _____ 12. RYAM _____

3. MOSENI _____ 13. RHDEO _____

4. AARHM _____ 14. EILEGAL _____

5. LIEBRAG _____ 15. LUMEMINA _____

6. SHOPJE _____ 16. BALEHSET _____

7. RATZENA _____ 17. GTPEY _____

8. RUNSICYE _____ 18. HADJU _____

9. IVDDA _____ 19. RAYSI _____

10. EJUSS _____ 20. CRAAAZIIH _____

CHRISTMAS SCRAMBLES - Answers

The following scrambled words are all people and places from the Christmas story. Rearrange the letters to unscramble the words.

1. RULEJAMES Jerusalem
2. MELTHEBEH Bethlehem
3. MOSENI Simeon
4. AARHM Ramah
5. LIEBRAG Gabriel
6. SHOPJE Joseph
7. RATZENA Nazareth
8. RUNSICYE Cyrenius
9. IVDDA David
10. EJUSS Jesus

11. NNAA Anna
12. RYAM Mary
13. RHDEO Herod
14. EILEGAL Galilee
15. LUMEMINA Immanuel
16. BALEHISET Elisabeth
17. GTPEY Egypt
18. HADJU Judah
19. RAYSI Syria
20. CRAAAZIIH Zachariah

CHRISTMAS QUIZ
CAN YOU FOLLOW DIRECTIONS?

This is a timed test – You have four minutes only.

1. Read everything carefully before doing anything.
2. Put your name in the upper right hand corner of this paper.
3. Circle the word “name” in sentence two.
4. Draw five small squares in the upper left hand corner.
5. Put an “X” in each square.
6. Put a circle around each square.
7. Sign your name under the title of this paper.
8. After the title, write “YES, YES, YES.”
9. Put a circle completely around sentence number seven.
10. Put an “X” in the lower left corner of this paper.
11. Draw a triangle around the “X” you have just put down.
12. On the back of this paper, multiply 103 by 6.
13. Draw a rectangle around the word corner in sentence four.
14. Loudly shout, “MERRY CHRISTMAS” when you get this far along, if you’re the first, second or third person to get this far. If 3 people have already shouted Merry Christmas, say nothing.
15. If you think you have followed directions carefully to this point, call out “I HAVE.”
16. On the reverse side of this paper add 8950 and 205.
17. Put a circle around your answer, and put a square around the circle.
18. In your normal speaking voice say, “HAPPY NEW YEAR” 10 times, if you are the first, second, or third person to get this far.
19. If you are the first to reach this point, LOUDLY call out, “I AM THE FIRST PERSON TO REACH THIS POINT, AND I AM THE LEADER IN FOLLOWING DIRECTIONS, MERRY CHRISTMAS TO EVERYONE.”
20. Underline all even numbers on the left side of this paper.
21. Put a square around each written-out number on this paper.
22. Loudly call out, “I AM NEARLY FINISHED, I HAVE FOLLOWED DIRECTIONS.”
23. Now that you have finished reading everything carefully do only sentence one and two and pretend like you’re writing on your paper.

CHRISTMAS QUIZ - Directions

Editor's note: Should your group be familiar with this kind of test, just continue as normal, but add question #24 to the test as follows:

24. Disregard sentence number 23 and continue as directed.

CHRISTMAS QUIZ CAN YOU FOLLOW DIRECTIONS?

This is a timed test – You have four minutes only.

1. Read everything carefully before doing anything.
2. Put your name in the upper right hand corner of this paper.
3. Circle the word “name” in sentence two.
4. Draw five small squares in the upper left hand corner.
5. Put an “X” in each square.
6. Put a circle around each square.
7. Sign your name under the title of this paper.
8. After the title, write “YES, YES, YES.”
9. Put a circle completely around sentence number seven.
10. Put an “X” in the lower left corner of this paper.
11. Draw a triangle around the “X” you have just put down.
12. On the back of this paper, multiply 103 by 6.
13. Draw a rectangle around the word corner in sentence four.
14. Loudly shout, “MERRY CHRISTMAS” when you get this far along, if you’re the first, second or third person to get this far. If 3 people have already shouted Merry Christmas, say nothing.
15. If you think you have followed directions carefully to this point, call out “I HAVE.”
16. On the reverse side of this paper add 8950 and 205.
17. Put a circle around your answer, and put a square around the circle.
18. In your normal speaking voice say, “HAPPY NEW YEAR” 10 times, if you are the first, second, or third person to get this far.
19. If you are the first to reach this point, LOUDLY call out, “I AM THE FIRST PERSON TO REACH THIS POINT, AND I AM THE LEADER IN FOLLOWING DIRECTIONS, MERRY CHRISTMAS TO EVERYONE.”
20. Underline all even numbers on the left side of this paper.
21. Put a square around each written-out number on this paper.
22. Loudly call out, “I AM NEARLY FINISHED, I HAVE FOLLOWED DIRECTIONS.”
23. Now that you have finished reading everything carefully do only sentence one and two and pretend like you’re writing on your paper.

ADD IT UP

- | | |
|--|--------------|
| 1. Letters of the Alphabet | _____ |
| 2. Wonders of the Ancient World | _____ |
| 3. Digits in a Social Security Number | _____ |
| 4. Days that Moses fasted | _____ |
| 5. Planets in the Solar System | _____ |
| 6. Piano Keys | _____ |
| 7. Baker's Dozen | _____ |
| 8. Holes on a Golf Course | _____ |
| 9. Degrees in a Right Angle | _____ |
| 10. Sides on a Stop Sign | _____ |
| 11. Quarts in a Gallon | _____ |
| 12. Hours in a Day | _____ |
| 13. Wheels on a Unicycle | _____ |
| 14. Digits in a Zip Code (original format) | _____ |
| 15. Varieties in Heinz | _____ |
| 16. Players on a Football Team | _____ |
| 17. Words that a Picture is Worth | _____ |
| 18. Days in February in a Leap Year | _____ |
| 19. Squares on a Checkerboard | _____ |
| 20. Days and Nights of the Great Flood | _____ |
| 21. Leagues Under the Sea | _____ |
| 22. Days in a Work Week | _____ |
| 23. Days in a Leap Year | _____ |
| 24. Outs in an Inning | _____ |
| 25. Days in June | _____ |
| 26. Grooves on a 33 RPM Record | _____ |
| 27. Sticks of Gum in Wrigley's Big Pack | _____ |
| 28. Chapters in Isaiah | _____ |
| 29. Sheep Job had after God Restored Him | _____ |
| 30. Starting Number of Players for a Basketball Team | _____ |
| TOTAL | _____ |

ADD IT UP - Answers

Divide your group into teams of 3 or 4. Have them write the number on the line at the right that corresponds to the item on the left. If they don't know the correct number, they have to guess. Then the numbers should be added to get a total. First team to get the correct answer wins. NO pocket calculators.

ADD IT UP

1. Letters of the Alphabet	<u>26</u>
2. Wonders of the Ancient World	<u>7</u>
3. Digits in a Social Security Number	<u>9</u>
4. Days that Moses fasted	<u>40</u>
5. Planets in the Solar System	<u>8</u>
6. Piano Keys	<u>88</u>
7. Baker's Dozen	<u>13</u>
8. Holes on a Golf Course	<u>18</u>
9. Degrees in a Right Angle	<u>90</u>
10. Sides on a Stop Sign	<u>8</u>
11. Quarts in a Gallon	<u>4</u>
12. Hours in a Day	<u>24</u>
13. Wheels on a Unicycle	<u>1</u>
14. Digits in a Zip Code (original format)	<u>5</u>
15. Varieties in Heinz	<u>57</u>
16. Players on a Football Team	<u>11</u>
17. Words that a Picture is Worth	<u>1,000</u>
18. Days in February in a Leap Year	<u>29</u>
19. Squares on a Checkerboard	<u>64</u>
20. Days and Nights of the Great Flood	<u>40</u>
21. Leagues Under the Sea	<u>20,000</u>
22. Days in a Work Week	<u>5</u>
23. Days in a Leap Year	<u>366</u>
24. Outs in an Inning	<u>6</u>
25. Days in June	<u>30</u>
26. Grooves on a 33 RPM Record	<u>2</u>
27. Sticks of Gum in Wrigley's Big Pack	<u>17</u>
28. Chapters in Isaiah	<u>66</u>
29. Sheep Job had after God Restored Him	<u>14,000</u>
30. Starting Number of Players for a Basketball Team	<u>5</u>
TOTAL	<u>36,039</u>

ADD IT UP II

If you don't know the correct number, take a guess. Then the numbers should be added to get a total. The team closest to the correct answer wins. NO pocket calculators (cell phones), Bibles, or reference material can be used.

1. Standard number of dimples on a golf ball. _____
2. Years that Methuselah lived. _____
3. Starting number of players on a baseball team. _____
4. Length (in feet) of regulation size NBA basketball court. _____
5. Inches on a yardstick. _____
6. Wheels on a tricycle. _____
7. Days in between Halloween and Christmas. _____
8. Age of Abraham Lincoln when he died. _____
9. Number of home runs that Hank Aaron hit. _____
10. The numeral address where Sherlock Holmes lived on Baker St. _____
11. Degrees of temperature (F) at which water boils. _____
12. Degrees of temperature (F) at which water freezes. _____
13. Number of inches in a common cubit. _____
14. Number of suicides recorded in the Bible. _____
15. Number of cans the average American housewife opens in a year. _____
16. Number of inches long of the average tongue of a giraffe. _____
17. The length (in feet) of the right arm of the Statue of Liberty. _____
18. The weight (in pounds) of 50,000 honey bees. _____
19. Number of wives King Henry the Eighth had. _____
20. Number of weeks it takes for the average man's beard to grow an inch. _____
21. Number of legs an ant has. _____
22. Number of letters in the Hawaiian alphabet. _____
23. Number of calories in a teaspoon of sugar. _____
24. Percentage of water that a watermelon is. _____

TOTAL _____

ADD IT UP II - Answers

Divide your group into teams of 3 or 4. Have them write the number on the line at the right that corresponds to the item on the left. If they don't know the correct number, they have to guess. Then the numbers should be added to get a total. The team closest to the correct answer wins. NO pocket calculators (cell phones), Bibles, or reference material can be used.

1. Standard number of dimples on a golf ball.	<u>336</u>
2. Years that Methuselah lived.	<u>969</u>
3. Starting number of players on a baseball team.	<u>9</u>
4. Length (in feet) of regulation size NBA basketball court.	<u>94</u>
5. Inches on a yardstick.	<u>36</u>
6. Wheels on a tricycle.	<u>3</u>
7. Days in between Halloween and Christmas.	<u>54</u>
8. Age of Abraham Lincoln when he died.	<u>56</u>
9. Number of home runs that Hank Aaron hit.	<u>755</u>
10. The numeral address where Sherlock Holmes lived on Baker St.	<u>221</u>
11. Degrees of temperature (F) at which water boils.	<u>212</u>
12. Degrees of temperature (F) at which water freezes.	<u>32</u>
13. Number of inches in a common cubit.	<u>18</u>
14. Number of suicides recorded in the Bible.	<u>7</u>
15. Number of cans the average American housewife opens in a year.	<u>788</u>
16. Number of inches long of the average tongue of a giraffe.	<u>18</u>
17. The length (in feet) of the right arm of the Statue of Liberty.	<u>42</u>
18. The weight (in pounds) of 50,000 honey bees.	<u>10</u>
19. Number of wives King Henry the Eighth had.	<u>6</u>
20. Number of weeks it takes for the average man's beard to grow an inch.	<u>8</u>
21. Number of legs an ant has.	<u>6</u>
22. Number of letters in the Hawaiian alphabet.	<u>12</u>
23. Number of calories in a teaspoon of sugar.	<u>18</u>
24. Percentage of water that a watermelon is.	<u>92</u>
TOTAL	<u>3,807</u>

DO YOU KNOW YOUR HISTORY?

Number the following historical characters in chronological order by placing a one (1) in the blank before the earliest person, a two (2) before the next earliest, etc. . . .

_____ Joan of Arc

_____ Moses

_____ Columbus

_____ Shakespeare

_____ Abraham

_____ Wilson

_____ Napoleon

_____ Reagan

_____ Socrates

_____ Solomon

_____ Luther

_____ Washington

_____ Lincoln

_____ Paul

_____ Julius Caesar

DO YOU KNOW YOUR HISTORY? - Answers

Number the following historical characters in chronological order by placing a one (1) in the blank before the earliest person, a two (2) before the next earliest, etc. . . .

- 7 ____ Joan of Arc
- 2 ____ Moses
- 8 ____ Columbus
- 10 ____ Shakespeare
- 1 ____ Abraham
- 14 ____ Wilson
- 12 ____ Napoleon
- 15 ____ Reagan
- 4 ____ Socrates
- 3 ____ Solomon
- 9 ____ Luther
- 11 ____ Washington
- 13 ____ Lincoln
- 6 ____ Paul
- 5 ____ Julius Caesar

FOOD QUIZ

Fill in each blank with the name of a food item.

1. "It's late. _____ be going."
2. Istanbul is located in _____.
3. "I'm out of cash. Can you loan me some _____, dude?"
4. The _____achian mountains can be treacherous.
5. I have a _____ on my toe.
6. The 20th letter of the alphabet is _____.
7. The Parthenon is in _____.
8. "Where's the _____?"
9. Adam and Eve had trouble _____ Cain.
10. It's necessary to sometimes _____ bushes and trees.
11. Kids _____ their noses at foods they don't like.
12. "Ye are the _____ of the Earth."
13. If you step on a tomato you will _____ it.
14. Some people just don't _____ all about politics.
15. Some boxers have _____ ears.
16. Two of a kind are a _____.
17. Mind your _____ and Q's.
18. She wanted to buy it, _____ husband said, "No."
19. "I'll _____ you to the finish line."
20. "Where's he going to _____ us?"
21. She's been sluggish so her sister tried to _____ up.

FOOD QUIZ - Answers

Divide everyone into groups of 3 or 4. First group to answer 18 correct is the winner.

FOOD QUIZ

Fill in each blank with the name of a food item.

1. "It's late. lettuce be going."
2. Istanbul is located in Turkey.
3. "I'm out of cash. Can you loan me some bread, dude?"
4. The Apple achian mountains can be treacherous.
5. I have a corn on my toe.
6. The 20th letter of the alphabet is tea.
7. The Parthenon is in Grease.
8. "Where's the beef?"
9. Adam and Eve had trouble raisin Cain.
10. It's necessary to sometimes prune bushes and trees.
11. Kids turnip their noses at foods they don't like.
12. "Ye are the salt of the Earth."
13. If you step on a tomato you will squash it.
14. Some people just don't carrot all about politics.
15. Some boxers have cauliflower ears.
16. Two of a kind are a pear.
17. Mind your peas and Q's.
18. She wanted to buy it, butter husband said, "No."
19. "I'll beet you to the finish line."
20. "Where's he going to meat us?"
21. She's been sluggish so her sister tried to pepper up.

CANDY BAR RANK

Rank the following candy bars and candies in order, according to the number sold.

#1 = most sales / #10 = least sales.

- | | |
|-------------------------------------|-------|
| Hershey's Milk Chocolate | _____ |
| Kit Kat | _____ |
| M & M's Plain | _____ |
| Snickers | _____ |
| M & M's Peanut | _____ |
| Hershey's Milk Chocolate w/ Almonds | _____ |
| Nestle Crunch | _____ |
| Butterfinger | _____ |
| Milky Way | _____ |
| Reese's Peanut Butter Cup | _____ |

CANDY BAR RANK

Rank the following candy bars and candies in order, according to the number sold.

#1 = most sales / #10 = least sales.

Hershey's Milk Chocolate	<u>7</u>
Kit Kat	<u>5</u>
M & M's Plain	<u>4</u>
Snickers	<u>1</u>
M & M's Peanut	<u>3</u>
Hershey's Milk Chocolate w/ Almonds	<u>6</u>
Nestle Crunch	<u>9</u>
Butterfinger	<u>8</u>
Milky Way	<u>10</u>
Reese's Peanut Butter Cup	<u>2</u>

Score 1 point for every one right, with the following exceptions:

3 points if Snickers was ranked correctly.

2 points if Reese's Peanut Butter Cup was ranked correctly.

COMMON GROUND II

CATEGORY	LIKE	DISLIKE
1. FOOD		
2. BOARD GAME		
3. TV SHOW		
4. GIFT AT CHRISTMAS		
5. SCHOOL SUBJECT		
6. CHORE AT HOME		
7. CAR		
8. HOBBY		
9. DESSERT		
10. WAY TO SPEND SATURDAY		
11. SPORT		
12. PUNISHMENT		

COMMON GROUND II - Directions

This is a crowd breaker that helps kids get to know each other a lot better. Everybody is divided up into groups of four people per group, and then each group is given a sheet of categories. The basic idea is for each group to try to come up with something that they all like or all dislike in a variety of categories (see list below). They are encouraged to be honest rather than just trying for points. For each unanimous consensus reached, the group receives 10 points. If only 3 agree on an item, they receive 5 points. If only 2 agree, the score is 2 points. The team with the most points wins. To ensure honesty, a variation would be to give everyone their own list of categories and have them write 2 answers for each category (2 like and 2 dislike). They then are divided into groups of 4 and any matches are awarded points. The group with the most points wins.

CATEGORY	LIKE	DISLIKE
13. FOOD		
14. BOARD GAME		
15. TV SHOW		
16. GIFT AT CHRISTMAS		
17. SCHOOL SUBJECT		
18. CHORE AT HOME		
19. CAR		
20. HOBBY		
21. DESSERT		
22. WAY TO SPEND SATURDAY		
23. SPORT		
24. PUNISHMENT		

THE POINT GAME

Divide into groups of 4 and complete the following. Highest score wins.

- _____ 1. Counting January as one point, February as two points and so on through the calendar year, add up the total of birthday points in your group.
- _____ 2. Counting one point for each different state named, give score for different number of birth states represented in your group.
- _____ 3. Point total of all shoes sizes added together. One foot only and do not round half sizes up.
- _____ 4. Total number of operations everyone in your group has had. Serious dental surgery counts, but not just an ordinary tooth pulling.
- _____ 5. Total your hair color score: black counts two, brown counts one, blonde counts three, red counts five, and white or grey counts three.
- _____ 6. Score a point for each self-made article of clothing (or jewelry) worn in your group.
- _____ 7. Add the total number of miles traveled by each person in the group to come today.
- _____ 8. Add the total number of the digits contained in everyone's street number of their houses. Example: 1276 Main Street ($1 + 2 + 7 + 6 = 16$).
- _____ 9. Score a point for each different High School each person has attended.
- _____ 10. Score a point for each "A" in math and/or science on everybody's last report card.
- _____ 11. Score two points for every "T" and/or "L" in the names of the people in your group (first, middle, and last names).
- _____ 12. Total everybody's height in inches. Divide by 10. Round out to the nearest whole number. Put that number by #12.
- _____ TOTAL NUMBER OF POINTS

THE POINT GAME II

Give everybody a blank sheet of paper and a pen. On it they are to keep score of all the points that apply to them. The one with the most points wins.

1. 10 points if you don't have any pictures of the opposite sex with you.
2. 5 points for every penny you have in your pocket or purse.
3. 10 points if you aren't wearing tennis shoes right now.
4. 10 points if you drove to church this morning.
5. Minus 10 points if your shoe size is bigger than your grade.
6. 5 points if you have a comb with you.
7. 10 points if the person sitting behind you is better looking than you.
8. 5 points if you are wearing green.
9. Minus 15 points if you don't already know the name of the person on your immediate left (left row-on your right).
10. 15 points if you are a visitor.
11. Minus 10 points if you've lost track of your score.
12. 25 points if you've brought a visitor within the last 3 weeks.
13. 15 points if your birthday is in Sept., Oct., or Nov.
14. 5 points if you invited someone to church this morning.
15. 5 points if you've ever owned a goldfish.
16. 10 points if either your mom or dad has ever said to you, "Because I said so, that's why."
17. 5 points if you went to camp last summer.
18. 5 points if you're a freshman, 10 points if you're a sophomore, 15 points if you're a junior, and minus 5 points if you're a senior.
19. 5 points if you are wearing nothing right now that could be considered "trendy."
20. 10 points if you brought a Bible.
21. Minus 5 points if you're wearing lipstick.

PIGSAMINATION

Names _____

1. ____ Who was famous for his modern art painting? A. Charlie Choplin
2. ____ Who wrote The House of the Seven Gobbles? B. Shank Aaron
3. ____ Who discovered electricity? C. Ernest Hammingway
4. ____ Who was the 11th president of the United States? D. Ulysses S. Grunt
5. ____ Who was that masked man? E. Pablo Pigcasso
6. ____ Who wrote The Old Man and the Sow? F. The Loin Ranger
7. ____ To whom did General Lee surrender? G. Nathaniel Hawgthorne
8. ____ Who invented the ham radio? H. Benjamin Frankloin
9. ____ Who wrote 20,000 Leagues Under the Souse? I. James K. Pork
10. ____ Who slept for 40 years? J. Alexander Graham Boar
11. ____ Who wrote Pigmalion? K. Jowls Verns
12. ____ Who was the most famous nurse? L. Edgar Alan Pork
13. ____ Who wrote Oinkle Tom's Cabin? M. The Little Snout
14. ____ Who issued the Emancipation Proclamation? N. Swill Rogers
15. ____ Who wrote Hawgawatha? O. Henry Wallowsworth Longfellow
16. ____ Who broke Babe Ruth's homerun record? P. Abraham Lincloin
17. ____ Who said, "I never met a pig I didn't like?" Q. Harriet Beecher Sow
18. ____ Who is the Jolly Green Giant's best friend? R. Clara Boarton
19. ____ Who is the author of The Pig and the Pendulum? S. Rip Van Oinkle
20. ____ Who was that famous mustached comedian? T. George Bernard Shoat

Grading Scale:

0-10 correct – Don't commit sooeyside.

11-14 correct – You are related to Frankenswine.

15-18 correct – They want you to play Snorterback for the Piggsburg Squealers.

19-20 correct – You are related to Einswine.

PIGSAMINATION - Answers

Names _____

- | | |
|---|---|
| 21. <u>E</u> Who was famous for his modern art painting? | A. Charlie <u>Choplin</u> |
| 22. <u>G</u> Who wrote <u>The House of the Seven Gobbles</u> ? | B. <u>Shank</u> Aaron |
| 23. <u>H</u> Who discovered electricity? | C. Ernest <u>Hammingway</u> |
| 24. <u>I</u> Who was the 11 th president of the United States? | D. Ulysses S. <u>Grunt</u> |
| 25. <u>F</u> Who was that masked man? | E. Pablo <u>Pigcasso</u> |
| 26. <u>C</u> Who wrote <u>The Old Man and the Sow</u> ? | F. The <u>Loin</u> Ranger |
| 27. <u>D</u> To whom did General Lee surrender? | G. Nathaniel <u>Hawgthorne</u> |
| 28. <u>J</u> Who invented the ham radio? | H. Benjamin Frank <u>loin</u> |
| 29. <u>K</u> Who wrote <u>20,000 Leagues Under the Souse</u> ? | I. James K. <u>Pork</u> |
| 30. <u>S</u> Who slept for 40 years? | J. Alexander <u>Graham Boar</u> |
| 31. <u>T</u> Who wrote <u>Pigmalion</u> ? | K. <u>Jowls</u> Verns |
| 32. <u>R</u> Who was the most famous nurse? | L. Edgar Alan <u>Pork</u> |
| 33. <u>Q</u> Who wrote <u>Oinkle Tom's Cabin</u> ? | M. The Little <u>Snout</u> |
| 34. <u>P</u> Who issued the Emancipation Proclamation? | N. <u>Swill</u> Rogers |
| 35. <u>O</u> Who wrote <u>Hawgawatha</u> ? | O. Henry <u>Wallowsworth</u> Longfellow |
| 36. <u>B</u> Who broke Babe Ruth's homerun record? | P. Abraham <u>Linloin</u> |
| 37. <u>N</u> Who said, "I never met a pig I didn't like?" | Q. Harriet Beecher <u>Sow</u> |
| 38. <u>M</u> Who is the Jolly Green Giant's best friend? | R. Clara <u>Boarton</u> |
| 39. <u>L</u> Who is the author of <u>The Pig and the Pendulum</u> ? | S. Rip Van <u>Oinkle</u> |
| 40. <u>A</u> Who was that famous mustached comedian? | T. George Bernard <u>Shoat</u> |

Grading Scale:

0-10 correct – Don't commit soeeyside.

11-14 correct – You are related to Frankenswine.

15-18 correct – They want you to play Snorterback for the Piggsburg Squealers.

19-20 correct – You are related to Einswine.

HOME PLATES

Match each state on the left, with the slogan on the right that they have stamped on their license plates.

- | | |
|-----------------------|---------------------------------|
| 1. ___ Arizona | A. Live Free or Die |
| 2. ___ Arkansas | B. The First State |
| 3. ___ Connecticut | C. Vacationland |
| 4. ___ Delaware | D. Constitution State |
| 5. ___ Louisiana | E. America's Dairyland |
| 6. ___ Maine | F. Wild Wonderful |
| 7. ___ Minnesota | G. Green Mountains |
| 8. ___ New Hampshire | H. Volunteer State |
| 9. ___ New Mexico | I. Grand Canyon State |
| 10. ___ Pennsylvania | J. Ocean State |
| 11. ___ Rhode Island | K. Land of Opportunity |
| 12. ___ Tennessee | L. You've Got a Friend in . . . |
| 13. ___ Vermont | M. Land of Enchantment |
| 14. ___ West Virginia | N. Sportsman's Paradise |
| 15. ___ Wisconsin | O. 10,000 Lakes |

HOME PLATES - *Answers*

Match each state on the left, with the slogan on the right that they have stamped on their license plates.

- | | |
|----------------------------|---------------------------------|
| 1. <u>I</u> Arizona | A. Live Free or Die |
| 2. <u>K</u> Arkansas | B. The First State |
| 3. <u>D</u> Connecticut | C. Vacationland |
| 4. <u>B</u> Delaware | D. Constitution State |
| 5. <u>N</u> Louisiana | E. America's Dairyland |
| 6. <u>C</u> Maine | F. Wild Wonderful |
| 7. <u>O</u> Minnesota | G. Green Mountains |
| 8. <u>A</u> New Hampshire | H. Volunteer State |
| 9. <u>M</u> New Mexico | I. Grand Canyon State |
| 10. <u>L</u> Pennsylvania | J. Ocean State |
| 11. <u>J</u> Rhode Island | K. Land of Opportunity |
| 12. <u>H</u> Tennessee | L. You've Got a Friend in . . . |
| 13. <u>G</u> Vermont | M. Land of Enchantment |
| 14. <u>F</u> West Virginia | N. Sportsman's Paradise |
| 15. <u>E</u> Wisconsin | O. 10,000 Lakes |

How Many ANAGRAMS Do You Know?

What is an ANAGRAM?

Merriam-Webster On-line Dictionary: “A word or phrase made by transposing the letters of another word or phrase.”

	Anagrams:	Counterpart:
e.g.:	desserts	stressed
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
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31.		
32.		
33.		
34.		
35.		
36.		

	Anagrams:	Counterpart:
37.		
38.		
39.		
40.		
41.		
42.		
43.		
44.		
45.		
46.		
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69.		
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71.		
72.		

How Many ANAGRAMS Do You Know? - Directions

Divide into groups of 4. Give the groups 5 minutes to get as many anagrams as they can. Score the anagrams according to length:

- 3 letters = 1 point
- 4 letters = 2 points
- 5 letters = 4 points
- 6 letters = 6 points
- 7 letters = 8 points
- 8 letters = 10 points
- 9 letters = 15 points

What is an ANAGRAM?

Merriam-Webster On-line Dictionary: “A word or phrase made by transposing the letters of another word or phrase.”

ANAGRAM LIST (or flip words) - *Here is an alphabetized list of possible answers:*

1.	are	era
2.	bad	dab
3.	bag	gab
4.	bid	dib
5.	brag	garb
6.	deliver	reviled
7.	dew	wed
8.	dial	laid
9.	drab	bard
10.	draw	ward
11.	drawer	reward
12.	dub	bud
13.	emit	time
14.	gal	lag
15.	gas	sag
16.	gel	leg
17.	god	dog
18.	hoop	pooh
19.	knits	stink
20.	lap	pal
21.	liar	rail
22.	live	evil
23.	loop	pool
24.	loot	tool
25.	maps	spam
26.	mood	doom
27.	moor	room
28.	mug	gum
29.	nap	pan
30.	nit	tin

31.	not	ton
32.	now	won
33.	nuts	stun
34.	on	no
35.	par	rap
36.	part	trap
37.	parts	strap
38.	peek	keep
39.	pets	step
40.	plug	gulp
41.	ports	strop
42.	pot	top
43.	pots	stop
44.	rats	star
45.	reed	deer
46.	repaid	diaper
47.	revel	lever
48.	sleep	peels
49.	snap	pans
50.	snoops	spoons
51.	snot	tons
52.	spin	nips
53.	spins	snips
54.	spool	loops
55.	spools	sloops
56.	stops	spots
57.	stressed	desserts
58.	sub	bus
59.	tab	bat
60.	tap	pat

61.	tar	rat
62.	teem	meet
63.	ten	net
64.	tip	pit
65.	tips	spit
66.	tram	mart
67.	trap	part
68.	tub	but
69.	war	raw
70.	warts	straw
71.	was	saw
72.	wolf	flow

BLUE	BROWN	ALL OTHER COLORS

EYE GOT IT – Directions

Give each person a sheet of paper like the one below. In the first of the three columns everyone is to get autographs of six different people who have blue eyes. In the second column they are to get autographs of people with brown eyes. In the third column they are to get autographs of people with any other eye color. Writes the names of everyone present on individual slips of paper and place them in a hat. Randomly draw them out one at a time and read them off. Anybody having that name in a square checks it off. When a player gets two sets of “three in a row” crossed off (horizontally, vertically, or diagonally) he calls out “Eye Got It.” (Note: the two sets of three do not need to be side-by-side but can be three in a row anywhere on the page.)

BLUE	BROWN	ALL OTHER COLORS

LEADERSHIP TEST

Directions: Answer each question in sequence. If you do not know an answer, go on to the next one. Read through the test before starting on question number one.

1. Print complete name in upper left hand corner.
2. Print address: _____
3. Underline the correct answer:
 - a. A good leader must be: Dogmatic - Restrictive - Dedicated.
 - b. The best kind of leadership is: Authoritative - Socialist - Democratic.
 - c. The best way to get something done is:
Form a committee - Do it yourself - Have others do it.
4. Put your age in the upper right hand corner.
5. Raise your left hand until recognized by the instructor.
6. **True or False:** (circle correct answer)

T F A. A good leader always has an answer. It is a sign of weakness not to have an answer.

T F B. A good leader should know how to follow directions.

T F C. A good leader gets things done fast.

T F D. It is better to do a job right rather than to do it quickly.

7. In question 6B, underline the words, "follow directions."
8. Stand up until recognized.
9. Define a leader (approximately 10-20 words) on the back of this page.
10. If you have read through this entire test as you were instructed to do, you don't have to take it Just sign your name in the upper right hand corner and wait until the time is up. Do not answer questions 1 through 9, just pretend like you are writing so others won't catch on.

LEADERSHIP TEST - Directions

Announce that you are giving a test to determine leadership ability in your group. Instruct your group to work fast because they only have 3 minutes to take the test. Start everybody on the test at the same time.

LEADERSHIP TEST

Directions: Answer each question in sequence. If you do not know an answer, go on to the next one. Read through the test before starting on question number one.

1. Print complete name in upper left hand corner.
2. Print address: _____
3. Underline the correct answer:
 - a. A good leader must be: Dogmatic - Restrictive - Dedicated.
 - b. The best kind of leadership is: Authoritative - Socialist - Democratic.
 - c. The best way to get something done is:
Form a committee - Do it yourself - Have others do it.
4. Put your age in the upper right hand corner.
5. Raise your left hand until recognized by the instructor.
6. **True or False:** (circle correct answer)

T F A. A good leader always has an answer. It is a sign of weakness not to have an answer.
T F B. A good leader should know how to follow directions.

T F C. A good leader gets things done fast.

T F D. It is better to do a job right rather than to do it quickly.
7. In question 6B, underline the words, "follow directions."
8. Stand up until recognized.
9. Define a leader (approximately 10-20 words) on the back of this page.
10. If you have read through this entire test as you were instructed to do, you don't have to take it Just sign your name in the upper right hand corner and wait until the time is up. Do not answer questions 1 through 9, just pretend like you are writing so others won't catch on.

NUMBER FUN

Put the correct numbers in the blanks provided.

1. The _____ Bears.
2. _____ ages of man.
3. The House of the _____ Gables.
4. _____ Island dressing.
5. _____ pins.
6. _____ days of the week.
7. A _____.
8. A Tale of _____ Cities.
9. The _____ Horsemen of the Apocalypse.
10. _____ Men on Horseback.
11. The Spirit of _____.
12. The _____ Musketeers.
13. The _____ inning stretch.
14. _____ 's company; _____ 's a crowd.
15. "_____ days hath September."
16. "Into the valley of death rode the _____.
17. _____ horse town.
18. _____ poster bed.
19. _____ cheers.
20. _____ varieties.
21. Under _____ Flags.
22. Ali Baba and the _____ Thieves.
23. The _____ wise men.
24. The _____ apostles.
25. The _____ Gospels.
26. The _____ tribes of Israel.
27. Judas and the _____ pieces of silver.
28. The roaring _____.
29. Behind the _____ ball.
30. The _____ Commandments.
31. _____ Flavors.
32. _____ _____ or fight.

NUMBER FUN - Answers

Put the correct numbers in the blanks provided.

1. The 3 Bears.
2. 7 ages of man.
3. The House of the 7 Gables.
4. 1,000 Island dressing.
5. 10 pins.
6. 7 days of the week.
7. A 1.
8. A Tale of 2 Cities.
9. The 4 Horsemen of the Apocalypse.
10. 3 Men on Horseback.
11. The Spirit of 76.
12. The 3 Musketeers.
13. The 7th inning stretch.
14. 2 's company; 3 's a crowd.
15. "30 days hath September."
16. "Into the valley of death rode the 600."
17. 1 horse town.
18. 4 poster bed.
19. 3 cheers.
20. 57 varieties.
21. Under 2 Flags.
22. Ali Baba and the 40 Thieves.
23. The 3 wise men.
24. The 12 apostles.
25. The 4 Gospels.
26. The 12 tribes of Israel.
27. Judas and the 30 pieces of silver.
28. The roaring 40's.
29. Behind the 8 ball.
30. The 10 Commandments.
31. 31 Flavors.
32. 54 40 or fight.

FILL IT IN

Based on the number and letter clues, write out the slogans, phrases and popular sayings in each line.

1. 7 W of the W _____
2. 666: The M of the B _____
3. H: 57 V _____
4. 4 G so L the W _____
5. 60 S in a M _____
6. 26 L in the A _____
7. 52 W in a Y _____
8. 11 M on a T _____
9. 3 M in a T _____
10. 12 A of J _____
11. R and F of the 3rd R _____
12. 9 out of 10 D recommend C _____
13. 10 C given to M _____
14. 40 Y in the W _____
15. 66 B in the B _____
16. 31 F at B-R _____
17. 5 smooth S in a S _____
18. 12 M in a Y _____
19. 6,000,000 D M _____
20. 10 Y in a D _____

FILL IT IN - Answers

Based on the number and letter clues, write out the slogans, phrases and popular sayings in each line.

1. 7 W of the W _____ *7 Wonders of the World*
2. 666: The M of the B _____ *666: The Mark of the Beast*
3. H: 57 V _____ *Heinz: 57 Varieties*
4. 4 G so L the W _____ *4 God so Loved the World*
5. 60 S in a M _____ *60 Seconds in a Minute*
6. 26 L in the A _____ *26 Letters in the Alphabet*
7. 52 W in a Y _____ *52 Weeks in a Year*
8. 11 M on a T _____ *11 Men on a Team*
9. 3 M in a T _____ *3 Men in a Tub*
10. 12 A of J _____ *12 Apostles of Jesus*
11. R and F of the 3rd R _____ *Rise and Fall of the 3rd Reich*
12. 9 out of 10 D recommend C _____ *9 out of 10 Dentists recommend Crest*
13. 10 C given to M _____ *10 Commandments given to Moses*
14. 40 Y in the W _____ *40 Years in the Wilderness*
15. 66 B in the B _____ *66 Books in the Bible*
16. 31 F at B-R _____ *31 Flavors at Baskin-Robbins*
17. 5 smooth S in a S _____ *5 smooth Stones in a Slingshot*
18. 12 M in a Y _____ *12 Months in a Year*
19. 6,000,000 D M _____ *6,000,000 Dollar Man*
20. 10 Y in a D _____ *10 Yards in a Down / 10 Years in a Decade*

FOOTBALL QUIZ

Identify the Pro Football teams by the clues given below.

1. Six Shooters _____
2. \$1.00 for corn _____
3. Six Monarchs _____
4. Fish arms for a girl's toy _____
5. Loaders _____
6. Sevens Squared _____
7. Loyalists _____
8. Hash- _____
9. Indians _____
10. Protected species _____
11. Tribe Leaders _____
12. Henry's first compact _____
13. State's namesake _____
14. I.O.U.'s _____
15. Ewe's mate _____
16. Grizzlies _____
17. Attackers _____
18. Credit card users _____
19. Half Bovine, half man _____
20. Tigers _____
21. Gargantuan _____
22. King of beasts _____
23. Peter & Paul _____
24. Religious rulers _____
25. Marine aviators _____
26. Shoplifters _____
27. 747's _____
28. Equine rodeo participants _____
29. Namesake ship sunk _____
30. Edgar Allen Poe's team _____
31. Pumas _____
32. Sports cars _____

FOOTBALL QUIZ - Answers

Here's a quiz to use around Super Bowl time. The object is to identify the Pro Football teams by the clues given below. Divide into groups of 3 or 4. There must be at least one girl on each team.

1. Six Shooters _____ *Indianapolis Colts*
2. \$1.00 for corn _____ *Tampa Bay Buccaneers*
3. Six Monarchs _____ *Minnesota "VI Kings"*
4. Fish arms for a girl's toy _____ *Miami Dolphins*
5. Loaders _____ *Green Bay Packers*
6. Sevens Squared _____ *San Francisco 49ers*
7. Loyalists _____ *New England Patriots*
8. Hash- _____ *Cleveland Browns*
9. Indians _____ *Washington Redskins*
10. Protected species _____ *Philadelphia Eagles*
11. Tribe Leaders _____ *Kansas City Chiefs*
12. Henry's first compact _____ *Atlanta Falcons*
13. State's namesake _____ *Houston Texans*
14. I.O.U.'s _____ *Buffalo Bills*
15. Ewe's mate _____ *St. Louis Rams*
16. Grizzlies _____ *Chicago Bears*
17. Attackers _____ *Oakland Raiders*
18. Credit card users _____ *San Diego Chargers*
19. Half Bovine, half man _____ *Dallas Cowboys*
20. Tigers _____ *Cincinnati Bengals*
21. Gargantuan _____ *New York Giants*
22. King of beasts _____ *Detroit Lions*
23. Peter & Paul _____ *New Orleans Saints*
24. Religious rulers _____ *Arizona Cardinals*
25. Marine aviators _____ *Seattle Seahawks*
26. Shoplifters _____ *Pittsburgh Steelers*
27. 747's _____ *New York Jets*
28. Equine rodeo participants _____ *Denver Broncos*
29. Namesake ship sunk _____ *Tennessee Titans*
30. Edgar Allen Poe's team _____ *Baltimore Ravens*
31. Pumas _____ *Carolina Panthers*
32. Sports cars _____ *Jacksonville Jaguars*

BASEBALL QUIZ

The object of this quiz is to identify the 30 Major League baseball teams by the clues given.

1. Civil war faction _____
2. "Father's" team _____
3. Jack's beanstalk adversary _____
4. Catholic officials _____
5. Tea Makers _____
6. Indian Warriors _____
7. Big Cats _____
8. All "stars" _____
9. Bright stockings _____
10. Communists _____
11. Apaches, Comanches, etc. _____
12. Army draft avoiders _____
13. Colored Letters _____
14. Boy Scout Group _____
15. Ornithologist's favorite _____
16. Alphabet beginners _____
17. "Encountered" group _____
18. Park keepers _____
19. Black beard's crew _____
20. Clean Hosiery _____
21. Capital idea! _____
22. Heavenly Team (wannabes) _____
23. "Kings of the game" _____
24. Young mares _____
25. Seafaring men _____
26. Double trouble _____
27. Bullwinkle's diminutive friend _____
28. Deep sea fisherman's pursuit _____
29. Slitherers _____
30. Lucifer's light _____

BASEBALL QUIZ - Answers

Here's a quiz that might be useful sometime around the World Series. The object is to identify the 30 Major League baseball teams by the clues given. Divide into teams of 4 with at least 1 girl on each team.

1. Civil war faction _____ *New York Yankees*
2. "Father's" team _____ *San Diego Padres*
3. Jack's beanstalk adversary _____ *San Francisco Giants*
4. Catholic officials _____ *St. Louis Cardinals*
5. Tea Makers _____ *Milwaukee Brewers*
6. Indian Warriors _____ *Atlanta Braves*
7. Big Cats _____ *Detroit Tigers*
8. All "stars" _____ *Houston Astros*
9. Bright stockings _____ *Boston Red Sox*
10. Communists _____ *Cincinnati Reds*
11. Apaches, Comanches, etc. _____ *Cleveland Indians*
12. Army draft avoiders _____ *Los Angeles Dodgers*
13. Colored Letters _____ *Toronto Blue Jays*
14. Boy Scout Group _____ *Chicago Cubs*
15. Ornithologist's favorite _____ *Baltimore Orioles*
16. Alphabet beginners _____ *Oakland A's*
17. "Encountered" group _____ *New York Mets*
18. Park keepers _____ *Texas Rangers*
19. Blackbeard's crew _____ *Pittsburgh Pirates*
20. Clean Hosiery _____ *Chicago White Sox*
21. Capital idea! _____ *Washington Nationals*
22. Heavenly Team (wannabes) _____ *Los Angeles Angels*
23. "Kings of the game" _____ *Kansas City Royals*
24. Young mares _____ *Philadelphia Phillies*
25. Seafaring men _____ *Seattle Mariners*
26. Double trouble _____ *Minnesota Twins*
27. Bullwinkle's diminutive friend _____ *Colorado Rockies*
28. Deep sea fisherman's pursuit _____ *Florida Marlins*
29. Slitherers _____ *Arizona Diamondbacks*
30. Lucifer's light _____ *Tampa Bay Devil Rays*

HOCKEY QUIZ I

Fill in the name of the NHL hockey team that plays for each of the cities listed below.

1. Detroit _____
2. New York _____
3. New York _____
4. Washington _____
5. New Jersey _____
6. Winnipeg _____
7. Dallas _____
8. San Jose _____
9. Vancouver _____
10. St. Louis _____
11. Chicago _____
12. Philadelphia _____
13. Edmonton _____
14. Los Angeles _____
15. Calgary _____
16. Boston _____
17. Toronto _____
18. Tampa Bay _____
19. Montreal _____
20. Ottawa _____
21. Pittsburgh _____
22. Florida _____
23. Colorado _____
24. Buffalo _____
25. Anaheim _____

HOCKEY QUIZ I – Answers

If your youth are big hockey fans, have them take this quiz. If they are not too knowledgeable about hockey, have them take Hockey Quiz II. (Hockey Quiz II is matching rather than fill in the blank.) Or you can give the guys Quiz I and the girls Quiz II.

Fill in the name of the NHL hockey team that plays for each of the cities listed below.

1. Detroit _____ *Red Wings*
2. New York _____ *Islanders or Rangers*
3. New York _____ *Islanders or Rangers*
4. Washington _____ *Capitals*
5. New Jersey _____ *Devils*
6. Winnipeg _____ *Jets*
7. Dallas _____ *Stars*
8. San Jose _____ *Sharks*
9. Vancouver _____ *Canucks*
10. St. Louis _____ *Blues*
11. Chicago _____ *Blackhawks*
12. Philadelphia _____ *Flyers*
13. Edmonton _____ *Oilers*
14. Los Angeles _____ *Kings*
15. Calgary _____ *Flames*
16. Boston _____ *Bruins*
17. Toronto _____ *Maple Leafs*
18. Tampa Bay _____ *Lightning*
19. Montreal _____ *Canadiens*
20. Ottawa _____ *Senators*
21. Pittsburgh _____ *Penguins*
22. Florida _____ *Panthers*
23. Colorado _____ *Avalanche*
24. Buffalo _____ *Sabres*
25. Anaheim _____ *Ducks*

HOCKEY QUIZ II

Match the city on the left with the name of the NHL hockey team that plays there. Write the correct corresponding letter in the space provided.

- | | |
|------------------------|-----------------------|
| 1. Detroit _____ | A. Blackhawks |
| 2. New York _____ | B. Blues |
| 3. New York _____ | C. Bruins |
| 4. Washington _____ | D. Canadiens |
| 5. New Jersey _____ | E. Canucks |
| 6. Winnipeg _____ | F. Capitals |
| 7. Dallas _____ | G. Devils |
| 8. San Jose _____ | H. Flames |
| 9. Vancouver _____ | I. Flyers |
| 10. St. Louis _____ | J. Islanders |
| 11. Chicago _____ | K. Jets |
| 12. Philadelphia _____ | L. Kings |
| 13. Edmonton _____ | M. Lightning |
| 14. Los Angeles _____ | N. Maple Leafs |
| 15. Calgary _____ | O. Ducks |
| 16. Boston _____ | P. Avalanche |
| 17. Toronto _____ | Q. Oilers |
| 18. Tampa Bay _____ | R. Panthers |
| 19. Montreal _____ | S. Penguins |
| 20. Ottawa _____ | T. Rangers |
| 21. Pittsburgh _____ | U. Red Wings |
| 22. Florida _____ | V. Sabres |
| 23. Colorado _____ | W. Senators |
| 24. Buffalo _____ | X. Sharks |
| 25. Anaheim _____ | Y. Stars |

HOCKEY QUIZ II – Answers

Match the city on the left with the name of the NHL hockey team that plays there. Write the correct corresponding letter in the space provided.

26. Detroit _____ **U. Red Wings** _____
27. New York _____ **J. Islanders or T. Rangers** _____
28. New York _____ **J. Islanders or T. Rangers** _____
29. Washington _____ **F. Capitals** _____
30. New Jersey _____ **G. Devils** _____
31. Winnipeg _____ **K. Jets** _____
32. Dallas _____ **Y. Stars** _____
33. San Jose _____ **X. Sharks** _____
34. Vancouver _____ **E. Canucks** _____
35. St. Louis _____ **B. Blues** _____
36. Chicago _____ **A. Blackhawks** _____
37. Philadelphia _____ **I. Flyers** _____
38. Edmonton _____ **Q. Oilers** _____
39. Los Angeles _____ **L. Kings** _____
40. Calgary _____ **H. Flames** _____
41. Boston _____ **C. Bruins** _____
42. Toronto _____ **N. Maple Leafs** _____
43. Tampa Bay _____ **M. Lightning** _____
44. Montreal _____ **D. Canadiens** _____
45. Ottawa _____ **W. Senators** _____
46. Pittsburgh _____ **S. Penguins** _____
47. Florida _____ **R. Panthers** _____
48. Colorado _____ **P. Avalanche** _____
49. Buffalo _____ **V. Sabres** _____
50. Anaheim _____ **O. Ducks** _____

BLANK MINGLE - Directions

Give everybody a sheet of paper like the one below. They look around the room and write people's names (first and last) in the squares (one name to a square). From a hat pull people's names or else just randomly call out names. When someone has that name on their sheet they put a star by it. First player to have two rows of stars (horizontally, vertically, or diagonally) wins.

BLANK MINGLE

BLANK MINGLE

“THANKFUL FOR” MINGLE

1. Find someone who is thankful for one of the items listed below.
2. Have them sign their first and last name legibly in the square that pertains to them.
3. A different person must sign each square.
4. You must fill two columns first to win (vertically, horizontally, or diagonally).

A good singing voice	Their new car	Their own room	A close family	Good looks
Their 16 th birthday this year	Their brother	An answered prayer	Good health all year	Their job
No zits	Someone who loves them	A successful diet to lose weight	A fun vacation last summer	Getting to go out of the country last year
Making the team	A friend who became a Christian	Good grades	Winning an award last year	A new baby in the family
A big bill paid off	The fact they are better looking than you	Finding a new friend recently	Their great personality	Not falling asleep during the message

“SCARED OF” MINGLE

1. Find someone who is scared of one of the items listed below.
2. Have them sign their first and last name legibly in the square that pertains to them.
3. A different person must sign each square.
4. You must fill two columns first to win (vertically, horizontally, or diagonally).

The dark	Learning to drive	Knives	Heights	Dentists
Doberman pinschers	Bees	Snakes	Dark alleys late at night	Meeting new people
Fire	Speaking in front of a crowd	Flying	Spiders	Thunder
The opposite sex	Getting a bad grade	A nuclear war	Making a fool of themselves	Enclosed places
Monsters	Guns	Gaining weight	The unknown	Being faithful to Sunday school

MINGLE I

1. Find someone who matches one of the descriptions given in the squares below.
2. Have them legibly sign their first and last name in the square that pertains to them.
3. A different person must sign each square.
4. You must fill two columns first to win (vertically, horizontally, or diagonally).

Someone who bites their nails	Someone who can name at least 7 Commandments	Someone who was born outside of California	Someone with tennis shoes on	A musician
A blue-eyed wonder	Owner of a nice smile	Someone smart	Someone who does not like apple pie	Someone who can whistle Yankee Doodle
Someone who has a driver's license	Someone who has never been to one of our activities	Someone who sings in a choir at school	Someone who does not want to get married	A person with red hair
Someone with a funny middle name	Someone who has eaten a hot dog this month	A person who has been to New York	A short but intelligent person	A good joke teller
Someone whose socks do not match	Someone who remembers last Sunday's message	Someone who has owned 2 dogs	Someone who has a ten dollar bill with them	A person with three pennies on them

MINGLE II

1. Find someone who matches one of the descriptions given in the squares below.
2. Have them legibly sign their first and last name in the square that pertains to them.
3. A different person must sign each square.
4. You must fill two columns first to win (vertically, horizontally, or diagonally).

Someone with blond hair	Someone with glasses on	Someone that is a visitor	Someone who has a driver's permit (no license)	Someone who is smarter than you
A guy over six feet tall	A person with "A" for an initial	Someone who has a birthday this month	Someone chewing gum	Someone with a tie on
Someone with brown eyes	Someone who does not like pumpkin pie	Someone who has duplicate initials (S.S., D.D., etc.)	Someone who owns a bird	A visitor you welcomed
Someone with funny shoes on	Someone who has visited Arizona	Someone who can pat their head and rub their stomach at the same time	A girl shorter than 5'2"	Someone with red in their clothes
Someone you have never met before	Someone that owns a small car	A person born in December	Someone who has been in Sunday school 3 weeks in a row	Someone with braces or contacts

MINGLE III

1. Find someone who matches one of the descriptions given in the squares below.
2. Have them legibly sign their first and last name in the square that pertains to them.
3. A different person must sign each square.
4. You must fill two columns first to win (vertically, horizontally, or diagonally).

Someone with a pimple	Someone with 3 brothers	Someone with blond hair at least 12" long	Someone who plays football	Someone born in the same month you were
Someone who owns a hamster	Someone taller than you	Someone who has at least 20 letters in their full name	Someone who has a picture of their family with them	Someone who owns a bicycle
Someone who has less than 15 letters in their full name	An amateur photographer	Someone who is left-handed	Someone who gets A's in English	Someone who owns a snake
Someone who has been to Canada	Someone who weighs over 180 pounds	Someone who has owned a VW	Someone who has a digital watch	Someone who ate at McDonald's yesterday
Someone who likes the County Fair	Someone who weighs under 100 pounds	Someone who thinks you're cute	Someone wearing blue socks	Someone who cooked a meal for their family this week

MINGLE IV

1. Find someone who matches one of the descriptions given in the squares below.
2. Have them legibly sign their first and last name in the square that pertains to them.
3. A different person must sign each square.
4. You must fill two columns first to win (vertically, horizontally, or diagonally).

Someone who has flunked P.E.	A Ping Pong champ	Someone who is going to give to the offering today	Someone who used to pick their nose and eat it when they were small	Someone who has worked in a fast food restaurant
Someone who can walk on their hands	Someone with funny ears	Someone who is on a diet	Someone who can juggle	A good snowboarder
Someone with a birthday in March	Someone who got A's & B's last semester	Sign your own name here	Someone who is sitting down and not playing because they are dull and don't know how to have fun	Someone who has ridden a unicycle
Someone who has eaten frog legs	Someone who flunked 1 st or 2 nd grade	A guy who is not wearing socks	Someone who is not on a diet but should be	Someone who is currently taking a computer class
Someone who likes the San Francisco Giants	Someone who is too shy to talk to the opposite sex	Someone who snores	Someone who is not afraid to sing Jingle Bells in front of a crowd	Someone with green on

PERSONAL HUNT

First fill in the blanks and then try to find someone who has the same answer for each question. (You must get a different person for each question.)

If you find someone who matches any question, have him/her sign your sheet.

Match up any 13 of the 15 first to win.

1. I was born in the month of: _____

2. I was born in the year: _____

3. I have _____ brothers.

4. I watch TV _____ hours a day.

5. I have _____ (color) eyes.

6. The job I hate worst at home is:

7. My favorite class is: _____

8. I have _____ sisters.

9. I was born in the state of: _____

10. My shoe size is: _____

11. I am in the _____ grade.

12. My favorite sport is _____

13. My height is: _____

14. I used to have a _____ for a pet.

15. My favorite color is _____