


Big fat book of

Club Resources


(Mixers, competitions/minutes,
skits & run/walk-ons)

..suitable for use at clubs or camps
(although some might need to be localised etc.)

For more ideas see websites listed on last page.

Young Life MIXERS, COMPS, MINUTES, SKITS and RUN-ONS

In Young Life we are always talking about Jesus, and we are usually laughing about something.

Humor is almost always surprise or situational. It's either a punch line that is unexpected or it's watching and listening to a situation that the comedienne makes funny by her action. Almost all humor is a combination of surprises and situations that make us laugh. The funny person understands how long to string along the situation of humor and when to surprise us.

You can add all kinds of other ideas to what humor is. It contains contrast, absurdity, grotesqueness and the situational humor. Even if we know what the common elements of humor are we might still miss the most important idea. What's important is just being funny at the right time. Timing is everything.

We have designed this collection of ideas for anyone interested in using Mixers, Minutes, Skits and Run-ons (along with other random ideas in youth ministry). In our experience working with students through Young Life, we have found these ideas to be successful in helping to accomplish our goals in a Young Life setting. It is our hope to minimize the planning and certainly any last minutes rush to "find something for tonight's club." It's our opinion that those times are completely unnecessary, and leadership meetings can be used for much better purposes.

We have compiled these ideas from many Young Life people including Rick Yates, Charley Patten, Keith "Flash" Stulp, Rich Crawford, Mark Van Andel, and Coby Kleinjan. Few of these ideas are our own. We have gathered them from all over.

We have put a lot of work into compiling and typing this list and hope that it provides a great tool for many years. It is designed so that you can simply add on anything new that you find or create.

Warning - Read this before doing any of the following.

Obviously we must choose wisely which kids are up front; however, when it is a minutes with a "punch line" ending, we must select with prayerful wisdom. Often, we have done these minutes so poorly in the past that kids dread with fear being up front. That is because we might make them look stupid, in front of their friends. We must become masters at thinking through how these kids can be made heroes, legends talked about in a positive way the next day at school.

It is a great lesson to learn to laugh at our own selves. First, make sure you and other leaders at times get it in the end, and second, you may even consider pulling a sharp kid aside and let him in on it so he/she is a part of the gag.

Obviously it will be best if no one knows they were in on it, yet it may be worth it once or twice if you even explain why and how you want them to respond for future people. Every kid likes to be in on a secret. Also, continually lift them up after it is over and even thank them again with crowd applause for being so great before you start your talk. Another great idea is to get a note to them in the mail after club thanking them for being great sports, or at least find them after club to make sure they are doing okay with the outcome.

Often times people frown at competition as if it is evil. Instead, *we need to teach kids how to compete* in fun and Godly manner. Many times competition is the only way to pull a crass, pagan kid into what we are trying to do; likewise, many kids have only had bad examples of competition growing up (How many times have we all seen parents be bigger idiots about winning and losing than kids!). We have a great opportunity to teach many things to kids through this tool. We may even end up modeling success in failure. The story of The Gospel itself is our failure and God's grace. We must teach discipleship and student leader kids to cheer for everybody. We must lift up the kids and teams that lose for being so awesome to take the risk and play. We must teach them that losing is not life and death and that we all are in this together. Find some funny lines like "winning is everything, but losing is nothing" and "it's not whether you won or lost, but how good you looked doing it... and you looked the best" to keep things in perspective. These activities are often designed to pull kids in to just have some plain, old, crazy, off the wall fun! God created, and loves, laughter and fun!

Important Principles for Mixers, Minutes, Skits and Run-ons in Young Life clubs

1. Remember who our target kid is. The cynical non-Christian, uninterested farthest out kid in the back of the room. Will this mixer, minutes, skit or run-on dispel his preconceived notions of Christians or confirm them?
2. Walk through the activity in your mind before club. Visualize it (what do you want to see, hear, smell, touch, feel like, atmosphere, etc.). What will I need? (ie. Do I need a drop cloth, someone to hit lights, someone to set up props while I explain it? Towels for them to clean up with?) How should I stage this so the most people can see the punch line? What do I need to prevent? How? When the skit is over, what will need to happen to lead into the next part of club?
3. Be 10 times more enthusiastic than you want your kids to be. They are risking a lot by being up front, so we have to really *take* them into the activity, not *push* them into it.
4. Background music always draws in kids more. Loud and rockin' helps. Also, leaders, student leaders, and discipleship kids must scream and cheer for everything. One of the greatest things we can do for a kid is to get a bunch of their schoolmates cheering wildly for them. For most it would be a first and possibly a last at this experience. Get people to cheer!
5. Kids are more into visual, obvious humor (slapstick, for example) than clever stuff. Big uniforms, exaggeration, action, screaming, craziness will go much farther than quips, puns, and subtle looks. Think big humor that's hard to miss.
6. When you take a kid out of the room, give them a pep talk (therefore whoever takes them out of the room is just as important as the person running the minutes!). It's scary and they need to know:
 - a. We aren't just going to humiliate you.
 - b. If you stuff it up, you're the star and everyone has fun.
 - c. We're doing this to have fun *with* you.
7. Laughing at us as leaders is one of our strengths in Young Life. Kids don't laugh belly laughs much in their life and just burning a kid every week makes it scary for kids. Give them a chance to have wild fun.
8. Always take care of kids. Look for opportunities to talk about how great they were up front. Talk about it to start your club talk. Stop during songs and have them cheer again. Write the kids a note and mail it the next day. Find them after club and thank them again. All this takes work, yet it builds the atmosphere for great humor in the future.
9. You can probably take any of these ideas and make them even better.
10. Some minutes can be repeated and possibly done yearly.

These minutes must be built into a tradition that kids look forward to each year. Literally, we want kids to be begging to have a chance to participate in them before they even happen. To help build the tradition, take some time to make running "trophies" silly and appropriate to the game in which kids get their names put on them (they also may be paraded in the sell). Every kid wants to have their name in a trophy case and leave their mark even after they are gone. It may even help to make one they can take and keep on a shelf to remind them of the outrageous thing they did in front of their friends. Always emphasizing "winning is everything, but losing means nothing", you may even set up senior reigning champs to hand their crown to the next generation. Obviously the goal of these is not to have every week's minutes be a repeat of last year, but a *few* that you find to be winners will allow you to spread out your minutes with punch lines for better use.

11. Our main goal is not to be funny, but to be Godly.

12. You don't need to be funny to be a Young Life leader, but you do have to have fun.
13. Humor is the difference between our aspirations and our achievements. The greater the disparity between the two, the greater the humor. In short, humor is one way to get people to deal with their failure and furthermore, their sin.
14. Always keep your priority: people over program.
15. People you laugh with, and cry with are the people you remember most.
16. We come to Christ as little kids...kids are too grown up today it is our job to help them be little kids again.
17. People aren't laughing anymore...and yet laughter is medically proven to help people.
18. Know where you are taking them, why you are taking them and how you will get them there.
19. When we laugh at ourselves we quit being defensive.
20. The bottom line is that we need to know that we are loved and are wonderful. How can we best show kids that in our humor.
21. You must be willing to fail. Humor is risk...if you fail, simply teach them how to fail in the process.
22. We as followers of Jesus Christ have the most reason to laugh of anyone in the world!
23. May we always be in the mindset of making kids heroes, not goats.
24. Much of good humor has been lost, the reason is: it takes more work to do it the right way. We must be willing to go the extra mile and to do that we must be convinced of its worth.
25. Be wholesome. You don't have to be gross or nasty to be funny.
26. Don't involve the same kids every week. Mix it up.
27. Everything takes work! Put in the extra effort! Plan out mixers, minutes, skits and run-ons for the whole semester. Have different people in charge of them throughout the semester.
28. Think about everything before the day of club! Creativity takes time!

Table of Contents

Young Life MIXERS, COMPS, MINUTES, SKITS and RUN-ONS	2
Warning - Read this before doing any of the following.	2
Important Principles.....	3
Table of Contents	5
Mixers.....	15
1) Young Life Bingo	15
2) Pastor and the Parish	15
3) Body Parts	15
4) Scissors, Paper, Rock	15
5) Newspaper Islands.....	15
6) Musical Chairs with Knees	15
7) Chinese Whispers	16
8) Newspaper Fashion.....	16
9) Crossing the room in groups with number of limbs	16
10) Standing in Groups with Numbers of Limbs.....	16
11) Fruit Salad	16
12) Standing in Groups of Certain Numbers	16
13) Pull Apart	16
14) Penny On The Chin Mixer.....	16
15) Gum Sculpting Mixer	16
16) Simon Says Mixer	16
17) Indoor Scavenger Hunt Mixer	16
18) Q-tip War Mixer	17
19) Car Stuff Mixer.....	17
20) Find People Sheets Mixer	17
21) Move If Mixer	17
22) Melt that Ice Cube Mixer	17
23) Young Life Bingo Mixer.....	17
24) Inner Tube Stuff Or Hula Hoop Stuff Mixer	17
25) Pipe Line Mixer.....	17
26) Get In The Polaroid Picture Mixer	17
27) Shoe Pandemonium Mixer	18
28) Tennis Ball Relay Mixer	18
29) Toilet Paper Relay Mixer	18
30) Karate, Gun, Gorilla Mixer	18
31) Ninja, Gun, Gorilla Mixer	18
32) Bat-Round Relay Mixer	18
33) Blanket Ride Relay Mixer	18
34) Boy Relay Mixer	18
35) Broom Jump Relay Mixer	18
36) By The "Seat Of Your Pants" Volleyball Mixer	18
37) Clothespin Relay Mixer.....	19
38) Dummy Bag Mixer.....	19
39) Top 40 Mixer	19
40) Chewing Gum Relay Mixer	19
41) Savage Women Mixer	19
42) Pull-up Mixer	19
43) Name Tag Mixer	19
44) Toe Fencing Mixer	19
45) License Plate Mixer	20
46) Marshmallow Pass Mixer	20
47) People Scavenger Hunt Mixer	20
48) Encore Mixer	20
49) Relay Mixers	20
50) Killer Mixer	20
51) Socks-Off Mixer	21
52) Balloon Bust Mixer	21

53) . Lap Sit Mixer	21
54) Punker-Jock-Cowboy Mixer	21
55) Ha-Ha Mixer	21
56) Circumference Mixer.....	21
57) Dollar In The Crowd Mixer.....	21
58) Your Number Is Up Mixer.....	21
59) Rainbow Soccer Mixer	21
60) Conversational Hearts Mixer.....	21
61) Farm Animal Mixer.....	21
62) Names On Backs Mixer	21
63) Fruit Sculpture Mixer	21
64) Water Buckets Mixer	21
65) Flour Bag Pass Mixer	21
66) Human Knots Mixer.....	21
67) Candy Match-Up Mixer.....	21
68) Lengths-Of-String Mixer.....	22
69) Spoons Mixer	22
70) Cross The Room If Mixer	22
71) Cut Up Pictures Mixer	22
72) Song Making Mixer	22
73) Paper Plate Musical Chairs Mixer	22
74) Hula Hoop Pass Mixer.....	22
75) Crap Throw Mixer.....	22
76) Michael Jackson/Punker/Rocky Mixer	22
77) Twister Clothes Mixer.....	22
78) Pumpkin Decorating Mixer.....	22
79) Group Charades Mixer	22
80) Closest Birthday Mixer	22
81) Shuffle The Deck Mixer.....	22
82) Q-tip Wars Mixer	22
83) Scramble Mixer	22
84) Quick Draw Mixer	22
85) Pockets Mixer	23
86) Gossip Mixer	23
87) Name Game Mixer	23
88) Newspaper Mixer.....	23
89) Toothpick Mixer	23
90) Bike Tube Mixer	23
91) Pyramid Clumps Mixer.....	23
92) Back To Back Mixer	23
93) Snap Crackle Pop Mixer	23
94) Co-Op Spelling Mixer.....	23
95) Life's Little Puzzle Mixer	23
96) Mr. Potato Head Mixer.....	23
97) It's the Pits Mixer.....	24
98) Young Life Confusion Mixer.....	24
99) Touch Telephone Mixer	24
100) Wet diaper Mixer	24
101) Jigsaw Jack-o'-Lanterns Mixer	24
102) Dog Biscuit Relay Mixer.....	24
103) Sit Down Mixer	25
104) Karaoke	26
105) Improv Comedy	26
Competitions	27
106) Frozen T – Shirt	27
107) Blow – up Glove on Head.....	27
108) Feed Your Friend	27
109) Hula-Hoop Challenge, Lord of the Rings.....	27
110) Pegs on Faces.....	27
111) Blended Meal Game.....	27
112) Ultimate sit-up	27

113) Oreo Slide	27
114) Talking Game with Water Pistol	28
115) Simon Says.....	28
116) Egg Blow	28
117) Mummy Wrap.....	28
118) Banana and Lemonade	28
119) Doughnut on String Dipped in Chocolate.....	28
120) Getting Ready in the Morning	28
121) Eat Banana through Stocking	28
122) Name that Object	28
123) Eno Challenge.....	29
124) Flying High.....	29
Minutes (involving kids up front).....	30
125) Take Off What You Don't Need Minutes or What's The First Thing You'd take off Minutes?	30
126) Clothes Relay Minutes.....	30
127) Balloon Race Minutes.....	30
128) Guess Weight Minutes	30
129) Rubber Band On Nose Minutes.....	30
130) Valentine's Toe Freezin' Relay Minutes.....	30
131) Bob for Apples — Or Bananas — Or Baby Ruth Candy Bars Minutes.....	30
132) Chocolate Diaper Minutes.....	31
133) Tag Team Two Liter Minutes.....	31
134) Wiener War Minutes.....	31
135) Wiener War 2 Minutes.....	31
136) Pin Face Minutes.....	31
137) Slurp and Spit Minutes.....	31
138) Gargle a Tune Minutes	31
139) Marshmallow Attack Minutes	31
140) Strained Banana Minutes	31
141) Shaving Cream Shootout Minutes	31
142) Bubble Blow Pop Minutes.....	31
143) Shave The Balloon Minutes.....	31
144) French Charade Minutes	31
145) Blow Up Toilet Paper 1 and 2 Minutes.....	32
146) Pop Balloons By Biting Them Minutes	32
147) Feed The Babies Minutes.....	32
148) Space Alien Dogs Minutes.....	32
149) Shoe Shucking Minutes	32
150) Candle Blowing Contest Minutes	32
151) Plunger and Tennis Ball Minutes.....	32
152) Cotton-ball Vaseline Relay Minutes.....	33
153) Donut Dip Minutes.....	33
154) Toilet Paper Mummy Minutes.....	33
155) Bobbing For Apples In Baked Beans Minutes.....	33
156) Jousting Over A Baby Pool of Stuff Minutes.....	33
157) Hobby Pantomime Minutes	33
158) Blind Shoe Grab (Cinderfellas) Minutes	33
159) Ski Lesson Minutes.....	33
160) Feel The Force Luke Minutes	33
161) Guys Best Pick-up Line Minutes.....	34
162) Egg Obstacle Course Minutes	34
163) Headphone Karaoke — Low Budget Karaoke Minutes	34
164) Magic Carpet Minutes	34
165) Paint The Picture Minutes.....	34
166) Stocking Race Minutes	34
167) Name The FlowerFlour Power	34
168) Ping-Pong Ball Fight Minutes.....	35
169) Moo Minutes.....	35
170) Blindfolded Banana Feed Minutes	35
171) Banana Monkey Race Minutes.....	35
172) Fill In The Blanks — or — Mad Lib Minutes	35

173) Pedro The Sugar Salesman Minutes	35
174) Ugliest Thing In The World Minutes	35
175) Musical Hat Minutes	36
176) Balloon Popping Minutes	36
177) Eating Contest Minutes	36
178) Song Naming Minutes	36
179) String Weaving Minutes	36
180) String Mania Minutes	36
181) Magic Paper Minutes	36
182) Banana Split Minutes	36
183) Ice Cube Race Minutes	36
184) Newspaper Smash Minutes	36
185) Eat That Food Minutes	37
186) Egg Blow 1 and 2 Minutes	37
187) Licorice Race Minutes	37
188) Dueling Candle Minutes	37
189) Cowboy King Minutes	37
190) Face-to-Face Balloon Relay Minutes	37
191) Lifesavers On The Face Minutes	37
192) Banana Stab Minutes	37
193) Couples Eat Carmel Apples On A String Minutes	37
194) Girls Put On Guys' Football Uniforms Minutes	37
195) Balloon Pop Relay Minutes	38
196) Guys Make Wine Minutes	38
197) Girls Sign Guys' Feet Minutes	38
198) Feed Through Pantyhose Minutes	38
199) Neck Passing Relay Minutes	38
200) Jelly Beans In Ice Water Minutes	38
201) Ice Stuffing Contest Minutes	38
202) Ice Cream Feed Minutes	38
203) Thread Frozen Freeze Pop or Spoon Minutes	38
204) Funnel In Pants Minutes	38
205) Speed Identification Minutes	38
206) Speed Identification 2 Minutes	39
207) Ninja Head Spin Minutes	39
208) Oreos or Peanut Butter Crackers on Plexiglass Minutes	39
209) Milk The Latex Glove Minutes	39
210) Sponge On The Back of The Head Relay Minutes	39
211) Mock Spelling Bee Minutes	39
212) Family Feud Minutes	39
213) Stupid Human Tricks Minutes	40
214) Wheel Of Misfortune Minutes	40
215) The Almost Wed Game Minutes	40
216) Christmas Carols with Helium Minutes	40
217) Dance Or Dare Minutes	40
218) Pavlov's M&M Training Minutes	40
219) Alka-Seltzer Poem Minutes	40
220) Kazzo Band Minutes	40
221) Surgical Gloves on Head Minutes	40
222) Name that Tune with Marshmallows (or Squirt Guns) Minutes	41
223) Pie Roulette Minutes	41
224) World's Most Dehumanizing Minutes	41
225) Donut Olympics, Gargle Olympics Minutes	41
226) Face Decorating Minutes	41
227) Find Your Man Minutes	41
228) Marshmallow Necklace Minutes	41
229) Spaghetti Hairdoo Minutes	41
230) Women's Arm Wrestling with Pillow Battle Finale Minutes	41
231) Balloon Tri-Athlon Minutes	41
232) Spanimals Minutes	41
233) Skateboard and Plunger Relay Minutes	41

234) Pillow Jousting Minutes.....	41
235) Shaving Cream Hairdoo Minutes	42
236) Egg Roulette Minutes.....	42
237) Girls Make Up Guys Blindfolded Minutes(or vice versa).....	42
238) Egg Drop, Toothpaste Drop or M&M Drop Mnutes	42
239) Tape Head Minutes	42
240) Tape Head 2 Minutes.....	42
241) Cheese-ball Spitting	42
242) Alka-Seltzer On The Head Dueling Minutes	43
243) Marker Fencing 1 and 2 Minutes	43
244) Gladiator Sumo Wrestling Minutes	43
245) Human Christmas Tree Minutes.....	43
246) Kix or Trix Blow Out the Nose Minutes.....	43
247) Pie Eating Contest Minutes	43
248) Talk or Get Squirted Minutes.....	43
249) Marble in Clear Tubing Minutes.....	43
250) Wheelbarrow Eating Race Minutes	44
251) Sell What's in the Bag Minutes	44
252) Dancing Musical Chairs Minutes	44
253) Psychological Sit-Up Minutes	44
254) Caramel Onion Minutes.....	44
255) Pin The Tail Minutes	44
256) Sit On Lap Talk Minutes.....	44
257) Charcoal Marshmallows Minutes.....	44
258) Thar's a Bar Minutes	44
259) I Went to Paris Minutes	44
260) Hobby Hoax Minutes	45
261) Girls Wrestle For Guys Minutes	45
262) Chubby Bunnies Minutes.....	45
263) Human Bowling Minutes.....	45
264) Turkey Bowling Minutes.....	45
265) Jello Or Food Twister Minutes.....	45
266) Belly Flop Into Jello Contest Minutes.....	45
267) Shaving Cream And Cheese Ball Minutes.....	45
268) Musical Food Minutes.....	46
269) Speed Kissing Minutes	46
270) Follow The Moon Minutes	46
271) Flying On The Ground Minutes	46
272) Sponge On The Chair Minutes.....	46
273) Identify Your Friends Minutes.....	46
274) You've Got Something On Your Forehead Minutes	46
275) What Did You Say? Minutes.....	46
276) Do As I Do, Not As I Say Minutes.....	47
277) Dating Game Minutes.....	47
278) Pantomime A Dump Minutes	47
279) Tush (Butt) Charade Minutes.....	47
280) Whipped Cream Pie Search Minutes.....	47
281) Cheeky, Cheeky Minutes.....	47
282) Will He/She Drink It? Minutes.....	47
283) Pick Your Friend's Nose Minutes	47
284) Kazoo Band Minutes	47
285) Alka-Seltzer and Dr. Suess Minutes	47
286) Alka-Seltzer Romance Minutes.....	47
287) Whistle and Burp Minutes.....	47
288) Sushi Minutes.....	48
289) Go Fish Minutes	48
290) Oreo From Forehead To Mouth Minutes.....	48
291) Egg, Sausage, and, Panty Hose Rodeo Minutes.....	48
292) Paintin' With Your Noggin Minutes.....	48
293) Make Rain Minutes.....	48
294) Cup Closer Minutes	48

295) Gag A Napkin Minutes.....	48
296) The Shoe Stretch Minutes.....	48
297) String Tie Mystery Minutes.....	49
298) Squirm Race Minutes.....	49
299) Whirling High Jump Minutes.....	49
300) Foot Signing Minutes.....	49
301) Corn Shucking Race Minutes.....	49
302) Ten Toes On the Rocks Minutes.....	49
303) Water Balloon Shave Minutes.....	49
304) Who Hit Me Minutes.....	49
305) Cupid Minutes.....	49
306) Girls Arm Wrestling Minutes.....	49
307) Big Bad Wolf Minutes.....	50
308) Blind Tag Minutes.....	50
309) Strength Test Minutes.....	50
310) Doctor Banana Minutes.....	50
311) Bob for Bananas Minutes.....	50
312) Banana On a String Minutes.....	50
313) The Un-Banana Minutes.....	50
314) Submarine Ride Minutes.....	50
315) The Talking Head Minutes.....	50
316) Put Your Money Where Your Mouth Is Minutes.....	50
317) Spam Roulette Minutes.....	51
318) King Of The Goats Minutes.....	51
319) Marshmallow Pitch Minutes.....	51
320) Marbles In Jello Minutes.....	51
321) Putting On the Lips Minutes.....	51
322) Gum And Flour Minutes.....	51
323) Butt Charades Minutes.....	51
324) Mr. Blockhead Minutes.....	51
325) Burp Contest Minutes.....	51
326) Honey, If You Love Me Please Smile Minutes.....	51
327) Velcro-head Minutes.....	51
328) Donut-line Minutes.....	51
329) Apple Hang Minutes.....	51
330) Gum Un-wrap Minutes.....	51
331) BB Butts Minutes.....	52
332) Pictionary Minutes.....	52
333) Play-Do Pictionary Minutes.....	52
334) Sleeping Bag Wrestling Minutes.....	52
335) Spam Sculptures Minutes.....	52
336) Name That Person Minutes.....	52
337) Musical Squirt Gun Minutes.....	52
338) Blanket Minutes.....	52
339) Kool-Aid Taste Off Minutes.....	52
340) Grape Toss Minutes.....	52
341) Shoe Tie Minutes.....	52
342) Sunglass Spit-wad Minutes.....	52
343) Balloon Blow-up Minutes.....	53
344) Screaming Contest Minutes.....	53
345) Blind-folded Musical Chairs.....	53
346) Forty Inch Dash Minutes.....	53
347) Strawless Relay Minutes.....	53
348) Dark Draw Minutes.....	53
349) Straw Contest Minutes.....	53
350) Straw Mumble Minutes.....	53
351) Who Do You Love Minutes.....	53
352) Balloon Sitting Minutes.....	53
353) Musical Baby Food Minutes.....	53
354) Soap Shrink Minutes.....	53
355) Puffed Up Minutes.....	53

356) Building A Firm Foundation Minutes	53
357) Kid's Shapes Minutes	53
358) Stuff 'Em Minutes	53
359) Bagpipes Minutes	54
360) Cookie Tower Minutes	54
361) Brother and Sister Minutes	54
362) Human Scrabble Minutes	54
Skits	55
363) Rindercella And The Prandsome Hince Skit(original ending)	55
364) Rindercella And The Prandsome Hince Skit (Young Life Moral Ending)	55
365) Herman The Trained Flea Skit	55
366) Pick Pocket Skit.....	55
367) Coke Commercial Skit	56
368) Granny's Candy Store Skit	56
369) Statue In The Park Skit	56
370) "The Game" Skit	56
371) Peanut Whistlers Skit	57
372) Motorcycle Gang Skit.....	57
373) Toucharama Skit	57
374) Foreign Exchange Student Skit.....	57
375) Coke's Fine Dining Campaign Skit	57
376) Spittoon Boy Skit	57
377) You Gotta Try This! Skit.....	57
378) Little Nemo Skit	57
379) Little Mobile Nemo Skit	58
380) Water Shortage At The Frat House Skit	58
381) Dirty Socks/Laundry Detergent Skit	58
382) Wind Beneath My Wings Skit	58
383) Olympic Nose Blowing Skit.....	58
384) Talk Show Travesty Skit	58
385) Commercial Skits.....	59
386) Da Tre Berrese Skit	59
387) Irate Neighbor Skit	59
388) Who's On First Skit	59
389) Bus Stop Skit	60
390) Grecian Urn Skit	60
391) Lone Ranger Skit	60
392) King And Queen Skit.....	60
393) We Are The World Skit	60
394) Chair Wrestling Skit.....	60
395) YMCA Skit	60
396) Junior Class Play Skit.....	60
397) Light And Fluffy Skit.....	60
398) 2001 Bowling, Golf and Baseball Skits	61
399) Pass It Down Skit.....	61
400) M&M Commercial Skit	61
401) Slot machine cowboy Skit	61
402) William Tell or Bahamian Rhapsody Skit	61
403) Dueling Nostils.....	61
404) The Fly In The Library Skit.....	61
405) If I Were Not In Young Life Skit.....	62
406) Contagious Ward Skit	62
407) Mother Skit.....	62
408) Hiccup Skit.....	62
409) The Bucket Trick Skit	62
410) The Stand In Skit	62
411) Little Red Riding Hood Skit	64
412) The Hamburger Skit.....	65
413) Witch Skit	65
414) Leaving Home Skit	65
415) Restaurant Skit	65

416) The Lie Detector Skit.....	66
417) Sumo Wrestlers Skit.....	68
418) Mashed Potato Skit.....	68
419) Statue In The Park Skit.....	69
420) Whistler Precision Drill Team Skit.....	69
421) The Magic Bandana Skit.....	69
422) Elevated Gum Skit.....	69
423) Sex(mud) Skit.....	70
424) Reggie and the Colonel Skit.....	70
425) The Pencil Salesman Skit.....	70
426) The Mona Lisa Skit.....	71
427) Monk Monotony Skit.....	71
428) Future Banana Skit.....	72
429) You were Lucky-#1 Skit(The Liars).....	72
430) You Were Lucky Skit- #2.....	72
431) Radio Jumble Skit.....	73
432) A Day In The Desert.....	74
433) The Candy Store Skit.....	74
434) The Flat Tire Skit.....	74
435) Our First Kiss Skit.....	75
436) You Got Me, Buddy Skit.....	75
437) Naked Bacon Skit.....	75
438) I Hate It When That Happens Skit.....	77
439) The Dog Crap Skit.....	77
440) Pizza Man Skit.....	77
441) Peanut Butter Deodorant Skit.....	77
442) Where Did You Come From Skit.....	77
443) Eddie Spaghetti Skit.....	77
444) Tradesman's lunch break Skit.....	77
445) The Emergency Broadcast System Skit.....	77
446) Cooking With Kodiak Skit.....	78
447) M&M' On The Park Bench Skit.....	78
448) Enlarging Machine Skit.....	78
449) Mr. No Depth Perception Skit.....	78
450) Toothpaste Commercial Skit.....	78
451) Park Bench Fishing Skit.....	78
452) Blind Date Skit.....	78
453) Boys In The Sandbox Skit.....	78
454) Creativity Test Skit.....	78
455) Abdul The Magnificent Skit.....	80
456) You Were Lucky Skit (Hudsonville Version).....	80
457) Do Brothers Skit.....	81
458) Cupid Skit.....	81
459) Hallway Skit.....	81
460) "He Said He's Met You Before!" Skit.....	82
Run/walk ons.....	83
461) Foible Award Or Geek Of The Week Run-On.....	83
462) Scenes That Didn't Make Star Wars Run-On.....	83
463) Retainer Boy And The Evil Orthodontidists Run-on.....	83
464) Impressions Of An Administrator Run-on.....	83
465) Other Possible Run-on Ideas.....	84
466) Poetry Corner Run-on.....	84
467) Reggie Vego-matic Run-on.....	84
468) Mr. Glove Run-On.....	84
469) Spaz Boy Run-on.....	84
470) Hack-saw and Corn-bread Run-on.....	84
471) Wee Man Run-on.....	84
472) Axel & Smash Run-on.....	84
473) Duct Tape Man and Side Kick Run-on.....	84
474) Energizer Bunny Run-on.....	85
475) Fred Gimmel, Stuntmen/Stuntwomen Run-on.....	85

476) News Show Run-on.....	85
477) Fish Man Here Run-on.....	85
478) Cheerleaders Run-on.....	85
479) Loud Mel or Loud Sid Run-on.....	85
480) Entertainers Run-on.....	85
481) Super Heroes Run-on.....	85
482) Commercials Run-on.....	85
483) Time Travelers Run-on.....	86
484) Good Morning Young Life Videos Run-on (or Good Morning America).....	86
485) Funk Master Daddy Run-on.....	86
486) Spike and Myron Run-on.....	86
487) Ricky and Ricki Run-on.....	86
488) The Love Mechanic Run-on.....	86
489) Dr. Baytose Run-on.....	87
490) Big Rig Run-on.....	87
491) Mr. Glove Run-on.....	87
492) The Bat Man Run-on.....	87
493) Hacksaw and Cornbread Run-on.....	88
Announcements.....	89
494) Bandaged Hand Announcement.....	89
495) Transparencies Annoucements.....	89
496) Parade/Video Announcements.....	89
497) International Announcements.....	89
498) Squirt-gun Announcements.....	89
499) Balloon Announcements.....	89
500) George The Bouncing Weatherman Announcements.....	89
Big Group games.....	90
501) Spin Around The Bat Big Group Game.....	90
502) Tug Of War Big Group Game.....	90
503) Mattress Race Big Group Game.....	90
504) Savage Women Big Group Game.....	90
505) Pull-up Big Group Game.....	90
506) New Volleyball Big Group Game.....	90
507) Penguin Football Big Group Game.....	90
508) Steal The Bacon Big Group Game.....	91
509) Birdie On The Perch Big Group Game.....	91
510) Collision Big Group Game.....	91
511) Ultimate Frisbee Big Group Game.....	91
512) Anklebone Connection Big Group Game.....	91
513) The Great Race Big Group Game.....	91
514) Cow Tongue Olympics.....	91
Club theme nights.....	92
515) In-night ideas.....	92
516) Outnight ideas.....	92
517) Spam Night.....	92
518) Fish Night.....	92
519) Holiday Night.....	92
520) Pizza Delivery Olympics Club.....	93
521) Scavenger Hunt Clubs.....	93
522) Harem/Hism Night Club.....	93
523) Clash Of The Classes Club.....	93
524) Guinness Book Of World Records Ice Cream Sundae Club.....	93
525) Bigger And Better Hunt Club.....	93
526) Sound Scavenger Hunt Club.....	93
527) Pizza Club.....	93
528) Backward Club Or Draw Your Club.....	93
529) Euchre Tournament Club.....	93
530) David Lennoxman Show Club.....	93
531) Time Warp Dance Party Club.....	93
532) Nuclear Ultimate Football Club.....	93

533) Dating Game Club	94
534) Human Scavenger Hunt Club	94
535) Gallagher Food Smash Club (Sledgeomatic Club)	94
536) Banana Night Club	94
537) Revenge Night Club	94
538) Class Weigh In Club	94
539) Senior's Club	94
540) Outside Club	94
541) Weekend Club	94
542) Body Snatcher's Night	94
543) Foil Ball Contest	94
Helpful websites	95

Mixers

1) Young Life Bingo

Great for large or small groups. Give out the "Find Someone Who" list to students and have them go from student to student looking for someone who meets the descriptions on their list.

Example: Find someone who is wearing blue pants. The student who fits this description signs their name. Students then go off to find someone else that meets another description on their list. The winner is the one who has their sheet filled out first and most accurately. You should read aloud the list with the person's name who signed it. Have the student who signed the list verify the information.

SAMPLE "FIND SOMEONE WHO" LIST:

- Find someone who has a birthday in February and have him/her sign their initials here. _____
- Find someone who has been to Perth before and leapfrog over him/her. Then have the person initial here. _____
- Get seven leaders to sign the back of this sheet.
- Find someone who has a birthday this month and sing "Happy Birthday" to them have the person initial here. _____
- Find someone to listen to you say "toy boat" ten times quickly. Then have them initial here. _____
- Get three other people to link arms with you and do the cheer "lean to the left, lean to the right, stand up, sit down, fight, fight, fight!" Have each person initial here. _____
- Give someone your ugliest face and have them initial here. _____
- With two other people, face the front of the room, put your hand over your heart, Sing the first verse of the National Anthem. Initial each other's papers. _____
- Have someone tell you about the best Christmas gift they ever received. Then have them initial here. _____
- Get a hair over 5 inches long from someone else's head. Let them pull it out. Have the person initial here. _____
- Find someone who has blue eyes and have them initial here. _____
- Find someone who is left-handed and have them initial here. _____

Props: Pencils and questions.

2) Pastor and the Parish

Speak to Petelo or Clint.H

3) Body Parts

Everyone has to stand up in pairs. The person running the game will name two body parts. The pairs have to join by touching those body parts together, i.e. one uses their right elbow and touches the others left foot with it etc. Remembering to keep the body parts appropriate. The last of the pairs to touch body parts is out and has to stand to the side. If it is dragging on, take out several pairs at a time. The game is finished when there is a winning pair.

4) Scissors, Paper, Rock

THE WORLD RPS SOCIETY - OFFICIAL ABRIDGED RULES OF PLAY

1.0 The Game is played where the players substitute the three elements of Rock, Paper and Scissors with representative hand signals.

2.0 These hand signals are delivered simultaneously by the players

3.0 The Outcome of play is determined by the following

- Rock wins against Scissors,
- Scissors wins against Paper
- Paper wins against Rock

That's it! You are now ready to play a few games and get the hang of it. Once you are ready you can get into the deeper aspects of the game by reading further.

5) Newspaper Islands

Everyone is to stand on an island (newspaper page), as many can stand on one island as they can fit. After every song, the island gets smaller and smaller (the newspaper is torn in half and more islands are taken away). When people no longer fit on an island, they are eliminated and must stand to the side. The last one standing on an island is the winner.

Props: Newspaper.

6) Musical Chairs with Knees

This is like musical chairs, only the guys are the chairs and they are to form a circle and kneel on the ground on one knee. Each time the music starts again, one guy is taken out of the circle. The last person on the remaining knee is the winner.

7) Chinese Whispers

Ask everyone to get into 2-3 lines. Starting at one end, each person at the end is given a phrase. The phrase must be whispered down the line and team who gets the phrase right at the end is the winner. This is repeated with several different phrases, gradually getting harder and longer.

8) Newspaper Fashion

Divide the campers into four groups. Each is to nominate a model. Each team is given a few newspapers and instructed to design the best outfit. The models then parade the outfits and the winner is chosen by the campers. **Props:** Newspapers

9) Crossing the room in groups with number of limbs

Break up into teams of five or six. Everyone is placed at one side of the room. The whole group has to cross the room in one motion using the number of limbs specified. E.g., you must cross the room using 13 limbs etc. When teams cannot cross the room with that amount of limbs, they are out. Repeat using a different number of limbs each time.

10) Standing in Groups with Numbers of Limbs

Same as crossing the room with number of limbs. Instead of crossing the room they are to stand in their groups in the specified number of limbs.

11) Fruit Salad

Divide the room in half or thirds, lengthways down the room. Make everyone get into a pair in their group. Make each side of the room sit down facing their partner opposite them with their feet touching. Each pair is given a different fruit, as many as you can think of, it can be repeated if needed. Call different fruits out at a time, each of those members are to stand up, run between the legs to get to the end of the row, then run up the outside to the end, then run back through the centre to get to their spot and sit down. Different fruits are called at different times, several fruits can be called at the same time. Later you can call fruit salad where everyone has to get up.

12) Standing in Groups of Certain Numbers

Everyone is to stand up. The instructor calls out a number and everyone has to get into a group of that number. When there are leftovers, they are out. It is repeated with different numbers until everyone is out except for two winners.

13) Pull Apart

Get the guys to sit in the middle of the room in one big bunch. They are instructed to link arms, legs heads etc, whatever they can. The girls are then instructed to pry the guys apart, once the guys are detached, they are out and must stand to the side and NOT HELP THE GIRLS. It is finished when everyone has been separated.

14) Penny On The Chin Mixer

Give each student a penny and have them find a partner. They must hold the penny between their lip and chin without using their hands. Have them stand back to back. On the count of three they turn and face each other. The first one to drop their penny is out and must sit down. The winner then finds a new partner and moves on. Go until someone wins. Find new partners and eliminate to final couple, if there is a tie, both have to sit down. You may want background music starting and stopping each round.

15) Gum Sculpting Mixer

Divide club into four teams and pass out three to eight gumballs per kid depending on the size of the club. Each team picks a sculptor, chews gum and designs something in five minutes. Judge for originality, and the funniest etc. Use music in the background. Build on cookie sheet and have rubber gloves for sculptor. Gum commercials (off a commercials CD) will work for background music or even TV shows. Also for a sell, you may want a brat guy or girl interrupting chewing gum and stretching it out of their mouth etc., gives you an idea.

16) Simon Says Mixer

Yes, it's true, we play this one just like you think; however the key rules are that you must be – 켈ë-ghts and on strobes and music, you may want to put girls on one side of room and guys on another (divide it with a volleyball net or something). Explain that when the lights come on, one or two folks should have about 100 pins on them - pull them up and parade the winner. Here is one more possible key to this mixer: at the end you will not want them playing with the pins all night during the talk; so dress a tough kid or leader up in very protective gear (motorcycle helmet with face shield, chest protector, turtleneck, scarf, gloves, shin guards, thick pants, etc.); and put a bulls-eye on their chest. Tell everybody to grab all their clothes pins and bring in your human target and play music as they throw their pins at him. Kids can't believe they are doing this, and when you stop the music, all your pins are gathered up at the front so they aren't throwing them at each other. Sweep them in a corner and go on with club! Also, a possible sell is someone in real wrestling singlet and headgear coming in to music, maybe dejected because he can't pin anybody - so you must find the easiest person to "pin"!

17) Indoor Scavenger Hunt Mixer

4 teams find: 4 fruit of the Loom tags, the longest belt chain, the biggest ball of gum, family pictures, and a love letter etc. Really think through things they can come up with & a great prize for the winning team can go a long way.

18) Q-tip War Mixer

Divide room in half. You could use a taped line down the middle. Each person gets a plastic straw and each side a bunch of Q-tips. The task is to get as many of your Q-tips on the other side of the line in the allotted time.

19) Car Stuff Mixer

Explain inside before you bring them out. You could have a competition between sexes and classes. Each has thirty seconds to get as many as possible into (not on) a small car. Remove the rearview mirror before club.

20) Find People Sheets Mixer

Hand out papers with lines to be initialed: five people with birthdays in february, 10 people to build a 4-3-2-1 pyramid, a person with a fake ID....You need enough pencils and papers for everyone.

21) Move If Mixer

All kids sit down. They move over a specified number of seats if they meet certain requirements. If someone is sitting there, they sit on that person's lap. Move one person to the left if you have red on...etc. After a while, see who has the most people stacked up on them.

22) Melt that Ice Cube Mixer

Divide the group into two or three teams. Give a large block of ice to each group. The team has to melt the ice any way they can (i.e. crushing, breaking, friction, body heat etc.). Weigh before and after to determine winner. Prepare for water.

23) Young Life Bingo Mixer

Kids run around the room trying to find signatures of people specified trying to get a bingo first. See example below.

B	I	N	G	O
A freshman guy	Someone who owns their own YL hat	Someone who does not have their license	Someone who rode with their boyfriend or girlfriend	Someone who can do a back-flip
A girl who has not shaved her legs in a week	A person who is an uncle or aunt	A person who went to Castaway	Someone who has bench-pressed over 250lbs.	A person with a fake ID
An Honor Roll student	A person who weighs under 100 lbs.	Someone who went to the U of M vs. MSU game	A senior girl	Someone with size 10 shoe
A person who kissed someone yesterday	The youngest Young Life leader	A person over 6'3"	A person with pink underwear on	A person with over \$40 on them
Someone who has gotten a ticket this month	A person who goes to discipleship	Someone who is going to sign up for fall camp/castaway	A person who is at YL for the first time	A varsity athlete

24) Inner Tube Stuff Or Hula Hoop Stuff Mixer

Get several large truck tire inner tubes. Divide the room into teams and see who can stuff the most people in their tire.

25) Pipe Line Mixer

Have kids divide into teams of 8 to 20. Give everyone a straw and have them lineup and get on their knees. Each team chooses a "sipper" (you may even give them a "skipper" captain hat) who goes to the far end of the line. At the signal, they must join their straws together, form a pipeline and sip a coke from a cup.

26) Get In The Polaroid Picture Mixer

May be a class competition. Mount a Polaroid on a tripod that must be held stationary on the same spot. Explain to them that they must try to fit as many people as possible into the view of the camera. The winner is the team with the most in the picture.

27) Shoe Pandemonium Mixer

Have everyone take off a shoe and throw it into the middle of the room. Turn off the lights and have the kids get their shoes back. Throw some old shoes in the pile.

28) Tennis Ball Relay Mixer

Divide into teams and place a tennis ball between the knees of the first person. Have them run across the room and give it to the next person

29) Toilet Paper Relay Mixer

Have teams line up and pass a roll of TP over one person's head and under the next person, unrolling as they go.

30) Karate, Gun, Gorilla Mixer

Pair everybody into couples and stand back to back. On the count of three they turn around and act out either a karate move (demonstrate), a gun move or a gorilla move. Gun kills gorilla, gorilla kills karate, and karate kills gun.

31) Ninja, Gun, Gorilla Mixer

A ton like the old rock, scissors, paper hand deal from way back-now you use your whole body. Play it up huge, have some one demonstrate each-ninja, guy in karate stance yelling waaaaa; gun, hold finger gun and say BANG; Gorilla, arms in air saying ooo, ooo, ahh, ahh, ahh, you know jungle sounding. Ninja beats gun, gun beats gorilla, gorilla beats ninja. Keep going until all are eliminated, fun to find a champ. It helps to have the students who are out to go to the outside and the people still playing in the middle.

32) Bat-Round Relay Mixer

Divide your group into teams. Each team gets a baseball bat that is placed on one end of the playing area, with the team lined up at the other end. The object of this relay is for each team member to run to the bat, put his forehead on the bat (in a vertical position) and run around the bat ten times while in that position. He then returns to the team, usually so dizzy that getting back to the team is a difficult and fun to watch experience.

33) Blanket Ride Relay Mixer

This is a relay in which a girl, (or girls) ride on a blanket while being pulled around a goal. Other team members (preferably boys) line up behind the starting line. The girl rider is positioned on the blanket (sitting cross-legged) holding on tightly, and the first boy in line grabs the blanket assumes a pulling position. On signal, the boy begins running while pulling the blanket all the way around the room and around a marker at the far end, then back to starting point where the next boy in line takes over. The blanket must be pulled completely over the line before the next boy may pull. The first team to complete all rounds wins. Obviously this game works best on a slick floor.

34) Boy Relay Mixer

Here is a wild relay race that most boys really like. The boys line up in several teams. The girl members of their teams divide in half and each half lines up one side of their boys' team. So you have a line of with a short line of girls on each side of them. At a signal, four girls from each team (two from each side of the boys) pick up the first boy. One girl takes one leg, another the other leg and one girl takes each arm. They ten carry the boy across the room and deposit him on a chair. The girls race back to the team, get to the end of the line and the next four carry the next boy. First team to carry all boys across is the winner. Girls will have to carry more than one boy.

35) Broom Jump Relay Mixer

Divide into teams. Team members should stand two across. The first couple on each team is given a broom. On "go" the couple must each grab one end of the broom and run back through their (broom is held just above the floor). Everyone in the line must jump over the broom. When the couple reaches the back of the line they must pass the broom back to the front of the line. This is done by hands only — no throwing. Then the second couple repeats etc. The game is won by the first team, with the original couple again heading the team.

36) By The "Seat Of Your Pants" Volleyball Mixer

This can be an excellent indoor game for large groups in a large room, especially during rainy weather. Divide the group into two teams. Set up a volleyball net in the room so the top of the net is approximately 5 feet above the floor. Each player is instructed to sit down on his team's side of the net so that his legs are crossed in front of him. From this position a regular game of volleyball is played with the following changes:

1. Use a "light" beach ball type ball (or a Nerf ball)
2. Use hands and head only (no feet)
3. All serves must be made from center of group, and overhand.
4. Because of limited mobility of each player a larger number of participants is suggested (20-25 per team).
5. All of the other rule of volleyball apply.

37) Clothespin Relay Mixer

String a clothesline from one end of the room to the other, shoulder high to the average person. Place clothespins on the line. Teams line up facing the line. The object is to run to the line, remove one clothespin with your teeth (no hands) and bring it back to the team. All team members do the same in relay fashion.

38) Dummy Bag Mixer

This idea is a variation of the "Take Off What You Don't Need" minutes. Get the group in a circle and give each a grocery bag. The group is seated in chairs. The instructions are that you are going to have an endurance test to see who can last the longest. Each person is then told to place the bag over their head to minimize embarrassment. Then they are told to take off something that they didn't wear to bed the night before. Some will catch on immediately, others will take off an article of clothing or piece of jewelry, etc. Then they are instructed to take off something else that they didn't wear to bed the previous evening. Just to watch someone sitting with a paper bag on his head undressing is hilarious. Before the slow one take off too much, you yell at them, "Take off the bag, dummy. Or did you wear it to bed last night?"

39) Top 40 Mixer

This is a fun guessing game that can be used as a mixer. Divide the room up into teams. Tape-record bits and pieces of some of the top 40 hits of the month, week, or whatever onto a cassette. You can usually accomplish this by recording them right off of the radio. Edit it so that only a second or two of each song can be heard. Then when you play it back for the kids, see how many of them can identify all of the songs. Usually they are so familiar with these songs, that it is nearly impossible to stump anyone, even when you only play one second of each song.

40) Chewing Gum Relay Mixer

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

41) Savage Women Mixer

This is a wild game that is easy to play, and lots of fun. All the guys are to get inside a circle and huddle together in any position and lock arms. The girls attempt to pull the boys out of the circle any way they can. The guys try to stay in. The last guy to remain in the circle is the winner. Guys cannot fight the girls.... all they are allowed to do is hang on and try to stay on.

42) Pull-up Mixer

Everyone gets a chair and forms a circle, everyone sitting in their chair and facing the center of the circle except for 5 boys and 5 girls who start the game. (They are in the middle, standing). At a whistle the 10 boys and girls in the center of the circle run to the people sitting in the chairs and "pull-up" a person of the opposite sex, by taking their hands and pulling them out of their chair. For example a boy would go up to a girl, pull her out of her chair and then take her place. The girl can offer not resistance. She then runs to the other side of the circle, pulls a guy out of this chair, and takes his seat, and so- on. This continues for one minute, the whistle blows, and everybody stops where they are. The boys and girls left standing are counted. If there are 2 more girls than boys, the boys get 2 points, and the game goes on. Every time a minute goes by, the whistle blows and those standing are counted. The idea is sort of a random "musical chairs", boys against the girls. The team with the least left standing each time wins

43) Name Tag Mixer

Before kids arrive, prepare name-tags by writing an easy-to-read number on each one. Also prepare slips of paper with instructions such as "Introduce #4 to #12," "Find out #7's favorite pizza topping," "Shake hands with #5 and #13," and so on. Don't use numbers higher than the number of kids expected. It's better to make instructions for #1 to #10 and have duplicate name- tags for #1, #2, #3, and so on. Give kids a name-tag and slip of paper, then send them out to complete their assignment.

44) Toe Fencing Mixer

Here's a wild mixer, and if it's set to music, it looks like a new kind of dance. All the players pair off, lock hands, and try to tap the top of one of their partner's feet with their own feet. In other words, one player tries to stomp on the other player's foot while their hands are clasped (tapping sounds a bit more humane.) Of course, since players are also trying to avoid having their feet stepped on, they are all hopping around the floor in a frantic dance.

When a player has had his foot tapped three times, he is out of the game, and the winning partner challenges another winner. The game continues until only one person is left (or until the music runs out).

45) License Plate Mixer

Here's a take-off on a game most folks have played while traveling in a car. List on a blackboard, overhead or handout the following state nick names (and others you may know) from auto license plates. Then have your group divide up into teams to identify the correct state for each name. The team that correctly identifies the most states wins the game. You can play the game several times by only using ten states at a time. If the game seems too difficult for your age group, provide the state names as well (out of order) and make it a matching game.

First in Flight North Carolina

The Empire State New York

The Aloha State Hawaii

The Grand Canyon State Arizona

The Keystone State Pennsylvania

Land of Opportunity Arkansas

The Vacation State Maine

The Centennial State Colorado

The Volunteer State Tennessee

The Constitution State Connecticut

The Land of Enchantment New Mexico

First State Delaware

The Golden State California

The Hoosier State Indiana

The Sportsman's State Louisiana

The Hawkeye State Iowa

Land of Lincoln Illinois

The Sunflower State Kansas

The Great Lake State Michigan

The Bluegrass State Kentucky

The Silver State Nevada

The Bay State Massachusetts

Land of 10,000 Lakes Minnesota

The Magnolia State Mississippi

46) Marshmallow Pass Mixer

Give each kid in the room toothpicks. Split into teams and then race. You pass the marshmallow to the person behind, leaving the toothpick on the marshmallow when you let go.

47) People Scavenger Hunt Mixer

Have three or four teams each with a captain. Leader stands a distance away and calls out certain characteristics.....blue eyes, likes to snowboard, etc. captain of team must bring someone with that characteristic up to leader. First team to leader wins prize. (Reeses or snickers, etc.)

48) Encore Mixer

Divide into groups and give a word, like "red". Each group must think of a song with that word in it. Go around groups until only one group can come up with a song.

49) Relay Mixers

Lifesaver/marshmallow on toothpick

Water in a cup

Food relay. Place lots of food in bag, each person on team must run, eat something and run back

Clothes relay. Split team in two across from each other. First person puts on old clothes, runs across and takes off for second person to put on and run, etc.

Pass raw biscuit on forehead

Pass Kleenex by sucking on straw.

Beach ball waddle: couples lock arms back to back and hold beach ball between them. Try to get around pylon and back without dropping ball.

Inversion: divide into teams of 15 or 20. Have stand in order between two lines that are 18 inches apart. On signal, #1 changes with #20, #2 with #19, etc. without moving outside of lines.

50) Killer Mixer

Mingle around room shaking hands. Killer has special handshake and kills people must die dramatically.

51) Socks-Off Mixer

Try to get everyone else's socks off while keeping yours on.

52) Balloon Bust Mixer

Tie balloons to ankles and stomp on everyone else's but save your own.

53) Lap Sit Mixer

Get in circle, all facing counterclockwise. Tighten up circle, then everyone sits down. Try to take steps as a group sitting on each other's laps.

54) Punker-Jock-Cowboy Mixer

Like paper/rock/scissors. Stand back to back and act out character. I.e. punker w/mohawk, jock w/muscle, cowboy with lariat.

55) Ha-Ha Mixer

Everyone lie on ground with head on someone's stomach. First person start staying "ha ha.." soon everyone is laughing as heads bounce up and down.

56) Circumference Mixer

Have teams of the same number of people. Tell group to get in a tight circle of smallest circumference and measure.

57) Dollar In The Crowd Mixer

Mingling game. One or two people have a dollar. Everyone goes around shaking hands. Person with dollar passes off dollar to tenth person he shakes. Keep going...if you get dollar, pass off to tenth person. When music stops, person with dollar keeps it.

58) Your Number Is Up Mixer

Instruct your whole group to walk randomly around ling Mixer

Students mingle to music and shake hands. When the music stops, leader calls out a question they must ask of whomever they are shaking hands. Use fun and serious questions.

59) Rainbow Soccer Mixer

Two teams, each with a bunch of balloons. Each team has only one color balloon. Goalie for each team stands opposite his team with a large container. Try to get your balloons to goalie and into container while keeping the other balloons out by popping, etc.

60) Conversational Hearts Mixer

Pass out valentine conversational hearts to everyone, then split up into groups and have each group come up with a poem using what it says on their hearts.

61) Farm Animal Mixer

Give everyone a piece of paper with a name of a farm animal on it, then during the mixer time have everyone make the noise of the farm animal and get with the same animals. This works well with a strobe light and the lights off too.

62) Names On Backs Mixer

As students come into club put a sticker on each person's back that has the name of someone on it. During the mixer time they have to ask yes/no questions to find out who they are and then find their partner. Example — Kermit and Miss Piggy, or Santa Claus and Mrs. Claus.

63) Fruit Sculpture Mixer

Break up into groups of 7 or 8 and make sculptures out of the fruit given to your group, then meet the people in your groups.

64) Water Buckets Mixer

Get four groups into a line with one bucket of water on the end. Have small cups used to pass down the water to the opposite end of the line and fill up an empty bucket. The first line done wins.

65) Flour Bag Pass Mixer

Separate the club into big lines and see which one can pass a bag of flour overhead to the back of the line and then back up front the fastest (cut some small holes in the bag first). This Mixer is extremely messy.

66) Human Knots Mixer

Separate the club into small circles. Everyone grabs the hand of a person not standing next to them. The first team to untangle back into a circle wins.

67) Candy Match-Up Mixer

Hand out (one to each) all sorts of mixed up candy. Have students match theirs to others who have the same and have them introduce each other or tell something about themselves when they get into their groups.

68) Lengths-Of-String Mixer

Everyone gets a length of string. Each string is the same length as one other person in the room. Students have to match up with his/her partner.

69) Spoons Mixer

Play the game of spoons with everyone.

70) Cross The Room If Mixer

Divide the room in half and have students, "Cross the room if"

71) Cut Up Pictures Mixer

Use old camp or club pictures, cut them up into 3 or 4 pieces, mix all the pictures up and hand them out. They have to put the picture back together.

72) Song Making Mixer

Split the room up into groups and give each group five words on a card. They need to make up a song with those words. This works well on theme nights, for example, come up with a western song.

73) Paper Plate Musical Chairs Mixer

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

74) Hula Hoop Pass Mixer

Have two large circles hold hands and compete against each other trying to pass their whole team through the hula-hoop.

75) Crap Throw Mixer

Divide the room into four sections by putting tape on the floor. Have a ton of newspaper and toilet paper or whatever else you can find and the object is to get all of the stuff out of your section and into the other team's section.

76) Michael Jackson/Punker/Rocky Mixer

Just like paper/rock/scissors — great for 80's night.

77) Twister Clothes Mixer

Have a Twister spinner and have people connect with colors on people's clothes instead of dots on the ground.

78) Pumpkin Decorating Mixer

Divide into groups of 4 or 5 and give each group a pumpkin which they need to draw a face on with markers. Works great around October 31.

79) Group Charades Mixer

Divide the group up and give each group something that they need to act out for the other groups to guess what it is. Use: poison gas in the room, laughing gas, we're naked, bad odor in the room, etc.

80) Closest Birthday Mixer

Have everyone line up according to what their birthday's are.

81) Shuffle The Deck Mixer

Hand everyone a playing card as they come in to club. During the mixer call out different combinations that they have to come up with.

82) Q-tip Wars Mixer

Divide the room in half. It might help to put a strip of tape down the middle. Each person gets a straw. Each side gets a bunch of Q-tips. If you can get different colors for each team that would be the best, otherwise just visually judge at the end. The task is to get as many of your Q-tips on to the other side in the allotted time. When time is up, see who has the most Q-tips on their side. The only problem is that Q-tips continually fly the rest of the evening. That can cause distractions during the message.

83) Scramble Mixer

Break into teams and have them: arrange themselves by height, by birthdays, alphabetically by mothers maiden name, build a pyramid, sing a scale, each person signing a note.

84) Quick Draw Mixer

Divide into teams and have each team get as far away from each other as possible (in four corners of the room). The leader is in the center of the room and holds two boxes (one for each team) containing about twenty words or phrases on little slips of paper.

When the game begins, one member from each team runs to the center, takes a slip of paper out of their team's box, reads it and gives it to the leader who discards it. The player then runs back to his/her team, picks up a drawing pad and

a marking pen and tries to draw the word or phrase. No letters or words are allowed, only pictures. The team tries to guess the word or phrase by looking at the drawing. The artist may not speak until someone finally guesses correctly. As soon as the word or phrase is guessed, the next player runs to the leader and draws another slip of paper. Play continues until one team finishes all twenty.

The twenty words and phrases should be the same for all teams. Also, it might be wise to have an adult referee with each team. In that case, each contestant should bring the slip of paper to his team referee so he knows what the phrase is and can determine when it is guessed.

85) Pockets Mixer

Divide into groups of four or five. Everyone in the group should empty their pockets, wallets, pocketbooks, etc. The group should try to have one possession that begins with each letter of the alphabet. The winning group is the one to have objects representing the most number of letters.

86) Gossip Mixer

Select a very short story or news clip from the paper. Have everyone sit in a circle. Give the news clip to the first person and have him read it to himself. He must then whisper the story to the person on his right. The story continues this way around the circle until the last person hears the story. They must then tell it out loud. Naturally the story will be somewhat different.

87) Name Game Mixer

Everyone starts out in a circle. One person (or however many needed depending on the size of the group) goes around to a person in the circle and asks that person their name. They shout and dance the name and then go to another person with the first person hanging on to the hips of the second person. Repeat this and build a chain running all around crashing into the other chains until everyone is doing it.

88) Newspaper Mixer

Split up into teams and hand out a newspaper to each. Then call out different things that they need to find.

89) Toothpick Mixer

Pass Life-savers one to another by using toothpicks in their mouths. Race against teams.

90) Bike Tube Mixer

Break up into even teams and see how many people you can get inside of a bike inner-tube.

91) Pyramid Clumps Mixer

Have your kids mill around the room. Then the least blows the whistle or horn and yells out a number. Then the participants seek out the called number of kids and build a pyramid with them. Individuals and pyramids without the correct number are out.

92) Back To Back Mixer

Divide your group into pairs and have them sit on the floor back to back and link arms. Then tell them to stand up. With a little timing in can be done. Then combine the twos into a foursome and do the same. Keep adding more people to the group until the giant blob can't stand up.

93) Snap Crackle Pop Mixer

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

94) Co-Op Spelling Mixer

Pin a large card bearing a letter of the alphabet to each member's arm. Give each person a small card and a pencil. The goal is for letters to get together and spell words. Once you've spelled a word, write the word on your card. Then separate everyone and look for new words. Award a prize to the longest list of words. Catch the cheaters by excluding vowels or certain consonants!

95) Life's Little Puzzle Mixer

As kids arrive, give them each the piece to a kid's jigsaw puzzle. If you have extras left over, place them back into the correct puzzle frames. Put all frames in the center of the room. Have kids locate the correct puzzles to which their pieces belong. The first group to completely put a puzzle together wins.

96) Mr. Potato Head Mixer

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

97) It's the Pits Mixer

Divide the group into equal teams (6 to 10 on a team). Give each team a Nerf ball. On "go", each member of the team passes the ball from armpit to armpit without the assistance of hands. If the ball is dropped or touched by a team member's hand, the team starts over again. The first team to pass the ball successfully to each member and then back is the winner.

98) Young Life Confusion Mixer

Hand out a sheet and pen to everyone and have them get signatures or initials of the different categories. The first one to get them all wins.

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

2. Find someone who has been to Colorado before and leapfrog over him/her. Then have the person initial here. _____
3. Get seven leaders to sign the back of this sheet.
4. Find someone who has a birthday this month and sing "Happy Birthday" to them Have the person initial here. _____
5. Find someone to listen to you say "toy boat" ten times quickly. Then have them initial here. _____
6. Get three other people to link arms with you and do the cheer "lean to the left, lean to the right, stand up, sit down, fight, fight, fight!" Have each person initial here. _____
7. Give someone your ugliest face and have them initial here. _____
8. With two other people, face the front of the room, put your hand over your heart, and say the "Pledge of Allegiance" in unison. Initial each other's papers. _____
9. Rub noses with someone of the opposite sex. Have them initial here. _____
10. Have someone tell you about the best Christmas gift they ever received. Then have them initial here. _____
11. Find someone who showed an animal at the Hudsonville Fair. Have them initial here. _____
12. Get a hair over 5 inches long from someone else's head. Let them pull it out. Have the person initial here. _____
13. Give someone a backrub and have them initial here. _____
14. Find someone who has blue eyes and have them initial here. _____
15. Find someone who is left-handed and have them initial here. _____

99) Touch Telephone Mixer

This game is based on the old telephone game but involves touch rather than hearing. No talking is allowed. Divide the group into teams of about six each. Each team sits in a line, one behind the other. The last person is shown a simple hand drawn picture of an object such as a house, a cat, or a Christmas tree, for example. The person who is shown the drawing then tries to draw an exact copy of it, using their fingers, on the back of the person in front of them. The drawing can only be done once. The second person then draws what they felt onto the back of the person in front of them. This continues until it gets to the person at the front of the line, that person then must draw what he or she felt, on a piece of paper. The team whose picture most resembles the original wins that round.

100) Wet diaper Mixer

Before club, place four buckets full of water at one end of the room and four empty buckets at the other end. Have kids form four equal groups, and give one large disposable diaper to each group. Have one member from each group wait at the opposite end of the room by his or her group's empty bucket. At the signal, the first person in each line must soak a diaper with water, then transport the diaper on his or her head, to the empty bucket at the other side of the room. Once they've reached the empty-bucket guard to squeeze the water from the diaper into the bucket using only their heads. When the diaper is empty, each team member runs back to his or her line, and then the process repeats itself. Instruct groups to keep playing until time is up. Measure how much water each group got into the originally empty bucket.

101) Jigsaw Jack-o'-Lanterns Mixer

This is a great competitive team mixer for the fall. Cut up pumpkins into 8-10 pieces. Break your group into teams of 5 or 6. Have a supply of round wooden toothpicks. Give each group two minutes to put its "jig-saw puzzle" pumpkin back together, using the toothpicks to hold the pieces in place. The first team done or the team with the most "together" pumpkin after the time limit is the winner. Pumpkins must be able to stand up alone to be considered a winner.

102) Dog Biscuit Relay Mixer

This hilarious rely is great for any size group. If your group is large, divide into teams of five or more players. If your group is small, divide into two teams and repeat the relay two or more times to determine the winning team. Have each team form a straight line with each team member down on all fours (like a dog) facing forward. Give group members

each a pinch-type clothespin to put in their mouth so the clothespin can be opened and closed with their teeth. Put bowls with 10 to 12 dog biscuits in each on the floor in front of each team's line. The first person in each team's line must take the dog biscuit out of the bowl, one at a time, using the clothespin in his or her mouth. The biscuits are then passed on to the next person and so on down the line. If a biscuit is dropped, the person who dropped it must pick it up with the clothespin. No hands are allowed at any time. Teams must stay in a straight line and remain on hands and knees throughout the relay. The first team to put all its biscuits in the bowl at the end of the line wins.

103) Sit Down Mixer

Instructions:

1. Ask the entire group to stand.
2. Instruct them to sit down when the statement characterizes them and remain seated.
3. Encourage them to be as honest as possible.
4. If you have trouble because most are not sitting down, give them general characteristics (sit down if you are under 15, if you have on white socks, if you are in love).

Sit Down Mixer Number 1

Sit down if:

You haven't used deodorant in a week...two days.
You haven't won the same socks two days in a row.
You sing in the shower.
You drive a Volkswagon.
Your belly button is an outie.
You kiss with your eyes open.
You went to the drive-in this weekend but didn't see the movie.
You haven't taken a shower in a week.
You kiss sloppy.
You didn't use mouthwash today.
You are a girl and you didn't shave your legs today.
You are a guy and you didn't shave your legs today.
You are ugly.

Sit Down Mixer Number 2

Sit down if:

Your nose is crooked
You believe each person should pay expenses on the first date.
You are mad at your girlfriend or boyfriend now.
You still suck your thumb.
Your socks don't match.
You are ticklish.
You wear baby doll pajamas.
You walk funny.
You weigh less than 100 pounds.
Your nose is running and you don't have a handkerchief.
You're going steady but you wish you weren't.
You are good-looking but not conceited.

Sit Down Mixer Number 3

Sit down if:

You have ever two-timed your boyfriend or girlfriend.
You have ever eaten snails.
You are cross-eyed.
Your mother still dresses you.
You use Ban deodorant.
You have never lied to your mother.
The person in front of you smells.
You have a hole in your sock.
Your zipper is open.
You got a traffic ticket lately.
You are on a diet.
You aren't on a diet but you should be.

You aren't on a diet but the person next to you should be.

You have never stolen a street marker.

You have a false tooth.

You are really good looking.

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

104) Karaoke

Some kids really get a kick out of this, some don't so just be sensitive with this mixer.

105) Improv Comedy

Some kids like to act out skits in front of the group, divide the group into smaller groups and give them a topic to make a skit up about.

Competitions

Very similar to 'minutes' – involving kids up front.

106) Frozen T – Shirt

Description: Before the Game: Thoroughly soak T-Shirts and fold them up like you would put them away in a drawer. Now place them in the freezer overnight. Make sure the T-Shirts are well frozen before the Game. I'd give yourself at least a day, if not more than that for the T-Shirts to freeze.

Before the Game: Give every player one of the frozen T-Shirts. On the signal, players have to put their frozen T-Shirt on. But it's kind of hard to put on a frozen folded T-Shirt, so they'll need warm it up a lot. They can use anything to warm up their T-Shirt. The first player to put their frozen T-Shirt on wins.

Props: Three T – shirts frozen.

107) Blow – up Glove on Head

Pick 3 or 4 volunteers.

Take one surgical glove and insert both hands into the opening. Carefully stretch out the opening until it is at least the circumference of your head. Repeat this process until the opening is pliable.

Beginning at the back of your head, pull the opening of the surgical glove over the outside of your head by inserting your hands into the glove and pulling outward. As you dilate the opening of the glove, continue to stretch and pull the glove over your head until the front edge of the glove covers your nose.

With your mouth closed, blow out forcefully through your nose to begin filling the glove. Take short, firm breaths instead of longer breaths. Continue blowing out with your nose until the glove pops.

Props: Latex Surgical Gloves.

108) Feed Your Friend

Pick 6 Volunteers.

Place the volunteers in pairs, one feeder and one eater per team. Place garbage bags over the eaters' shoulders to protect their clothes. Have the feeders stand behind the eaters and place their arms under the eaters' armpits. The feeders then grab items of food and feed the eaters. They are racing to finish the food first.

Props: Garbage bags, Tables and three chairs, tonight's meal (main, dessert and drink), plastic knives, forks and spoons.

109) Hula-Hoop Challenge, Lord of the Rings

Ask for three volunteers. Each of these volunteers is to come to the front of the stage and are each given a hula hoop. The challenge is who can keep the hula hoop going the longest around their waist.

Props: Hula - Hoops

110) Pegs on Faces

Pick six volunteers to come up the front, they are to be placed into pairs. They are each given the same amount of pegs. One member from each pair is to attempt to place all of the pegs on their partners face. The first pair to use up all of the pegs wins. **Props:** Pegs x 60

111) Blended Meal Game

Pick three volunteers, preferably good and fast eaters. A table is set up at the front of the room with a meal for each contestant, containing that night's main meal, some cordial and desert. Explain the purpose of the competition is to finish the meal first. Then bring out a blender and begin to blend their meals together. The aim is now the first person to drink their meal is the winner.

Props: 3 x that nights meal (main, cordial & dessert), blender.

112) Ultimate sit-up

Get three volunteers to come up the front. An Atomic Sit Up is when you bet somebody they can't do a sit up with you holding their head back with a towel or pillow case. You prep the first two volunteers to look like they are trying, but can't do the sit up. The third guy thinks he can and tries with all his might. As he does the sit-up, take his towel away and pie him in the face with shaving cream on a paper plate.

Props: Tea towel, paper plate of shaving cream.

113) Oreo Slide

Get six volunteers to come up on stage. They are placed in pairs either same or opposite sex. They are given a sheet of Perspex between the two with Oreo's stuck on it. The aim of the game is the first the remove all of the Oreo's with their mouths only. First team to remove the Oreo's wins.

Props: Oreo's, Perspex x 3.

114) Talking Game with Water Pistol

Get three volunteers who think they are good at talking. In turns, they are each given a topic to talk about for 60 secs. They cannot say um, ah, like, etc or pause. If they say or do any of the previous, they are to be sprayed in the face with a water pistol. The person who gets sprayed the least amount of times wins.

Props: Water pistol.

115) Simon Says

One person plays the role of "Simon", and he or she stands facing the crowd. Simon explains the rules: "I am Simon. I will give you instructions to do various actions, and you must imitate my actions. I will instruct you to do various things by saying 'Simon says, do something', where something is an action like touching your head, waving your hand, and so on. If you do something without me saying 'Simon says', then you are eliminated for that round."

Simon (the game facilitator) then proceeds to say various commands (while demonstrating the action), sometimes beginning them with 'Simon says', and other times not.

These commands can include the following (be creative!):

- Pat your head, Smile, Wave hello, Flex your biceps, Touch your toes, Turn around

Strategies for Simon

A good way to get many people eliminated at the very beginning of the game is to explain the rules, and then say: "Ready to play? Okay, everybody stand up." Whenever many people stand to their feet, they will all be eliminated for that round, because Simon did not say "Simon says stand up to your feet."

Another way is to give commands very quickly and to try to catch people off guard by not saying "Simon says" on occasion.

116) Egg Blow

Get two volunteers up on stage. Crack an egg into a tube. Get each volunteer to stand at each end of the tube opposite each other and instruct them to blow into the tube at the same time. The aim of the game is to not get the egg in your face, but to blow the egg onto the other persons face. **Props:** Clear tube, egg.

117) Mummy Wrap

Get two teams of four. The team nominates one person from their team to be the mummy. Each team member is given a roll of toilet paper. They are then instructed to wrap the mummy as best as possible. At the end the crowd judges the best mummy with a cheer off.

Props: Toilet paper.

118) Banana and Lemonade

Get three volunteers on stage. Give each of them a banana and a cup of lemonade. Ask them to take a big bite (mouthful) of banana and chew it into a mush but not swallow it, then take a swig of lemonade. The idea is to hold it in your mouth for the longest time. It fizzes up in your mouth.

Props: Three bananas, three cups, bottle of lemonade.

119) Doughnut on String Dipped in Chocolate

Get six volunteers up on stage, preferable 3 guys and 3 girls. Get the guys to lay on their backs so the audience can see their heads. Place a bowl filled with chocolate syrup next to their heads. Get the girls to take a piece of string with a doughnut attached to the end. They are to dip the doughnut in the chocolate and feed the guys. The guys can't use their hands and the girls can only hold the end of the string. The first person to finish the doughnut wins. It is a messy game and may require a tarp on the ground and a plastic bag over the guy's clothes.

Props: Doughnuts x 3, string, chocolate topping, bowls.

120) Getting Ready in the Morning

Same as feeding your friend only putting on clothes, cleaning teeth, brushing hair and shaving, ?also using hair gel.

Props: Button up shirt x 3?, tooth brushes x 3, hair brush x 3, paddle pop sticks x 3, shaving cream, hair gel?.

121) Eat Banana through Stocking

Get three volunteers up on stage. Get the volunteers to place a stocking on their heads and to cover their faces. They are then each given a banana and asked to peel it. It is then a race to eat the banana the quickest through the stocking.

Props: bananas x 3, shocking legs x 3.

122) Name that Object

Get three volunteers to go outside with a leader. Whilst they are outside, objects are placed on a table on stage and a camper or leader is in the table with the hole cut out with their head poking out. Each object has a bucket covering it. The volunteers are asked to come inside one at a time and are to go from one side of the table to the other naming the objects when lifting the bucket. The camper is the last one and generally the volunteer jumps backwards. The last

person is warned and comes in with shaving on a plate. When they reveal the camper/ leader, they pie the camper in the face. The joke is actually on them.

Props: Tables (one with hole cut out), buckets, shaving cream on plate, lots of objects.

123) Eno Challenge

Get three volunteers to come up on stage. They are each given a spoon with eno on it. They are then given a cup with lemonade in it. A bucket is placed in front of each of them and possibly a tarp. They are to each place then eno in their mouths, and not swallow. They are then to take a swig of lemonade and instructed not to swallow. They are to hold the eno in their mouths for as long as possible. They can spit in the buckets when they can no longer hold it in. The aim is to be the one to hold it in the longest.

Props: Eno, lemonade, cups x 3, spoons, buckets, tarp.

124) Flying High

Get one volunteer up on stage and two strong summer staff. The volunteer is to stand on a board and blindfolded. They place their hands on the head of the person instructing. They are then told that the summer staff are going to lift them up as high as they can whilst standing on the board. The summer staff then lift them slightly off the ground. The person instructing then gradually ducks down and gets lower and lower, making the volunteer feel as though they are high above the ground. As the instructor is getting lower, the summer staff shake the board a bit and make it feel as though they are lifting the volunteer and struggling. Once the volunteer is as low as possible, the summer staff pretend they are losing their grip and tip the volunteer off the board. They are actually only a few inches off the ground. It is the volunteers' reaction that is funny. It is important to properly blind fold the volunteer and ensures that they cannot see at all.

Props: Board, blind fold, Bricks or the like to prop the board up.

Minutes (involving kids up front)

Minutes began very early in Young Life. The "minutes" name evolved from the fact that Young Life was a club and a club always had the minutes of the last meeting. Early clubs (1940's and 50's) had officers, a president, a vice-president, secretaries and bouncers. The secretaries did the minutes, and they almost always involved the kids with the use of their names and a review of the events of that week. Therefore, we have the name, "minutes", and it is still used today because **it is a good distinction from "skits" which are usually all leaders, and minutes involves kids up front.** The purpose of having minutes in club is three-fold. First, is to have fun in club. To get kids laughing is as important as getting them there. Second, we have minutes as a promotion for club. The conversation around school the next day is often, "You should have seen what they did at Young Life last night." Third, minutes involve the students.

125) Take Off What You Don't Need Minutes or What's The First Thing You'd take off Minutes?

In this contest you get 3 kids and take them out of the room. Tell the crowd that this is an intelligence contest. "We will tell each person to take off something they don't need while they are sitting under the blanket. The object is to take off the blanket which they don't need."

Meanwhile, have another leader tell the three guys what is going on. This is a set-up on the crowd rather than the 3 kids. Have them go out one at a time and have the first two take off a few items like a watch, socks, or shoes. "Is this it?" "No!" Then have them "realize" what is going on and take off the blanket. Then have the 3rd person come out. (Have him put a pair of shorts under all of his clothes in the back room). The 3rd person proceeds to take off all of his clothes (also a pair of boxer shorts), throwing them out from under the blanket. Then he runs off with just his shorts and the blanket around his waist. You are "accidentally" standing on the blanket.

126) Clothes Relay Minutes

Props: (1) football pants, jersey, shoulder pads, cleats, and socks (2) big woman's bra, dress, leotards, high heels, and wig. Have three guys race three girls. The girls have to completely put on the football uniform over their clothes and the guys have to put on the women's clothes. After they are completely dressed, they have to take it off and the next person starts putting it on. The first team (guys or girls) to finish wins. Mechanics: Teams start at the same time. One person completely dresses and undresses before the next starts, etc. When 3rd person is undresses the race is over.

127) Balloon Race Minutes

Two teams inflate and pass balloons to kid who stuffs them into oversized sweat shirt and pants. Girl leader counts for girl; guy for guy by popping balloons with pins. Have a three-minute time limit. Pop all extra balloons so kids aren't throwing them during talk. You may have different sized and different shaped balloons. Fat Albert music in background (off TV tunes CD). For a sell you may have a little person in huge sweats already stuffed with balloons come in to Fat Albert. Maybe you could even do a spin off of one of these ridiculous Gas X, and Tums commercials.

128) Guess Weight Minutes

Have several people come up and sit cross legged; the weight guesser lifts each one of them, holds them for a few seconds, then puts them down and guesses. On about the 3rd person, slip a pan of water under him before he gets down.

129) Rubber Band On Nose Minutes

Put a large rubber band around the heads of several people. Place it so that it squashes their nose and folds their ears over. They can use anything to get it down around their necks except their hands (can use wall, other people, etc.). First one through wins.

130) Valentine's Toe Freezin' Relay Minutes

Have several people up front and take their shoes and socks off. Have two or three teams of students. Then have the teams as quickly as possible "fish out" candy hearts from buckets of ice water (or snow) with their feet. When the team gets done have them try and read the candy hearts that were removed from the water. If the hearts are still readable if they go quickly.

131) Bob for Apples — Or Bananas — Or Baby Ruth Candy Bars Minutes

Pull up three guys and have a large fish tank (wider is better than deeper). Explain that it is time to play that age-old game "Bobbing for Apples Young Life Style". Instead of just apples put in ping-pong balls, small apples, and golf balls. Explain that the ping pong balls are worth 1,000 points, the apples 2,000 points, and the golf balls 3,000 points (when it comes to points, Cindy says "Go big or stay home."). They will be blindfolded and have 30 seconds to 60 seconds each to get as many points as possible. (They may go for it more if you put a \$25 camp scholarship on the line). The visual on this one is hysterical. If your tank is big enough you may even try two at a time. Maybe an old "Momma" character could

sell this skit as a great "kiddies" game. The old traditional with a twist. Think of unusual thing to "bob" for: oranges, hot dogs, pickles, eggs, etc.

132) Chocolate Diaper Minutes

Have three students up front. Fill a baby diaper (preferably Huggies) with chocolate pudding. When you say go, the students lick/eat the chocolate pudding out of the diaper with their hands behind their back. The first one done wins. A twist on this one is to have gummy worms hidden in the pudding, then have the contestants pull out all the gummy worms from the pudding. Be ready for a messy clean up.

133) Tag Team Two Liter Minutes

Have 3 teams of 2 up front, give each team a two liter of pop. The rules are that they can pass the 2 liter back and forth as they drink it. The first team done wins.

134) Wiener War Minutes

Those little Vienna weinies are great for minutes — Give the kids up front toothpicks and a can of little weinies and see who can make the best wiener creation.

135) Wiener War 2 Minutes

See who can spit one of the little weinies out of their mouth the farthest.

136) Pin Face Minutes

Cindy says that this one is painful — so choose the right people to be up front. Bring several students up front and give each 20-30 wooden clothes pins with the little metal springs. See who can stick the most clothes-pins to their face. (They cannot stick the pins to hair, jewelry, glasses, etc) When the allotted time is over count to see which student has the most pins on their face and declare them the winner. You might want to have teams of 2 and have one person putting the clothes-pins on the person.

137) Slurp and Spit Minutes

Have a huge bowl of Jello up front, three students, and three smaller jars. Each student gets a straw. The object is to see which student can get the most Jello into her personal jar by slurping it out of the mother bowl and spitting it into her jar. Give them a certain amount of time and then compare jars to see who has sucked the most.

138) Gargle a Tune Minutes

Have 3 students up front, hand them a glass of water. Then show just that person who is going to be doing the gargling the name of a familiar song. It might be a nursery rhyme, or any other songs everyone will know. Have the person take a drink of water and attempt to gargle the tune you have showed them. The rest of the students in the room should be listening close so they can guess the song. Be ready for water through the nose.

139) Marshmallow Attack Minutes

Get 6 students up front — 3 teams of two. One person is the eater and the other is the feeder. When you say "go" the feeder dips a marshmallow into chocolate syrup and then feeds it to the eater. See how many can be eaten in a minute.

140) Strained Banana Minutes

Get three students up front and give each one a pair of panty hose which they are to put over their head and face. Then — when you say "go" they peel a banana and begin to smash it through the panty hose in to their mouth. The first person to eat the entire banana wins. This one also works with Jello.

141) Shaving Cream Shootout Minutes

Get a couple of "volunteers" up front and put a huge blob of shaving or whipped cream on their nose. Place them strategically around the room. They must try to shoot the shaving cream off of the nose of the other person on their right. Clearly explain that if they start shooting the crowd on purpose, they will be executed. Use wild west, country songs for this one. Have towels and remember that things will get wet. The first person to shoot off all the whipped cream wins.

142) Bubble Blow Pop Minutes

Have 3 "volunteers" up front. Give them each a Blow Pop sucker. The first one to unwrap it, and bite into it, to the gum, and blow a bubble wins.

143) Shave The Balloon Minutes

3 or 4 kids race to shave a balloon. First put shaving cream all over the balloons. The trick is that when the balloon breaks, the shaving cream goes all over — so be prepared. A little nick put on the razor's edge before hand will assure that the balloons will break.

144) French Charade Minutes

This game is played like "Elephant Pantomime" but since you don't restrict the act to any one theme, it played as often as you like with the same group. Divide into teams of five to seven people. Have the members of one team leave the

room while the others think of a situation which can be acted out without words. Then bring in one person from the team that was sent out of the room. Explain the situation he or she will be acting out.

Now bring in the second person from that team. Without saying a word, Person #1 must act out the assigned plot for Person #2. Person #2 may or may not understand the charade, but he or she must subsequently act out the same situation for a third member of the team. Person #3 performs the charade for Person #4, and so on. The last person must guess the original story line.

Remember, all this is done in complete silence. Even the simplest charade can undergo a thorough metamorphosis after being passed down several times. If the last person cannot guess the charade, person #1 should perform it again and let the last person guess once more.

Here are some classic French charade situations to spur your creativity.

Charade 1:

The original pantomime that you do could include the following: pull the elephant into the room on a rope; tie the rope at a stake; dip a rag in a pail and wash the side of the elephant jumping high to get all the way to the top; crawl underneath, wash his belly and legs; go to the front and wash the trunk inside and out and wash the elephant's ears as well; and then, wash under his tail (hold your nose).

Charade 2:

You are a high school beauty pageant contestant, anxiously awaiting the announcement of the winner. Suddenly you hear your name! You now step forward to receive your crown and roses. Then comes your victory walk down the aisle, waving to the crowd, you encounter many misfortunes. First, you are allergic to the roses, so you begin to sneeze, but you keep on going waving and sneezing to the crowd. Then, on the way back up the aisle, your high heel breaks and you finish the walk with one heel missing!

Charade 3:

You are a pregnant mama bird about to give birth. You must fly around the room gathering materials for your nest. Once you make your nest, you lay your egg. Then finish the charade by hatching the egg and finding a worm to feed your new baby.

145) Blow Up Toilet Paper 1 and 2 Minutes

Pick a four-person team from each class. See how long they can keep one square of toilet paper in the air by blowing it. Or you may have one person stand on a chair and drop the paper to a person standing on the floor who blows the paper up while the top person tries to catch it with a party blow out horn.

146) Pop Balloons By Biting Them Minutes

Two couples race to see how many balloons they can pop by biting them as the balloons are placed between them. Have some balloons with shaving cream in them. Go fast and have each half of room count out loud for their couple.

147) Feed The Babies Minutes

Use three couples. Have the girls dress like moms and the guys wear a diaper (use Depends or sheets), bib and bonnet. Have the girls put a guy on their lap and feed them a jar of gross baby food and a full baby bottle. When all the food is gone, the girls must burp the guy. The first one to burp wins. Cut a bigger hole in the bottle or it takes forever.

148) Space Alien Dogs Minutes

Bring three guys in front and put a 32 oz. cups around their necks. Put three blindfolded girls in the back of the room and give each of them a dozen hot dogs. The girls throw the dogs to the guys who catch them in their cups without using their hands.

149) Shoe Shucking Minutes

Choose two teams of four. Have the team lie on their backs in a circle with their feet raised to meet in the middle, balancing a bucket of water on their feet. Each team member must remove his/her shoes without spilling the water. This can be a class competition.

150) Candle Blowing Contest Minutes

Two guys face each other at a table. Give each one a candle, a big cup of water or a can of pop and some matches. The object is to drink the entire cup of water, but they can only drink when their candle is lit. They can't use their hands for anything other than drinking water or lighting the candle. So, their options are to drink, blow out their opponent's candle or light their own candle. Explain this clearly to kids and have a referee.

151) Plunger and Tennis Ball Minutes

Pick three guy/girl teams. Put the business ends on both ends of a plunger. Hang a tennis ball from the middle on a rope. Have the couples put their heads on the cups and, using only their heads, flip the ball around the plunger. The first couple to wrap their ball around three times wins. Kind of like tetherball! This one is more sanitary with new plungers.

152) Cotton-ball Vaseline Relay Minutes

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

153) Donut Dip Minutes

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

154) Toilet Paper Mummy Minutes

Have kids stand back to back. Give them one roll of toilet paper (or more), and see which pair can do the best job wrapping themselves into a mummy. Music possibilities of Walk Like An Egyptian or Wrap it Up.

155) Bobbing For Apples In Baked Beans Minutes

Just as disgusting as it sounds. Thank Brooks Kimmel for reaching an all new psychotic state for this one, but he said it worked. Make sure you have great clean-up towels. You may be able to get the beans donated and you may want to have swim goggles and ear plugs. For this minutes you have to have kids already prepared and psyched to go.

156) Jousting Over A Baby Pool of Stuff Minutes

Here is one that goes the extra mile. You need a baby pool filled with the stuff of your choice (oatmeal, instant potatoes, whatever you can get your hands on) and a 4x4 plank of wood long enough to reach across your pool (prop up the ends so the pool is not crushed). This must be sturdy enough to hold two people. Two contestants with Nerf joust sticks (possibly pool noodles) and helmets battle on the plank to knock each other off into the pool. A ton of preparation is needed for this one. Should only be done outside. This could be a fun minutes but you must think through the safety on this one. Make sure the board doesn't get so slippery that the kids will fall and get hurt. You might even want gymnastic mats around the pool.

157) Hobby Pantomime Minutes

Take three people out of the room. Bring in the first person and act out detailed, exaggerated actions of your hobby. Bring in the next person and have the first act out the hobby for the second. Have the second person act out he hobby for the third. At the end ask each person what they thought they were acting out. You can also act out changing a diaper or washing an elephant.

158) Blind Shoe Grab (Cinderellas) Minutes

Arrange chairs in a circle. All of the Cinderellas (girls) in the group select a chair. The Prince Charmings (boys) each pick a girl and kneel in front of her. He removes her shoes and holds them in his hand. The leader calls for the shoes and they are thrown into the middle of the circle. Then the girls blindfold the guys. On the signal, the guys crawl to the center and attempt to find their Cinderella's shoes. The girls can only shout out instructions to her prince. After finding the shoes they crawl back to the girls and put shoes on right feet.

159) Ski Lesson Minutes

Have kids with ski poles jump back and forth over a pillow in front of them. When the crowd yells "bump" on cue from leader, they must sit down on a chair and burst a balloon. Say it's a five-bump course to be done for time. Choose two or three kids. For the last balloon for the last kid use a water balloon. You may want fast music in the background to build suspense. An enthusiastic ski instructor may serve as a great sell.

160) Feel The Force Luke Minutes

You will need: tubes, newspaper balls, or squirt guns. Sell this minutes with some classic music from Star Wars and two people (preferably Darth Vader and Luke Skywalker characters) coming in the room with a classic light saber (golf tubes) battle. (Yoda also is funny if you can find a mask at a costume store.) Bill it as a battle of the sexes and pull up two girls and two guys to have sword battles with a golf tube each (make sure the tube is not sharp on the end, if so, pad it with foam). Put the guys back to back with about three to four feet in between them and explain that each guy is fighting their girl. Also explain that there is no hitting above the shoulders. As they are about to begin stop the match and blindfold them. Blindfold the girls first, explaining that they are blindfolded so that they can "feel the force" and then blindfold the guys. After the guys are blindfolded, take the blindfolds off the girls and give them a football helmet for protection. The girls end up hitting the guys without taking hits and the guys usually even end up hitting each other. Be careful with this minutes, it can be great, but dangerous so think through it. Play Star Wars music in the background while they are swinging. This same principle has also been used throwing newspaper balls at guys as they furiously try to hit girls that can see them although they are blindfolded. You might try a squirt gun duel with girls un-blindfolded after it starts.

161) Guys Best Pick-up Line Minutes

To sell this one you may tell a quick disaster date story about asking someone out, telling the crowd that you will need their help. To do this, reenact your scene by building a couch out of three folding chairs covered by a LARGE sheet or blanket (it must cover all the chairs well). After building the couch in front of them, pick a girl and sit her on the end chair. Then pull up three guy studs to come give you their best line and move. Demonstrate for them that it all counts here — talk, walk, distance from the girl — that when told to do so they will enter the room one at a time, walk over to the girl, deliver their best line, and sit right next to her with their arm around her. After explaining and demonstrating, briefly send them out of the room. While they are out of the room, you pull out and put away the middle chair, stand on one end of the sheet and keep the girl sitting on the other. When the guys deliver their line and begin to sit down, both you and the girl release pressure on the sheet and they will fall right through. Note: the person who takes them out should have three lines ready for the guys in case they can't think of one. Make sure you build them up afterward, and may want a pillow on the ground under the sheet to break their fall.

162) Egg Obstacle Course Minutes

Pick two barefoot kids, lay eggs on plastic and have them walk through the course (simple). Have them walk through it backwards (still easy). The last time blindfold them and while they are blindfolded, remove the eggs. The audience can coach them. Use Corn Chips, Doritos, peanut shells, to throw them off. You may sell it with a turban and a robe uniform like the stereotype fire-walkers. Possibly use Eastern Music and sound effects. Also, you can make a circle path through your club. They race around, then backwards, then with the eggs, pulled up after the blindfold is on.

163) Headphone Karaoke — Low Budget Karaoke Minutes

You will need a sound system or some way to play a song in headphones and over speakers at the same time, and then fade the outside music while keeping music in the phones. Tell the kids that it's Karaoke Night, and three lucky people will have a chance to show off their musical skills. Unfortunately, there were budget cuts from the home office in "your area" and we could not afford any type of karaoke machine. Soooooo, instead each will have to sing their song using a stereo instead. Pick three kids and take them out of the room. Coach the crowd that you will: bring in each person, play the song for everyone who will be singing, then put headphones on the contestant (with the song playing over them). Then, you will draw the sound out of the room and the crowd will just pretend to continue singing, allowing a hilarious solo from your person with headphones. Do the same to the next two kids. You must use a very popular song kids will know and three kids who are really outgoing. (You may even cheat and clue in your last kid before club as a secret between you two forever, just in case the first two lock up when in front). Props could be a mic and mic stand. The other kids in the club can't hear the music, only the hopeless wailing of each singer.

164) Magic Carpet Minutes

Use a folding chair and a board and get a blindfolded girl to stand up on it while it's on the floor. Get four guys to hold the corners and slowly lift it a foot or so off the floor. Tell her she can balance herself by putting her hands on the heads of a couple of boys; as the board is lifted, they sink way down so that the girl thinks she is being gradually lifted pretty high. Then they take her for a "ride" and move around the room as the kids scream and tell her to duck her head, etc. This usually works well, especially if the kids cooperate.

165) Paint The Picture Minutes

Paint a picture of spring or something similar. Call kids from the club to come up and stand and be things like a babbling brook, lovers in a canoe, rocks, trees, etc. Also have a kid come up and run around the group to be a frame. Depict beautiful nature scene. Then narrator gradually has the brook freeze and stop babbling, trees die, etc. (winter scene). Punch-line: "and all that was left was the running sap."

166) Stocking Race Minutes

Sit two or three guys in chairs blind folded. Give them a paper sack with heavy men's gloves and a pair of stockings in each. They race to be the first to put on the gloves and then the stockings. Becomes hysterical when they can't even feel if they have the stockings in their hand or not. You can use hockey gloves, big winter gloves, or lacrosse gloves.

167) Name The FlowerFlour Power

A great Valentines Day minutes, or a minutes to play up for the dateless! Pull a great looking girl up front with a flower in her hand and tell guys that 2 lucky contestants may win the chance to get flower and a kiss. Send 2 guys out of the room; upon returning they have to guess the name of a flower that is the girl's favorite; if they guess right they get flower and a kiss. The first 2 guesses have the crowd respond as if they guy didn't guess right; the third guess (no matter what it is) is correct. As he goes to kiss the girl she blows flour in his face and hands him a big Hershey's kiss from behind her back! (The girl gets flour in her mouth, and kiss behind back when they are out of room, and you are explaining to crowd their response - girl should practice before club, the flour will have enough to spray guy, but she may also choke on the Play-Doh like flour in her mouth). Your Antonio Amore, Dr. Love, character could sell this one.

168) Ping-Pong Ball Fight Minutes

Use teams of one boy and one girl and place a cookie sheet with a ping-pong ball on it between the two teams. The object is to blow the ball to the other side. After they are blindfolded, place the ball on a mound of flour.

169) Moo Minutes

Send four people out of the room and bring them in one at a time. The first person comes in and is told that one person has been told to "moo" louder than everyone else; everybody moos at the count of three; person has to guess who it is; have everybody moo again(second chance), then tell them who it is (anybody) and ask them to be the one to moo loudest for the next person. When the next person comes in and listens, on the second moo, nobody else moos except the first person. Explain this to everyone before the first person comes in.

170) Blindfolded Banana Feed Minutes

Get several couples to take turns feeding each other bananas while all are blind folded. First let boys feed girls. Then get girls to feed boys, but first take off the girls blindfolds. Boys get it in the ear!

171) Banana Monkey Race Minutes

Call up three guys and blindfold them. Give them each a banana and tell them it's a race to see who can eat the banana first. Tell two to sit down so there is only one guy shoving bananas in his mouth.

172) Fill In The Blanks — or — Mad Lib Minutes

Draft a small piece of writing, either a letter, a recipe, a narrative, a solo, and instruction sheet, etc. leaving out descriptive words. Then at club ask for an appropriate word be they adverbs, adjectives, nouns etc. Fill in the blanks without telling the club what you are filling out. Read the finished product.

Here's a "Mad Lib" that would be great for your next Halloween Party. It's simply a story with key words left out. Without letting the kids in on the story, have them (orally) supply the missing words as you tell them the type of word needed (noun, part of body, adjective, etc.) Tell them to be as creative and wild as possible while thinking up words. Then read back the story after all the missing words are filled in.

"Once upon a time, number years ago, in that fiendish place Transylvania (which is now known as local high school), the adjective Count Dracula verb(ed.). Our story finds him just after he has finished his dinner, which tonight included person in group. Since he was still a little hungry and a full moon was out, he decided to catch the next means of transportation to girl in room's house and peek into her room to see if she was verb — ing. By chance she was, which brought a adjective smile to his adjective face. Without wasting a second, he verb-ed into her noun, startling her so much that she broke her toy. "greeting" spake Count Dracula. "I have come to drink your blood!" "exclamation" she replied, whereupon she kicked Dracula in the part of body and fled. Not to be deterred, Dracula chased her as far as place where he finally tackled her. It looked like the end for same girl but just before Dracula could sink his adjective fangs into her adjective neck, boy in group arrived on the scene. Quickly sizing up the situation, he grabbed the nearest noun and smote Dracula so hard it was heard in place. "mushy line," sighed the girl. "Aw, it was nothing," replied the boy as he flexed his part of body for her. "By the way," he asked. "What's a nice girl like you doing in the your church high school group?"

173) Pedro The Sugar Salesman Minutes

Props: two identical bowls with spoons, one filled with salt the other with sugar. Send kids A and B (both are forewarned and C (unsuspecting sucker) out of the room). A, dressed as in Mexican clothes comes in with a bowl of sugar expounding on how great it is. He/she tries to sell C on buying some of the delicious sugar by having him/her taste it, while taking a huge spoonful himself. C will not be to impressed with A's selling ability, so have C try to sell some to B. while C is putting on the outfit, switch the sugar bowl for the salt bowl.

174) Ugliest Thing In The World Minutes

Props: one large blanket and 3 informed fellas.

Announce that you have discovered the ugliest thing in the world, and he is so ugly that it is hard to look at him, in fact its downright unbearable. Only another real ugly person can stand the sight of him. At this point, bring in a guy underneath a huge blanket rigged in such a way that there is an opening around his face, but not exposed to the room. Ask a couple of guys who are real ugly to take a look at him and let us know what he looks like (of course these two guys have been clued in). Each takes a hesitant look at the ugly thing and each reacts very violently, screaming running out of the room clutching at his eyes. Finally pick a cute girl and ask her to take a look. She will probably be a little reluctant about taking a look at him. When she does, the guy underneath runs away screaming. Pick the girl very carefully. This might a good one to pull on an unsuspecting leader.

175) Musical Hat Minutes

You need six weird hats. Have seven kids stand in a circle facing the back of the person in front of them. Each should have a hat except one of them. Then to music they grab the hat of the person in front of them and place it on their heads. Once it is on their head, they should let go of it. This continues at a frantic pace until the music stops. The person without a hat is eliminated, just like musical chairs.

176) Balloon Popping Minutes

Each contestant has a balloon tied to each of his limbs. The main idea is to pop all the opponent's balloons while still having one of your own. Blindfold for more fun.

177) Eating Contest Minutes

There are many possibilities with eating contests. You can have contestants eat pies, cabbages, celery sticks, watermelons, and so on. You can either judge on speed or least amount of bites. It has been recommended that you visit the foreign foods section of your local grocery store also.

178) Song Naming Minutes

Play all or part of familiar and obscure songs. Have a couple of teams composed of guys and girls trying to guess the names of the songs. The first one to guess the name of the song gets a large piece of gum that he must chew. The naming gets more difficult the more one gets right because of the gum in their mouth.

179) String Weaving Minutes

Props: a long strong string with a spoon attached to the end of it.

Skit: Have two teams of five boys compete. The first boy starts the race by taking the spoon up his pants leg under his shirt and out of the neck and then passes it to the next guy who does the same backwards and so on. This alternating procedure continues until the string starts down the one in the opposite direction. The race is both a speed race and competition to see which team can do the weaving with the least amount of string. The best way to insure both speed and shortness is to have the first team through weaving shout that they are through, then the other team must stop. Then add an appropriate amount of string per undone person to the slower team and measure.

180) String Mania Minutes

Props: two 2-foot long strings. Tie a girl's wrists together with string leaving about one and a half foot slack. Then do the same with a boy's wrists, except that the string of the girl is placed between the boy's string and his body, i.e., they are hooked together. The object is for both of them to separate by funny combinations of stepping through the rope, putting their heads through, etc. However, there is no way they can do it by trying to thread limbs. When they are thoroughly entangled, show them how simple it can be done. Have the guy take the loop of his string that is on the girl's side and pass it through the one that ties her left wrist; then loop it over the girl's hand and they will be free. Practice with leaders first.

181) Magic Paper Minutes

Send four girls out of the room and bring them in individually. Have them stand on a newspaper - the first thing they say is supposed to be what they said when they were first kissed. Do some crazy antics if necessary to get her to say something like, "What are you doing?" or "What do I do now?"

182) Banana Split Minutes

Build a banana split in the mouth of the person who will eat it! This can be sort of a one-shot deal or could be done by three or four girl/guy teams. Girls build; guys eat, or vice versa. Very messy! Club leaders of course have to provide all the ingredients. Lay guys on the ground and have girls stand over them and drop ingredients into the guys' mouths. Banana, chocolate syrup, whipped cream, nuts, cherry. You can blindfold the girls. Put garbage bag on guys and use drop clothes, also have towels to clean them up with. "Bananaman" (superhero) could sell this skit. Also, music in background involving food-*Ice Cold*, Bananaman theme (Green Hornet).

183) Ice Cube Race Minutes

Pass an ice cube down several people's back. The ice cube is passed out at the bottom of one guy's shirt into the top of the next shirt. If it falls, start over. Make it a two or three team relay.

184) Newspaper Smash Minutes

Get 2 or 3 couples. (If possible get tall guys and short girls). Tie the boy's right wrists to the girl's left wrists. Blindfold the girls first, then boys. After the boys are blindfolded, remove the girls' blindfolds. Give each a rolled newspaper and tell them on the signal to "smash" each other. The boys can't understand why they are getting smashed but have a hard time trying to find the target.

185) Eat That Food Minutes

Just like "Name That Tune". Two students add one ingredient one at a time to a cracker trying to outbid each other to eat the cracker. They can pick up to 10 gross ingredients. "I can eat that cracker with sardines." "I can eat that cracker with sardines and jalapenos...."

A great game show host can really spice this one up along with some fun sound effects from a CD. You may even do two pairs and then a championship round with different foods. Have a bucket or a bag just in case there is a surprise ending.

186) Egg Blow 1 and 2 Minutes

Get some half-inch clear plastic tubing. Use a funnel to pour an egg into it. Two kids standing five feet apart try to blow egg into opponent's mouth. A leader must hold the tube so kids don't blow it into the crowd. Also have towels to clean off. Or, do the same set-up as above only set it up ahead of time so the tube gets pointed at a leader's face at the last second.

187) Licorice Race Minutes

Choose three guy/girl couples (this is a safe minutes for a couple if one of the two is shy and would never want to be up front alone). Tie a Lifesaver in the middle of a long (or two pieces) piece of licorice. Guy and girl at each end race to eat the licorice and Lifesaver first without using their hands. If it drops on the floor they must get it without using their hands. This sell could be done by a Dr. Love, Antonio Amore character and is good near dances and homecoming. Any weird love song or song about kissing will do, or just your love character's theme music. Also could be done with kids up front and the Lifesaver at the end of on piece of licorice per person and race to eat it first.

188) Dueling Candle Minutes

For this minutes you will need to figure out a way to connect a candleholder (preferably with three candles in each) onto some type of helmet. Choose four kids and have them stand 10 feet away from each other. Give them squirt guns to try to put out the others' fire. You may want to hand them bigger and bigger guns (up to a Super-Soaker) until someone wins. Have two semi-final rounds and a final round. Sitting on their knees is best. Music Billy Joel "we didn't start the fire", "Come on baby light my fire", etc. or maybe even theme song from the movie *The Good, The Bad, and The Ugly*. Obviously a challenge to a duel will be a good sell. Have towels, know your water supply, and you will need two very good lighters.

189) Cowboy King Minutes

Get five or more guys to be blindfolded horses, and five girls to be riders. The rider has a cup of ice (ammo), which she puts in the horse's mouth. The rider guides the horse by pulling on its ears. The only command they can yell is "FIRE." When this command is yelled, the horse spits the ice from its mouth and tries to hit an opponent. The rider reloads her horse with ice. If a rider gets hit twice, she is out. If it is a hard floor have kneepads for guys. Use western music.

190) Face-to-Face Balloon Relay Minutes

Buy about 5-6 rolls of thick (foam mounted) double sided sticky tape. Make 2 teams of 4, can be battle of classes, sexes, whatever. Cover each person's face with the double sided tape (1 strip down nose, across forehead, on cheeks, down chin, etc., and place a large, yet not completely filled balloon on the first person in each line. The object of the game is to jam your face into the persons next to you and pass the balloon down without using your hands. If it falls to the floor, have that next person go on the floor and jam their face in the balloon to pick it back up. Try this once on your own, you may want the relay to go down and back. An Antonio Amore, Dr. Love, relationship doctor could sell it, any music with a romantic flair could work in background. Keep the crowd cheering!

191) Lifesavers On The Face Minutes

Choose three couples. Each girl gets three roles of Lifesavers and two minutes to lick, stick, and arrange them on the guy's face. Have the audience vote for the winning team. You may make a lifesaver hat out of a foam circle, spray-painted to add to the decor. You may also consider having 2 girls per guy decorate.

192) Banana Stab Minutes

Get two kids; tie their left hands together and give each one a banana. They must peel the banana with one hand and stab the other guy in the face. Possibly try it blindfolded for round two.

193) Couples Eat Carmel Apples On A String Minutes

Choose one couple from each class. Tie carmel apples to a string tied to a broom handle and get someone to hold it for each couple. They race to see which couple can eat the apple the fastest. Fake starting and stop once to add chocolate syrup, then again to add whipped cream and last to blindfold the contestants.

194) Girls Put On Guys' Football Uniforms Minutes

Two small girls race to put on the biggest guys' uniforms. Take all pads out of pockets and include chewed mouth guard. To add more action, have whoever is in the uniform the fastest grab a football and run it to the finish line. They

may end up tackling one another to get to the finish. Marching band fight song music will add to atmosphere with kids cheering.

195) Balloon Pop Relay Minutes

Pick two teams of three guys and three girls. Race to see which team can run up as a couple and pop a balloon by hugging. A leader places between them. Go through the line a couple of times fast. End with a water balloon. Perhaps you could sell this one as a slam dancing idea.

196) Guys Make Wine Minutes

Put three pounds of grapes in each of two coolers. Let two guys crush the grapes with their bare feet for two minutes. See who makes the most juice. For a tie-breaker, have the guys drink the juice. Have a measuring cup and big glasses.

197) Girls Sign Guys' Feet Minutes

Five guys have three minutes to see how many girls they can get to sign their bare feet. Maybe use permanent markers.

198) Feed Through Pantyhose Minutes

Guys put pantyhose over their head. Girls feed guys through pantyhose. Use: applesauce, cottage cheese, pudding, orange-juice with pulp. The guys spit the food into a cup to measure. Maybe this could be a relay or a cooking show deal.

199) Neck Passing Relay Minutes

Pass objects chin-to-neck down and back guy/girl lines. Use an orange, frozen vegetable package, water balloon. Obviously this one could be a Dr. Love sell on how to teach people to "neck".

200) Jelly Beans In Ice Water Minutes

Students fish jelly beans out of ice water with their toes. Have them eat them?!

Or have the girls fish out jelly beans with toes out of ice water and feed to guys. Three couples race.

201) Ice Stuffing Contest Minutes

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

202) Ice Cream Feed Minutes

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

203) Thread Frozen Freeze Pop or Spoon Minutes

Punch a hole in the end of frozen freeze pop. Tie it to 20 feet of string. Each team member passes the freeze pop down his/her sleeve and out his/her pant leg. Also can be done with an extension cord and the goal is to plug in a lamp or strobe light at the end of the line.

204) Funnel In Pants Minutes

This is the cruelest skit ever. Have a kid lean his/her head back and balance a penny on his/her nose, then drop the penny into a funnel in his/her pants. Then do it again with arms out at sides, then on one leg, possibly blindfolded. Pick three kids. Let them watch each other, but with the third kid, pour water into a funnel the last time. Only do this to a mature kid. You may want suspense music in the background such as *2001 Space Odyssey* theme.

205) Speed Identification Minutes

You will need two card tables, three large sheets, five buckets and four note cards with words on them (eat pickles, moist towelette, anti-fungal ointment). Put the tables in a row with a space in the middle for a head to fit through. Cover the tables with sheets all the way to the ground. Cut a hole in the middle sheet for a head to fit through. Put cards on the table with a bucket over each and cover the leader's (or senior's) head with a bucket

Choose two or three kids and send them out of the room. One at a time, the kids lift a bucket and read the cards as fast as possible. The leader or senior screams when their bucket is lifted. The last kid double crosses the leader or senior and pries their head. This could be done with different balls underneath that kids need to identify. You may want to play music as you reset for each kid. You may consider having the contestant facing the audience and the head under the bucket with the back of the head to the audience for the first one's so that the audience can see the face of the person who gets startled. Then, for the last kid, tell the kid under the bucket to spin and face the audience because you want them to see how great he/she is doing (that way the crowd gets the best of both.) Also, coach your last kid to pry him/her from behind or the side so the crowd can see it best. A psychologist character could sell this as a test. You may want music in-between as you have to reset for each kid.

206) Speed Identification 2 Minutes

This one is on the crowd. Use the same set-up and concept as the speed identification above only use the following objects in order; a baseball bat, a basketball, a soccer ball or a football, the person's head with a LARGE WIG on, NOT facing the audience. The first contestants are the same as the original; however, your last person is a plant along WITH the person under the bucket or bag. The last person, quickly and excitedly (they must act really pumped up) picks up the first bag and grabs the bat, screams "baseball bat," picks up the next bag, screams "basketball" and hits it hard off the table with the bat (you the panicked leader must play it up and yell to stop them but they are not listening and pick up the bucket with the head under it), the person under the bucket has held up a mannequin head or a ball with a wig on it instead, and the kid screams the person's name and then whacks the fake "head" with the bat. If done right, the crowd will freak.

207) Ninja Head Spin Minutes

Use four contestants. This is great for a battle of the classes. Two contestants face off by putting knee high pantyhose with a tennis ball inside over their head, but not their nose. Both bow to each other and then move their head in a circular motion to get the ball flying in a circle and try to wrap the hose of the opponent and their ball. When they think they have them wrapped together, they yank back their head and pull the hose off their opponent's head, winning the round. To sell this skit, you may have 2 ninja characters come in and demonstrate it (Demonstrating this will go much further than explaining it - you must try it once to understand - it really works and is pretty funny watching them hitting each other with the ball as they try to wrap the opponents ball).

208) Oreos or Peanut Butter Crackers on Plexiglass Minutes

Put Oreos open faced on sheets of plexiglass. Choose two to four kids and blindfold them. They must race to smash their face up against the glass and lick off the Oreos. Have extra open-faced Oreos ready for when they knock them off. It helps to have the plexiglass framed so that it does not wobble too much. Peanut butter on crackers may be a little more sticky.

209) Milk The Latex Glove Minutes

Two to four kids race to see who is the best at milking rubber gloves. Set up the gloves on saw-horses or around chests of guys on all fours for the cow. Make very small pin holes in the tips of the fingers of the gloves. Have a measuring cup to see who wins and a container for each to milk into. Play cow sound effects and country music in the background. A dairy man could sell this one.

210) Sponge On The Back of The Head Relay Minutes

Pick four teams. Seat the pie tins on chairs. Tie a sponge to back of the kid's heads with a bandanna (it's even better if you can really attach the sponge to the bandanna otherwise it slides too easily). Race to see who can get the most water from a five gallon bucket into the tin in two minutes by pressing their sponge into the tin. Students can only use hands to hold tin on lap. Any goofy love song will work for background music. Sponge man or toilet paper man could sell this minutes as an absorbent picker upper.

211) Mock Spelling Bee Minutes

This is designed to get you, the leader. It begins by having someone challenge you to a spelling bee. Four kids come up front to challenge you one a time to a power Young Life spelling bee. The game goes as follows: one kid at a time steps up and is given an object (for example an egg) and your leader asks them to spell egg. If they do it correctly, they get to put the object on you. If incorrectly, they do not (Obviously by now you will have an egg on your head). Then it is your chance to spell and put something on them, only you are set up each time. For example, your leader may hold up a can of coke to which you excitedly blurt out "coke...c-o-k-e...coke" only to have your leader tell you that is not the word, instead, they read the toughest ingredient on the can (phenylcarbonhydronate acid or whatever) you miss. The next kid steps up and spells another object (oatmeal, syrup, bananas all work). Each time you get drilled and each time you spell back you lose.

Whoever is running the game may trick you in other ways, for example, silent "p's" whatever. A good ender is for them to give you one that you can get right, you in disbelief stare and take a minute to try to guess the catch...then you slowly spell the easy word...on the second to last letter your leader looks at their watch, interrupts saying "whoop, you time has expired, but thanks for playing" and takes off. Your reactions, facial expressions, and acting ability will make or break this one!

212) Family Feud Minutes

Pass out questionnaires the week before asking for things like favorite teacher, etc. Plan *Family Feud* based on the answers. You can also make questions up. Develop a final bonus round with prizes. Your host will mean a lot and you will want to have cheesy music and an announcer to "tell them what they can win."

Young Life Family Feud Questionnaire

1. The first thing you do when you get up is _____.

2. Where do you go on a date? _____.
3. What rule do your parents have that you would change? _____.
4. Name the place you would go on vacation. _____.
5. What is your favorite Olympic sport? _____.
6. All of a sudden you are given \$1000, what is the first thing that you would buy?
_____.
7. Name the hottest, most with-it MTV video. _____.
8. The fastest kind of car is _____.
9. Your favorite fast-food place is _____.
10. Name an English-speaking country _____.
11. Your favorite flavor of ice cream is _____.
12. The #1 video game is _____.
13. Your favorite brand of peanut butter is _____.
14. The hottest name in car stereo/"tunes" is _____.
15. Name a yellow fruit or vegetable _____.

213) Stupid Human Tricks Minutes

Announce these ahead of time. Include all the weird things kids can do (roll tongue three times, dislocate body parts, burp the *National Anthem*). Screen the volunteers before they go on stage and help them be great at what they do.

214) Wheel Of Misfortune Minutes

Run this like a game show with a wheel that has things like "pie in the face" and some possible good things like "\$25 off camp." Contestants get whatever the wheel land on. Play music from TV game shows. Have the prizes planned out.

215) The Almost Wed Game Minutes

Pick four dating couples. Send the guys out of the room, ask the girls embarrassing questions like, "Where did you go on your first date?" or "How would you rate your first kiss 1-10?" Write down the girls' answers. Bring in the guys and ask them to answer the way that they think their girlfriend would have answered. Your game show host and cheesy game show music may make or break this one. Take time to prepare and do it right.

216) Christmas Carols with Helium Minutes

The leaders or five big kids dress in choir robes and sing Christmas carols taking hits of helium balloons. You may also do Little Nemo set-up and dress them as elves with Santa. It is funny if they sing both individually at times and together as a punch line. Keep the biggest kid with the funniest voice for last so the anticipation builds for him/her to sing. Costumes mean a lot for this one and a good way to suck the helium out of the balloons. Have two balloons per person in case one breaks or something. Also, be careful, if kids suck a lot too fast they may faint. You may want them sitting down.

217) Dance Or Dare Minutes

Sell this as a cheesy game show. Contestants are brought up front with a game show host and his assistant. They are given the choice to Dance or Dare. They then draw a card from the appropriate pile. If they choose to dance, they are given a dance and a costume (disco outfit, hand jive, chicken dance). The dares are similar (sing an Elvis song — Elvis style). Obviously this takes thoughtful preparation and some outgoing kids.

218) Pavlov's M&M Training Minutes

Choose two to three couples. Send the guys out of the room and then tell the girls that they will "train" their guys to do a certain action using only M&M's as reward and nothing else. Bring the guys down and explain that they will be rewarded as they move towards the correct action. Give each a different action like getting a guy to sit down and take his shoes off or stand on a chair and bark.

219) Alka-Seltzer Poem Minutes

Guy reads a mushy poem to a freshman girl. Place two Alka-Seltzers and a couple of breath mints in his mouth ahead of time. Foams like a rabid dog.

220) Kazzo Band Minutes

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

221) Surgical Gloves on Head Minutes

Several kids pull surgical gloves over their head down over their nose, but not mouth. Inflate the gloves by inhaling through mouth and exhaling through nose. Hold onto sides with hands. Pull on by getting on forehead first, then pulling: back, over, and down. A doctor may be involved in this sell. Music in the background with kids cheering them on is a must.

222) Name that Tune with Marshmallows (or Squirt Guns) Minutes

Four guys versus four girls. Use music. One person from each team steps up with a big pot on their head and a big spoon in their hand. When they think they know the answer they beat on their heads for a bell. If the answer is correct each member of the other team puts a marshmallow in their mouth. If the answer is wrong, that person's team puts one marshmallow in their mouth, and if the other team gets the answer right, they put an additional marshmallow in their mouth. If it is going too slow, you can have bonus rounds with double penalties in which anyone on the team can take a spoon and guess. This can also be done with a kazoo or any other music. Obviously a great sell is a good game show host. Also, you can do this game with squirt guns where you do one girl vs. one guy at a time. Each person has a squirt gun and squirts the other person until they get the answer right.

223) Pie Roulette Minutes

Six kids in a circle pass a pie around. When the music stops, the kid with the pie has the choice of pieing the person on their right or himself. If the kid pies another kid he's out. If he pies himself, he stays in. If they all pie themselves add honey to the pie, or Spam, or whatever it takes. Use marshmallow fluff for the pies.

224) World's Most Dehumanizing Minutes

Fill nylons with applesauce or honey. Pull them over guys' heads. The first one to eat all the stuff wins. Wow we are reaching on this one!

225) Donut Olympics, Gargle Olympics Minutes

This could include munchkin toss into the mouth, pass the donut on a toothpick, and roll a donut with the nose. You could also do Olympic gargling. Have kids come up for events such as: gargle as long as possible without stopping to breathe, or have them gargle a familiar song.

226) Face Decorating Minutes

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

227) Find Your Man Minutes

Blindfold three girls and have them feel the legs of four guys (or maybe even sneak in a girl to see their reaction) to see if they can identify their guy.

228) Marshmallow Necklace Minutes

Tie marshmallow necklaces around three couples of people tightly. Then have them eat the marshmallows off each other's necks except for the last one. That one they must eat off their own neck. The first group to finish wins.

229) Spaghetti Hairdoo Minutes

Have three guys give three girls (or vice versa) a "haircut" by dumping spaghetti on their heads. Give them scissors and a comb and let them create a hairdo. You may use chefs uniforms or an Italian hair expert to combine the ideas for a sell. Have background music (Italian, Respect, etc).

230) Women's Arm Wrestling with Pillow Battle Finale Minutes

Just like it sounds, have a semifinal and a final round of women's arm wrestling. Then, you may want to have your female champion take on the biggest guy you have, not in arm wrestling, but in a pillow battle. Give them each a pillow and explain that they will each get three chances to hit each other. Blindfold them both and tell them they must keep one foot still, although they may dodge the hit however else they want. First they must ask the question "Are you there?" and the other answers "I am here." When it is all explained, un-blindfold the girl, but leave the guy blindfolded, therefore the girl will be able to dodge the hits, but the guy won't. After the guy misses once, put the blindfold back on the girl, and show the guy that she is still right there. Then re-blindfold him and do the same thing again.

231) Balloon Tri-Athlon Minutes

Three kids compete in three events. Have them blow up a balloon until it breaks. Have them blow up a balloon not using their hands, only their mouths. Have them blow up a balloon only using their nostrils.

232) Spamanimals Minutes

Creativity at a whole new level. Bring up teams of two to three people and give each team a platform and three cans of Spam. Have a sculpting contest and see what you get.

233) Skateboard and Plunger Relay Minutes

Choose teams of four. This is good for class competition. Racers sit on skateboards and use plungers as oars in a relay race. Use music in the background. Obviously works best outside.

234) Pillow Jousting Minutes

Four guys and four girls (possibly pair up classes). Senior versus sophomore, then junior versus freshman, then championship round. Each girl will be on the back of her guy who is on all fours. The key rule: the girl's feet cannot touch the ground at any time; she must keep them wrapped around the guy. Give each girl a pillow and let them try to

knock each other off! Call the feet rule close and the championship round will be better. The guys cannot knock each other over, only the girls. You may want to put helmets on the girls. A medieval jousting uniform would be great for a sell and music in the background will do a lot for this one.

235) Shaving Cream Hairdoo Minutes

Hand out one can of shaving cream per couple. The guys spray into girl's hair and sculpt a hairdo (or vice versa). The crowd votes on winners. You may want to give a hint to a few kids ahead of time in secret-create an Abe Lincoln look, punk rocker spiked do, Mickey Mouse ears, Roman headgear. A hairdresser or fashion consultant character could sell this event. Background music *You Are so Beautiful* or something heart wrenching about beauty.

236) Egg Roulette Minutes

Get one dozen eggs (four raw, eight hard-boiled). Two people alternate picking an egg and smashing it on the other person's head. You may want to choose four people and have two rounds and a final round. In the final round, have six eggs (five hard-boiled and one raw) and hold them in a bowl above their heads to pick. Put your finger on the raw egg and before club explain the skit to all four contestants (because you don't know who will be in the finals). Play the first round for real (possibly girls versus girl, guy versus guy, and battle of sexes for the final round) and in final round they pick the hard-boiled eggs five in a row (because you told them not to pick the one with your finger on it till last). Each time you are really in their faces to nail one another, when the final egg is up in the final round you are going crazy only to have the finalist smash it on your head! Make a kid a hero!

237) Girls Make Up Guys Blindfolded Minutes(or vice versa)

Blindfolded girl applies make-up to guy. Use three or four groups. Have it go in stages: first, you can really save this skit with good wigs for the guys (they will look much funnier with them on), eye shadow, cheek powder, lipstick. Have good music in background...Theme from Wonder Woman works or Aretha Franklin's *Respect*. Have kids vote for winner, and have towels for guys to wash off. This is a great skit to sell before homecoming or prom...play up the fact that guys get ready in five minutes for dances and do not appreciate all the work the girls do. You may even have the guys hold goofy corsages.

238) Egg Drop, Toothpaste Drop or M&M Drop Minutes

Guys lie on floor with a Dixie cup in their mouth. Girls sit on another guy's shoulders and crack eggs on his forehead, then drop the eggs into the cup. Each team gets three eggs. The team with most in their cup wins. You may want a glass measuring cup to pour contents of the cups in to determine who wins. You will need a drop cloth under the guys, towels to protect their clothing and more towels for them to clean up with. Buy the huge jumbo eggs for a better effect. You will need a container to collect the shells quickly. Obviously a sell involving basketball will be a natural. You may want the Globe Trotter's theme in the background and a funny kid calling play-by-play; or possibly a sell with an Oriental chef making Egg Drop Soup who encourages aerating the eggs.

Similar minutes can be done with toothpaste and coke bottles on the chest, or a bottle to be filled with water using a sponge. Another version uses M&M's. The girls pick them up by sucking through a straw and then try to drop them into their partner's mouth.

239) Tape Head Minutes

Place ski masks (or nylons over their heads) on two to three kids and wrap their head with duct tape, sticky side out (this will take some time-think through what else can be going on as they do this-comp sell, club cards, whatever). Put a bunch of objects on the floor or a table (we want kids to see them going for it). Use different sizes of objects such as yarn, paper clips, ping pong balls, Whiffle balls and bats, fuzzy dice. The kids roll around or head bang for one minute to collect items. The one with most items on his/her head wins. You may consider selling this minutes as a Young Life version of "head banging" dancing. Have heavy metal music in the background and for the sell, folks can come in slam dancing.

240) Tape Head 2 Minutes

Use the same set-up as in previous Tape Head minutes. Only use glow in the dark objects (glow necklaces, glow sticks-often bought through the Oriental Trading Company or at camping and outdoor stores) and have them do the skit in a blackout. It can be a wild visual minutes with a completely dark room and kids who are going after it. See previous minutes for details. You may for a sell have your "sell" person come in the dark lit up like a Christmas tree.

241) Cheese-ball Spitting

This is a great minutes for a battle of the sexes or classes. Have two contestants sit in chairs two feet apart with their hands behind their backs. Cover their faces with shaving cream, making sure that it is thick so that the cheese-balls will stick in the cream. You may consider using goggles on each, also make sure that you have plenty of towels to clean up with and something to cover their clothes. Once positioned and covered in shaving cream, each contestant is "fed" by a partner with a can of cheese-balls...the contestants then spit the cheese-balls at each other trying to stick as many as possible to their opponent. Obviously make sure their partners are feeding them from behind so not to block the

audience; they may feed on cheese-ball at a time. Background music is must. Play for two minutes. Strobe lights might work too.

242) Alka-Seltzer On The Head Dueling Minutes

You may run this minutes as a four-person tournament. Two contestants, each armed with a squirt gun, will take five paces and turn to duel. On each of their foreheads, you will have attached an Alka-seltzer tablet with double stick tape (possibly use big rubber bands if tape doesn't work). They draw and shoot the water at each other, the first on to dissolve the tablet on the other wins. You may need to use goggles for each to protect their eyes. The tablet will fizz and foam all over the place. Make sure you have towels for them to clean up with afterward. Obviously, a western song and some cowboys or cowgirls could sell this one.

243) Marker Fencing 1 and 2 Minutes

Dress two contestants in white tee shirts and white sweats. It will add a lot if you could get your hands on some fencing headgear as well. Take tow big black markers duct-taped to the end of two strong dowel rods (bought at any hardware store) and they duel. The person to make the most marks of at least on half inch long wins. You can order glow in the dark pens, follow the same directions, and then turn out the lights to determine your winner. Background music will be a must, and white gloves and socks can help highlight the uniforms! Fence away!

244) Gladiator Sumo Wrestling Minutes

You may have done this one at camp. Get six large inner-tubes, and tape three together in a stack so a person can fit inside. Take a piece of rope about 32 inches long and cut it into four pieces...tie them into circles, and then tape two at the bottom of each stack of inner-tubes so they can be used as handles. Borrow two football helmets. Then create a ring on the floor with string, tape, chalk, whatever.

Have both contestants wear a helmet, step into their three tube protective uniform (holding the handles on the bottom tube) and they try to push each other out of the ring. The first person to go outside the ring with both feet or to fall down loses.

This is obviously a very aggressive minutes, but it does blow away kids' stereotypes. You may use sumo type music, salt over the shoulder, the whole bit for the sell. Of course outside is best.

245) Human Christmas Tree Minutes

Each class decorates someone with ornaments, garland, tinsel, popcorn, lights. Plug them in for the finale and vote for winners. You must have a lot of lights and great ornaments to make this one worth it. Think through how to hang the ornaments (for example, putting old sweats on each kid so they can hook them in the sweats and not ruin their clothes). Music while decorating is a must.

246) Kix or Trix Blow Out the Nose Minutes

You may use a bunch of kids in this one. The sell will mean a lot as well. I suggest maybe a take-off of a track event such as the long jump. You could sell it with the *Chariots of Fire* song and slow motion runners dressed in ridiculous track uniforms with numbers or Roman uniforms.

Each kid steps up to a starting line, places a Kix in one nostril. Then they will run a few feet, stop in front of another line (or long jump board), and blow the Kix as far as possible into the "pit."

The folks you used to sell the minutes can mark the Kix and use a tape measure to give you an immediate reading. The longest blow wins! Any good *Rocky* music or sporting music would help.

247) Pie Eating Contest Minutes

Two to four students race. Sit at a table with a pie and a fork. Say, "On your marks, get set..." then stop and take away their forks. Repeat and add whipped cream. The last time, have them put their hands behind their back. These must be kids that will go for it. Have a drop cloth and towels to clean up. Play music in background.

248) Talk or Get Squirted Minutes

Give an outgoing kid a topic like belly button lint. He/she must talk about it for two minutes. If he/she stops or repeats him/herself, he/she gets squirted. These must be funny kids who can really talk. For a sell on this one you may use a "valley girl" character who just talks and talks non-stop interrupting club. You may consider giving the kid a bullhorn or microphone so kids can hear him/her.

249) Marble in Clear Tubing Minutes

Wrap 15 feet of clear tubing around a small girl. Have three different pairs of guys get three marbles from one end and out the other by lifting and spinning the girl. The fastest time wins. If you have the bucks to buy two lengths of tube, it may be better to do two groups at once racing. Background song *I'm All Shook Up, Twist and Shout*. For a sell you may consider a girl coming in with 20 hula hops talking about how she just loves to hula hoop and has a three dimensional version of hula hooping.

250) Wheelbarrow Eating Race Minutes

Get three couples. Set out line of food items beginning with small stuff (M&M pile) and get larger (Jello or a plate with Spam). The girls wheelbarrow the guys down the row as the guys eat the items. Play music in the background and have towels to clean up with. For a sell you may have a girl wheelbarrow in a guy in total crash uniform gear and have him crash and burn into crowd. You, being the helpful leader, decide to teach them how to do it Young Life style.

251) Sell What's in the Bag Minutes

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

252) Dancing Musical Chairs Minutes

Get six volunteers and have five chairs up front. Tell them that they are going to play musical chairs, but this being Young Life, we do dancing musical chairs. Tell them that they will have to dance, dance, dance when the music starts. Blindfold them and starts the music. Encourage other kids to cheer them on. After a couple of rounds, pull blindfolds off all kids but one. Cheer like mad and let them dance and scramble for seat. Keep it up till they figure it out.

253) Psychological Sit-Up Minutes

"Hypnotize" three people so they can't do a blindfolded sit up. The first two are in on it. They strain but don't do a sit-up. The third sits up into a pie. Or, you can challenge them to do 10 sit-ups in 10 seconds, five of them with their eyes closed.

254) Caramel Onion Minutes

This is great around Halloween. Get an onion and cover it with caramel coating. Pick three students to race to finish a caramel apple-one is the onion.

255) Pin The Tail Minutes

Say you are playing pin the tail on the donkey but you forgot the tails, so have kids use their finger. Play normally but hold a jar of peanut butter in front of wherever the kids are going to put their finger.

256) Sit On Lap Talk Minutes

Have a guy sit on a girl's lap and try to talk her out of putting pie in his face. Clue girl in to let him go for a while. This works well with dating couples.

257) Charcoal Marshmallows Minutes

Give two kids a bowl of small marshmallows. They have to feed the other person their marshmallows, blindfolded. As you are blindfolding them, switch the marshmallows with charcoal covered ones (you can get charcoal capsules), have them begin feeding each other the marshmallows. They will cover each other's face.

258) Thar's a Bar Minutes

The leaders' exaggerated expression is the key to this one. Have a row of five to six kids pass the phrase, "Thar's a bar!" "Whar!" "Over thar!" and a hand motion down the row. Start with one arm point then add second arm, then point with two arms and a leg. End down on one knee with tow arms pointing. The leader pushes the kids over domino style at the end.

If you know you are doing this ahead of time, goofy hats and costumes like you are going on a hike will help the atmosphere. Also, heavy backpacks will get students off balance easier. The sell is a Bar Drill instead of a Fire Drill-make them sound the same.

259) I Went to Paris Minutes

This skit works much like "Thar's A Bar". The leader must practice and do a great job of having fun with his/her volunteers. Line up four other people with your leader and explain that one at a time they will pass down the line what you will do. It begins, "Hey Karina, I wet to Paris and brought back a yo-yo" (you move your left arm up and down as if yo-yoing). They will pass to the next person in the same way...have fun with them...make them do it exactly as you do, even moving their arms up and down at your pace.

Then the second round goes: "Hey Karina, I went to Paris and brought back some scissors." (Working your right hand like a pair of scissors, opening and closing your index and middle fingers at a different pace than the yo-yo motion you keep going...very difficult and funny to watch them try to do).

Third round, "Hey Karina, I went to Paris and brought back an arm exerciser" (keeping the yo-yo going and the scissors going, you take your scissors arm and move it back and forth across your body).

You can keep going with others, even use same type of ending as in "Thar's A Bar" if you want.

260) Hobby Hoax Minutes

Send three kids out of the room and tell them to think of their favorite hobby. While they are out of the room, explain to the crowd that we all know that everyone's favorite hobby is kissing, so let's find out about their kissing. When the kid enters the room ask him questions about his favorite hobby, (Where do you like to do it? With whom? Why do you like it so much or what's your favorite part?).

261) Girls Wrestle For Guys Minutes

Like musical chairs. Four guys sitting on chairs in a line facing out with five girls standing. Girl must be in guy's lap with arms around his neck when music stops. Possibly have 4 freshman or sophomore guys sitting on chairs in a line facing out with 5 upper class girls. Play musical chairs. Play up "fighting to the death for your man". Make a world champion belt for them to wear the rest of the night, possibly put the names of past winners on it so that it can become a yearly tradition that kids look forward to for club. You may even include the last guy's name as well. Use a big time wrestler uniform and music for the sell.

262) Chubby Bunnies Minutes

Several kids in line stuff one marshmallow in mouth at a time and say "Chubby Bunnies" then they stuff in another marshmallow. It can also work good around Easter to use the actual bunny-shaped marshmallows that are out around then. The last one who can say "chubby bunnies" with marshmallows in mouth wins. A possible trophy would be a giant bunny made of marshmallows, keep girl and guy records of how many they held along with past winners on trophy. Use a giant rabbit costume or marshmallow man for the sell.

263) Human Bowling Minutes

Go to local bowling alleys and ask for 12 old pins, they should be able to give you some as they get beat up fairly often. Get a "creeper"(sled on wheels used to slide under a car to due maintenance), or some other sled on wheels. Get a motorcycle helmet. Put girls on the sled with the helmet on and have them put their hands behind their back and let a guy (or vice versa the guy and girl thing) "bowl" them down into the set of 10 pins (they must be spread out well, you will need to practice to see how far). Usually bowl 3 competitors and let them do a frame a piece. You will need 2 folks to set the pins up again quickly and one to catch them so they don't go through the pins and head first into the wall. Most good sleds can really move up to 20-30 feet or so, so have a good runway. There are great sound effect CD's with bowling sounds for the background. Also, you have the two extra pins - paint them gold and do them up right into trophies, give one to keep and put the names of the winners on the other as your running trophy. For a sell, have a "human cannonball" fly in on the sled and smack the pins (helmet, chest protector, goggles, shin guards, elbow pads, etc.).

264) Turkey Bowling Minutes

This can be great thanksgiving tradition. See pin directions above. Also get a 14-16 pound frozen turkey and drill 3 holes in it where they would be placed in a ball. Same game as above skit. Have 3 contestants bowl a frame. You may want to put down cheap black plastic (at any hardware store) for an alley. Also please have someone at the end of the pins to catch the turkey or you may put a nice hole in a wall. There are chicken dance songs to be played in background or even a kid who hunts may be able to make turkey calls for your background. For a trophy, you may be able to make a turkey out of an old bowling ball (body) and pin (as the head). Use feathers and a red sock as a goblet and paint the ball with winners names. This sell is obviously the job for any turkey!

265) Jello Or Food Twister Minutes

Best done when it's warm outside so that when it's over kids can hose down. This one is very messy. Get a square of cheap plastic and attach pin tins in a 4 x 4 grid by pushing a pull clip through the bottom of the pans and plastic, and then spreading out the clips under the plastic to hold them down. You then may fill them with Jello (already made) right before club. Have a good spinner and kids who will go for it. Play in bare feet. This trophy may be a plaque that looks like a twister board with a past winner in each circle. "The Twist" by Chubby Checker may be background music and the sell possibly with a kid who can come in with their legs behind their head (those sick twisted individuals!).

266) Belly Flop Into Jello Contest Minutes

This makes a hysterical winter time minutes and a huge mess as well. Sell for a belly flop contest. Bring out a couple of bed mattresses, cover as much as possible with plastic, and then on top of the mattresses have a baby pool with Jello. Then off a table or high stool, do the best belly flop for points. Be careful with where you do this one.

267) Shaving Cream And Cheese Ball Minutes

Pull two guys up front and cover their face except eyes and mouth with shaving cream (or possibly chests also). Divide the room in half and toss out bags of cheese balls into the crowd (be aware, this is not good on carpet). On the count of three start music and let both sides of the room throw cheese balls at their guy, count the number sticking on them to see which side of the room wins. Possible sell, have a couple of seniors convince leaders to sit in the chairs (or maybe run on characters), this may be a good one for kids to get you! Kids may have a blast as you relinquish your "adult"

rights and let them throw at you, or they may just feel sorry for you in which case this is a stupid idea! Another sell may be cheese heads (like Green Bay Packer fans) coming in throwing cheese balls into one another's mouths.

268) Musical Food Minutes

Put an apple, and onion, and tomato, etc. in separate lunch bags in front of everyone. Mix them up, throw them out into crowd, start music. When music stops whoever has a bag takes a bite. You may need referees to declare who had it when the music stopped. The number of objects will obviously depend on size of club. Try to think of great objects!

269) Speed Kissing Minutes

Seven kids, guy then girl then guy, etc. line up with sharp girl (your hero) at the end. Kids face sideways and turn to next kid passing a kiss on the cheek to the next person after they have received their kiss on the cheek. The third time the leader behind the last girl gives her a pie behind her back. She pies the guy in front of her when he wheels around to plant one on her cheek. For a sell, you may want to invent a character of a "love" counselor (i.e. Dr. Love, Antonio Amore, Sal the love god, whatever) with theme music. Then when you have skits involving guys and gals, your character may be a natural "teacher" to sell this minutes.

270) Follow The Moon Minutes

Three people step up one at a time. Put a flashlight behind a sheet held up by 4 people. Kid follows light with nose to the beat of music, light moves faster till they can't keep up. Play for time followed. Third kid has light bring them down and then up to the upper edge of sheet, when he/she gets there, drop the sheet and pie kid. Can be done in pairs and make them cross, etc. *ALSO, if you think you have done this one and some seniors, etc. may remember it, you may consider taking the kids out of the room, letting a senior pie the first two kids one at a time. And then when the third kid steps up and is going, have both the two kids pied and the third ALL have pies and double cross the senior behind the sheet!*

271) Flying On The Ground Minutes

Two guys (that you have filled in on this skit before club) holding a 2x6x4 board. Send 2 girls out of the room and keep the 3rd to go first. Blind folded girl gets on board and guys lift it two inches off ground. Person in front of girl *holding both of her hands* continues kneeling lower, giving illusion to girl that she's really lifted high. Guys shake board as if straining. Have suspense music in background and kids cheering to add to confusion. Get the crowd to count to three and pull her hands as she jumps off. Then do the next two girls. Have the 3rd girl be the one you worry about being embarrassed the least, since the first two will at least get to see someone else fall for it. This is a great skit for camp sell - for example, have a kid in a frogman scuba costume with a helmet come in screaming about the blob and how they need to blob now. Since he/she is so enthusiastic, you think of this blob simulation game.

272) Sponge On The Chair Minutes

Leader dressed as cheerleader (wig, uniform, and two sets of pom poms make it) sitting on chair facing kid in another chair. Do follow the leader including several stand up-sit down things. You must get them going very fast and be 10 times more enthusiastic than you want them to be. Do three kids one at a time with the others watching and for the last kid, the last time he/she stands, someone else slips a wet sponge in pie tin on the chair for them to sit on. Note: if you send 3 kids out of the room and try to get all three, you will need 3 chairs (because they will notice they are wet, and a way to dry everything fast - kids will notice water). An over enthusiastic cheerleader sell or a sell involving a tribal initiation or something will also work.

273) Identify Your Friends Minutes

Pull two kids up front and tell them that they will be brought in to identify people in the room, then send them out of the room. While they are out of the room, hand out grocery bags to everyone, **MAKING SURE** they don't open the bags until you tell them to. Explain to the crowd that you will bring in the contestants, give them one last look at the crowd, and then will spin them around so that can't see the crowd. Then on your instructions the crowd quickly puts on the bags at once...with inch of flour in each one! Think through the mess.

274) You've Got Something On Your Forehead Minutes

Take 3 kids out of the room and bring them in one at a time. The leader demonstrates that there is a special skill of facial movements allowing someone to shake a dime off their forehead without jumping or shaking. Place a dime on your forehead so it sticks and get the dime to fall off. Then as you go to press this same dime on their forehead, press hard for 10 seconds and gently take off the coin so it feels to them like its still there. Have them open their eyes and try to get off the coin that isn't there. Practice.

275) What Did You Say? Minutes

Send three kids out of the room (choose kids carefully) explain to the crowd that it was recently learned that when someone is placed in front of a crowd in complete silence, that they will revert back to the experience of their first kiss. As a matter of fact the first things they will say are the things they said after their first kiss! Therefore, the crowd must be Completely silent and stare at the person. Don't leave the poor kid up there for too long.

276) Do As I Do, Not As I Say Minutes

Pick three kids and send them out of the room. Explain to the crowd that you will be acting something out for the first person. Bring in the first person. Act something out for them and don't tell them what it is. They do it for the second person and the second person does it for the third. Go back and ask what each person thought they were doing.

277) Dating Game Minutes

Have kids put names in a hat the week before and pick four girls and four guys. Line up one guy and girl from another school to be the contestant. Go over the questions ahead of time to eliminate marginal ones. Video tape the date to show in club. Discipleship and student leaders plan and execute the date like a progressive dinner in public places. Have a creative way to chauffeur them around. Interrupt with funny things and don't leave them alone much since it can be very awkward for the kids. You may also incorporate commercials through your show.

278) Pantomime A Dump Minutes

Take three kids out of a room. Tell them they will pantomime a motor cross rider, a fan at an exciting game, a roller coaster ride (or possibly also a bucking bronco) using sounds, no words, and a chair. Whoever is with these kids must show them how to do it, give them ideas, get them fired up - this time out of the room and the right kids will make or break this skit. You may want to pull them out and sing one more song just to buy time to teach them how to go for it! Before they come in one at a time, tell crowd you have actually asked them to pantomime themselves during their best episode on the toilet. Crowd must cheer them on! For a sell on this one you may consider someone trying to learn the fine art of "mime".

279) Tush (Butt) Charade Minutes

Have kids spell words to their class using their butts only. You may need to give category. You can also do this one for time.

280) Whipped Cream Pie Search Minutes

Have a whipped cream pie in front of each kid. Tell them that there are 5 M&M's in each pie. The first ones to find all five using only their face will win. But only put 4 M&M's in each pie.

281) Cheeky, Cheeky Minutes

This minutes is dedicated and sometimes sold by a grandma character. The truth is that we all will be grandmas and grandpas soon so we need to practice. Bring up 6-7 kids guy girl alternating with a girl at the end (all are in on it before club except for the last guy before the last girl). Standing in line always facing the audience they quickly relay down the line a "cheeky, cheeky" (they say it as they squeeze some part of the other persons face between their forefinger and thumb). When receiving the cheeky cheeky you must close your eyes like you would if grandma was doing it and then you must relay it quickie to the next person. Do it over and over, faster and faster, but the last girl each time has lipstick on her fingers and is decorating the face of the guy next to her without him knowing it! He looks goofier and goofier each time. This must be a kid that can handle it. The girl may need to practice, if it doesn't work it is usually because the guy sees stuff on her hand or she leaves a big glob. Have a towel for him to clean up.

282) Will He/She Drink It? Minutes

Mix different concoctions (ice cream, spaghetti sauce, sardine juice, pickle juice, etc.), blindfold kids and ask them if they will dare to drink concoction. Take pictures of their faces upon contact. Possibly give prizes to the most daring.

283) Pick Your Friend's Nose Minutes

Use a huge piece of paper or a sheet and draw three people on it. Cut out the space for their nose. Three people are chosen from the audience to stick their noses through the holes. The paper has to be big enough to hide their bodies. The rest of the kids try to see if they can pick their friends nose.

284) Kazoo Band Minutes

3 teams of 4 kids. Send them out after second song to choreograph and practice a Christmas carol on kazoo. Give each group a different song and make sure there is a leader kid in each group.

285) Alka-Seltzer and Dr. Suess Minutes

Put an Alka-Seltzer in your mouth and read a Dr. Suess story.

286) Alka-Seltzer Romance Minutes

Get about three or four couples. Put an Alka-Seltzer tab on one of the partner's forehead. Use a rubber band to secure the tab. Place goggles and garbage bag on that person. Hand a squirt gun to the other partner. On your command squirt away. Whoever dissolves their Alka-Seltzer tab first wins.

287) Whistle and Burp Minutes

Select three couples to participate. Feed boys five saltine crackers. Girls drink a bottle of coke. On a signal, boys must eat and whistle. Girls drink coke and burp. First couple to complete both tasks wins.

288) Sushi Minutes

Have a kid (female) come into club dressed as a Gishi girl, holding a large clear bowl with water in it. Pick three kids to come to front of club. Have them blindfolded dip cup into large bowl. Tell them all to drink the water, set it up as a contest or something. Right before they put the water to their lips, drop a gummy fish in one or two glasses. Watch the reaction when the slimy treat touches their lips.

289) Go Fish Minutes

Aluminum roasting pan, (deep)-fill with a few gummy worms and lots of Reddi-Whip whipped cream. Using only faces, no hands etc, the kid goes fishing for as many Gummi worms as they can locate in a specified amount of time. This one is messy.

290) Oreo From Forehead To Mouth Minutes

Three or four kids up front twist Oreo open, moisten the creamier side and stick it to their forehead. Then, without using their hands, they try to slowly contort their faces to maneuver the Oreo down their face and into their mouth. First one wins. Funny faces!

291) Egg, Sausage, and, Panty Hose Rodeo Minutes

Guys put raw egg inside pantyhose and pull over head. Girls ride piggy-back with half a kielbasa sausage (put the sausage in pantyhose also or it will break immediately and they will have nothing to swing with). Try to break other guy's egg, make sure guys know they cannot hit each other. Four teams, lots of room, knee-pads for guys if it is a hard floor, and towels to clean up! A cowboy rodeo sell will work. Have some good country wild west music for this ride also!

292) Paintin' With Your Noggin Minutes

Three guys with way short hair. Come to front and dip heads in tins filed with chocolate sauce. Others, maybe some girls, hold large pieces of cardboard for them to draw or write on. Write words. Draw pictures. You get the idea. Use your imagination.

293) Make Rain Minutes

This minutes involves the whole club, and the larger the better. This may even be a good way to focus attention before a talk. Explain to everyone that you are going to do something once thought impossible. That with their help you will make it rain inside.

Divide them into three or four groups right where they are sitting (left, left middle, right middle, and right...sides of the room) and explain that they MUST be absolutely quiet and watch you tell them what to do for this to work. Then, only after they are quiet, point to the left side and have them quietly rub their hands together back and forth, then bring in the next group, the next group until all are doing it (it should get louder as you go).

After the last group has joined in, go back to the first group and get them snapping their fingers, then the next group and so on. Then back to group one to begin patting their hands on their legs...on to the other groups.

Then back to group one to begin patting harder and stomping their feet on the floor...on then to the other groups.

Then begin to do this process in reverse...back to patting legs, back to snapping, back to rubbing hands, back to silence. If it is done right, you will hear your rainstorm!

294) Cup Closer Minutes

This is done with partners. The girls lay on the floor with a coke cup on their forehead. The guys put their forehead on the other end of the cup. From this position the couple must try to stand — then turn the cup around between their heads without touching the cup with their heads — then they must waltz with the cup between their heads. (Supply some good waltzing music.)

295) Gag A Napkin Minutes

Here's a "quickie", just for fun. This game will really liven up even the most boring banquet. Each person opens up a paper napkin and places a corner of it on his or her tongue. Then have a race to see who gets the complete napkin in their mouth first.

296) The Shoe Stretch Minutes

Get two old pairs of men's shoes, take out the strings, punch holes in the back of each show and tie a four-foot piece of elastic to each. Place shoes on opposite sides of the room and tie other ends of the elastic to the legs of the chair. Two people get into the shoes — one in each pair — and walk toward each other. Have someone sitting in the chairs to weight them down, and have them spaced so that the elastic becomes taut just as the two meet each other. The object is, with the shoes stretching the elastic, to exchange shoes in the fastest time possible and return to the other chair.

Rules: 1. Once one's foot is taken out of the shoe, it cannot touch the floor. 2. Hands must only be used to hold each other up. 3. If a shoe snaps back to the chair then the person must hop back to get it.

297) String Tie Mystery Minutes

Here's a simple little game that you can use to test your group's creativity. Hang two strings from the ceiling in such a way that they dangle approximately one foot from the floor (both strings should be about the same length). The strings should be far enough apart that, while holding the dangling end of one string, the other string hanging down is a foot or so out of reach. Challenge anyone in your group to tie the dangling ends of the strings together with no help from the audience. The only thing that can be used in this task is an ordinary pair of pliers. How is it done? It's simple. Tie the pliers to the end of one of the strings and then swing the string ask and forth. Then hold the end of the other string, and when the pliers swing close enough grab them. Untie the pliers and tie the two strings together.

298) Squirm Race Minutes

Place a volleyball between the foreheads of a boy and girl couple. Without using their hands, they must work the ball down to their knees and back up again. Their hands must be kept behind their backs and the two must start over again if they drop the ball. Couples do not have to be of the opposite sex. Two guys or two girls will work just fine, but a boy-girl couple usually adds to the fun of this event.

299) Whirling High Jump Minutes

Get three volunteers to come forward and try this simple game. Give each a stick about 24 inches long. Tell him (or her) 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.

300) Foot Signing Minutes

Have five guys come to the front of the room and remove their shoes and socks. Give each a felt-tipped or ball point pen. On the signal, the five boys run out into the crowd and see who can get the most signatures on the bottom of their feet in the time limit. No one person can sign more than three feet. Guys can use both feet. Signatures must be legible.

301) Corn Shucking Race Minutes

For this little game, you will need several ears of corn. Select three or more volunteers to try and "shuck" an ear of corn using only their bare feet. No hands are allowed. Whoever finishes first, or whoever has done the best job within a given time limit is the winner. Award an appropriate prize, such as a bag of corn chips.

302) Ten Toes On the Rocks Minutes

Fill two pans with crushed ice and place ten marbles in the bottom of the pans, underneath the ice. Two boys must remove their shoes and socks and try to get the marbles out of the pan using their toes only. They can't turn the pan over, or spill any ice. The first to get all the marbles out of the pan is the winner.

303) Water Balloon Shave Minutes

Three couples come to the front of the room. The boys sit in chairs facing the audience and hold a large water balloon on their heads. Their girl partners cover the balloons with shaving cream, and with a single edged razor blade (no razor, just the blade) try to "shave" all the soap off of the balloon without breaking it. Whoever is the first to succeed is the winner.

304) Who Hit Me Minutes

Have two guys lie down on the floor (face up, side by side) and put a blanket over them so that they cannot see. Everyone in the crowd forms a circle around them, and one person in the crowd has a rolled up newspaper. The newspaper is passed around to someone who takes it and hits one of the guys under the blanket on the head with it. Then gets back into the circle, leaving the newspaper on the blanket. The guy who has been hit counts to 10 and comes out from the blanket and tries to guess who hit him. If he guesses correctly, the person who is guessed goes under the blanket in his place. These are the instructions given to the crowd and to the players. However, one of the guys under the blanket has been clued in ahead of time that he will be given the newspaper and he will reach over and smack the guy laying next to him with it, then pull his arm in under the blanket real fast and play dumb. The guy who is hit will jump up, and his guesses will always be wrong. (Hit the clued-in guy once in a while so that it won't look quite so rigged.)

305) Cupid Minutes

Make a heart-shaped target and fasten it to a guy's back. Give his girlfriend a bow and arrow (with suction cups on arrows) and she stands about 20 feet away, and is given 6 arrows. The idea is that she must hit the heart on her boyfriend's back, if she loves him. Every time she misses, the boy gets a pie in the face. (Note: Bow and arrow should be the toy store variety. You can use toy pistols with suction-cup darts, also.)

306) Girls Arm Wrestling Minutes

Have two girls come to the front and arm wrestle. Encourage the crowd to root for their favorite. Two out of three wins a prize.

307) Big Bad Wolf Minutes

Give three-man teams enough newspaper and tape to build a newspaper shelter of some kind. It must be big enough to get all three inside. The (youth leader) then attempts to blow the shelter down. A prize is awarded to the best job. Afterwards, have a giant paper fight.

308) Blind Tag Minutes

Conjure up something with a circumference of about twenty feet, (such a two tables pushed together or rope wrapped around four chairs). Blindfold two people and put them on opposite sides of this object. Both must always be touching it. Designate one to be "it" and have the bystanders shout to their favorite which way to go to catch or avoid being caught by the other. Beware of high-speed collisions. One variation is to remove one of the two contestants and let everyone shout directions to the unsuspecting victim. Another is to have everyone silent and let them listen for each other. This won't work on a carpet.

309) Strength Test Minutes

Here's a good stunt you could use on contest night. All you need is a flat, ordinary bathroom scale. Each person holds the scale with two hands and squeezes it, pressing as hard as possible to register the highest weight on the scale. Or, you could have two people, one holding the scale and the other pushing, attempt to register their highest weight on the scale. Or, you could have two people, one holding the scale and the other pushing, attempt to register their highest score.

310) Doctor Banana Minutes

Have a team peel and cut up a banana into equal parts. (Don't tell them what comes next.) Then tell them they must put the banana back together using pins, needles, tape, or whatever. The team with the best, reconstructed banana wins.

311) Bob for Bananas Minutes

Follow the same rules as you would in bobbing for apples, but use bananas instead.

312) Banana On a String Minutes

Tie strings around several peeled bananas and hang them from the ceiling. Ask for volunteers to race to see who can eat the banana first without touching it with their hands.

313) The Un-Banana Minutes

Ask for two volunteers. Give each person a banana and a bottle of 7-up. Tell them they must eat the banana first then drink the bottle of 7-Up as fast as possible. The first one finished wins. Sounds easy. But watch what happens when the 7-Up mixes with the half-chewed banana.

314) Submarine Ride Minutes

A volunteer lies flat on his back on a table with a person at each arm and each leg. The legs are the left and right rudders. The arms are torpedoes one and two. A jacket is put over the volunteer's head with one sleeve directly over his nose. This is the periscope. The captain (you) yells "Left rudder!" (Person on left raises leg) "Right rudder!" (Raise right leg) "Torpedo one!" "Torpedo two!" (Raise arms). "Up periscope!" (Sleeve is lifted straight up). "Dive! Dive!" (You pour water down sleeve and into the volunteer's face.)

315) The Talking Head Minutes

To set up, use a table that extends in the center, or place two card tables ten or twelve inches apart and drape with sheets to the floor. Cut a hole in the sheet for a guy's head to come through. Place three buckets upside down on top of the table, one of them over the hole. During a busy part of your meeting (or behind a curtain), have a guy that will act as the "talking head" position himself under the table with his head sticking up through the sheet and under a bucket. No one in the group should be able to tell that there is anyone under the table.

Ask three volunteers (preferable girls) to leave the room, and bring them back in one at a time. Explain that they are helping with the Karina Machado Speed Reading Course and have only two seconds to read the short printed phrase under bucket #1, only four seconds for bucket #1 and only six seconds for bucket #3. When they are ready, position them with their faces close to the bucket's edge, lifting the bucket just long enough for them to see and read the phrase. Lower the bucket and have them tell the group what they read. Repeat for the second bucket amid much praise and encouragement for the fine job they are doing. When they are positioned and ready for the third bucket, lift it much higher and your talking head should scream or yell to scare the volunteer. The first time, even the group will scream and react since they were not expecting to see a head under the bucket. Repeat the process for the second victim, making sure that the group has been cued not to give anything away.

316) Put Your Money Where Your Mouth Is Minutes

Two guys who have wallets each face the other and see who can "draw" his wallet the fastest and stick it in his mouth (gunfighter style). Another way to do this is to ask for two people who want to win two dollars. When they come up, give each a dollar bill, which they must put in their wallets and place back in their back pockets. On the signal, they go for

their wallets, gunfighter style, and each must take the dollar out of his wallet, put it on the floor and then sit on it. The last guy to do so has to give the other guy his dollar, and he loses.

317) Spam Roulette Minutes

Materials needed: Can of Spam, Spoon, and Fun facts about Spam (Phone # to call on the can.)

Call up people to the front. They play Spam roulette. Music would play, I guess. When the music stops, the person must choose a person on his right or left. That person must answer a trivia question about Spam. If they cannot answer, they must take a bit of Spam.

318) King Of The Goats Minutes

Choose a "goat" from the group (or one from each team) and have it removed while the groups are given instruction. The crowd (one group) is instructed to stand on the sidelines and shout instructions to the goat, while the circle group (the other group) is told to form a circle holding hands. The goat is to be put in the center of the circle blindfolded. At the signal, the goat is to start chasing the circle and the circle is to move as a whole to avoid being caught. When the goat is ready to start, the circle group is instructed in his presence to move silently and to make no sound. The goat is to listen to the sideline crowd for instructions where to go to catch the circle. As soon as the start signal is given, the crowd starts shouting instructions to the goat, such as, "Go to the right, the right, now go back, straight ahead." The minute the game starts, the circle team, instructed before the goat arrived, immediately disbands and joins the crowd, leaving the goat in an empty field. Let the goat run for a short time or until the goat guesses what is going on. Be sure you choose someone for this who can handle it.

319) Marshmallow Pitch Minutes

For this game, have your kids pair off and give each pair a sack of miniature marshmallows. Each pair should also have a neutral counter. One person is the pitcher, the other the catcher. On "go", the pitcher tosses a marshmallow into the catcher's mouth, and the catcher must eat the marshmallow. The pitcher and catcher should be about ten feet apart. The counter counts how many successful catches are made, and the couple with the most at the end of a time limit or the first to reach twenty successful catches is the winner.

320) Marbles In Jello Minutes

Put marbles in a roasting type pan (use a dark colored Jello) paper towels, and plastic for the floor. Have 2 people for each pan of Jello, using only 1 foot they must race each other to find the marbles.

321) Putting On the Lips Minutes

Tube of lipstick, paper towels and couples on kids

The guy holds the lipstick in his mouth and puts on the girl's lips. You may want to put a trash bag on the girl, just in case.

322) Gum And Flour Minutes

Gum, flour, cake pan and 3 to 4 kids

Bury the gum in the flour. Without using their hands, they have to find the gum and blow a bubble.

323) Butt Charades Minutes

Great spur of the moment, no material needed. Have people spell out words with their butts and have the audience to guess the word.

324) Mr. Blockhead Minutes

Stack different sized block. Emcee is wearing a box block over his head and makes a big deal of game.

325) Burp Contest Minutes

Contestants chug a coke and burp. Possibly use a mike.

326) Honey, If You Love Me Please Smile Minutes

Have three girls/guys try to make one of the opposite sex smile.

327) Velcro-head Minutes

On three people put stockings over their heads and carpet tape over that. Leave room only for breathing. Put cotton balls on floor and have students roll around trying to get as many cotton balls stuck to their head as possible.

328) Donut-line Minutes

String several donuts on a string. Three students must try to eat donuts without their hands. People on either end of string is bouncing and swinging string to make it hard.

329) Apple Hang Minutes

Have three couples blindfolded and facing each other. Tie 3 apples to strings and have couples try to eat apple as fast as possible.

330) Gum Un-wrap Minutes

Four or five people are given a piece of gum with wrapper. They must unwrap in their mouth and blow a bubble.

331) BB Butts Minutes

Girls hold frying pans over their butts while guys shoot BBs through straws and see how many times they hit.

332) Pictionary Minutes

Play with teams. For variation, have them draw with toes or mouth.

333) Play-Do Pictionary Minutes

Sculpt objects for your team to guess.

334) Sleeping Bag Wrestling Minutes

Have four people come up front. Put sleeping bags over two of them as they stand on their knees. They have to wrestle the other person to the floor. Then have the next two go, and finally have a championship round. Usually the heaviest person wins so try and pick people that weigh about the same.

335) Spam Sculptures Minutes

Each team gets a can of Spam. Have a sculpting contest.

336) Name That Person Minutes

Divide into two even teams. For larger groups, divide into four teams and have a play-off with the two winning teams and two losing teams. Give each person a blank 3x5 card (or piece of paper) and have him write five little known facts about himself and sign his name. Examples: I have a pet snake; my middle name is Hortense; I was born in Mexico City; I hate pizza; the carpet in my bedroom is green.

Collect all the cards and keep separate stacks for each team. The game is now ready to play.

The object is to name that person on the card that the leader draws (from the other team's stack of cards) in as few clues as possible. Begin by opening up the bidding between the teams, for example: "We can name that person in five clues!" or, "We can name that person in four clues!" etc. The team that wins the bidding has five seconds to guess after the reading of the appropriate number of clues. Appoint a referee.

337) Musical Squirt Gun Minutes

Have a group of 6 or seven up front. A loaded squirt gun is passed around until the music stops or until the leader says, "Stop". The person who is holding the squirt gun at that time must leave the game. But before he leaves, he may squirt the person on his left twice or on his right twice or once each. The last person is declared the winner. The gun must be passed with two hands and received with two hands (otherwise it will be frequently dropped and will break). It is best to have a second loaded squirt gun on hand to be substituted for the empty one. An assistant can refill the original gun, while the second one is being used. Be sure to emphasize that only two squirts are allowed, or you will be continually refilling the squirt guns.

338) Blanket Minutes

Materials: One blanket

Make sure everyone knows everyone's first and last name. Divide the group into two teams on each side of the room. Two leaders hold a blanket up in the middle of the room. Each team puts one person in front of the blanket. On the count of three, the leaders drop the blanket. Each person tries to say the other person's name standing on the other side of the blanket first. The faster person captures the other and brings that person over to their side. Continue until each person has had roughly two chances. The team with the most people wins.

339) Kool-Aid Taste Off Minutes

Ask three volunteers to sit in chairs facing the rest of the group. On a signal they each open a different flavored packet of Kool-Aid. They then lick just one finger and dip it into the packet. The person who in that manner is the first to eat all of the Kool-Aid in the packet wins. It's hilarious because they do not anticipate it being so sour, and they usually end up with it all over their lips.

340) Grape Toss Minutes

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

341) Shoe Tie Minutes

Divide all the people into groups of three. Taking turns, have two people untie and then retie the laces of the group with one person using his left hand and the other person using his right hand. Put a time limit on it. Race against two groups.

342) Sunglass Spit-wad Minutes

Put sunglasses on two people and try to get spit wads on their glasses using straws.

343) Balloon Blow-up Minutes

Have three co-ed teams. The girl holds the balloon while the guy blows it up until it pops. Switch.

344) Screaming Contest Minutes

Hold a screaming contest.

345) Blind-folded Musical Chairs

Musical chairs but blindfolded this time.

346) Forty Inch Dash Minutes

Give 3 kids a 40-inch piece of string with a marshmallow tied to one end of it. On a signal, each person puts the loose end of the string in his mouth and "eats" his way to the marshmallow. The first person to reach it is the winner.

347) Strawless Relay Minutes

Have 3 or 4 kids put one end of an ordinary drinking straw in their mouths. Have them all start at the same time and try to get their mouth from one end of the straw to the other without using hands, only mouths and tongues.

348) Dark Draw Minutes

Everyone in the group is given a sheet of paper and a pen. They are given 5 minutes or more to draw what they want. But the lights are all turned out during the time of drawing. The pictures are judged and winner gets a prize.

349) Straw Contest Minutes

Each contestant receives 2 straws and a cup of water. One straw is to be put in the cup and the other is not. However both straws are to be inserted in their mouth. Then they race to see who can suck the water out the fastest.

350) Straw Mumble Minutes

Have 6 kids up front and give each one a straw. They must get the entire straw in their mouth without using their hands. It's harder than you think. The first person done wins.

351) Who Do You Love Minutes

Take 3 people out of the room. Bring them in one at a time and ask them to say, "Who do you love?" The idea is for them to say the actual words, "Who do you love?" The audience is clued in on the joke.

352) Balloon Sitting Minutes

A race to see who can break more balloons in a given time by sitting on them. Make the last one a water balloon.

353) Musical Baby Food Minutes

Pass the baby food around to music, like hot potato, when it stops whoever is holding it must take a spoon-full. Start with applesauce and build to strained veal.

354) Soap Shrink Minutes

Divide into teams. Give each a large new bar of soap. Provide one or more kiddie pools filled with water-enough pools so each group has access to it. On 'go' have teams race to shrink their bars without breaking them. Call time after five minutes. Award motel-size bars of soap to the winner.

355) Puffed Up Minutes

Divide the group into two or more teams with three or four people on each team. Give each team a roll of masking tape and thirty balloons. On your command, have members of each team roll the masking tape (sticky side out) around one of their teammates below the neckline. Next, have kids blow up their balloons as quickly as they can and stick as many as possible to the taped-up team member. When the balloons have been attached, have the player go through the obstacle course and back to the team. Balloons that fall off during the race can't be re-attached. The team that has the most balloons still attached when the balloon person finishes the obstacle course wins the game.

356) Building A Firm Foundation Minutes

Divide the group into teams of six players or less. Provide each team with a Lincoln Log set and have them build the biggest structure they can in an allotted amount of time.

357) Kid's Shapes Minutes

Get three of the little kids toy that has all different kinds of shapes inside that has to go through the right holes in order to get inside. Blindfold all three participants and have them race to see who can finish the quickest. Possibly even put all of the pieces in one big pile.

358) Stuff 'Em Minutes

Divide the group into teams of four kids each. Give each team a pair of pantyhose, and explain that the team will have two minutes to place as many personal items as possible into the pantyhose. (You may want to have extra items on hand just in case some teams come up short.) Each item should be inserted through the waist end of the pair of pantyhose with out tearing them. Declare the team with the most items inside the pantyhose the winner. You could try blindfolding participants too.

359) Bagpipes Minutes

This really can't be called a song, but it is fun enough not to matter. Divide your group into three sections. The first section sings "Oh" continuously while lightly hitting their Adam's apples with the side of their hands. The second group sings "Ah" and rhythmically pinches their noses giving both a straight and nasal tone. The third group holds their noses and to the tune of "The Campbells Are Coming" sings using the "da" sound. Done correctly, this really does sound like bagpipes, provided the kids can keep from laughing.

360) Cookie Tower Minutes

Get teams of 3 or 4 people up front. Each team member is armed with cookies. (Gingersnaps are usually the best; however, Nilla Wafers will do in a pinch.) Within one minute, the team members must stack their cookies, one on top of the other, on one person's forehead. The team with the most cookies stacked wins.

361) Brother and Sister Minutes

This game is very similar to the Newly Wed Game, but instead of newlywed, use brother and sister couples. They must work together to score the highest points possible to win. The brother is sent out of the room and the sister answers a series of questions about her brother. She records her answers on a large sheet of paper. When the brother returns, he sits in a chair with his sister standing behind him holding up her written answers. If their answers match, the couple gets a point. Repeat this process by sending the sister out of the room and asking the brother to answer questions. Tally the scores and award the prize. Their answers are usually hilarious.

Questions to the sister about her brother:

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 in one word.
5. What is the meanest thing he has ever done to you?
6. What does he spend most of his time thinking about?
7. If you had one wish, what would you wish about your brother?
8. What is his favorite TV program?
9. How often does he take a bath?

Question 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. How old was your sister when she kissed her first boy?
6. What animal is your sister most like?
7. What is your sister's favorite subject?
8. How long does she talk on the phone each day?
9. Does she chase boys?

362) Human Scrabble Minutes

Two groups of kids line up in the front of the room. Each kid gets a letter hung around his or her neck on a card. All the letters in each group spells a word, but it is all scrambled up. At a signal, each group must arrange themselves to properly spell the word. The first group to do so wins.

Skits

For a long time everything (mixers, minutes, skits, and run-ons) was called a "skit". Well, these are the actual skits. **They are done mostly by leaders and traditionally cause a lot of laughs.** They need a lot of work, practice, and preparation before you ever get to club.

363) Rindercella And The Prandsome Hince Skit(original ending)

Once upon a time in a coreign fountry ther was a geautiful birl, whose name was Rindercella. And Rindercella had a mugly other and two sigly usters. Also in this coreign fountry there was a prandsome hince and the prandsome hince was going to have bancy fall.

Rindercella's mugly other and her two sigly usters went out and bought dancy fresses for he bancy fall but poor Rindercella couldn't go because she had nothing but rirty dags. So on the night of the bancy fall, Rindercella's mugly other and her two sigly usters put on their dancy fresses and went to the bancy fall. And since poor Rindercella couldn't go she cat down and sried.

Suddenly, her gairy fodmother appeared before her and touched her with her wagic mond and turned her into a peautiful brincess and then gave her a kig boach and hix sorses so Rindercella could go to the bancy fall. So off went Rindercella. When she got to the bancy fall the prandsome hince met her at the door. He had watched her come up in her kig boach and hix sorses from a widden hindow.

Rindercella and the prandsome hince danced all night long and the prandsome hince lell in fove with Rindercella. When the prandsome hince was just about to quop the prestion, Rindercella heard the moke of stridnight so she turned, straced down the rairs and when she got to the stottom blep she slopped her dripper.

The next day the prandsome hince went all over his coreign fountry looking for the geautiful birl who had slopped her dripper. When he go to Rindercella's house he tried it on her mugly other, but it fidnt dit! He tried it on her two sigly usters but it fidnt dit. And he tried it on Rindercella and it fid dit! So they were mappily harried and lived appily ever hafter. Ehe Thend!

364) Rindercella And The Prandsome Hince Skit (Young Life Moral Ending)

Once upon a time in a pall smillage lived a prettle litty girl named Rindercella. Rindercella lived in a hall smouse with her mep-stother and her three sigly usters. Rindercella wanted to go to the bancy fall at the castle of the prandsome hince, but her three sigly usters made Rindercella flop the moors and hay at stome. (said with sadness...) After the three sigly usters had gone to the bancy fall, a gairy fodmother appeared and told Rindercella she could go the the bancy fall too. She waved her wagic mond and made Rindercella a dretty press and some little slass grippers. Then she turned a cumpkin into a poach and four hats into roarses. But she had to be home when the strock cluck 12.

When Rindercella arrived at the sastle in her dretty prittle press the prandsome hince lell in fove with her. Boy were her three sigly usters mad...wow!! Then the prandsome hince and Rindercella pranced and pranced (demonstrate stupidly) all evening, but when the strock cluck 12 she ran down the steps into the night. But the prandsome hince had noticed that Rindercella had slopped her dripper!

The prandsome hince knew if he could find the gretty pirl whose tootsy would fit the dripper, he would find his love. (Suspenseful...) Meanwhile, the gairy fodmother was so mad Rindercella had slopped her dripper she turned Rindercella into a rat and put her in the cumpkin! The prandsome hince came to their hall smouse and made the three sigly usters try on the dripper. Unfortunately, Matilda, the third of the three sigly usters fit the dripper. There was nothing left for the prandsome hince to do but to barry Matilda, and they lived hunhappily ever ufter (sadly). The storal of the mory is...when you go to a bancy fall, don't slop your dripper!

365) Herman The Trained Flea Skit

The trainer has a flea do various tricks, when suddenly he loses Herman. After searching for a while, a girl is brought forth who has the flea in her hair. The punch line is, "He wait a minute, this isn't Herman!"

366) Pick Pocket Skit

"Freddy Fingers and Hands Harry" meet and embrace each other. They tell where they've been in the last few years (like what prisons they were in, etc.), and as they say goodbye, one says to the other, "Oh you may want this." He gives him back his watch. The exchange of articles that they have picked up from each other until one of them hands back the other's pair of boxers!

367) Coke Commercial Skit

Have one person standing, holding an unopened coke bottle, the next fellow holding a bottle opener, the other two doing nothing. The skit opens with the first examining the bottle very closely, then he passes it on to the next. He opens the bottle and passes it on to the third person, he/she guzzles the entire thing and passes empty bottle to the next person. The last person looks at the empty bottle with a sick look and burps as loud as he can.

368) Granny's Candy Store Skit

Paint verbal picture of the various kids acting as three chairs, etc. in Granny's store. Have three guys standing there, but with no parts to play. Have several kids come dressed up as five-year olds. They ask granny for licorice, and she regretfully tells them she has none, they ask for several other kinds of candy and each time she says she just ran out. Finally, disgustedly, the little kids ask what kind she does have, and she says all she has left is these three suckers standing over here in the corner.

369) Statue In The Park Skit

The skit begins with one person posing as a statue in the park (the thinker or the discus thrower). Another person introduces himself as Prof. Arthritic Kneecap, of the Univ. of Amputation and Mutilation. After a long study he has discovered a way to revitalize the calcium deposited in joints of the human body, the painful and crippling effect of arthritis. In fact his solution will bring life to almost any old lump of calcium. "Even this old statue" He pours the bottle on the statue's head. Slowly it comes to life. Statue: "boy, I've been standing like that for 1500 years." Professor: "What is the first thing you want to do?" Statue: Kill 5000 pigeons with my bare hands!"

370) "The Game" Skit

Perhaps you didn't know it, but for the past 25 years, (your town) has been the scene of a momentous occasion. In truth, this epic of the Old West has been going on for much more than a mere quarter century. We must go back to the thrilling era of yesteryear, when great herds of buffalo grazed the plains and bandits held up stage coaches. Yes, for many years in the boom town, now ghost town of Hudsonville, six men brought together by circumstances too unbelievable to believe — got ready to begin on an adventure that would strike fear into the hearts of men everywhere — and the adventure was called... THE GAME!

Every year these initial players played again in the same town this terrible game only they knew so well. Now the descendants of those men still keep alive the tradition sacred to their hearts by meeting once a year playing...THE GAME!

You have probably figured out by now that tonight, yes tonight, is the night that these men will meet and tonight here at (your place), honored for the past 25 years by the players as their playing ground, will be played the most fantastic game. It is truly the most amazing phenomenon of the age...THE GAME! Truly it is a game of crime, of mystery, yes, even of death!

First there was Gaylord Ravenal — the notorious Mississippi Riverboat Gambler. For him, to win and lose a whole stake in one evening of pleasure is strictly commonplace. He is sly, underhanded and deadly with a pistol. Through the years many prizes have crossed the table his way, tonight he has traveled many miles at great expense for the sole purpose of defending his reputation. (Comes in; fixes gun, has cigarette in mouth, shuffles the cards, and then misses). Second there was Honest Tom Foolery — the sheriff from Cut-up Creek. Old Tom is one of the best sheriffs money can buy. Tom never runs from trouble. But of course, he never looks for it either. Tom is a friend of gunmen, gamblers, train-robbers, horse thieves and claim jumpers; he also has many enemies as a result of...THE GAME! (Acts cocky, steps up to bar, watches Gaylor...orders drink, gets it poured all over him.)

Fourth there is Just Plain Bill — This is a man as hard as the rocks he digs. We would like to say more, but we can't because he is just plain Bill. (Stumbles in, acts out of it.) He has come for THE GAME!

Fifth there is Injun Joe — the last of the famous Apaches, one of Geronimo's right hand braves. Strong, silent, ruthless, and just plain mean. The scalps of many men have hung from his belt, some of them gathered in...THE GAME! (Comes in and sits down, looks mean. Gaylord deals cards here. Bartender pours drinks.)

And finally, there is Dirty Bert — dirtier than the dirtiest dirt. He was reared by a grizzly bear, educated by a coyote, whips his horse with a rattle snake. A ripsnorting, gun slinging, fist fighting, tough skinned galoot. Most feared hombre west of Pecos. He's been in so many wars that he is known in these parts as Pin Cushion Pete. (Comes in, brushes off dirt — then pulls arrows out of body, looks at everyone's cards, then knocks Manual Labor off chair after taking his cards — when Manual Labor pulls knife, Gaylord shoots him; bartender drags him out.)

Cards are re-dealt.

Then Just Plain Bill starts by sneaking cards. Injun Joe cuts off his hand, when Bill goes for Joe, Gaylord shoots Bill — Bartender drags him out.

Gaylord then hypnotizes Injun Joe and takes the cards he wants form him, then wakes him up (bartender keeps pouring drinks and while watching game, pours drink on Honest Tom Foolery's head).

Dirty Bert points out toward imaginary object and while all are looking, he takes all cards in the middle of the table. Start with Injun Joe and each man gambles more and more, upping with more money and then objects until finally someone calls. Then, one at a time each man puts down his cards until Dirty Bert finally lays down his last card and yells (frustrated) "Oh man, I'm the Old Maid again this year!" (Use whatever kids game kids in club would know).

371) Peanut Whistlers Skit

Take a large piece of cardboard and make tall top hats (to cover head arms and chest) Guys take off shirts draw faces on stomachs (belly buttons as mouths) Put shirts on waists and shorts below that. Play music with whistling (Globe-Trotters, middle of *Walk like an Egyptian* by the Go Go's) and let the dance through the room.

372) Motorcycle Gang Skit

Turn off the lights and 4 or 5 people come in and lie on their backs, on floor (heads toward crowd) with their arms up in the air, and each havine a round stick or dowel covered with tinfoil for the handlebars. They are the bikes. "Bad To The Bone" plays as a 'motorcycle gang' walks in they sit on the 'bikes' knees and use kazoos to simulate motorcycle sounds. They all lean left, right, wheelie in sync. When they finish, they all say together, "Mom, can we have another quarter?"

373) Toucharama Skit

This is a ride where you watch the movie on the screen and really feel the action. One guy walks out and girl in lab coats who stand behind a chair. Meanwhile the announcer pulls up a planted volunteer. The kid sits down in the chair, puts on 3D glasses and stares ahead as if watching a movie behind the crowd. A guy and girl read a movie story line backstage over microphones while the lab coats help make it 'live' to the volunteer. For example, "Oh Jim I've missed you so much I just want to hug you" (Lab coat hugs him). You may kiss, slap, throw water on, the volunteer to make the most of their experience. The volunteer may even ham it up and when they begin to fight, root for them to make up; then they make up, get sick.

374) Foreign Exchange Student Skit

You need someone who can speak a foreign language *very fluently*. It sometimes is fun if you have a real foreign exchange student at club to have them play it up. Explain that you the leader are excited to make YL for everybody, and thought that it may be best to have a foreign exchange student come and share their thoughts on YL. You will ask the questions and translate for the crowd. Bring in your non-English-speaking student and ask them things like..."How do you like the music at club?" Have the student rant and rave, holding there nose, rambling about how awful it is and when they are finished, you smiling, tell the crowd they loved it. Continue until the student gets mad and walks out.

375) Coke's Fine Dining Campaign Skit

This is a quick commercial: "And now ladies and gentlemen, a word from our sponsor. With the successful marketing of the Arch Deluxe for adults, Coca-Cola now turns its advertising to a more mature fine dining audience. "Coca Cola — the choice of a mature generation." 2 couples enter in tuxes and prom gowns. The first girl: pulls out a bottle of Coke; hands it to the next guy in line; he pulls out a handkerchief; twists the cap and hands it to the next girl; she in very lady like fashion guzzles down whole bottle; and hands the empty to the last guy who belches.

376) Spittoon Boy Skit

Three hillbillies acting like they are chewing begin to brag about their spitting prowess. One spits for speed, one for distance and one for power. They decide to have a contest and call out Spittoon Boy (guy enters wearing rain slicker, boots, hat, goggles, and carrying a coffee can). They each back him up more and spit for distance. He flicks the can each time as if the spit landed in it. The last guy even sends him out side, down the street (he comes back amazed.) Now for speed, he flicks the can, he flicks it faster, the third time he flicks before the guy spits. Now for power, he flicks and falters a bit. He flicks and falters more, third time he flicks and spills it (water) all over crowd.

377) You Gotta Try This! Skit

A family is sitting around the table getting ready to eat. A kid comes running in and hits his toe on the table. "Oh, this hurts so much! I've never stubbed my toe this hard, I think its broke." He carries on and says "You gotta try this and see what I mean! It hurts!" They all get up and try it. Another family member takes a bite of dinner and burns their mouth. They spit it out screaming how hot it is and carrying on and says, "You all got to try this!" They all do, screaming and burning. Another takes a swig of some lumpy old sour milk carrying on how disgusting it is saying, "You got to try some of this!" They do and behave similarly. Scene ends when someone comes in saying "Oh man, I just got hit by a bus, every one of my ribs are broken and I have internal bleeding,! You gotta try this!" they all run out and scream with screeching tires.

378) Little Nemo Skit

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

they can get in and out unnoticed. Nemo can be prepared for a date (brush teeth, comb hair, shaver remove blade from razor). Also do exercises. Dancing with a strobe light helps. Practice!

379) Little Mobile Nemo Skit

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

Then the person kneels down in the middle of a dark-colored king size sheet or blanket with their entire body on the blanket, but their "arms-now legs for the creature" are outside the sheet.

Throw a pillow or two on their legs (their real legs) and then wrap their real legs and body and pillows up into a bundle and pull the tie portion of the bundle over their shoulder and pin it to their fake hands (also pull the sheet up under their fake legs and pin it on their shirt in back for better support as well). Now with their hands, and then dragging their body in what looks to be a big sack.

Remind them to keep their shoulders back and head up for good posture and appearance. Do whatever you want with them, just keep in mind that they have no way to move their fake arms.

380) Water Shortage At The Frat House Skit

This is a "picture if you will" skit of a water shortage at a local frat house. The scene opens with a glass of water on a table with a sign that reads, "water out of order, this is the last glass." Guys enter one at a time all in jammies as if it is a mirror and do different things with water. First guy combs hair dipping in and out of cup, second guy cleans ears (fake it but have flour on the Q-tip to cloud water), third guy rinses and spits toothpaste (frosting), fourth guy shaves (whipped cream), fifth guy comes in to take aspirin and drinks the water!

381) Dirty Socks/Laundry Detergent Skit

This is a TV commercial. Get a pair of white socks with chocolate syrup all over them to make them look dirty. Fill two different detergent bottles with milk and food coloring. Wash the socks and compare the results. Both clean the same so drink the "water" to see which tastes better.

382) Wind Beneath My Wings Skit

This may be a good skit for two seniors to have some fun with you. We have used it to kick off a senior skit night as a Saturday Night Live like opening. Explain to the crowd the tradition and incredible meaning of this night, and how you and two other seniors have chosen a very serious song to kick things off that you feel will set the tone for the show. They come and stand on either side of you very serious, and you begin to play the guitar. You all begin to sing, "It must have been cold there in my shadow" (as you finish the line they break in "You're as cold as ice..." and throw ice down you back). You yell at them and they apologize, you reluctantly go on. "To never have sunlight on your face" (They break off into Sunshine On My Shoulders as they shine big flashlights in your eyes). You chew them out more, then go on. "You were always one step behind" (You may have them de-pants you, with some great shorts on underneath, or smack a kick me sign on your behind...pointing and singing *Moon River*). Same scenario, you go on keeping your eyes on them. "You're everything I wish I could be." You turn defensively only to have them looking innocently back at you. You go on big, "You are the wind beneath my wings!" They lift your arms and use hair dryers on you. You explode for a final time and ask them, "Why are you doing this? What do you think this is?" They look at one another and yell, "Live from Hudsonville, it's Monday night!" Lights out, Saturday Night Live music on.

383) Olympic Nose Blowing Skit

This idea is to mock Olympic announcing. You must have funny hosts. Have a Bryant Gumball host and a Mary Lou Retna commentator to go along with him. They talk about Olympic nose blowing and comment on your first contestant (in a gymnastics uniform, loosening up, chalking the hands). You can talk about how she blew out a nostril on her last blow and really shouldn't be competing but the team may need this to win the gold. Great comments like, "Would you look at the nostrils on her, Mary. I bet kissing her is like double dating a two car garage." "It's snot really possible to get a perfect 10 here." You may want to bring in judges. She picks up hankie, hobbles on one leg, gets a score, wins, whatever. Announcers can toss to end skit, "and to Bruce Jenner and company for a look at the indoor javelin catching competition."

384) Talk Show Travesty Skit

Here's your chance to mock the favorite daytime talk show trash of your choice. Do it up like any show you wish. Today your guests are students who their whole life have only used one word. One guest female only say "OK" (flightily) to everything, one large tough guy only says "dude," and a third burnout guy only says "whoa." You begin with the girl. Questions are like: What has life been like for you? How do you communicate with your parents? How do you do in

school?" She answers these with some undertones to each OK. Your host mentions that peer pressure sure must be tough in today's school. Would she jump off a bridge if her friends did? She hesitates with a thoughtful face, then perks up dizzily and says OK. Next you work on the burnout "whoa" guy. Ask him questions about how he feels about things. For example, what do you think about your life? How does your girlfriend feel about this? What do you feel when kids pick on you? He answers each with undertones to match his whoas. Finally you work on the "dude." He answers each similar question with an attitude or excitement depending on the question. The interviewer is concerned that these people can't really communicate so he goes to the audience with questions. Kids planted in the audience ask the dud guy what he'd do if someone stole his bike. He grabs a chair and swings it around while yelling violently "dude!" The kid with the questions shakes his head and says "right on man! I hear you!" The interviewer shrugs his shoulders and says he wants to watch each of he guys ask the girl out on a date. Dude guy turns to her and says real romantically and with the nod of a head to the door "dude." She looks lovingly at him and sighs "OK." Dude guy acts all cocky then. Whoa boy then turns to her and caresses her cheek and says whoa real intensely. She sighs and reaches for his hand and says "OK." He smiles and she moves closer to him. Dude guy comes over to whoa boy and says toughly "Dude!" Whoa boy acts all scared and says "whoa, whoa" defensively. Soon they scuffle and dud guy picks up whoa boy and tosses him out. He leaves yelling "whoa." Dude turns to OK girl and offers his hand. She takes it and say "OK!" They walk off happily together. Your host wraps up and tells them to tune in tomorrow for more.

385) Commercial Skits

Any commercial can be fair game for a one-timer skit. Keep your eyes open. For example, mocking the milk commercials have worked well. Also, we have used a little puppet with a kid's face screened on like the Nike Little Penny Hardaway commercials.

386) Da Tre Berrese Skit

(an Italian Fairy Tale)

Uans oppona taim ues tre Berrese. Mama berre, Papa berre, e Bebi berre live ine contri nire foresta...naise aus. Unno dai, pappa, mama, e bebi go tuda biche anie forghette locha di dorre. Bai en bai commese Goldilachese. Schi garra nattinghe tudo batta meiche troble.

Schi puschie olle fudde daon di naute. No leve crome. Dan schi gos appesterese enne slipse in alle beddse...leise slobbe!

Bai enne bai commese omme de tre berrese. Alle sonnebrande enne sandinna scius. Dei garra no fudde; garra no beddse en wara dei goine due to Goldilachese? Tro erre inne strit? Colle pullisemenne? Fette cienze! Dei vas Italian berres!

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

Vatsi use? Varrjugoine du? Go complieneto sittiole? De ende!

387) Irate Neighbor Skit

(For this skit to work, you need to have the angry neighbor be played by an adult who the kids do not know. A good idea is a man on your committee. It's crucial that no kid recognizes this guy, though.) First appearance: angry neighbor knocks on the door loudly, claiming a car is parking his driveway (which is a leaders car, and they go out to move it) Angry neighbor is slightly ticked off, and asks for everybody to try and hold it down a little. Second appearance: after a song (preferably a loud one), angry neighbor knocks again louder, and is angry because of the noise. He asks who's in charge of this, and a leader tries to calm him down. The neighbor says stuff like he just got home from a long day at work, and he can't relax with all the noise. He's a little louder this time, and a little more confrontational. After the leader reassures the angry neighbor, he leaves. By this time, the kids probably can't believe what a jerk this guy is. Third and last appearance: a few minutes later, during one more really loud song, (or a loud game, or anything loud) he busts in the door, and gets right in the leaders face, poking him in the chest, telling him he's going to call the police if he doesn't shut this "meeting" down immediately. Then, the leader starts to get mad back. He reaches behind something, (a counter or anything) and produces a cream pie and smashes it in the face of the angry neighbor, then grabs him by his shirt and throws him out the door. The kids either are hooting and hollering, or are freaked out that the leader would actually do something like that. Next, (and this is important) the leader brings the angry neighbor back in, and tells everybody it's all a gag. This skit is a great way to introduce the kids to a guy on committee (who doesn't mind getting thrashed), and also show another adult who loves YL and kids. Remember: if one kid knows about it early, it'll probably blow the whole thing. You can't do this very often, not even once a year, because a kid will probably remember it, and then pipe up during club. Have fun!

388) Who's On First Skit

This is an Abbot And Costello skit. You will need to memorize the script and baseball uniforms work well for this one.

389) Bus Stop Skit

You will need the *Lion Sleeps Tonight* music, costumes, pick pocket set up, and a bus stop scene. All of the leaders can be in this one. Everyone is sitting at the bus stop, waiting for the bus. Two people with trench-coats on are also there. These two get into a conversation about how every day they all come to the same bus stop but never interact. One starts singing the *Lion Sleeps Tonight* song, the other person joins in, gradually everyone is doing it until they are all dancing around singing. One person says that the bus is there, and the group acts like they are getting on (leaving the room). The first two people stay back and start pulling things out of their jacket asking each other what they got (they were pick-pocketing all the others while they were dancing).

390) Grecian Urn Skit

You will need togas, water, and music. 4 or five people spit water in a ballerina type fashion making a human fountain while going along with the music. It works well for each person to have a pitcher of water.

391) Lone Ranger Skit

You will need 4 hats, 4 guns, 2 masks, lighters, costumes, and the radio story. Plus the radio story needs to be memorized.

392) King And Queen Skit

You will need two people, costumes for a king, queen, princess, gatekeeper, suitor, and the script memorized.

393) We Are The World Skit

You will need uniforms for everyone and the song. Play the song with all of your leaders acting out and lip-synching the different parts.

394) Chair Wrestling Skit

You will need a folding chair, wrestling singlet, headgear, music, and a strobe light. The wrestler will come into the room as if entering a big prize-fight, with the folding chair up front. After the wrestler gets into his wrestling stance the lights go down and the strobe light comes on as the wrestling begins. Go through a few moves (be sure to include holding the chair above your head and bringing it back down with a big slam) and end either with the chair or the wrestler winning — however you want it.

395) YMCA Skit

You will need 5 people for the Indian, cowboy, police, construction worker and army guy.

396) Junior Class Play Skit

You will need four people for the doctor, director, mother and child.

Mother: (enters sweeping the floor)

Son: (comes in the room holding his stomach) Mother, I've been shot.

Mother: Oh, my son.

Son: I think I will die mother.

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

Doctor: (enters immediately as mother hangs up the phone)

Mother: Where have you been, this is an emergency.

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

Son: I feel sick.

Mother: You look sick.

Doctor: You ARE SICK.

Son: I think I will die.

Mother: You must not die.

Doctor: He is dead.

Director: Cut, cut, cut...

First time: Have all the actors read the script with no feeling or emotion. Then the director stops the scene and says there must be more emotion...

Second time: Do it with wild emotion; it's the saddest thing ever done...weeping and wailing, with very pronounced actions. The director stops again, saying that that was a little too much sadness, this time make it a little lighter...

Third time: It is now very, very funny. Laugh until it hurts.

You can add other variations, such as a hippie (he needs more social identity, etc.) Costumes and props are key.

397) Light And Fluffy Skit

You will need two people, whipped cream, water, and costumes. They go back and forth asking each other if they like light and fluffy, in their ear, on their nose, on their head, in their shorts, etc. until there is whipped cream everywhere. In

between they sing the "light and fluffy song", "Light and fluffy, we like light and fluffy, light and fluffy, we like light and fluffy" while dancing around. They finish by cleaning each other off by dumping water all over each other.

398) 2001 Bowling, Golf and Baseball Skits

You will need 3 people, the *2001 Space Odyssey* theme song, strobe light, golf ball, baseball, and bowling costumes. These are really three skits with the same idea. In each one the lights are out and the strobe light comes on, with the theme song from the *2001 Space Odyssey* on loudly. Then two people go through a scene of golfing or baseball or bowling, using the music for dramatic effect.

399) Pass It Down Skit

You will need 4 males and 3 females, popcorn, candy bar, pop and one nerd costume. Have five chairs up front representing a movie theater with 2 of the guys and one female sitting watching a movie. The next two characters come in dressed in very nerdy costumes and acting as if they are out on a date. The guy is carrying popcorn, candy bar, and the pop. They notice that there are only two seats left so one person sits on one end, and the other on the other end. The guy takes out the candy bar, takes a bite, and then asks the next person to pass it down to his date. The people in the middle continue to pass the candy bar down, but each takes a bite so that it is gone by the time it gets down to the date. The same thing happens with the popcorn and the pop. Then, the first guy tries to put his arm around the person sitting next to him, and then asks him/her to "pass it down" which they do. The guy next to the nerdy girl does it, she kind of likes it, and he leaves his arm there. The first guy starts to get upset, but then passes down a kiss, which makes it's way all the way down the line. The last two "kiss passionately" (hand over mouth type). The first guy goes crazy, but the last two walk out together.

400) M&M Commercial Skit

You will need two people, M&M's, chocolate syrup, dresses, white gloves, and an announcer costume.

401) Slot machine cowboy Skit

Four characters are needed; a mechanical quick-draw cowboy dressed in full cowboy garb, two warehouse employees, a third employee. Only the mechanical quick-draw cowboy need remember any lines. They should be spoken in a mechanical manner: "Howdy Cowboy. So you think you can beat me, eh? Put on the holster at my feet and on the count of three, draw! Are you ready? One...two...three!" The only props you will need are two gun-and-holster sets, one of which should be loaded with blanks. The play begins with the two warehouse employees rolling in the mechanical slot-machine "cowboy" for storage. The extra gun-and-holster set is placed at the feet of the mechanical "cowboy". The third employee walks in and seeing the robot, decides to try his luck. He reads the instructions printed on the chest of the mechanical man and then places a quarter in the slot. The robot winds up and gives the memorized spiel. The employee is unable to pick up the extra gun and holster set because it's trapped under the boot of the mechanical cowboy. He panics and turns to run as the robot counts to three and shoots the employee. Not to be outdone, the employee lifts the robot's leg and puts on the gun set before inserting another quarter. He even practices his quick-draw skills several times. Feeling quite secure with himself, he insets another quarter. The message is repeated but this time the gun sticks in the holster and again he is shot. For the final attempt, the employee pulls his gun, stands to the side and holds his gun to the robot's head and inserts another quarter. The robot repeats the message except that this time the mechanical cowboy winds down in the middle of "two". The employee bangs on the robot a couple of times to get him moving again, but no response. Disgusted, he takes off the gun, sets his down at the robot's feet and turns to walk off. The robot continues suddenly with the rest of the pre-recorded message, says "three" and shoots the employee.

402) William Tell or Bahamian Rhapsody Skit

You will need all of your leaders, costumes (garbage bags maybe), a conductor costume, and music. Play the song with different people or groups of people acting like they are playing the different instruments, with a conductor out front. At the end everyone falls into a pile.

403) Dueling Nostils

You will need 2 people, penlights, and the Dueling Banjos song off from the soundtrack of the movie *Deliverance*. Two people come in very seriously, dressed in concert costumes (maybe tuxedos), and instrument cases. They set their cases down, open then up, and then pull out Q-tips. They clean out their noses with the Q-tips, and then put the penlights up into their noses, which is the cue for the lights to go out and the music to start. They then go back and forth with one person following the guitar and the other following the banjo, lighting up the lights which makes their noses glow red. After the song is done they very seriously pack up their things and leave the room.

404) The Fly In The Library Skit

You will need 4 people and someone to make the fly noise in the background, a book, flour, a glass and a librarian costume. Play baseball, do CPR, and then high 5 the fly with someone in the back making the fly noises into a microphone.

405) If I Were Not In Young Life Skit

You will need 5 people. Possible characters are: an undertaker, birdwatcher, farmer, surfer, stewardess, ice cream maker, Mac D's Worker, Post, ballerina, etc. The song goes, "If I were not in Young Life, I know just what I'd be. If I were not in Young Life, a _____ I would be. And each person in turn jumps in and does his or her character all in rhythm.

Undertaker: Well, well, well, you never can tell, if their going to heaven or if their going to... Well, well, well

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

Farmer: Come on Bessy give, the baby's got to live!

Surfer: Hey, Dave, totally awesome wave!

Stewardess: Here's your coffee, here's your tea, here's your paper bag, blahh!

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

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

Balleriana: Tippy, tippy toe, tippy toe, tippy toe

406) Contagious Ward Skit

You will need 6 people, pregnant woman costume and a nurse costume. The room is set up like a doctor's office with a nurse at the desk. The first person comes in and says that they have an appointment to see the doctor and sits down. The second person comes in sneezing like crazy, says that they have an appointment and then sits down. Gradually the first person starts to sneeze and the second person sneezes less and less, until only the first person is sneezing. The second person notices that he/she isn't sneezing anymore and then walks out. Another person comes in coughing uncontrollably, says that they have an appointment, and then sits down. Gradually the first person starts to cough (while still sneezing) and the third person coughs less and less, until only the first person is coughing (and sneezing). The third person notices that he/she isn't coughing anymore and then walks out. The same thing happens with someone who is itching all over, until finally a pregnant woman walks in. The first person screams and runs out of the room.

407) Mother Skit

You will need two people, the memorized script, diapers, bibs, and bonnets.

408) Hiccup Skit

You may sell this one as a time to think back about a time when you had the hiccups. Lights go off and back on (a little you sits in a chair facing club and hiccuping). Frustrated with the hiccuping you say aloud that you wish you could get rid of them. In back of you a person dressed in a mask, bandanna, or something like that sneaks up to try to scare you.

Just as he/she is about to scare you, you shout, "I know, I'll drink some water!" You jump up and the guy/girl behind dives the other way to avoid being seen (remember to keep hiccuping).

You come back with a glass of water, take a sip, but hiccup really hard and throw the water behind you onto the guy/girl as they began sneaking up on you again. Just as he/she is about to pounce on you again you stand and yell, "I know, I'll stand on my head!"

You try this but hiccup again while upside down. Same scenario, you try to breathe in paper bag...as he/she gets close you pop it in frustration and he/she grabs their ears like you just made them deaf.

Finally after he/she regroups, they sneak up on you for the last time and you turn and scream at him/her. He/she jumps and you laugh and then realize you've lost your hiccups and leave excited.

The scared guy/girl gets up, takes off his/her mask, looks at the crowd, and hiccups. You may also do this in reverse by remembering back to the time you wanted to help someone with their hiccups.

409) The Bucket Trick Skit

This is one you play on the entire group. You need one helper. Announce that you have a bucket of water from the fountain of youth. (Or any story that you want to make up.) Have a volunteer take a drink of water (he is your clued-in helper.) The bucket is brought in, and the audience can't see inside it, but it is really a bucket of rice or confetti with a dipper sticking out of it. Inside the dipper is some water. The outside of the dipper must be dry so that no rice will stick to it. You take the dipper out of the bucket, pour the water into a glass, and the volunteer drinks it. He waits, starts acting like a two year old, grabs the bucket, and throws it's contents all over the audience.

410) The Stand In Skit

Characters: 1. Director (wearing a beret, scarf, dark glasses, etc.) 2. Camera Man (with a "movie camera" of some kind. Try using an old fashioned meat grinder on a tripod to look like a camera.)

3. Make Up Man (with a sack of and a powder puff) 4. The Hero (handsome, dressed in white)

5. The beautiful girl 6. Bartender (or soda jerk...) 7. The Sucker (the stand-in)

The skit begins with an apparent movie-making set-up. The hero is sitting in a chair, next to the girl, getting ready to kiss her, and the camera man is moving around taking pictures, the director is directing the action, apparently intrigued with

the whole thing, as he has never seen a real movie set before. He walks in front of the "camera" and interrupts the action.

SUCKER: Wow, a real movie. I wish I could be in a movie

DIRECTOR: (in rage) CUT! CUT! You! Get out of here! You've just ruined a perfect take!. Beat it! Scram!

SUCKER: (runs off disappointed) Shucks. I sure wish I could be a movie star.

DIRECTOR: (thinks a second) Hey! Wait a minute! You! (points to the sucker) Do you want to be in a movie? I think we can use you! (he whispers to the hero something and they both smile.)

SUCKER: (overjoyed) Really! Wow! I'm a star! Oh boy! Where do I start? Where are my lines?...

DIRECTOR: Just wait a minute and we'll show you.

The action continues, and the hero sits again by the girl, says a bunch of mushy things to her, and then starts to kiss her. When he does, she brings back her hand to slap the hero's face...

DIRECTOR: Cut! O.K., bring in the stand-in! (The sucker takes the place of the hero in the chair) Make-up! (The make-up man comes in and throws a bunch of flour in the sucker's face.) Action!

The sucker starts to kiss the girl and she slaps him across the face so hard that he falls over backwards in his chair.

DIRECTOR: Cut! Great! All right let's have scene two...Action!

The hero crawls along the floor, crying "Water, water, give me some water..."

DIRECTOR: Cut! Bring in the stand-in! (He comes in and takes the hero's place) Make-up! (Make-up man throws more flour in his face.) Action! Roll-em!

The sucker crawls along the ground and yells "water." An off-stage helper brings in a big bucket of water and dumps it all over him.

DIRECTOR: Cut! Perfect! All right, let's have scene three...Action!

The hero walks up to a bar and orders some milk. The bartender gives him some milk and he drinks it. Then he orders some pie. The bartender says, "Do you really want some pie?" The hero says, "Yeah, give me some pie." The bartender reaches for some pie...

DIRECTOR: Cut! Bring in the stand in! (The sucker enters looking pretty bewildered at the whole thing)... make up... (He gets more flour in the face)... action!

The sucker stands at the bar, demands the pie, and the bartender throws the pie (big cream pie) in his face.

DIRECTOR: Cut...Perfect... Tremendous! ... Well, that's it for today!

Everybody leaves, leaving the stand-in with a puzzled look on his face. He shrugs his shoulders and walks off stage.

48. The Psychiatrist This is a skit that requires two persons: the psychiatrist and his patient. The scene is the doctor's office. The only props needed are a couch (for the patient to lie down on) and a chair for the doctor. The skit begins with a knock on the doctor's door, and he answers it.

MAN: Oh, ah, hello there... are you Dr. Kaseltzer, the psychiatrist?

DOC: Yes I am, and that will be 20 dollars. What other questions can I help you with?

MAN: Well my name is Mr. Gaspocket... I have an appointment.

DOC: Oh yes, what's the nature of your problem?

MAN: Well I'm trying to break - bark!- a nervous habit.

DOC: Well, maybe I can help you.

MAN: Thanks, doc. - bark!

DOC: How long has this been going on?

MAN: Oh, ever since I was a teenager - bark!

DOC: Hmm... Think back. Did a vicious dog ever frighten you?

MAN: Huh? I don't get it.

DOC: Well, these problems can often be traced to a single event.

MAN: No. This is just a -bark!- nervous habit.

DOC: Have you ever tried to break it?

MAN: Oh yes! I've tried lots of things, such as wearing gloves.

DOC: Wait a minute. You've tried wearing gloves?

MAN: Yes, well, you know, I thought if I would start wearing gloves, I might stop biting my nails.

DOC: Biting your nails?

MAN: Well, yes. That's the nervous habit I was telling you about.

DOC: You mean you came to see me just because you bite your nails?

MAN: Well, certainly. What else- bark!- what else in the world - bark!- would I have on my mind?

DOC: Maybe you should lie down and tell me all about it.

MAN: Well, I'm not allowed on the furniture.

DOC: That's all right, I don't mind.

MAN: Well, all right. You see, one reason I get nervous and bite my nails is -bark!- because of my mother.

DOC: Your mother?

MAN: Well, she always makes sleep on a bunch of newspapers down in the cellar. Somehow, she got this crazy quirk, you know, she got it in her mind, now you won't believe this, but she got to the point that she imagined that I went around the house, now listen to this, that I went around the house barking like a dog!

DOC: You think she imagined this?

MAN: Well, I know she did, you know, she finally wrote to a doctor about me... a Veterinarian.

DOC: Oh really? And what did he say?

MAN: I don't know. I never let the mailman near the house. -bark!

DOC: This goes deeper than I thought. I'm going to try the word association test. I'll say a word and you say the first word that comes to your mind...Table!

MAN: Chair.

DOC: Ball.

MAN: Bat.

DOC: Flower.

MAN: Rose.

DOC: Cat.

MAN: Bark!

DOC: Dog Catcher.

MAN: Bark! Bark! Bark!

DOC: I'll tell you what. This is going to require some consultation. Why don't you come in next Thursday?

MAN: Oh, no, Doc, couldn't you make it another day? I don't want to miss "Lassie."

DOC: Okay. How about Monday night around 7:30?

MAN: Nope, that's Young Life night.

DOC: Okay, let's make it Tuesday. Good day, sir.

MAN: (exits) Bark! Bark!

411) Little Red Riding Hood Skit

The following skit requires only two characters. One is a guy dressed up like "Little Red Riding Hood" (a red raincoat with a hood or a red scarf should be worn.) The other is the wolf (dressed in black.) Little Red has a basket covered with a towel. Inside the basket is a blank (starters) gun. Little Red skips into the room with her basket...

RED: (to audience) I'm Little Red Riding Hood and I'm going to Gramma's house with this basket of goodies! (skip around the stage area)

WOLF: (jumps in front of Red) Boo!

RED: EEK! EEK! Boy are you ugly!

WOLF: I'm the Big Bad Wolf and I'm going to eat you all up!

RED: But I'm just poor Little Red Riding Hood and I'm going to Gramma's house with this basket of goodies. You wouldn't want to disappoint poor old Gramma now would you?

WOLF: You got a point there. I'll let you go this time. Maybe I'll run into the three pigs somewhere along the way.

Riding Hood skips off around the room and the wolf turns to the audience and says:

WOLF: Ha Ha Ha, what Little Red Riding Hood doesn't know is that I'm going to beat her to Gramma's house. I'll take a shortcut through the strawberry patch... sort of a "strawberry shortcut..."

The wolf gets under a blanket on the floor and Riding Hood arrives.

RED: Knock! Knock!

WOLF: Who's there? (in a high voice)

RED: Yah!

WOLF: Yah-who! Ah, just come an in already.

RED: Hi, Gramma. Gee, what big ears you have Gramma.

WOLF: What? Oh, yeah... all the better to hear you with, my dear, heh-heh!

RED: And what big eyes you have Gramma.

WOLF: All the better to see you with, my dear.

RED: And what big nose you have, Gramma.

WOLF: All the better to smell your goodies with, my dearie.

RED: And what big teeth you have Gramma.

WOLF: (jumps up out of the blanket) Yeah! All the better to eat you with...!

Riding Hood pulls the gun out of the basket and shoots about six shots into the wolf.

WOLF: (staggers, falls to his knees) Well folks, the moral of this story is..."Little girls just ain't as dumb as they used to be."(falls down)

412) The Hamburger Skit

Characters:

The customer

The waiter

The cook (wearing no shirt, only a cooks apron)

Props: table and chairs, set up like a restaurant

Plate of food, including a hamburger

A door near table to the "kitchen," offstage

The customer enters the restaurant and sits down. The waiter approaches the table and asks for his order. This needs to be finished yet...

413) Witch Skit

This skit requires two guys. One is dressed up like a "witch", with the usual witch-looking apparel: a black hat and dress, long crooked nose, scraggly wig, and a broom. The other guy is an average but good-looking young man who is extremely depressed and is about to commit suicide. As the skit begin, we find him ready to "end it all"...

MAN: I can't take it any longer! I've lost my family, my job, my friends, and my house burned down. Life is not worth living! I'm going to end it all right now...

WITCH: (Enters and speaks in a squeaky voice.) What are you doing, young man? Ha ha ha ha ha ha ha. (and other witch sounds)

MAN: Life just isn't worth living. I've lost all my friends, family, job, and all my possessions, and now I'm going to jump off this cliff and end it all.

WITCH: Oh no, don't do that!

MAN: Why shouldn't I?

WITCH: Because, tee-hee, I'm a witch with magic powers and I can give you back everything you lost and more! I'll grant you three wishes! Tee-hee-hee! Three wishes!!!

MAN: You mean that you can give me three wishes? Wow, that's tremendous! I wouldn't have to end it all! Wait a minute. How do I know that your are telling me the truth? How do I know you are really a witch.?

WITCH: Of course, I'm a witch. Don't I look like a witch? Ha ha ha ha hee hee hee. I'll give you your three wishes in exchange for one small favor.

MAN: One favor? (skeptical) I knew there must be a catch. What do you want from me?

WITCH: Three kisses. It's a fair exchange. Three wishes for three kisses!

MAN: I think I'll just jump away

WITCH: Think of all you'll be able to wish for in three wishes!

MAN: (He finally decides to go ahead with it, so he takes the witch in his arms, and begins to kiss her. After each kiss, the young man makes repulsive gesture, spitting each time. Extreme distaste is shown after the last kiss and with it a great sigh of relief. The witch on the other hand, shows extreme enjoyment with each time she is kissed). Okay, now that that is over, I want my three wishes.

WITCH: First of all, tell me how old you are sonny?

MAN: (He tells her his age.)

WITCH: And you still believe in witches at that age?? Hahahahaha-hehehehe (exits laughing to herself)

414) Leaving Home Skit

Need two characters. A man sits in a chair reading a newspaper. A woman enters with a coat on and carrying a suitcase. She is apparently very upset. The man in the chair could care less.

Woman: "I've had it! I'm through! I'm leaving this crummy rotten house and all these crummy kids and going home to mother! I'm sick and tired of ironing, mopping, and cleaning up after you day in and day out! I tell you, I've had it! No more! I'm leaving and don't ask me to come back because I'm leaving for good!" (sobbing) "Goodbye!" (She stomps out of the room).

Man: (somewhat bewildered, turns to and offstage room and yells) "Alice, dear! The maid just quit!"

415) Restaurant Skit

Rehearsed-requires 4 guys

Props: Something to look like restaurant tables and chairs, apron, hot dog, spoon, and a camping kettle.

Two boys come into a third class restaurant; only one other customer is in there. One of the guys tells the other customer he should hang his coat and hat on the back of his chair instead of the coat rack because the restaurant has a

bad reputation for stealing things. An Italian waiter with an accent comes in wearing a filthy apron. They begin to order. He has no menu but says that they have soup and hot dog.

1st Man: I'll take the soup.

2nd Man: I'll have the same

Waiter: Wait just a minute. If he takes the soup you have to take the hot dog.

2nd Man: All right, put some mustard on it please. (Waiter exits)

3rd Man: (who came in alone) Did you say they steal your coats?

1st Man: They'd steal the shirt off your back if they thought they could get it.

3rd Man: Well I'm going to keep an eye on mine. (Watches his coat on coat rack). I wish they'd take my order. I've been sitting here since before you came in.

The waiter enters, singing bits of Italian opera, carrying the soup in an ugly camping type kettle. He drops the spoon on the floor, wipes it off on his apron and hands it to the 1st man. He exits and returns with a bare hot dog in his hand and gives it to the 2nd man.

2nd Man: Waiter, I asked for mustard on my hot dog. This one's plain.

Waiter: That's a-right-a (looks over apron). Here's some. (He wipes mustard from apron onto hot dog.)

1st Man: Waiter, there's a fly in my soup.

Waiter: Quiet, or everybody will want one. (He takes the fly and squeezes it in the soup, while telling the fly, "Now you spit every bit of that out")

3rd Man: (disgusted, gets up to leave). "I'm getting out of here" (walks out in shorts-his pants have been stolen).

416) The Lie Detector Skit

Props: Vase, coin with a string tied to it (a coin with a hole in it works best). The

string should be invisible to the audience, probably a heavier thread, and a man with the other end of the string.

Requires a boy and a girl, and advanced rehearsal. This play should be re-worked so the dialogue fits the school situation, but the basic idea will remain the same.

A large vase that can be broken is on a table. The boy sits holding the coin which has a thread long enough so it can be passed from the boy to the girl, and put in the vase.

BOY: I don't see anything unusual about this coin, yet my friend who gave it to me insisted that it has magic powers. He said that when it is placed in a vase it serves as a lie detector, and that the bigger the lie the more agitated the coin becomes, and if an unusually big lie was told, it might even explode and break the jar. Well, I'm going to drop it in this old vase, and see what happens.

GIRL: (entering) Oh, I beg your pardon. I didn't know that there was a boy in here. (The coin begins to jump up and down in the jar as the man behind the curtain pulls the thread).

BOY: Oh, that's right. I've just returned from Arabia and know only a few people here. I'm glad to have the opportunity to meeting you. Are you going with anyone?

GIRL: Oh, mercy no. (The coin jumps up and down). Being a student I have always been so busy with my studies and travels that I have never had time to think about boys. (The coin starts jumping up and down vigorously).

BOY: I've always been the same way about girls. (The coin jumps)

GIRL: Haven't you ever been in love?

BOY: No, not until this minute (coin jumps). I suspect that you have had many boyfriends you never even knew about...secret admirers.

GIRL: No, I'm sure not. I've always been too shy.

BOY: You have been lying to me.

GIRL: What do you mean?

BOY: In that vase on the table I have place a magic coin that a friend gave me. He picked it up in Mesopotamia and gave it to me when we were on the same boat coming back form the East. He told me that it would become agitated and jump up and down when anyone told a lie. I didn't believe it, but I placed it in the vase just before you came in, and each time you told a lie it has jumped up and down in the vase. (The boy takes coin form the vase, shows it to her, and puts it back in).

GIRL: I don't believe that this is a magic coin. I would not lie to a tall, dark, handsome boy like you. (The coin becomes very agitated, and girl looks surprised).

BOY: This coin is truly a lie detector. You should be very ashamed of yourself telling lies about not going with anyone and never being in love. Why, I have never told a lie in my life!

At this point the boy behind the curtain upsets the table so that the jar is smashed!

55. The Big Date Skit

Bill and Karen have just met each other after being introduced by common friends. This is the first date for both. They have just arrived at a local restaurant for a meal.

BILL: (embarrassed) Hi Karen
KAREN: (equally embarrassed) Hi Bill.
BILL: (still embarrassed) Hi Karen.
KAREN: (still embarrassed) Hi Bill.
BILL: Gosh, this is so...(he leaves sentence floating)
KAREN: Yes, it is so...(she also leaves the sentence floating)
BILL: Karen, ah, have you had many dates before?
KAREN: The only date I've ever had was on August 13th
BILL: Oh really, what was that?
KAREN: My birthday. (Karen then drops her comb on the floor)
BILL: Oh here! I'll get it (As he stoops over, he falls down on the floor.) I guess I fell for that one, but at least I had nice trip. (As Bill stands up, he forgets to pick up the comb)
KAREN: Oh Bill, you're so funny! (She is suddenly serious.) But would you mind picking up my comb?
BILL: (embarrassed) Oh yeah, I guess I forgot. (As Bill squats down, sound effects are heard of his pants ripping. As he reaches behind him to check out that part ripped, he falls backwards from his squatting position over to his back. At that moment a waiter comes to take the order and not seeing Bill, he trips over him and falls to the floor.)
DAREN: Oh my goodness!
WAITER: (regaining composure)What in the world were you doing on the floor sir? Aren't our seats comfortable enough?
BILL: Oh no. The seats are just fine. I was just checking to see if the floor was on the level.
WAITER: (unbelievably) I don't know about the floor, but are you on the level? (The waiter then notices the rip, and seeing the chance for a pun replies...) By the way sir, something has happened to your pants.
BILL: Yes, I know. Isn't that a rip-off? (Both men stand)
WAITER: Well would you like me to do anything?
BILL: Yeah, how about turning your head when I leave?
WAITER: (unbelievably) Sure thing...Hey. I'll be back in a minute to take your order. (As the waiter leaves, Bill sits back down at the table.)
KAREN: Bill, I really appreciate your efforts, but my comb is still on the floor.
BILL: I'm sorry, Karen, but that waiter crushed my ear when he fell on me. What did you say?
KAREN: I said my comb is still on the floor.
BILL: (sheepishly)Your phone is in the store?
KAREN: No! MY COMB IS STILL ON THE FLOOR!
BILL: (sheepishly) Oh! I'm sorry. (He bends down and gets the comb) Well, we may as well order, there's no use in waiting around.
KAREN: I don't mind waiting. Sometimes I even like to wait around.
BILL: What?
KAREN: I said, it gives me a lift sometimes to wait.
BILL: Yea, I like weightlifting too.
KAREN: Oh good-grief. Not to change the subject, but what did you do today?
BILL: I got things all straightened out.
KAREN: What do you mean?
BILL: I mean I did all my ironing. Aren't you impressed?
KAREN: Not really, I did my laundry today.
BILL: I thought I smelled bleach! But I thought it was just your hair
KAREN: (offended) well, I never...
BILL: Well you ought to, I can't stand the color of your hair.
KAREN: Bill! You've hurt my feelings!
BILL: (Bashfully)Oh, I'm sorry. Speaking of laundry, so you know the money changing the machines they have in there?
KAREN: Well, not personally, but go ahead.
BILL: Well, I wanted to prove how stupid those machines are, so I put a 5 dollar bill in one and it still gave me change for a dollar. Just to make sure it was no fluke, I put a 10 dollar bill in the next time and it still gave me change for a dollar. I'll bet you never realized how stupid those machines are, have you?
KAREN: That doesn't make sense.
BILL: What do you mean?
KAREN: I mean you lost 13 dollars and you are saying the machines are stupid.
BILL: Well, I only did it for the change.

KAREN: That's what all the moneychangers are for, a change.

BILL: That makes sense.

WAITER: I don't mean to interrupt, but are you ready to order?

BILL: Huh?

WAITER: Your order?

BILL: What?

WAITER: ORDER! ORDER!

BILL: What are you, a judge?

WAITER: I don't know about that, but whenever I got to play tennis I wind up in court.

BILL: You ought to get out of that racket.

WAITER: (looks up and states pleadingly) Why me? Have you decided what you would like to eat?

BILL: Yes, I'll take the New York Sirloin steak, baked potatoes, corn, tossed salad with French dressing and a large Coke. That's all.

KAREN: What about me Bill?

BILL: (surprised) Aren't you going to buy your own?

KAREN: Of course not. It's not proper.

BILL: OK, OK. Waiter, she'll have a small Coke.

WAITER: You're not going too far overboard are you?

BILL: Don't be silly. We're nowhere near water, much less on a ship.

KAREN: You may be right there, but you're still all wet. (Karen then throws her glass of water all over Bill and they exit.)

417) Sumo Wrestlers Skit

For this skit you'll need two guys, preferably of a muscular or flabby physique, dressed in diapers (use a white sheet for the uniforms). You will also need an announcer with a good voice and something he or she can use as a microphone, such as a vacuum hose.

Have the 2 wrestlers come stomping into the room, circling each other and snorting at each other with deep voices. The announcer introduces the first man a Yamahaha, who then steps forward, bows with folded hands and slowly laughs with a deep voice and a Japanese accent, "ha ha ha ha ha." He then throws rice over each shoulder. This procedure is repeated when the announcer introduces Korimoto-ho, who then responds with a "ho ho ho".

After their introduction, the 2 wrestlers begin fighting. They never touch each other or to speak, except the occasional "ha ha's" and "ho ho's". The fight is conducted by each fighter doing to himself what he really wants to do to his opponent.

The opponent responds — at the same time — by reacting to the hold or punch as if it really happened to him.

While this is going on, the announcer calls the play-by-play, describing finger bends, nostril lifts, toe stomps, navel jabs, and armpit hair pulls. With some good actors this event can be hilarious.

418) Mashed Potato Skit

A man comes into a restaurant (table and chair) and sits down.

Waitress comes in and asks for order.

MAN: I'll have a big pot of mashed potatoes.

WAITRESS: Is that all?

MAN: Yup.

WAITRESS: No beverage?

MAN: Nope. Just a big pot of mashed potatoes.

WAITRESS: No salad, or soup, or desert or anything?

MAN: Listen! All I want is a big pot of mashed potatoes.

WAITRESS: Well, o.k. I'll tell the cook

Waitress goes back into a wing off stage and in a voice which everyone can hear, tells the cook that there's a weirdo out there that wants a big pot of mashed potatoes.

COOK: Is that all?

WAITRESS: Yup. That's all he wants.

COOK: No salad?

WAITRESS: Nope.

COOK: No beverage or anything?

WAITRESS: Nope, just a big pot of mashed potatoes.

Argument goes on for a while. Finally the cook condescends and gives the waitress a huge pot of mashed potatoes (get the biggest pot you can find). Waitress brings the pot of potatoes out to the customer. He looks around suspiciously, lowers pot to the floor and sticks his head as far into the potatoes as he can — up to his neck. Then he proceeds to jam them into his mouth, ears, pockets, down his shirt, etc. Finally, waitress, standing there the whole time asks the man

what the heck he's doing with all those mashed potatoes. Man slowly looks up at the waitress with question mark on his face . . .

MAN: Mashed potatoes? I thought this was spinach!

Man stands up, turns and walks out.

At this point everyone is confused, including the waitress. Suddenly she turns . . .

WAITRESS: Spinach — oh, I get it.

Waitress dives into the pot of mashed potatoes head-first, mashing them all over the place, in her hair, mouth, etc. Then she gets up and leaves. Finally the cook who has been watching the whole thing from a distance yells . . .

COOK: Spinach spelled backwards, I get it. Is that ever funny.

Goes through same procedures as man, and waitress.

Now everyone is thoroughly confused. At this point, someone comes through with a sign saying, "What is spinach spelled backwards?" A plant in the audience then jumps up yelling that he gets it too, and dives into the pot, mashing it all over himself.

You can end the skit here by having the announcer come out and suggest to the crowd that if they think about it for a while, they'll get it too. If this is to be the last skit of the night, the announcer might even come out and apologize for trying to put over such a crummy skit on the crowd. Then he pauses, and reflectingly says "Spinach spelled backwards. . . Oh, I get it, and he dives into the pot too.

419) Statue In The Park Skit

One person poses as a statue with a park bench or seat in front of him. Two people come along to eat lunch — the statue takes some of their lunch whenever it is left on the seat. The eaters look more and more suspiciously at each other until they finally leave in disgust. A couple then approaches and sits down at one end of the seat. They are in the early stages of courtship and sit rather shyly next to each other, with no physical contact. After a while, the statue puts an arm around the girl, who reacts sharply, slapping the face of the boy and leaving in disgust. Then comes one of the gardeners with a bucket, mop and feather duster. He first of all cleans the seat, then looks up at the statue. He dusts the statue with the feather duster, while the person posing tries not to move, sneeze, laugh. He is about to put the mop into the bucket when there is a voice calling him offstage. He looks at his watch, yells out "I'm coming," picks up the bucket and throws the contents over the statue.

420) Whistler Precision Drill Team Skit

Acquire a copy of the Mitch Miller album where there is a cut of his choir whistling theme song to "Bridge Over the River Kwai" or "Colonel Bogey March." Use as many guys as you want to involve. Each must provide a shirt and tie, a jacket and pants, and a pair of gloves. Stuff the arms of the jacket with paper and attach the gloves to the end of the arms. For each guy a hat must be prepared. These are made out of cloth and heavy cardboard. The brim must be about three feet in diameter. The hole in the center must be large enough for it to slip over a guy's shoulders. The bowl of the hat is made of some cheap cloth but must be large enough so that a guy can hold his arms over his head and yet have the brim of the hat come to just below his shoulders. Paint a face on the naked chest and stomach of each guy with the belly button as the mouth. Arrange the shirt, tie and jacket around the hips and fasten with pins. The over-all effect is of some very short guys with very big heads. They then march around the stage like a precision drill team to one of the above tunes, acting as if they are doing the whistling by sucking in their stomachs in and out.

421) The Magic Bandana Skit

Two guys come out; one is the magician, one is his not-so-smart assistant. The magician introduces his act and sends his assistant to a table behind him and (facing the audience) says, "Herkimer, (his assistant), do exactly as I say . . ." (Magician can't see him)

1. "Pick up the bandana . . ." Herkimer picks up a bandana and also a banana that is lying on the table, looks at them, scratches his head, and puts the bandana down, keeps the banana.
2. "Now, Herkimer, hold the bandana in your right hand . . ." Herkimer does.
3. "Fold the bandana in half . . ." Herkimer folds the banana in half.
4. "Fold the four corners of the bandana together . . ." Herkimer peels the banana and drops the peel to the floor.
5. "Now stuff the bandana into your left fist, and don't let any of it show . . ." Herkimer then crams the banana into his left fist, causing the banana to ooze out between his fingers.
6. "Now, Herkimer, on the count of three, the bandana will disappear. One! Two! Three! Now show us your fist . . ." Herkimer opens his fist and throws mashed banana at the magician, and the magician chases him off the stage.

422) Elevated Gum Skit

Props: Sun glasses, briefcase, T — shirt, box of candy, straight man, greaser, jock.

Skit: Straight man enters chewing gum, carrying briefcase. Walks up to elevator, pushes button, goes in. Chews gum like it's losing its flavor, decides to stick it to the wall . . . door opens . . . he leaves.

Greaser enters, pushes button, enters elevator. He leans on the wall and his hand sticks to the gum. He pulls his hand off the wall (which is hard to do). Greaser looks at the gum, stretches it out some, picks his nose, gets grease off his hair, sneezes, cleans his ears . . . all this gets on the gum. He chews it a while, door opens he throws the gum on the back of the elevator and then he leaves.

Jock enters, dumb, spacey, letter jacket on . . . typical jock. He enters the elevator, leans on the wall (back wall) and the gum gets stuck:

1. Head and elevator
2. Hand and head
3. Both hands
4. Foot and both hands
5. Both feet and both hands
6. Hands
7. Knees
8. Hand to face

The jock finally gets free, sticks the gum on the elevator wall where it originally was. Straight man enters, sees the gum, and decides to chew it again and then leaves.

423) Sex(mud) Skit

Props: Notebook, paper, and pen. Two guys or club leaders.

Skit: The 2 guys sit in chairs in front of the club; one is dressed like a psychologist, the other is a patient. As the scene opens the doctor holds up a circle (drawn on paper) where everyone can see it and asks the patient what it reminds him of. He goes wild screaming, "Sex, sex, sex." ("mud, mud, mud") Next the doctor holds up a triangle, and asks the patient what it reminds him of. The patient goes wild again screaming sex (mud). The doctor then holds up a square and again in the patient goes wild. The doctor says, "I know what your problem is. You've got a dirty mind." The patient says, "Me? You're the one with all the dirty pictures!"

424) Reggie and the Colonel Skit

Characters:

Reggie, big, dumb. Bermudas, high socks, safari hat, glasses, down on nose, moustache, carries gun in front of him.

Colonel: short, limp, no gun, just small knapsack, has cane.

Scene: Walking in place through darkest Africa, speaking pronounced English accent.

Colonel: (excited, jumping and pointing with cane) Reggie, look... Did you see it, Reggie?

Reggie: See what? No, no, where, where?

Colonel: Oh, Reggie, it was a beautiful condor, 8 foot wing span, beautiful colors.

Reggie: No. I didn't see it.

Colonel: Wish you'd pay closer attention. (They continue walking)

Colonel: Did you see it, Reggie?

Reggie: No, what?

Colonel: A spotted Zebra...wish you'd pay closer attention.

Colonel: (later) Did you see it, Reggie? Did you see it?

Reggie: No, I missed it...what was it?

Colonel: An ooh-aah bird.

Reggie: An ooh-aah bird. What's an ooh-aah bird?

Colonel: An ooh-aah bird is a 2 pound bird that lays a 3 pound egg, like this: Ooooooooooh
aaaaaaaaaaaaahhhhhhhhhhhhhhhhhhhhh (face lights up). (Continue walking)

Reggie: Whispers to audience: next time I'll say yes-pretend like I saw it. I'll fool him.

Colonel: Reggie, Reggie, did you see it? (Excited)

Reggie: I saw it, I saw it!

Colonel: Then why in heaven's name did you step in it?!

425) The Pencil Salesman Skit

Sales manager and Dumb Salesman enter.

Manager: Now I want you to pay close attention to me so you can become a great salesman.

Salesman: Duhh, okay.

Manager: First you hold your pencils in you hand and say, "Pencils for sale." Practice saying that.

Salesman: Pencils for sale, pencils for sale, etc.

Manager: Okay, that's enough. Next, the first question people will ask you is "How much are they?" and you will say "Ten cents. Three for a quarter."

Salesman: "Ten cents. Three for a quarter."

Manager: Right. They will ask you, "What color are they?" and you will tell them, "Yellow."

Salesman: "Yellow, yellow"

Manager: Good. Then the person will buy one or else he will say, "No, I don't want to buy one" and you will say, "If you don't, somebody else will."

Salesman: If you don't somebody else will.

Manager: Very good. Now, let's practice it once and then you are on your own. (They go through the questions and answers).

Now the salesman is alone on the street corner calling out "Pencils for sale." The first customer enters in a hurry, the salesman doesn't notice him, turns around, hits the customer and knocks him to the ground. He gets up, begins to dust off angrily.

Customer: (outraged) Do you know how much this suit cost me?

Salesman: Ten cents, three for a quarter.

Customer: (furious now) What's the matter with you? What do you think I am?

Salesman: Yellow.

Customer: Say, would you like me to punch you in the nose?

Salesman: If you don't somebody else will.

Customer begins to beat the salesman up and both run off stage.

426) The Mona Lisa Skit

Here's a skit idea that is guaranteed to bring a faint, yet enchanting smile to everyone at the very least. Have someone memorize the words to the old Nat King Cole favorite "Mona Lisa." Then dress someone up as the Mona Lisa herself in a long, black wig, black robe and black shawl. Build a picture frame out of some old boards and have the "Mona" sit behind it. Drape the bottom of the picture frame to the floor so that the audience cannot see the Mona Lisa's feet.

He is going to sing a very serious song for them. As the song begins, the curtain opens to reveal the Mona Lisa. The singer turns to see the Mona Lisa and begins to sing to the picture. During the song, however, the Mona Lisa comes out of character; she picks her nose, sneezes, cleans out her ear, shoots water pistols at the singer, blows a kiss to the singer, eats a banana, and does any other things that you might think of. All of this should be done every time the singer turns away from the Mona Lisa to face the audience. The skit ends with the singer getting a whipped cream pie in the face, at which point the singer jumps through the picture frame and chases the Mona Lisa.

427) Monk Monotony Skit

The following skit is an easy one to pull off as you will need only three characters (the Main Monk, Monk Monotony and a sign carrier) and one prop (a large sign which reads "ten years later"). The audience is asked to imagine a monastery where Monk Monotony has just taken a vow of silence.

Main Monk: So Monk Monotony, you have just taken a vow of silence? (Monk Monotony shakes his head "yes") Do you know what this vow of silence means? (Monk Monotony shakes his head yes) That's right, you cannot say anything but two words for the next ten years. You may go now.

(Monk Monotony exits. After 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from right and exits slowly to the left, carrying the sign which reads "Ten years Later" Monk Monotony enters).

Main Monk: Yes, Monk Monotony your first ten years are up, and you may say your two words.

Monk Monotony: Hard bed.

Main Monk: You may go now.

(Monk Monotony exits. After about 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from the right and exits slowly to the left, carrying the sign which reads "Ten Years Later" Monk Monotony enters)

Main Monk: Yes, Monk Monotony your second ten years are up, and you may now say your two words.

Monk Monotony: Bad food.

Main Monk: You may go now.

(Monk Monotony exits. After about 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from the right and exits slowly to the left, carrying the sign which reads "Ten Years Later" Monk Monotony enters)

Main Monk: Yes, Monk Monotony your third ten years are up, and you may now say your two words.

Monk Monotony: I quit (he begins to exit immediately)

Main Monk: Well, I am not surprised. You've been complaining ever since you got here.

echo — no breakfast No lunch, No lunch, No dinner

echo — no brk, no lunch echo

ROUND 2 1. Parents required "A" Parents required 100 Parents required 125

Educ. On every test every test and home- every test, homework

Pressure work test check, & final exam

2. my mama "Lady my daddy was a Marine my ole man was one of

Wrestler" would whup me drill Sargeant who Hell's Angels, and he

With a leather strap was 6'9" tall. was 9'6" tall and weighed

Weighed 346 lbs. My old man 2000 lbs. He didn't whup

Ole man whupped me me with straps; he

with a stick whupped me with chains then tied me to the back of

his motorcycle and drug

me through town

ROUND 3 1. Plowing fields-every- I worked in a coal I cleaned out out-houses

Work body else had tractors mine-didn't have no all we used was hands &

& disks; I had a shovel picks or shovels, I mouths, didn't get no air

used a toothpick and

got air through a tube

2. many a day I worked I worked 22 hrs. a day I worked 29 hours a day

14 hrs. a day

3. worked so long that NO SUPPER, NO LUNCH NO SUPPER, NO LUNCH

I got NO SUPPER-echo --echo BREAKFAST, and what's

More --echo

431) Radio Jumble Skit

This is an easy to perform skit in which seven people are used. All seven persons (A,B,C,D,E,F, and G) simply stand in front of the audience and read the script below when their turn comes. To introduce the skit, announce that this is what happened one day, when you were trying to find a radio station to listen to. Each of the readers can wear a sign with the name of a radio station on it, or dress up in costume. Each "Click" below indicates a station change. (The "clicks" can be inserted at the appropriate times by an offstage sound effects person).

Person A: Good evening, ladies and gentlemen, this is Seymour Skidmarks bringing you the latest news in the world of sports. The annual football game between _____ and _____ was played last week to the enjoyment of a large crowd who went wild at the crucial point during the game when Coach _____ sent in ... (click)

Person B: ...three eggs, a cup of buttermilk, and a pinch of salt. Stir well and pour into a flat greased pan or... (click)

Person C: ...your new fall hat. This year, fashion decrees that women shall wear a large variety of charm bracelets. A most popular design is to make them of... (click)

Person D: ...old whiskers? If you do, just shave them off with Bates' Better Shaving Cream. Use this cream, and you will be so handsome that all the girls will... (click)

Person E: ...bend over and touch the floor twenty times. This exercise is superb for general reducing. All right now, pupils, again let's bend over, up, over... (click)

Person F: ...(Singing) the ocean. My Bonnie lies over the sea. My Bonnie lies over the ocean, oh bring back my Bonnie to ... (click)

Person A: ... _____ who sailed down the field for a touchdown that tied the game. What a play! What a perfect... (click)

Person C: ...ly darling little summer bag that all you girls simply must have. At first glimpse they may remind one of... (click)

Person G: ...a bowl of soup. But it was tooooo hot. The second bowl was as hot as the first, but the third was just right. Goldilocks ate, and ate, until she could...

Person D: ...feel the stiff beard with your hand. Does that appear to be very romantic? Our foolproof way to get a girl friend is to... (click)

Person E: ...breathe deeply four times, and pound on your chest with the fists after inhaling each breath. This enlivens the tissues and makes one feel... (click)

Person B: ...puffy and full of air. This effect can be had by beating the mixture with a rotary eggbeater for five... (click)

Person C: ...hundred years. The things our grandmothers wore then are the most popular things today. Already fashion leaders, prominent society women are trying to bring back more old-fashioned manners. Their cry is "Bring back..." (click)

Person F: ...(Singing) my Bonnie to me, bring back, bring back, oh bring back my Bonnie to me. Bring back, bring back ... (click)

Person D: ...a nice soft chin and a host of compliments. If you use our cream, those whiskers will come out with a ... (click)

Person G: ...CRASH!! Goldilocks had broken the little chair all to pieces. Then she jumped up and started up the stairs. There she saw three beds. The first bed was covered with a bearskin rug, which was too soft. The second bed was covered with... (click)

Person A: ...what looked like crawling things from the press box, but it was only the players in hard scrimmage. We are looking with expectations to _____ winning their _____ championship this fall. The players are in good condition and average weight is... (click)

Person E: ...110 pounds. You, too, can weigh this much if you but follow these simple exercises. Don't take them too hard at first or you will probably have to... (click)

Person F: ...(Singing) lay on a pillow. Last night as I lay on my bed; last night as I lay on my pillow, I dreamed that my Bonnie was... (click)

Person B: ...cooking in a hot oven about 450 degrees Fahrenheit. For an extra treat, garnish, add cloves or whole... (click)

Person G: ...bears? Will Goldilocks get home safely? How will the story end? Keep your radio tuned to this station until tomorrow at this time for the next episode of this thrilling story. Until then kiddies, be sweet and don't forget too... (click)

Person D: ...shave off the whiskers with Bates'. Our motto is... (click)

Person E: ...stand on your head and wave your feet in the air. Gyn clothes are best for this exercise, but... (click)

Person C: ...on ostrich feather will do just as well. Take my tip and you girls will be as fashionable as... (click)

Person A: ..._____, to whom we are looking for great things this year. This is your friendly announcer, Seymour Skidmarks signing off and saying... (click)

Person C: ...Night all!

432) A Day In The Desert

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

433) The Candy Store Skit

Four guys enter the "candy store," that is run by an old man (bent over, shaky voice, beard and cane). The first person asks for a dimes worth of jelly beans. The old man notices that the jelly beans are on the top shelf and tries to talk him out of it, but the person insists. So the old man gets a ladder and with much pain climbs to the top, gets the jelly beans and comes down the ladder. He puts the ladder away. The second person does the same thing and asks for a dimes worth of jelly beans. Again the old man goes through the same bit and gets the jelly beans. After he does, the third person also asks for a dimes worth of jelly beans and the very annoyed and tired old man climbs up his ladder again getting the jelly beans. This time while he is up there, he asks the last person, "I suppose you want a dimes worth of jelly beans too?" The last person says, "No". The old man comes down, and puts away the ladder. "Now, what do you want," he asks. The person answers, "I want a nickels worth of jelly beans." The old man chases him out of the store with his cane, shouting.

434) The Flat Tire Skit

The scene is a roadside, and a woman is trying to change her flat tire, but is obviously having a difficult time. A gentleman happens along and offers help.

He: What seems to be the problem?

She: I have a flat tire and I don't know how to work this crazy thing (as she points to the jack).

He: Maybe I can help. By the way, how did you get this flat tire?

She: I was in such a hurry that I ran over a pop bottle.

He: Didn't you see it?

She: How could I. The dumb little kid had it in his pocket.

73. The Sneak Thief Skit

Two gentlemen dressed in business suits walk into a restaurant on their coffee break and sit at a table that is covered with a long table cloth. One has a newspaper under his arm. They both order coffee and one pulls out the paper and begins to read. He shares some of the stories briefly with his friend and then whistles in surprise:

Man 1: (with paper) Did you see this article about the Sneak Thief?

Man2: No, what happened?

Man1: Listen to this (reads aloud). "Another series of bizarre robberies occurred yesterday in Hudsonville. Purses, wallets and other items mysteriously disappeared. Police are baffled and have no clues as to the thief's identity or how he or she strikes without being seen. The public is warned to be on their guard until the thief is apprehended.

Man 2: That's unbelievable!

They continue to talk, the waitress brings the coffee, one man signs the check. They drink the coffee quickly. One man looks at his watch and says, "We'd better get back to the office." They both arise and walk out minus their pants and clad in bright colored boxer shorts. (The two should practice getting out of their pants so that the audience does not notice. The operation is hidden behind the tablecloth. If loafers are worn, shoes can easily be slipped off and on again.)

435) Our First Kiss Skit

The couple is seated next to each other either on a couch or in two chairs as if they were in a car at the drive-in.

GUY: I really hope she had a good time tonight. I know I did!

GIRL: I wonder if he enjoyed being out with me tonight. I had such a great time!

GUY: I've never felt this way before about a girl. I hope she likes me as much as I like her.

GIRL: I've never felt this way about a guy. I hope he likes me as much as I like him. (pause) Maybe he'll hold my hand.

GUY: I think I'll hold her hand. (pause) Her hand is so soft...as soft...as soft as a rose petal.

GIRL: I hope he puts his arm around me. He's so nice.

GUY: I think I'll put my arm around her. She's so nice.....as nice as a princess.

GIRL: I really like him....If only he knew how much. Maybe.....maybe.....He'll kiss me.

GUY: I really like her....If only she knew how much. Maybe....maybe.....I'll kiss her. (pause) If only she would stop eating those M&M'S!

(she still keeps on eating in a nervous way)

GUY: Oh, well.....Here goes.....

(cue "Romeo & Juliet Theme")

GIRL: what a sweet kiss!

GUY: (says this out loud so the audience may hear)

What a sweet kiss!

(Hershey's Syrup runs out of his mouth as if he "acquired" it during the kiss).

436) You Got Me, Buddy Skit

Materials: Toy gun (submachine gun is best); Toy gun that shoots or a recording of gunfire music. Strobe light (optional); and gangster clothing

The concept we built up was that two people were sitting in a train (outside of Chicago in the Carpathian Mountains-facing each other in front of the audience). The train is moving and they are bouncing around. A third person enters the train and jumps out. He is somewhat behind the one passenger and facing the other. The person says, " All right Capone, the gig is up. We're tired of yer thievin' cheatin' ways! No more will you steal the canes from little old ladies and take the change out of pay toilets. The gig is up." To which Capone can only reply, "All right Mugsy, give me your best shot!" At this moment, the gunfire erupts, the lights go off and the strobe light begins. Everyone is kind of moving around. When the gun-fire finishes, Capone says, "You got me buddy, You got me Pal, you got me Buddy!" Then why aincha dead yet?" queries Mugsy. "Because, you got.....pause.....me Buddy!" At this moment, the other passenger, sitting with his back to Mugsy and reading a newspaper the whole time, keels over.

437) Naked Bacon Skit

Roadie: I didn't hear you say, "he's chasin' me."

Rowdy: What?

Roadie: I didn't hear you say, "he's chasin' me."

Rowdy: What are you talking about?

Roadie: I just -- just a second -- I just didn't hear him say, "He's chasin' me." If I had heard him say "he's chasin' me", I'd have chased him.

Rowdy: Are you telling me that I didn't say, "He's chasin' me"?

Roadie: I didn't say that you didn't say, "He's chasin' me". I didn't hear you say, "He's chasin' me."

Rowdy: Oh, you didn't hear me say, "He's chasin' me".

Roadie: If I had heard you say, "He's chasin' me", I would have chased him. If I could live my life all over again, I would.

Rowdy: Don't make a big deal out of this. It is not necessary. I just wanted to know if you heard me say, "He's chasin' me", and you said, "No". You answered my question. Now... did you hear me say anything?

Roadie: I didn't hear you say, "He's chasin' me."

Rowdy: I didn't ask, "Did you hear me say "He's chasin' me" I asked, "Did you hear me say anything?"

Roadie: Yeah, but you're trying to get me to say that I heard you say, "He's chasin' me." I didn't hear you say...

Rowdy: No, I am not. I am asking Roadie a simple, straight forward question. I'm asking Roadie, it's a yes-or-no question, did you hear me say anything? Yes or No?

Roadie: I didn't hear you say "He's chasin' me."

Rowdy: Did you hear me say anything? Yes or No?

Roadie: Yes

Rowdy: Yes, what?

Roadie: Yes, sir.

Rowdy: That is not the answer I am looking for.

Roadie: No, sir.

Rowdy: No is not right either.

Roadie: If yes and no are wrong, then I don't have a choice. I am wrong either way.

Rowdy: This is a two part question... not a yes or no question. First part, did you hear me say anything? And you said, "Yes."

Roadie: Yes.

Rowdy: You said yes and no. Which is it? Yes or no?

Roadie: I heard you say something.

Rowdy: Oh, you did?

Roadie: Yes.

Rowdy: What do you think you thought you heard?

Roadie: I didn't think I thought I heard you say "He's chasin' me."

Rowdy: Well, what do you think you thought I said?

Roadie: I didn't think I thought what I heard is what you said.

Rowdy: I don't want you to think about what you think I thought. I just want you to tell me what you think you thought you heard.

Roadie: I didn't think I thought I heard what you think you thought you said.

Rowdy: I know what I said. I said, "He's chasin' me."

Roadie: I think that--yes, I heard, yes sir, something, no sir. . .

Rowdy: Don't go on and on. I just want to know what you think you thought you heard. If it didn't sound like, "He's chasin' me," what did it sound like to you?

Roadie: It didn't sound like you said, "He chasin' me."

Rowdy: Than what did it sound like?

Roadie: It sounded like I thought I heard you say, "Naked" or "Bacon" or "Naked Bacon."

Rowdy: Of course, that makes all the sense in the world. I'm going to run through here, stop, turn to Roadie, and say, "Naked Bacon."

Roadie: It didn't make any sense to me either. So I just ignored him.

Rowdy: I know Roadie believes he understands what he thinks he thought I said, but I'm not sure he realizes that what he thought he heard is not what I meant. Do you understand, I did not say, "Naked bacon?"

Roadie: Then I apologize. I'm sure--with enthusiasm--you did say, "He's chasin' me." So it is my fault, I just didn't hear you.

Rowdy: What were you doing?

Roadie: I was nervous. I was taking a mental nap.

Rowdy: A mental nap?

Roadie: With a capital "R." I just didn't hear you. I was emotionally vague.

Rowdy: You were emotionally vague. Now what does that mean?

Roadie: It's a point of view.

Rowdy: Uh-huh.

Roadie: With no target.

Rowdy: This is obviously going no where.

Roadie: Thank you very much.

Rowdy: It wasn't a compliment.

438) I Hate It When That Happens Skit

This one is straight from Saturday Night Live in the 80's. Two people are sitting around exchanging stories about what they hate happens and the stories get bigger and more exaggerated every time.

439) The Dog Crap Skit

Two people walking along discover some fecal looking matter (wet chocolate candy works well), and after looking, feeling, smelling, and tasting they decide that it is dog crap and it's a good thing they didn't step in it. They can also get into challenging the other person to feel it, smell it, and taste it. End together with the line, "It looks like dog crap, it smells like dog crap, and it tastes like dog crap, good thing we didn't step in it!"

440) Pizza Man Skit

Is a great way to have some fun introducing a new leader (or just get a YL leader from a neighboring club that no one knows). As the prize for one of your games, announce that the winner will get a free small pizza from [fill in popular pizza delivery in your area]. Have the new leader show up as the pizza guy. He can wear the hat and everything! After he brings in the pizza, he sits down by one of the kids. Nobody can get him to leave. Have him sing real bad, pick his nose, and even ask some of the kids about one of the female leaders he thinks is cute. Acting frustrated, ask him if he has pizza to deliver. You can take it as far as you want to have made it last three weeks. He can also come in and be completely into everything going on in club. Completely fooled the kids, and they loved it!

441) Peanut Butter Deodorant Skit

3 characters: girl, boy, and another boy who has amazingly large pit stains on his shirt.

Nervous boy comes over (wearing a jacket over his pit-stained shirt) to girl's house to pick her up for a date.

Brother of girl answers door, small talk, and asks nervous guy to take off his jacket.

Nervous guy refuses, and eventually does, revealing amazingly huge pit stains on shirt.

Asks him about it, the guy says he just gets too nervous sometimes, and he wishes there was something he could do about it.

The girl's brother says he used to have the same problem, before he found the best deodorant ever: peanut butter.

The brother demonstrates, by showing his peanut butter-covered pits (which he needs to have under his arms all this time, and he doesn't have to take his shirt off. He can have it on his shirt) The nervous guy is impressed, and liberally, and I mean liberally, applies it to his pits (the outside of his shirt). Just then, the girl enters, says something like "hey Steve, are you ready to go?" And then the nervous guy, who is now confident, says "why bother going out for dinner? Dinner's on me!"

Then the girl gets a couple of pieces of bread which are sitting somewhere close, and wipes them on his pits and eats them like a sandwich. (Yes, this is pretty gross. As you can guess, this skit depends upon finding a female leader who is willing to do this. Good luck.) Props: peanut butter, bread, jacket for the nervous guy which hides his pit stains at first.

442) Where Did You Come From Skit

This skit is a movie theater scene. A row of people are watching a movie, and one person is on the ground moaning and screaming in pain. The people try to get the person to be quiet because he/she is interrupting the movie. After a series of interaction someone asks, "Where are you from anyway?" The person answers, "The balcony." (As in — they fell from the balcony.)

443) Eddie Spaghetti Skit

Eddy Spaghetti is a guy who makes spaghetti at lunchtime at work, and he has brought all that he needs in strange places, like spaghetti in his shoes, Parmesan cheese in his hair, etc.

444) Tradesman's lunch break Skit

Two people, dressed as tradesman: Stubby shorts, singlets, hard hats, workmans boots and socks etc.

T1 carries a lunch box and perhaps a drink, but T2 only carries in a bag with a bread roll.

T2 is a guy who makes his sandwiches at lunchtime at work, and he has brought all that he needs. Its just that all he needs in 'carried' in strange places: like cheese in one sock and ham in the other, lettuce in his shorts belt, mayo under one arm and mustard under the other, and maybe a knife in a strange place too if you can manage it.

T1 gets his lunch out and asks if the roll is all T2 is going to have. T2 then starts explaining no, he's got the rest and starts pulling out each thing and adding it to his roll. One by one, getting to the worst spots last.

As T2 finishes making the roll and is about to bite into it (and perhaps for effect, in a quick fashion) T1 looks enviously at T2 lunch and asks if he could swap. T2 shrugs his shoulders and swaps. T1 takes a bite of T2's lunch and they walk out. (usually the kids end up disgusted and laughing at this point!)

445) The Emergency Broadcast System Skit

This skit involves all of the leaders. They get up front and someone says, "This is a test of the emergency broadcast system, this is only a test." One person makes the "eeeeeee" sound that we hear on the radio, then the first person

says, had this not been a test but a real situation the following would have happened. The second person makes the "eeeeeee" sound again and all of the leaders go crazy and run out of the room like the world is coming to an end.

446) Cooking With Kodiak Skit

Cooking show where hosts love Kodiak. Sprinkle lots on everything and eat. Slice a Kodiak tin with a razor, clean out and crumble Oreo outsides to look like dip. Have a couple of real tins to throw out to crowd and for smell. Make milk shake in blender, salad, etc.

447) M&M' On The Park Bench Skit

Have an attractive girl sitting on a chair with an empty chair next to her. A studly guy comes in to pounding music. Sits down. He puts the moves on her, no dice. He leaves. Nerd comes in to twinky music eating LOTS OF M&M's. He puts dorky moves on. Girl responds. He gives her a long kiss. When they sit up, look at audience, she smiles and chocolate syrup she's had in mouth all along, oozes out, down face.

448) Enlarging Machine Skit

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

449) Mr. No Depth Perception Skit

A few family scenes where the husband has no depth perception. The funny part is that they guy doesn't realize it. He pours his coffee and misses the cup, he looks out the window and his head goes through the window. Go crazy! Make up your own.

450) Toothpaste Commercial Skit

(4 leaders) I like this toothpaste because it whitens my teeth. I like this toothpaste because it freshens my breath. I like this toothpaste because it fights cavities. I don't know about the toothpaste but I sure like the water. Everyone uses the same toothbrush and gargles with the same glass of water. The last person drinks the glass of water.

451) Park Bench Fishing Skit

An old lady is sitting on a park bench pretending like she is fishing. There is a man at the other end reading a magazine and minding his own business. A park officer comes by and tells her she has to stop a couple of times. Finally he tells the old man to get her out of there. The old guy looks perfectly sane but then he pretends the park bench is a motor boat, acts like he is starting it and riding away.

452) Blind Date Skit

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

453) Boys In The Sandbox Skit

3 guys sitting in a s sandbox talking like kids. The one says "Hey, I hear there's some new girls in town! Yuk, gross, etc." "We hate girls." Then the girls come in with hair in pig-tails and carrying dolls. They abuse them with, "Is that your face or did a ferret crawl up your collar!" etc. After a few insults the girls get upset and say, "Well if you don't want to play with us we won't share our tickets to the Final Four!" The guys go crazy apologizing . "We're sorry! We didn't mean it. We'll be nice!" Then the girls get together and conference and decide OK you can come with us, but first you have to play house!" The guys get together and you hear, "Play house, we'd rather die, or have scabies! No way!" Until some one distinctly says "final four!" to which they all nod and come out and openly agree. The girls conference and then decide guys all have to carry dolls. The guys go through the same and finally agree. The girls say, "You have to hold our hands". The guys finally comply. Then the girls give an envelope with tickets. The guys tear it open to find the final four tickets to the Barbie Doll Beauty Pageant. Each boy and girl exit holding hands and boy crying.

454) Creativity Test Skit

You'll need a nerdy computer person and a smart looking psychologist.

Mr. Tolson is knocking at the door on the door of Dr. Roberts the in-house psychologist.

Dr. Roberts: Mr. Tolson

Mr. Tolson: Are you Dr. Roberts?

Dr. Roberts: Yes, come in. Please have a seat. Sorry to have to call you down here on such short notice, but your company asked me to give you a creativity test.

Mr. Tolson: I've never taken one of those before

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

Mr. Tolson: I work in the computer center on the 17th floor. We just got a new computer in and they put it in the back of the center. And all I did, I told them that they should put it up in the front of the center, so more of the people could get to it, but they didn't.

Dr. Roberts: Fascinating. Okay, the first test that we're going to do is called a word association test.

Mr. Tolson: I don't know what that is.

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

Mr. Tolson: Well, that sounds easy.

Dr. Roberts: Great! Okay, well let's start. First word, "shoe".

Mr. Tolson: shoe

Dr. Roberts: "rabbit."

Mr. Tolson: (long pause) Rabbit

Dr. Roberts: Trunk

Mr. Tolson: truck

Dr. Roberts: Okay, you're just saying the words that I'm saying.

Mr. Tolson: I know, but when you say the word, that's the word that I think of.

Dr. Roberts: Okay, it's my fault then. Let's try again, only this time I want you to change the word.

Mr. Tolson: Okay, so not just the same word.

Dr. Roberts: Great. You're catching on. Okay? Next word "hat"

Mr. Tolson: Hatssss.

Dr. Roberts: "moose"

Mr. Tolson: Meese.

Dr. Roberts: Okay, now all you are doing is just pluralizing the words that I'm saying.

Mr. Tolson: Yeah, but they're different.

Dr. Roberts: Yeah, they are different, but that's not what I want. Okay, let me give you an example. Why don't you give me a word.

Mr. Tolson: I give you a word

Dr. Roberts: Yeah, any word.

Mr. Tolson: "Word"

Dr. Roberts: Fine, Uh, that makes me think of "constriction" (folds arms across chest in a constrictive manner). Don't worry you'll catch on. Let's try it again. Okay, "trumpet"

Mr. Tolson: "Constriction" (folding arms in same manner)

Dr. Roberts: "Scarf"

Mr. Tolson: "Moose"

Dr. Roberts: "Cat"

Mr. Tolson "Scarf"

Dr. Roberts: All right, now you're just using the words that I've already used.

Mr. Tolson: Well, you didn't say that I could use them up.

Dr. Roberts: Well, you **can**. Okay? Why don't we just move on to another test.

Mr. Tolson: They got this new computer up in the computer center and I just told them they should put it up front, but they put it in the back.

Dr. Roberts: That's fascinating. Okay? Look, uh, for this next test I'm going to start a sentence and I want you to complete it, okay?

Mr. Tolson: So all I have to do is finish it. Okay, all right. Well this one sounds easy.

Dr. Roberts: Okay, great. Now here is the first sentence. When we went to the park we were going to.....

Mr. Tolson: period.

Dr. Roberts: Okay, look, you have to add some **words** to it. Okay? Squeeze some words between the period and the other words all right. Let's try it again. Let's do another one. Jerry had a wonderful red balloon and he took it to....

Mr. Tolson: His friend Jerry...who also had a red balloon...and liked to add words.

Dr. Roberts: Look Mr. Tolson, I need you to come up with some answers on your own. Okay?

Mr. Tolson: We got a computer and they wouldn't put it in the front and.....

Dr. Roberts: **Look, I heard you the first time.**

Mr. Tolson: Are you angry at me?

Dr. Roberts: No, Mr. Tolson, I'm not angry at you. Let's move to the next test all right. This is called a Rohrshach Test. What it is, is some people took a piece of paper and put some ink on it and folded it. What I need you to do is look into these ink-blots and tell me what you see. (Holding up ink blot) Now, what do you see here Mr. Tolson?

Mr. Tolson: A black smear.

Dr. Roberts: Yeah, that's exactly what it is. I need you to look into it and tell me what you see.

Mr. Tolson: (Looking at the Dr.'s shoes) I see black shoes.

Dr. Roberts: That's good, I could see that.

Mr. Tolson: (looking at the Dr.'s tie.) I see a brown tie.

Dr. Roberts: Um hum, good, good.

Mr. Tolson: (Looking at the wall) I see a diploma from Grand Valley State University.

Dr. Roberts: That is enough Mr. Tolson, you will not leave this office until you tell me what you see in this.

Mr. Tolson: I don't want to, I don't want to.

Dr. Roberts: Look, I'm going to make you use **one** creative bone in your body if it's the last thing I do. Now **look** at this and tell me what you see. **Tell me.**

Mr. Tolson: I see a dog. (struggling)

Dr. Roberts: Good.

Mr. Tolson: And it's on a log. (continuing to struggle)

Dr. Roberts: Good, go with that.

Mr. Tolson: And the dog is a terrier...and it's rabid... and it shakes its head back and forth in meaningless anger.

Dr. Roberts: Good, good, good.

Mr. Tolson: And foam sprays from its mouth and we follow this droplet of spit down to see where it lands on a symmetrical lawn and the drop of spit slowly transforms becoming a flaming brass eagle holding the Magna Carta in its claws. This eagle takes flight and soars over the (spit) gray convulsive Atlantic Ocean. (lowering voice) It flies low by the choppy waves a massive shimmering sea bass leaps up and it snatches the Magna Carta. But the sea bass is served to the family of Long John Silver's restaurant. And as the family devours the fish the father is transformed. His eyes glow wolf-yellow, he starts at his claws and a massive crowd gathers around and he screams wildly into the night sky. "Where is the passion?" "Where...is...the...passion?"

Dr. Roberts: (stunned) I'll see what I can do about getting those computers moved.

Mr. Tolson: Yeah, on the 17th floor and they put it in the back.

Dr. Roberts: Sure, okay.

455) Abdul The Magnificent Skit

This is a mind reading skit which, when done right, is downright spooky. Give each person a slip of paper, and ask them to write out their greatest ambition in life. The slips are then folded, collected, and "Abdul" (who should be dressed appropriately) proceeds to perform the task of reading the sentences to the group without opening the papers. How is it done? Abdul also puts one slip of paper in the box along with the others, only he puts some kind of identifying mark on his. When the reading starts, he picks one of the slips from the box, rubs it on his forehead without opening it, and offers any sentence as a guess as to what is on the paper. He then looks at the paper, and to his dismay he is wrong, but that will soon be forgotten. He can blame it on the fact that the "spirits" aren't quite right yet, but that the next one should be better. It's important not to dwell on this mistake long. Just get on with the next one. It's also important not to reveal what was actually on the paper guessed incorrectly. Just get ride of it and go on. Another slip of paper is held to the forehead, and Abdul then repeats the sentence that was actually on the previous paper. After rubbing his forehead, he opens this second slip of paper, confirms that he is correct and asks the person who wrote that sentence to identify it. Everyone is impressed. Another paper is drawn and again, Abdul repeats the sentence that was on the previously opened slip. Each time he opens up a slip of paper to see if he is "correct" he is actually learning the next sentence. The important thing is to stay one slip ahead. When he comes to his own slip, which has been held until last, he repeats the sentence on the previous slip, and that takes care of all them. If this is done smoothly, it will really baffle the group.

456) You Were Lucky Skit (Hudsonville Version)

Intro. Imagine us sitting in the Old Time Diner, drinking our coffee.

Theule: You know, 30 years ago we would have been lucky to have a cup of coffee. Cold coffee. Yes, without sugar or milk — or coffee. In a cracked and filthy cup. We used to be so poor that we would drink coffee out of a rolled-up newspaper.

Becky: You were lucky! (Lucky?) Yes lucky! To have a newspaper, we used to have to suck our coffee out of a damp cloth. We were poor but we were happy, we were happy because we were poor.

Werf: My daddy said that dollars would never buy happiness, but that's because he never had any money that dirty beggar. When I was a kid, we used to live in a house with big holes in the roof.

Theule: You had a house? You were lucky! (Lucky?) Yes Lucky! We used to live in a bottle cap, 23 of us in the middle of Lake Michigan.

Werf: You were lucky! (Lucky?) Yes lucky! When I said it was a house, actually it was a room — all 36 of us, and we had only half a floor. We had a big hole in the middle of the floor and we used to huddle next to the wall for fear of falling in.

Becky: You were lucky! (Lucky?) Yes lucky! We used to live in a hallway.

Theule: You were lucky! (Lucky?) Yes lucky! We used to live in an abandoned septic tank in the middle of the garbage dump.

Werf: You lived in a septic tank? You were lucky! (Lucky?) Yes lucky! We lived in a paper sack in the bottom of a toxic waste dump. Every morning we would awaken to nuclear waste being dumped on us until we glowed.

Becky: You were lucky! (Lucky?) Yes lucky! Actually the hallway I was telling you about was no more than a hole on the ground covered with twigs.

Theule: You were lucky! (Lucky?) Yes lucky! We were evicted from our hole. We had to live in the bottom of the lake.

Werf: You were lucky! (Lucky?) Yes lucky! To live in the bottom of the lake. There were 150 of us in a shoebox in the middle of the road. We dreamed of living in a lake.

Becky: You were lucky! (Lucky?) Yes lucky! To live in a shoebox. We lived in a brown paper bag. All 300 of us! Got up at 6 a.m. and ate a crust of stale bread, and worked in the muck for 12 hours. When we got home Dad would beat us and put us to bed with no dinner.

Theule: You were lucky! (Lucky?) Yes lucky! We used to get up at 3 a.m., strain the lake clean with our teeth, eat up a cup of hot gravel, work 15 hours in the muck, and when we got home our Dad would beat us about the head and shoulders with a broken beer bottle and use us for kitty litter.

Werf: You were lucky! (Lucky?) Yes lucky! We dreamed of that! We used to live in a rusty tin can in the middle of the road. One hour after sunset we would clean the road with our tongues, eat a handful of cold gravel and work 20 hours in the muck with no pay! When we got home our Dad would cut us up with a ginsu knife and use us for cheese fondue.

Becky: You were lucky! (Lucky?) Yes lucky! That was luxury. We used to get up in the morning at 10 at night — which was a half an hour before we went to bed — eat a hunk of dry poison — work 29 hours a day in the muck and when we go home our parents would kill us and dance around our grave singing, "Glory, Glory, Hallelujah."

Theule: But you tell that to the kids today and they simply don't believe you.

457) Do Brothers Skit

Have a shaving cream fight to the Dueling Banjos song

458) Cupid Skit

Girl sitting on park bench. Guy comes in and likes the girl but she doesn't respond. Cupid comes in and shoots girls and she gets real affectionate and scares the guy. Then the cupid shoots guy. Instead of getting all lovey, guy dies. Cupid takes his place on the park bench.

459) Hallway Skit

Stage Placements: 2 guys facing one another at opposite ends of stage and 2 girls in the back talking to one another. Remain frozen during speaker's speech.

Sociologist: Good evening, tonight we want to demonstrate the phenomenon of casual social interaction. This took place in a school hallway and in order to realize the extraordinary events that we have documented, you must pay careful attention. Okay, lets cut the lights and roll the tape.

2 guys start walking toward one another and when they pass, they accidentally bump into each other slightly. One guy says, "Hey man, watch where you're going!"

Other guy: "I'm sorry."

Sociologist: Lights please. Alright, did anyone see the intense interaction taking place? No? I told you, you really have to pay close attention. Maybe it will help if we play the tape back and slow it down a little. Okay then, rewind the tape and kill the lights.

All the characters rewind their actions, including the girls in background, in fast speed. Wait for the strobe light and repeat scene but slower speed. This time, when guys bump into each other, one of them grabs wallet out of the other guys pocket. Freeze at the end of scene.

Sociologist: "Lights up. This time you people had to see it. We are simply amazed at the flurry of activity that teenagers are capable of producing in such a short time span. Did everyone notice this? You still aren't able to realize what's all happening? People, don't blink. I guess we'll have to slow the tape down even more. Play it again, please." (Characters rewind)

Scene repeats but this time guy taking wallet knees the other guy in the stomach, chops him on the back of head, and then takes his wallet when they bump. Rest of scene takes place the same (after bump)

Sociologist: "Lights! This is amazing. I can tell by your lackluster reaction that you are still not seeing the phenomenon we're trying to show you. Let's slow the tape down even further and play it one more time." (Rewind)

Scene repeats but when 2nd guy get kneed in gut and chopped, he grabs arm of 1st guy that has wallet and swings over back so laying flat on ground. Pop back up for rest of scene to proceed.

Sociologist: "Lights up again. Now what do you think? Wait a minute. You can't be serious. The full range of events has still not been revealed to you? This is ridiculous. I can only slow this tape down so much. Rewind the tape, slow it again, and lights off."

The scene repeats the same as last time but as 2nd guy flips 1st guys and gets wallet back, one of the girls walks over and knees guy in groin, takes wallet, pushes guy over on ground, walks back to friend, together they look on wallet, pull out the money, and give one another high fives.

Sociologist: "Okay, you finally saw what we did. Thanks for being an attentive audience. Good-night."

460) "He Said He's Met You Before!" Skit

Characters: (1) Old man; (2) Old woman; (3) gas station attendant.

The old married couple are sitting in two chairs up front. They are acting as if they are driving in a car — with the old man's hand on the steering wheel. They pull into a gas station, and the old man rolls down his window.

Gas station attendant: "Can I help you?"

Old man: "Fill 'er up."

Old Woman asks the old man, "What'd he say?"

Old Man: "He asked if he could help us."

Old Woman: "Tell him to fill 'er up."

Old Man: "I told him to fill it up."

Gas station attendant: "Where are you two headed?"

Old Man: "We're going to Disneyland."

Old Woman: "What'd he say?"

Old man: "He asked us where we're headed."

Old Woman: "Tell him we're going to Disneyland."

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

Gas station attendant: "Where are you two from?"

Old Man: "We're from Hudsonville."

Old Woman: "What'd he say?"

Old Man: (angrily) "He asked us where we're from!"

Old Woman: "Tell him we're from Hudsonville."

Old Man: (very angry) "I TOLD HIM WE'RE FROM HUDSONVILLE!"

Gas station attendant: "Hudsonville, I've been to Hudsonville before. The women there are DOG UGLY!"

Old Woman: "What'd he say?"

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

Curtain closes — or lights go down — and music comes on (ideally), or old woman and man get up and walk out of the room like old folks.

Run/walk ons

Run-on's are simply ongoing, weekly quick leader skits that bring in some tie of characters and lines. They have also been called "interrupters". Some focus in some way on selling camp; however, it remains the primary purpose of the run-on to make kids laugh (hopefully laugh hard) and enjoy themselves, along with focussing them up to the front of club. Young Life has masterfully done run-ons throughout the past decades and we need to continue to do so. All run-ons take lots of work to be excellent as well as creativity to make them a success. The following is a list of principles to use as you create your run-on and then a list of characters that may help you think of something workable. You can certainly make up your own new ones.

Run-on Principles

1. Always leave them wanting more. Short is better than long every-time.
2. Use music to enter *and* exit characters. It should be loud and moving. You want kids to go nuts when they hear the music begin.
3. Think through at least on "repeater" line that kids may pick up and say with the character. Good lines will even be used in school by kids later!
4. The opening line and the ending line will be the most important and should be consistent each week. It will help you music cues and will help the run-on end. More often than not the ending of the run-on kills the whole thing. Think about it, even Saturday Night Live skits that fizzle at the end leave us a little depressed. A great ending will be looked forward to and win every time. Begin with the end in mind!
5. High energy will always outlast low energy in run-ons. Yelling is fun! Screaming is fun, think high energy!

461) Foible Award Or Geek Of The Week Run-On

Each week your resident geek comes out and gives an award to the kid who did the most ridiculous thing during the past week. Kids turn in nominees at club the week before. Leaders pick a winner and give them the Foil Ball award. They must carry it to school and bring it back bigger next week. Make the kid a hero not a loser.

462) Scenes That Didn't Make Star Wars Run-On

There is a movie director who comes in to music each week as the steady character (this person needs to be funny). Each week they set the stage for a different scene that didn't make Star Wars. Examples:

Jabba the Hutt, trying desperately to lose weight, meets Richard Simmons.

- Yoda abuses Luke by throwing things at him as he teaches Luke to Feel the Force. He gives up and decides to teach Hooked On Phonics instead.
- Darth Vader as a child gets abused for his costume on the playground, choke holds a kid, and then gets sent to the principal's office. This was the beginning of his asthma problem.
- Princess Lea confesses to Chewbacca that it is him she loves, not Han Solo.
- A video of the making of the special effects with dolls.

463) Retainer Boy And The Evil Orthodontists Run-on

Basic swanky 70s evil orthodontists only have 1 patient, retainer boy so each week Retainer Boy comes in to give them some presents and try to make them like him. Instead they build the retainer bigger and better each week (Nerf hoop, TV antenna) until he finally tears it off and teaches them a lesson.

464) Impressions Of An Administrator Run-on

Great one if you have a good relationship with a principal, coach or a teacher, that the kids would not suspect. You stop club and explain that although they may not know it, you actually are very good at impressions and that some kids at club urged you to share this. You do your best impression of the principal (teacher, whomever) and as you really ham it up, they walk in behind you repeating what you say. You realize you have been set up and apologize, they pie you in the face and walk out. Make them the hero.

465) Other Possible Run-on Ideas

Vikings, cheese-heads, cone-heads, evil Easter Bunny or Santa, captain champion, any spin-off's of recent movies, TV shows, sale-person selling products, hapless scientists, magicians, workout video hosts, spin-off of a daytime talk-show host with different guests, a professor who comes in and reads goofy instructions, poems, deep thoughts, etc.

466) Poetry Corner Run-on

This is someone who comes in very seriously to read poetry, only the poem is from a song off of the radio which has some goofy lyrics. The more you get into it the better.

467) Reggie Vego-matic Run-on

Materials: One box to fit over a person with a hole cut for a head to fit through with "slice, dice, mix, and blend" written on it. Food materials

A salesman comes out and demonstrates the many uses for the "blender." For example, the salesman puts in a carrot, an apple and an onion. Each time he stops and samples the puree. The salesman finally makes a milk shake with ice cream, milk and chocolate syrup. The salesman takes this concoction and then drinks it, or plant someone in the audience to drink it.

468) Mr. Glove Run-On

Video-tape a glove as it explores a different adventure each week. Have Mr. Glove visit kids houses that go to club. You can plant stuff in there desk (Barney video, New Kids on The Block CD..ect) We had Mr. Glove go into a persons bathroom and accidentally drop tooth brush (look alike) into the toilet. At the end of the run-on have camera show who Mr. Glove is (Principle is the best of all scenarios.)

469) Spaz Boy Run-on

Someone dresses up in a crazy costume, possibly with a shirt that says, "Spaz-boy". He runs into club, around and over everyone, and runs out.

470) Hack-saw and Corn-bread Run-on

Two hillbillies Hack-saw and Corn-bread from Itchy Butt Arkansas come in each week and perform amazing new games that they came up with which really aren't that fun at all. In the end they think of something great which is probably something that you will do at fall or summer camp.

471) Wee Man Run-on

Started with a leader who really liked quoting Top Gun. You know the scene where Goose keeps correcting Maverick that "we" saw the MIG, etc? Well, we created Wee Man. He comes out to do announcements, or just to give a weekly update of what he's been doing. Need two people to pull this off each time. Make up fun conversations that contain many words with "we" in them. The straight guy tells the majority of the story, but saves all the "we's" for Wee Man (played a bit as a geek--funky clothes, etc.). Example: "So yesterday -we- didn't have much to do, so -we- -we-nt out in the yard to -we-ed the flowerbeds. -We-ll, you'll never believe what -we- saw!!..." Also works well if you follow up with "The Lion Sleeps Tonight". Invite Wee Man to stay and lead the "Weee" section of the group!! Lots of fun. Takes a couple runthroughs before club so you don't flub up.

472) Axel & Smash Run-on

Here is a fun run-on for club. Two leaders dress up as punk rock musicians with clothes and long-haired wigs using toy guitars. When the music comes on (use hard/punk music) they come dancing through the crowds with guitars in hand until they reach the front. When they reach the front the music stops and the dialogue goes like this:

Axel: "Hi! I'm Axel!" Smash: "And I'm Kid Smash!" Axel/Smash: "And we're rock stars! We're in a band, and we have friends who are going to rock this house!"

At this point the music comes on again and they begin to air band to the music. Another leader starts to yell:

Leader: "Stop the music! You guys are a joke! You aren't even rock stars!" Axel/Smash: "We aren't!?" Leader: "And you don't have a band!" Axel/Smash: "We don't!?" Leader: "And you guys don't have any friends who are going to rock this house, and you won't either!" Axel/Smash: "We won't!?" Leader: "No! Get out of here! You guys are a bunch of phonies!"

Axel and Smash start to leave and before they reach the end of the door, they turn around and yell,

Axel/Smash: "Hey (Leader's name)! We'll be back!"

And then they go. We used this walk on 5 or 6 times during the beginning of year, and we set up the final act for the last club of the year where we actually got a band together and had a semi- concert/dance with songs like YMCA, Twist & Shout, Johnny B. Goode, etc. This was a great way to end the last club!

473) Duct Tape Man and Side Kick Run-on

Wrap a jump suit, gloves, hard hat and boots in duct tape, or see Wireless One catalog for duct tape apparel. You may either have something in club "accidentally" break each week, or you can use it to sell camp. For example, the bus ride:

duct tape man can explain how tough a bus ride can be and tape an assistant to the seat, a pillow to their head to sleep, a water bottle to their mouth, headphones to their head. He could help in future weeks with other aspects of camp needing tape...car wash (hose, sponge, towel to assistant), old suitcase for packing, water skis, volleyball. One way that it can be done is that instead of fixing anything Duct Tape Man basically comes in and destroys what ever it is he is trying to fix — but leaves a ton of duct tape all over it. You can also have a leader taunt him because he doesn't actually fix anything.

474) Energizer Bunny Run-on

Get a bunny costume and a big bass drum. Set the scene as a commercial. Lights on, a scene of two couples drinking coffee at a table. One lady comments, "Gee, this coffee is delicious." Her husband says "Yes it is, could I have another cup?" "Why sure" she answers. The thought of first women is done over a microphone: "That's funny, Bill never drinks another cup at home." Just then the Bunny enters pounding on the drum. The bunny stops beats on the table, knocks out the couple and drums off the set.

475) Fred Gimmel, Stuntmen/Stuntwomen Run-on

Each week these famous two stuntmen (Fred and Gimmel) enter to *Kick Start My Heart* by Motley Crue, screaming and dancing around. They yell to the crowd, "Are we an acne pimple?" They coach the crowd to yell back "NO!" "Are we Bryant Gumbel?" (NO!) "We are...Fred Gimmel!" They scream again. They are stuntmen from camp to perform for the kids. Each week they attempt a stunt, Gimmel injures a body part and flails on the floor and yells, "Tape it, you gotta tape it!" While his partner Fred jumps in front and shuns the crowd "No, I will not tape it! I will not let you go o ! It's over! The stunt is over!" The leader tells them it is over and to get off the stage. Each week when they come back Gimmel is more bandaged up until by the last week he has a neck brace, leg wrap, and a backboard.

Stunts include: lifting 1500lbs. (Gimmel tears his colon-he gets a semicolon!); juggling knives (cuts his tongue); parachuting into a glass of water (dummy off the roof); karate chopping a board (smash plaster hand). The last club Gimmel can save the leader's life.

476) News Show Run-on

Pattern it after *Saturday Night Live* news. You may have guest commentators. Make fun with school events and happening around the school. Use copies of pictures on over-heads as slides to commentate. You may even mock local newscasters.

477) Fish Man Here Run-on

Fish Man (swimming fins, mask, snorkel, wet-suit), enters to music and brings in his trusty assistant (a large dead carp). He can help preview camp and use the fish to demonstrate all that the kids can do this summer. Blob the fish (air pillow into a bowl of water), zip line the fish (string on wire across room). You may even have him meet a lady-fish as well. We suggest you use a fake fish.

478) Cheerleaders Run-on

Watch the Saturday Night Live cheerleader skit. They may cheer for people doing different events at camp. Always end with a dance cheer like they do. Have a strong finish.

479) Loud Mel or Loud Sid Run-on

Sid or Mel is a lovable character with SAD (sound amplification disease) who interrupts tender moments in club (like the leader wants to sing a serious song or share a poem-don't worry, you never get to share it_ because he is so loud). (All his movements are amplified by microphone-like the Fly In The Library Skit). Each week he begs to stay, the leader lets him, but eventually drives the leader crazy so he gets thrown out. Have him carry a briefcase with things each week (eat a candy bar, clip toenails etc.)

480) Entertainers Run-on

Sal and Vin have dazzled crowds with their humorous spin-offs of ventriloquism, mime with words, puppetry, magic, story-telling. You must have funny folks to pull this one off.

481) Super Heroes Run-on

This is a good one if you have no leaders with talent; however, the workload is incredible. Choose two leaders with opposite body types (one tall, skinny and one shorter and rounder). Together they will form different tandems of super heroes listed below. Each week, an appropriate villain (Joker or Penguin or Batman and Robin) enters and attempts to destroy your camp mascot (some stuffed animal). Every time the villain arrives, the lights go out, appropriate music comes on, and your heroes come out in strobe and beat up the villain. Use Batman and Robin, Tarzan and Cheetah, Lone Ranger and Tonto, Captain Kirk and Spock, Ninja Turtles. The last week, your villain comes in and tells the kids that he/she is tired of getting beat up and will go to camp. The heroes come out and beat them up again.

482) Commercials Run-on

Each week take commercial breaks with you club sponsors. Use different commercial spoofs.

483) Time Travelers Run-on

This run-on requires some video expertise and ability to get awesome uniforms. Have two good characters chasing a villain, who has stolen the camp deed, around through time. Each time they get ready to catch him they end up in a different time zone instead. You may use different movie clips like medieval period, Rome, the future. Does your school have a video department? Some Discipleship or student leader kids may be helpful to pull this one off.

484) Good Morning Young Life Videos Run-on (or Good Morning America)

Call parents ahead of time. Get to kids' homes early and video tape them being woken up. Show video in club. You may find it funny to mix in movie clips or use in conjunction with a run-on. Classic mistake is making it too long. It should not last more than 1 minute per kid. Also don't forget a light for your camera! Be creative on who wakes them up (wake up fairy, your run-on characters, a spin off movie character, etc.) Don't expect the rooms to have good lighting - they won't. Use a sleepy-time bed head pajama character to sell, pajama's with footies and great patterns are funny, sleepy-time music is on any kids tapes. No real winner or trophy needed to make this one a tradition, just remember, always leave them wanting more.

Ask them questions like...how many licks does it take to get to the center of a tootsie pop? Then interview the person's teddy bear, or try any approach that's spontaneous and funny. Responses from kids so early in the morning are bound to be funny.

Guidelines:

1. Warn the parents. They may think you're crazy, but most parents respond favorably to anything focusing some attention on their child.
2. Select young people who will respond appropriately. Shy kids will just hide under the covers.
3. Make the most of the moment. Wake them up slowly, and have some fun before they are fully conscious.
4. Take someone along to help. One of you can interview, and the other can work the camera.
5. School days are better than holidays or weekends. They'll have to get up early anyway, and the freshness of the experience will help the word get out at school.

Don't let the cat out of the bag. The only ones who should know anything about your plans are staff and parents. Surprise is essential.

485) Funk Master Daddy Run-on

Play *Jungle Boogie* by Kool And The Gang to interrupt club. Funk Master comes in dancing when the lights are out and the strobe light comes on. The lights come on when the bass kicks in and he dances his way to the front dresses in ultimate '70's cloths. He says, "Peace, love, power to the people, groooooovy!" with exaggerated hand motions (repeater line). Then he says, "I have traveled from afar and nobody can hang with me!" When he finishes, a different person comes out dressed as a cowboy, rapper, etc. That person says, "I heard you say nobody can hang with you, well hang with this!" Their country, rap, music plays again as he shoves Funk Master around. When Funk Master hits the ground, *Stayin' Alive* comes on and starts coursing through his veins. He starts wiggling and moving and jumping around as he comes back alive. Finally he dances out to the music.

486) Spike and Myron Run-on

Spike is the hard core black leather jacket thug. Myron is the nervous, unsure, nerdy character that everyone feels sorry for each week. Myron comes in each week with a new costume/idea that he is really excited about (Mr. Rogers or the Sesame Street theme song works fine). Spike's music comes on (*Bad to The Bone/Welcome To The Jungle*) and he picks on Myron until finally he tells Myron to leave. As the run-on goes on Myron gets more and more abused until finally he gets Spike in the end and comes out as the hero. The run-on can also build until Myron becomes more and more liked until he finally tells spike off and comes out as the hero. Myron can also be excited about different little crafts that he has been making each week, which Spike comes in and crushes.

487) Ricky and Ricki Run-on

These are two guys who are twin brothers from different mothers. They are not so smart and have crazy stories about growing up.

488) The Love Mechanic Run-on

The Love Mechanic is dressed up as a mechanic with tool belt, etc. He comes in and says that he is The Love Mechanic and that, "I'm The Love Mechanic, and I'm just here to help." What happens is that students send (well not really, he makes them up) letters with love problems and he then gives advise. For example, "Dear Love Mechanic, I have a really big problem. My boyfriend, Jim Bob, went huntin' last weekend and when he came back with his deer, he wouldn't let me gut it. What kind of a boyfriend doesn't let his girl gut his deer? What should I do? Betty Lou Magu." To which The Love Mechanic gives his reply, "Dear Betty Lou, Well, that's a toughy, but I think I can help. You need to take a good look, Betty Lou, at Jim Bob and see him for what he really is, A TURD, and you know what you do with a turd. You

FLUSH HIM! I'm The Love Mechanic. I'm just here to help." He then leaves to his mechanic music. Each week the boyfriend gets called a turd and the girlfriend is told to flush him.

489) Dr. Baytose Run-on

"I am the amazing Dr. Baytose and I can do amazing things!"

490) Big Rig Run-on

Materials: deoderant : spray; roll on; pump; and solid. Slices of bread or bun, jar of peanut butter, tank top
A leader announcing to the club about his occupation. This person will fill in what problems he has drivin' the biiiiiig riiiiigg on the road. So here is "Scottie." Scottie comes out and sits down and starts talkin' about how he drives the biiiiiig riiigg all over (the towns around your area), but as he drives he gets powerful smelly. Not just your average smelly either. And here Scottie falls into a rambling discourse of how smelly he is. "I'm talkin' real smelly-just-got-my-nose-caught-under-the-belly-of-a-dead-fish-smelly-stuck-my-head-in-a-hamper-smelly-dog-died-got-stuffed-in-a-closet-smelly-had-a-dirty-diaper-fall-on-my-face-Whoo! And so I tried me a roll on." Scottie applies the roll on liberally. "I figure nothin' could beat the ol' roooollll on. so I's drivin' down the road again going 'Man do I smell mighty fine!', until I pull up into a truck stop and the lady behind the counter says, 'woooooe do you smell bad!' and I did. I stinks! And I'm not talkin' a little bad. I'm talkin' dead fish washed up on shore smelly ol' dress sock been sittin' in my closet skunk plastered to my radiator grill stuck my gym shorts in an ol locker SMELLY! So I decided to use some of that there pump (apply pump liberally to both sides.), and then I say I'm smellin' mighty fine. but you know somethin' I barely drove five miles and I don't smell fine at all. I smell really bad. I smell...(you figure it out). Any way, Scottie then applies the stick and reenacts the smelly stuff, finds out he still dosen't smell good and goes through the same with the aerosal. Scottie finally says, "But I finally found something that does work. Peanut Butter!" Scottie now applies the PB to the armpits. "Yep! A little bit of peanut butter and I smell mighty fine while I'm driving the big rig! But y'know, when I'm driving the big rig, sometimes I get powerful hungry! That's why I carry me a little bread with me (pulls a couple of slices) and so from time to time I make myself a little sandwich!" Scottie swabs the bread in the armpits and takes a big bite. "And now I don't get hungry while driving the big rig!"

More each week with hair problems (moose, gel, etc...), or sweaty feet...all with PB as the solution from a hungry driver!!!

491) Mr. Glove Run-on

Video-tape a Glove as it explores a different adventure each week. Have Mr. Glove visit kid's houses that go to club. You can plant stuff in their desks (Barney video, New kids on The Block CD. Etc.) We had Mr. Glove go into a persons bathroom and accidentally drop tooth brush (look alike) in the toilet. At the end of the run-on have camera show who Mr. Glove is (Principle is the best of all scenarios.)

492) The Bat Man Run-on

For this skit you will need the following supplies:

Batman mask, Robin mask, Black tights, Green tights, Flash light, and a cardboard cutout of a Bat symbol

Part One

OPEN: Mayor sitting behind desk with "Mayor" sign on desk, doing mayor-like stuff. In rushes villain, Big Foot alias Sasquatch. He snatches us the mayor and runs out the door.

Mayor: (screaming) "Agony! Agony!"

Lights go out. The Batsignal (flashlight aimed at Bat symbol cutout) gleams in the distance. The lights come on and the Police Commissioner is holding the flash-light.

(A great special touch we added was to get the actual Chief of Police of our town to play the part. It added that special "guest appearance" touch.)

(Batman and Robin rush in all hero-like.)

Batman: "What is it Commissioner?"

Commissioner: "Batman! It's horrible! The mayor has been mayor-napped by some horrible villain!"

Robin: "Holy missing mayors Batman!"

Batman: "Did you find any clues Commissioner?"

Commissioner: "Only this piece of hair."

Robin: "Holy hair balls Batman!"

(There is humor in repetition so try to set this line as one the crowd will know every week and with Batman)

Commissioner: "Batman, don't you get cold wearing those skimpy tights?"

Batman: "Naturally you didn't know I was wearing my special Thermal Bat Long Underwear!"

Commissioner: "Oh...right."

Batman: "Robin! We've got to get to the Bat Cave and analyze this hair to find out who kidnapped the mayor.

Robin: "Right Batman!"

Batman: "To the Ba... Do you have the keys, Robin?"

Robin: "Holy locksmith Batman! I thought you had them in your Bat Key Pouch next to your Bat-a-rang, Bat Beeper, Bat Cell Phone, and your Bat Oakley Pouch."

Batman: "They're not here!"

Robin: "They must have fallen out on the way in!"

Batman: "WE MUST FIND THE BAT KEYS!"

Robin: "Right Batman!"

Batman: "Let's GO!"

Announcer (who is unseen): "Will the dynamic duo find out who kidnapped the mayor? Will they ever find the keys to the Bat-mobile? Will [club kid] finally [action]? Tune in next week: Same Bat Time, same Bat channel!"

493) Hacksaw and Cornbread Run-on

Music plays — "Jungle Boogie" by Kool And The Gang from — Pure Funk

In comes Hacksaw and Cornbread (done up as hillbillies)

"I'm Hacksaw" — "And I'm Cornbread" — "From Itchy-Butt Arkansas, and we're X-treme (X their arms in front of them and gives high-fives etc. to the crowd.)

Cornbread gives a little blurb about X-treme games and wanting to be on an extreme team, so they've made up some new X-treme games, and they've come to Hudsonville to teach them.

Do the Extreme Game (#1 — spoons on their noses)

The "Straight person" stands up and says how stupid their game is and that it's not X-treme at all. (Crowd boos him/her and cheers for Hacksaw and Cornbread — get leaders in on this before.)

Hacksaw says that he knows _____ (the "straight-man") has an extreme side to him/her — just waiting to be drawn out.

Music plays

"I'm Hacksaw", "And I'm Cornbread" "from Itchy-Butt, Arkansas, and we're Xtreme!"

They leave with the music blaring.

Announcements

494) Bandaged Hand Announcement

This is always great at camps or larger meetings. Simply walk to the front of the group with a serious look on your face and make the following announcement. Be as convincing as you possibly can.

"I'm sorry to put a damper on the meeting, but I have a very important announcement to make. A few moments ago, one of the girls in our group went home. One of the guys here... and I won't mention his name... did a very crude and insensitive thing to her. While she was sitting on the bench outside, minding her own business, he approached her and very rudely tried to kiss her. He was trying to be smart, I suppose, but the girl reacted negatively and was deeply offended. When the guy tried it a second time, she swung at him with a pencil she had in her hand and seriously gashed his hand with it. The guy had to have his hand bandaged, and the girl left and probably will never come back to one of our meetings again. Things like this are needless and are a sign of immaturity. We cannot tolerate this kind of child's play anymore. I don't think I need to say anymore about it.."

Usually you can hear a pin drop when you are finished making the announcement. All the while, you keep your hand in your pocket. After the announcement, casually take your hand, out of your pocket (in plain view of everybody) and reveal your hand, all bandaged up with blood-stains all over it. As soon as the kids notice it, the laugh begins.

495) Transparencies Annoucements

Write out the announcements and then have a club kid use a pointer and the rest of the club yell each word as he points to each announcement. It's great to get a kid up front that can get the attention without doing anything too difficult.

496) Parade/Video Annoucements

We did this at our club during the Atlanta Braves victory parade (Go Braves). Take a group of leaders to a major town parade and have one dress up like a reporter. Then we interviewed different people in the crowd that you do not know. (You can prime them to give appropriate answers when you ask a certain question) For example we asked the people at the Braves parade what they were planning to do after the big celebration. Some said, "I really just can't wait for Castaway!" or "The Hudsonville High Homecoming that's where all the action is" or "If you're new this week fill out a club card!" It's a fun day with the leaders and gives a great creative twist to doing announcements. You can also video tape famous local people giving the announcements, principals, etc.

497) International Annoucements

We did this in our club for the first time this year. Get a high school person who speaks a foreign language to be the translator for the announcements. We had a girl who was from Columbia, every time she translated the announcement our high school friends went nuts! After that club we had other kids want to volunteer to help out the next week. Hope it works for you!

498) Squirt-gun Annoucements

Invite a kid up front. Give a leader a small squirt-gun. The kid then has 30-60 seconds to read the announcements from a piece of paper. The leader's job is to squirt the kid whenever the kid pauses, says "um" or "uh", etc. When the minute is up, it is the leaders turn to read the same announcements, the kid gets a much bigger squirt-gun. (Make sure the announcements are printed with ink that can handle water).

499) Balloon Annoucements

Put the announcements in balloons and then blow them up. Have different people pop their balloons and read the announcement.

500) George The Bouncing Weatherman Annoucements

A weather-man character come out with a small trampoline and bounces the whole time he gives the announcements, that are in a weather format.

Big Group games

Suit camp situations especially...

501) Spin Around The Bat Big Group Game

Divide your group into teams. Each team gets a baseball bat that is placed on one end of the playing area, with the team lined up at the other end. The object of this relay is for each team member to run to the bat, put his forehead on the bat (in a vertical position) and run around the bat ten times while in that position. He then returns to the team, usually so dizzy that getting back to the team is a difficult and fun to watch experience.

502) Tug Of War Big Group Game

Break up into teams and play tug of war. A rope that is tied together into a circle works great too.

503) Mattress Race Big Group Game

504) Savage Women Big Group Game

All of the guys get inside a circle, sit down, and huddle together in any position and lock arms and legs. The girls attempt to pull the guys out of the circle any way they can. The guys try to stay in. The last guy to remain in the circle is the winner. Guys cannot fight the girls...all they are allowed to do is hang on and try to stay in.

505) Pull-up Big Group Game

Everyone sits and forms a circle facing the middle, except for 5 boys and 5 girls who start the game (They are in the middle, standing). At a whistle the 10 boys and girls in the center run to the people sitting and "pull-up" a person of the opposite sex, by taking their hands and pulling them up. The first person takes their place on the ground. The second person then runs to the other side of the circle, and does the same to someone else of the opposite sex, and so on. This continues for one minute, the whistle blows, and everyone stops where they are. The boys and girls left standing are counted. If there are 2 more girls than boys, the boys get 2 points, and the game goes on. Every time a minute goes by, the whistle blows and those standing are counted. The idea is sort of a random "musical chairs", boys against the girls. The team with the least left standing each time wins.

506) New Volleyball Big Group Game

Here is a great new way to play the old game of volleyball. New Volleyball can be played on a regular volleyball court with the normal amount of players on each team. A regular volleyball is used as well. The main difference is the scoring. **Playing:** The object of the game is for a team to volley the ball as many times as possible without missing or fouling (up to fifty times) before hitting it back over the net to the opposing team who will make every attempt to return it without missing. If they do miss, the opposite team receives as many points as they volleyed before returning it. All volleys must be counted audibly by the entire team (or by scorers on the sidelines) which aids in the scoring process and also helps build tension. So the idea is to volley the ball as many times as possible each time the ball comes over the net, then to safely return it, and to hope that the other team blows it.

Other rules are as follows:

- I. No person may hit the ball two consecutive times.
- II. No two people may hit the ball back and forth to each other more than once in a succession to increase the number of volleys. In other words, Player A may hit it to player B, but Player B may not hit it back to Player A. Player A may hit it again once someone else has hit it besides player B
- III. Five points are awarded to the serving team if the opposing team fails to return a serve.
- IV. Five points are awarded to the receiving team if a serve is missed (out of bounds, in the net, etc.)
- V. Players rotate on each serve, even if the serving team scores on successive serves.
- VI. A game is fifteen minutes. The highest score wins.

All other volleyball rules are in effect.

507) Penguin Football Big Group Game

Give each person a rag about four inches wide and two feet long (sheets torn into strips work well.) Each person then ties the rag securely around his knees to make running impossible. Players can move only by shuffling their feet. Now divide into teams and play football using a Nerf football. The game becomes hilarious when players must hike, run, throw, and kick with their knees tied together. Of course, this opens up the possibility of playing Penguin Baseball, Penguin volleyball, Penguin Soccer, and countless other games.

508) Steal The Bacon Big Group Game

Divide your group in half, and send each team to opposite ends of a playing field, no more than 100 feet apart. Have each team line up horizontally, facing their opponent on the other side, evenly spaced. In the very middle of the playing field, place a towel, ball, or other object that can serve as the "bacon." Number each team off from 1 to the number of people in that group and have them stand in order. The object of the game is to steal the bacon. You call out a number and the two people from each team with that number must run to the middle of the playing field to steal the bacon. If a player picks up the bacon and returns safely to his team without getting tagged, he wins. If the player who steals the bacon gets tagged by the other person he loses and the other player wins. Continue until everyone has had at least one chance.

509) Birdie On The Perch Big Group Game

Have one circle of girls and one circle of guys, with one around the other. Everyone must be paired off with someone of the opposite sex in the opposite line. When the music plays they walk in opposite directions. When the music stops they must find their partner and the girl sits on the guy's knee. They only have a few seconds to find their partner or they will be out. This can be done with body parts too. When the music stops yell, "elbow to ear" and they must find their partner and touch one person's elbow to the other's ear.

510) Collision Big Group Game

Have two or more teams on opposite sides of a field or court. Both teams run to the other side as fast as they can, before the other team — causing collisions. Do this crawling, walking backwards, rolling, on all fours with your stomach up, summer-saulting, etc.

511) Ultimate Frisbee Big Group Game

Have two teams with an "end-zone" each team has to get the Frisbee across the goal line without dropping it. You can't run with the Frisbee either, it must be thrown from teammate to teammate.

512) Anklebone Connection Big Group Game

All girls stand in a circle and the guys form a circle around them. The inner and outer circles must have same amount of people. The girls walk clockwise and guys counterclockwise. A leader then interrupts by calling out two parts of the body. For instance, he or she might call out, "wrist to nose!" or "knee to elbow!" at the moment, both circles stop. Whomever you stop next to is your partner with whom you must assume the designated position. Eliminate slowest couple each round.

513) The Great Race Big Group Game

Divide the group into teams, with at least forty kids on each one. Direct each team to select different kids to participate in each of the team events so that everyone gets an opportunity to play. Begin by dispersing kids to the specific event areas where they'll participate. As the race begins, the first person should run from a starting line to the first event with the open bag of jelly-beans. The person is to hand the bag of jelly-beans to the kids doing that event. After the first activity is complete, one person should run to the next event with the bag of jelly-beans. The kids there should complete their activity and run the jelly-beans to the next activity area. Teams should continue in this manner until the bags of jelly-beans have been raced around the field. At the end of the race, count the jelly-beans left in the bag and add one second to a team's time for each jelly-bean that's missing. The object of the race is to finish it with as few jelly-beans lost as possible.

The following events will help you get started:

Human Obstacle Course (using people as obstacles)

Water Drink (A person drinks ten cups of water)

The Human Pyramid (ten people form a pyramid)

Sink a Putt (A person makes a ten-foot putt into a hole)

Circle Sit-Down (kids form a circle and sit on each other's knees for 15 seconds)

Folding-Chair Race (the 1st person in line unfolds, sits in, and refolds a chair and then passes the chair down the line)

The Paper Plane Flight (a person makes and throws a paper plane 10 feet)

Over and Under With a Bag of Beans (kids in a line pass the bag over and under using their hands)

Two Carry One (two people carry a third who is holding the bag of jelly beans)

A Sprint to the Finish (kids run a fifty-yard dash back to the starting line).

514) Cow Tongue Olympics

This group of games is a compilation of games each using a cow tongue as the focal point of the game.

- ❖ Cow tongue trampoline: Use two sheets as trampolines, play catch between the sheets.
- ❖ Cow tongue ultimate Frisbee: Same rules as ultimate Frisbee, replace Frisbee with cow tongue

Club theme nights

Usually choosing a theme for each night, then makes choosing or making up mixers and comps etc a lot easier. Only a sample....

515) In-night ideas...

Olympics
Melbourne Cup
Footy finals
Mexican
Fish
Super hero
Movies
Transformers
Sci fi
Cricket
70's
80's
Fruit
Italian
Sports
Chocolate
Breakfast
Ice
Music stars
TV
Balloon
Lollies
Pyjama
Crème
Christmas
Random
Rove Live
Blind

Skits
Vegetable
Army
Team challenge
Beach party
Pirates
Western
Things beginning with the letter '?'
3 course dinner
Kareoke
Wipeout or similar tv show

516) Outnight ideas...

Indoor sports
Darkzone
Kodak Challenge
Bigger & Better Hunt
River visit
Beach visit
Krispy Kreme
SMS hunt
Sky high
Progressive dinner
Reverse progressive dinner
Amazing Race
Dice driving
Swimming pool

517) Spam Night

This theme includes games using spam, prizes using spam, and songs involving spam.

Games: Thank you sir, may I have another: insert spam sticks into kid's mouth until they are no longer able to say "thank you sir, may I have another"

Prizes: Use the Internet! You can get a marketing pack from spam if you go to their web site. It includes a spam-era (camera), t-shirts, stickers, and other miscellaneous stuff.

Songs: One idea is a parody of Stand by REM. Insert Spam for Stand in the chorus.

518) Fish Night

This involves sparky the stunt fish. Sparky does several incredible events. Zip line of death: insert string through fish gills and run him down the zip line! Ring of fire of death: small hula hoop with matches taped to it, throw sparky through it! Bed of nails of death: bed of nails, smash sparky. For the finally, use the blender of death: blend sparky up. It's always good to talk to sparky and encourage him, keep him in your pocket, feed him treats. Incorporate him when ever possible.

519) Holiday Night

Incorporate holidays into club: Christmas, Thanksgiving, Halloween, ST. patty's day, whatever.

520) Pizza Delivery Olympics Club

At the beginning of club call three different pizza places and order whatever you need. Start the timer and have a watchman at the door. Go on with the club as scheduled. Whenever you hear the doorbell or watchman, stop what you are doing, play the Olympic theme song for them, and have the delivery person come all the way up front and reward them with the appropriate medal gold, silver, bronze. Make the kids cheer and make the delivery person a hero.

521) Scavenger Hunt Clubs

Have a Polaroid or video camera scavenger hunt. Teams get points for certain pictures (50 points for a team in a jail cell, 10 for a pyramid in a grocery store). Make it outrageous for bonus points, kids will figure it out.

522) Harem/Hism Night Club

Guys compete to see who can get the biggest "harem" to club. Girls get the biggest "hism." Sell this in advance and prime some kids to have their harem dress up or wear uniforms and stage an entrance. Some groups can be huge. Take some pictures before or after club.

523) Clash Of The Classes Club

This is similar to the harem/hism idea. Seniors and freshmen team up to bring as many kids as they can from their classes. Juniors team with sophomores. Do class competitive minutes. Have an award or a trophy for winning classes.

524) Guinness Book Of World Records Ice Cream Sundae Club

Build a huge ice cream sundae in 80 feet of gutter (plastic is cheap). Try to build the massive sundae in waves and then when it is "official" they all take spoons and begin to eat.

525) Bigger And Better Hunt Club

Each team starts with the same item (penny or egg) and goes door to door trading for something bigger and better (dressers, canoes, water-heaters, etc). Meet back at appointed time. Make sure the people in the homes know that they will not be getting their item back. **Strong suggestion** = use supporters or people you know from your churches.

526) Sound Scavenger Hunt Club

Each team gets a tape recorder and points for different sounds.

527) Pizza Club

Some weekdays are slow for pizza places. If we guarantee them say \$200 (\$4 a kid x 50 kids), they win and we get the place to ourselves. Have club there and then chow on pizza.

528) Backward Club Or Draw Your Club

Just like it sounds: talk, slow songs, skit fast songs. Or put all the parts of club on paper in a hat and draw for what's next.

529) Euchre Tournament Club

This is not a substitute for club, but is a great tradition here with our kids. Invade McDonald's for an all club 30 team Euchre tournament. Get permission from your fast food place and bill them as your "sponsor" in the first annual McDonald's/Young Life Euchre Tournament (or any other restaurant. Have leaders in referee shirts, a tournament board (two and out is best) and lots of decks of cards. Play all games to five if you have a lot of kids and make sure you have a board with set rules. Committee can join in and really spice this up with prizes and even be table judges. You may also have a station with committee and leaders to help teach those who do not know how to play. Give them their own bracket and then work them in to play in the tournament as well.

530) David Lennoxman Show Club

Do the whole club as a late night TV show spin-off. Have a great and funny host or this will be a disaster. Have: a late night band of kids with a "Paul Schaffer," a window and breaking glass noise to throw cue cards through, a top ten list, Letters to Dave (show on overhead). Have commercial skits at breaks, blow bubbles from behind the desk. Include stupid human tricks by their teachers and coaches. Go "love" through inter active video that throw objects of a six-story building into the parking lot. Maybe even finish the night with your guest by using the King Umbazee skit. Watch the show...be creative.

531) Time Warp Dance Party Club

May be best with middle school and great emcees. Start at the caveman time period and travel forward in time. Teach kids a dance from each era. You can do a skit also (for caveman era: Do the Dinosaur by Was Not Was, and Caveman 2001 Bowling). You can skip from caveman to '30's, '50's, (maybe have some committee teach the old dances) with the disco '70's and New Kids '80s.

532) Nuclear Ultimate Football Club

This could cost some money so prepare adequately. Purchase around 50 glow sticks, six strands of little Christmas lights, one glow in the dark necklace per person playing and about 10 Nerf "Luminator" series football. They are each powered by nine volt batteries and are around \$15 a football. Take your crew out to a dark field, build an end zone and

playing field with Christmas lights and glow sticks for sidelines. Split into two teams (different colored necklaces). Play ultimate Frisbee rules with the footballs. This event costs about \$5 a kid: however it is an incredible visual image and something they will never forget.

533) Dating Game Club

Have kids put names in a hat the week before and pick four girls and four guys. (Three contestants and 1 alternate). Line up one guy and one girl from another school to be the contestant. Go over questions ahead of time to eliminate marginal ones. Do up the night with a M.C. "Vanna", song from original Dating Game is by Herb Albert and the Tiajuana Brass, called the "Spanish Flea". Video tape date to show in Club. Discipleship and Discipleship plan and execute date like a progressive dinner in public places. (i.e. hors d'oeuvres in a park, with a strolling violinist). Have a creative way to chauffeur them around. (i.e. Theme is trip around the world, the van is decorated as airplane with the pilot and flight attendant reads funny safety instructions). Interrupt with funny things and don't leave them alone much since it can be very awkward for the kids. You may also incorporate commercials throughout your show!

534) Human Scavenger Hunt Club

Type up a few lists of categories of folks to locate. I.e. two golf team member, four lacrosse players, two band member, a first baseman, football player, three freshman girls, go nuts. Bring lists to school on club day, right when school is out. Give lists to team captains, leaders in the school. They may get as many people to help, and should try to get all the folks listed. Tell them to bring them to club. Plan ahead, and have a big place. Emphasize the competition but watch for brawls and discord. Folks may get way too competitive. Works great but will take some thought and planning on your part.

535) Gallager Food Smash Club (Sledgeomatic Club)

Make a huge sledge hammer. Smash small to big stuff and you will trash everything.

536) Banana Night Club

Have a party based on the theme of bananas. Have everyone come dressed as a banana (they should at least wear yellow). Admission to the party is one banana per person. Prizes for games could be Bic-bananas. Make and eat banana shakes or banana splits. Adapt your favorite songs to have a "Banana-a —long" and include favorites like: "My Old Kentucky Banana," "On Top of Old Banana," etc.

537) Revenge Night Club

In club pass out check-list of messiest skits done in the past year. Have kid spick 3 favorites and hand in the list. The next week in club have the leaders compete in the most requested skits.

538) Class Weigh In Club

Have each class weigh in before club. The class with heaviest total wins.

539) Senior's Club

Have the last club of the semester run by and for the seniors. One club even had the tradition of handing out blue jars to seniors every year. After a few years the seniors couldn't wait for the last club for the blue jar ceremony.

540) Outside Club

Occasionally have club outside and do some relays with a talk at the end no songs, or perhaps on medium and one slow.

541) Weekend Club

If the event takes a long time to pull off, skip the weekday club and have it on Saturday night. Have the talk at the end.

542) Body Snatcher's Night

The goal is to get as many people to club as possible without causing major injury. The method is to: go to student's houses; run up to their door; convince them to join you for a night of Young Life; leave an informational sheet about YL for the parents (which tells what YL is, who runs YL in your area, explains what is going on that night, and includes the list of leaders and committee members along with phone numbers); and promise to drive them home. Have a large group of official drivers, leaders and committee members. Score points for different people, like 1,000 points for someone who has never been to YL before. The winning vehicle gets a prize. Club might have to be shorter tonight. Have a sheet that explains all of the rules to everyone.

543) Foil Ball Contest

Each week the winner of a contest adds more foil to the ball and brings it back next week.

Helpful websites

If you still can't find something appropriate, check out these sites...

ylplaybook.com

youthgroupgames.com 

group-games.com

thesource4ym.com