



# Introduction

This book will make it easier for you to plan and lead social recreation activities with your group. Everything you need to know about choosing activities is at the top of the page. Each type of activity is printed in the lower right hand corner of the page.

This is really a “starter set” of recreation activities for you. It’s up to you to make similar activities and add them to your file. If you continue to add ideas, this set will soon become more valuable to you than any other recreation book.

The system used for categorizing these activities comes from LG585, “Social Recreation Leadership.” The same source has many valuable hints on organizing and leading recreation successfully. It is available at your University Extension Center.

Below is an explanation of the system used in classifying each of the activities.

## Title

The title of each activity is printed in bold print on the left side of the page.

## Type of activity

The kind of activity is printed at the bottom of each page. The nine kinds of activities used in the set and an explanation of each, are as follows:

### Brain Teasers

Solvable problems – you can always check the answers.

### Group Contests

Activities in which one group is competing against all other groups.

### Group Stunts

Activities by a small group to entertain others.

### Individual Activities

Activities in which each person is working independently within the group.

### Leader’s Stunts

Activities led by one person to entertain the group. There is a minimum of group preparation or organization.

### Puzzles

The manipulation of objects to fit a pattern.

## **Relays**

Activities in which each person covers a part of the total course.

## **Skill Games**

Activities involving physical coordination.

## **Table Games**

Mental or skill games, or a combination, usually involving only a few players.

# **Purpose of the activity**

In the upper right hand corner several purposes, or where the activity might fit in a social recreation program are listed. Below are explanations of the purposes:

## **Pre-Opener**

Activities used as people are assembling.

## **Starter**

Activities designed to bring the group closer together, to get them to respond as a unit to the leader's suggestions and to get them to feel at ease. These are total group activities which are especially good for the first activity of the entire group.

## **Get-acquainted**

Activities which use names of participants.

## **Partner pairing**

Activities where groups are divided into partners, threesomes or small groups.

## **Rester**

Physically quiet activities. The group is usually seated and activities are entertaining or involve a minimum of group activity and organization.

## **Finale**

Activities which are especially suitable for closing an evening's program.

## **Just for fun**

Activities not filling any other special purpose. Of course, every activity should be fun. However, if the leader does not use fun activities for the purposes listed above, the party is apt to be dull and boring and will move terribly slowly.

# **Ages and number of players**

Below the title is a suggested age group for participants who are likely to find the game interesting. Also mentioned is the number of players needed for the activity. This information may also be included in with the formation category.

## **Formation**

Below the age group is the formation needed to perform the activity. This quick reference tells whether to organize a group in a circle, line, mass, small group or other some other way.

## **Equipment needed**

Below the formation category is a list of equipment needed for the activity.



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# Animals

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener**  
**Rester**  
**Just for fun**

## Counting sheep

Al says to Bob, "Give me 100 head of sheep and I'll have as many as you." Bob says, "Give me 100 head and I'll have twice as many as you." How many did each have?

**solution:** Al has 500 sheep; Bob has 700 sheep

## How long is the fish's head?

A fish is 15 inches long, the head is as long as the tail. If the head was twice as long, the head and tail would be as long as the body. How long is each?

**solution:** Head – 3 inches; Tail – 3 inches; Body – 9 inches

## The fish story

A fish is half its length plus 10. How long is the fish?

**solution:** 20 inches

## One hundred animals

A man wants to buy 100 animals for one hundred dollars. Cows cost \$10, dogs cost \$3 and chickens cost 50¢ each. How many of each does he get?

**solution:** 5 cows, 1 dog, 94 chickens

## The monkey teaser

If four monkeys can eat four sacks of peanuts in three minutes, how many monkeys will it take to eat 100 sacks of peanuts in 60 minutes?

**solution:** If four monkeys can eat four sacks of peanuts in three minutes, in 60 minutes one monkey could eat 20 sacks of peanuts. So it would take five monkeys 60 minutes to eat 100 sacks of peanuts. Of course it is taken for granted that monkeys have the capacity for consuming 20 sacks of peanuts.

# Travel adventure

Unlimited number of teenagers to adults  
 Mass formation, small groups or individuals  
 Pencils, paper, blackboard, list of teasers

**Pre-Opener**  
**Rester**  
**Just for fun**

## Antelopes and tigers

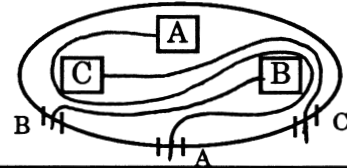
Three antelopes and three tigers are traveling together and come to a river they must cross in a boat that will hold only two animals. The tigers seem friendly enough but the antelopes are cautious. How can they arrange to get all six across the river without ever having the antelopes outnumbered by the tigers on either side?

**solution:** Two tigers go over, one returns and takes another tiger across. The tiger returns again and two antelopes go over; one tiger and one antelope return in the boat and the two antelopes go over. The one tiger goes back across and returns with one of his comrades and then goes after the last one.

## Island rescue

Three families live on an island with homes and exits, as shown in the diagram. Draw the driveway for each family so that their paths do not cross.

**solution:**



# Test your logic I

Unlimited number of teenagers to adults  
 Mass formation, small groups or individuals  
 Pencils, paper, blackboard, list of teasers

**Pre-Opener**  
**Rester**  
**Just for fun**

## What color was his tie?

The male inhabitants of Colorville, all with very colorful names, had an old custom that the color of a man's necktie should match his name. But three men, Mr. Brown, Mr. Blue and Mr. Black who were stout, short and tall; also young, middle-aged and old decided to defy the old custom by exchanging ties. They accomplished this by making only two swaps among themselves. The first exchange was made between the stout Mr. Blue and the short man. Mr. Brown exchanged twice. After the second exchange, the old man observed his tie on the young Mr. Brown. Now, the question is, who's who and what color of tie did each wear after the exchange.

<b>solution:</b>	<u>name</u>	<u>build</u>	<u>age</u>	<u>tie worn after exchange</u>
	Brown	short	young	black
	Blue	stout	middle-aged	brown
	Black	tall	old	blue

# Fun with money I

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener**  
**Rester**  
**Just for fun**

## Counterfeit money

A customer hands a candy clerk a five-dollar bill for two dollars' worth of candy. The clerk has no change, but gets some next door from a drug clerk, who gives him five one-dollar bills. The customer leaves with the candy and three dollars in change. An hour later the drug clerk rushes in saying the five-dollar bill was counterfeit. The candy clerk gives him a good five-dollar bill. How much did the candy clerk lose in both money and candy?

**solution:** The candy clerk lost \$5.

## Harry's allowance

Harry has three times as many nickels as dimes. If he has \$3.75, how many dimes and nickels does he have?

**solution:** 15 dimes and 45 nickels.

## What coins?

A man has \$1.15 in six coins. He cannot give change for a dollar, a half dollar, a quarter, a dime or a nickel. What coins does he have?

**solution:** Half dollar, quarter, 4 dimes.

## How much did he have?

A man found a purse containing \$2. He then had five times as much as he would have had, had he lost \$2. How much did he have?

**solution:** The man had \$3.

## Double wages

Jim starts to work on Monday for one dollar a day. Steve starts a week later for two dollars a day. How long before Steve has twice as much as Jim?

**solution:** Steve will never have twice as much as Jim.

## Dollars or half dollars?

Would you prefer a ton of half dollars or a half ton of dollar coins?

**solution:** Since the Susan B. Anthony dollar coin weighs about half as much as a half dollar, a ton of half dollars is worth about the same as a half ton of dollars. However, if we are talking about the old coin dollar, a ton of half dollars is worth twice as much as a half ton of dollars.

## The bottle and cork

If a bottle and a cork cost \$1.05 and the bottle costs \$1 more than the cork, how much does the cork cost?

**solution:**  $2\frac{1}{2}¢$ . The bottle would cost  $\$1.02\frac{1}{2}$  and still cost \$1 more than the cork.

# Fun with money II

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener  
Rester  
Just for fun**

## Where's the dollar?

Three men registered at a hotel and paid \$10 each. The manager gave the bell boy \$5 and told him to refund it to the three men. The bell boy gave each man \$1 and he kept the other \$2. So, each man paid \$9, a total of \$27, and the bell boy had \$2. Where's the other dollar?

**solution:** The \$30 is distributed as follows: hotel-\$25; bell boy-\$2, men-\$3.

## Cost of a sandwich

James has five sandwiches and William has three; they sit down to eat and are joined by a stranger who shares equally with each of the two and pays 80¢ for his repast. How should the money be divided?

**solution:** James gets 50¢; William gets 30¢

## Hair cut and shave

A man who wanted to save on his hair cut and shave saw two shops with signs in the window as follows: First Shop: Hair Cut, 35¢, Shave 25¢ (total 60¢). Second Shop: Hair Cut 40¢; Shave 20¢ (total 60¢). The man figured he could save 10¢ by getting a hair cut at first shop for 35¢ (saving 5¢) and a shave at second shop for 20¢ (saving 5¢). Thus saving 10¢. But when he totaled his bill he found he had paid 55¢, only saving only 5¢. Where's the other nickel?

**solution:** The 10¢ difference is between the maximum charge (65¢) and the minimum charge (55¢). Since each charged 60¢ there can only be a 5¢ savings.

## Hitch hiker's pay

For \$4 I hire a taxi to drive me to and from a city 12 miles away. At a crossroads six miles away, I take a hitch hiker to the city and back to the crossroads. What should he pay?

**solution:** \$1; they share equally half the trip.

## Bananas

A man bought 60 bananas and sold them as follows: 30 sold at 2 for 5¢ (total 75¢); 30 sold at 3 for 5¢ (total 50¢); the total came to \$1.25. He then bought 50 more bananas and sold them all at 5 for 10¢ (total \$1.20). Where is the other nickel?

**solution:** Selling articles at 2 for 5¢ is just not the same as selling 5 for 10¢.

## Penny ante

A little girl had been saving pennies for years, and one evening, as she was counting them, her father asked her how many she had. She said she was not sure, but if she counted them off by two's, three's, four's, fives, or sixes she always had one penny left over. If she counted them by sevens, however, they came out exactly even. How many pennies did she have?

**solution:** 721 pennies.

# Fun with numbers I

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener**  
**Rester**  
**Just for fun**

## Alphabet subtraction

Substitute a number between one and nine for each letter in the following problem and determine the numerical answer. Letters are always the same number.

$$\begin{array}{r} ABC \\ CBA \\ CAB \end{array} \quad \begin{array}{l} \text{solution:} \\ \\ \end{array} \quad \begin{array}{r} 954 \\ \underline{459} \\ 495 \end{array}$$

By observation you know that in order to subtract C from A, A must be larger than C. If A is larger than C, (right side) then you must borrow one (1) from B in order to subtract. You know that any number subtracted from one less than itself is nine. Therefore, A must equal nine. If you know A equals nine, then C is subtracted from eight (after we borrowed one from it) and that the difference is also C, or 4. Therefore, if C equals four, then B must equal five (nine from 14 equals five).

## How old is Bill?

Andy is 36. He is twice as old as Bill was when Andy was 27. How old is Bill now?

**solution:** 27. When Andy was 27, Bill was 18; therefore Andy is nine years older than 27 (36) and Bill is nine years older than 18 (27).

## How many pages?

A set of 10 books is arranged in an orderly fashion on a shelf. Each book has 100 pages, making 1000 pages in all. A worm starting on the first page of the first book eats through the last page of the last book. How many pages has he eaten through?

**solution:** 802 pages. He bored through only one page of the first and last books.

## The ship ladder

A rope ladder 19 feet long is hanging over the side of a ship. The rungs are a foot apart and the bottom rung is resting on the surface of the ocean. The tide rises six inches an hour. When will the first three rungs be covered with water?

**solution:** Never—the ship rises with the tide.

## Unlucky 1930

The year 1930, the year the depression began to be felt, was said to be an unlucky year because the numbers in it total thirteen. In what year will this first occur again?

**solution:** 2029

# Fun with numbers II

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener**  
**Rester**  
**Just for fun**

## Crossing the river

A boat will carry only 200 pounds. How may a man weighing 200 pounds. and his two sons, each weighing 100 pounds, use it to cross a river?

**solution:** Two sons cross, one son comes back, father crosses, son comes back, both sons cross.

## Measuring wine

Two men find an eight-gallon, an empty five-gallon and an empty three-gallon cask of wine in a cellar. They wish to measure out the lots of four gallons each. How can they do it?

**solution:** Fill the 5 out of the 8 and the 3 out of the 5; empty the 3 into the 8, pour the 2 in the 5 into the 3, and fill the 5 out of the 8; then from 5 fill the 3, which only requires 1, leaving 4 in the 5; empty the 3 into 8 and have 4 there.

## How old is father and son?

A father is six times the age of his child. In 24 years the child will be one-half his age. How old is each?

**solution:** 6 and 36

## How much of the pole is in mud, water and air?

A pole in the swamp is 90 feet long, twice as deep in water as in mud, and twice as much in air as in mud and water. How much of the pole is in each?

**solution:** 10, 20, and 60 feet, respectively.

## A brick and a half

If a brick weighs seven pounds and a half a brick, how much would a brick and a half weigh?

**solution:** 21 pounds

## Country store

A grocer had a scale and four weights. Nothing in his store weighed more than 40 pounds. With these weights he could weigh everything up to 40 pounds. What were these weights?

**solution:** A one, three, nine and 27 pound weight.

## Guess again

A father's age is 5 years more than twice his son's age. If the sum of their ages is 38 years, how old is each?

**solution:** 27 years and 11 years



## Fun with numbers III

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener  
Rester  
Just for fun**

### What are the ages?

Sally says to Ann: "When you are fifteen times as old as I was when you were half as old as I am, you will be one and one half times as old as I would be were I as much older than you are as you are older than I am." Ann says to Sally: "When you are as much older than you are as you are younger than I was the year before last our combined ages will be fifty." How old are Sally and Ann?

**solution:** Sally is 18 and Ann is 24

### Valentine's Day

On February 14, George kissed each of his three sisters, and then each sister kissed every other sister. How many kisses would that be altogether?

**solution:** Nine kisses.

## Test your logic II

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener  
Rester  
Just for fun**

### Telephone conversation

There is something fishy about the following telephone conversation. What is it?

"Good morning. Boone County Merchandising Company."

"May I talk with Mr. Callahan, please?"

"Who is calling, please?"

"This is George Edwards."

"Beg pardon, I didn't catch the name."

"George Edwards. E for evangelical, D for developmental, W for waterproof, A for antagonistic..."

"Excuse me, sir, but A is for what?"

"A for antagonistic, R for reprehensible, D for developmental, S for sacroiliac. Edwards."

"Thank you, sir, Mr. Callahan is ready to talk."

**solution:** She heard the letter "A"; it was unnecessary for her to know what it stood for.

# Test your logic III

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener  
Rester  
Just for fun**

## Catching the train

I have two minutes in which to catch a train with two miles to go. If I go the first mile at the rate of 30 miles per hour, at what rate must I go the second mile in order to catch the train?

**solution:** The train has gone—two minutes were spent in the first mile.

## Amoeba

There are seven amoeba in the bottom of a jar and they multiply so fast that they double in volume every minute. If it takes forty minutes to fill the jar, how long would it take to fill it half full?

**solution:** 39 minutes. The next minute an amoeba would double and fill the jar.

## The three condemned men

A penitentiary warden, seeking pardons for three men condemned to death, was told by the governor that only one could be pardoned. The decision as to which one was to be released was in the warden's hands. Wishing to give all three men an equal chance, the warden called them in and explained the situation. "I shall seat you around a table and blindfold all three of you," he said. "Then I shall place a black or a red mark on your forehead. When I remove the blindfolds you are to start rapping on the table if you see black on either or both the foreheads of the other two men. The first man who can name his own color and give his reasons satisfactorily will be pardoned." He blindfolded the men and placed black marks on all their foreheads. When the blindfolds were removed, all three men naturally began rapping. After an interval of two or three minutes, one man stopped. "Warden, my color is black," he said. He explained his reason for knowing his color and was freed. How did he know his color was black?

**solution:** He reasoned in this way: If my color were red, we would all three begin knocking. However, one of the other two men would have announced immediately that he was black since he would know that if I were red the other man would be knocking for him. Since neither spoke up, they must have been mystified, so obviously my mark is black.

## The night watchman

A businessman told his night watchman he was going away and he was to take good care of things. When he came back the night watchman said that everything had gone fine, but one night he had had a dream in which the businessman had died. The businessman fired the night watchman. Why?

**solution:** He went to sleep on the job.

## Brothers and sisters

Sisters and brothers have I none, but that man's father (pointing at a portrait) is my father's son. Whose portrait am I pointing at?

**solution:** Portrait of my son.

# Test your logic IV

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener**  
**Rester**  
**Just for fun**

## Foxes and rabbits

Three foxes and three rabbits came to a river which they must cross. There was no bridge and the river was too deep to wade and too wide to swim. In looking around they found a boat that would carry only two animals. In what manner can these six animals transport themselves across the river so that there is always an equal number of rabbits and foxes, or more rabbits than foxes, on the same side? Note: To have the foxes outnumber the rabbits at any time would be fatal to the rabbits. Use three boys and three girls to represent foxes and rabbits. Mark lines on floor to represent river.

**solution:** Two foxes go over, and one returns with the boat and takes the third fox over. The fox again returns with the boat and two rabbits go over; one fox and one rabbit return in the boat, and the two rabbits go over. This leaves three rabbits and one fox on one side and two foxes on the other. The one fox goes over and returns with one of his comrades and then goes back after the other and last one.

## Unreceived letter

A business man had to leave town, knowing an important letter would arrive while he was gone. He told his housekeeper to forward the letter to him as soon as it arrived. He gave her a list of the hotels where he would be staying. The letter didn't reach him in Winnipeg, so he phoned his home. "I can't forward it to you," said the housekeeper. "You've got the key to the mail box." "I'll send it to you at once," he said. "Be sure to forward the letter on to Toronto." The letter didn't reach Toronto, nor was it waiting when arrived in Montreal. He returned home planning to discharge his housekeeper, but when he got home, he didn't fire her. Why had she failed this request? Why did he forgive her?

**solution:** The business man sent the key by mail. The letter with the key went into the locked mail box along with the other letters.

## Chain reaction

A salesman from the West arrived in an eastern hotel and was robbed of all his worldly goods except a golden chain. The chain, not joined at the ends, had seven links. The hotel offered the salesman a day's lodging in exchange for one gold link—but it would neither accept payment in advance nor allow any payment to fall behind. The salesman devised a way of keeping the breaks to a minimum and still satisfy the hotel manager's demands of one link per day for seven days. What is the minimum number of breaks?

**solution:** The salesman removes the third link from the end. On the first day he gives the hotel that link. Next day he gives the two-link segment and gets the link back in change. The third day he gives him the one link again; the fourth day the four-link segment, getting three links back. Fifth day the single link; sixth, double link, single in change and finally the single link.

# Test your logic V

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

**Pre-Opener**  
**Rester**  
**Just for fun**

## What's wrong?

Mr. X and his wife were on their way to church when it started to rain. Mrs. X went back for the umbrella. Mr. X went on to church and soon fell asleep. He dreamed that a band of thugs chased him, finally got him cornered and intended to kill him. By the time his wife arrived at the church and touched him on the shoulder, he fell over dead. Why is this story impossible?

**solution:** How could anyone know what Mr. X was dreaming?

## Hello there!

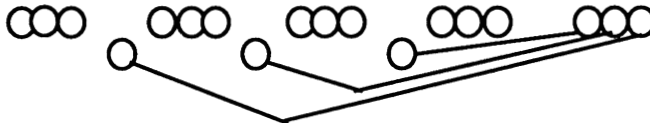
A man met an old friend he hadn't seen in ten years. The old friend said, "I've married someone you don't know and this is my little girl." The man asked the girl what her name was. She replied that it was the same as her mother's. How did the man know her name was Ann?

**solution:** The old friend was the girl's mother, so he would know the girl's name.

## Missing links

A chain is broken into five sections of three links each. Connect the chain by breaking and rewelding only three links.

**solution:** Cut each link in number 5 and connect as shown.



## Use your marbles

You have eight marbles that are the same size. Seven are heavy and one is light, but they all look alike. Using an equal arm balance scale, find the light one with only two weighings.

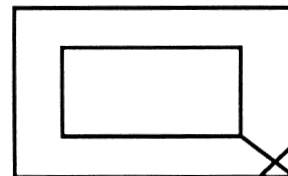
**solution:**

1. Weigh any six marbles. If they balance, the light one must be one of the two left. Next weighing will discover the light one.
2. If the scales do not balance, take any two of the three and weigh them.

## Crossing the moat

A man's property is completely surrounded by a moat 10 foot wide and 12 feet deep. While he is away the bridge breaks and he can find only two 10 foot planks. How does he arrange the planks to get across the moat without getting wet?

**solution:** He places them on the corners.



# Test your logic VI

Unlimited number of teenagers to adults  
Mass formation, small groups or individuals  
Pencils, paper, blackboard, list of teasers

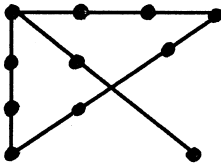
**Pre-Opener**  
**Rester**  
**Just for fun**

## Dots

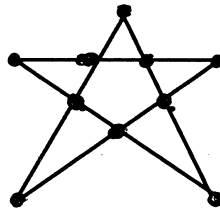
- Rules: A. Join 9 dots with 4 straight lines without removing your pencil from the paper?  
B. Place 10 dots in 5 rows, 4 in each row.  
C. Place 12 dots in 6 rows, 4 in each row.  
D. Place 19 dots in 9 rows, 5 in each row.

### *solutions:*

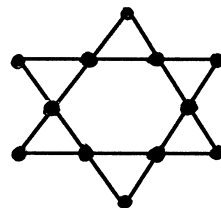
A.



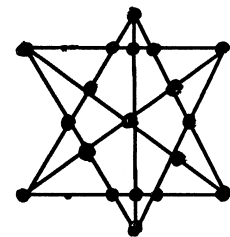
B.



C.



D.



# Tea kettle

Unlimited number of 10- to 14-year-olds  
Mass formation  
No equipment needed

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Send one person from the room. The group decides upon one word. Each person in the room uses the word in a sentence, but in place of using the word which was chosen they uses the word "Tea Kettle." The person sent out of the room returns and each person gives a sentence. The one person must guess what the word is which they are "tea kettling." When the word has been guessed, the person who used it must go out of the room and act as it.

*example:* If the word "sew" is chosen, "I tea kettled and tea kettled all day long; but I love to tea kettle, so tea kettling does not make me tired."

# Know yourself

Unlimited number of teenagers to adults  
Mass formation  
Pencils, copies of list

**Pre-Opener  
Rester  
Just for fun**

## Action:

Pass out copies of this list to all participants. Each statement represents some part of a person. See how many can be correctly named.

1. Part of a wagon \_\_\_\_\_
2. A school child \_\_\_\_\_
3. Tropical trees \_\_\_\_\_
4. Edge of a saw \_\_\_\_\_
5. Weapons of war \_\_\_\_\_
6. What a dog buries \_\_\_\_\_
7. A cad \_\_\_\_\_
8. A place of worship \_\_\_\_\_
9. Top of a hill \_\_\_\_\_
10. What you put to the wheel \_\_\_\_\_
11. What the tortoise raced with \_\_\_\_\_
12. Part of a river \_\_\_\_\_
13. Sometimes it locks \_\_\_\_\_
14. Tools are kept in it \_\_\_\_\_
15. A type of macaroni \_\_\_\_\_
16. A carpenter uses these \_\_\_\_\_
17. What you should keep out of other people's business \_\_\_\_\_

## answers:

- |           |              |
|-----------|--------------|
| 1. Tongue | 10. Shoulder |
| 2. Pupil  | 11. Hair     |
| 3. Palms  | 12. Mouth    |
| 4. Teeth  | 13. Knee     |
| 5. Arms   | 14. Chest    |
| 6. Bone   | 15. Elbow    |
| 7. Heel   | 16. Nails    |
| 8. Temple | 17. Nose     |
| 9. Brow   |              |

# Crambo

Unlimited number of 10-year-olds to adults  
Mass formation  
No equipment needed

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

One player starts the game by choosing two words which rhyme, such as “air” and “care”. The player then says to the group, “I am thinking of something that rhymes with ‘care’”. Whoever can guess the secret word gets to select the next secret word.

# Boots without spurs

Unlimited number of teenagers to adults  
Mass formation  
No equipment needed

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

First show them how to do it and then give each player his turn. Sit on a hassock with your right leg stretched out in front. Then lean forward and rap the heel three times with the right forefinger, keeping your balance by holding on with the left hand. Explain to each player they must say “Boots without Spurs” as they tap their heels. Then let them try until someone does it correctly. The secret lies in saying “Boots” without saying “Spurs.”





# Bulgarian Dodge Ball

Unlimited number of 9-year-olds to adults

**Active game**

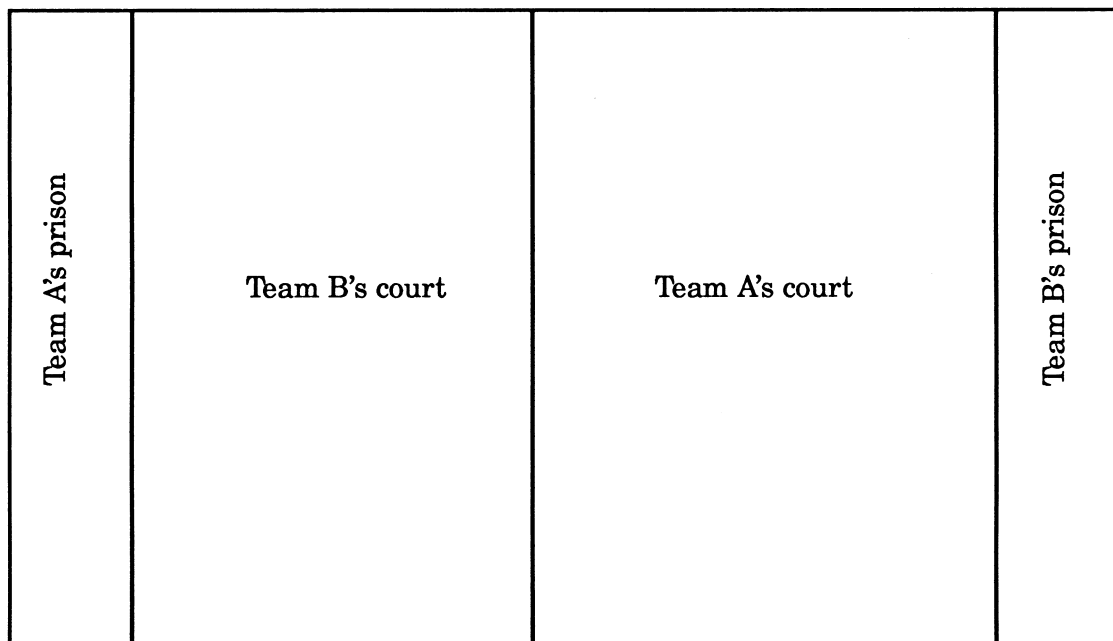
Two teams

Area the size of a badminton court, 2 volleyballs

## Action:

One player of each team starts a ball and plays it as in dodgeball, attempting to hit a player on the opposing side. If a player is hit, he must retire from his own playing area and go to the prison zone, which is behind the opposing team's playing area. After a ball is played, that ball belongs to the opposing team for the next throw. The only exception to this rule is when players throw a fly ball to one of their own teammates – a player in prison may catch the fly ball and throw it into the opposing team's area. If a player is hit by this throw, the prisoner is free to go back to the playing court. When a ball is thrown, any player may dodge it to avoid being hit or elect to catch it on the fly. If a successful catch is made, the ball can be played. If the ball is fumbled or touches the player in any way, the player must go to prison. The object is to win the game by sending all members of the opposing team to prison, by hitting them with the ball.

**suggestions:** A slightly deflated ball reduces the element of danger. It is good to stress player alertness at all times. This is a fine game for mixed groups of all ages.



# Christmas scavenger hunt

Unlimited number of 7-year-olds to adults

Any number of teams (4 on a team)

November or December magazines,

2 pairs of scissors per team, item list

**Just for fun**

## Action:

Teams of four to five form a circle. Some are designated as hunters, some as cutters. Each team has a list of items to hunt for, scissors, and a pile of magazines. On a signal each team tries to assemble as many as possible of the items listed by cutting them out of magazines. The team with the most items within a given time limit wins. Allow about 10 minutes.

### *suggested items:*

Star	Carolers	Wrapped package	Holly	Plum pudding
Bell	Candle	Rocking horse	Stocking	Turkey
Santa Claus	Tree ornament	Table decoration	Doll	Christmas song
Ribbon	Poinsettia	Train	Tinsel	Shepherd
Mistletoe	Christmas tree	Angel	Manger scene	Snow

# Cock fight

7-to 11-year-olds

8 to 50 players

Designated playing area

**Stunt  
Contest**

## Action:

All the players are scattered about the floor. They squat down, sitting on their heels and bring their hands flat against their chest. On the signal, they move about walking or jumping from this squat position, trying to put other players out of the game by pushing them off balance. Players are out if they fall over, straighten up or their hands touch the floor. The last player or team remaining in the game wins.

**suggestions:** The leader should have several referees available to tap a player who is out. It may be necessary to designate a limited area in which to play. Participants can play as individuals or on teams.

# Silent artists

Unlimited number of 12-year-olds to adults  
Teams of 4 or more  
One tablet and magic marker per team

**Pre-Opener**

## Action:

One contestant from each team comes to the center and receives a tablet and a marker. The leader tells them what to draw and each artist returns to his team. They are to draw without speaking. The first team to guess what is being drawn wins.

# Get up

8- to 13-year-olds  
8 or 9 players  
Players seated in circle formation

**Just for fun  
Get acquainted**

## Action:

Players are seated (circle preferred) with one person standing. Music is played. If "It" happens to be a boy, he rushes to a girl and says "get-up." The person so ordered jumps up and hurries to some boy with the same command. In each case, "It" gets the seat vacated. If the music stops while a boy is up the girls get a point and vice versa. Decide upon a certain number of points as the winning score.

**suggestions:** More than one person can be "It" to increase the activity of the game. Also, the requirement could be added that you must call someone by name when telling them to "get up".

## Group quiz

Unlimited number of teenagers to adults  
Teams of 6 or more  
List of questions, handkerchief

**Starter**  
**Just for fun**

### Action:

Place all teams an equal distance from a central base, such as a chair or person. Each team selects one person as a runner. When a question is asked, the runner must get an answer and move toward the base, where he or she tries to get the handkerchief. The first one to pick up the handkerchief gets to give the answer. Each correct answer is worth one point.

**suggestions:** To avoid collisions in the center the leader might consider having the runners crawl or skip to the center. You might also want to change runners for each question.

### sample questions:

1. Who was known as the "silver-tongued orator?" *William Jennings Bryan*
2. Who was the lawyer for the defense in the famous Scopes "Monkey trial?" *Clarence Darrow*
3. How many hydrogen atoms are there in one molecule of water? *Two*
4. Huey, Dewey and Louie are the nephews of what famous Disney character? *Donald Duck*

## Hat boxing

9-year-olds to adults  
8 to 50 players  
Large paper bags, rolled newspapers

**Stunt**  
**Contest**

### Action:

Players need a paper bag large enough to fit loosely over their head. The bag is placed on the head extending down to the ears. Players stand within a designated area. At the signal players box with open hands, or rolled newspapers, attempting to knock the other hats off. They are not permitted to hold their hats on. A player is out when his hat falls off. The last player up with a hat on wins.

**suggestions:** With more than 10 players, it is wise for the leader to have a couple of referees to circulate around and tap a shoulder of a player who is out. Otherwise, some players will put their hats on again and keep going. This can be played with teams.

# Iceberg

Unlimited number of teenagers to adults  
Teams in circle formation  
Large outdoor area, ice cubes

**Starter**  
**Just for fun**

## **Action:**

At the signal, each team is given one ice cube. The cube must be passed from person to person around the circle until it has completely melted. When a cube melts, its team is eliminated from the game. The last team with an ice cube wins.

**suggestions:** Make sure the playing area can be easily cleaned up after the game. You might want to make the first team done the winner.

# Lemonade

Unlimited number of 5- to 9-year-olds  
Two teams, one on each side of play area  
Playing area needs two base lines and restraining lines

**Just for fun**

## **Action:**

Players are divided into two teams. Each team gets together and thinks of a trade they want to pantomime (washing dishes, painting, mowing lawn). The playing area is set. Each team has a back base line and a forward restraining line. The two restraining lines are at the center of the play area, 3 to 5 feet apart. The two teams stand on their respective restraining lines and the following dialogue takes place:

“Here we come.”

“What’s your trade?”

“Ice cream and lemonade.”

“Show us some, if you’re not afraid.”

The team who is first proceeds to go through the pantomime showing their trade. The opposing team tries to guess what it is. As soon as they have called out the correct answer, the pantomime team dashes back to their base line, trying to avoid being caught by the pursuers. If tagged, they must go over to the opposite side, which has the next turn to pantomime.

# Mock track meet

Unlimited number of 9-year-olds to adults

## Starter

Any number of teams (9 on a team)

String about 8 feet long with marshmallows strung on it,  
paper plates (number plates if there are more than 4),  
butcher paper on wall, colored crayons, yardstick, stool,  
coke bottles, drinking straws with a paper wrapper, table, feathers,  
different colored balloons, beanbags, straw and Lifesavers

## Action:

Players are divided into teams, each team having the same number of players. This contest is composed of 10 events. Each team member takes part in one event with the last event using the whole team. Any number of points may be given to each event of the contest. Each team is working for the best score. Each team needs a place where they can sit together, either in chairs or on the floor. One member of each team is chosen to compete in each different event. Events are conducted in the following order and action:

### 100 yard dash

A length of string is tied to the top of a chair. A marshmallow is strung on the string about 3 feet from the end. On the signal, each contestant chews up the string until he can get the marshmallow in his mouth. The first to reach the marshmallow wins.

### Discus throw

A paper plate is given to each contestant, who tosses it as far as possible. Any underhand throw is legal as long as the contestant does not step over a given line. The farthest throw wins. Allow one person to throw at a time.

### High jump

The difference is measured between how high contestants can reach with one arm and how high they can jump and touch. Make the marks with a colored crayon on a sheet of butcher paper that is covering the wall. Each contestant has a different color and gets two tries. A stool is needed to stand on for measuring. Contestants compete one at a time. The largest distance wins.

### Mile race

Each contestant is given a soda bottle. On a signal, each one stoops down and spins the bottle on the floor. The bottle that spins the longest wins.

(continued on page 29)

# Mock track meet (continued)

## Javelin throw

Each contestant is given a straw in a paper wrapper. On a signal, the contestant tears off one end of the wrapper, stands up to a line and tries to blow the cover as far as possible. The wrapper traveling the farthest wins.

## Broad jump

Contestants are brought up to a table and kneel or sit so their mouth is at table level. A feather is placed on the table edge just in front of their mouths. On a signal, the contestant has one blow to see how far the feather travels. The one traveling the farthest wins.

## Two-mile race

Contestants lie down flat on their backs on a rug and a penny is placed on their noses. On a signal, each contestant tries to wiggle the penny off of their nose. Contestants may move their face in any way, but can not move their heads. The first getting the penny off wins. Contestants may need blankets to lie on.

## Shot put

Contestants stand up to a line with a large balloon. On a signal, contestants can place their hands under or behind the balloon and throw it as far as possible. Any overhead throw is legal, but players can not hold the balloon where it is tied. The farthest throw wins.

## Pole vault

Contestant kneel with their hands on a line. A beanbag is placed between their feet. On a signal, the beanbag is grasped with the feet, the knees are bent quickly and the contestants throw the beanbag over their head. The farthest throw wins. This needs a demonstration and may be varied to fit the situation.

## Relay

The entire team is lined up. Contestant put a straw in their mouths. The first player holds a Lifesaver on the straw. On a signal, the first player turns around and transfers the Lifesaver from his straw to the straw of the second person. The Lifesaver is passed from player to player in this fashion to the end of the line. The last player runs to the front of the line and transfers it back to the first player. All players then sit down. First team to get in a sitting position wins. If the Lifesaver is dropped, the team must get a new one and start over.

**suggestions:** The leader needs help from other people to get equipment ready for the next contest. This way there is no delay between contests. Extra Lifesavers must be ready as some will break when dropped. Each team needs a referee to be sure directions are followed, to watch lines and to help each contest go well. A scorekeeper will also be needed and should mark each event on a large chart or chalk board. Leaders are encouraged to substitute their own ideas to apply this activity to a particular theme, age level or group.

## Mother Goose charades

Unlimited number of 5-to 9-year-olds  
Group formation  
Slips of paper with Mother Goose Rhymes

**Just for fun**

### **Action:**

The leader gives one or two children a slip of paper with the name of a Mother Goose Rhyme. They have one minute to talk together and figure out how they will act it out. After they act it out, the other children try to guess what it is.

**suggestions:** It may be helpful to put an older and younger child together to work out an action.

## Pingpong ball blow

Unlimited number of all ages  
Any number teams (6 to 10 on a team)  
Pingpong ball, table (picnic, pingpong or card table)

**Rester**  
**Just for fun**

### **Action:**

Two teams sit or kneel on opposite sides of a table. Players' hands are to be kept behind their backs. The object is to try to blow the pingpong ball across the table to the other side and off the edge. Any member of the team can blow. Any ball going off the end of the table is started at the center again. Any number may be set in advance as a winning score.



# Pingpong baseball

7-year-olds to adults  
8 to 20 players  
Pingpong ball, rolled up newspaper

**Rester**  
**Just for fun**

## **Action:**

As in any baseball game teams line up with one team in the field and one team at bat. There are no strikes; the ball must be hit or you are out. There is no sliding into bases or home plate. The game is played and scored like any regular baseball game, but it is good fun and lots of laughs in the handling of the improvised equipment. It is a good rainy day activity.

***suggestions:*** It is helpful to have several extra pingpong balls on hand.

# Shouting proverbs

Unlimited number of teenagers to adults  
Teams of 8 or more  
One cut-up proverb per team

**Pre-Opener**

## **Action:**

Each person in a team is given a different word from a common proverb. At the given signal they all shout their word at the same time. Other teams receive points for guessing what the proverbs are. Each team gets a chance to shout. The winner is the team with the most points after three rounds of the game.

### ***proverbs:***

A rolling stone gathers no moss.  
A stitch in time saves nine.  
A penny saved is a penny earned.  
Like father, like son.  
Variety is the spice of life.  
Brevity is the soul of wit.

# Run sheep run

8-year-olds to adults

10 to 30 players on two equal teams

Need a captain and home base per team

**Active game**

## **Action:**

The players in one group are the “sheep”, the players in the other group are the “hunters.” The sheep go out and hide in a group. Their captain comes back when they are ready and goes with the other team as it hunts for the sheep. When the captain thinks the hunters are just about to find the sheep, he shouts, “Run, sheep, run!” All the sheep immediately run for home base, trying to avoid being tagged by the hunters. The hunters try to tag as many sheep as possible. A hunter may tag more than one sheep. All sheep tagged go over to the hunter’s side. The side who were hunters now become sheep and have their turn to hide. The object is for sheep to run home without being tagged and for the hunters to tag as many sheep as possible and get them on their team.

**suggestions:** Usually the captain of the sheep gives the signal to run. But if the captain of the hunters discovers a hiding sheep, he may give the signal to run. More fun may be added to the game by having the captains and their teams decide on signals to use for the captain to shout. Color signals are often used. Blue may mean “coming on the right”; black, “coming on the left”; yellow, “getting near” orange, “put heads down”; red, “very close”; etc. This is a good game for mixed groups at a family picnic.

# Scavenger hunt

Unlimited number of 10-year-olds to adults  
Teams of six or more  
List of articles

**Starter**  
**Just for fun**

## Action:

Space all teams an equal distance from one central base, such as a chair. Place someone in the chair as a judge. Each team is to select one person as a runner. When an item is called from the list, each runner must bring that item to the judge. Each item is worth one point.

**suggestions:** You might want to give each team that comes up with an item a point. This rule might cut down on the chances of injury due to runners colliding with the judge. There would no longer be a need to get there first in order to receive a point.

## sample items:

A black comb  
An ink pen

A leather boot  
A wallet

A blue tennis shoe  
A half dollar

A white shoelace  
A wheat penny

# Up Jenkins

Unlimited number of 13-year-olds to adults  
Teams of three or more  
One coin

**Rester**

## Action:

One team is given a coin. They pass it from player to player, under a table. When the other team captain yells, "Up Jenkins", they must hold their fist in the air. When the other captain says, "Down Jenkins", they must slap their hands down flat on the table. The opposing team must try to guess who has the coin. The captains do the "official" guessing. Points are earned whenever your captain makes an incorrect guess or any time the other team makes a correct guess.

**suggestions:** Switch captains from time to time so that everyone has a chance to guess.



# Aunt Tillie

Unlimited number of teenagers to adults  
No particular formation  
No equipment needed

**Pre-Opener**  
**Rester**

## Action:

Leader says, "My Aunt Tillie is odd and queer, but not peculiar. She likes some things, and she doesn't like other things."

"She likes lettuce and carrots, but not salad."

"She likes lollipops, but not suckers."

"She likes fellows, but not men or boys."

"She likes running, but not walking."

"She likes swimming, but not water."

"Do you know my Aunt Tillie? If you know her, if you can tell me something else she likes and doesn't like."

**solution:** Aunt Tillie only likes things with double letters ... her very favorite place in the whole world is Mississippi.

# Black magic

Unlimited number of 8-year-olds to adults  
Mass formation  
No equipment needed

**Rester**

## Action:

The leader selects one person who know how to play and sends that person from the room. Those left select an object in the room. The player is brought back into the room. The leader then points at a series of incorrect objects, each time asking if it is the chosen one. This works perfectly as long as the leader and helper remember the correct object will come immediately after something that is black. When the leader points to a black object, the helper knows the next object is the correct one.

**solution:** Offer to let other members of the group serve as helper when they think they know what is going on. The color can be changed if the audience is really sharp.

## False observation

Teenagers to adults  
Up to 25 players sitting in circle formation  
Tray with 12 to 15 objects, an accomplice

**Rester**  
**Starter**  
**Just for fun**

### Action:

The person holding the tray enters, walks around the circle letting each player look for about 15 seconds. Players are told to observe what they see. Then the person leaves the room. Players are then asked questions about the person who carried the tray rather than the objects on the tray. The player with the most correct answers wins.

1. Was the person male or female?
2. What was their hair color?
3. What was their eye color?
4. What was the person wearing - describe it?
5. What kind of shoes were worn?
6. What kind of jewelry?
7. Did the person have a hat on - describe it?
8. How tall was the person?
9. Was the person wearing glasses - what color?
10. Did the person say anything - if so, what?

## Gifts to Garibaldi

Unlimited number of 10-year-olds to adults  
Mass formation  
No equipment needed

**Rester**

### Action:

Each player tells what gift he will give to Garibaldi. Some are accepted and some are refused. He accepts no gift that has the letter "e" in it. For example, he will accept boots but not shoes, carrots but not beets, milk but not tea. Players try to find out the key to acceptable gifts.

# Handshake treasure

Unlimited number of 8-year-olds to adults  
Mass formation  
A quarter

**Pre-Opener**  
**Rester**  
**Get acquainted**

## Action:

The leader announces one of the players has a secret treasure – a quarter – which will be given to the fifteenth person who shakes hands and introduces themselves. Nobody knows who has the treasure, so players circulate about and begin shaking hands with one another until the treasure-holder announces the winner.

**solution:** A variation of this is Ten for Ten, where each player is given a dime and instructed to give it to the tenth person who shakes hands with him.

# I know club

Unlimited number of 8-year-olds to adults  
Mass formation  
No equipment needed

**Rester**  
**Starter**  
**Just for fun**

## Action:

Leader says, "If you belong to the club you know about boats, but you don't know about ships. Cars, but not trains."

**solution:** There is no "I" in the word.

**suggestions:** A wise leader will withhold the solution allowing the alert ones to become members of the club and keep the secret going.

# Penny poison

Unlimited number of teenagers to adults

Mass formation, seated at tables

Glasses, napkins, piano and accompanist (or record player)

**Pre-Opener  
Rester**

## Action:

All guests are asked to dig into their pockets and place all their pennies on the table in front of them. A pianist, not facing the group, starts to play. As the music plays, a glass into which a napkin has been tucked, is passed around from one guest to the next. When the music stops, whoever is holding the glass drops in a penny. The ante is raised to a nickel after 3 or 4 times. Finally, a rumor is started that the next person caught with the glass will have to put in a quarter. The glass travels rapidly now. When the music stops and the victim is ready to "shell out," the surprise announcement is made that the lucky person who now has the glass may pocket all the money.

**suggestions:** A pianist is not necessary – recorded music will work. To tease or surprise, the person caught with the glass may be instructed to take out one penny, or put in two pennies or give one penny to the person on right. For a large group use several glasses.

# Saskatchewan

Unlimited number of teenagers to adults

Mass formation

An accomplice

**Starter  
Just for fun  
Rester**

## Action:

One player leaves the room. The group decides on a city where they wish to travel. When the player returns, the leader asks, "Is it Denver? Is it Seattle? Is it Chicago? Is it Los Angeles? Is it Tacoma? Is it Reno?" The accomplice says, "No" to the first five because he knows the correct answer will be the second city after a city with a double name (in this case Los Angeles).

**suggestions:** If you do not give the answer away, this can be used over and over.



# Smelling the coin

Unlimited number of 10-year-olds to adults  
Mass formation  
Several coins

**Rester**

## **Action:**

Place a row of coins on a table. Then turn around and have someone take one of the coins and hold it tightly above the head for a few seconds then return it to its original position in the row. When you turn around, you are able to tell which coin was used by touching each coin with the nose as if smelling.

**solution:** The coin you are after is warmer than the others.

# Think of a number

Unlimited number of 10-year-olds to adults  
Mass formation  
Paper and pencils

**Pre-Opener**  
**Rester**  
**Just for fun**

## **Action:**

Tell a group or an individual to think of a number, add 4, multiply by 4, subtract 4, divide by 4 and then take away the original number.

**solution:** The answer is always three.

# Tommy, Tommy, Tum

Unlimited number of teenagers to adults  
Circle formation  
No equipment needed

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

The players, seated in a circle, are asked to do the same things as the leader. In full view of everybody the leader places his left hand in front of him and with the right hand starting at the little finger, touches the tip end of each finger on the left hand saying, "Tommy, Tommy, Tommy, Tommy, Whoop (running the right hand from the tip of the index finger to the top of the thumb), Tommy," and then going back starting with the thumb, saying, "Tommy, Tommy, Tommy, Tommy, Tum." The change comes on the little finger. The leader then gradually brings his hands down in front and clasps them together in a casual way. The catch of the game is in the clasping of the hands. The leader states "yes" when the players do this correctly and "no" when they are wrong and the game continues.

# Trip to the moon

Unlimited number of 8-year-olds to adults  
Mass formation  
No equipment needed

**Rester**  
**Just for fun**

## Action:

Leader starts out: "I'm going on a trip to the moon and I'm going to take \_\_\_\_\_ (name of an object). Who wants to go? What will you take?" Then the other people mention in turn what they would take along, and after a person has said what they will take, the leader answers, "Yes, you may go," or "No, you may not go," (based on a scheme he has decided on in advance. For instance, the right answer is an object starting with the same letter as the person's first name). The other people try to figure out what scheme the leader has based his answers on.

**suggestions:** The leader should encourage those who have been alert enough to figure it out not to reveal the trick.

# Hats

Groups of 6 to 8 of any age  
Circle formation, facing outward  
One old hat per person

**Rester**  
**Just for fun**

## Action:

Players are to stand shoulder-to-shoulder facing out (in a closed circle) with hands behind their backs. The leader instructs players: On slap, reach up and put right hand on the hat of the person to the right. On a clap, move the hat to own head. On slap reach again to the right and on the clap again transfer another hat to own head. As this continues eliminate players as they fail to grab a hat, knocks a hat to the floor or interference in the passing of the hats. The audience participates by making the rhythm pattern as follows:

Slap the knees (contestants reach for hat).  
Clap the hands (contestants shift hat to own head).

*suggestions:* If the contestants become good at passing with their right hand, the leader may have them shift and pass with the left. The leader should give one or two trial runs before elimination starts. Of course, when one person is eliminated, a hat is also taken out.

# Laps

Unlimited number of any age  
Circle formation, facing counter clockwise  
No equipment needed

**Rester**  
**Just for fun**  
**Finale**

## Action:

Players stand in a circle. Get them to move in toward the center until each person is touching the person in front and in back of him. Tell everyone not to move their feet. On the count of three everyone should slowly sit down on the knees of the person behind them. When everyone is seated they can wave both arms in the air.

## Paris fashions

Unlimited number of teenagers to adults  
Groups of 5 or more  
One bag per group containing old newspapers,  
toilet tissue, crepe paper, scotch tape, straight pins

**Rester**  
**Just for fun**

### **Action:**

The groups are instructed to dress one person in the latest Paris fashion and prepare that person to model for the rest of the group. Each group should provide a commentary for their model. A panel of judges should give prizes for things such as, "Best use of materials", "Least likely to be comfortable" and others.

**suggestions:** This can be made to fit a theme with slight alterations. (No pun intended.)

## Spinning yarns

Unlimited number of teenagers to adults  
Groups of 10 or less in circle formation  
One ball of yarn per group

**Rester**  
**Just for fun**

### **Action:**

The game starts as the leader begins a story while winding yarn from the original ball into a new ball. At the end of a color or a knot where one piece of yarn has been attached to another, the ball of yarn is passed to the next player who picks up the story, adding on until the end of that color. This continues on and on around the circle until someone, realizing the end of the yarn ball is near, must finish the story.

**suggestions:** The ball of yarn should be made of many different kinds and colors of yarn. Vary the lengths of the pieces. You might wish to make this activity fit a theme, such as using ribbon to tell a Christmas story.

## Backward relay

Unlimited number of any age  
Teams of 3 or more players  
Teams line up single file behind a starting line

**Just for fun**

### Action:

Contestants must run or walk backwards to a turning point and then return to the starting line the same way.

## Back to back relay

Unlimited number of any age  
Teams of 6 or more players  
Teams line up single file, but as pairs

**Just for fun**

### Action:

Each pair must travel to and from the turning point with their arms linked back to back.

**suggestions:** You might wish to use an object such as a trash can, for the turning point. Partners must go around it before returning.

## Candle race

Unlimited number of 10-year-olds to adults  
Teams of 5 or more players  
Teams line up single file, one candle per team, matches

**Just for fun**

### Action:

Each team is lined up single file behind the starting line. The first player of each team is given a lighted candle. At a signal, the first player in each team carries the candle to a designated point and back to the second player. If the candle blows out the player must return, get a light and start the round over.

## Coat race

Unlimited number of any age  
Teams of 4 or more players in single file lines  
One old coat per team

**Just for fun**

### Action:

A coat is given to the first person in each line. They put it on, button it completely, unbutton it and gives it to the second person. Each team member must follow the same procedure until one team is completely finished.

## Cracker race

Unlimited number of teenagers to adults  
Teams of 4 or more players in single file lines  
Chairs, bowls of crackers

**Just for fun**

### Action:

The first player in each line runs to a chair and eats a cracker. As soon as they are able to whistle they run back and tag the second player who runs to the chair and eats the cracker and whistles. This continues until all have eaten and whistled.

**suggestions:** It might be a good idea to place a judge at each chair to say when someone has successfully whistled.

## Fan race

Unlimited number of any age  
Teams of 4 or more players in a single file line  
One pingpong ball and paddle per team

**Just for fun**

### Action:

The first player on each team is given a pingpong ball and paddle. The ball is laid on the starting line. At a given signal the first player fans the ball across the room to some designated line or spot. The ball can not be hit or touched in any way. Locomotion of the ball is created by the fanning. If the ball is hit, the player must run, get the ball and return it to the spot where it was hit and continue from there. After crossing the line, the ball must be fanned back to the starting line. When crossing the starting line, the next player repeats the performance until every player has had a turn. The first team finished is the winner.

## Find it in the paper

Unlimited number 7-year-olds to adults

**Just for fun**

Teams of 6 to 8 players

A complete newspaper (the same paper) and a pair of scissors per team

### **Action:**

Newspapers and scissors are placed on a chair or table 20 feet in front of each team. Each team is lined up behind a starting line. The leader calls out the name of an article, ad, picture or item to be found. The first player of each team runs up to the chair, hunts for the item, cuts it out and hands it to the leader. The first one to do this gets one point. The game may be played for a total of 10 points.

**suggestions:** Select items that are not back to back in the same paper so one cut will cut the next one out. The leader should identify each item clearly so there are not any question on what is to be to cut out.

## Follow thru

Unlimited number 12-year-olds or younger

**Just for fun**

Teams of 6 or more players in single file lines

No equipment needed

### **Action:**

The players in each line stand with their legs apart. At the signal, the last player in the line crawls up the "tunnel" toward the head of the line. As soon as they have started, the next player follows. The first line to have all members crawl through the tunnel wins the race.

## Forty ways of getting there

Unlimited number 10-year-olds to adults  
Teams of 4 to 8 players in a single file line  
No equipment needed

**Just for fun**

### Action:

Establish a finish line in front of the teams. Tell them there are forty ways to get from start to finish and each team member must use a different way. They can walk, crawl, hop, skip, go backwards, anything at all just as long as each person does it differently.

**suggestions:** You might consider some sort of penalty for a team which uses the same method of travel more than once.

## Glove and candy relay

Unlimited number 10-year-olds to adults can play  
Teams of 5 players, lined up side by side  
A pair of cotton work gloves and a bag with a package of gum per team

**Just for fun**

### Action:

The first player on each team puts on a pair of cotton work gloves. The player must unwrap the package of gum, take out one stick, unwrap it and begin chewing it before passing the gloves and package on to the second person. This continues until the fifth person is chewing a stick of gum. The first team finished wins.

## Heel-toe relay

Unlimited number any age  
Teams of 3 or more players in single file lines  
No equipment needed

**Just for fun**

### Action:

Each team member must walk to and from the turning point by placing the toe of one foot against the heel of the other foot.



## Hand clasp relay

Unlimited number 9-year-olds to adults  
Teams of 8 or more players form their own circle  
Several shelled peanuts or clothespins per team

**Just for fun**

### **Action:**

Team members stand in a circle. They join hands by slipping fingers through fingers with hands back to back with the person on either side. In this position it is possible to pick up and pass small objects, like peanuts, from hand to hand. The first person picks up a peanut from a chair with the left hand and with the help of the person on the right's right hand. The peanut is passed from left to right around the circle. One peanut follows another in rapid succession until all peanuts have been around the circle and back to the starter who places them back on the chair. Players must not unlock hands at any time during the game. If a peanut is dropped, it must be picked up without any unclasping of hands. As soon as a team completes this cycle the whole team shouts, "You're a good man, Charlie Brown."

**suggestions:** Probably the best way to get everyone to understand the hand position for this game is for the leader to take the first position and demonstrate the action. Then let each team practice before starting the race. This is fun to participate in or to watch and the action is continuous.

## Japanese crab race

Unlimited number any age  
Teams of 4 or more players, single file, facing backwards  
No equipment needed

**Just for fun**

### **Action:**

When the signal is given the first player on each team gets down on all fours and races backwards for the goal line about thirty feet away. When he reaches the goal line, he stands up and runs back to touch the second player. Each player follows the same pattern until one team is completely finished.

## Kangaroo relay

Unlimited number any age  
Teams of 3 or more players, single file  
One ball or balloon per team

**Just for fun**

### Action:

Team members must place a ball or balloon between their knees, hop to the finish line, hop back to the starting line and pass the object to the next player in line. If the object falls the player must start over.

## Medley relay

Up to 12 teenagers to adults  
4 to 6 couples, lined up 30 feet apart  
One cracker, balloon, potato and chair per couple

**Just for fun**

### Cracker race

Give each boy a cracker. On the signal, he eats the cracker, runs to the girl, kneels before her and whistles a designated tune. The first girl to name the tune her partner whistles, wins. When the leader whispers the song to the boys, that is their signal to eat the cracker and run to their partner. The song chosen must be one everyone will know.

### Balloon race

Give each girl a balloon. On a signal, each girl blows up the balloon, ties a knot in the end, runs up to the chair at the boy's end and sits on her balloon. The first girl to pop her balloon wins.

### Potato race

Give each couple a potato. They put it between their foreheads, move across the floor to the finish line and back again, keeping their hands behind their backs. If the potato falls, the couple returns to the starting line and begins again. The first to finish wins.

**suggestions:** The purpose of a medley is to have several activities in the same formation but with sufficient variation for sustained interest. Here the boy takes the first action, the girl the second action and both the third action. All couples can take part or several can be chosen to entertain the others.

## Over and under

Unlimited number any age  
Teams of 10 or more players, single file  
One water balloon per team (need extras)

**Just for fun**

### Action:

The first person in each line must pass the balloon overhead to the next person. That player must pass the balloon between their legs to the next player. The alternating over and under pass continues down the line. The last person in line runs to the front with the balloon and starts passing. If the balloon breaks, another one can be started at the front of the line. The game is over when one team has gone through one cycle of its members.

## Overhead relay

Unlimited number any age  
Teams of 10 or more players, single file  
One ball per team

**Just for fun**

### Action:

The players are divided into two or more lines with equal numbers in each line and all facing one direction. The ball is started from the front and passed as quickly as possible over the head to the end of the line. As soon as the rear player receives it, he runs forward and starts it over again. The rule of this race is that everyone must touch the ball. When the first player is at the front again, the race is over.

## Paper box race

Unlimited number 10-year-olds to adults  
Teams of 4 or more players, single file  
Two cardboard boxes (approx. 16"x16"x12") per team

**Just for fun**

### Action:

Each member of the team must run to the turning point and back to the team. The hitch is that they must do so keeping one foot in each box.

## Penny pass

Unlimited number of any age  
Each team in circle formation  
One index card per player, one penny per team

**Just for fun**

### Action:

The players must pass the penny around the circle using only index cards which they hold in their mouths. If the penny is dropped, it must be started over at the beginning of the circle. The first team to pass the penny all the way around wins.

## Pingpong race

Unlimited number of teenagers to adults  
Teams of 8 or more players, paired and lined up  
One pingpong ball per team

**Just for fun**

### Action:

The first pair on each team stands at the starting line, face to face, both hands on the other's shoulders, holding a pingpong ball between their foreheads. Keeping the ball in this position, they run to the turning point and back to pass the ball to the next pair. The ball cannot be touched except with the forehead. If it is dropped, the players must pick it up and return to the starting line.

*suggestion:* You could use balloons, tennis balls, Lifesavers, marshmallows or eggs!

## Siamese girdles

Unlimited number of teenagers to adults  
Teams of 8 or more players, paired  
One two inch tractor inner tube section per team

**Just for fun**

### Action:

When the starting signal is given the first pair must go through the girdle together and then hand it to the second pair. This continues until all of the pairs have gone through.

*suggestions:* The girdles are made by cutting cross-sections from a large truck or tractor inner tub. You might be able to obtain a used one free from a local garage or tire store.

## Sit on it relay

Unlimited number of any age

Teams of 3 or more players

One chair per team, one uninflated balloon per person

**Just for fun**

### Action:

Place a chair out in front of each team. At the signal, the first person in each team must run to the chair, blow up the balloon and then try to burst the balloon by sitting on it. When the balloon has burst, the player can return to the team and tag the next person.

**suggestions:** If the teams are not even, you might give each team the same number of balloons to break. Or time the event and see which team can break the most balloons within a given time period.

## Ski trip

Unlimited number of 9-year-olds to adults

6 to 8 on a team, with half the team on each side of the room

Cardboard skis (shoebbox boots), poles, ski hats, goggles, gloves, scarf

**Just for fun**

### Action:

Equipment is put on by the first player of each team. On a signal, the first player must slide skis along, moving across to the second player. After changing gear, the second player skis back. This continues until each player has had a turn. The first team to sit down wins.

**suggestions:** Leader should be prepared with a stapler or tape for shoebbox repair. Award the winning team with an original sleeve patches. A similar relay could be run with other sports equipment to make it fit the desired occasion or group. Examples: fishing, golf or snorkeling.

## Sock race

Unlimited number of 10-year-olds to adults

16 players in circle formation

A large pile of worn out socks or pantyhose, one pair of thick gloves per person

**Just for fun**

### Action:

Five or six people are blindfolded and seated in a small circle within reach of a huge pile of socks. They are given a pair of thick gloves to put on (fur-lined, oven or garden gloves). On a signal, each player, with gloves on, tries to put as many socks on their feet in the allowed time.

**suggestions:** Time: 1 to 1 1/2 minutes. This can be easily used as one item in a series for team competition.

## Spoon and string relay

Unlimited number of any age  
Teams or 6 or more, lined up side by side  
One ball of string tied to a spoon per team

**Just for fun**

### **Action:**

The player at the head of the line is given the spoon and string. On a signal the first player passes the spoon down the front of his shirt and lets it come out his pants leg below and then passes the spoon on to the next player, letting out the string. Each player repeats the process with the first person unwinding more string. As soon as the spoon has been passed to the end of the line and all players are connected by the string, the last player pulls the spoon back out and the whole process is reversed, going up the line as the first player winds in the string a little each time. The winning team is the one which first gets the spoon down the line and back and ends up with the string all wound up on the ball and the team sitting down.

**suggestions:** Instead of pulling the spoon back through the whole line, you might let them pull the loose end of the string through. Another option for the contest would be to give all the teams the same amount of string and see who could put the most people on one.

## Tire roll relay

Unlimited number of 8-year-olds to adults  
Teams or 3 or more, single file  
One tire per team

**Just for fun**

### **Action:**

Each player on a team must roll the tire to and from the turning point. The last person to go returns to the team and holds up the tire while everyone else goes through the center of it.

# Water box

Unlimited number of 10-year-olds to adults

12 to 16 players, two teams, single line

Two buckets of water, two empty buckets and two dippers

**Just for fun**

## **Action:**

Each of the two teams form a line with a bucket of water at the head of the line and an empty bucket at the end of the line. The first player on each team has a dipper. On a signal, the first player scoops up a dipperful of water. It is passed from player to player down the line, the last player dumping it in to the bucket. The last player then runs to the head of the line, fills the dipper, and starts it down the line again. Each player moves down one place each time, making room at the top for the runner. When the starting player gets to the end of the line, he dumps the dipper and picks up the bucket they have filled and runs to the head of the line. The first team back wins. Then it is fun to measure which team transferred the most water.

**suggestions:** This is a good picnic game when player are in playclothes.





## Muffin pan ball bounce

Unlimited number of 8-year-olds to adults

No particular formation

Adhesive tape, a marker, a muffin pan and 4 pingpong balls

**Pre-Opener**  
**Just for fun**

### Action:

Get an ordinary muffin pan that has a dozen cups. With small pieces of adhesive tape, mark different values in each cup. Place the pan near a wall if possible. Players stand 8 feet away and attempt to bounce pingpong balls so they will stop in the cups. Score as indicated in the diagram.

+100	-50	+50	-100
-75	+75	-75	+75
+100	-50	+50	-100

## Bounce in the basket

Unlimited number of 13-year-olds to adults

No particular formation

2 hassocks, a wastebasket and 4 small rubber balls

**Pre-Opener**  
**Just for fun**

### Action:

Place the two footstools and the wastebasket in a row with about three feet of space between them. Players stand about three feet in front of the first foot stool and throw a ball in such a way as to make it bounce between the two stools, over the second chair and into the wastebasket. Players are given four chances. The player with the most balls in the wastebasket wins.

# Target baseball

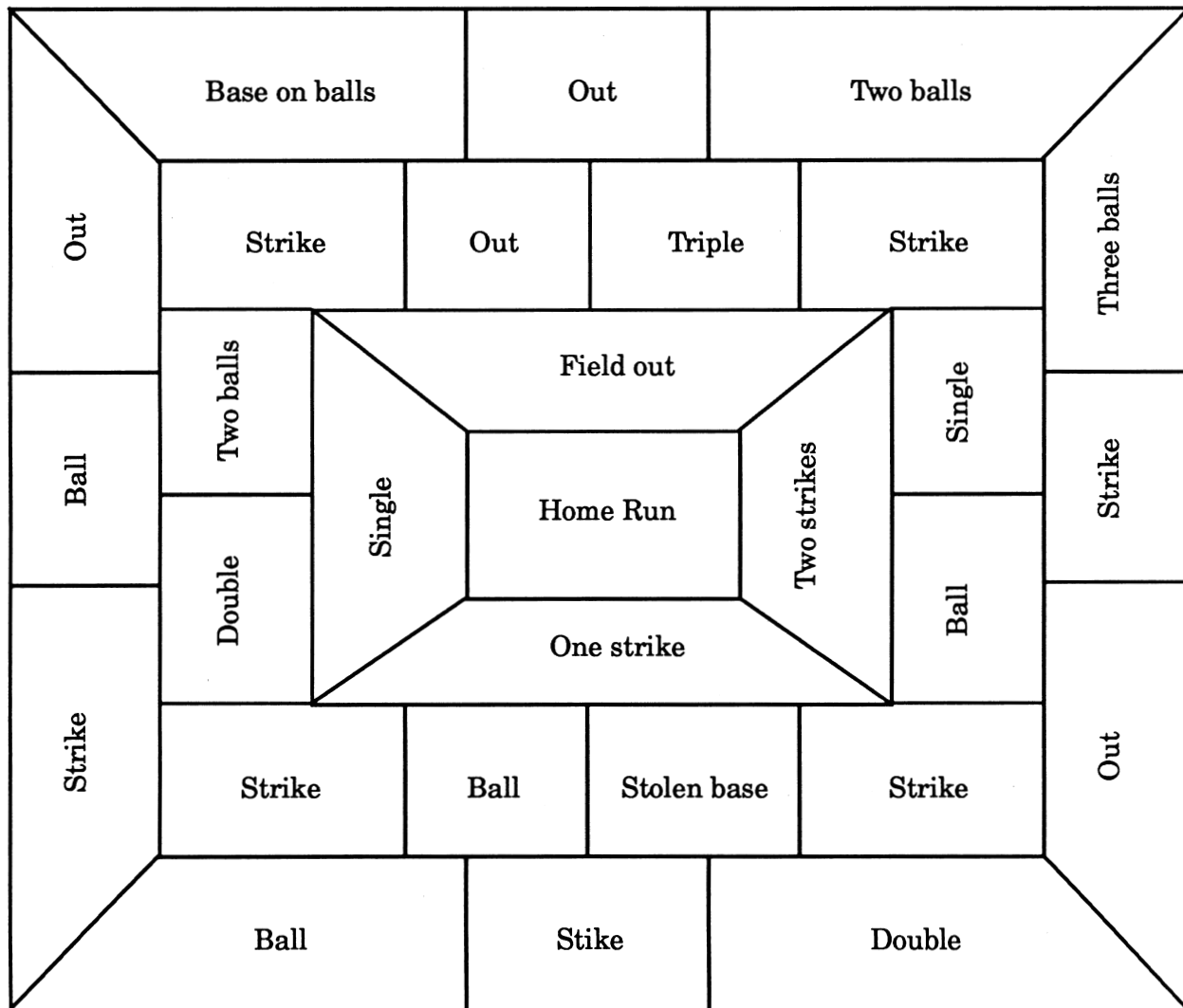
Unlimited number of 9-year-olds to adults  
 2 teams of several players each  
 6 darts, game board

**Pre-Opener**  
**Just for fun**

**Action:**

The board may be made of 3/4" beaverwood or cork 21" x 21" in size. Hang securely on the wall in a corner where traffic is not in the game area. Players stand 15 feet away and toss darts at the target. Any toss resting on a line is counted a "strike," off the board is "out." Play according to regular baseball rules. One team's turn continues until 3 outs are made.

**suggestions:** If a 6' x 6' board is used lying flat, beanbags can be substituted for the darts.



# Building matches

Unlimited number of 8-year-olds to adults  
Groups (4 to 6 players) seated around a small table  
Box of matches and soda bottle per team

**Pre-Opener**  
**Just for fun**

## Action:

Each team attempts to pile as many matches as it can on top of the bottle. Each player on the team must take a turn placing a match on the stack.

**suggestions:** The winner can be judged according to weight of the pile or the number of matches. You will have to decide what to do in case some matches fall. Teams can be allowed to start over with what is left of their piles or they can be made to start from scratch. It would be a good idea to set a time limit on this game.

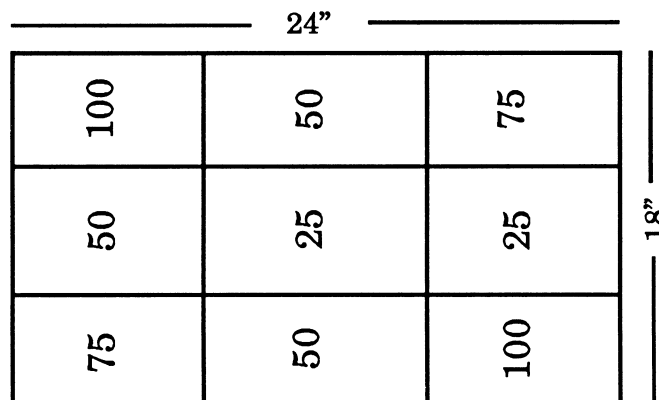
# Washer toss

Unlimited number of 8-year-olds to adults  
No particular formation  
Game box and five washers

**Pre-Opener**  
**Just for fun**

## Action:

Draw the diagram on quarter-inch plywood. Make the dividing lines with 1/2" strips of lath. Wrap the washers in tape and toss from a distance of six feet. Score as numbered.



# Pendulum swing

Unlimited number of 12-year-olds to adults  
No particular formation  
String (7 ft.), a small rubber ball and a pin

**Pre-Opener**  
**Just for fun**

## Action:

Tie a string to the top of a doorway so that it may swing freely. Tie a ball to the lower end of the string so that the ball hangs about 4" from the floor. Stand a pin by the ball. The player must swing the ball past the pin and hit it as the ball swings back. Players get five tries. Each successful try nets 100 points.

# Funnel catch

Unlimited number of 8- to 12-year-olds  
Players facing a wall  
One funnel and tennis ball

**Pre-Opener**  
**Just for fun**

## Action:

A player holds a funnel in their left hand and a ball in their right. The ball is thrown against the floor so it bounces off a wall and can be caught in the funnel. See who can catch the ball the most times in a row.

# Bombs away

Unlimited number of 8-year-olds to adults  
No particular formation  
A quart jar and 4 pingpong balls

**Pre-Opener**  
**Just for fun**

## Action:

A player stands arm length from a jar and extends their arm at shoulder height. Objects are dropped, one at a time, with the player attempting to get them in the jar.

*suggestions:* For expert players substitute a milk bottle and four clothespins.



# Button and leather

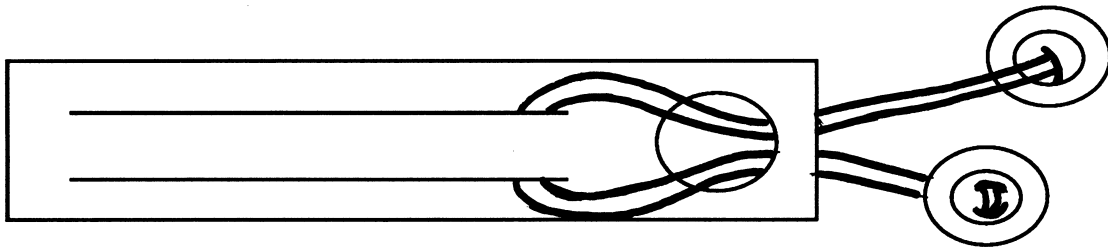
Unlimited number of teenagers to adults  
 One player  
 A leather strip (4"x1"), string, 2 buttons and scissors

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Make two parallel cuts an eighth of an inch apart in the center of a pliable leather strip. At one end, cut a hole an eighth of an inch in diameter. Then pass a heavy string under the slit and through the hole, as illustrated. Tie a button at each end of the string. Have players remove the string without taking off the buttons.

**solutions:** Bend the leather and draw the narrow strip through the hole. The string and buttons can be easily removed.



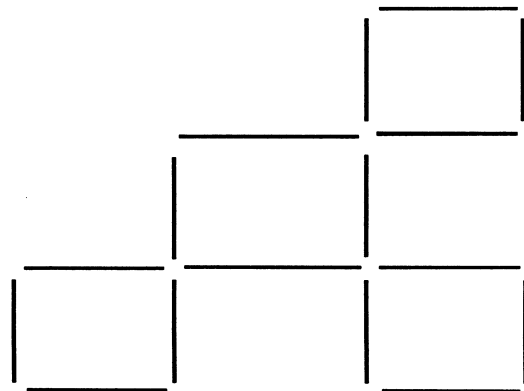
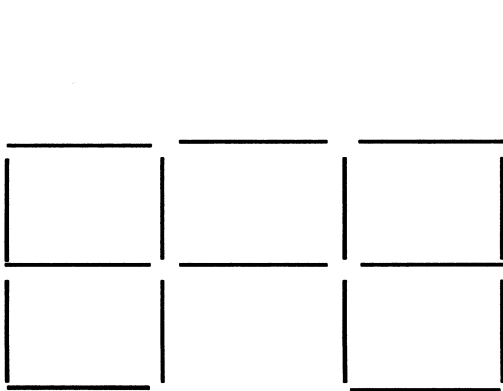
# Five to four

Unlimited number of teenagers to adults  
 One or two players  
 16 wooden matches

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Arrange sixteen matches into five squares as shown at the bottom left. Rearrange three matches to make four squares. The solution is shown on the right.



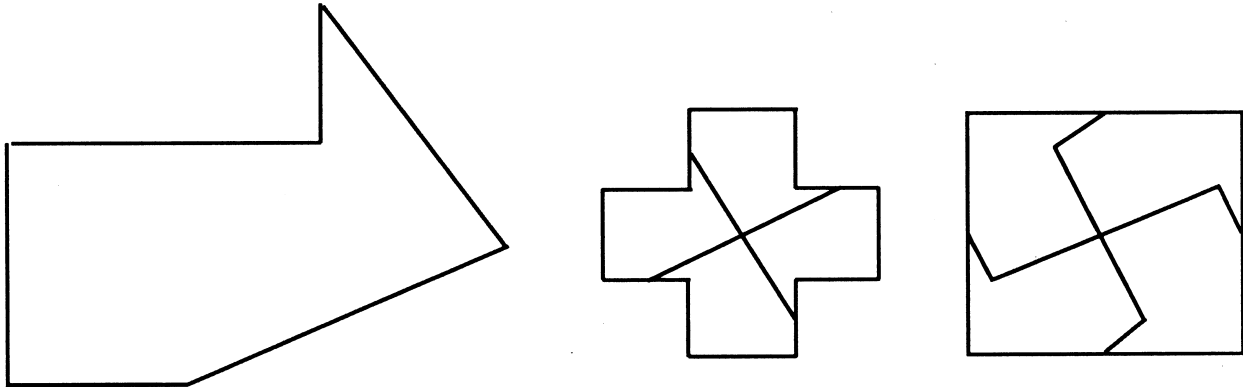
# Greek cross and square

Unlimited number of 10-year-olds to adults  
One or two players  
Poster board and scissors

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Using the pattern below (left), cut out four shapes from a piece of heavy paper. These shapes can be used to make a Greek cross or a square (below right).



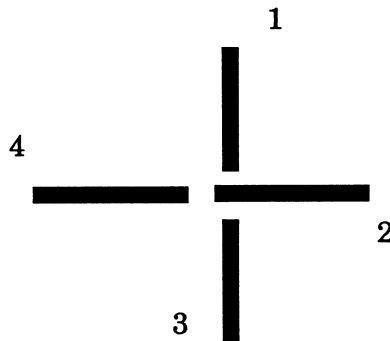
# Hidden square

Unlimited number of teenagers to adults  
One players  
Four wooden matches

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Arrange the matches as shown below. Move one match and form a square. To solve this puzzle, pull match number two out slightly, leaving a small square in the center.





# Human checkers

Unlimited number of 10-year-olds to adults  
Six players  
Seven chairs in a row

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Place seven chairs in a row and seat three boys and three girls as indicated BBB–GGG. The dash represents an empty chair. The object of the game is to move the boys and the girls to opposite seats as in checkers, moving or jumping one at a time. No moving backwards. Start over when you get mixed up. The final result should be GGG–BBB.

**solution:** Number the chairs as follows: 1, 2, 3, 4, 5, 6, 7. Then: Move 5 to 4. Jump 3 to 5. Move 4 to 2, and 6 to 4. Move 7 to 6. Jump 5 to 7, 3 to 5, and 1 to 3. Move 2 to 1. Jump 4 to 2, and 6 to 4. Move 5 to 6. Jump 3 to 5. To complete the maneuver, move 4 to 3.

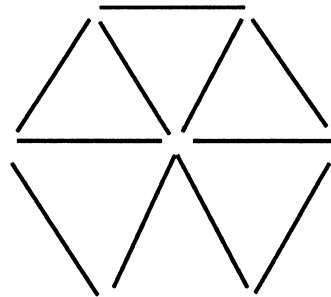
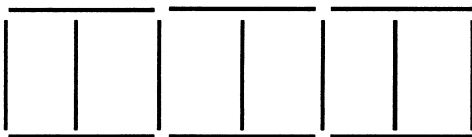
# Thirteen minus one

Unlimited number of teenagers to adults  
One or two players  
Thirteen wooden matches

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Arrange thirteen matches in the configuration shown at the below left, making sure all the spaces are of equal area. Take away one match and rearrange the other twelve to make six areas of equal size. The solution is on the right.



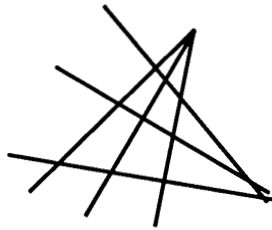
# Touching six

Unlimited number of teenagers to adults  
One or two players  
Six wooden matches

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Arrange the six matches so that each one is touching the other five. The solution is shown below.



# Water glasses

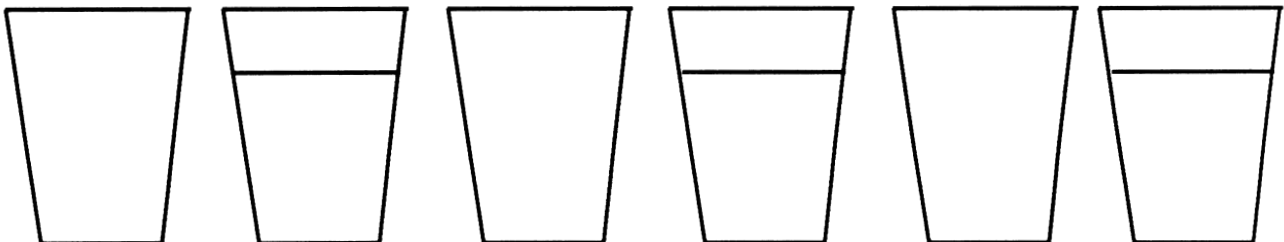
Unlimited number of 10-year-olds to adults  
One or two players  
Six glasses (3 full and 3 empty)

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Arrange the glasses as shown below. Moving only one glass, line up the three full glasses next to the three empty glasses.

**solution:** Pick up the second glass from the left, pour its contents into the fifth glass and replace it in its position.



## Buzz

Unlimited number of teenagers to adults  
Five or more players in circle formation  
No equipment needed

**Pre-Opener  
Starter  
Just for fun**

### Action:

One person begins to count by saying "ONE," the player at his left says "TWO," and so on until the number seven is reached, when the word "BUZZ" is substituted. The next player says "EIGHT," and so on around until a number containing a seven, such as seventeen, or a multiple of seven, such as 14, 21, 27, etc. is reached, then the word "BUZZ" is substituted for the right number. For 71, the players say "BUZZ ONE," for 72, "BUZZ TWO," and for 77 "BUZZ BUZZ." If a player says a number instead of "BUZZ," or says "BUZZ" in the wrong place, the player is out of the game. The counting is then begun again at one by the next player. The object of the game is to reach 100. The counting should be done quickly. A variation of this game is to say "FIZZ" for numbers containing 5 and multiples of 5, in addition to numbers containing 7 and multiples of 7. This game is called "BUZZ FIZZ."

## Catch the cane

Unlimited number of 5-year-olds to adults  
Five or more players  
One cane or yardstick

**Just for fun**

### Action:

Players stand in circle formation with the player who is "IT" in the center. All players, including "IT," are given a number. The player who is "IT" holds a cane in an upright position with one finger tip. "It" calls a number as the cane is let go. The player whose number is called attempts to catch the cane before it drops to the floor. If the cane isn't caught that player is "IT" and the game is repeated. If the cane is caught, the player returns to his place in the circle and the first player is "IT" again.

## Come along

Unlimited number of 5-year-olds to adults  
10 or more players in circle formation  
No equipment needed

**Just for fun**

### **Action:**

Players form a large circle and extend their left hand toward the center. One player runs counter-clockwise around the inside of the circle with their right arm extended. While running this player grabs one of the players by the left hand and that player grabs another player. The line continues to grow until the leader blows the whistle and all players scramble back to their places. The last player to return to their spot starts the next line.

## Cross

Unlimited number of 8-year-olds to adults  
Six or more players in circle formation  
No equipment needed

**Pre-Opener  
Starter  
Just for fun**

### **Action:**

Players form circles having no more than twelve people. One player is chosen as "IT" and they take hold of both ears with arms crossed over their chest and step in front of a person within the circle. This person then crosses their arms in the same manner and grabs his ears. Persons on either side of this individual, grab the ear farthest away from the center person with the inside hand and grabs their nose with the opposite hand. This, of course, means their arms are also crossed over their chests. The last of the three persons to take the prescribed position automatically becomes "IT" and steps to the center, changing places with the person that was in the center.

**suggestions:** If circles are larger than twelve, it is helpful to place two or more people in the center.

## Face to face

Unlimited number of 5-year-olds to adults  
11 or more players in circle formation  
Partners facing one another

**Partner pairing**  
**Just for fun**

### **Action:**

The partners stand facing each other in one large circle. One player is chosen to stand in the center to call “face to face,” “back to back,” “side to side,” “Back to back,” with the players taking their positions accordingly. When he calls “All change,” the players must take new partners. The center player tries to get one too. If successful, the person left without a partner must go into the center and give the commands.

***suggestions:*** If the group is larger than 50, you might consider breaking it into two or more smaller circles.

## Find the leader

Unlimited number of 8-year-olds to adults  
Six or more players sitting in circle formation  
No equipment needed

**Pre-Opener**  
**Starter**  
**Just for fun**

### **Action:**

Players sit in a circle. One person is chosen to leave the room. One of the remaining players is selected to be the leader who is to make various motions, such as folding hands, crossing legs, smoothing hair, etc. The group does the motions with the leader, changing motions as the leader. The person who left the room tries to locate the leader. If the leader is caught, they become the next person to leave the room.

## Fruit basket upset

Unlimited number of 9-year-olds to adults  
10 or more players in circle formation  
Chairs in a circle

**Just for fun**  
**Starter**

### Action:

The players are seated with "IT" standing in the center. Three fruits are selected by the leader, who goes around and gives everyone a fruit name. Whenever "IT" calls out a name or combination of names, those fruits must move to different chairs. "IT" tries to get one of the empty chairs. If "IT" succeeds, whoever was left without a seat becomes "IT". When the call is, "Fruit Basket Upset," everyone changes chairs.

**suggestions:** More fruits can be added for a larger group. If needed to fit a special theme, the name could be changed and different names used. An example of this would be Toss the Salad, where lettuce, tomatoes and dressing would be used as names.

## Honey, if you love me

Unlimited number of teenagers to adults  
Six or more players in circle formation  
No equipment needed

**Rester**  
**Starter**  
**Just for fun**

### Action:

Players are in a circle with one or more people chosen to be "IT" in the center. "IT" walks up to anyone in the circle and says, "Honey, if you love me, please smile." The person must reply without laughing or smiling, "Honey, I love you but I just can't smile." If the person laughs or smiles, places must be exchanged with "IT". If not, "IT" tries someone else.

**suggestions:** With a really sober-faced group you might allow "IT" to ask a question three times to a person when trying for a reaction. You might also allow "IT" to touch other players. Tickling is not fair!

# How do you like your neighbors?

Unlimited number of teenagers to adults  
Eight or more players in circle formation  
Chairs in a circle

**Pre-Opener**  
**Get acquainted**

## **Action:**

There should be just enough chairs for those seated, but none for "It." "It" approaches one of the players and asks, "Who are your neighbors?" If he cannot name them correctly, he must exchange places with "It." If he does name them, "It" asks further, "How is Mr. \_\_\_\_\_?" (meaning one of the player's neighbors). If the reply is "All right," everyone shift to the right; if he says, "All wrong," they shift to the left; if the reply is "All mixed up," everyone shifts anywhere they please. During the shifting, "It" attempts to get a seat and the person left without a seat becomes "It."

# Huckle buckle beanstalk

Unlimited number of 4- to 8-year-olds  
Three or more players in mass formation  
A small object to hide

**Pre-Opener**  
**Rester**

## **Action:**

One player is chosen to hide the object. All others sit with their heads down and eyes covered. The object must be hidden in plain sight, but where it will not be easily seen. When the object is hidden and the signal given, the children move around the room and begin to hunt. When the player discovers the object, they immediately sit down and then call out "Huckle Buckle Beanstalk!" This player tries not to tip off the other hunters where the object is. The hunt continues until all of the players have seen it and taken their seats. The player who first saw the object is asked to go and get it and is now the one to hide.

## I, me or my

Unlimited number of teenagers to adults  
10 or more players in mass formation  
Five beans or corn kernels per person

**Pre-Opener**

### **Action:**

Five beans or corn kernels are given out as the participants arrive. Instruct the participants to engage each other in conversation. Anytime someone says I, me or my a bean is paid as a forfeit to his partner in conversation. Whoever has the most beans at the end of the game wins.

**suggestions:** Encourage players to move around a lot and to make a conscious effort to get others to make a mistake. The whole point of the activity is getting acquainted.

## It's in the bag

Unlimited number of 5-year-olds to adults  
Any number of people moving around  
One item in each of 10 numbered bags, one card and pencil per person

**Pre-Opener**

### **Action:**

The bags are scattered about the room on tables or chairs so a large number of guests may circulate and guess what the bags contain. As guests arrive, they are given a card and pencil and asked to circulate about, feeling the bags and writing on the card what they think is in each of the 10 bags. Discourage pressing so hard as to break the bag. Whoever makes the most correct guesses wins.

**suggestions:** Do not allow this activity to drag on for too long a period of time. If there is a theme for the get-together, suitable objects can be chosen to go in the bags.



## Jump and look

Unlimited number of 5-year-olds to adults  
Five or more players in circle formation  
Cardboard disk (2" diameter)

**Starter**  
**Just for fun**

### **Action:**

Players stand in a circle with one player who is "IT" in the center. The disc is hidden under the foot of someone in the circle. When "IT" shouts "Jump," all the players jump up and down once—while "IT" tries to spot the cardboard disc. If successful, the one under whose foot the disc is hidden becomes "IT" and the game continues. Otherwise, "IT" must try again. The players must give "IT" a fair chance to spot the disc by jumping as high as they can.

## Nose and toes tag

Unlimited number of 5-year-olds to adults  
Any number of players moving around

**Pre-Opener**  
**Starter**  
**Just for fun**

### **Action:**

Players must stay within set boundaries. One person is chosen to be "IT". Anyone tagged by "It" becomes the new "IT". Players are safe from being tagged when their nose is held with their left hand and, at the same time, their toes of the left foot are held with their right hand.

## Pie eating contest

Unlimited number of 4-year-olds to adults  
Two or more players kneeling or standing  
One piece of pie, a dry towel, a wet towel per person

**Just for fun**  
**Rester**

### **Action:**

Each contestants kneel down on the floor in front of a pie slice. Someone pins a towel around their necks like a bib. Each contestant then puts their hands behind their back. On a signal, each leans forward and without using their hands, eats the pie as quickly as possible. The first one who has cleaned the plate is the winner.

***suggestions:*** A wet towel for each contestant should be available. The pies may be placed on a low table with contestants on their knees or on a higher table with contestants standing, whichever will be more comfortable. A whole large pie is too much to eat so use small pies or cut large ones in half.

## Ring on a string

Unlimited number of 8-year-olds to adults  
Six or more players in circle formation  
Long piece of string and a ring

**Pre-Opener**  
**Starter**  
**Just for fun**

### **Action:**

Players form a circle holding a long string which is tied together at the ends. A ring is passed from one player to another by sliding their hands back and forth on the string. A player in the center tries to guess who has the ring. It can stop the passing at any time to make a player lift their hands. If the player has the ring, they become "It."

***suggestions:*** A Lifesaver candy or a washer could be substituted for the ring.

## Spin the platter

Unlimited number of teenagers to adults  
Six or more players sitting in circle formation  
A pie tin, plate or frisbee

**Pre-Opener  
Starter  
Just for fun**

### Action:

Each player is given a number. One person, "IT", steps to the center, spins the platter on the floor and calls out a number. The player whose number is called must try to catch the platter before it stops spinning. If successful, the player stays in the chair and "IT" must spin again. If the player isn't successful, they become the new "It".

## Spoke tag

Unlimited number of 4-year-olds to adults  
Nine or more players in circle formation  
Arrange players like spokes on a wheel, facing center

**Pre-Opener  
Starter  
Just for fun**

### Action:

Two players are selected to be the chaser and the chasee (the person being chased). The chase begins. If a tag is made, the roles of chaser and chasee are reversed. If the chasee manages to get to the front of the line, then the person at the end of the line becomes the new chasee. The length of each spoke and number of players in it will vary with the size of the total group.

# Stampede

Unlimited number of teenagers to adults  
20 or more players seated in pairs  
Chairs, sticks

**Partner pairing**

## Action:

Players sit in pairs around the room holding hands. One pair does not have a chair. They are "IT." The couple that is "IT" wanders around the room tapping a stick in front of any pair they wish to follow them. When they have quite a few players following, the lead couple begins making motions which the others must imitate. When they shout "Stampede," all the couples, without releasing hands, must try to find a pair of seats. Those who are left out or who release hands are "IT" the next time.

**suggestions:** Be certain that the floor surface is not too slick for players to move around on safely.

# Zip zap

Unlimited number of 8-year-olds to adults  
Six or more players in circle formation, facing center  
No equipment needed

**Pre-Opener  
Get acquainted**

## Action:

Players sit in a circle and each person acquaints himself with the person on either side of him. "IT" is in the center of the circle and points to anyone in the circle and says either Zip or Zap. If "IT" says "ZIP", the person must give the name of the person on the right before the count of five and if "IT" says "ZAP", the person must give the name of the person on the left before the count of five. If the person pointed to fails to do this, places must be exchange with "IT".

**suggestions:** You may wish to use several "ITs" in a large circle. To add to confusion you might add the word Zoop. When "IT" points to someone and says, "Zoop", the player must say their own name. When most players know their neighbors, call out "Fruit Basket Upset" and everyone must change chairs...the last one seeking a chair is "IT".

# Farmers and the pig

Unlimited number of 10-year-olds to adults  
Two players seated opposite one another  
Game chart, 4 pennies and one nickel

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Each penny represents a farmer and the nickel represents a pig. Place four farmers and a pig in the places indicated on the chart. The farmers try to pen the pig in so it cannot get by. Farmers can move forward only on white squares. The pig moves forward and backward. All moves must be on the white squares, not through the bushes, represented by the lined squares. The game begins with the pig moving first. All moves are one space at a time. The pig wins the game if it can get by all four farmers, as they cannot move backwards to go after him.

	Farmer		Farmer		Farmer		Farmer
				Pig			

## Pingpong blow

Unlimited number of 10-year-olds to adults  
Two teams seated opposite one another  
Table, one pingpong ball

**Pre-Opener**  
**Rester**  
**Just for fun**

### Action:

The ping-pong ball is placed in the center of the table and both teams try to blow it over their opponent's edge. One point is awarded each time this is done. No hands are allowed. If the ball goes off the side, it is put back in the center. Five points are needed to win.

**suggestions:** This game could be used in a banquet setting after the dishes have been cleared. Just add balls for the extra teams.

## Killer

Unlimited number of 8-year-olds to adults  
Five to 20 players in circle formation  
A deck of playing cards

**Pre-Opener**  
**Rester**  
**Just for fun**

### Action:

Count out as many cards as there are players. Make sure one card is the ace of spades. Pass the cards out to all the players. Whoever receives the ace of spades is the killer and must try to "kill" the other player by winking at them. Discretion is necessary because all the other players will be trying to name the killer. Anyone who names the killer and is wrong automatically "dies". The killer wins if everyone dies before they find out who is the killer. Those killed must remain silent.

# Battleship

Unlimited number of 9-year-olds to adults  
 Two players seated opposite one another  
 Pencils, one game sheet per player

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Each player places four ships anywhere within his home port, using the number of squares required for each of the four ships. They may be placed horizontally, vertically or diagonally. Player #1 calls one shot, naming the shot according to letter and number, and recording it on his enemy port chart as a hit or miss, depending on the answer Player #2 gives. Player #2 then calls a shot. The game continues until all of the one player's ships have been sunk.

**suggestions:** The number of shots allowed during a turn is up to the players.



Cruiser



Destroyer



Battleship



Airplane carrier

1	2	3	4	5	6	7	8	9	10

Home port chart

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Enemy port chart

# Socco

Unlimited number of 8-year-olds to adults  
Three to 8 players seated in circle formation  
Small cork or button with a string attached (30"),  
the end of a drain plunger or a 6" diameter pan lid,  
a deck of cards and 25 beans or chips per player

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Protect table or floor with a thick layer of newspaper. A circle the size of the plunger or lid is drawn in the center of the table and each player puts their corks or buttons inside the circle with the string trailing out to the edge of the table and held by the player. The first leader who holds the plunger. The player to the left of the leader shuffles the deck and starts the game by throwing down one card at a time, face up, on the table where everyone can see. If a face card comes up (any King, Queen or Jack), the leader shouts "Socco" and lowers the plunger to catch the corks. Each player tries to pull their cork out of the circle and not get caught. Those who are caught pay the leader 5 beans. If a player pulls out their cork when the card is not a face card, the player pay 2 beans. If the leader lowers the plunger when the card is not a face card, he pays each player 2 beans. When an ace comes up, both the plunger and dealer move to the left one place (or 2 places if desired) and the game begins again with a new leader and a new dealer. A player will not have a cork in the ring when the leader or dealer. At the end of the game, the player with the most beans wins.

# Steal a gift

Unlimited number of 7-year-olds to adults  
Six to 20 players in circle formation  
A table, 2 die, one gift per player, timer or clock

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Players are seated and the gifts are piled in the center of the table. Each person takes turns rolling the dice. If they throw a 7 or 11, they take one gift from the stack. When all the gifts are gone they may take one from another player. If they throw a double one or six, they must return a gift to the center. The timer is used to limit the length of the game. When time is up everyone keeps what they have.



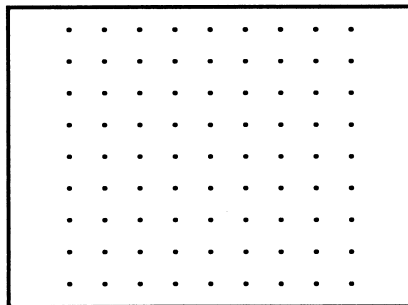
# Pig pen

Unlimited number of teenagers to adults  
Two players  
Paper and pencil

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Make a square out of dots so that there are nine dots on each side. The players take turns connecting two adjoining dots at a time. If a player is able to make the fourth line to complete a square, that square becomes the player's and another turn is played. Each time a square's complete it is identified with the players initials in the middle. When all the square have been completed, each player counts up the score. The one having a larger number of squares wins.



# Table football

Unlimited number of any age  
Two players on opposite sides of a table  
Four bottles and a pingpong ball

**Pre-Opener**  
**Rester**  
**Just for fun**

## Action:

Place two bottles on each end of the playing space to represent goal posts. The ball is started in the center. Each player tries to blow it between the goal posts on the opposite side of the playing area. If the ball goes off the table it is started again in the center. The first player to score six goals wins.





