



Indoor & Outdoor Games

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INDOOR & OUTDOOR GAMES

KILLER

Make up cards (or slips of paper) for everyone in the group. Everybody picks one card. All cards are blank, except one, which has an X on it. Do not show your card to anyone else. The card with the X is the Killer. When the game begins, they have to kill as many people as possible by winking at them. If you are winked at, you have to die as dramatically as you can. Anyone who identifies the Killer wrongly also dies. Everyone in the room has to try to find out who the Killer is. Only the Killer knows. This continues until someone guesses who the Killer is. The successful Killer is the one who kills off everyone without being found out.

AMOEBAS

Divide into teams, and tie ropes around each team at the waist. To do this, have team-mates bunch together as closely as they can and hold their hands in the air while you tie the rope around them. Once they are tied, they can race to a goal and back. Unless they work together and co-operate as a team, they will go nowhere. This game is enjoyable outdoors.

ARTISTS' IMAGINATION

Divide into teams. Each team should have available a pencil and several pieces of paper. One member of each team is sent to the middle of the room where the leader quietly whispers the name of an item that each must draw upon returning to his or her group. On signal, each representative returns and, without talking or voicing any sound begins drawing. Team members try to guess what the artist is drawing. The first team to shout out the correct name receives fifty points, the second, twenty-five. The artist may not write any words in his drawing. Items to sketch could include:

- A pizza
- the White House
- a paper clip
- a coffee-pot
- your youth leader
- a telephone
- a mirror
- a banana split

- a tube of toothpaste
- the three bears
- a hamburger
- a pint of beer

BACK-UP RELAY

Have two people race to a point, face each other, and hold their arms straight up in the air. Someone from their team places a ball between them. They must simultaneously make a 360-degree turn in opposite directions without the ball falling to the ground. They return to their team, and the next two people do the same. If the ball falls, they must start over.

FAN THE BALLOON

Each team gets a balloon and a fan (which can be anything such as a record album cover). On signal, each player must fan the balloon, without touching it, around a goal and back. The balloon may not touch the floor.

CAT AND MOUSE TAG

Needs any even number of people. Everyone in pairs that are spaced apart. One person behind the other. One pair takes the roles of Cat and Mouse. The Cat chases the Mouse round the other pairs. The Mouse can take refuge behind any other pair, thus creating (temporarily) a threesome. Front person in this threesome INSTANTLY becomes the Mouse. Whenever the Cat catches the Mouse, they reverse roles. More than one Cat-Mouse can operate at a time.

BALLOON FOOTBALL

Arrange chairs in back-to-back, parallel rows, with single end rows facing inward toward each other. As a result, you should have covered a rectangular area roughly similar to a football field. Divide your group into two equal teams; team-mates will all sit facing the opposing team's 'end zone'. After all the players are seated, toss a balloon into the centre of the "field". Players may not stand, but they must try to bat the balloon into their opponent's end zone using only their hands. When the balloon drops into the end zone over the heads of the last row of opposing players, the

scoring team gets seven points. You can play to thirty-five points or for fifteen minutes, whichever expires first. (If the balloon goes out of bounds, the leader puts it back in play at the centre of the field.)

BASKETBALL PASS

This is a simple relay game in which two teams line up single file. The teams must have equal numbers of players. At the front of each line, a basketball (or several basketballs) is given to the first player. He or she passes it to the player behind by passing it over his or her head. The next one passes it between his or her legs to the one behind, and so on. The ball(s) continue to the end of the line going over and under, and the team that finishes first wins.

A-B-C's

This game is good for groups of forty or more. Divide into teams. The leader must locate himself/herself high above the players, up on a roof, hill, or other high place, so that he or she can see everyone below. He or she then yells out a letter of the alphabet, and each team must form that letter on the field as quickly as possible (as a marching band would do). The first team to form the letter wins. In the case of a tie, teams may also be judged for the best-looking letter.

CAT, MOUSE AND DOG

Needs at least 19 people. Four (or more) rows of four (or more) people. Dog chases Cat: Cat chases Mouse, through the alleyways formed by arms stretched out sideways. A leader calls "Change" and the square turns at right-angles to break up the chase. Those caught exchange places with a member of the square.

BLACK MAGIC

While the mind reader is out of the room, the audience picks any object. The mind reader returns, and the leader points to many different objects. The correct item is identified by the mind reader. Code: The chosen object is pointed to immediately after an object that is black has been pointed to.

BALLOON BROOM RELAY

This is a team relay game - good for indoor parties and events. Each team gets a broom and a round balloon. On "go", the players "sweep" the balloon to a point across the room and then carry the balloon back on the end of the broom (or bat it through the air with the broom). The first team whose players all make the trip wins.

BOTTLE FILL RELAY

Each team appoints one member to lie face up with head toward the starting line, holding an empty pop bottle on his or her head. One member from each team fills a cup (made of non-flexible material) with water, runs to the bottle, and pours in water until it is gone. He or she then runs back, and the next contestant runs out with a cup of water as soon as the first player crosses the starting line.

BEACH BALL PICKUP

Divide into two teams. Teams then count off and line up opposite each other about twenty feet or so apart. Between the teams, six beach balls (light ones) are placed on the floor. Two numbers are called, and the two players on each team with those numbers begin play. Each pair must pick up three balls without using their hands or arms. If they drop a ball, they must start over. All three balls must be held between the two players and must be off the ground. The first pair to succeed is the winner. Repeat by calling two new numbers, and so on.

"BETCHA CAN'T REMEMBER EVERYTHING TO DO" RELAY

Teams line up single file about fifteen feet from a basketball goal (they would be standing at the foul line). At a signal, the first two people leapfrog to a designated spot whence the first one in line continues while rolling a peanut with his or her nose to another designated spot (the second player goes back to the front of the line). After rolling the peanut with his or her nose, the player takes a spoon, puts a Ping-Pong ball on it, and walks to another designated spot. Then he or she takes another basketball and goes to the back of the line. The player's team-mates (standing in a straight line) spread their legs, and the player rolls the ball between their legs and runs to the front of the line to catch up with the ball. After he or she catches it, he or she must make a basket. The player then takes a small glass of soda, drinks it, and burps. When this routine is

finished, the next one in line goes through the same thing. The winning team is the one whose members complete all the tasks first.

BLANKET RIDE RELAY

One person from each team is chosen to ride the blanket throughout the race (a substitute may stand by in case of injury or dizziness). Other team members line up behind the end line. The rider is sitting cross-legged on the blanket holding on tightly, and the first in line grabs the blanket and assumes a pulling position. On a signal, he or she begins running while pulling the blanket all the way across the room and around a marker at the far end, then back to the starting point. The blanket must be pulled completely over the line before the next player takes hold. The first team to complete all rounds wins.

BLANKET PULL

Two teams are identically numbered and line up facing each other. A blanket is placed in the centre.

A number is called, and each person so numbered tries to pull the blanket over his or her own goal.

BLINDFOLD MATE

Select three couples to compete in this simple game. One at a time, each couple is blindfolded and then separated by a distance of twenty feet or so. The pair must then walk toward each other, locate the other person, and hold hands. The couple doing it in the least time is the winner. To make this tougher, turn the players around a few times before they begin.

BLINDFOLD TAG

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

OBSTACLE COURSE

This is a game for teams of two players. Set up a series of obstacles that will obstruct players as they walk across a room. One player is blindfolded. The other player has to shout instructions to the blindfolded player to lead him/her across the obstacle course. The quickest players are the winners.

PLATE SKIMMING OLYMPICS

For this game, you will need paper plates and a tape measure. The object of this game is very simple - to throw paper plates as far as you can. The player who throws the plates the furthest is the winner.

BLIND VOLLEYBALL

Divide the players into two equal groups. The two teams get on each side of a volleyball court and sit down either on chairs or on the floor in rows similar to those in regular volleyball. The "net" should be an opaque object that obstructs the view of the other team. Blankets hung over a regular volleyball net or rope would do. The divider also should hang low enough so that players cannot see under it.

Then play volleyball. Use a big, light plastic ball instead of a volleyball. Regular volleyball rules and boundaries apply. A player may not stand up to hit the ball. The opaque net adds a real surprise element to the game.

CANNED LAUGHTER

Bring plenty of soft-drink cans to the meeting and have three or more players compete to see who can stack them the highest within a time limit. The winner may be awarded a six-pack of his or her favourite canned (soft) drink.

BOOK MAGIC

Several books are placed in a row. One is chosen for the mind reader to guess when he or she returns to the room. The leader points to several books (apparently at random), and when he points to the correct book, the mind reader identifies it. Code: The chosen book follows a book pointed to at the end of the row.

BALLOON POP RELAY

Divide your group into teams. The teams line up single file at a starting line. A chair is placed about thirty feet away. Each team member has a deflated balloon. One at a time, members run to the chair, blow up the balloon, tie it, pop it by sitting on it, and go to the end of the team line. The first team to pop all its balloons wins.

BROOM HOCKEY

This game may be played with as many as thirty or as few as five per team, but only five or six are on the field at one time from each team. Two teams compete by running onto the field, grabbing their brooms, and swatting at a volleyball placed in the centre.

Each team has a goalie, as in ice hockey or soccer, who can grab the ball with his or her hands and throw it back onto the playing field. If the ball goes out of bounds, the referee throws it back in. The ball may not be touched with hands or kicked but hit only with the broom. Score one point for each time the ball passes between the goal markers.

A team with thirty members, for example, would count off by sixes. Let each six-person shift play three minutes.

CANDY RACE

Tie a piece of candy onto the middle of a length of string and have two players hold opposite ends of the string in their teeth. On a signal, they chew toward the candy, and the first to get it into his or her mouth wins. No hands are allowed.

BROOM JUMP RELAY

Divide into teams. Team members should stand two abreast. The first couple of each team is given a broom. At the signal "go", the two must grab opposite ends of the broom and run back through their team with the broom held just above the floor. Everyone in the line must jump over the broom toward the front of the line. The broom is carried - no throwing. The second couple repeats the process and so on. The first team to return the original couple to the front of its line wins.

(FIZZ) BUZZ

This is a good casual game to play indoors. Group members should be seated in a circle. Begin counting around the circle from one to one hundred. Whenever someone comes to a number containing seven or a multiple of seven, he or she says "buzz" instead of that number. For example, it would go: 1,2,3,4, 5, 6, buzz, 8, 9, 10, 11, 12, 13, buzz, 15, 16, buzz, 18, 19, 20, buzz, 22, etc. You have to stay in rhythm and if you make a mistake, or pause too long, you are out or must go to the end of the line.

You could play "Fizz", which is the same game except that the number is five instead of seven. That makes the game easier for younger people. To get the game really complicated, play "Fizz-Buzz". It would sound like this: 1, 2, 3, 4, fizz, 6, buzz, 8, 9, fizz, 11, 12, 13, buzz, fizz, 16, buzz, 18, etc.

"BY THE SEAT OF YOUR PANTS" VOLLEYBALL

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

- Use a "light" beach-ball type ball.
- Use hands and head only (no feet).
- All serves must be made from the centre of the group and overhand.
- Because of the limited mobility of each player, a larger than normal number of participants is suggested (twenty to twenty-five per team).
- All other rules of volleyball prevail.

BAT ROUND RELAY

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

BROOM TWIST RELAY

Teams line up in normal relay race fashion. At a point twenty or thirty feet away, a team captain or leader stands holding a broom. When the signal is given, the first player on each team runs to his or her team leader, takes the broom, holds it in the air bristles up, and, looking up at the broom, revolves ten times as quickly as possible. The leader counts revolutions. Then the player hands the broom back to the leader, runs back to his or her team, and tags the next player to continue the game. Players become very dizzy, and the results are hilarious.

CAPTURE THE FLAG

Team One is on one side of the field, and Team Two is on the other. The idea of the game is to capture the flag from the other team's territory without being tagged. Once you cross the line at the middle of the field, you can be tagged and sent to "jail", which is set up behind each team back by the flag. However, if you are in jail, one of your team-mates can free you by getting to the jail without being tagged. He or she can tag you, which frees you. You both get a free walk back to safety.

Each team gets one goalie who watches the flag from a distance of about ten feet and also a 'jailer' who guards the jail. You will need to work out some strategy with your team-mates to rush the flag or capture it in some other way.

CAPTURE THE FOOTBALL

This, of course, is based on "Capture the Flag". However, it may be played by smaller groups with less room. Instead of using flags, use footballs. These are placed on each team's territory. You must get the other team's football over to your team's territory. You may pass the ball over the line to win, or run it over. If you are tagged, you must remain a prisoner until a team-mate tags you. If you pass the ball to a team-mate over the line which separates the team territories and your team-mate drops it, you both become prisoners. If the pass is complete, your team wins. You must adapt the "Capture the Flag" rules to your group and setting for the best results.

CAR

While the mind reader is out of the room, the crowd picks an object. The mind reader returns and is shown three objects. (One of the three is the correct one.) He or she correctly picks the chosen object. Code: The leader calls the mind reader into the room with statements that begin with either the letters "C", "A" or "R" (such as, "Come in", "All right", or "Ready"). "C" indicates the first object shown, "A", the second, and "R" is for the third object. So when the mind reader is brought in, he or she knows already which object it will be.

BUCKET BRIGADE

Each team lines up single file with a bucket of water at one end and an empty bucket at the other. Each team member has a paper cup. The object of the game is to transfer the water from one bucket to the other by pouring water from cup to cup down the line. The first team to get all the water into the empty bucket wins.

CATERPILLAR RELAY

This is a great game for camps. Have the campers bring their sleeping bags to the meeting and have races in them, head first. Simply line the teams up, relay style and the first person in line gets in the sleeping bag, head first, and races to a certain point and back. Of course, the racer cannot see where he or she is going, so the team has to shout out directions. Each person on the team must do this, and the first team finished is the winner. If you prefer, you may have the kids crawl in their sleeping bags (like caterpillars), which is slower but safer.

CAR STUFF

For this wild game, you need an old car that won't be hurt by a little dent or some dirt. Players line up on one side of the car (with both front and back doors open) and, on signal, run in one side of the car and out the other. After going through the car, the players return to the end of the line and run through again until the time is up. Each team has a "timer" and a "counter," and the object is to see how many players can be run through the car in one minute, two minutes, etc. Each team gets a try. To play this game without a car, use a large cardboard box, a bench that the players must crawl under, or three players standing in a row with their legs spread.

CATCH THE WIND

Have one person lie on the floor with a straw in his or her mouth. At his or her head, place a chair. A second person sits on the chair facing the person on the floor and has a party blower in his or her mouth. The chair back should be toward the person on the floor, and the seated person should rest his or her chin on the chair back. A third person sits next to the person on the floor and places facial tissues one at a time on the end of the straw. The person on the floor then blows the tissue in the air, and the person on the chair tries to catch it with the party blower. The winning team is the first to catch a given number of tissues. The distance from the blower on the floor to the catcher may be varied, depending on the strength of the blower's lungs.

CLOTHESPEG CHALLENGE

Two contestants are selected and seated in chairs facing each other with their knees touching. Each is shown large piles of clothespins to the right of their chairs. Each is blindfolded and given two minutes to pin as many clothespins as possible on the pant legs of the other contestant.

CHARIOT RACE RELAY

Each team chooses sets of two boys and one girl. The number of these sets depends on the size of the teams involved. The two boys face each other and lock their arms, right with right and left with left. That way the boys' arms are criss-crossed. The girl sits on the boys' arms, and the boys' then race around a goal and back. The next set of players gets ready and leaves as soon as the previous set returns.

CIRCLE SOCCER

Two teams form semicircles and join to form one circle. A ball is thrown into the circle, and the players try to kick it out through the other team's side. If the ball is kicked out over the heads of the players, the point goes to the defending team. If the ball is kicked out below the heads of the players, the kicking team gets the point. Hands may not be used at all, only feet and bodies. No one may move out of position except one player per team who may kick the ball to his team-mates if the ball stops near the centre. He or she may not score, however, or cross into the other team's territory. If the roaming player is hit with the ball (when kicked by the other team), the kicking team gets a point.

CLOTHESPEG RELAY

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

CONFUSION LANE

Have group members sit in a semicircle (like a horseshoe). The person on one end takes a pencil, hands it to the person sitting next to him or her, and says, "Here is a pencil". That person says, "A what?", and the first person must tell him or her over again. The second person hands the pencil to the third and says, "Here is a pencil," and he or she says, "A what?", and the second person has to ask the first again, "A what?" He or she repeats, "A pencil", and the second person tells the third, "A pencil". This continues all the way around the semicircle. The hard part, however, is that you start a different item in the same way from the other end of the line. When they meet in the middle, chaos breaks loose. Good luck.

CRAZY BOAT

This is a great game for a water carnival at which you have a large pool or lake. Two boats are needed. Simply tie a rope between the two boats; place them in the centre of the lake or racing area; and on signal, the players in each boat try to reach their goals at opposite ends of the lake or pool. In other words, it's just a plain tug-o-war with boats. More than one boat may go at each end of the rope (end to end) if you have enough boats and room.

CROWS AND CRANES

Divide the group into two teams. One side is the "crows", the other is the "cranes". The two teams are lined up facing each other four or five feet apart. The leader flips a coin (heads - crows, tails - cranes) and yells out the name of the team which lost the toss. If he or she yells "crows", they must turn and run, with the cranes in hot pursuit. If any of the cranes succeeds in touching a member (or members) of the crows before he or she crosses a given line (twenty to sixty feet from the start), he or she is considered a captive of the cranes and must aid the cranes when play

continues. The team that captures all the members of the other team is the winner.

CRAB BALL

This is an active game for groups of twenty or more. All that is needed is a playground ball. Divide into four teams of equal size, and form a square with each team forming one side. Players should then sit down on the floor and count off from one to as many players as are on each team. To begin the game the leader places the ball in the centre and calls a number. All four persons of that number "crab walk" out to the ball. Crab walking is bending over backward and then walking on all fours. The object is to kick the ball over the heads of one of the other teams. When a crab walker succeeds in kicking it over the heads of another team, the team over whose head it went gets a point. The non-walking members of the team must remain sitting on the floor. They may block the balls coming at them either by kicking, using their bodies, or using their heads. They may never use their hands or arms. They also may try to kick it over the heads of an opposing team. Either way, the team over whose head the ball goes gets the point. When one team reaches ten points, the game is ended and the lowest score wins.

CRAZY PING-PONG

Ten or so people stand around a Ping-Pong table, one at each end, the rest along the sides. The first person serves the ball over the net to the one on the other end just as in regular Ping-Pong; but after the player serves, he or she puts the paddle on the table (with the handle sticking over the edge) and gets in the line to his or her left. The next person in line (to the server's right) picks up the paddle and waits for the ball to be returned. The line keeps rotating clockwise around the table, with each person hitting the ball once from whichever end of the table he or she happens to be. If a player drops the paddle, misses the ball, or hits it off the table, he or she is eliminated. When it gets down to the last two people, they must hit the ball, put the paddle down, turn around, pick up the paddle, and hit the ball. The last one remaining wins.

CRAZY CANOE

Two people get in a canoe facing each other. Each has a paddle. One paddles in one direction, the other paddles the other way. The winner is the one who can paddle the canoe across his or her goal line about

twenty feet away. The stunt is difficult as well as being hilarious. The canoe tends to go around in circles. This may be done in a large swimming pool. In a larger canoe, four or six people can play, with the two teams at each end of the canoe.

DOCTORS

At least 5 people. Divide into equal groups. Leader tells one half secretly what they are, e.g. You're a fireman, you're a nurse, you work a cash-register, etc., Leader tells the other half secretly what they are, e.g. You're someone whose house is on fire; you're feeling ill; you're shopping in a supermarket etc. The two halves come together, role-playing, and trying, without asking directly, to find the person they need.

CROSBEE

This game is a mixture of Frisbee and lacrosse. All that is needed is a playing field, a Frisbee, and from ten to seventy-five players. Goals are set up at opposite ends of the field, two markers about ten feet apart. Divide into two teams. Each team assigns goalies and perhaps other positions, such as defence, offence, forward, middle, back, etc. The two teams then line up at opposite ends of the field, and the Frisbee is placed in the middle. At the starting whistle, players run for the Frisbee and the first to get it may pass it to any other player on his or her team. When a player catches it, he or she may run with it, pass it, or down it, which is a "stop". (To down it, one simply falls on it.) Any player carrying the Frisbee may be "tagged" by a member of the other team and must then surrender the Frisbee to him or her immediately. Referees should make judgements on this. If a player downs the Frisbee before being tagged, he or she can stand up and throw it to any other player without interference. However, once the Frisbee is thrown, it may be intercepted. Also, a person downing the Frisbee cannot score after downing it. Goals are scored by throwing the Frisbee between the goal markers.

CUT THE CAKE

Pack flour in a big bowl and turn it upside down on a TV tray or baking sheet. It is a mould. Now put a cherry on top. Everyone in a circle around the cake must cut off some part (be it large or small). The more the cake is cut, the closer you get to the cherry in the centre. Whoever causes the cherry to fall has to pick it up with his or her teeth, with hands behind the back, and eat it.

CHAIN STATUES

One person takes a statue position in the centre of the room. Another comes up and moves an arm/leg etc. The leader may say "freeze" at any point, and everyone must stay exactly where he/she is. Continue until everyone is up.

EGG

Any number of people. Everyone curls up tight and small like an egg in its shell. They decide what sort of egg they want to be. The eggs hatch. Everyone acts out their 'chick', moving around and making the appropriate noises.

DRAGON

At least 5 people. One person is made the 'Dragon'. They chase the rest of the group until they have caught someone. They then 'devour' the catch, who then holds onto the 'Dragon' at the waist. The 'Dragon', now two people strong, chases again, catching others, until the entire group is chasing the last person. The last person caught becomes the next 'Dragon'.

CLAM FREE

Two people are on. When someone is caught they must stand still until 2 free people join hands around them and shout 'Clam Free' then they are free again.

RIPPLE

Any number of people. Everyone joins hands in a circle. Someone starts a hand squeeze, which is passed around the circle. See how fast it can complete the circle. Pass two more squeezes round in different directions at the same time. When you feel the squeeze, say something, such as a name. Vary the ripple, you can pass around any movement, sound, laugh, word, phrase.

HA HA HA

Lots of stomachs. Everyone lies down, with his or her head lying on someone else's stomach. The first person exclaims 'Ha!', to the next person, whose head is on the first stomach, passes the 'Ha!' on, and so on down the line. Then the first person goes 'Ha! Ha!', and so on, building up the number of 'Ha's'. They can be loud or soft, pitched high or low, everyone must try to pass them on. See what happens!

LIARS TAG

In a circle, one person starts doing something e.g. pretends to be smoking a cigarette. The next person asks her what she is doing. She lies: 'I am playing the violin', while continuing to pretend to be smoking a cigarette. The second person takes up the lie, and starts to pretend to play the violin. The third person asks what she is doing. 'I am sweeping the floor' she lies. This continues around the circle until everyone is acting out the previous person's lie.

INSTANT PLAY

Any number of people. Everyone forms a circle. The leader chooses a person to be the one who is calmly and quietly digging his back garden one sunny Sunday afternoon, minding his own business. Then along comes the rest of the group one by one; the neighbour to claim his lawnmower that was borrowed four weeks ago; the friend to sell him a moped; the person adjudicating for the best kept garden of the year; the complainer from next door, who's bothered about the and so, gradually, the leader involves everyone in this scene. Call a halt, have a chat about the scene; now that everyone knows their role they can start the complete scene again and approach the gardener as and when they see fit - they must try to complete their errand. Halt again - see if the third time through it could be a play.

MIRRORS

To begin with, everyone in pairs. Find a partner. One person is the mirror, the other the object. The mirror reflects the actions of the partner in unison, with the pair standing facing each other. Switch roles: change partners: add pairs to make group mirror. Explore the mirror distorting.

KNOCK KNOCK WHO'S THERE

Any number of people. Get into two groups. One group stays in the room, the other goes outside. The group in the room decide who they are and who they are expecting to meet. The group outside decide separately who they are and who they are expecting to visit. The outside group enters the room and without disclosing who they are, they try to relate to the other group to find out who they are visiting and vice versa.

KNOBBY (OR CHINESE) TWISTS

Minimum of 8 people. The group holds hands in a circle. The leader says: "Keeping your hands held, cross the circle and weave in and out of the group saying hello, or holding a brief conversation with whoever you meet or pass". The group keeps moving in this way, until the knot becomes so tight that it is impossible to move any farther. The leader now says: Twist out of the knot keeping your hands held all the while until the group is back in its original circle.

Variation: One person may remain outside the circle, and he then has to untie the knot with no assistance from the twisters.

MACHINE

At least 5 people. Everyone in a circle, with one person in the middle, who starts a simple machine movement. The group, one at a time, join in with different movements that are constantly repeated, to fit in with the movements and rhythms and sounds that have gone before. One person can be the operator of the machine, who may finally make things break down. A theme may be chosen e.g. a clockwork mouse, a factory.

DARK DRAW

Everyone in the group is given a sheet of paper and pen. Players are given five minutes (or more) to draw anything they want. However, the lights are turned out during the drawing. Pictures are judged and the winner is given a prize

DING BALL

This game is played in a swimming pool with a volleyball net dividing two teams. The teams are given every possible kind of ball (Ping-Pong, volley,

football, soccer, beach ball, etc.). The object is to throw as many balls as possible over the net so that the opposing team has the most balls on its side when the whistle blows. It's a silly game, but it catches on fast.

ADVERB GAME

One person leaves the room, others choose an adverb, e.g. 'slowly'. When he returns he must find out what the adverb is by asking people to do things 'that way', e.g. 'Shake hands that way', (so they would shake hands very slowly.) If you don't want to, or can't do what he says, you say 'I don't want to', (very slowly). After each command he makes a guess at the word: he can continue until he guesses or gives up.

Variation: Leader calls out adverbs, e.g. 'nervously', and everyone moves around the room that way. (This is good as a follow-up activity, and to move into an active game or drama.)

THE OUTSIDER

The group forms a tight circle by putting their arms round the waist of the players on either side of them. One player is excluded from this and is to try to get inside the circle by any means (verbal or physical). The group tries to keep the 'outsider' out. It is useful to discuss afterwards how the 'outsider' felt.

DOUBLE DUTY WATER RELAY

For this relay each team needs: a wastebasket-size container that will hold water reasonably well, a number 10 tin can, a pop bottle, and a large supply of water (such as a barrel continuously replenished by a hose). This relay should take place outdoors. Place a sturdy chair for each team about fifty feet from the starting line, facing the line. Place each wastebasket on the line, its team lined up nearby. The first team member fills the can with water, the second has the empty pop bottle. At the starting signal, they run to the chair. The player with the pop bottle sits and holds the bottle upright on his or her head for the team-mate to fill, using the unbent can. Players should not wear good clothing. When the bottle is full or the can is empty, the team-mates run back to the starting line. The one with the bottle empties it into the wastebasket while the other refills the can and hands it to the next in line. He or she and a fourth team-mate repeat the process until the whole team has participated. If the wastebasket isn't full yet, the team should start over, with players

assuming the opposite roles from those they played the first time around. The first team to fill the wastebasket wins. This game works best with two large teams.

DICTIONARY

"Dictionary" is a game that may be played by any number of people. All you need is a dictionary, a pencil, and three-by-five inch cards for each participant. One person looks up a word in the dictionary that he or she thinks no one will know the meaning of. To make sure no one does, this person then asks the group whether any member knows the meaning of that word. He or she copies the correct definition of the word on a card and asks participants to write the best definitions they can on their cards. Each person signs his or her card. The definitions are collected and read to the group, along with the correct one. The object is to guess which is the dictionary definition. A point is given to each participant who guesses correctly, and a point is given to each for every person who thinks his or her (wrong) definition is correct. The person who picked the word out of the dictionary gets five points if no one guesses the correct definition.

BLINDFOLD WALKING

Materials: Blindfolds for half the group (optional)

One person is blindfolded, or closes eyes, the other gives verbal instructions. The director is not allowed to touch the directed.

(Change roles). It is a good idea to use a chair as a starting and finishing point. Vary speeds, obstacles placed in areas and the process repeated.

- Have races between pairs where the winners are those completing the course in the fastest time.
- Have directions given by sounds only, e.g. one buzz for walk, two buzzes for stop, etc. Try for variations of sound.

NOUGHTS AND CROSSES

You will need 9 chairs and running space.

At one end of the room, 3 rows of 3 chairs each, 4 feet apart. Team 1 is "Noughts", Team 2 is "Crosses". They line up in corners of the room facing the chairs. When the leader calls "noughts", the first nought runs to a chair and sits with arms circled above head. Runner must sit before Leader counts to 5 slowly. Leader calls "crosses" and the first cross runs and sits

with arms crossed on chest. Leader continues to call them alternatively until one team wins (same rules as paper Noughts and Crosses). Start over, call losing team first. Keep score (optional).

Variation: For more active warm-up, do outside with long running space.

MIRROR IMAGE

Each player finds a partner. Partners stand facing each other with their hands held out in front of them, so that they look like a mirror image of each other. One partner takes the lead and moves in any way he/she likes while the other person tries to carry out a mirror image.

WHAT'S MY JOB

One person starts by announcing "What's my job?" and begins to mime a particular job e.g. chef, teacher, mechanic. On finishing the mime, he asks again "What's my job?" The others try to guess. The one who gets it right then mimes another job. VARIATIONS: Could use "What's my animal/sport" etc.

MAKE A SILENT MOVIE

Each group of 5 - 8 players have to make a silent movie, with a plot etc., which is then acted out in front of the whole group. Roles may be allocated within a group, e.g. script writer, director, camera-man, lead roles, although such allocation may be unnecessary.

SNATCH THE BACON

Two teams numbered from opposite ends. Place object in the middle. One number is called and each person with that number runs for the object. The person who gets the object runs back to place before other person can catch him/her. Point for team if he/she is not caught. Point for other teams if caught.

BALL CARRYING RELAY

This is a game of any number, each of which needs a ball for throwing and catching. The teams line up in file behind the starting line, first person is holding the ball On the starting signal she runs to a predetermined line,

turns round and throws the ball back to the next person before moving back a place to allow the next runner to do the same. This process is repeated right through the team except for the last person who need only catch the ball and bring it over the line to join his team. Winners are the first team lined up (in reverse order, of course) with the ball in the last person's hand.

CATCH BALL RELAY

Teams are drawn up in files, one behind the other, facing their respective leaders, who are at a distance of about 6 yards. On the word 'Go' each leader throws a tennis ball to no.1 of his team, who catches and returns it and then sits on the ground. This is repeated with each player in the line until it comes to the last one. He having caught and returned the ball, touches the player in front of him, who stands up for the next catch. This is continued up the line until all are standing once more. The first team to achieve this is the winner. When a ball is dropped, the defaulter must recover it and get back into his place before returning it.

MUGGING GRANNY (OR GRANNY'S FOOTSTEPS)

'Granny' stands at the end of the room with her back to everyone. The players at the other end of the room try to sneak up on 'Granny' and touch her on the shoulder. 'Granny' may at any time turn round and point at anyone she sees moving, who will have to go back to the beginning.

TRIANGLE TAG

3 Players hold hands in small circle. One player in triangle nominated to be caught. The 4th person tries to catch this nominated person. Other triangle members try to prevent this.

TOE TAG

In two's players place hand on each other's shoulders. Score points by tipping each other's toes.

BACK TAG

Stand facing each other, right hand behind back. Score points by tipping each other's back with left hand.

POLO MINT RELAY

Break up into teams. Each player is given a straw. N.o.1 is given a polo mint. They put the polo mint on their straw and on the word go they turn around and pass on their polo mint to the next person's straw without their hands touching the straw or the mints. The polo mint must work its way down the line and back up. If the mint, falls start again.

LINK UP

Equipment - Chairs in a circle in a small group room. Cards with one word on them.

Introduce - "These cards all contain one word. When you pick it up have a look at it and say any word that it immediately brings to mind. Other people then have to try and guess the word on the card from that." The person volunteering to start takes a card which is shown to no one else. That person then says a word associated with the word on the card e.g. if the word on the card is bed, the player may say sleep. The others in the group then have to guess the original word by calling out, e.g. in response to 'sleep' - sleeping bag, night, tired, dream - until someone guesses 'bed'. The person who guesses correctly takes the next turn, and so on.

BURST THE BALLOON

You will need one balloon for each couple. Tie balloons to the ankles of half the assembled company and make sure that each person had a dancing partner. When the music starts each couple clasps each other for the start of the most frenetic dance you are likely to witness, for the object is for each dancer without a balloon to burst the other's with their feet. Obviously the ones attached to the balloons must do their best to prevent this happening, and the last one possessing an intact balloon is the winner.

CANDLE RELAY RACE

Two lines are drawn some 25 yards apart. Behind one line the two teams stand in readiness. A candle and a box of matches for each team are placed on the other line. On the word 'go' no.1 of each team runs across and lights the candle. On his/her return, no. 2 runs across and puts it out. On his/her return no.3 sets off to light it again. Should the candle go out, the player who last lit it must return and do the job again.

BLOW ME!

Equipment: Table tennis ball and straw, boxes, chairs, cardboard tubes, carpets etc.

Blow a table of tennis balls around an obstacle course in as short a time as possible using a straw. Make up and agree your own rules. Form a club league, organise a handicap system. Design your own course using above equipment or any miscellaneous items lying around. Ask members to help you.

RUBBER LEG FOOTBALL

AIM: To get other people out of the game by hitting the football between their legs.

Group stands around in a circle with legs apart and touching the people either side of them.

RULES:

- Ball must not go above knee level.
- You can only stop the ball from going between your legs using your hands.
- You cannot put your legs together.
- If the ball goes between their legs, they leave the circle. Last 2 people left are declared the winners.

FLOUR & PRUNE RELAY

Fill two large roaster-type pans with flour. The pans are placed twenty yards apart. Place prunes in each pan (one for each member of the team). Each team member must retrieve one prune, using only his or her mouth, and return to the starting line.

EGG ROLL

In this relay, contestants roll a raw egg along an obstacle course with their noses. If the egg breaks, the player must start over with a fresh egg.

LEAN ON ME

Divide the group into two groups and line up each group up from shortest to tallest. Each member of each group leans into the person directly across from them. It is important that the members be approximately the same height. Gradually each person takes a step backwards. They continue doing this until they have reached the farthest point they feel they can go, trying to become as horizontal as possible.

EGG & SPOON RELAY

Bach player on the team gets a spoon. The team's line up, and a dozen eggs are placed at the end of each line. The players must then pass the eggs down the lines using the spoons only. They are not allowed to touch the eggs with their hands, except for the first player who puts the egg on his or her spoon and starts it. The winning team is the one that gets the most eggs down the line (unbroken) in the least time.

ELASTIC BAND RELAY

In preparation for this game, cut a strip of inch-wide elastic thirty-six inches long. Overlap the ends and stitch them together on a sewing machine. The result will be a large elastic circle. Break the group into teams of eight to twelve players. Supply each team with an elastic band. At the starting signal, the first player brings the band over his head and body before passing it on to the next player on the team. The first team to get all its players inside the elastic band is the winner. Variations could see the players passing the elastic band up from the feet or couples passing the band over both bodies at once.

FEET-BALL

This is a good indoor game, which is active and requires teamwork. Divide the group into two teams and seat them (in chairs) in two lines, facing each other. The object is for the teams to move the ball (a volleyball) toward and through their goal (at the end of the line), using only their

feet. Players must keep their arms behind the chairs to keep from touching the ball, which would be penalised. To begin the game, drop the ball between the two teams. The game may last any amount of time. To avoid injuries to feet, shoes should be removed. Also, make sure the two teams are just far enough apart that their feet barely touch when legs are extended.

FILL THE MAT RELAY

Each team is given two mattresses on which to perform. A description is called out and on signal, each team begins to carry out the description. The first team to portray accurately the described situation is the winner. Here are some suggested descriptions:

1. Fourteen players stand shoulder to shoulder, facing in alternate directions.
2. Fifteen players form a pyramid.
3. Ten team-mates lie in a circle with each player touching hands and feet with his or her neighbour (it looks like a huge wheel from above.)
4. Four people stand on their heads, one at each corner of a mattress.
5. Five pyramids are formed of three people each.
6. Six girls and two boys do back bends.
7. Twelve players lie side by side, with their heads facing alternate directions.
8. Three piles are formed of five players each; the participants must lie on one another's backs.

FOREHEAD RACE

This relay is for couples on a team. Each pair races to a given point and back carrying a grapefruit or balloon between their foreheads. If it is dropped, they must start over.

FOUR-LETTER WORDS

Pin a large-sized letter of the alphabet to every member of the group. At a signal, each person tries to find three others with whom he or she can form a four-letter word (no swear words allowed!!). Allow one minute. Those failing to form a word are out, and the game continues until everyone is eliminated.

GEIGER COUNTER

Everyone is seated. The leader selects a group member to leave the room. While he or she is away, the group agrees on a hiding place for a random object, which the leader hides. The person returns and tries to find the object, not knowing what it is. The rest of the group, acting like a Geiger counter, "tick-ticks" slowly as he or she moves away from the object and more quickly as he or she moves closer. Searchers may compete for the fastest time.

HAND-IN-GLOVE RELAY

This is a relay game in which the teams stand in line and pass a pair of gloves from one end to the other. The first person puts the gloves on, then the next person takes them off and puts them on himself or herself. Each person takes the gloves off the person in front and puts them on himself or herself. All fingers of the hand must fit in the matching fingers of the gloves. Options: Use rubber kitchen gloves or large work gloves.

GRAPE TOSS

Teams appoint one player who is the "thrower". He or she gets a bag of grapes. The rest of the team gets in a circle around him/her, with the thrower in the middle. He or she must toss grapes to everyone on the team, one at a time and each team member must catch the grape in his or her mouth. The first team to go around its circle with all members catching a grape wins.

IN & OUT RACE

This is a good game for a "water carnival" or anywhere there are water and boats. Several canoes or rowboats are required. Divide into several teams of five members each. Put each team in a rowboat, and line up the rowboats evenly in a racing formation. Set up a finish line fifty yards down the course. At the signal, each boat team is to propel itself as far as possible using only its hands (oars are not allowed in the boats.) As the race progresses, the leader is to blow his whistle. Whenever the whistle is blown, all members of each team are to leap out of their boats into the water, climb back into the boat, and wait until all members are in the boat, then paddle on. Leaders are encouraged to blow their whistles often. After several rounds of 'in and out', the boats swamp and the race becomes a real test of nautical skill.

ROLL THE NUTS

Run as a relay, each player must roll the nut/ball over a set course (squiggly line). The first player finished wins. The only problem being that the nuts/bail etc. must be rolled only with his/her nose.

GRAPEFRUIT PASS

This is a good boy-girl relay game. Teams line up in boy-girl pairs. A grapefruit is started at one end of the line and must be passed down the line under the chins of the players. No hands are allowed. If the grapefruit is dropped, it must be started at the front of the line again.

EXPANDABLE HOPSCOTCH

This is a variation of the old child's game of hopscotch. Secure small-size carpet remnants from any carpet store. These are the hopscotch squares. The game is played as usual, except that the squares are spaced farther and farther apart as the game progresses, until the players are jumping several feet between squares. It's good competition and is great for laughs.

FLOURED POLO

Fill two pie tins or pans with flour. Drop several polo mints in each and mix them in so they are not visible. Have two players race to see who can retrieve the most polo's using mouths only, in one minute.

INNER TUBE RELAY

Each team pairs off in same-sex couples. Each team then lines up in different corners of the room, if that arrangement is possible. Inner tubes (1 for each team) are placed in the centre of the room. Each couple must run to the inner tube and squeeze through the tube together, starting with the tube over their heads and working down. The first team whose couples complete the stunt are the winners.

FRISBEE GOLF

Lay out a short golf course using telephone poles, light posts, fence posts, tree trunks, etc., for "holes". You can set up places as the tees or

designate a certain distance from the previous "hole" (maybe ten feet) as the starting place. Each person needs a Frisbee. The object of the game is to use as few throws as possible to hit all the "holes." Each person takes his or her first throw from the tee and then stands where it landed for the next throw until he or she hits the "hole." One penalty throw is added to the score if the Frisbee can't be thrown from where it lands. The course may be as simple or as complicated as the skill of the participants warrants. Such things as doglegs, doorways, arches, and narrow fairways add to the fun of the course. Take three or four good Frisbee throwers through the course to set the par for each hole. It is a good test of skill, but anyone can do it. Two other games for a "Frisbee night" could include a distance throw and an accuracy throw (through a hula hoop from thirty feet, for example).

HAPPY HANDFUL RELAY

This relay may be adapted for indoor or outdoor use. Assemble two identical sets of at least twelve miscellaneous items, for example, two brooms, two balls, two skillets, two rolls of bathroom tissue, two ladders, etc. Use your imagination to identify an interesting variety of identical pairs of objects. Place the two sets of objects on two separate tables. Line up a team for each table. The first player for each team runs to his or her table, picks up one item at random, runs back to the team, and passes the item to the second player. The second player carries the first item back to the table, picks up another item, and carries both back to the third player. Each succeeding player carries the items collected by his or her team-mates to the table, picks up one new item, and carries them all back to the next player. The game will begin rapidly, but the pace will slow as each player decides which item to add to growing armload. It will also take increasingly longer periods for a player to pass his or her burden to the next player in line. Once picked up, an item may not touch the table or floor. Any item that is dropped in transit or transfer must be returned to the table by the leader. No one may assist the giving and receiving players in the exchange of items except through coaching. The first team to empty its table wins.

THREE-LEGGED JEANS RACE

Before the meeting, sew several pairs of old jeans together in the following manner: Rip out the outside seam of alternate legs on alternate pairs of jeans and sew the two pairs together. Use baggy jeans. Couples must get into the jeans and, at a signal, race to the goal.

HIDE THE LOOT

Make two simulated one-million-dollar bank notes on slips of paper, and hand one each to members of two teams. After one team leaves the room, have the other select a place to hide the "counterfeit" note. The second team, composed of "treasury agents", is then invited back in and allowed to ask questions. The questions may not be about specific parts of the room, and each question must be directed to a specific individual on the other team. All answers must be truthful.

Each treasury agent is allowed as many questions as he or she wishes but whenever an agent decides to guess a specific location as the hiding place, he or she must announce that intention. If the guess is wrong, he or she is eliminated from the game. After the hiding place is discovered, the first team leaves the room and the former "agents" hide their counterfeit note.

The object of the game is to eliminate all the agents or else to keep them guessing. If one team is able to eliminate all the agents and the other cannot when the roles are switched, the former wins. Otherwise, the team that asked the fewest questions before locating the hiding place is the winner.

The questions may be about the act of hiding the note, what the note is touching in its hiding place (wood, paper, leather, or skin, for example), and so on. An agent may ask, "Did the person who hid the note have to stand on tiptoe or on a chair to reach the hiding place?" or "Is the note lying directly under something?" The agents may not move around during the questioning and may only ask those questions that can be answered yes or no.

JINGLE JANGLE

Cut out two different advertisements for each of a whole range of products, e.g., detergent. Then take each group member alone into a back room, or some relatively secluded area, and pin an ad to his or her back. Have the group members circulate in order to match up with their product/advertisement partners. Next, each pair should make up a two or four line advertising jingle for their product. Give each pair a chance to "sell" their product.

JUG HANDLES

This game is a tag game played in pairs. Partners stand with arms linked (like jug handles). The pairs spread out in the play area. One pair does not link - instead one chases the other around the playing area.

At any stage in the game, the person being chased can stop running by linking on to a pair. When this happens, the person at the other side of the couple becomes the person being chased. When a person is caught, they become the new chaser. It is important that couples stand with their hands on their hips so those being chased can link on with ease.

LEMONADE RELAY

Divide into teams and give each team member a straw. The object is to see which team can consume a gallon of lemonade first. You control the contest with a whistle. Each time you blow the whistle, team members run to the jugs and drink as much lemonade as possible, using their straws (one player from each team at a time). Make sure that teams stay in line so that everyone gets a turn. Also make sure that one group smart aleck doesn't lift the jug and swig half of it while you're not looking!

KICKBALL

The group is divided into two teams. Each team counts off consecutively so that, for every number on one team, there is a corresponding number on the opposite team. The teams line up facing each other but in opposite order, i.e., the number "ones" of each team are at opposite ends of the lines. A beach ball is used in the game with younger participants and a volleyball with older participants. The ball is placed in the middle of the floor. When a number is called, those players from each team run and try to kick the ball through or over the opposing team line. They may use only their feet. Their team-mates, standing on the line, may block with their hands but may not otherwise use them.

MAD ADS

Each team receives a magazine (same one for all teams) and appoints a 'runner'. The leader then calls out a description of an ad somewhere in the magazine. The first team to tear the ad out of the magazine, give it to the runner, and have the runner give it to the leader, wins. The team with the most wins is the victor.

MAP GAME

This is a good indoor game for small groups. Obtain several identical road maps of your county (or any county, for that matter). Before the game, draw on just one map a large number, letter, or symbol with a marker, e.g., the number 8. Make a list of all the towns your marker crossed or came near. Have the participants divide into small groups and give each an unmarked map and the list of towns. On the word "go", they must locate the towns on the map and figure out the number or letter you wrote. No guessing is allowed (a wrong guess disqualifies the team), and the first group to come up with the correct answer wins.

ONE WORD STORIES

In pairs/groups, tell a story saying one word each in turn. Make it up as you go along and act it out at the same time. Try to keep up a rhythm with your partner/ in your group.

Variations: (1) Decide on a theme, which everyone must stick to. (2), instead of a single word, people are allowed to say a phrase or sentence.

FALSE ARMS

Everyone in pairs. One partner stands with his/her arms behind their back. The other partner stands behind them with their arms around him/her to create the illusion that his/her arms are the partner's arms. Gesticulations and actions are made in harmony (or disharmony) with partner's speech story. Swap roles. Perform in turn in front of the whole group. Try performing with another pair, in an imaginary situation.

MATCHBOX RACE

This is a relay game in which players pass a matchbox cover (small wooden-type match) from nose to nose down a row without using hands.

RELEASE BETWEEN LEGS

One person is 'it'. He tries to tag the whole group. Whoever has been tagged must stand on the spot where they were caught, with their legs apart. Other members of the group must attempt to free those caught by crawling through their legs. The game is over when everyone has been tagged, and the whole group is standing still, legs apart. More than one

person can be 'it', especially if your group is large. Try different forms of 'safe' areas, e.g. off grounds, touch, red floor tiles, etc.

MONOCLE RELAY

This is a relay game in which the teams line up single file and the first person in each line places a £1 coin over one eye, monocle style, runs to a given point and back. No hands are allowed after the coin is in place. If a player drops the coin, he or she must come back and start over. The first team to finish is the winner. To make this one tough, try it with two coins, one in each eye.

LEMON PASS

In this relay, teams pass a lemon down the line using only their bare feet. The lemon is held between both feet cupped in the arches of the feet, and the players must lie on their backs. The first team to get the lemon passed all the way down the line wins.

SCULPTURE

Start in pairs with one person as the sculptor and the other to be moulded. The sculptor moulds the material. Switch roles; switch partners; and so on. Do a group sculpture where one person steps into the designated space, the next comes along and moulds the first into a sculpture. The next person then moulds the sculptor into a sculpture and so on until there is only one person who has not been moulded. Now the first person carefully removes herself from the whole structure, and moulds the last person, and so sculpting can continue as long as desired.

Variations: Select a theme (e.g. Death, Celebrations, etc.,) which everyone agrees to sculpt. People can mould themselves instead of being moulded. Split into small groups, each group goes away and decides on a theme that they will rehearse and then present in a static tableau to the others who have to decide what it is. The Sculpture comes alive.

MATHS SCRAMBLE

Divide into teams. Each person is given a number on a piece of paper, which is to be worn (numbers should begin at 0 and go up to 10 or the number of players on the team). The leader stands an equal distance

from each team and yells out a math problem, such as "12 times 8 minus 4 divided by 3," and the team must send the person with the correct answer (the person wearing the number 4, in this case) to the leader. No talking is allowed. The person wearing the correct number must simply get up and run. The first correct-number wearer to get to the leader wins one hundred points. The first team to reach 1,000 (or whatever) wins.

PAGE SCRAMBLE

Give each team a children's storybook - the books must have the same number of pages. Before passing them out, however, you should cut all the pages out of their binding and mix them up so that each team gets a book with a like number of pages that don't match.

On a signal, the teams distribute their pages among team members who must begin trading page for page with other teams' members in order to assemble matching pages. Thus, the area becomes a giant trading floor. The first team to complete its book, with pages in the correct order wins.

MESSAGE RELAY

For this game, you divide the group into teams and the teams into halves. The two halves of each team must stand some distance away from each other. Type out a crazy message for each team on small pieces of paper, and give one message apiece to the first members of each team. These team members read the message, screw it up, and throw it on the floor. Then the relay begins. The team member who has read the message runs to the first person on the other half of his or her team and whispers the message in his or her ear. That person runs across to the first half of the team and whispers the message to the next player in line and so on. The last person to get the message runs to the group leader and whispers it to him or her. The team that most accurately preserves the wording of the original message wins. Accuracy, not time, is most important in this game, but the players must run. Here is a sample message: "Mrs. Sarah Sahara sells extraordinary information to very enterprising executives".

MUDDY WATERS PILLOW FIGHT

This is a good game for camps. Individuals do battle seated on a ten-inch-diameter pole suspended a few feet over a creek or mudhole. You can dig the puddle if you don't have one. The object is to knock your competitor off the pole and into the water with a pillow. This is a team action with points going to the winner's side. Teams should be comprised

of about fifteen members. If the group is large enough, a tournament may be held.

NEWSPAPER RELAY

Teams line up at one end of the room. At the other end, hang the front page of the newspaper, or several clippings, or a whole newspaper. Prepare questions on the news stories ahead of time. You ask questions, and one person from each team runs to the newspaper, locates the correct answer, and shouts it out. The first one to do so wins.

NO-CAN-SEE RELAY

Place two chairs thirty feet apart and place six cans of different sizes on the floor between the chairs. The chairs are assigned as goals to two players, who are blindfolded. The object is for each player to place three cans, one at a time, under his or her chair. They can steal them from the opponent or if they run into the other player, they may take the other's can by hitting it. Be sure to indicate a time limit. The one securing the most cans wins. Run as a relay.

HUMAN OBSTACLE COURSE

Each team stands in single file behind a line. Ten additional team members are used as obstacles: a pole to circle around, a leg tunnel to go through, kneelers to leap over, sitters with outstretched legs to step among, then another pole etc. On a signal, the first person in line goes completely around the pole, through the tunnel, over the kneelers, among the sitters (not missing any stepping spaces), around the pole etc. and back. The next person does likewise, and so on. If an obstacle is missed or improperly executed, the runner must repeat that obstacle.

NOSE WASHING

Have three couples come to the front of the room. Place a blob of shaving cream on the nose of one member of each couple. From six feet away, the other member of the couple races to wash off the lather, using a squirt gun.

FOOT PAINTING

Choose a group numbering half as many letters as are in the name of your group or organisation. They all sit down in a line facing the audience. You paint the letters in the name of your group on the bottoms of their feet (jumbled up) with a felt marker or poster paint. At a signal, they are to try and get the letters unscrambled and in order without any of them getting up or moving from their positions.

INDOOR OLYMPICS

Below are several simple games suitable for an "Indoor Olympics". With a little creativity, you can add many more games to the list.

- **DISCUS THROW:** Paper plates are thrown for distance. Plates must be held as though they were a discus. Each contestant takes two hops and a step, then throws the plate as far as she or he can.
- **HAMMER THROW:** Each contestant throws an inflated paper sack tied to a thirty-inch piece of string. Holding the loose end of the string, each contestant swings the sack around his or her head several times before throwing for distance.
- **JAVELIN THROW:** Contestants throw toothpicks as though they were javelins. With the throwing arm back and the other arm out in front for balance, each contestant takes three running steps and throws the toothpick as far as possible. Knitting needles may also be used.

PICTURE PANIC

Divide the group into two teams. Each team's captain is given a pencil and pad. The director writes a phrase on his or her pad and shows it to the captains only. At the signal, they run to their groups and draw a picture that gives their teams a clue to the word or phrase. The first team to guess it correctly wins.

PEOPLE MACHINES

Divide into groups of seven or eight. Each group has the task of becoming a machine, such as a washing machine, a tape recorder, a record player, etc. Each individual must be a working part with a suitable sound (electric cord with a hum, a turntable with a soft whirr, etc.). Each machine is then presented to the rest of the group members for them to guess what is being portrayed.

POTATO RACE

Teams line up, and each player must push a potato along the floor to a goal and back using his or her nose only. No hands are allowed.

PIE EATING CONTEST

It's old, but it's still one of the best games around. Have a race in which contestants devour cream pies with no hands. Put a time limit on and give prizes for the most pie eaten, the messiest face, the neatest eater, etc.

DRIVING THE PIGS TO MARKET

The teams are lined up behind the starting line. Give the first player a three-foot stick, yardstick, or broom handle, and a "pig" in the form of a pop bottle or egg. At the signal "go", the first player drives the pig to the goal and back by pushing it with the stick. The second player does the same until all have run.

PILLOW BALANCE-BEAM BLAST

Take an old railroad sleeper or make your own narrow, raised playing area. Two players stand at either end of the beam. Each is given a pillow. At the signal "go", each tries to knock the opponent off the beam. The first one to touch the floor loses. However, the winner must remain standing after the other person falls.

PING-PONG PUFF

Players surround a sheet and pull it tight under their chins so that it is flat. A Ping-Pong ball is placed in the centre, and players try to blow it to the other side. Players on each side of the sheet can be a team. Every time the ball hits someone or goes over the edge, the team on that side gets a point. The team with the fewest points wins. This may be done on a table instead of a sheet, but the sheet is easier and more firm.

PULL OFF

This is a wild game that is easy to play and lots of fun. All the boys are to form a circle, huddle together in any position, and lock arms. The girls

attempt to pull the boys out of the circle any way they can. The boys try to stay in. The last boy to remain in the circle is the winner. Boys cannot fight the girls - all they are allowed to do is hang on and try to stay in. Of course, the game can be played with the girls forming the circle and the boys trying to get them out.

PING-PONG BALL FLOAT

For this relay, you will need empty coffee cans, Ping-Pong balls, buckets of water, towels, and one lad with his shirt off for every team participating. The lad with his shirt off lies on his back about ten yards from his teammates, who are in single file. Place the coffee can on his stomach or chest. Put the Ping-Pong ball in the coffee can. A bucket full of water goes beside each team. As the game begins, players use their cupped hands to carry water from their bucket to the coffee can. Players go one at a time. As the coffee can fills with water, the Ping-Pong ball rises in the can. As soon as it is high enough, a player tries to remove it from the can with his mouth. The first team to get the Ping-Pong ball out of the can (no hands) and back across the finish line wins.

REFRIGERATOR BOX RELAY

Mark off a large square. Divide the group into four teams, and position a team at each corner of the square. Obtain four large refrigerator-packing boxes, and put one on each corner. This is a relay, and the object is for one person from each team to put on a refrigerator box and walk to the opposite corner where the next person puts on the box and does the same. Fellow team members shout directions to the one in the box since he or she cannot see. The first pair of teams to get all their players across is the winner. When four walking boxes meet in the centre at full speed and none can see where they are going, you can imagine the results!

REVOLVING STORY

Begin at one side of the room or circle. The first person starts a fairy tale of some kind. He or she continues for ten seconds. At a signal, the next person in line adds to the story for ten seconds and so on down the line. The results are usually quite funny.

RING ON A STRING

Have a group sit on chairs in a circle. Take a piece of string and have every person hold the string with both hands (except for one person who stands in the middle). Tie the string's ends together so it forms one big circle with a ring (the larger the better) on the string that can slide all the way around. Have the members of the group slide their hands along the string and pass the ring along as they try to hide it from the person in the middle. He or she tries to guess who has the ring by going around the circle (from the inside) and tapping different people's hands. When a person's hand is tapped, he or she opens both hands to reveal whether he or she has the ring. When the person in the middle taps someone with the ring, they switch places. This may be used with groups of eight to twenty people.

SACK RACE

This is an old game that is successful with nearly every age group. Obtain a number of burlap bags (potato sacks), and divide the group into teams. The teams line up and the first player in each line gets into the sack, feet first, and holds the sack up while hopping around a goal and back. On completion, the next player gets the sack and does the same thing. The first team to finish is the winner.

ROUNDUP

The players are divided into two teams with the same number of boys and girls on each team. The girls of each team are the cowboys and the boys are the cows. The cows must stay on their hands and knees throughout the game. The object of the game is this: The girls of each team try to get the cows of the opposing team into an area designated as the corral. The girls can drag or carry a cow to that area. Of course, the cows can resist but must stay on hands and knees. After a designated time interval, the team with the most cows in its corral wins.

RUBBER BAND RELAY

Use three players in this "face-co-ordination" race. Place a rubber band around each player's head with it crossing over the tip of the nose. The idea, then, is to manoeuvre the rubber band from the nose down to the neck without using the hands. Any facial contortion he or she can think of is legal.

MIXED-UP RELAY

This is a relay race in which each contestant does something different. What the contestants do is determined by the directions in a bag at the other end of the relay course. At the beginning of the race, each team is lined up single file. On a signal, the first person on each team runs to a chair at the other end of the course. On the chair is a bag containing instructions written on separate pieces of paper. The contestant draws an instruction, reads it, and follows it as quickly as possible. Before returning to the team, the contestant must tag the chair. The contestant then runs back and tags the next runner. The relay proceeds in this manner, and the team that uses all its instructions first is the winner. Below are a few examples of directions:

- Run around the chair five times while continuously yelling, "The British are coming, the British are coming".
- Run to the nearest person on another team and scratch his or her head.
- Run to the nearest adult in the room and whisper, "You're no spring chicken."
- Stand on one foot while holding the other in your hand, tilt your head back, and count, "10, 9, 8, 7, 6, 5, 4, 3, 2, 1, Blast Off!"
- Take your shoes off, put them on the wrong feet and then tag your nearest opponent.
- Sit on the floor, cross your legs, and sing the following: "Mary had a little lamb, little lamb, little lamb, Mary had a little lamb, its fleece was white as snow".
- Go to the last person on your team and make three different "funny face" expressions, then return to the chair before tagging your next runner.
- Put your hands over your eyes and snort like a pig five times and meow like a cat five times.
- Sit in the chair, fold your arms, and laugh hard and loud for five seconds.
- Run around the chair backward five times while clapping your hands.
- Go to a blond-haired person and keep asking, "Do blondes really have more fun?" until he or she answers.
- Run to someone not on your team, kiss his or her hand, and gently pinch his or her cheek

SHAVING RELAY

Group members are divided into teams, and each team is arranged girl-boy, girl-boy, etc. Each boy is given a balloon. The first girl of each team

is given a can of shaving cream and a razor minus a blade. At the signal to "go", the first boy blows up his balloon, ties it, and places it under his chin. The girl covers it with shaving cream and then shaves it. When finished, she passes the razor and shaving cream to the next girl. The second boy blows up his balloon, etc. The first team to finish wins.

MONKEY SOCCER

For a fast-action outdoor game, designate a rectangular area of grass as a "monkey soccer" field, with a width of at least three feet per player. Divide the group into two teams, and provide one ball, volleyball size, but quite a light weight.

RULES:

- The object of each play is for the team that has the ball to get it across the other team's end of the field.
- However, the ball must be kept on the ground, or else no higher off the ground than the height of the average player's knees.
- Moreover, players may propel the ball only by reaching down and hitting it with their hands (clenched fists, or otherwise). While in motion, the ball may bounce off a player, even off his or her foot while the player is running, but the player may not intentionally kick the ball or strike it with any part of the body except the hands.
- Whenever the ball is kicked, or travels higher than a player's knees, or is held, it is placed on the grass where the foul occurred and put into play by the team opposing the team whose player committed the foul.
- Whenever the ball crosses a sideline, it is put into play at the point where it left the field by the team opposing the team whose player last touched the ball while it was still in play.
- Teams may organise themselves in any way they desire to best protect their end of the field. A team earns one point when its players get the ball over the opposing team's end. The winning team is the first one to gain seven points.

SHOE TIE

Select three couples to play this game. The players should wear shoes that have shoestrings. Three players sit down with one shoe untied. The other three must retie the shoes using one hand and anything else (except the other hand). The first finisher wins.

“DO IT ON PAPER” SHUFFLE

This is a relay game in which players are given two pieces of paper (newspaper works fine). They are to go between two points, stepping only on paper. They step on the paper in front of them, then turn around and pick up the one behind them, place it in front of them, step on it, and turn around and pick up the paper behind them, repeating until they reach the designated point. The team completing the race first is the winner.

SHOE - SHUCKING RACE

Divide into groups of six (girls must wear trousers to play). Each team member must lie on his or her back with feet in the air, toes meeting in the centre of a circle. A pan of water is placed on the elevated feet. The object is for each team member to remove his or her shoes without spilling the water. The winning team is the one with the most shoes off at the three minute time limit.

SOCK RELAY

Each participant is blindfolded and seated in a small circle within reach of a huge pile of worn - out socks. Each participant is given a pair of thick gloves to put on. On a signal, each participant tries to put as many socks on his or her feet as possible in the time allowed (about two minutes).

SILLY SOCCER

Divide your group into two teams. In a large open field, place two cones 100 - 150 feet apart. The object is to hit the opposing team's cone with the ball. There are no boundaries, and the cone may be hit from any direction. All other soccer rules apply. For added confusion with a large group, throw in a second ball.

SINGING CHARADES

Divide your group into smaller groups. Each group sends one person to the centre of the room where he they are given the name of a song (the leader whispers). Each rushes back to his or her own team with paper and pencil and draws a picture which represents the song (no words may be written or said by the artist.) The team tries to guess what the song is

and, when they get it, immediately sing it out. The first team to sing the correct song wins. The game may be repeated for each team member or until the leader wishes to stop. This is a great game for informal Christmas parties, when you use carols for songs.

SKIPPING ROPE RELAY

Each member of the team skips rope from the starting line to a designated point where they put down the rope and pick up a bat. They put the small end of the bat to their forehead and with the large end on the ground spin around five times. They then pick up the skip rope and attempt to skip back to the starting line.

SPOON RELAY

Divide the group into two lines, with a spoon in each player's mouth. The leader will place a marble in the spoons of the two players at the head of the lines, and they will pass it from spoon to spoon until it reaches the end of the line. The group that does this first is the winner. If the marble is dropped on its way to the end of the line, it must be started all over again.

SLEEPING BAG RELAY

Teams of equal number line up in single file. Each line is given one zipped-up sleeping bag. On a signal, the first person in each line puts the sleeping bag over their head and is spun around three times. They then run (stagger or stumble) to a marked line approx. 10 feet away. Audience and team members may cheer to assist the player to find the right way, but they may not touch him or her. When they cross the line, they remove the bag and run back, carrying the bag, for the next player to take over. All team members must complete the course. The first team to finish is the winner.

SLIDE STORIES

Divide the group into teams of five to ten. Provide each team with twenty or more slides of various things: people, objects, travel, nature, whatever you can throw in. Each team must make up a story using as many of the slides as possible. Set a time limit, and have each team project its slide story for the rest of the group. The most creative, funniest, longest, etc., wins.

SNOW FIGHT

Two teams are separated by a row of chairs and given a six-foot stack of newspapers. They are then given one minute to wad up the paper. When the signal is given, each team throws paper on the other team's side within a time limit. Each round (usually about four rounds per night) is separated by a thirty-second break to find anyone who might be buried in the mountains of paper. The team with the most paper on its side loses. However, there is always such a mess that a tie is declared. Caution: The only way to stop throwing between rounds is to give the last person who throws something a good penalty.

STILTS RELAY

Have someone who is handy with wood make four pairs of stilts using two-by-two inch boards (two pairs for each team). The foot mount should be twelve to eighteen inches off the ground. Most players will be able to walk on them with ease. Line up the teams relay style and let them go. The first team, all of whose players walk to a goal and back on stilts, wins.

STRUNG OUT

Have any number of teams stand in straight lines. Each team gets a cold spoon with a twenty-foot piece of string tied to it. The object is to see how many people you can lace together by taking the spoon and passing it through their clothing. The first contestant holds the loose end of the string in his or her mouth. This is not timed. Anything goes.

STRIPPER RELAY

This is a great game for swimming parties and "water carnivals". Get two or more teams of equal numbers. Obtain some baggy clothes (the funnier the better) for each team. Make sure that each team has similar clothing - shirts with buttons, trousers with zippers, etc. to ensure fairness during the relay. Place the clothes in team piles about twenty yards from the starting line on a raft or at the end of a pool. At the starting signal, one member of each team swims to the raft or end of the pool, climbs out of the water, puts the clothes on, strips the clothes off, and swims back to his or her team. He or she touches the next member of the team who then swims through the same process. The first team to finish the process wins.

SHOE SCRAMBLE

Everyone removes his or her shoes and places them in a pile. Divide into two teams. Then players run to the pile and locate a pair of shoes. Each must then find the owner of the pair of shoes picked off the pile. The first team to get all its shoes on wins.

"STEAL THE BACON" IN THE ROUND

Draw a circle of about fifteen - foot diameter, and mark the centre. Lime works well on a field, but paint is better on blacktop. Draw two gently curving lines radiating from the circumference on opposite sides of the circle. The curving lines are for team members to line up on while leaving them a view of what goes on in the circle. Place the "Bacon" (an old shirt, a sponge, or a small ball) at the circle's centre while the players line up. The person at the head of each line runs to the centre when the starting whistle is blown and tries to take the bacon outside the circle at any point. If the player gets out with the bacon, his or her team gets a point. However, if the opposing player tags the person with the bacon before getting out of the circle, the opposing player's team gets the point. If after about thirty seconds neither player has picked up the bacon, the leader can blow the whistle for two more players to join their team-mates in the circle. When team-mates are in the circle together, they may pass the bacon between themselves.

ADVANTAGES:

- The circle allows for a person to run in any direction to score.
- The team does not have to be equal in numbers; in fact, it is better for them to be unequal so that two players never compete against each other twice.
- You do not have to number off players or call out numbers.
- The game involves large numbers of players, and all get a turn.

STILTS "STEAL THE BACON"

This works best with four teams. Have the teams line up forming a square (one team on each side of the square). The team members need to be numbered from one to however many are on each team (equal numbers on each). A pair of stilts is given to each team and placed about six feet away, centred in front of each team. When the leader calls a number, those with that number from each team run to the stilts, mount them, and try to go after the "bacon". They must try to get it back to their side. A

volleyball will make the best "bacon," and should be placed in the middle. The team with the highest score wins.

THIMBLE RELAY

The teams form a line and each player has a straw which he or she holds upright in his or her mouth. The relay is started by placing a thimble on the straw held by the first person in line. It is then passed from player to player by means of the straw. The team to get the thimble to the end of the line first is the winner.

SUCKER RELAY

Teams line up. Each person has a paper straw. A piece of paper (about four inches square) is picked up by sucking on the straw and is carried around a goal and back. If they drop the paper, they must start over. Each person on the team must do it, one at a time. The team that finishes first wins.

STORY LINE

The group is divided into two or more teams. Each team elects a spokesperson. Each group then gets a card with a silly sentence typed on it (create your own - the sillier, the better). (Example: "Fourteen yellow elephants driving polka-dotted Volkswagens converged on the Halloween party".) The spokesperson from each group comes forward with their card. The leader then explains that they will begin telling a story and at a certain point, they will stop and point to one of the spokespersons to pick up the story and keep it going. Every minute or so, a whistle will sound when that person must stop talking and the next spokesperson for the group must pick up the story.

This continues for about ten minutes. The object is to work the story around so that the spokesperson gets the sentence they have been given into the story in such a way that the other groups cannot tell they have done so. At the end of the story, each group must decide whether the spokespersons for the other groups were able to get their sentences into the story - and if so, what they were. Points may be awarded for getting a sentence in, guessing whether or not it got in, and guessing what the sentence was.

(Example of a beginning story line: "Dudley Do-right and Pricilla Pure were rowing in the middle of the lake one fine summer day. Dudley had a

passionate crush on Pricilla and longed to hold her fair, soft hand. When no one was near he pulled in his oar and reached for Pricilla's smooth, tender fingers. He was inches away when suddenly..."

SURFBOARD RELAY

This is a great idea for a swimming party. Players line up and paddle to one end of a pool and back while lying backward on surfboards. Paddling backward is ridiculous and awkward, so everyone gets a huge laugh as well as a good game.

THREE-LEGGED RACE

Two players from each group compete in this event. They stand side by side, and the two legs nearest each other are tied together. On the signal to go, they race to the goal and back.

SWEAT SHIRT RELAY

The difficulty of this swimming pool relay is the changing of a wet sweat shirt. The object is to run through the water to a predetermined point and back, give the sweat shirt to the next contestant, and sit down. Obviously, if the sweat shirt is not changed correctly, the contestants may be there all day. The best way to get the sweat shirt from one person to the other is to have both contestants lean toward each other and hold hands with arms outstretched. The sweat shirt may then be pulled off one and onto the other by another team-mate. (Contestants must have the sweat shirt completely on before running into the water.)

HUMAN WHEELBARROW

This is a relay game in which one person must walk on his or her hands while a partner holds his or her feet. Contestants must manoeuvre through an obstacle course of some kind.

SUPER SACK RELAY

Divide into teams with ten people on each. Have a brown paper bag for each team with the following items in each:

- jar of baby food

- green onion
- can of cola (warm)
- raw carrot
- piece of cream cheese (wrapped in wax paper)
- box of Cream Crackers
- peanut butter sandwich
- an orange
- an apple
- a banana

On a signal, the first member of each team runs to his or her bag, reaches in without looking and must eat the first item pulled out. Leader should make sure items are satisfactorily finished before the person goes back and tags the next member of the team. The first team to finish its sack wins.

WINDBAG HOCKEY

A great way to play "hockey" in a confined area is to get teams down on all fours and place a Ping-Pong ball in the centre. The teams must then blow the Ping-Pong ball toward their goals (a doorway or the legs of a chair, etc.) without touching the ball. If the ball touches a player, he or she goes to the penalty box for a limited time (leader to decide before the game starts). No goalies are used. Using two balls at once can make the game even more exciting.

TELEPHONE GOSSIP RELAY

Make "phones" out of tin cans and string, and play the gossip game. One person gets on one end of the line and gives a message (one sentence) to another person who listens with the can at his or her ear. The listener then runs to the other telephone and relays the same message to the next team member. This continues until all the team members have received the message. The last person on each team writes down the message. The closest to the original (in the least time) wins.

TOSS THE RAG

Tie a rag or sock into a tight knot. Everyone is seated in a circle with "it" in the middle. "It" tosses the rag to someone and shouts a category (like soft drinks, washing machines, US Presidents, birds, books of the Bible, etc.) and then counts to ten rapidly. If they reach ten before the other person

names an example of that category (Coke, Kenmore, Lincoln' sapsucker, etc.), then that person goes to the centre. The category named should be a common noun while the examples given are normally proper nouns.

SWIM PARTY IDEAS

Call it what you like - "Aquatic Carnival", "Plunge Party", "Pool Olympics" - but here are some great water games.

- **Candy Grab** - Toss a lot of wrapped candy in the pool. Players jump in to see who can retrieve the most.
- **Wheelbarrow Race** - Divide into groups of two. One grabs the ankles of the other and pushes.
- **Block Nudge** - Nudge a block (children's wooden alphabet type) with your nose to the other side of the pool.
- **Frog Sub** - the opposite of leapfrog. Players pair off and alternate going through the other person's legs underwater.
- **Jellyfish Float** - Float with face in the water, with a twenty-second time limit.
- **Candle Race** - Light a candle and carry it across the pool (swimming or walking) and back. If the candle goes out, go back to the start and light it again.
- **Dog-paddle Race** - Players dog-paddle back and forth or make a four-person relay.
- **Back Float** - Players float on their back for a time.
- **Tread Water** - Players tread water (deep end of pool) for the longest time.
- **Somersault Race** - Players swim across the pool but every time the whistle is blown they must do a somersault in the water, then continue swimming.

THREE-LEGGED SOCCER

Couples are tied just as in a three-legged race (including goalies), then teamed for soccer. One group did it in the autumn on a large tomato field with plenty of overripe tomatoes all over the playing area. Make sure players are instructed to wear long trousers.

TINY TIM RACE

Divide the group into teams. On a signal, each team must line up according to height, with the shortest person at one end and the tallest at

the other. The last team to do so, or any team that is out of the proper order, is the loser.

TISSUE BLOW

Divide the group into teams. Each team then receives a facial tissue and must keep it in the air by blowing, without touching it. Time each team and the team able to keep the tissue in the air the longest is the winner.

TOILET PAPER RACE

Group members race to unroll toilet paper by pushing it along the ground with their noses. The first person to unroll an entire roll, or cross the finish line wins. For a switch, have other contestant's do it in reverse, that is, roll it back up in the least time.

TYRE GRAND PRIX

Lay out a course around buildings or down roads that are closed to traffic and give everyone an old tyre. Then have a race rolling the tyres around the course. For larger groups, make it a team relay, with players stationed every fifty yards along the course. The tyre is passed on at each "pit stop" to a fresh "driver". The first player (or team) to complete the course wins. For added fun, allow players to kick, knock over, or in any way impede the progress of the opposing racers. It may be possible to borrow old tyres from a tyre dealer or service station.

INNER TUBE SOCCER

This is a game of soccer, using the usual rules of the game, but substituting a car tyre inner tube for a normal soccer-style ball. It gives the game a new dimension. The tube should lie flat and the playing surface should be relatively flat and smooth.

TUG OF WAR

An old-fashioned tug of war never fails to be a winner. Just get a good, thick, long rope, and put one team on each end of it. Whichever team can pull the other one across the line or into a nice big mudhole in the middle is the winner.

TURKEY

Divide into three or four groups. Give each a paper sack full of goodies: an old pair of tights, a roll of toilet paper, scissors, audio tape, crepe or tissue paper, newspaper, or anything else you might be able to think of that will contribute to making a person look like a turkey. Set a time limit. You explain to the players what they are to do, then divide the groups. Have each group select one person to be the "turkey". Give them three or four minutes to do the decorating and then have the whole group be the judges and decide the winner by applause.

WADDLE TO THE BOTTLE

In this relay, teams race with the players holding a small coin (one pence piece, five pence piece) between their knees. They must successfully drop the coin into a milk bottle or jar placed fifteen or twenty feet away from the start, without using their hands. If the coin is dropped along the way, the player must start over.

WADDLE WALK RELAY

Have each team choose four people. Two of the four line up ten feet from the other two, who are facing them. The object is to balance a cup of water on the head and walk with a balloon filled with air between the knees for a prescribed distance. If either the water or balloon falls, the player must start over. That team wins whose four contestants finish first.

WATER BALLOON TOSS

Couples line up facing each other and are given water balloons, which they toss back and forth at a signal. Each time, they move one step farther apart. The last couple to keep its balloon intact is the winner.

TYRE BOWLING (with people pins)

This game calls for half of the team to bowl at the other half, which acts as pins. The bowling balls are old tyres but the bowlers don't have to knock down their team-mates in order to score a pin - a touch by the tyre counts as a pin knockdown. Most service stations or tyre stores will give you some old tyres. Get a variety of sizes, and let players choose their own. Use either twelve or twenty players per set-up.

Bowlers should be a set distance from the pins, say thirty or forty feet. The people pins should be in formation just as the regular ten (or six) pins would be, spread two or three feet from each other. The pins are allowed to avoid the tyre as it comes at them, but they must keep both feet together and stationary. If one moves either foot, the bowler scores that pin. It is best to mark the spots where the pins should stand with a small object. Let half the team bowl each time, then switch places. Scoring may be according to the number of pins hit. You could score a strike if three pins are touched with a single roll or a spare if three are touched with two rolls. If you use the latter method, you should count each pin hit as equal to three. The trick is to give the tyre a wobbly roll and hope that it will fall amid the pins, touching several as it rolls to a stop. Caution: These old tyres are dirty, so group members should wear old clothes, and there should be washing facilities handy.

HUMAN SCRABBLE

Divide the group into teams. Distribute cards, at random, which have a letter of the alphabet written on them. On a signal, each team must use the letters it has to form the longest word it possibly can. The longest word wins. Mix all the letter cards again, redistribute them, and play several rounds. Each round has a thirty-second time limit. Be sure to include plenty of common letters (especially vowels). This is a variation of "Crossword People".

WINK

Chairs are arranged in a circle, facing inward. One boy stands behind each chair with his hands behind his back. Girls sit in the chairs, except for one chair left vacant. The boy behind that particular chair is "it". He must get a girl into that chair. He does this by winking at any of the girls seated in the other chairs. She tries to get out of her chair without the boy behind her tagging her on the back. If she is tagged, she must remain in her chair and "it" tries again, either by winking at another girl or the same one. If the girl winked at can get out of her chair without being tagged, she takes the chair in front of "it", and the boy with the vacant chair is now "it." The game proceeds in this manner. Anyone who can avoid becoming "it" is declared the winner. Halfway through the game, have the boys switch places with the girls.

WATER DECATHLON

Divide into nine-person teams, and mark nine places around the pool with the numbers clearly visible. Team members stand at their stations while a team-mate performs one of nine tasks and they rotate as performers so that each team member does one task, in order. When a player's turn comes, they must wear a lifeguard hat or some other hat while performing the task. The hat must be passed to the next team-mate before they can begin the next event. Teams are competing against the clock. Here are the events:

1. Swim across the pool with an egg balanced on a spoon (If the egg falls, the swimmer must retrieve it and continue.)
2. Dive to the bottom of the pool and retrieve a brick.
3. Cross the pool hand-over-hand on a rope suspended over the water
4. Swim across the pool with a tether-ball tied to each ankle.
5. Two contestants must swim across the pool with one ankle of each tied to the other.
6. Sit in an inner tube and paddle backward across the pool. The tube must be placed over a stake before the next team member starts.
7. Dive in and swim underwater across the pool.
8. Dunk the leader in the pool. (Either have a regular dunking machine or a target the contestant must hit with a ball before the fully clothed leader is pushed backward off the diving board.
9. Put on a large pair of pants, buckle the belt, and put on a long-sleeved sweat shirt. The contestant must then swim across the pool with a beach ball for buoyancy and toss the ball through a pair of goal posts. When the ball clears the goal, the clock is stopped.

The team that completes all the tasks in the least time wins. Penalty seconds will be assessed for holding the egg in one's hand, not making the specified distance underwater, etc.

WATER CARNIVAL

Next time you have a pool party or a swim meet, try some of these games:

- **Walk the Plank** - Tie a long narrow pole onto the diving board so that it extends over the water. It may be fastened on with good rope. Mark it off at one-foot intervals all the way out to the end. Players then see who can walk out on it the farthest. The markings on the pole indicate how far each person gets.
- **Cannonball** - See who can make the biggest splash off the board.
- **Pearl-diving Contest** - Players dive for money thrown into the pool. The team getting the most money wins.

- **Potato Race** - This is done in shallow water but may be done in deep water if your players are good swimmers. Contestants carry a potato on a spoon to a goal and back, relay style. If the potato falls off it must be picked up with the spoon. You may not touch the potato with your hands.

HOUNDS & HARES

This is a good camp game, best played where there is a lot of space. The best time to play is at night. Two teams are chosen. One team (the hares) is given one hundred sheets of newspaper. It leaves base five minutes before the second team (the hounds) gives chase. The hares affix a sheet of newspaper at eye level approximately every one hundred feet. The hares must use all their newspaper and then get back to base before the hounds can overtake them. If they safely make it back to base, they win.

WHAT'S THE CHOICE?

On a large sheet of paper or cardboard, compile two lists. The first should have the names of five people or characters. The names may be fictional or real, living or historical, but they should be names most people recognise, for example, Ronald Reagan, Frank Sinatra, Moses, Superman. The second list should include these questions:

- What flavour ice cream?
- What kind of tree?
- What type of fabric?
- What make of car?
- What type of gem?
- What kind of building?
- What kind of bird?
- What colour?

Make enough copies of the list so you can give one of each to as many teams as you expect to form. Each team is told to spend fifteen minutes coming up with answers to the questions on the second list that team members believe match the personality or attributes of one person named on the first list.

After fifteen minutes, each team reads, in turn, its answers to the questions on the second list, for example, tutti-frutti, weeping willows, and so on. The rest of the group tries to guess which person named on the first list is being referred to.

WATER BALLOON VOLLEYBALL

This is played similarly to conventional volleyball. Set up your volleyball net as usual and divide the people into equal sides. This type of volleyball is not restricted to the conventional six or nine member team. Any number can play. In this game, you use a water balloon for the ball.

The service takes place from the back line and each team is allowed three tosses and three catches to get the water balloon over the net to the opposing team. The opposing team then has three tosses and three catches to get the balloon back across the net. The balloon is tossed back and across the net until it breaks.

When the balloon breaks, the side on which it breaks does not score but rather, the opposite team gets the point, without regard to who did the serving. Spikes are allowed but again, if the balloon breaks on the team that is doing the spiking, the other team is awarded the point. The team that wins a point is the team that continues to serve until service is broken. The game is played to a regular volleyball score of 15, at which time the sides are changed and the game resumes. All other rules of regular volleyball are in effect for this game, such as out - of - bounds line and not being able to cross the net with your hand or fall into it with your body.

Another variation of this game, which proves to be even more fun is to include thirty or forty members on each team and put into play four or five water balloons. The rules for this game are the same as for the one-ball system. There is no official scoring for this game. The winning team is simply the driest one at the end of an allotted period.