



# Section 3

# Games



# GAMES

## Individual

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### Smartie Sucker

#### Participants

2 or more

#### Need

Small bowls (2 per player)

Straws

Smarties type candy, 1-2 bags



Fill several small bowls with a Smarties type of candy and place an empty bowl next to the filled one. Give each player a straw. Each player has 60 seconds to suck as many Smarties from the bowl using the straw and place them into the empty bowl. At the end of 60 seconds, whoever placed the most Smarties into their empty bowl wins.

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### Taboo Words

#### Participants

All

#### Need

Clothes Pins

Index cards



Prior to people arriving, select 5 or 6 Taboo Words, such as: Rally, Gold Wing, Poker Run, etc. On index cards, write all of the Taboo words and clip 5 clothespins to each card. As people arrive, hand them each a card with the clothespins. Explain to them that they are to clip the clothespins to their clothes in sight for everyone to see (sleeve, collar or shirt pocket works well). Set a start time of the game.

Once time has started, the chosen words are Taboo. If someone is caught saying one of the words, the person who caught them removes one of the clothespins. Even if someone loses all of their clothespins, they continue playing trying to collect clothespins back.

At the end of the game, the person who has collected the most clothespins is the winner.

# GAMES

## Individual

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### Box Game

#### Participants

2 or more

#### Need

Duct Tape

Several Pairs of Oven Mitts

Several Small Wrapped Items (e.g. small box of candy)

Several boxes (big enough to fit small items)



Place the small items into the bigger boxes. Wrap the bigger boxes with duct tape. You may also then wrap the box with regular wrapping paper.

Wearing the oven mitts, have each person unwrap the boxes. The first person to get to their box of candy is the winner.

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### Cotton Ball Transfer

#### Participants

2 or more

#### Need

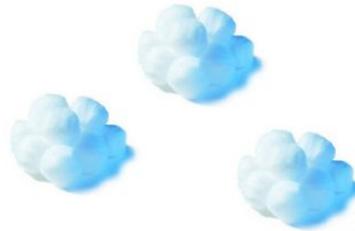
Bag or two of cotton balls

Blindfold

2 pots

A large serving spoon

2 chairs



Set up the chairs at least 5 feet apart facing the same direction. Place a pot on each chair. In one pot, place all of the cotton balls. Blindfold the first player, then turn them around a few times and place them in front of the chair with the cotton balls. Place the large spoon in one of their hands and place the spoon on the edge of the pot with the cotton balls just to give them an idea where it is. Set the timer for the agreed upon specified time, 90 seconds is a good amount of time.

On "Go" the player begins scooping cotton balls into the spoon and placing them into the empty pot. At the end of each player's turn, count the cotton balls that actually made it INTO the opposite pot. The one to transfer the most cotton balls successfully is the winner

# GAMES

## Individual

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### Keep Them Up

Participants

2 or more

Need

3 or more blown up balloons



Participant starts by holding all 3 balloons. Participants then release balloons into the air. The participant must keep the balloons in the air using only one hand and not moving their feet in any direction. Duration of the game is one minute or until one of the balloons touches the ground or another object. In case of a tie between participants it can be run again but adding another balloon.

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### Noodle Time

Participants

2 or more

Need

Spaghetti noodles

5 Penne noodles



Participant starts with hands at side. Once the game begins, the participant grabs the spaghetti noodle and places it into their mouth. Once the spaghetti noodle is placed in their mouth, the participant may not use their hands to complete the game. The participant must pick up the five penne noodles one at a time from the table using the spaghetti noodle. Be careful not to break the spaghetti. Should the spaghetti break, the game ends. Penne may fall off spaghetti during an attempt, but only remains in play if it lands directly on the table. Penne may touch lips, but may not enter the mouth. Participants win if they pickup all penne noodles with the spaghetti noodle in the shortest amount of time.



# GAMES

## Individual

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### Four of a Kind

#### Participants

2 or more

#### Need

2 Tables

20 Playing Cards (Aces, Kings, Queens, Jacks, 10's)



Set two tables 5 feet apart. On one table spread, out 20 playing cards. When the clock starts, participants may turn over one card and place that card face up on the other table in order of ace (to the left), 10 being to the right). Cards must be placed into groups of 4 of a kind on each of the tables. If a card is placed on the wrong pile the game is over. The participant may only have 1 card in their possession at a time. Any card that drops on the floor must be placed on a table before the participant can continue. To complete the game, the participants must place all 20 cards in groups of 4-of-a-kind, face up on the table in the correct order in the shortest amount of time.

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### Separation Anxiety

#### Participants

2 or more

#### Need

10 red candies

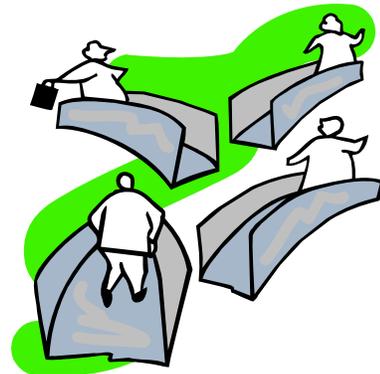
10 orange candies

10 yellow candies

10 green candies

10 blue candies

5 color coded cups



Set up the 5 color coded cups on a table, and cover the 50 colored candies with a cup. When the game starts, the participant lifts the cup to uncover candies. The participant must separate the candies, using only one hand, into their corresponding containers, always going in the same order. If a participant places a candy in the wrong container, or places a candy out of order, the game is over. To complete the game, a participant must place all 50 candies in their corresponding color-coded cups in the correct order in the shortest time.

# GAMES

## Individual

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### Measure Up

#### Participants

2 or more

#### Need

Retractable Locking Tape Measure

3 Ping Pong Balls

3 Small Dixie Cups



Place 3 Dixie Cups on the floor 6 inches apart. Extend tape measure to 3 feet and lock in place. Hand participant 3 ping pong balls. On the signal, the participant will place one ping pong ball on the tape measure. The object is to let the ball travel down the tape measure into the Dixie Cup. Participant must get a ball into each one of the cups. If the participant fails to get the ball in the cup they must retrieve it and try again until complete. The winner is the participant who got all 3 ping pong balls in separate cups in the shortest amount of time.

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### Need a Tissue

#### Participants

2 or more

#### Need

Boxes of tissues (one for each participant)



The game is designed for participants to compete against each other. Participants can only use one hand to pull tissues from the box. They must use the same hand during the challenge. On the start signal, participants remove tissues from the box one at a time using only one hand. The first one to empty the box of tissues is the winner.

# GAMES

## Individual

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### It's a Party

#### Participants

2 or more

#### Need

2 rolls of streamers for each participant



Set the streamer rolls at the participants feet with the participants holding 1 end of 1 streamer in each hand. On the signal to start, the participant may begin unspooling the streamers. The participants may not kick, throw, or grab the spool directly. If the spool breaks, the participants may pick up the end of it and continue. The game is complete when both rolls of streamers are unspooled and off the ground. The participant that completes in the shortest time is the winner.

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### Blow me Down

#### Participants

2 or more

#### Need

15 plastic cups

1 balloon for each participant



Set up 15 plastic cups in a row across a table. On the start signal, the participant begins to blow up their balloon. The participant must knock the cups off the table by using only the air from the balloon and they must always stay on 1 side of the table. If the participant makes physical contact with the cup, the game is over. The participant that knocks all the cups off in the shortest period of time is the winner.

# GAMES

## Individual

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### I Can Spell

Participants

All

Need

Paper

Pens or Pencils



Pass out paper and pencils to all participants. Tell them that all cell phones must be put away in purses or pockets. Give them a phrase or word, such as Friends for Fun, Safety and Knowledge. The participants must decode the phrase by matching the numbers on a phone with their corresponding letters.

Example: Friends for Fun, Safety and Knowledge

Friends = 3 7 4 3 6 3 7

for = 3 6 7

Fun = 3 8 6

Safety = 7 2 3 3 8 9

and = 2 6 3

Knowledge = 5 6 6 9 5 3 3 4 3

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### Pocket Full of Fun

Participants

2 or more

Need

List of items with different points for each item (the more unusual the item, the higher the point value). Examples: Comb, Membership Card, Business Card, Stick of Gum, Half Dollar, etc.

Yell out the list of items one at a time. Award points to the participants for each item they are able to produce. The participant with the most points at the end wins.

# GAMES

## Individual

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### People Word Search

#### Participants

All

#### Need

Bag of letters with each letter having a number for points (like the Scrabble game)

Each person picks a letter out of a bag. Participants have 5 minutes to try to make words with other participants that have the highest point value. For example: If Q or Z have the highest point value, you can win by finding people who are holding the letters that spell QUILT or ZEBRA over someone who finds BOY. If you can convince someone to leave their word to make a better word, that is allowed. The group of participants with the highest word value is declared the winners.

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Do you have an Individual or Couples Game? If so please send them to the Membership Enhancement Program for inclusion in the Fun Activities Guide.

Go to

<http://mep.gwrra.com/fun/Fun Activities Guide Suggestion Form.pdf>

# GAMES

## Couples

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### Find Your Partner

Participants

4-6 couples

Need

A blindfold



Blindfold one of the women and have the men sit in a line of chairs. Have each woman, one at a time, walk in front of the men feeling their faces only to see if they can guess which one is their husband. Once she thinks she knows, have her stand in front of that man and take her blindfold off to see if she is right. To add a twist to the game, pull out one or two of the men and add a couple of other women to the line after the woman has been blindfolded

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### Mix N' Match

Participants

4-6 couples

Need

An even amount of both male and females oversized clothing. Include everything from pantyhose and lingerie to shoes and hats.

Laundry basket

Mix up the clothes and put them into one laundry basket. Designate a start and finish line. There is a person in charge of timing the couples with a stopwatch. When that person says, "Go," the first couple runs to the basket of clothes to get dressed as fast as possible. The woman puts on the men's clothing, and the man puts on the women's clothing (over their own clothing). As soon as they are both dressed they have to run to the finish line hand in hand. The couple with the fastest time wins.

# GAMES

## Couples

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### Apple of Discord

#### Participants

4 - 6 couples

#### Need

1 apple per couple



Each couple places an apple between their foreheads. Once the apple is in place, their hands should go behind their back.

The object of the game is to follow the commands of one person without dropping the apple or using their hands. If the leader tells them to go to the right or left, backwards or forwards, the couples must determine whose right & left and who goes backwards & forwards.

The leader gives commands such as, "Three steps to the left!", "Three steps to the right!", "Squat!", "Jump!" etc. If the apple drops, the pair is out.

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### Clothespin Game

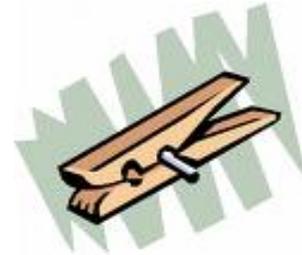
#### Participants

4 - 6 Couples

#### Need

30 - 40 clothespins

Blindfold



Blindfold the man. Once blindfolded, have one or two women place the clothespins all over his wife from head to toe. The man has 45 seconds to pull as many clothespins off as possible. The couple with the most clothespins pulled off wins.

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### Dress a Lady

#### Participants

Use as many couples as you would like

#### Need

Ball of ribbon per couple



Each lady holds a ball of ribbon in one hand. The men take a tip of the ribbon with their teeth and wind it around their ladies (not using their hands). The man who is the first to "dress" the lady or whose "dress" is the best is the winner.

# GAMES

## Couples

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### Lift a Ball to a Chin

#### Participants

As many couples as you would like

#### Need

Small rubber ball per couple



Each couple stands facing each other with the rubber ball between their stomachs. The object is to roll the ball up to the chin of the shorter person without using their hands. If the ball is dropped, the couple must start over with it between their stomachs. The first couple to get their ball to the chin of the shorter player wins.

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### Egg Toss

#### Participants

2 per team

#### Need

10 plastic eggs

Basket

6 foot piece of rope or ribbon



Tie each end of the rope to a side of the basket. Hang the basket around the neck of one of the team members. The team members stand facing one another 10 feet apart. Hand the second teammate 10 plastic eggs. On the start signal, the person holding the eggs will toss the eggs one at a time towards the teammate with the basket. The object is to toss the eggs into the basket. The teammate with the basket can use their body motion to try and catch the eggs, however the teammate cannot use their hands to direct the rope or basket. The winning team is the one with the most amount of eggs in the basket.