

The Games Resource Pack

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Getting-to-know-you Games (Icebreakers)

Judging Heights

(require blindfolds)

1. The group stands in a circle holding hands.
2. With their eyes closed, the players have to grade the circle in order of height (tallest to the right) by comparing themselves with the person to their right.
3. Players move along after each comparison.

NOTE: If a trusting atmosphere is created by the leader blindfolds should not be necessary. The leader may need to put a stopping place in the circle otherwise the game goes on forever!

Clappers

1. The group stands in a circle.
2. The players clap in turn, according to the number of syllables in their first names.
3. Other players with the same number of claps (i.e. syllables in their first names) join in.
4. This is repeated for surnames and combined forenames and surnames.

Falling Log

One person stands in the middle of a circle of six to eight people, remaining quite stiff they allow themselves to fall backwards or sideways. The group stands close together ensuring that someone can catch the "log" who is gently caught and pushed in another direction. Each person in the group should spend about two minutes as the "log".

People to People

Players find a partner - the odd one out is the referee and calls out actions, e.g., nose to nose, back to back, head to knee, etc. When the referee shouts "People to People" everyone must change partners. The one who is left over is the new caller.

Kriss Cross Naming

In a circle the person on "it" calls the name of someone opposite and makes for their place. That person must move across calling another name and taking the place of that person who must move before they arrive calling a new name... and so on.

Got it? Try it....Then do it with two people on it.....Then three.

Trust

A group of about 5 to 8 form a close supporting wall around someone with their hands. He closes his eyes, and keeping his body and legs straight, allows his mind to relax and his weight to be taken by the group who sway him very gently from side to side.

Gradually, with confidence, the support group may allow him to fall further and further as they move his weight across the circle, perhaps each time he encourages them with the word "trust".

The group should concentrate all their energy into caring for his well-being, allowing him complete mental rest.

Mirrors

People pair up and sit crossed legged facing each other. They have to imagine that there is a mirror in front of them. They place their hands on the "mirror" (the peoples hands should be about 1cm apart) and then move their hands around. The object is to keep in synchronisation with each other.

Once they have the hang of the game they can expand it to the whole body!

[It is an interesting game to watch which partner leads the other!]

Human Chairs

Everybody stands in a circle and then moves as close together as possible. On the count of three everybody sits down together on the person behinds knees. If the circle has not collapsed then it can try walking!

Name Dropping

Knowing each others name is important in a group. This is one way of helping this, using some kind of association to make each person's name even more memorable. Sit in a circle facing one another. One person starts by saying their name and something about themselves by which they can be remembered e.g. "I'm Brian with a voice like a Lion". The next person repeats what the first person has said and then adds their own name and information e.g. "He's Brian with a voice like a Lion, I'm Ruth with red hair". Thus continues round the circle, with each person repeating what has already gone before and then adding their own name and information.

Introduction

Form pairs. Each person spends a couple of minutes introducing themselves to their partner. The two then join up with another pair, but each person takes on the identity of their partner so that, for example, David will introduce his self as Jenny; ("my name is Jenny and I"), and Jenny will introduce herself as David ("my name is David and I"). The pairs then swap and join other pairs, repeating the introductions.

In medium size groups people can be paired in a circle, with David introducing his partner Jenny ("my name is Jenny") to the whole circle.

Secret Box

This is useful for groups that already know each other quite well. Each person writes on a piece of paper something about themselves which they don't think that anyone else in the group will know. Papers are put in the secret box and then taken out one at a time and read, the group then has to decide amongst themselves who wrote each item.

Guess my secrets

You introduce yourself to a small group with three things about yourself, two of which are true and one which is not. The other members of the group have to then come to a consensus about which one is made up.

The fun lies with making all three as interesting as possible; "I once went to Bognor Regis on holiday" is rather boring, whereas "I once made a parachute jump for charity" is better. People then have to decide if you are the kind of person who would make a parachute jump for charity.

This is quite good for people who already know each other in one context only (say they all work together, but do not socialise together).

Who are you?

The organiser pins a well-known name on the back of each guest. You then move around the room asking questions of each other to find out who you are. Nothing too direct. Not "Am I the Duchess of York?" but "Do I bank with Hello! magazine?" After a while the organiser calls each name and you find out if whether you have guessed right. As Mr Stanley says: "You must exercise discretion in the names you foist on your friends or your friends may become your foes."

Random Revelations

Using the board in Appendix One and single dice, players take turns to throw the die and move up the board. When they land on a square with a revelation on it they must tell this revelation to the group. Good for slight more adult groups who may know each other in one context only.

Quiet Games

Ripple

Join hands in a circle.

Imagine you are an electric circuit passing a current. One person gently squeezes his partner's hand and it is passed round the circle. See how fast it can go. Try two or three in different directions.

The Minute Game

Everyone in the group has to shut their eyes, when the "chairperson" says "GO" everyone has to judge when a minute has elapsed; People do this by raising their hands. The chairperson notes the name and time. The winner (obviously) is the person who gets the closest.

Chinese Whispers

Sit in a rough circle . Someone thinks of a phrase and whispers it to the next person who in turn whispers it to the next person. When the phrase has been round the circle it is repeated out loud. The phrase is liable to have changed considerably!

The Vicar's Cat.

A round-the-room game. Everyone has to find an adjective to fit the feline. You start with "a" ("The vicar's cat is an artful cat.. angry cat... absent-minded cat" and so on), proceeding through the alphabet to "z". It's obviously more difficult if you're the last to go, so the starting point moves on a person with each letter. If you can't think of a new word you're out.

Children's Party Games - Young Children

Slow Race

1. The players stand at one end of the room.
2. A colour is called and every player wearing that colour takes two paces forwards. Then another colour is called.
3. This continues until someone is first to cross the space.

NOTE: Other alternatives for movement can be used - birth months, number of brothers and sisters.

Find the Ring

A piece of string is tied to form a circle, with a ring (curtain ring etc.) on the string. All the players stand (or sit) in a circle with their hands holding the string, one hand concealing the ring. One player then goes in the middle, the players then pass the ring around while the person in the middle has to guess who is concealing the ring. Once they guess correctly, the person who had the ring goes in the middle in their place.

Squeak Piggy Squeak

Someone is blindfolded, and then sitting on a chair with a cushion on their lap has someone sit on their lap. On the command "Squeak Piggy Squeak". The person has to squeak and squeal like a pig, while the blindfolded has to guess who the person is.

Simon Says

One person stands in front of the rest as Simon. He faces them and calls out 'Simon says put your hands on your head' and the children obey. If he simply says 'put your hands on your head' without the words 'Simon says' then anyone who does it is out.

Single (Large) Group Games

Human Tangle

Everyone stands in a circle, and puts out their arms in front of them at shoulder height. Everyone then shuts their eyes and walk forward slowly to the centre of the circle, grasping the hands of two other people. When the majority of the people have found hands, they can open their eyes, and then ensure that everyone is holding one (and only one) hand in each of theirs. The group then tries to untangle itself without breaking hands.

Word Association (1)

Played with a large group sitting in a circle. Starting with one person, they say a word, the next person says a word associated with it and so on, everyone saying only one word. An umpire is recording all the words on paper. Once the group has gone round the circle between one to four times (about 100 to 150 words) then you stop and with the circle still going in the same direction, starting with the last word, you have to try and get back to the beginning. Anyone who gets the word wrong is out.

Musical Chairs

Someone, who is not looking, plays music, when they stop the music everybody dancing has to find a chair to sit on. Their will be one chair less (or in a larger group a number of chairs less) than the number of people dancing, the person(s) who does not find a chair is out.

Sexist Musical Chairs

Same as above , except that when the music stops the men (sometimes women) grab a woman and a chair and sit the woman on their laps

Sticking Together

Everyone walks around until two parts of the body are called out, e.g. elbows and knees, heads and toes, ankles and waists etc. When this happens each person has to find someone else and connect the two parts of the body mentioned. With smaller groups a "chain" could be formed involving everybody.

Pick up the box

A cereal box, or similar, has its top cut off and placed on the floor, people take turns to pick it up using only their mouth, with both feet on the floor and no use of their hands. Those that manage it go onto the next round when an inch is cut from the height of the box. This continues until the box is only the bottom flap or until only one person remains. Good for mixed groups as this game favours smaller children.

I Never Have

Good to play in medium size groups with high achievers! One person stands up and announces something that they have never done before: "I have never ... flown in a helicopter" Anyone else who has never flown in a helicopter must then stand up too. Everybody must be honest! If nobody stands up then you have one, but the most fun is in seeing who remains seated. This can very quickly degenerate into being very rude (depending on the group you are playing with!).

Egg Heads

For teenage and older; Props: A bin liner, 6 eggs (3 hard boiled, 3 raw), a bag with small folded pieces of paper in it, about three times the number of people you have, six pieces should have the word "egg" written on them.

Everyone sits in a circle, and takes turn to draw a piece of paper. When a person draws an "egg" piece of paper they have to select an egg and smash it on their forehead. They might want to wear the bin bag to avoid getting egg on their clothes.

Game - Fox and Chicken

Line up all but 2 in rows, holding hands at arms length. The rows should be parallel and have the same number in each.

- At the shout of "change" everyone makes a half turn so the rows now run at right angles to the previous ones.
- The "chicken" starts running. The fox has to catch her by running between the rows of people - barging through hands is forbidden for both.
- The chicken gets to shout "change" and so should be able to close her line of retreat.

Once the fox catches the chicken they both choose a new fox and chicken.

(Small) Group Games

Off the Ground

Everybody has to be off the ground except for a number of given limbs.....E.g. 1 hand and 1 knee or 1 foot. Anyone who can't manage this is out.

Animal Farm

Everybody chooses an animal, (smart people make sure they can give it a suitable noise and actions) for example a cow goes Moo and has two horns made with the fingers. The first player makes the noise of their chosen animal, followed by the noise and action of one of the other animals. It is then that persons turn to repeat the process. Anyone who gets their animal wrong, forgets its name or chooses an animal that does not exist or is already out, is out. The game should get faster and faster as it goes on.

What's the Sentence

Write a sentence containing as many words as there are members of the group. Cut it up into individual words giving a word to each member of the group, distributing them as randomly as possible. The group then has to try and reconstruct the original sentence.

Mirror Writing

A large(ish) mirror is placed, or held at the back of a table. Two pieces of paper are placed on the table with two pens. Two contestants are then invited to have a go at mirror writing. While the contestants sit or kneel ready to draw on the paper, two assistants are required to hold further sheets of paper, blocking the contestants' direct view of their sheet of paper. You then ask the contestants to draw a clock as you instruct, so that it appears correct as seen in the mirror. They first draw a circle, then add the 12,3,6 and 9. Then they add the remaining numbers. Then, starting with the pen in the middle (and without a practice attempt) they must draw in the time (you define a time) first the little hand, then the big hand. Then they have to write their name across the top of their "masterpiece".

Matthew, Mark, Luke, and John

1. The players sit in a semi-circle and the first four are named Matthew, Mark, Luke, and John.
2. The remainder are numbered 1,2,3,4, etc.
3. The aim of the game is to become Matthew and this is achieved by trying to confuse the other players.
4. Matthew starts by saying 'Matthew to (say) 4'.
5. Four has to say immediately '4 to (say) Luke'.
6. Unless Luke passes it on to another player immediately he goes to the end of the line and everyone below him moves up one place and changes numbers/names.

NOTE: This game needs to be played very quickly, if there is any hesitation the player should go to the end of the line.

Happy Families (Famous Names)

One person goes out of the room with a sheet of paper and a pen. Everybody left in the room has to think of a famous person or a person well known to everyone in the room and then go and tell the person with the sheet of paper (no one else). Everybody then divides into groups, about four groups but this obviously depends on numbers. Then the person with all the names comes into the room and reads out the names once. One group begins by asking another group if one of the personalities is there, if they are that person joins their group, this continues until the first group makes an incorrect guess. The last group that were asked then begin their turn, and so the game continues until everybody has been guessed.

Smashums (Up-Jenkins)

An after dinner game, played with either side of the table forming the two teams. A 20p piece is passed between one team under the table. When the opposing team says "Smashums" the team passing the coin has to immediately "smash" their hands flat onto the table in front of them, one hand having a 20p piece concealed under it. The opposing team then has to guess (as a team) which hand has the 20p piece. Two alternatives exist, either the teams can alternate keeping score, or the coin only alternates when the coin is successfully guessed..

Spin the Plate

A round unbreakable plate is required. Everybody sits round in a circle. Someone spins the plate and whilst doing so calls someone else's name, that person has to catch the plate before it falls flat. If they do not they incur a forfeit or are out depending on which rules you wish to play.

Flour Cake

Using a pudding bowl, fill it with flour, pat it down until it is level. Turn out the flour cake onto a level surface and place a small coin on the top (or a smartie). Using a sharp knife, the group then takes it in turn to slice from the top to the bottom, removing part of the flour cake without the coin falling. When the coin falls the person who makes it fall has to retrieve it using only their mouth!

The Buttock Game

This involves putting a bucket at one end of a room. All the players stand at the other end and take it in turns to transport a coin the length of the room and drop it in the bucket. To do this they must clench the coin between their buttocks (Undressing is unnecessary - honest!) Can be played as a relay or by awarding points on the grimace! Supposedly a hot favourite with the Royal Family!

The Quotation Game

One person, the leader, copies out an entry from a dictionary of quotations, telling only the rest what the theme is. The quotation is folded and placed in a hat (or similar receptacle). Everybody else has to make up their own quotation on the theme fold in and place it in the hat too. The leader then reads every quotation in turn. The group must identify the real quotation and if possible its author. Points can be picked up along the way if your quotation is mistaken for the real one.

The Chocolate Game

Place in the centre of a circle of people a tray with a wrapped bar of chocolate, and a knife and fork on it. Next to the tray put a jacket, hat, gloves and scarf. Everybody in the circle takes it in turns to shake a die, as soon as someone shakes a six they go to the centre and put on the clothes and using only the knife and fork unwrap and eat the chocolate. As soon as someone else throws a six the person in the centre has to stop eating and give all the clothes to the new six thrower. The game finishes when the chocolate has gone.

Rabbits

This game is played sitting in a circle, a "rabbit" is made by a person putting their thumbs in their ears and wagging their hands whilst the people on either side have to waggle only the hand next to the rabbit. (there should be four hands wagging!).

The central person then "shoots" another member of the circle by clapping together their outstretched hands which should point at that person. They then become the rabbit (and the two people on either side of them).

The game continues until someone makes a mistake or someone does not react fast enough, when they are out. A person who is out has to fold their arms to signify being out, and the person the other side of them has to help in making the rabbit. The game ends when two people are left.

Animal Sounds

Everybody playing sits in a circle on a chair. Each person decides on what animal their chair is going to be and what sound it will make. One person's chair (usually the person explaining the game) has to be the mouse. Go round the circle so that everybody can say what noise their chair makes.

The mouse begins by saying the name of one of the animals, that animal makes its noise and then says the name of another animal and so the game continues until someone falters or makes a mistake. The person who makes the mistake moves to the mouse's chair, the person who was the mouse's chair moves on one place and so does everyone else until the vacant chair is filled.

The game then continues, remembering that the sound remains with the chair so everybody has to remember what their new sound is!

Scissors Game

Everybody sits in a circle, one person needs to be holding a pair of scissors. The scissors are passed round and everybody has to state whether they are "crossed" or "uncrossed".

In fact it has nothing to do with the scissors, but depends on whether or not your legs are crossed or uncrossed at the time the statement is made. Those who know the game will obviously get it right and should therefore gradually make it more obvious so that eventually everyone realises.

In the Lifeboat

Everybody sits in a circle, the is to make a statement (supposedly) about yourself, if this statement meets the criteria then you can stay "in the lifeboat". The aim is for everyone to guess what criteria you are using to judge whether that are allowed to stay in the lifeboat. The game finishes when everyone has guessed the criteria used.

1. Your statement should relate (actually) to something about the person who has just gone before you. "I have red hair", (a man with a woman who has gone previously) "I enjoy wearing dresses" etc.
2. Your statement should include a colour that YOU are wearing. "I travel to work on a RED bus", "I like Judith's BLUE jumper" etc.

London to Liverpool

Those playing should sit in a circle. A number of those playing need to know the game.

The idea is that you can go from London to Liverpool because they both begin with the same letter, however you can't go from London to Paddington as they don't. Everyone playing takes it in turns to say which towns you can go to and from and those who know the game tell them if they are correct or not. Gradually those playing realise the formula for the correct answer so more and more get a correct link.

Aeroplane Game

This is a blindfold game that requires a plank of wood capable of holding an adult standing on it, a room with a low (-ish) ceiling, a blindfold, two helpers and a tray or smaller piece of wood.

The unsuspecting volunteer is blindfolded and told they are to be taken on an aeroplane ride, they stand on the piece of wood, held by the two helpers, and place their hands on the heads of the helpers.

The aim is to convince the rider that they are now high off the ground, this is done by wobbling the plank as the helpers (supposedly) stand up. A running commentary helps the process, you can also shout "not to high, mind out for the ceiling" as you tap them on the head with the tray!

Once they think they are high of the ground, the aeroplane catches fire, and they have to jump to safety, you can assist by tipping them off the plank, obviously they only a few inches off the ground!

The Commuter Game

Choose four people, preferably commuters. Ask them to sit on chairs close to each other as if on a packed commuter train. Give each person their own broad sheet newspaper. Each newspaper should have been jumbled up in advance. Each person then has to sort their newspaper without putting it down. Everyone else present simply watches.

Black Magic

Two people need to know how to play this game. One of the people who knows the game goes out of the room, everyone else in the room chooses an object in the room that the person out of the room has to guess. When the object is chosen the person comes in to the room, the other person who knows how to play the game starts to points to objects asking "is this it", on each occasion the guesser says "no". The person asking the questions communicates the object to the guesser by asking "is this it" to a black object the one before the object chosen by those in the room. This is repeated a few times so that those who do not know the game have a chance to work it out.

Charades

One person goes to hide. After one minute everyone goes to find the hidden person, when you find the person you quietly go and hide with them without any one else seeing. Eventually everyone is hiding in the same place.

Pass the Parcel

A parcel is made up in advance with a present in the middle. There should be many layers of wrapping paper, a small present can be put between each layer. Someone who is not looking should operate the music, when it is playing the parcel is handed around the circle of players, when the music stops the person holding the parcel opens one layer of wrapping. This continues until the present is reached.

Dream Game

Someone who does not know the game is chosen to go out of the room, but first is told that he/she had a dream last night which someone else in the room knows. The person is told that only way to find out about the dream is by asking "yes" and "no" questions which everyone else will answer. The person goes out of the room so that the others can be told about the dream. In fact they are told that every time the last letter of the last word of the question ends in a vowel or the letter "s" they should answer "no" if not they should answer "yes". The person out of the room comes in and asks questions to find out about their dream, but in fact they are making it up themselves by the questions they ask.

Pelminism

A pack of cards is dealt out, face down. People then take turns to turn over two cards, if they match (i.e. two nines) they remove the cards and place them in front of them, if not they replace the cards face down. The game continues until all the pairs have been found, the winner is the person with the largest number of pairs on front of them.

Are you there Boaz

Two people are blindfolded, and given a rolled up newspaper, they then hold each other by the wrist and lie face down on the ground. The first person asks "are you there Boaz" to which the second person answers "I'm here Boaz", the first person then has one chance to hit the other with the rolled up newspaper! They alternate for three to five swipes each (or until one is dead!).

Fast Pass

(Requires one chair per person, two balls and two bean bags)

1. Each player sits on a chair in a circle.
2. The group is divided into teams, one each side occupying a semicircle.
3. The first player in each team has a ball.
4. The balls are passed clockwise round the circle trying to catch with each other.

NOTE: To make it more difficult two bean bags are used as well-but are passed in the opposite direction.

Fancy Me

(Requires chairs for half the players)

1. The group places chairs in a circle with one player sitting down and another standing behind each chair.
2. One chair is left without a seated player, but with a player standing behind holding the back of the chair.
3. The lone player standing has to attract a partner by winking at them.
4. When a seated player receives a wink, he or she attempts to get to the vacant chair before his or her old partner touches them on the shoulder.
5. If the seated player gets away, the player left standing behind the vacant chair has to entice (wink at) someone else.

The 20p Game

Take a 20p piece from your pocket, and find the following; A Man's Name, A Shampoo, Two Public Houses, A Fruit, A Woman's Name and a Type of Rugby.

Answers: Reg, Head & Shoulders, "Rose & Crown" and "Queens Head", Date, Elizabeth, Seven-a-side.

Killer Wink (Type 1)

A group of people sit round in a circle, preferably on chairs. Cards or similar are handed out, one of which is marked (use a joker from a pack of cards then make up the remaining cards with ordinary cards, shuffle and distribute) to indicate (anonymously) who the killer is to be. You then sit round trying to spot who the killer is. The killer has to catch someone's eye, and wink at them, this person then must die (preferably in a spectacular fashion). The remaining players have to spot the wink and may challenge, but if they get it wrong then they must die too. The killers objective is to kill all the players. The game ends when the Killer is found or all but two are dead.

Killer Wink (Type 2)

A group of people sit round in a circle, preferably on chairs. A “detective” is selected and they then leave the room while the remaining players decide who the killer is to be. The detective then returns and stands in the middle of the circle trying to spot who the killer is. The killer has to catch someone’s eye, and wink at them, this person then must die (preferably in a spectacular fashion). The detective gets three attempts to guess correctly. The killers objective is to kill all the players.

This version is more suited to younger players.

Poison Spot.

You need space and not much furniture. Everyone stand in a ring hand in hand, music is turn on and the ring careers around. Two handkerchiefs are spread on the floor and anyone touching one is out. You’re allowed to nudge other people on to the poison spots. As numbers thin out more spots are added. In the case aggressive play, stop the music and everyone must stand still.

Team Games (Multiple Groups)

What are we shouting ?

Two teams, one team goes out to decide on a well known phrase or saying.

Films on television, titles or names of books or songs may also be used.

There should be as many words as there are members of the team.

One word or phrase is given to each player, then they all return to the room.

At the sign 1 -2 -3 they all shout their word and the players inside the room try to guess the phrase.

They may ask for one more shout.

If they guess correctly they go out , if not , the first team goes out again and selects another phrase.

Nursery Rhyme Game

Everybody is split into groups of about six (depending on how many are playing) . The adjudicator sits in the middle with pen and paper ready to write down all the Nursery Rhymes. The adjudicator points to one group and they have to immediately sing a Nursery Rhyme, as soon as they have finished the adjudicator points another group who have to sing a different Nursery Rhyme. This continues until one group falters or repeats a Nursery Rhyme in which case they are out.

Hymn Game

The same as above but with hymns.

My Father was a (pick a letter)

As above except with occupations starting with the chosen letter.

Give us a letter

Variation on the above, with everyone given a letter, they then have to think of items beginning with that letter on a given subject. E.g. River, Town, Country, Mountain, Lake etc.

In the manner of the word

The players form teams of two (or more). One team leaves the room and thinks of an adverb (timidly, pervertedly, hysterically etc.) the rest of the party thinks up the situation. Then the team comes back they then have to present the situation in the manner of the word. Everyone else has to guess the adverb they have chosen.

Sort Christmas Cards

Choose a large number of old Christmas card fronts and cut them in half in various ways. One half of the Christmas card is laid at one end of the hall. Those playing are divided into about three teams and each member of each team is given the other half of a Christmas card. On the command "go" the first member of each team runs to the other end of the hall to look for the other half of their Christmas card, when they have found it they run back to their team and the second member of the team goes. This continues until everyone has been, the first team to finish are the winners.

Mime to team T.V. , Book Titles, or Films

In advance of the evening a list of films, T.V. programmes or book titles should be prepared. On the night the group should be divided in teams of not less than four. One person from each team goes to the person with the list and is given the first title, they then go back to their team and mime it. (use well known signs for miming). The person who guesses the title then runs to the person with the list, tells him what it is, and if they are correct another title is given. This continues until one team finishes the list.

Draw for teams T.V., Book Titles, or Film

As above except that each team needs pen and paper so that they can draw rather than mime the titles.

The News Game

As above except that each team is given an identical copy of a daily newspaper. A sentence of an article is read out and the first team to bring the article up wins the point. With older teams the first person to shout out the page and article title is an alternative that avoids running.

Scavenger

People sit in four or more groups, (and appoint a team runner if the teams have elderly!) You stand in an easily accessible place for all the teams and call out one-by-one a list of items that each team has to find. The first team to bring that item wins a point, the team with the most points at the end, wins.

Some ideas of items to scavenge are as follows; A shoelace, handkerchief, 10p piece, diary, lipstick, sock, ring, hair-clip, fountain pen, pencil, VISA card, stockings, glasses etc.

Make a hat (with three pieces of paper and three pins)

A team is given three pieces of newspaper and three pins, they have to make a hat for a team member in a given length of time, the hats from all the teams are then modelled by the respective teams and a winner chosen.

King Ball

Rules : People are divided into two equal teams - bands and non-bands (for example)

The hall or space is divided into two halves.

At one end on a mat is a BAND KING and in the space between the half way division and the Band King are all the Non-Bands. At the other end on a mat is a NON-BAND KING and in the space between the half way division and the Non-Band King are all the Bands.

Each King has 2 balls.

The Kings have to try and get out the opposing team by hitting them below the knee, with the ball.

Once out the person joins their King on the mat to try and eliminate the opposing team.

The King is not allowed off the mat therefore the only way he can retrieve the ball is by his team throwing it to him or by using the other teams ball if it comes near enough the mat for him to reach it.

The last team totally out are the winners.

Tunnel Ball

Divide the group into teams of about ten with each person in the team standing one behind the other, each team is to be given a football. When the whistle is blown the first person hands the ball over his head to the second person who then passes the ball under his legs to the third person. The ball continues over and under until it reaches the last person in the team. The last person then runs with the ball to the front of his team and begins the process again by passing it over his head. The game then continues until first person is back at the front . The winning team is the team to complete the process first.

Orange under the chin

Divide group and line up as above. Give each team an orange. The orange has to be passed along the line by passing it under the chin. The last person then runs to the front and the game continues as with 'Tunnel Ball.'

Flip the Kipper

Cut out of newspaper as many kipper shapes as required. Everybody who is playing should be given a kipper cut out and a sheet of newspaper. Everybody lines up with their kipper on the floor in front of them, they then fold their paper any way they please and use the paper as a fan to flip (propel) their kipper to a finishing line about six metres away. No hands may touch the kippers once the game has begun.

Bottle Race

A number of people, possibly representatives of teams, sit on chairs facing a wall. They hold between the thumb and forefinger of each hand a pencil, this pencil has a long length of string attached to it which runs under the chair and down the room for about 12 metres, at the end of this piece of string a bottle is attached. When the race is started the contestants have to twillde the pencil in their fingers to wind up the string which pulls the bottle towards them.

Getting through a hole in a piece of newspaper

Everybody or every pair is given a sheet of newspaper and told to tear it in any way they please to form an unbroken circle and then get through it.

Solution: Tear a spiral in the newspaper, this will make a very large, thin circle.

Ping Pong Ball up the trouser leg

All the men line up with their female partners facing them. Each woman is given a ping pong ball. When the whistle blows each woman has to pass the ping pong ball up one leg of her partners trousers and then down the other. The winner is the pair who finish first.

Ball Killing Game

A large group of people (thirty plus) are divided into teams, (at least three). The first team (defending) stands in the middle of the remaining people (attacking) sitting on chairs. The attackers are given a football which they can throw at the defenders. If the football hits the legs below the knee then that person is out, the defending team remains until everyone is out. Two umpires are needed to supervise! The defending team can use arms or any other part of their body to obstruct the ball. The attacking team does not have to throw the ball but can pass it, but they must be seated to throw it, if they are not, any hit does not count. Each team takes turns in the centre, the one who remains in the longest wins.

Blind Man's Obstacle Course

This is a team game, where the teams line up and take turns to walk an obstacle course. The teams line up with the second and third person blindfolded. An assistant gives the first blindfolded person (the second team member) to walk the course three turns round to disorientate them, then the first person leads the second member to the end of the course, using only verbal instructions. That person then removes his blindfold and directs the third person down the course, and so on until all the team have been blindfolded and walked the course. There is one course for all the teams competing, this makes it harder to hear the instructions being shouted, and encourages collisions between the blindfolded walkers.

Blow Football

As normal football except that teams are on all fours and the ball is a ping-pong ball and the teams have to blow it. Beware of bashed heads if the teams get too excited.

Mr Universe

The teams have to select the "butchest" men on their teams. When they have been selected they are then informed that they have to carry all of their team from one point (line) to another point (line) - (and if you wish, back again!).

FFB (Fully Fried Breakfast)

Teams sit in a circle, then they are numbered one to four. When their number is called they have to get up, run around the outside of the circle and sit down in their place again, the first back becomes "Eggy". Each time an individual wins, they gain another title "Bacon", "Sizzling Sausages", "Squashy Tomatoes" until finally the first person to win five race becomes a FFB (Fully Fried Breakfast).

Needles

Is a sexist but funny game involving male and female pairs. Needles, thread, buttons and small pieces of fabric are laid out on a table at the end of the room. The women have to run and get the items; the men have to thread the needle and sew on the button; the women have to run back with the sewing. First button on wins.

Concerts / Sketches

The following are concert items or sketches, fillers and one-liners.

Case to court

Person walk across stage with briefcase and says "I'm taking my case to court", they then return sitting on someone's shoulders with the comment "I lost, so I'm taking my case to a higher court!".

John Collier

This can be either John Collier or Dorothy Perkins depending on whether this is done with boys or girls. A series of people walk across stage and the straight man says "That's a nice *item of clothing*, where did you get it" (insert a different item of clothing each time) to which the person replies "John Collier". Eventually a boy clad only in pants an vest comes on stage and the straight man says "Who are you" to which the boy replies "John Collier". This can be done as one sketch, or with each person walking on in-between sketches with the Compere or M.C. acting as the straight man.

Toboggan Run

This is best done with a bench seat or a number of seats one behind each other. You have a commentator who invites members of the audience to take a toboggan run with your "crack team". They sit on the chairs in a line (or astride the bench seat) alternating "Team" and "audience" and the commentators tells the new members to take their cue from the experienced members. The run takes the form of a series of bends, and a tunnel and the whole team sways as the go round the bend etc. When the tunnel approaches the team covers the eyes of then person in front, and unbeknown to them, each of the team members have been covered with soot or some-such substance.

Table Hanging

This requires three people a commentator, a "hanger" and a table lifter. The "hanger" lays an a flat table (no legs) with their feet hooked over one end. The table is then raised and the person has to hang by their feet until they "spectacularly" fall off, this is being timed. This can be repeated with different hangers. (Its actually very easy to hang on). Then you invite a member of the audience to have a go (your target) they will hang and comment on how easy it is as they hang there. This is when you introduce (unbeknown to then, but so the audience can see) the ice cold jug of water. This is poured down the trouser leg whereupon they fall off!

Mornings

Best done with husbands and wives or couples. Place men sitting at a table with their hands behind their back, with a chair back-to-back such that the wife can sit astride the chair placing her arms under her husbands. (It is often good to brief the women involved beforehand, both to obtain the props and a change of top!) The narrator then begins the story and the wives provide the arms of their husband. The story can go along the lines of:

You wake up and stretch (stretch arms), you rub your eyes, you race for the bathroom, wash you face (flannel) and brush your teeth (toothbrush and toothpaste) you swill your mouth out (cup and water) you comb your hair. Then its time for breakfast. (Here use drinks, cold porridge, cold coffee, etc.) This should be enough!

Upper Class, Middle Class and Lower Class

Here as a reminder to be added at a later date if anyone can remember the punch line!

Songs

Altering the words of a popular song to fit your particular circumstances.

12 Days of Christmas

Uses two girls singing the 12 days of Christmas with (unbeknown to them) two boys behind doing the actions, large emphasis on the Partridge in a Pair (hands cupped under breast etc.) tree. Etc.

The Banana Contest

Select three participants, two prepared and one victim. Explain that all they have to do is see who can peel and eat a banana first. Blindfold the victim pretending to blindfold the other two. Make sure the victim thinks they are in a race, get everyone to cheer etc. When they have choked to death they will pull of the blindfold to find they were the only person in the race.

Aeroplane Sketch

This involves making an aeroplane, two chairs to the pilots, chairs for the passengers, and two chairs one for each engine. The aim is to involve the audience (the pilots are in on it!). Get the audience to be the passengers, they get on board, then get two (targets) members of the audience to be the engines. The “engines” make all the right noises for start-up, take off and steady flight, then something goes wrong, then engines start to behave erratically, then they catch fire. This is the cue for the pilots to throw water on the two engines.

Kitchen Machines

This involves getting members of the audience to come up and mimic various commonly found kitchen items, Kettle, Washing Machine, each item is announced in advance (“we want a volunteer to come and be a *Toaster*”). The punch line comes when you have six to twelve people behaving like idiots on the stage and you announce that you want “half a dozen mugs to come up on stage - Oh no I forgot - we have those already”.

Spoons

Two contestants, one primed, the other the target, come up and sit on chairs facing each other (knees touching). In turn each contestant bends over while the other puts a spoon in their mouth and taps the other person on the head with the spoon. (It is very hard to make this hurt at all). However when it is the targets turn, the compere has another spoon with which they tap the target. The target will spend ages wondering what is wrong with their technique such that their opponent can tap them significantly harder than they are able.

Occupations

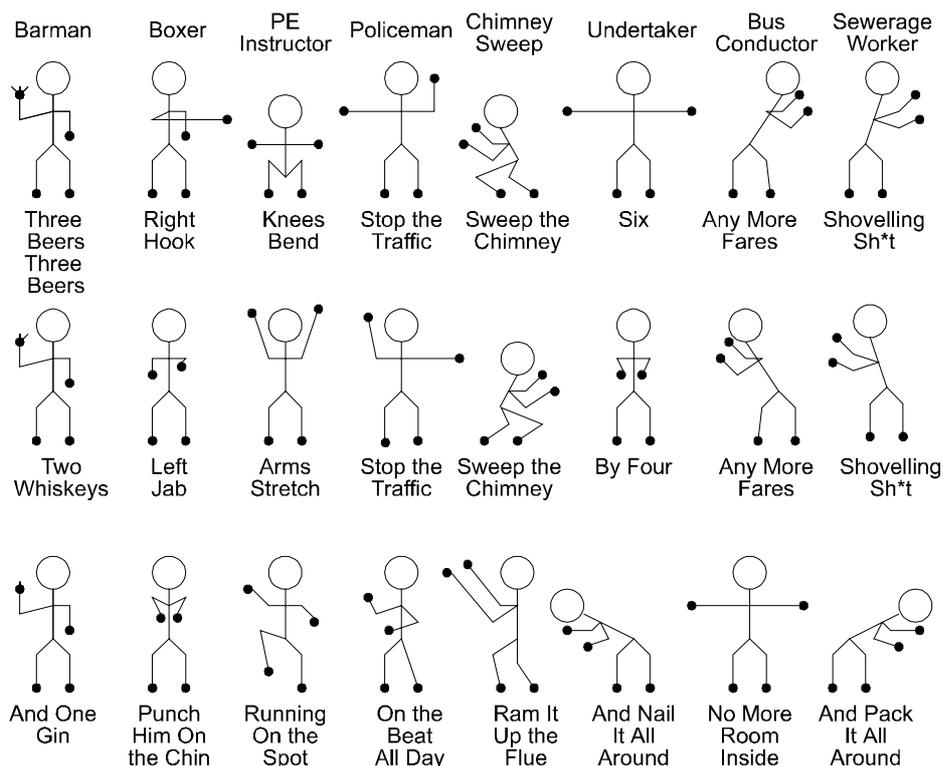
This needs eight people to participate, the idea is that the actions all inter-link.

The first person comes on stage and says the common rhyme:

*When I left my high school, the headmaster said to me,
Now that your a grown up lad/lass, what would you like to be.
I said I'd like to follow Dad/Mum a {Barman} he/she*

Substitute for gender occupation etc. Common alterations are “Reform School” for the Boxer and “Public School” for the Sewerage Worker.

Then they proceed to do their actions, twice, and once they have completed they freeze quite still while the next person comes on. The next person (the boxer) then comes on says their rhyme, does their actions (twice) with the barman still, then twice more with the bartender joining on. By the time you get to the Sewerage Worker they will do it sixteen times, the undertaker fourteen etc. Ending with the barman who does it twice.



The Occupations Sketch - Actions

Tricks and artistic notes;

- The first trick is to get everyone to finish very abruptly and together, thus you need a loud barman for everyone to take their cue from (3 beers 3 beers, two whiskeys and one gin, 3 beers 3 beers, two whiskeys AND ONE GIN <STOP>).
- The next trick is to exaggerate the actions, for example, when the PE Instructor bends, the Boxer is taking a HUGE right hook over the top of them. With practice it can look (and can actually be) quite dangerous.
- The Undertaker, it is usual for the first two actions (the ones the undertaker does on their own) to be very slow and deliberate S..I..X, B..y.. T..W..O etc. Then speed up to normal speed as the rest join in.
- Depending on your audience, the words the Sewerage worker uses may not be appropriate, you can use “Shovelling Muck” or some other substitution instead.
- As the sketch gets further along you should find that you speed up, this gives the impression of being more manic and dangerous, but here it is more important to end it with a sudden stop.
- Lastly PRACTICE, this is one sketch that needs a lot of practice (if nothing else to avoid someone getting hurt!), it will take *at least* an hour to rehearse if the people are novices, and half an hour if they have done it some time in the past.

Quiz's

Find the Hoods

1. The hood where we all start off. (childhood)
2. The hood that is probable. (likelihood)
3. The hood that often figures in the Birthday Honours. (knighthood)
4. The hood which is round about our homes. (neighbourhood)
5. The hood that does not speak the truth. (falsehood)
6. The hood for one who has lost her husband. (widowhood)
7. The hood which indicates our human nature or maturity. (adulthood)
8. The hood that is deceiving. (hoodwink)
9. The hood that takes holy orders. (brotherhood)
10. The hood who is a ruffian. (Robin Hood)

Stations

Can be played as a quiz, or even a team game where the team works out the answer, and a runner gets the next clue.

Waterloo	- a small damp room.
Parson's Green	- a clergyman who is environmentally friendly.
Shoreditch	- definitely a trench.
St. Johns Wood	- a Baptists forest.
Barbican	- alcohol free
Paddington	- Peruvian bear.
Kings Cross	- angry monarch.
Warren Street	- rabbits home at time of coronation.
Sloane Square	- Yuppies` box.
Colliers Wood	- miner's golf club.
Kew	- lining up in the grounds.
Clapham(Common)	- applauding frequently.
Harrow-on-the-Hill	- plough high up.
Angel	- heavenly beings.
Swiss Cottage	- somewhere to live on the continent.
Hanger Lane	- executioner's path.
Queensbury	- a royal fruit.
Holland Park	- Dutch recreation ground.
Barking	- noisy dog.
Maidavale	- sewing for a wedding.
Oxford Circus	- university animals.

Wall Quiz Game

Find about 50 pictures of different famous faces and number them 1 to 50. Put the pictures up around the room or rooms. As people arrive give them a piece of paper and a pen , tell them to number it 1 to 50 and write down as many names as they can.

The Metaphor Game

One person thinks of a person, the person should be known to everyone playing. Each person then has to ask a questions on the lines of: "If they were a tree, what kind of tree would they be?" The winner is the first person to guess correctly, they are the next person to think of a person and be questioned.

Cannibals and Missionaries

This is a problem game, which can be posed to a team, quite often is easier to act the solution to show that is works.

Problem: There are three cannibals and three missionaries on a river bank, They have to cross in a boat that can only carry three people. If the cannibals ever outnumber the missionaries then the cannibals will eat the missionaries. How do they all get to the other side?

- | | | | | | |
|-----------|-------|------|---------|--------|------|
| 1) MMMCCC | | | 2) MMCC | (MC)> | |
| 3) MMCC | (M)< | C | 4) MC | (MMC)> | C |
| 5) MC | (MC)< | MC | 5) C | (MMC)> | MC |
| 6) C | (M)< | MMCC | 6) | (MC)> | MMCC |

Word Association (2)

Those playing should sit in a circle. Someone playing begins by saying a word, the person next to them has to say a different word which is associated with the first word. This continues round the circle, on every occasion the word must be associated to the one before but it must never repeat a word that has been used before. If a person hesitates or repeats a word then they are out.

Word Game

1. The players sit in a circle.
2. The first player gives a word e.g.: daffodil.
3. The second player has 3 seconds (the leader counts slowly 1,2,3,) to give a word which has no connection, however tenuous, for example 'light' would not be permissible since both 'light' and 'daffodil' come from a bulb but 'tadpole' probably has no connection.
4. However, the rest of the players have ten seconds to come up with a connection. Whether they find a connection or not the third player comes up with a new word.

The S.O.B. Quiz

Instructions: Each question below contains the initial of words that will make it correct. Find the missing words.

Example: 16 = O. in a P. *Ounces in a pound*

1. 26 L. of the A. _____
2. 7 W. of the A. W. _____
3. 1001 A.N. _____
4. 12 S. of the Z. _____
5. 54 C. in a D. (with the J.) _____
6. 9 P. in the S. S. _____
7. 88 P. K.. _____
8. 13 S. on the A. F. _____
9. 32 D. F. at which W. F. _____
10. 18 H. on the G.. C. _____
11. 90 D. in a R. A. _____
12. 200 D. for P. G. in M. _____
13. 8 S. on a S. S. _____
14. 3 B. M. (S. H. T. R.) _____
15. 4 Q. in a G. _____
16. 24 H. in a D. _____
17. 1 W. on a U. _____
18. 5 or 10 D. in a Z. C. in A. _____
19. 57 H. V. _____
20. 11 P. on a F. T. _____
21. 1000 W. that a P. is W. _____
22. 29 D. in F. in a L. Y. _____
23. 64 S. on a C. B. _____
24. 7 A's of M. _____
25. 206 B's of the B _____

Name these Sports and Pastimes

Instructions: Each clue refers to a Sport or Pastime. Find the missing words.

Example: An Insect. *Cricket*

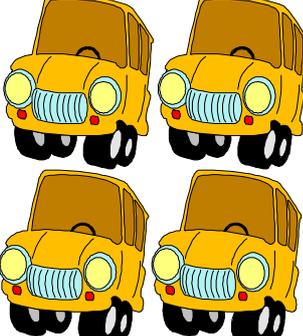
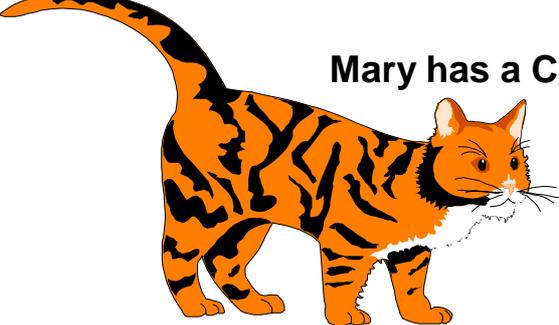
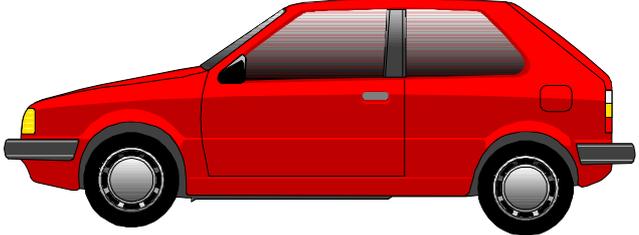
1. Two Kinds Of Bacon _____
2. Saves Getting Your Feet Wet _____
3. Boast _____
4. Great Explorer _____
5. Dashes Here And There _____
6. Stir The Fire _____
7. Public School _____
8. Temporary River Crossing _____
9. Having A Perm _____
10. Short Snooze _____
11. Two Pins Facing _____
12. Duke Of Beaufort's Home _____
13. Basins _____
14. Doors Left Open _____
15. Squeeze _____
16. Advice To The Henpecked Husband. _____
17. Moving Smoothly _____
18. Stone Throwing _____
19. Stop Neighbours Spying _____
20. Frenchman Fills In Pools Coupon _____

Bible Quiz

1. The name of a book of the Bible contains a fruit. Which book is it?
2. What two Chapters of the Bible are the same?
3. What is the shortest verse in the Old Testament?
4. What is the shortest chapter in the Bible?
5. Where did Jesus perform his first miracle?
6. In the Bible, who fell asleep during a sermon and died as a result?
7. In what book of the Bible do we find the quotation "God helps those who help themselves"?
8. In one of the first books of the Bible, who was seduced by his daughter-in-law?
9. In what book of the Bible does it command brides to shave their heads and manicure their nails?
10. The Bible characters Samson, David and Benaiah all have one thing in common. What is it?
11. What is the name of the Bible character who said "I have escaped with only the skin of my teeth"?
12. Which Bible character had the first king-sized bed?
13. Manna in the wilderness was likened to what kind of seed?
14. By what other name is Mount Sinai known?
15. Proverbially, a leopard can never change its spots. In the book of which Old Testament prophet do we find this saying?
16. Solomon made the steps of the temple and the palace out of what kind of wood?
17. What person is the Bible said "A living dog is better than a dead lion"?
18. Who were nicknamed "the sons of thunder"?
19. In the Church of Scotland, who does the Lord High Commissioner represent?
20. What was the name of the first Holy Roman Emperor, whose shrine is in Aachen Cathedral?
21. What is another name for the Star of David?
22. Which European cathedral covers the largest area?
23. Where is the highest spire in Great Britain?
24. In which city is the world's largest cathedral?
25. What is one of the devil's names which means "Lord of the Flies"?
26. Which doctrine was adopted by the Roman Catholic Church in 1870?
27. By what name was Pope John Paul 11 baptised?
28. Why were Crusaders so called?
29. Into how many houses is the General Synod of the Church of England divided?
30. In which country was the first Bible produced?
31. Where does the controversial "London Church of Christ" have its international headquarters?
32. To which world-wide "church" do Moonies belong?
33. What is the name of the Order which Mother Teresa of Calcutta has founded?
34. Who was the ruling elder of the 101 passengers who sailed to America on the Mayflower in September 1620?
35. Which Pope finally excommunicated Henry VIII of England?
36. Why is the Pope's residence in Rome called the Vatican?
37. Who is the patron saint of actors?
38. Who expressed the view that religion "Is the opium of the people"?

Hunt the Hamster

Work out who owns the hamster!

 <p>Ali has a Dog</p>	 <p>Carol is a Photographer</p>
 <p>There are Four Cars</p>	 <p>Mary drives a Ford</p>
 <p>The Librarian has a Rabbit</p>	 <p>The Doctor drives a Rolls Royce</p>
 <p>Mary has a Cat</p>	 <p>Carol drives a Fiat</p>
 <p>The Dog is in the Rolls Royce</p>	 <p>Jane is a Librarian</p>

Find the Link

Find the word the middle that links the two outer words. For example:

0	TELEPHONE		BOARD
---	-----------	--	-------

Would be “Bill”, Telephone Bill & BillBoard

1	YORKSHIRE		BASIN
2	SWEAT		COLLAR
3	HAIR		BOARD
4	HAND		CAKE
5	RIVER		HOUSE
6	FRUIT		EDGE
7	WATER		BLIND
8	PASSION		BOWL
9	FACE		PUFF
10	BONE		TEA
11	COFFEE		BAG
12	SALAD		GOWN
13	WHITE		VINEGAR
14	JACKET		SALAD
15	BROWN		PUDDING
16	OVER		HANGER
17	DAILY		IMAGE
18	SCRAP		MARK
19	SKY		BULB
20	LETTER		CLEVER
21	QUARTZ		SET
22	FRIDGE		BAG
23	RED		PETALS
24	CARPET		DRIVER
25	SNOW		BERRY
26	PLANT		LUCK
27	GIRL		DOG
28	CHEQUE		WORM
29	TOMATO		PAN
30	OAK		CREEPER
31	EDINBURGH		CRYSTAL
32	CUDDLY		BOY
33	WATER		SHED
34	DAILY		POLE
35	CINDER		RECORD
36	GOLF		SANDWICH
37	FAX		GUN
38	SCHOOL		STOP
39	TIMES		RIG
40	CHEMIST		FRONT

Number and Initial Quiz #1

Ex	16	O in a P	Ounces in a Pound
1	2	P in a Q	
2	100	M - L of the S C	
3	6	L on a F	
4	1000	G P to the P P for F H of R	
5	3	R in a O B M	
6	7	N T – H B in B	
7	1847	Y E C I	
8	3	0 T on a D B	
9	12	D D	
10	6	P Mc G N in T P	
11	1086	Y of E F C	
12	7	P in a W P T	
13	336	D on a G B	
14	76	T	
15	1775	Y J A B	
16	1971	Y D C I	
17	24	P on a D B (at S of G)	
18	15	M on a D M C	
19	12	M on a E J	
20	20	F O in a P	
21	8	P on a M C	
22	4840	S Y in an A	
23	296	S in the L T of P	
24	7	L on the R S	
25	635	M of P	
26	100	Y L of a H P	
27	220	Y in a F	
28	7	Y I	
29	3	M in a T	
30	19-19-19	0 0 V S	
31	6	P in an I H T	
32	50	W to L Y L (P S)	
33	7	A of M (S)	
34	3	K L T M	
35	31	C in the R A	
36	8	L on a D L L	
37	1955	Y J D D	
38	16	F on a S B S	
39	24	H from T (G P)	
40	168	D on a S of D	
41	12	S in an 0	
42	16	P in a G of C	
43	5	L in a L	
44	78	C in a T P	
45	4	S on a C	
46	3	GB on a P S	
47	1912	Y T S	
48	6	P on the S of D	
49	16	D in a nO	
50	2	H in a C	

51	21	G of N	
52	14	E V	
53	5	G L of C	
54	12	N of D	
55	1	D I F A (R C)	
56	12	A - S of the G S S	
57	1977	Y of the S J	
58	4	C in the H H	
59	8	L in an O S P	
60	112	P in a H	
61	1805	Y B of T F	
62	500	S of P in a R	
63	9	R on a C G B	
64	2	B in a M	
65	24	P on a B B	
66	5280	F in a M	
67	7	C in a S	
68	125	C of F	
69	150	C of U in M (P)	
70	13	At the L S	
71	5	S on a P	
72	20000	L U the S	
73	2001	A S O	
74	54	C S on a R C	
75	100	Y S B S	
76	1963	Y of the G T R	
77	2	E A on a I T	
78	1000	W in a K	
79	7	C in a R	
80	1973	Y UK J the EEC	
81	1000	Y in a M	
82	14	L in a S	
83	1929	Y of the W S C	
84	10	R P	
85	360	D in a C	
86	1	E on a C	
87	5	F S S in a P	
88	1955	Y I T V B B	
89	7	B for S B	
90	6	S in a G of C	
91	7	S on a T P P	
92	1812	T O	
93	5	S on a B	
94	8	P in G H S	
95	99½	W D (OR)	
96	1024	B in a K B	
97	625	H L M up a T P	
98	1963	Y D W E S C	
99	12	N on a C F	
100	-273.15	D C - T of A Z	

NUMBERS AND INITIALS QUIZ #2

Ex:	16	O in a P	Ounces in a Pound
1	7	D in a W	
2	3	B M [S H T R]	
3	14	L in a S	
4	365	D in a Y	
5	1	F in the G	
6	6	G [K of E]	
7	9	P in the S S	
8	20	H in a T	
9	7	W of the W	
10	1687	Y S I N D G	
11	24	H in a D	
12	180	H S in D	
13	2	W in a F	
14	1	S S for M [O G L for M]	
15	12	S of the Z	
16	4	W and a F	
17	81	S of N	
18	29	D in F in a L Y	
19	7	D [in SW]	
20	1928	Y P D [S A F]	
21	8	N in an O	
22	52	W in a Y	
23	1	F D [C]	
24	2	H are B T O	
25	1001	A N	
26	6	B in an O	
27	4	C P on a C	
28	27	B in the N T	
29	2	P F C	
30	1162	Y T B A A of C	
31	4	S of the Y	
32	36	N on a R W	
33	2	T D [and a P in a P T]	
34	600	M R I the V of D [C of the L B]	
35	13	U F S	
36	1760	Y in a M	
37	11	P in a HT	
38	0141	UK D C for G	
39	2	F of J	
40	1980	Y J L was M	
41	32	D F at W W F	
42	25	C of a F C S [p]	
43	6	C in N I	
44	3	M and a L L	
45	2	L D B S on a W [O C P O C P]	
46	40	D and N of the G F	
47	1684	L of the G W of C [M]	
48	22	B on a S T	
49	7	C in a R	
50	1492	Y of the F V of CC	

51	16	S of J	
52	2	O of T A B [M L]	
53	54	C in a D [I J]	
54	6	A N of C	
55	29028	H of M E [F]	
56	4	P in a B	
57	10	G B [H on the W]	
58	7	D S	
59	39	S for R H[J B]	
60	1922	Y of D of T T [HC]	
61	5	0 R	
62	12	L of H	
63	1	F 0 theC N	
64	3600	S in an H	
65	7	H of R	
66	40	W L B	
67	1728	C lin a C F	
68	1016	K in a T	
69	21	S in a G [0 M]	
70	1215	Y M C G by K J	
71	8	B in a B	
72	4	C of the E	
73	21	S on a D	
74	3 4	K at the D	
75	6	S on aG	
76	100	C in a D	
77	640	A in a SM	
78	7	S in U M [L B]	
79	206	B in the H S	
80	1963	Y J F K A	
81	14	P in a S	
82	666	N of the B	
83	4150	L of the R N [M]	
84	1	F S [T F J]	
85	147	M B in S	
86	12	H F on the B S	
87	6	S on the A F	
88	200	P for P G in M	
89	4	H of the A	
90	1605	Y of theG P	
91	13	a B D	
92	7	S on a F P P	
93	221	b B S[H of S H]	
94	3	T a L [C]	
95	6	W of K H theE	
96	90	N U in a G of B	
97	8	F in a M	
98	1	G T D A	
99	16	M on a D M C [Y H H and a B of R]	
100	24	L in the G A	

Number and Initial Quiz #1 Answers

Ex	16	O in a P	Ounces in a Pound
1	2	P in a Q	Pints in a Quart
2	100	M - L of the S C	Miles - Length of the Suez Canal
3	6	L on a F	Legs on a Fly
4	1000	G P to the P P for F H of R	Guilders Paid to the Pied Piper for Freeing Hamlin of Rats
5	3	R in a O B M	Rounds in an Olympic Boxing Match
6	7	N T - H B in B	No Trumps - Highest Bid in Bridge
7	1847	Y E C I	Year Eating Chocolate Invented
8	3	O T on a D B	Opposite Twenty on a Dart Board
9	12	D D	Drummers Drumming
10	6	P McG N in T P	Patrick McGoohans Number in The Prisoner
11	1086	Y of E F C	Year of England's First Census
12	7	P in a W P T	Players in a Water Polo Team
13	336	D on a G B	Dimples on a Golf Ball
14	76	T	Trombones
15	1775	Y J A B	Year Jane Aust in Born
16	1971	Y D C I	Year Decimal Currency Introduced
17	24	P on a D B (at S of G)	Pieces on a Draught Board (at Start of Game)
18	15	M on a D M C	Men on a Dead Mans Chest
19	12	M on a E J	Men on an English Jury
20	20	F O in a P	Fluid Ounces in a Pint
21	8	P on a M C	Points on a Maltese Cross
22	4840	S Y in an A	Square Yards in an Acre
23	296	S in the L T of P	Steps in the Leaning Tower of Pisa
24	7	L on the R S	Lions on the Royal Standard
25	635	M of P	Members of Parliament
26	100	Y L of a H P	Yards Length of a Hockey Pitch
27	220	Y in a F	Yards in a Furlong
28	7	Y I	Year Itch
29	3	M in a T	Men in a Tub
30	19-19-19	O O V S	Olive Oyl's Vital Statistics
31	6	P in an I H T	Players in an Ice Hockey Team
32	50	W to L Y L (P S)	Ways to Leave Your Lover (Paul Simon)
33	7	A of M (S)	Ages of Man (Shakespeare)
34	3	K L T M	Kittens Lost Their Mittens
35	31	C in the R A	Characters in the Russian Alphabet
36	8	L on a D L L	Legs on a Daddy Long Legs
37	1955	Y J D D	Year James Dean Died
38	16	F on a S B S	Feathers on a Standard Badminton Shuttlecock
39	24	H from T (G P)	Hours from Tulsa (Gene Pitney)
40	168	D on a S of D	Dots on a Set of Dominoes
41	12	S in an O	Semitones in an Octave
42	16	P in a G of C	Pawns in a Game of Chess
43	5	L in a L	Lines in a Limerick
44	78	C in a T P	Cards in a Tarot Pack
45	4	S on a C	Strings on a Cello
46	3	GB on a PS	Golden Balls on a Pawnbrokers Sign
47	1912	Y T S	Year Titanic Sunk
48	6	P on the S of D	Points on the Star of David
49	16	D in a nO	Drams in an Ounce
50	2	H in a C	Hulls in a Catamaran
51	21	G of N	Guns of Navarone

52	14	E V	Enigma Variations
53	5	G L of C	Great Lakes of Canada
54	12	N of D	Number of Disciples
55	1	D I F A (R C)	Day I'll Fly Away (Randy Crawford)
56	12	A - S of the G S S	August - Start of the Grouse Shooting Season
57	1977	Y of the S J	Year of the Silver Jubilee
58	4	C in the H H	Chambers in the Human Heart
59	8	L in an O S P	Lanes in a Olympic Swimming Pool
60	112	P in a H	Pounds in a Hundredweight
61	1805	Y B of T F	Year Battle of Trafalgar Fought
62	500	S of P in a R	Sheets of Paper in a Ream
63	9	R on a C G B	Rooms on a Cluedo Game Board
64	2	B in a M	Bottles in a Magnum
65	24	P on a B B	Points on a Backgammon Board
66	5280	F in a M	Feet in a Mile
67	7	C in a S	Colours in a Spectrum
68	125	C of F	Cube of Five
69	150	C of U in M (P)	Cost of Utilities in Monopoly (Pounds)
70	13	At the L S	at the Last Supper
71	5	S on a P	Sides on a Pentagon
72	20000	L U the S	Leagues Under the Sea
73	2001	A S O	A Space Odyssey
74	54	C S on a R C	Coloured Squares on a Rubiks Cube
75	100	Y S B S	Years Sleeping Beauty Slept
76	1963	Y of the G T R	Year of the Great Train Robbery
77	2	E A on a I T	Equal Angles on a isosceles Triangle
78	1000	W in a K	Watts in a Kilowatt
79	7	C in a R	Colours in a Rainbow
80	1973	Y UK J the EEC	Year UK Joined the EEC
81	1000	Y in a M	Years in a Millennium
82	14	L in a S	Lines in a Sonnet
83	1929	Y of the W S C	Year of the Wall Street Crash
84	10	R P	Rillington Place
85	360	D in a C	Degrees in a Circle
86	1	E on a C	Eye on a Cyclops
87	5	F S S in a P	Fat Sausages Sizzling in a Pan
88	1955	Y ITV B B	Year ITV Began Broadcasting
89	7	B for S B	Brides for Seven Brothers
90	6	S in a G of C	Stumps in a Game of Cricket
91	7	S on a T P P	Sides on a Twenty Pence Piece
92	1812	T O	Tchaicovskys Overture
93	5	S on a B	Strings on a Banjo
94	8	P in G H S	Planets in Gustav Hoist Suite
95	99½	W D (OR)	Won't Do (Otis Reading)
96	1024	B in a KB	Byes in a KiloByte
97	625	H L M up a T P	Horizontal Lines Make up a Television Picture
98	1963	Y D W E S C	Year Denmark Won Eurovision Song Contest
99	12	N on a C F	Numbers on a Clock Face
100	-273.15	D C - T of A Z	Degrees Centigrade - Temperature of Absolute Zero

NUMBERS AND INITIALS QUIZ #2 ANSWERS

1	7	D in a W	Days in a Week
2	3	B M [S H T R]	Blind Mice [See How They Run].
3	14	L in a S	Lines in a Sonnet
4	365	D in a Y	365 Days in a Year
5	1	F in the G	One Foot in the Grave
6	6	G [K of E]	Georges [Kings of England]
7	9	P in the S S	Planets in the Solar System
8	20	H in a T	Hundredweight in a Ton
9	7	W of the W	Wonders of the World.
10	1687	Y S I N D G	Year Sir Isaac Newton Discovered Gravity
11	24	H in a D	Hours in a Day
12	180	H S in D	Highest Score in Darts
13	2	W in a F	Weeks in a Fortnight
14	1	S S for M [O G L for M]	Small Step for Man, [one giant leap for mankind]
15	12	S of the Z	Signs of the Zodiac
16	4	W and a F	Weddings and a Funeral
17	81	S of N	Square of Nine.
18	29	D in F in a L Y	Days in February in a Leap Year
19	7	D [in SW]	Dwarfs [in Snow White]
20	1928	Y P D [S A F]	Year Penicillin Discovered [Sir Alexander Fleming]
21	8	N in an O	Notes in an Octave
22	52	W in a Y	Weeks in a Year
23	1	F D [C]	Fine Day [Chiffons]
24	2	H are B T O	Heads are Better Than One
25	1001	A N	Arabian Nights
26	6	B in an O	Balls in an Over.
27	4	C P on a C	Cardinal Points on a Compass
28	27	B in the N T	Books in the New Testament
29	2	P F C	Point Four Children
30	1162	Y T B A A of C	Year Thomas Beckett Appointed Archbishop
31	4	S of the Y	Seasons of the Year
32	36	N on a R W	Numbers on a Roulette Wheel
33	2	T D [and a P in a P T]	Turtle Doves [and a Partridge in a Pear Tree]
34	600	M R I the V of D [C of the L B]	Men Rode Into the Valley of Death [Charge of the Light Brigade]
35	13	U F S	Unlucky For Some
36	1760	Y in a M	Yards in a Mile
37	11	P in a HT	Players in a Hockey Team.
38	0141	UK D C for G	UK Dialling Code for Glasgow
39	2	F of J	Faces of Janus
40	1980	Y J L was M	Year John Lennon was Murderd
41	32	D F at W W F	Degrees Farenheit at Which Water Freezes
42	25	C of a F C S [p]	Cost of a First Class Stamp [pence]
43	6	C in N I	Counties in Northern Ireland
44	3	M and a L L	Men and a Little Lady.
45	2	L D B S on a W [O C P O C P]	Little Dickie Birds Sitting on a Wall [One Called Peter One Called Paul]
46	40	D and N of the G F	Days and Nights of the Great Flood
47	1684	L of the G W of C [M]	Length of the Great Wall of China [Miles]
48	22	B on a S T	Balls on a Snooker Table
49	7	C in a R	Colours in a Rainbow.
50	1492	Y of the F V of CC	Year of the First Voyage of Christopher Columbus

51	16	S of J	Satellites of Jupiter
52	2	O of T A B [M L]	Out of Three Aint Bad [Meat Loaf]
53	54	C in a D [I J]	Cards in a Deck [Including Jokers]
54	6	A N of C	Atomic Number of Carbon
55	29028	H of M E [F]	Height of Mount Everest [Feet].
56	4	P in a B	Pecks in a Bushel
57	10	G B [H on the W]	Green Bottles [Hanging on the Wall]
58	7	D S	Deadly Sins
59	39	S for R H[J B]	Steps for Richard Hannay [John Buchan]
60	1922	Y of D of T T [HC]	Year of Discovery of Tutankhamuns Tomb [Howard Carter]
61	5	0 R	Olympic Rings
62	12	L of H	Labours of Hercules
63	1	F 0 theC N	Flew Over the Cuckoos Nest
64	3600	S in an H	Seconds in an Hour
65	7	H of R	Hills of Rome
66	40	W L B	When Life Begins
67	1728	C lin a C F	Cubic Inches in a Cubic Foot
68	1016	K in a T	Kilos in a Ton
69	21	S in a G [0 M]	21 Shillings in a Guinea [Old Money]
70	1215	Y M C G by K J	Year Magna Carta Granted by King John
71	8	B in a B	Bits in a Byte
72	4	C of the E	Corners of the Earth
73	21	S on a D	Spots on a Die
74	3 4	K at the D	Knock at the Door
75	6	S on aG	Strings on a Guitar
76	100	C in a D	Cents in a Dollar
77	640	A in a SM	Acres in a Square Mile
78	7	S in U M [L B]	Stars in Ursa Minor [Little Bear]
79	206	B in the H S	Bones in the Human Skeleton
80	1963	Y J F K A	Year John Fitzgerald Kennedy Assassinated
81	14	P in a S	Pounds in a Stone
82	666	N of the B	Number of the Beast
83	4150	L of the R N [M]	Length of the River Nile [Miles]
84	1	F S [T F J]	For Sorrow [Two For Joy]
85	147	M B in S	Maximum Break in Snooker
86	12	H F on the B S	Hurricane Force on the Beaufort Scale
87	6	S on the A F	Stars on the Australian Flag
88	200	P for P G in M	Pounds for Passing Go in Monopoly
89	4	H of the A	Horsemen of the Apocalypse
90	1605	Y of theG P	Year of the Gunpowder Plot
91	13	a B D	a Bakers Dozen
92	7	S on a F P P	Sides on a Fifty Pence Piece
93	221	b B S[H of S H]	Baker Street [Home of Sherlock Holmes]
94	3	T a L [C]	Times a Lady [Commodores]
95	6	W of K H theE	Wives of King Henry the Eighth
96	90	N U in a G of B	Numbers Used in a Game of Bingo
97	8	F in a M	Furlongs in a Mile
98	1	G T D A	Good Turn Deserves Another
99	16	M on a D M C [Y H H and a B of R]	Men on a Dead Mans Chest [Yo Ho Ho and a Bottle of Rum]
100	24	L in the G A	Letters in the Greek Alphabet

The S.O.B. Quiz (Answers)

- | | |
|---|--|
| 1. 26 letters of the alphabet | 2. 7 wonders of the ancient world. |
| 3. 1001 Arabian nights | 4. 12 signs of the Zodiac |
| 5. 54 cards in a deck (with the Joker) | 6. 9 planets in the solar system. |
| 7. 88 piano keys | 8. 13 stripes on the American flag. |
| 9. 32 degrees F at which water freezes. | 10. 18 holes on the golf course. |
| 11. 90 degrees in a right angle. | 12. 200 dollars (pounds) for passing go on monopoly. |
| 13. 8 sides on a stop sign. | 14. 3 blind mice (see how they run) |
| 15. 4 quarts in a gallon | 16. 24 hours in a day |
| 17. 1 wheel on a unicycle | 18.. 5 or 10 digits on a zip (post) code in America. |
| 19. 57 Heinz varieties | 20. 11 players on a football team |
| 21. 1000 words that a picture is worth | 22. 29 days in February in a leap year. |
| 23. 64 spaces on a checkerboard. (Chessboard) | 24. 7 ages of man |
| 25. 206 bones of the body | |

Name these Sports and Pastimes (Answers)

- | | | | |
|---------------|--------------|--------------------|---------------|
| 1. Backgammon | 2. Bridge | 3. Brag | 4. Polo |
| 5. Darts | 6. Poker | 7. Rugby | 8. Pontoon |
| 9. Curling | 10. Nap | 11. Point to Point | 12. Badminton |
| 13. Bowls | 14. Draughts | 15. Squash | 16. Soccer |
| 17. Gliding | 18. Hurling | 19. Fencing | 20. Lacrosse |

Trees (Answers)

- | | | | |
|------------------|-------------|---------------|-------------------|
| 1. May | 2. Yew | 3. Plane | 4. Palm |
| 5. Pear | 6. Pine | 7. Plum. | 8. Beech |
| 9. Birch | 10. Cedar | 11. Spruce | 12. Willow |
| 13. Cyprus | 14. Redwood | 15. Chestnut | 16. Monkey Puzzle |
| 17. Mountain Ash | 18. Fir | 19. Apple | 20. Lime |
| 21. Oak | 22. Poplar | 23. Horn Beam | 24. Judas |

Bible Quiz

1. Phi (lemon), 2. Kings 19 and Isaiah 37, 3. "Eber, Peleg, Reu" - I Chronicles 1:25 4. Psalm 117 (Two verses), 5. Cana of Galilee - John 2:11 6. Eutychus - Acts 20:9, 7. It is not in the Bible, 8. Judah - Genesis 38:13-18, 9. Deuteronomy 21:11-12 10. They all slew a lion - Judges 14:5-6; 1 Samuel 17:34-36; 11 Samuel 23:20 11. Job - Job 19:20 12. Og, King of Bashan - Deuteronomy 3:1, 13. Coriander - Numbers 11:7 14. Mount Horeb - Exodus 3:1 15. Jeremiah - Jeremiah 13:23 16. Algum - II Chronicles 9:10-11 17. Solomon - Ecclesiastes 1:1 and 9:4 18. The two disciples, James and John - Mark 3:17 19. The Sovereign, 20. Charlemagne 21. Solomon's Seal 22. Seville 23. Salisbury, 24. New York 25. Beelzebub 26. Papal Infallibility 27. Karol Jozef Wojtyla, 28. From the cross worn on their clothing, 29. Three 30. Germany, 31. Los Angeles, 32. Unification Church, 33. The Order of the Missionaries of Charity, 34. William Bruiser 35. Paul III, 36. Because it is situated on the Mons Vaticanus, one of the seven hills of ancient Rome. 37. St. Vitus, 38. Karl Marx

Hunt the Hampster

Jane is a Librarian and has a Rabbit, Jane drives the Citroen (the fourth un-named Car)
Mary drives a Ford and has a Cat
The Doctor has a Rolls Royce and has a Dog, Ali is the Doctor
Carol has a Fiat and is a Photographer and has **THE HAMPSTER**

Find the Link Answers

1	YORKSHIRE	PUDDING	BASIN
2	SWEAT	SHIRT	COLLAR
3	HAIR	CLIP	BOARD
4	HAND	CREAM	CAKE
5	RIVER	BOAT	HOUSE
6	FRUIT	KNIFE	EDGE
7	WATER	COLOUR	BLIND
8	PASSION	FRUIT	BOWL
9	FACE	CREAM	PUFF
10	BONE	CHINA	TEA
11	COFFEE	BEAN	BAG
12	SALAD	DRESSING	GOWN
13	WHITE	WINE	VINEGAR
14	JACKET	POTATO	SALAD
15	BROWN	BREAD	PUDDING
16	OVER	COAT	HANGER
17	DAILY	MIRROR	IMAGE
18	SCRAP	BOOK	MARK
19	SKY	LIGHT	BULB
20	LETTER	BOX	CLEVER
21	QUARTZ	CRYSTAL	SET
22	FRIDGE	FREEZER	BAG
23	RED	ROSE	PETALS
24	CARPET	PILE	DRIVER
25	SNOW	GOOSE	BERRY
26	PLANT	POT	LUCK
27	GIRL	GUIDE	DOG
28	CHEQUE	BOOK	WORM
29	TOMATO	SAUCE	PAN
30	OAK	TREE	CREEPER
31	EDINBURGH	ROCK	CRYSTAL
32	CUDDLY	TOY	BOY
33	WATER	GARDEN	SHED
34	DAILY	TELEGRAPH	POLE
35	CINDER	TRACK	RECORD
36	GOLF	CLUB	SANDWICH
37	FAX	MACHINE	GUN
38	SCHOOL	BUS	STOP
39	TIMES	SQUARE	RIG
40	CHEMIST	SHOP	FRONT

Quiz Sheet

The Word Quiz (fill in the brackets)

Example: AN (other) WISE

- 1 BE () WAY
- 2 RAIL () WARD
- 3 KING () MAN
- 4 RING () SHIP
- 5 NEEDLE () SHOP
- 6 SHIP () AGE
- 7 COUNT () FALL
- 8 NEAR () WAYS

Name that Tune (and the group or artist that the following lines come from.)

- 1 ...so many ways my independence seems to vanish in the haze.
- 2 ...reach me by sailboat, find a tree and swing ...
- 3 ...your hearts in someone else's hands, monkey see ...
- 4 ...tease tease, you're happy when I'm on my knees...
- 5 ...or microwave a pussy-cat for your tea ...

The Maths Quiz (solve the following problems)

- 1 Finish the sequence, 1, 3, 7, (), 31, (), 127
- 2 Solve: $4x^2 + 8x + 6yx = -12y$
- 3 See figure 1. Find the missing number on each cube.

The Scavenger Hunt (collect these items)

- 1 The constituent elements of a glass of milk
- 2 An item containing the chemical symbol 'Pb'
- 3 A (genuine) autograph of Mr G. M. Gill.
- 4 A thistle
- 5 A musical instrument
- 6 An opening large enough for a camel
- 7 A liquid other than water
- 8 A used firelighter
- 9 A man made instrument used to transmit messages.
- 10 A hole.

The General Knowledge / Trivia Quiz

- 1 Who was the first man on the Moon?
- 2 Czechoslovakia is actually two countries in one, name both capitals
- 3 Which way do you fly around the world to gain a day?
- 4 When is Easter Sunday 1992?
- 5 Name the first person to break the Sound Barrier.
- 6 What is the telephone number for Scotland Yard?
- 7 Where would you find a 'Minim'?
- 8 What did Hannibal use to cross the Alps?
- 9 Name the first man made satellite, and the country who launched it.
- 10 Who scored a perfect '10'?
- 11 This record has 2000 'grooves' per mm, what is it?
- 12 What and where is the Lone Star State?
- 13 What is the maximum size for a Formula One engine?
- 14 Where do you find, and what is a 'Burgee'?



Figure 1.

Here is an ingenious desk calendar, in which two moveable cubes are used to denote (at the front of the tiled stand), every day in the month, from 01, 02, 03 through to 29, 30 & 31. The day 25 is showing at the moment.

Your task is to figure out which digits are concealed on each cube in the picture.

Quiz Sheet - The Answers

The Word Quiz(fill in the brackets)

Example:AN (other) WISE

- 1 BE (cause) WAY
- 2 RAIL (way) WARD
- 3 KING(fisher)MAN
- 4 RING (leader) SHIP
- 5 NEEDLE (work) SHOP
- 6 SHIP (wreck) AGE
- 7 COUNT (down) FALL
- 8 NEAR (by) WAYS

Name that Tune (and the group or artist that the following lines come from.)

- 1 Beatles - Help
- 2 Olita Adams - Get Here
- 3 George Michael - Cowboys & Indians
- 4 Clash -
- 5 Hale & Pace - Stonk..

The Maths Quiz (solve the following problems)

- 1 Finish the sequence,
1, 3, 7, (15), 31, (63), 127 - [Multiply by 2 & add 1]
- 2 Solve: $4x^2 + 8x + 6yx = -12y$ [x=-2 or x&y=0]
- 3 See figure 1. Find the missing number on each cube.
Black = 0,6,7,8 White = 0,1,2

The Scavenger Hunt(collect these items)

- 1 Grass
- 2 Pencil
- 3 Bank Note.
- 4 5p Coin
- 5 Anything Valid
- 6 Needle
- 7 Anything Valid
- 8 Match
- 9 Pen
- 10 Anything Valid

The General Knowledge / Trivia Quiz

- 1 Neil Armstrong, July 1969
- 2 Prague, Bratislava
- 3 West to East
- 4 April 19th
- 5 Chuck Yager
- 6 Whitehall 1212
- 7 On a musical score
- 8 Elephants
- 9 Sputnik, USSR.
- 10 Bo Derek (in the film 10) or Nadia Comenech
- 11 A Compact Disk
- 12 Texas, USA
- 13 3 litres
- 14 The flag on the very top of a yacht mast

Appendix One

34 (Finish)	Something You Would Like To Do	32	Your First Job	30	A Turning Point In Your Life	28	27
							26
When You Were Really Angry	19	Something You Did Well At School	21	22	23	Your Most Embarrassing Moment	25
17							
16	Your First Kiss	14	Your Favourite School Subject	12	Your Favourite T.V. Program	10	9
							Sunday School
Start	1	2	Your First Home	4	5	Grandad	7