



SUNDANCE PRODUCTIONS

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GAMES AND CONTESTS

LIMBO CONTEST: As the limbo music begins, contestants try to go under the limbo stick one by one. Each round, the bar lowers until just one person is left. These three rules apply: 1) Your chest can't touch the bar, 2) Your hands can't touch the floor, and 3) Your head must be the last thing to pass under the bar.

MILLIONAIRE: Bar/Bat appoints 3 team captains to select their team members. Each team sends a representative to the "hot seat" to answer trivia questions (or Name That Tune/TV Show) about the guest of honor. If they guess correctly, the other teams each lose one player. If they guess incorrectly, they are ejected, and the next person sits down. The surviving team's members go on to compete against each other until one winner remains.

LIP-SYNC CONTEST: Groups of one to six contestants per team line up. Each team performs in front of three judges for the elimination round. After all teams have finished and two finalist teams have been selected, they go on to perform a song of their choice, and winning team is chosen by the panel of judges (As AMERICAN IDOL).

COKE & PEPSI: Each participant picks a partner and two lines are formed. Both lines face each other at opposite sides of the dance floor. When the music starts, everyone dances in place. When the music stops, the DJ calls either "COKE", "PEPSI", "Dr. PEPPER", "7-UP", FREEZE, etc.... Each command represents a different action. For each round, the last team to complete each action is out. The last remaining team wins.

BUBBLE WRAP: Four or five teams compete in stomping out EVERY bubble in a sheet of industrial strength bubble wrap, each member switching after 3 seconds. When a team thinks they have completed its sheet, an inspection by the judges will reveal if they are the winners. If it is incomplete, the whole team is disqualified.

21 CUP RELAY: Two or three teams compete to build a 7 layer pyramid using Styrofoam cups, each team member running to the opposite side of the dance floor to get the next cup. First team to complete perfect pyramid wins.

BALLOON STUFF: 3-5 teams each select a skinny person who will wear a jumbo red jumpsuit that we provide. Teammates proceed to stuff him/her with as many balloons as possible before the music stops. The results are hilarious as the "stuffees" are asked to pose in numerous ways before judges decide which team performs best.

PASS THE BALLOON: Everyone forms a circle around the dance floor. When the music begins, the balloon (filled with water, optional) is passed around the circle, *with or without using hands*. When the music stops, whoever is in possession of the balloon is out. Music starts again. First prize goes to last remaining person.

BACK TO BACK: Everyone dances in place. When the music stops, everyone finds a partner to interlock arms with (back to back). The last two people to form a team are out, and the music starts again. Last remaining team wins.

HUGGY BEAR: Contestants start dancing when the music begins. When the music stops, the DJ calls out a number (from one to five). Contestants must then form into groups of that number while hugging each other. Any remaining people that cannot form a correctly numbered group are out. After several rounds, the last two remaining people are the winners. (NOTE: This game will tell you who your friends *really* are!)

NAME THAT TUNE / TV SHOW: Participants listen to the first second of a well-known song (might be played backwards as well). The person guessing the most number of correct songs wins.

HULA-HOOP CONTEST: Contestants form into groups of four. When the music starts, all of the contestants start hula-hooping. The object is to keep the hoop from falling to the ground. The last person still hula-hooping is the winner of the round, and will advance to the finals where they "spin" for first prize.

MUSICAL CHAIRS / MUSICAL GUYS: Two rows of chairs (or guys) are lined up on the dance floor back-to-back. The number of chairs is one less than the number of participants. When the music starts, contestants begin walking around the two rows of chairs. When the music stops, contestants sit in the chairs, or on the guys' laps. (only one per chair!) One person is eliminated each round, as well as one chair. Last remaining person wins.

MUSICAL CHAIRS / SCAVENGER HUNT: Same as musical chairs, except that when the music stops, they must find an item called out by the DJ (ex... an out of state driver's license). Last one returning to their chair is out.

WORD ASSOCIATION: Two teams line up. One representative of each team alternates quickly saying words into microphone having to do with a given subject. He who hesitates is out! Surviving team wins. Mentally stimulating!!