

LIP SYNC CONTEST:

The Lip Sync Contest has great entertainment value if conducted efficiently. It allows the kids/adults to show off.

Early in the party, announce that there will be a Lip Sync Contest and have the sign up sheet ready. Limit the number of entries to no more than eight groups of people. A good gimmick to start the sign ups is to tell them the first to sign up will perform last.

About two thirds of the way through the event is an appropriate time for this contest. Announce that it will begin after the next record. This allows time for all to get ready. At the beginning, announce that the judging will be scored upon volume of the audience's applause. (a db meter could be used "The Clapmeter")

Cue up the first song and then announce the first group or person and who they will be lip syncing to. Do not let the song run more than two minutes or so, and if the contestants are really lame and embarrassing themselves too much, you may cut it short. Try and judge the volume of applause fairly and write down the scores on a sheet (meter measurement). Usually there will be a clear-cut winner and so keep their song ready to play at the end. "And the winner is... (play the song) come on out here Josh and do it again!" Have a runner up prize for any younger contestant who tried hard.

FREEZE DANCE:

This is a good ICE BREAKER as this game does not require couples.

Announce the game - "Everyone on the dance floor for a Freeze Dance". Generally the kids will join in without too much encouragement. Start the music immediately. When there are enough people on the dance floor, cut the music. Of course, many will not freeze and so announce, "Just a Test - here we go".

The Freeze Dance is difficult to judge so it helps to get a couple of volunteer judges from the crowd to assist. Cut the music and eliminate those who move. Tell all who are out to stay off the dance floor. Be strict but nice as there will often be a couple of kids who will try and disrupt things.

As more are eliminated tell the contestants to move around as they will tend to just sway in one position and have them face the other direction so they can't see you.

An extra twist to this contest at this point is to initiate the "Anti-Freeze". Stop for a minute and explain the rules: "Okay - now we will do the Anti-Freeze. Whenever I say 'Change', we do the Anti-Freeze and when I say 'Change' again, we go back to the Freeze. During the Anti-Freeze you have to dance when the music stops and freeze when it starts...Okay, got it?

Good!...Change!". The kids will now be dancing to no music - at this point say something like, "this is the type of party the neighbors like" or "okay, we're going home now - have a good time!" Keep changing from the Freeze to the Anti-Freeze and you should confuse all enough to get a winner.

MUSICAL PEOPLE:

This game is basically Musical Chairs but get more boy-girl interaction with the kids.

Get all the boys on the dance floor facing each other in a line. Have them turn around and kneel on one knee. Now tell the girls to stand in front of a guy. Announce, "this is Musical People". Get one of the guys to volunteer to leave. (He could be used as a judge). Start the music and when it stops the girls must sit on a lap. One will be out. Repeat the steps above until only one couple remains.

WEDDING MESSAGE:

Take a cell phone to the wedding and call the Bride and Groom's phone machine, when it

picks up put the microphone up to the speaker phone so everyone can hear their message and have everyone scream CONGRATULATIONS at the beep, so when they get home they have a hundred people or so on their message machine.

MUMMY GAME:

Group into teams of two. One person gets a roll of toilet paper and wraps the other from head to toe. The DJ plays "Walk Like an Egyptian" while players wrap toilet paper. At the end of the song, the DJ asks the audience to vote with their applause for the best mummy. (Be sure to have a large trash bag handy to collect the discarded paper.)

Another variation of this game could be called the SNOWMAN GAME, for holiday parties. Same as the Mummy Game, but play "Frosty the Snowman" and have carrots to insert into the mouths of the finished showmen.

MUSICAL HUGS

Similar to Musical Chairs. Group into teams of two. One person from each team forms a line across the dance floor, shoulder-to-shoulder, facing opposite directions (like the "chairs" in Musical Chairs. Other players circle around the line 'til the music stops. Players must then get to their partner and hug them. The last one to hug is out.

ROCK 'N ROLL GUITARS

Get plastic blow-up guitars. Select a group of "performers" to do the best "air-guitar" using the blow-up props.

CONGA LINE:

Use plastic give-away maracas for the Conga Line. Use long mylar acrobatic streamers. Form the Conga Line and play "The Conga", "The Locomotion" or "Hot Hot Hot" having the dancers wave the streamers as they dance.

MULTIPLICATION DANCE:

Use several slow songs, continuous.

One couple in the middle of the dance floor, (Bride and Groom, Host and Hostess, etc.)

Everyone else forms a circle around the perimeter of the dance floor.

1. Explain when the DJ yells "Break", those dancing in the center must rush and grab someone not dancing (from the circle or from the seats), i.e. 2 people grab 2 others = 4; 4 people grab 4 others = 8; 8 people grab 8 others = 16, etc.
2. Hype crowd up. Hurry them. Keep it moving.
3. Eventually, after everyone is dancing, everyone switches partners on "Break".

CIRCLE CONTEST

Play "U Can't Touch This", "Ice Ice Baby", "Hooked on Swing", "Rapper's Delight" and any good strutting music.

Form two circles. One circle of men facing outward and one circle of ladies outside. (Ladies and Gentlemen are facing each other.)

1. Have everyone raise their right hand.
2. Explain, "when the music starts, everyone moves to their right – ladies move in opposite direction of the men. When the music stops, the last person to grab or be grabbed by the person directly in front of them is 'out'".
3. Start the music. Keep it faced paced. Have them clap hands in time to the music.

4. When the music stops, yell "Grab 'em" into the mic.
5. Stop and start the music. Eliminate people.
6. When you get down to the last two couples, have the women join hands around the men. Start the music – men to the right, women rotate to the left. When the music stops, the first 2 people to grab or be grabbed are the winning couple. Announce their names. Call for a round of applause and award prizes, if appropriate.

LINE DANCE:

Play "Strokin'", "Hang on Sloopy", "The Wanderer", "Respect" or "Get Down On It".

Get two parallel lines. Men in one line, ladies in the other line. Use the host, hostess or a guest to use the mic to call others to join in. Explain: "you must stroll, bump or dance down the middle of the lines. When you get to the end, get back in line. Couples keep moving down the center.

Don't let them wait until the couples before them reaches the end of the line". Can be continued for several songs to promote maximum participation. Have everyone clap their hands and keep it hyped over the mic.

BALLOON PASSING RACE:

Play "Wipe Out" or any upbeat, exciting, fast song.

Get two parallel lines, alternating male-female-male-female. There must be the same amount of people in each line. Give a balloon to the first person in each line. Explain that when the music starts, they must pass the balloon to the end of the line and back again. Start the music and let them pass the balloon. When the balloon reaches the middle of the line, turn the music off and say, "Wait! That's too easy. Let's pass the balloon between the knees, with your hands behind your back. To the end of the line and back up again. The first line to pass the balloon down and back up again is the winning team." Start the music and say "Go!" Keep the music loud and upbeat. When the balloon reaches the front of the winning team's line, announce, "The winning team gets to lead everyone in the Locomotion". Go right into the Locomotion. Get people still seated to join in.

Another idea – pass the balloon neck-to-neck or knees-to-neck.

LOCOMOTION:

Play "Conga", "Locomotion", "Love Train", "Chattanooga Choo Choo", "Come On 'N Ride The Train", "Party Train", "Night Train", etc.

Everyone gets in line alternating male-female-male, etc., with hands on hips of person directly in front of them. Whisper to first person in line to lead the line between tables, outside, etc. Start the music and tell them where to take the "train". Have people in the line pull up those who are still seated.

SOUND ENTERTAINMENT CONTEST:

Play "Born To Run". Invite couples onto dance floor - ladies in one line and men in the other. Have both lines face each other and separate both lines 15 to 30 feet. Have everyone step forward and shake hands with the person directly across from them (that person will be their partner). Men are "Sound". Ladies are "Entertainment". When the DJ yells "Sound", the guys run over and sit on the girl's knees and then run back to their original position very quickly. The last guy to sit on a knee and his partner are "out". When the DJ yells "Entertainment", the girls run over and sit on the guy's knees. The last girl to sit on a knee and her partner are "out". Continue this procedure until only two couples are left. Separate these last two couples by a large

distance, this makes the contest more interesting. Announce the winning couple's names. Call for a round of applause.

LIMBO CONTEST:

Play "Limbo Rock", "Banana Boat" or "Hot Hot Hot".

Two people holding a broom or stick by either ends in the middle of the dance floor – one line of participants behind the limbo pole. Be sure that the line of participants faces the audience.

Have one person demonstrate the correct way to do the Limbo: chest and face toward the ceiling (or sky). Explain that the participants are not allowed to touch the floor with their hands.

Have everyone "limbo" under the pole. Eliminate those who touch the pole, fall or place one or more hands on the floor. Announce the winner's name. Call for a round of applause.

Hints: Get a "spotter" from the audience. This is someone who stands behind the pole and catches someone if they fall. Blindfold the last few contestants and then remove the limbo stick!

DOLLAR DANCE (Weddings):

Traditionally done at weddings or other adult functions. Play any appropriate slow song.

Have the Bride and Groom standing next to each other on the dance floor, facing the audience. Have the Best Man and the Maid/Matron of Honor stand on either side of the Bride and Groom. Form a line next to the appropriate person. Have everyone remove a dollar bill from their pocket. The Bride and Groom take turns dancing with each man and lady. Each person pays their dollar to either the Best Man or the Maid/Matron of Honor.

Only let the people dance for 10-15 seconds, or a Dollar Dance would run forever!

MOST INVENTIVE DANCE CONTEST:

Play "The Stripper".

Announce that you have a very special song to play. When the song is played, you have a prize for the "most inventive" dancer. Play "The Stripper" and watch them go crazy. Hype it! Make them compete with each other. Have the audience choose the winner by applause.

THE HORA

Play "Hava Nagila" or the "Hora Medley".

Have all the guests form a circle in the middle of the dance floor. Everyone joins hands in the circle. Play a song and people dance to their right, then left, and kick their feet into the air. Get all ages involved. Traditionally played at a Jewish function.

ALLEY CAT

Play the "Alley Cat".

Call everyone onto the dance floor. Organize them into several lines.

Demonstrate the following steps:

Right foot to the side and back

Right " "

Left " "

Left " "

Right foot back, touch toe to floor

Right " "

Left " "

Left " "

Lift right knee up
Lift "
Lift left knee up
Lift "
Clap hands
Jump ¼ turn to right
Start from new position
Play music, lead the audience and call out the steps.

DANCE ROUTINE

Have two lines of people facing each other, one line males and the other females. Do a three step plus kick dance (left, right, left, kick). Have the women pick it up first, the make sure the guys have it. When the guys have it, have them yell "HO" when they kick. Once they've got it down, do your usual line dance with couple passing through the middle. Towards the end, stop the music. Have the ladies roll up the men's pant legs and have a HOT LEGS contest. The gentlemen get 5 seconds to display their legs in the most attractive way possible. Once the men have shown their legs, the ladies vote by applause.

SOME POSSIBLE LINES TO USE:

"Now we are going to have a special after-dinner dance. If you love or care for the person you're with, please invite them to dance."
...to further encourage them: "...if you like the person you're with, ask them to dance..."
...further: "...even if you don't like the person you're with, go ahead. Let's have fun and ask the person to dance anyway!"
"How many people are here to celebrate the love of Jack and Jill? Then come on up and join them on the dance floor. Let's Celebrate!"

TIPS TO GET A DEAD CROWN GOING

Ask for a specific female (preferably attractive) to come up to the DJ booth. When she arrives, ask her (off the mic) her name and if she has her eye on a particular guy. Then over the mic, ask that guy to dance with her. Then state, "ladies, see how easy that is? If you would like to dance with someone here, just go right up and ask."

At schools, always declare this rule at the beginning of the evening: "OK students of Kennedy Jr. High. The only rule Spotlight Events DJs want you to follow is that everyone must have a good time. To make sure this works, we have declared a rule for the evening – NO COOTIES. That means you guys have no reason to not ask that girl. It doesn't mean you have to get married, but it does mean that you'll have a better dance. Also, if we catch anyone making fun of other people dancing, we assure you, we'll embarrass you more."

DINNER TIME ACTIVITIES

Bring some spare keys with you. Secretly distribute ten to five (5) or six (6) attractive women plus a grandmother or elderly woman. Explain to them, "I will be asking you to bring these up later, you'll know when. With Grandma, tell her to wait until you have received all the other keys and then when you say, 'this is the last chance, if anyone else has a key, please bring it up.'" During dinner announce, "well ladies, now that Tim (Groom) has decided to settle in, he's asking that all of you who may have keys to his house to return them now, so if you would please bring them to us. The DJ will be collecting them." After all of the young women have come up, repeat, "now this is your last chance ladies...Tim really needs those keys back. If anyone else has

been spending late evenings with Tim, please make sure you get those keys up here." Then Grandma comes up and everybody laughs riotously.

During dinner, announce "Ladies and Gentlemen, Chris and Tanya would really like to have you all get to know each other better. So, could we have one volunteer from each table raise their hand. I promise this doesn't require public speaking and won't be embarrassing." Wait until you have a volunteer from each table. Then explain, "if that volunteer would please introduce him or herself to the rest of their table, explain what their relationship is to the Bride and Groom, tell what they do for a living and then, if they would like, tell a funny story about the Bride and Groom, we would all get a chance to know each other a little better." After that person is done, if the person on their left would do the same, Chris and Tanya would really appreciate it.

SCOTCH AND SODA – Kids game (see also Sound Entertainment Contest)

Have everyone pick a partner of the opposite sex. Line the girls up shoulder to shoulder, and line the boys up facing the girls about ten (10) feet away. Everyone should be looking straight ahead at their partners.

Explain these rules to them: "When I say 'SCOTCH', that's the cue for the guys to drop to one knee and for the girls to run across the floor, sit on your partner's bended knee, then stand up and run back to the starting line. The last girl to make it back is out, as well as her partner. When I say 'SODA', the girls drop to one knee and the boys run over. The last boy to return to the starting line after sitting on his partner's knee is out, as well as his partner."

When you're down to three or four couples, call out, "Scotch and Soda!" and watch the comic results. It almost looks like slam dancing.

PAIRING OFF (Great for Reunions)

Before anyone arrives, prepare a stack of index cards. Each card should bear the name of one member of a famous couple, and you should have as many cards as you have players. In case you get an odd number of players, prepare three cards with the names of members of a famous trio.

For example, if you're having twelve players, you might prepare cards for Martha & George Washington, George Burns & Gracie Allen, Anthony & Cleopatra, Donnie & Marie Osmon, Batman & Robin, Tom Sawyer & Huck Finn. As each guest arrives, select a card at random and pin it or tape it to his back without reading the name.

The object of the game is to be the first player to locate its "other half". George & Martha Washington would be look for one another, as would Anthony & Cleopatra, and so forth.

Unfortunately, players don't know who they are looking for because they don't know who they are! So each player should set out to discover himself by asking questions of the other players.

Anything is fair except a question such as "who am I?" The other players are allowed to look at the name tag and give hints or answers to the identities, but only in response to direct questions.

TELEGRAMS (for kids)

Give each player a pencil and a piece of paper and arrange everyone comfortably so that no one can see his neighbor's paper. Decide who will go first and establish an order of play for everyone else.

Now each player in turn calls out a letter of the alphabet and everyone writes them down across the top of the paper. Continue calling out letters until the players have either 5, 10 or 15 letters, depending on how difficult you wish to make the game. Use 5 letters for an easier game; 15 for a much more difficult one.

Give the players a time limit of five minutes (you may shorten or lengthen this) to create a telegram out of the letters. You do this by using each letter as the first letter of a word. Example:

let's say the letters are h, a, r, w, t, e, b, f, i & c. My telegram might read, "Having A Really Weird Time Eating Bananas Fried In Chocolate".

After the time limit is up, each player reads his telegram aloud. Declare the owner of the most original, cleverest & funniest telegram the winner.

OLDER BIRTHDAY PARTIES

At older birthday parties (40, 50, 60 and older) do a "this is your life" routine. All the information on the birthday person can be obtained from the person giving the party. Mark important days with the information with one of the top songs from that month and year planning in the background. You can also have surprise guests show up at a particular point in the program.

FEATHER RACING

Feather racing is a relay race that is best played with several teams of at least three or four players per team. You may play in the backyard, but a long room will do nicely too. First, create starting and finishing lines. The length of the race is up to you and the players; you should consider ages and skill levels. If necessary, you may handicap a team of older, more skillful players by extending their finishing line farther than the others.

Line up teams at the starting line and give the first players of each team a paper plate on which a small feather sits. At the signal "GO!", players race to the finish line and back to the starting line as fast as they can without dropping the feather. No player may touch the feather in any way during the race. If a feather falls or is blown off a plate, that player must pick it up and return to the start line to begin his relay again.

GRANDMOTHER'S TRUNK

You need at least three people for a good game of Grandmother's Trunk, more if you have them, but limit the group to no more than 8 or 10. No equipment or special play area is needed. First, decide who will start, and establish a playing order for everyone else. The first player thinks of something, a radio, for example, and says, "I put a radio in Grandmother's trunk." The next player must think of another object, a bar of soap, for example, and add it by saying, "I put a radio and a bar of soap in Grandmother's trunk."

In this manner, the sentence gets longer and longer and longer until players begin to forget everything that has been packed in Grandmother's trunk. When a player makes a mistake reciting the sentence, he is disqualified, and the play continues. The last player remaining is the winner and gets to start a new round.

A more difficult variation of the game requires that the objects be loaded into Grandmother's trunk alphabetically! A partially constructed sentence would read something like this: "I put an antler, a biscuit, a canary, a dodo bird, and an Easter egg in Grandmother's trunk." There is no restriction on how long an entry may be, so long as it starts with the next letter of the alphabet. Of course, the group can always object and veto one that is too long or too difficult to remember.

BALLOON GAME

Start with two groups of kids (or adults) with balloons. At the time you yell "GO!", the kids blow up balloons – one by one – sit on them till they bust. Then the next team member does the same thing. The first team to finish wins.

SHORT PEOPLE DANCE

While everyone is out dancing, go out to the center and start dancing with a group of people already out there. Shortly after you've started dancing, start looking down on the floor in a worried way like you lost your only contact lens. Ask the people immediately around you to get down and help you look. This will usually have somewhat of a domino effect that a lot of others will usually get down to help look. When you have a lot of people down on their knees, tell them to be careful and that you're going to put some more lights on. Go back to the DJ area and mix right into "Short People." Have everyone get on their knees and dance or sway and sing to the song.

OPPOSITE AS THE DJ SAYS

You'll need six chairs, six hats and six cigarettes.

Get five volunteers and give each a hat and an unlit cigarette. DJ gets the same. Line up 5 chairs and have the 6th about four feet away facing them. Have each person stand in front of a chair. Explain that the DJ will be either standing or sitting, have the hat on or off, and the cigarette in or out of his mouth. The object is to be doing the opposite of the DJ when he yells "FREEZE", so: if the DJ is standing, they should be sitting, if the DJ's hat is on, theirs should be off, if the DJ's cigarette is out, theirs should be in. Start slowly, by calling out what you're doing. Give them a change to get into the groove. Slowly start to speed up. Eliminate anyone that is not doing the opposite each time you yell "FREEZE". As you progress, start calling out different from what you're doing, (i.e., "hat on" when you're actually standing up.)

BROOM HILDA DANCE

Call as many couple up to the dance floor as possible. Ad lib about how you wanted to do something special for all the couples. Mention that you feel bad because you were telling one of the guests about this dance and that he started getting a little upset because he was there alone. Explain that you felt so bad about it, you had to find him a partner. Call the person up and tell him the only person you could find was Broom Hilda. Explain that Broom Hilda will be his dance partner; however, a little ways into the song you're going to say "switch". When you do, everyone is to switch partners, and whoever ends up without a dance partner will end up with Broom Hilda. I would suggest using one of the Crazy Ed types to start out dancing with the broom. You might also want to pre-arrange it with him so that he's not caught off-guard.

SNOWBALL

One couple starts dancing. After dancing about 40-60 seconds, you call "Snowball", the couple splits off to find someone sitting and asks them to dance. This can continue until the dance floor is full or everyone is dancing.

CO-ED MUSICAL CHAIRS

Same as regular Musical Chairs, except you call "male" or "female". The gender called must sit in the chair and the opposite gender must sit on their lap.

ELASTIC HOOP RELAY

First, you need to get 2 elastic bands from a fabric store, about 3" wide. The length will depend on whether the game is for children or adults. For adults, the length is about 22". Loop the ends together and sew them good and strong. You will need two lines, boy, girl, boy, girl. The object is to take the elastic hoop over your head and slither your body through the hoop to your feet and then pass it to the next in line. The first line done is the winner. It might be more risqué if they start

from their feet and bring it up to their head. (Question: Can you make the loop 44" and have the couple slither through together?)

TV THEME SONGS

I use this at the end of dinner, before speeches or dancing. Simply tape about 20 seconds of about 12-15 TV theme songs, new and old. First person to shout out the TV show gets a prize. When the guests come up to receive their prize, you can also have a trivia question dealing with that particular show, for an additional prize. I usually say no repeat winners to eliminate the "couch potatoes".

NAME THAT GROUP

During a song, I will tell the dancers if they are the FIRST to name any of the artists to the song playing they will receive a prize.

GARTER TOSS WITH REVERSAL AND A SWITCH

Proceed with the Groom tossing the garter to all unmarried gentlemen (EMPHASIZE THAT ALL PARTICIPATING ARE ADULTS or YOUR CHOICE). After this has been completed have the gentleman who caught the garter remain with you on the dance floor and proceed to call the lady who caught the bouquet to the dance floor. Find a chair and ask the lady to sit down, then ask if they have any idea of what needs to happen (AD LIBS). Explain in detail that the gentleman is suppose to put the garter on her leg; the higher she allows it to go, the richer the Bride and Groom will be on their marriage. (AD LIBS – ASK IF THEY HAVE THE IDEA AND JOKE ABOUT IT) Tell the gentleman to begin when he is ready. When he begins, stop him in his tracks and mention to him and the guests that it's too easy for him (PLAY ON THIS). Proceed to ask if they have any suggestions on how it can be made any harder for him. (PLAY ON THIS FOR A WHILE, AND IF THE SUGGESTION OF A BLIND FOLDING HIM DOES NOT COME UP, MENTION IT YOURSELF). Now comes time to blindfold him. When he can't see, the Groom will take the place of the lady and sits in the chair – pre-planned prior to reception. The Groom proceeds to take one shoe and sock off and roll up his pant leg. When he is finished, escort the gentleman to the chair and kneel him down. Tell him that you will start him off by putting the garter on (her) leg. But there is another catch, he has to put it on with his teeth. Help him by stretching the garter from the Groom's leg to the gentleman's teeth. Tell him to start when he hears the music and that she will stop him at the appropriate time. When he reaches the point of no return, remove the blind fold. SURPRISE!! (Joke – make fun of "her" hairy leg, or anything else.)

PING PONG BALL RACE

(Requires a more adult racey crowd.) Pick the 6 or 7 best known couples from the crowd. Line up the men side by side, feet spread, hands behind head. Give each woman a ping pong ball. At the word "GO!", the women must insert the ping pong ball up the man's left pant leg at the shoe and manipulate the ball up around and then down the right pant leg. The first one to put the ball in the left pant leg and take it out of the right pant leg is the winner. Any help from the man means disqualification. (Golf balls can work. Tennis balls are probably too hard to use.)