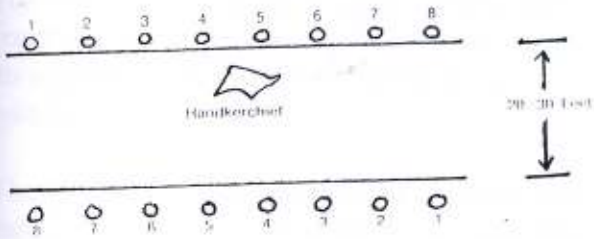


## STEAL THE BACON



Divide into two teams and line up the teams facing each other behind two lines (twenty to thirty feet apart). Each team should number off, so they have the same numbered players, but in opposite directions (see diagram). A handkerchief or towel is placed in the center, at the same distance from both teams.

The leader calls a number. The player on each team having the number runs to the center and tries to snatch the handkerchief and return to his goal without being tagged by the other player. The more skilled players will run into the center and hover over the handkerchief until he can snatch it and run when his opponent is off guard. Each successful return gains one point for the team. After each successful tag or score, the handkerchief is returned to the center, and another number is called. Play for a designated number of points. The leader should call numbers in a way that builds suspense. All numbers should be included, but it is well to repeat a number now and then to keep all players alert. Also, maintain interest by calling two or more numbers simultaneously (involving four or more players).

## CHURCH TRIVIA

Divide the group into teams (or persons may compete individually) and give each a list of unusual things in the church to identify. Here's a sample list:

1. The name of the company that manufactured the church's fire extinguisher.
2. The number of steps in the baptistry.
3. The number of fuses in the fuse box.
4. The location of the first-aid kit.
5. The last word in (A certain book in the church library).

6. The number of yellow lines painted on the parking lot.

Your list should include twenty or so items such as these. On "go", everyone tries to locate the various information required as quickly as possible. With teams, the questions can be assigned to the different team members. The first to finish, or the most questions correctly answered, wins.

This game can be adapted to any location by merely changing the questions to fit the location (e.g. school).

## CROWS AND CRANES

Divide the group into two teams. One side is the "Crows", the other is the "Cranes". The two teams are lined up facing each other on two lines four or five feet apart. The leader flips a coin (heads - "Crows", tails - "Cranes") and yells out the name of the team which won the toss. If he yells "Crows", the "Crows" must turn around and run, with the "Cranes" in hot pursuit. If any of the "Cranes" succeed in touching a member (or members) of the "Crows" before he crosses a given line (20 to 60 feet away), he is considered a captive of the "Cranes" and must aid the "Cranes" when play continues. The team which captures all the members of the other team is the winner.

