

STUNTS

BABY BOTTLE COKE DRINKING CONTEST

Call for four people to participate in a coke drinking contest. When you get the four up front, tell them that this is not a regular coke drinking contest; for this one, they will need someone to feed the coke to them. (If you have adult sponsors, have them feed it to the young person) When they come on stage tell them the coke is in a bottle, then pull out the baby bottles and show them to the crowd. You can have the adult sit on a chair and have the young person sit in his lap and feed it to them like you would a baby. (Also, you can have the person drinking the coke sit on the chair and the one feeding it behind the person in the chair.) They cannot squeeze the bottle; only suck on it. First one done is the winner. You might want to prepare the bottle by enlarging the hole in the nipple.

CANDLE SHOOT OUT

You will need four volunteers. Two of them sit on chairs that are back to back (so that the audience will be able to see everything). The ones sitting down are handed a paper plate that they need to hold on their head. On top of the plate, you put a small candle. You then hand the other two a squirt gun and have them stand in front of their partner about 6-10 feet away. You tell them that when you say go, they are to squirt out the lighted candle. You then light the candles and step back.

THERE'S A B'AR

Get about three or four people to line up in front of the group shoulder to shoulder with the leader at the beginning of the line. The leader says, "There's a b'ar!" and the kid next to him would say, "Whar?" and the leader would say, "Over thar" and point to a spot off to his left with his right hand (so that he crosses his body with his arm). The kid is to do the same thing and hold that position. He then passes it down to the next person in line until everyone is in that position. The leader then starts again and points to his right with his left arm. Then the leader squats and points with his foot across his body. By this time, all the participants should be a bit off balance. The final time, the leader, in response to the question "Whar," points with his shoulder so that while doing this he pushes the guy next to him into the rest so that the domino effect puts everyone on the floor.

COWBOY, LASSO, STEER

This is a take off of the old paper, rock, scissors game. You replace the objects with things that fit your theme. You need to do these standing up. For cowboy, make the motion of drawing two guns from your hip. The lasso is left hand on your hip and right hand up in the air like you are throwing a rope. Steer is holding your hands on your head like you have horns. Have the entire group stand up, back to back, and pick a partner. When you count to three, they should all jump up in the air and turn around while doing one of the three motions. Cowboy beats lasso, lasso beats steer, and steer beats cowboy. You may want them to repeat that with you a couple of times before you begin so that they all know. With a bigger group, you may want to tell them that if they lost or tied, they need to sit down. Then have another round. Once your group gets small enough, have everyone come up on stage. You then can redo any ties until you have just two people left. It is always fun if there is one girl and one boy left. On the last two people, do it so they have to win two out of three.

Theme Idea: Mountain Man

Mountain Man—stand with both hands holding a rifle

Trap—hold a foot as if it got caught in a trap

Bear—both hands over the head growling