

100 GAMES FOR GUYS

Game ideas for
Guys leading group
activities.



SAMPLER

DODGEBALL

100 GAMES FOR GUYS



A component of CSB Ministries

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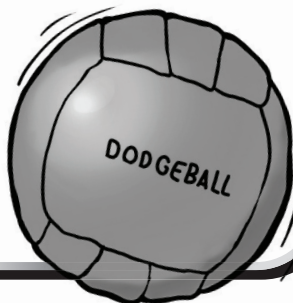
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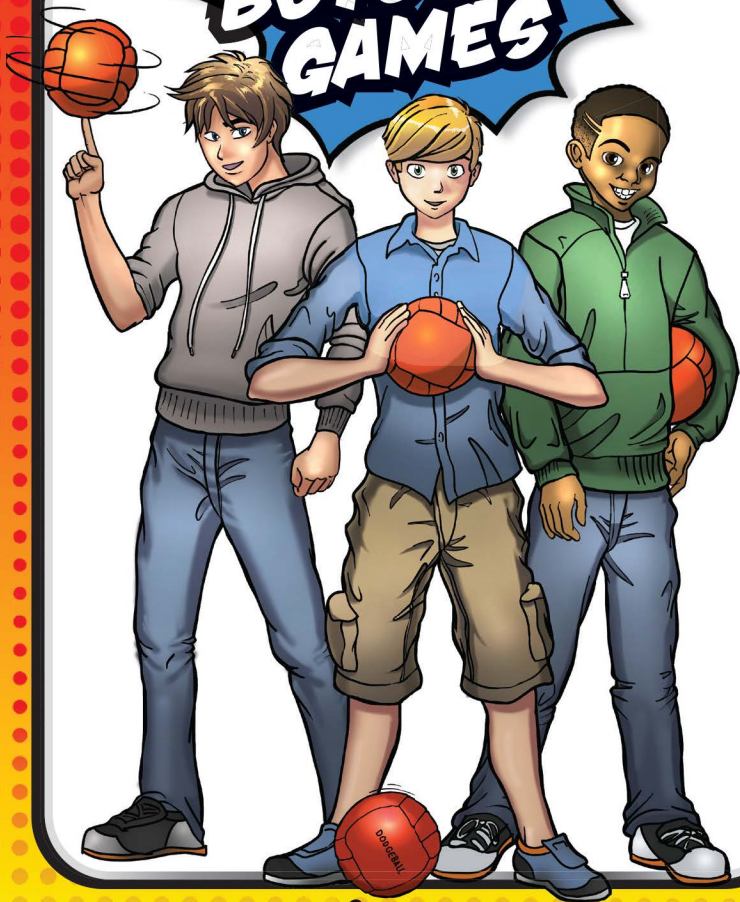
CSB MINISTRIES WANTS TO HELP YOU BUILD YOUNG MEN TO SERVE CHRIST. OUR OBJECTIVE IS TO GUIDE BOYS TO CHRIST FOR SALVATION, TO GOD'S WORD FOR GROWTH AND TO SPIRITUAL MATURITY FOR SERVICE.

FOR QUESTIONS OR INQUIRIES, PLEASE CONTACT YOUR LOCAL REGIONAL DIRECTOR OR THE **CSB MINISTRIES** NATIONAL OFFICE.

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BOYS LOVE GAMES



BOUNCE IN THE BASKET

MATERIALS NEEDED:

BOX, PAIL, OR WASTEBASKET
BASKETBALL, VOLLEYBALL OR TENNISBALL

HOW TO PLAY:

PLACE THE RECEPTACLE AGAINST A WALL. HAVE A SMALL GROUP OF BOYS TRY, ONE AT A TIME, TO BOUNCE THE BALL SO THAT IT HITS THE FLOOR ONCE AND REBOUNDS INTO THE BASKET. TAKE TURNS, SCORING FIVE POINTS FOR EACH BASKET. FOR VARIETY, PLACE THE BASKET ON A CHAIR.

BOUNCE IN THE BOX

MATERIALS NEEDED:

EGG CARTON, PREFERABLY ONE WITH TWO ROWS OF SIX COMPARTMENTS
PING PONG BALL

HOW TO PLAY:

PLACE THE EGG CARTON IN THE MIDDLE OF A TABLE. LABEL EACH OF THE EGG COMPARTMENTS WITH A NUMBER FROM 1 TO 12 POINTS. THE OBJECT OF THE GAME IS TO BOUNCE THE PING PONG BALL ON THE TABLE AND INTO THE COMPARTMENTS OF THE CARTON.

A SUGGESTED TOTAL SCORE OF 65 DETERMINES THE WINNER. SEVERAL OF THESE GAMES COULD BE PLAYED AT THE SAME TIME IN DIFFERENT PARTS OF THE MEETING ROOM.

CLOTHESPIN TOWER

MATERIALS NEEDED:

SPRING-TYPE CLOTHESPIN.

HOW TO PLAY:

THE BOYS CLIP THE CLOTHESPINS TOGETHER SO THEY WON'T FALL APART. THEY MUST CONNECT ALL THE PINS SECURELY ENOUGH THAT THEY CAN HOLD THEM UP LIKE A TOWER. THE BOY WHO PUTS THE MOST TOGETHER WINS.

FINGERS FIRST

MATERIALS NEEDED:

NONE.

HOW TO PLAY:

THE BOYS APPROACH OTHER PLAYERS ONE AT A TIME. THEY FACE EACH OTHER, CLENCHING THEIR RIGHT FISTS. THEY COUNT OFF, "ONE, TWO, THREE." ON THREE, THEY EACH EXTEND FROM 0 TO 5 FINGERS ON THEIR RIGHT HAND IN FRONT OF THEM.

THE OBJECT OF THE GAME IS TO SEE WHO CAN GUESS THE NUMBER OF FINGERS THE OTHER PLAYER WILL SHOW. IMMEDIATELY AFTER THEY SHOUT "THREE," THEY SHOUT OUT THE NUMBER THEY THINK THE OTHER PERSON WILL SHOW. THE BOY COMING CLOSEST TO THE ACTUAL NUMBER RECEIVES ONE POINT.

THEN, THEY MOVE AROUND THE ROOM AND PAIR UP WITH OTHER BOYS. THEY CAN'T PLAY WITH THE SAME BOY TWICE IN A ROW. THE FIRST BOY TO REACH TEN POINTS WINS.

A VARIATION FOR A VERY LARGE GROUP: LINE UP THE BOYS IN TWO LINES FACING EACH OTHER. THE PAIRS COMPETE UNTIL ONE BOY WINS.

GET THE CORK

MATERIALS NEEDED:

A CORK OR SMALL BLOCK OF WOOD FOR EACH PLAYER.

HOW TO PLAY:

EACH BOY STANDS ON A LINE. PLACE THE CORK IN FRONT OF EACH PLAYER 4 TO 6 INCHES LESS THAN HIS HEIGHT.

EACH BOY HOLDS ONE HAND FIRMLY AGAINST HIS SIDE. HE GETS DOWN ON HIS KNEES AND HIS OTHER HAND. LEAVING HIS FEET ON THE LINE, HE CRAWLS WITH HIS HAND TO THE CORK. HE PICKS IT UP WITH HIS TEETH. THEN, HE STANDS BACK UP WITHOUT USING THE HAND AT HIS SIDE OR MOVING HIS FEET FROM THE LINE.

PLAY ONE ROUND. STERILIZE THE CORKS AFTER THE GAME.

GET THE PENNY

MATERIALS NEEDED:

A PENNY FOR EACH PLAYER.

HOW TO PLAY:

ONE AT A TIME, THE BOYS STAND WITH THEIR BACK AND HEELS AGAINST THE WALL. PUT THE PENNY ON THE FLOOR IN FRONT OF THEM. THEN THEY TRY TO BEND OVER, PICK UP THE PENNY OFF THE FLOOR AND STAND UP AGAIN WITHOUT MOVING THEIR HEELS AWAY FROM THE WALL.

LIMBO CONTEST

MATERIALS NEEDED:

A LONG STICK. SEVERAL BOOKS. TWO TABLES.

HOW TO PLAY:

PILE THE BOOKS ON EACH TABLE AND REST THE STICK ON TOP OF THE BOOKS SO THAT IT STRETCHES BETWEEN THE TABLES. EACH BOY TRIES TO SCOOT UNDER THE BAR.

START THE BAR AROUND 4' FROM THE FLOOR AND LOWER IT ABOUT 2" EACH TIME. THE HEAD AND CHEST OF THE BOY MUST PASS UNDER THE BAR DIRECTLY, NOT TURNED TO ONE SIDE OR THE OTHER. SET THE BAR SO THAT ANYTHING MORE THAN THE SLIGHTEST NUDGE WILL KNOCK IT OFF.

SUCTION POWER RELAY

MATERIALS NEEDED:

SODA STRAWS. SMALL PIECES OF PAPER.

HOW TO PLAY:

DIVIDE THE GROUP INTO TWO TEAMS AND GIVE EACH BOY A STRAW. THE BOYS MUST DELIVER THE PIECES OF PAPER TO THE GOAL AT THE END OF THE ROOM BY SUCKING THE PAPER AGAINST THE STRAW. KEEP TRACK OF HOW MANY PIECES OF PAPER EACH TEAM BRINGS DOWN. THE TEAM WITH THE MOST WINS.

CAMP PACK

MATERIALS NEEDED:

NONE.

HOW TO PLAY:

BOYS HAVE TO FIGURE OUT HOW THE GAME WORKS. START BY SAYING, "I'M GOING CAMPING, AND I'M PUTTING A ____ IN MY PACK." SAY SOMETHING THAT WOULD BE APPROPRIATE FOR A CAMPING TRIP. IT SHOULD BEGIN WITH THE SAME FIRST LETTER AS YOUR NAME. FOR EXAMPLE, JIM MIGHT TAKE A JACKKNIFE. BUT DON'T TELL THE BOYS HOW YOU DETERMINE WHAT TO TAKE. THEN CONTINUE, "I'LL TAKE SOME OF YOU WITH ME IF YOU TAKE THE RIGHT KIND OF EQUIPMENT"

NOW, EACH BOY MUST NAME SOMETHING HE'LL TAKE. TELL HIM IF HE CAN GO OR NOT. ONLY THOSE WHO NAME OBJECTS WITH THE SAME LETTER AS THEIR NAME MAY GO.

CONTINUE THE GAME UNTIL SEVERAL BOYS FIGURE IT OUT. THEN, STOP AND USE IT DURING FUTURE MEETINGS UNTIL EVERYONE CATCHES ON.

HIDDEN WORDS

MATERIALS NEEDED:

NONE.

HOW TO PLAY:

CHOOSE ONE PLAYER TO BE "IT." HE LEAVES THE ROOM WHILE ALL THE OTHER PLAYERS AGREE ON A WORD THEY WANT TO "HIDE."

IT RETURNS TO THE ROOM. HE MAY ASK ANY PLAYER ANY QUESTION HE CHOOSES TO FIGURE OUT THE WORD. THE PLAYER'S ANSWER MUST CONTAIN THE HIDDEN WORD. THE GROUP MAY HIDE ANY WORD, BUT THE MORE SIMPLE THE WORD, THE EASIER IT WILL BE TO HIDE. FOR EXAMPLE, SUPPOSE THE WORD IS "THEY."

QUESTION: JIM, WHAT COLOR IS THE WALL?

ANSWER: WELL, I GUESS I'D SAY IT WAS WHITE, BUT THEY MIGHT THINK I'M COLOR BLIND.

IT MAY ASK TWO QUESTIONS FOR EACH GUESS HE MAKES. HE MUST FIND THE WORD IN THREE GUESSES OR GO OUT OF THE ROOM AGAIN WHILE THE GROUP CHOOSES ANOTHER WORD. KEEP THE ANSWERS SHORT TO MOVE THE GAME ALONG.

TEN QUESTIONS

MATERIALS NEEDED:

NONE.

HOW TO PLAY:

DIVIDE THE GROUP INTO SEVERAL TEAMS. ONE TEAM CHOOSES A BIRD, PLANT, TREE OR ANIMAL. THE OTHER TEAMS HAVE TO IDENTIFY THE THING THEY CHOSE BY ASKING 10 QUESTIONS—NO MORE. THE QUESTIONS CAN ONLY BE ANSWERED WITH A YES OR A NO. THE TEAM TO GUESS CORRECTLY RECEIVES A POINT. ROTATE THE QUESTIONING AROUND THE TEAMS. THE TEAM THAT EARNS THE MOST POINTS WINS.

WORD LIGHTNING

MATERIALS NEEDED:

NONE.

HOW TO PLAY:

CALL OUT ANY LETTER IN THE ALPHABET EXCEPT FOR J, Q, X OR Z. POINT TO ONE OF THE BOYS WHO, IN 60 SECONDS, MUST NAME AS MANY WORDS AS HE CAN THINK OF THAT STARTS WITH THAT LETTER. GIVE EACH BOY A TURN. THE BOY WHO SAYS THE MOST WORDS WINS.

ZOO TRIP

MATERIALS NEEDED:

NONE.

HOW TO PLAY:

SIT IN A CIRCLE. SAY, "I WENT TO THE ZOO AND SAW AN ALLIGATOR." THE NEXT PLAYER MUST BEGIN THE PHRASE AND SAY THE NAME OF AN ANIMAL THAT STARTS WITH THE "B." EACH PLAYER MUST REPEAT ALL THE OTHER ANIMALS AND ADD ONE OF HIS OWN.

WHEN A BOY MISSES, HE'S OUT. THE GAME ENDS WHEN THE BOYS REACH THE END OF THE ALPHABET.

BRIGADE MINISTRIES

TADPOLES

WHEN DADS SPEND TIME WITH THEIR PRESCHOOL KIDS, EXCITING THINGS BEGIN TO HAPPEN. MEN IMMEDIATELY REALIZE THE BENEFITS OF GETTING TOGETHER REGULARLY WITH OTHER DADS AND THEIR KIDS. NATURE-RELATED ACTIVITIES, BIBLE STORIES AND FUN GAMES KEEP HAPPY KIDS AND THEIR PLEASED DADS COMING BACK WEEK AFTER WEEK.

TREE CLIMBERS

BRIGADE OFFERS A TWO-YEAR PROGRAM FOR DADS AND THEIR 6- AND 7-YEAR-OLD CHILDREN. THE FATHER/CHILD PAIR MEETS WEEKLY FOR GAMES, CRAFTS, SCRIPTURE MEMORY AND EXCITING STORIES. EACH MONTH THEY'RE INTRODUCED TO A NEW UNIT THEME.

STOCKADE

THE HEART OF BRIGADE DISCIPLESHIP TRAINING TAKES OFF WHEN DEDICATED MEN INTERACT WITH BOYS IN SMALL GROUPS. ALONG WITH FUN AND GAMES, BOYS WORK THROUGH AN ACTION-PACKED ACHIEVEMENT PROGRAM, WHICH INCLUDES GROWTH EXPERIENCES.

BATTALION

BRIGADE CONTINUES ITS MISSION OF BUILDING MEN TO SERVE CHRIST THROUGH A CHALLENGING YOUTH MINISTRY TO TEEN GUYS. YOUNG MEN ARE TRAINED TO BECOME LEADERS THROUGH WEEKLY MEETINGS, SERVICE PROJECTS AND OUTDOOR ACTION.

BUILDING MEN

CALL (800) 815-5573 FOR INFORMATION REGARDING HOW YOU CAN PARTICIPATE IN THIS INTERNATIONAL DISCIPLESHIP MOVEMENT.

BOYS LOVE GAMES



This book is **JAM-PACKED** full of fun games!

There are over **100** in all that will keep boys coming back for more action week after week!

CHRISTIAN SERVICE BRIGADE

A component of CSB Ministries

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