

GAMES, GIMMICKS AND SKITS



B-071



Welcome to Games, Gimmicks and Skits!

Games, gimmicks and skits are used to entertain before, during and after a dance, at special club functions where light humor and jokes are the focus of the evening, or just to have break in the routine of a good night of dancing.

Always be aware of your audiences' tastes, be discrete, and always in good taste.

Get club members to participate as much or as little as they want. That is what will make these games, gimmicks and games fun, or not so fun.

Some planning may be needed to make the event come off without a blunder; but if it doesn't work out as you had planned, be sure to laugh, make note of what you did wrong, and be more prepared for next time.

Above all – HAVE FUN! ENJOY!

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SQUARE DANCE TEST

CAN YOU FOLLOW DIRECTIONS?

THIS IS A TIMED TEST – YOU HAVE 3 MINUTES ONLY

1. Read everything carefully before doing anything.
2. Put your name in the upper right hand corner of this paper.
3. Circle the word “name” in sentence two.
4. Draw five small squares in the upper left hand corner.
5. Put an “X” in each square.
6. Put a circle around each square.
7. After the title of this page (CAN YOU FOLLOW DIRECTIONS?) write, “Yes, Yes, Yes.”
8. Put a circle completely around sentence number seven.
9. On the back of this paper multiply 703 by 66.
10. Draw a rectangle around the word “corner” in sentence four.
11. Loudly call out your first and last name when you get this far along.
12. If you have followed directions carefully to this point, call out “Left Allemande” with gusto!
13. In your normal speaking voice, count from ten to one backwards.
14. Punch three holes in the top of this paper with your pencil point.
15. If you are the first person to reach this point, LOUDLY call out “Circle Left.”
16. Underline all even numbers on the left side of this paper.
17. LOUDLY call out “Yellow Rock Your Corner.”
18. Now that you have finished reading everything carefully, do only sentences one and two.



LET'S PLAN AN AFTER PARTY CLUB!

Instructions: One club member acts as the moderator. You need two large signs – YEA and BOO. Two club members stand behind the moderator holding up the signs to tell the club members when they are to yell out “YEA” or “BOO” as the moderator makes his statements and recommendations.

- Let's organize an After Party Club YEA
- Dues will be \$365.00 a year BOO
- For 365 members YEA
- We will never have a party BOO
- Until after the square dance YEA

- We'll elect officers BOO
- We'll build a clubhouse..... YEA
- The ballroom will have no bar..... BOO
- The bar will be in the back room..... YEA
- The bar will be one foot wide..... BOO
- And 300 feet long YEA

- Our bar will serve only milk and coffee BOO
- To non-members YEA
- Coffee will cost members \$1.00 a cup..... BOO
- Champagne a nickel a glass YEA
- Our bar will have no bartender BOO
- We'll have 50 barmaids instead YEA
- Make a pass at a barmaid and you will be locked up BOO
- In the back room with the barmaid YEA

- Dues must be paid two years in advance BOO
- By all newly initiated members YEA
- You'll be fined \$50.00 for telling dirty jokes BOO
- If you try to clean them up YEA
- Members must dress according to club regulations BOO
- Those regulations require no clothing YEA
- No huggin' or pattin' on the dance floor..... BOO
- No dancing on the huggin' and pattin' floor YEA

- We'll appoint a party committee BOO
- From all attending non-dancers..... YEA
- All bills will be sent to the members..... BOO
- But charged to the Christmas Fund..... YEA
- Let's plan an After Party YEA
- Right after the Square Dance YEA!



SANTA FE TRAIL

CAST	SOUND
STAGE DRIVER	HOWDY
TIRED HORSE	CLIPPITY CLOP
OLD STAGE COACH.....	OHHH DEEAR
BEAUTIFUL TRAVELER	WOLF WHISTLE
SANTA FE	THE GREAT SOUTHWEST
HENRY HOEDOWN	HOORAY
BANDIT	GRRRRRR
CAVALRY OFFICER.....	BUGLE CALL

Instructions: Divide the group into 8 cast member sections. Instruct each in the type of sound they should make when their cast member name is mentioned in the story. The story is to be read fairly slowly to give the cast members time to respond with their sound.

Once upon a time, out in old **Santa Fe**, a husky, wind-bitten **stage driver**, climbed aboard his **old stagecoach** and called gently to his **tired horse**. The **old stage coach** pulled by the **tired horse** was on its way to pick up a **beautiful traveler**, who was on her way to **Santa Fe** to wed **Henry Hoedown**, her fair love. The **stage driver** stopped his **old stage coach** in front of the hotel and rested his **tired horse**, as the **beautiful traveler** settled back in the **old stage coach** and thought of **Henry Hoedown** way out there in **Santa Fe**. The **stage driver** called to his **tired horse** and the **old stagecoach** lurched, as the **tired horse** sped away in a cloud of dust. Soon the **old stagecoach** and the **stage driver** settled down for a long run as the **stage driver** thought of the **beautiful traveler** going to **Santa Fe** to meet **Henry Hoedown**. But as they topped the second hill, they were confronted by a big, bad, bold **bandit**. But as quick as a flash, the **beautiful traveler** screamed and the **tired horse** lunged forward. The **old stagecoach** groaned as the **stage driver** shouted. Then a **Cavalry officer** suddenly appeared and the **bandit** was captured. The **beautiful traveler** kissed the **Cavalry officer**, which was all right, since the **Cavalry officer** was **Henry Hoedown**, who married the **beautiful traveler** as soon as the **old stagecoach**, drawn by the **tired horse**, arrived in old **Santa Fe**. And that, sez the **stage driver**, is why to this day they call one big, happy gathering a HOEDOWN.



SUPERMAN SCRIPT

CHARACTERS: INTERVIEWER AND SUPERMAN

Interviewer: We're very fortunate today – We're gonna talk to one of America's all time heroes – We're gonna talk to the "Man of Steel" – Superman!

Superman: Hello –

Interviewer: My goodness – you're getting along in years! How old are you?

Superman: I'm 93.

Interviewer: As we all know, in reality you are really Clark Kent. Do you mind if I call you Clark?

Superman: Not at all – I'm mild mannered.

Interviewer: Could you tell us of one of your experiences of saving someone?

Superman: Why yes. One time I was up in a building and I saw a woman down on the sidewalk. She was just about to get hit on the head by a big safe. So I jumped off the 12th story window . . .

Interviewer: Yeah? What happened?

Superman: Well, I broke my arms and one leg and I hurt my hip real bad. (Pause) And then there was this other time. I saw this guy out in the Hudson River drowning. So I jumped off the bridge and to get him, and just at that time, a big steamboat was coming toward us. I put my hands up and yelled . . . "stop that boat!!!"

Interviewer: What happened?

Superman: Well, I broke my other leg, re-injured my hip, and bruised my nose a lot.

Interviewer: With all those accidents, I suppose you're at the doctor's office a lot.

Superman: Yes, I am. In fact, I was just there yesterday for a physical. The doctor said he needed a urine specimen, a stool specimen, and a sperm specimen.

Interviewer: You were able to do that weren't you?

Superman: Oh yeah, no problem! He sent me into a little room. I just took off my clothes, took off my shorts, put my clothes back on, gave my shorts to the doctor and left.

Interviewer: Have you got the results of the tests yet?

Superman: Oh yeah! I went in today and he said he had bad news and real, real bad news!

Interviewer: My goodness! What was the bad news?

Superman: He told me I only had 24 hours to live.

Interviewer: Oh my! What in the world was the real, real bad news?

Superman: He said he should have told me yesterday.

Interviewer: Well, before you pass on to the other side, maybe you could give us a sample of your remarkable strength.

Superman: Oh, yeah, sure – I could still lift you with just one finger.

Interviewer: With one finger! What could I do to help? Do you want me to take my shoes off or the change out of my pockets?

Superman: No, just like you are is okay.

Interviewer: Well, go right ahead – (Superman goes behind interviewer and gooses him.)

Interviewer: Well, after that, I'm kinda afraid to ask you this – can you still fly?

Superman: Oh, yeah – but just on weekends. I fly around the living room a little bit and do some flying leaps over the couch and TV.

Interviewer: Tell me, how is Lois Lane?

Superman: She broke up.

Interviewer: Oh, you don't see her any more?

Superman: No, she broke up.

Interviewer: I don't understand.

Superman: Well, we used to work at State Fairs during the summer time to make a little extra money. We had this 200-foot tower – she used to jump off and I'd catch her. This summer she jumped off and I missed her. She broke up.

Interviewer: Oh, I see – she broke up. I suppose you miss her a lot?



Superman: I don't miss her at all! It got so we argued, and every time we argued, she became historical.

Interviewer: Historical – you mean hysterical, don't you?

Superman: No, I mean historical – every time we argued she would bring up every wrong thing I'd ever done since the first day I met her.

Interviewer: Oh, I see. Are you still able to stop a speeding bullet?

Superman: Oh sure! As a matter of fact, I have a gun right here if you'd like to shoot at me. Just point right at my chest and take a shot. Let me have it – blast away!

Interviewer: Right in the center of the chest?

Superman: Sure – go right ahead! (Interviewer shoots and Superman groans, grabs his chest and falls.)

Interviewer: Oh my gosh! I shot him right in the "S" – That doctor was right – only 24 hours!

ANYTHING YOU CAN DO, I CAN DO BETTER

They say a woman can do anything a man can do – only better. Well, we're not about to question such a definite fact as that, but here's a little game to test the skills of the fair set.

Select two couples and ask the men to be comfortable and relax in chairs you provide for the occasion. Now, all that each girl has to do is place a cigarette in the mouth of her partner and light it! Whoops – one small item. The ladies must roll their own, with paper and tobacco. Oh, and one more provision – they must wear boxing gloves to do it. The first couple to get a cigarette successfully lit is the winner.

If you can't arrange the boxing gloves, garden gloves or the like will serve as an adequate substitute.

And by all means, select couples that do smoke! True, this stunt takes a bit of time to gather the props, but it's worth the trouble.

PETEY

TO BE READ LOUD, CLEAR AND FAST!

This is the story of “Petey” the snake. Petey was a snake only so big. Petey lived in a pit with his mother. One day Petey was hissing in the pit when his mother said, “Petey, don’t hiss in the pit. If you must hiss, go outside the pit and hiss.” Petey was hissing all around when he finally leaned over and hissed in the pit. Petey’s mother heard Petey hissing in the pit and said, “Petey, if you must hiss in the pit, go over to Mrs. Pott’s pit and hiss in her pit.”

Petey went over to Mrs. Pott’s pit to hiss in her pit, but Mrs. Potts was not at home. So he went on in and hissed in her pit anyway. While Petey was hissing in Mrs. Pott’s pit, Mrs. Potts came home and found Petey hissing in her pit and said, “Petey, if you have to hiss in a pit, don’t hiss in my pit. Go to your own pit and hiss.”

This made Petey very sad and he cried all the way home. His mother saw him crying and said, “Petey, what’s the matter?”

Petey said, “I went over to Mrs. Potts’ pit to hiss in her pit, but Mrs. Potts was not home, so I hissed in her pit anyway. Mrs. Potts came home and found me hissing in her pit and said, “Petey, if you must hiss in a pit, go home to your own pit and hiss, don’t hiss in my pit.”

This made Petey’s mother very angry. She said, “Why that mean old lady, I knew Mrs. Potts when she didn’t have a pit to hiss in.”



SING-A-LONG

This little tune is sung to the tune of the “Battle Hymn of the Republic.” It can be used as a song for a single individual, small group or audience participation. Copies of the words should be distributed or projected if it is an audience participation event.

SQUARE DANCE BATTLE HYMN

Is everybody ready, cried the caller looking up?
Everybody rushed right out, they had me standing up.
He started calling moves and calls that I never heard before;
Well, I ain't gonna dance no more!

Chorus:

Glory, Glory, what a heck of a way to dance.
Glory, Glory, what a heck of a way to dance.
Glory, Glory, what a heck of a way to dance.
Well, I ain't gonna dance no more!

The lady 'cross the square from me was friendly and so gay,
So I gave my hand to her, as she stood across the way.
She grabbed my hand and turned me 'bout, and everyone did roar,
Well, I ain't gonna dance no more!

Chorus

I felt a hand, I felt an arm, I felt a sudden fling,
They had me spinning 'round and 'round, inside a little ring.
A sudden bang, a terrible crash, she threw me to the floor.
Well, I ain't gonna dance no more!

Chorus

I figured that my health came first, I left right there and then.
I think that only crazy people can last until the end.
They begged and begged me to come back, as I ran out the door.
Well, I ain't gonna dance no more!

Chorus:

Glory, Glory, what a relief to be out of that square,
Glory, Glory, what a relief to be out of that square,
Glory, Glory, what a relief to be out of that square,
Well, I ain't gonna dance no more!

FILL IN THE BLANK

TO PLAY: The reader does not tell anyone what the story is about. The reader asks the other players to give him words to fill in the blank spaces in the story. The words must be for whatever the spaces call for (verb, adverb, adjective, noun, etc.) After all of the spaces are filled in, the reader then reads the complete story to the group.

ADJECTIVE – describes something or somebody – which one, what kind, how many. Lumpy, soft, blonde, ugly, messy, and short are adjectives.

ADVERB – tells how, when or where something is done. It modifies a verb and usually ends in “ly.” Modestly, stupidly, greedily, and carefully are adverbs.

NOUN – the name of a person, place or thing. Woman, sidewalk, umbrella, horse collar, bathtub, and nose are nouns.

MY SQUARE DANCE VACATION

Last summer I traveled to **(City or Place)** with **(Person)** and **(Famous Person)** to dance at as many **(Adjective)** square dances as we could find. It was a **(Adjective)** trip. We packed enough **(Articles of clothing)** to stay **(Number)** days. One day we visited the famous **(Adjective) (Noun)** square dance hall. It was there I saw my first **(Adjective) (Color) (Noun)**. I took some pictures of the **(Name of Club)s**. They are so **(Adjective)**. I bought a souvenir square dance t-shirt that said **(Adjective) (Noun)** love **(Color) (Liquid)**. Later we went to a **(Sport)** game. The **(Animal)s** played the **(Number)'ers**. It was very **(Emotion)**. The game was **(Adjective)**. But we had to leave **(Adverb)** because I said **(Exclamation)** to a **(Noun)**. On the last night of our trip we went to a **(Adjective)** square dance. The famous caller **(Person)** was on stage calling. I saw one caller **(Verb)** his microphone with his **(Part of Body)** and call **(Direction)** allemande. I was so **(Emotion)** that I bought a **(Noun)** and mailed it to my home club. My square dance vacation taught me a lesson. Always give a strange, unknown caller **(Number)** chances to benefit from your **(Adjective)** style of square dancing!

TREES, TREES, TREES
SAYING
ME
HAD
DOPE
THIS
HAS
LONG
HOW
TREES, TREES, TREES

Use a poster or paper like this and have selected individuals or a group to read this sign top to bottom – several times. Then ask them to read it from bottom to top.



SQUARE DANCE NAME GAME

Test yourself and see if you can find the 35 square dance terms hidden in the accompanying puzzle. The words may run horizontal, vertical, diagonal forward or backward. Circle those you find and then check your solution.

WORD LIST

BEND THE LINE
 BOX THE GNAT
 CALIFORNIA TWIRL
 CAST OFF
 CENTERS OUT
 CIRCLE
 CIRCULATE
 CLOVER LEAF
 DIVE THRU
 DO PASO
 DO SI DO
 FAN THE TOP

FERRIS WHEEL
 FLUTTERWHEEL
 FOLD
 HINGE
 LADIES CHAIN
 LEFT ALLEMANDE
 PASS THRU
 PEEL OFF
 PROMENADE
 RECYCLE
 RUN
 SCOOT BACK

SPIN CHAIN THRU
 STAR
 TAG THE LINE
 THAR
 TRADE BY
 TURN THRU
 VEER LEFT
 WEAVE
 WHEEL AND DEAL
 WRONG WAY GRAND
 YELLOW ROCK
 ZOOM

A	B	C	D	W	R	O	N	G	W	A	Y	G	R	A	N	D	E	F	G
H	B	E	N	D	T	H	E	L	I	N	E	I	J	K	I	L	M	N	O
L	P	Q	P	R	S	T	U	V	W	X	G	Y	T	R	A	D	E	B	Y
E	Z	C	A	A	C	E	G	I	K	M	N	O	Q	S	H	U	S	L	U
F	C	A	S	T	O	F	F	W	C	Y	I	W	E	L	C	Y	C	E	R
T	B	L	S	D	F	H	J	L	N	L	H	E	P	R	S	U	O	E	H
A	W	I	T	H	A	R	X	A	C	F	O	A	H	K	E	M	O	H	T
L	V	F	H	S	D	O	P	A	S	O	J	V	A	C	I	E	T	W	N
L	G	O	R	J	L	N	P	R	C	V	U	E	E	W	D	B	B	S	I
E	D	R	U	B	O	X	T	H	E	G	N	A	T	R	A	F	A	I	A
M	H	N	I	P	R	O	M	E	N	A	D	E	A	K	L	P	C	R	H
A	L	I	J	L	N	P	R	A	T	V	X	Z	L	A	B	E	K	R	C
N	A	A	K	N	P	L	A	R	E	G	H	P	U	H	G	E	A	E	N
D	E	T	A	K	E	P	A	S	R	Q	Z	O	C	H	D	L	O	F	I
E	D	W	A	F	T	T	D	O	S	I	D	O	R	I	T	O	P	M	P
A	D	I	T	B	S	C	D	Z	O	O	M	E	I	F	G	F	H	I	S
J	N	R	K	L	R	U	N	M	U	N	P	Q	C	S	T	F	V	W	X
Z	A	L	C	B	D	I	V	E	T	H	R	U	D	F	G	H	J	K	L
R	L	T	I	U	I	O	P	Q	T	A	G	T	H	E	L	I	N	E	Z
X	E	V	R	Y	E	L	L	O	W	R	O	C	K	C	V	B	N	M	A
S	E	F	C	G	H	J	K	F	L	U	T	T	E	R	W	H	E	E	L
K	L	Q	L	W	E	R	T	U	R	N	T	H	R	U	Q	W	O	P	G
H	W	G	E	P	O	T	E	H	T	N	A	F	A	E	I	O	U	X	N

GUESS THE BABIES

There are several variations to play this game. Obtain baby pictures of as many members of your club as possible. Snapshots should be attached to a bulletin board or a static display on poster board. Do not let the club members see the photos in advance. Each club member is given a piece of paper and pencil and tries to guess who each baby is. Whoever gets the most correct answers is the winner and earns the "prize."

POP THE BALLOON

Have several dancers come to the front of the hall. Each dancer gets a balloon. They must blow up the balloon until it pops. The first to do so is the winner and earns the "prize." The last one to pop the balloon receives a penalty. Then call up the next group of dancers. Just for the fun of it, give one of the dancers an extra large balloon. Sure he will be last to pop the balloon and therefore "deserves" the penalty. Be sure to pick a "good sport."

BLIND SQUARE

Select four couples for this simple little game. Blindfold each person and separate them 20 or 30 feet apart. Stir the dancers by turning them around a few times to disorient them. Then ask the dancers to find their partners (with caution) and form a square. You can include several other factors – such as they cannot use names, or they can only use numbers or letters to locate their partners, etc. Another variation is to assign each couple as "animals" such as dogs, cats, cows, giraffes, etc. and the only noise they can make is the sound of the animals to locate each other.

COFFIN MEASUREMENTS

Have one male volunteer to act as a poor deceased dancer that must be buried so that he may soon enter the big square dance hall in the sky. Have him lay on a sturdy six-foot table and make all the necessary preparations for his journey (say a few kind words – straighten his tie, comb his hair, etc.) Place a towel over his face to cover his eyes. Next he must be measured for his coffin. Measure him from head to foot with a ruler, yardstick or tape measure and give the readings to your assistant. Measure from shoulder to shoulder, shoulder to hand, waist to foot, etc. Lift one leg up (about 60 degrees) and measure from hip to foot and put leg down. Then lift the other leg up and while he is expecting you to take a measurement – pour a glass of cold water down his pants leg. The glass of water must be out of his sight and sometimes it may be best if his widow (wife) does the pouring. (Make sure you have a good sport and somebody has brought him a dry change of clothes.)



NEWLYWED GAME

This game is fashioned after the “Newlywed Game” from TV. Select two or three couples for the game. Have the guys leave the room and ask the gals a few questions about their partner. Use simple questions and questions that are not embarrassing (examples) –

1. Is your partner tight or generous when it comes to spending money?
2. Would your partner say he is a good dancer, poor dancer, or a great dancer?
3. Which hand does the head lady use first in a Tea Cup Chain?
4. Is your partner a good driver?

After asking and recording the answers of the girls, call the men back into the room and ask them the same questions. If their answers match, the couple is awarded points. Reverse the procedures and ask the men questions with the gals out of the room. The team with the most points wins the game and possibly a “prize.”

CRAZY FOAM

Select three or four couples for this event. The men sit in chairs and their partners stand behind them. Each girl is given a can of “Crazy foam” (available in most toy stores) and on a signal, must create a “hairdo” on top of her partner’s head with the foam. She should apply a lot of the foam on the man’s head, then with her hands, fashions it into some kind of style. The audience judges to determine the best job.

10-CENT TRICK

Take a dime, wet it and press it firmly against the forehead of a volunteer. Ask him to try and shake it off. The dime will stick with surprising strength, but he will be able to shake it off after a few tries. Try this with several volunteers, as a contest to see which player can shake it off in the fastest time. For fun, when you stick the dime on the last player’s forehead, quickly take it off without him knowing it. It will feel like it is still there if you press firmly on his forehead. He will try to shake it off, but it just won’t fall (because it isn’t there). You’ll need to practice removing the dime ahead of time so that your volunteer doesn’t suspect anything.

This can also be used as a kind of “fortune telling” gag. The number of times it takes for you to shake the dime off is the number of kids you will have, the number of times you have been kissed this week, etc. Of course, the person with no dime on his forehead will have a very high number.

NO-CAN-SEE RELAY

Place two chairs about 50 feet apart and place six cans of different sizes on the floor between the chairs. One player is assigned to each chair and both players are blindfolded. The object is for each player to place three cans, one at a time, under his chair. He can steal them from the opponent, or if he runs into the other player, may take his can if he hits it with his hand. Be sure to allow a time limit. The one with the most cans wins.

GOING TO THE MOON

You explain at the beginning of the game that we are all going to the moon and we must take only specific items that are acceptable to the group. The object is to discover the secret of the game by listening to those who know what they are going to take to the moon.

You stand up and state, "My name is John Doe and I'm going to the moon. I'm going to take jam and donuts with me." Note that whatever he takes with him to the moon must start with his initials – J. and D. The player sits down and someone else (who knows how to play the game – or think they do) proceeds to do the same as the first player – only he must use his own initials to develop the items he is going to take with him to the moon. When someone misses the secret of the game, he is informed that he cannot take those items to the moon, don't need them, would not be good to take those items, etc.

ESP – BLACK MAGIC

The mind reader leaves the room. The mind reader's partner (leader) asks the audience to pick out any object in the room. The mind reader then is asked to return to the room. The leader points to many different objects, and the mind reader will respond "NO" that is not the chosen object. When the leader points to the selected item, the mind reader correctly identifies it. "CODE" for this game is the selected object is pointed to immediately AFTER an object that is black has been pointed to. (Catch the name? BLACK Magic!) To increase the complexity of the game, or when it appears too many are catching on too fast, prearrange a cue with the mind reader so that the "Code" is changed and the selected object is the second or third thing pointed out after the BLACK object is named. Those that think they have it figured out will go nuts if the leader and the mind reader are successful in changing the code at will.

ESP – RED, WHITE AND BLUE

Just like "BLACK MAGIC" only it is a little more confusing and very difficult to figure out. The first time the mind reader tries to guess the chosen object, it immediately follows a red object. The next time, a white object is the "Code", and the third time it is a blue object. It just rotates from red-white-blue.

MONOCLE RELAY RACE

This is a relay race in which two teams are chosen and line up single file. The first person in each line places a quarter or fifty cent piece over one eye, monocle style, and runs to a given point and back. No hands are allowed after the "monocle" is in place. If a player drops the monocle, he must pick it up, return to the starting line and start over. The first team to finish is the winner. Funny? – No not really! The real fun is when a close up photo of a beautiful gal with a contorted face and one eye shows up in the club newsletter, state magazine, or the club website.

DONKEY

Ask five or six volunteers to come to the front of the hall and announce to the audience that each volunteer will be secretly told the name of a barnyard animal such as a duck, cow, goat, pig, etc. When you count to three, each of these people will then try to make the sound of the animal that they were given as loudly as possible. The audience will judge to determine who has done the best job. The winner will get a nice prize.



Then you proceed “as if” to whisper the name of an animal to each of the volunteers. However, instead, you tell all but one of them not to make a sound, and you tell only one volunteer to make a sound like a “Donkey.” Of course, he thinks that all the others have animals just like he does. Just before you count to three, remind them again to make their noises as loudly as they can. The result will be a slightly embarrassed “donkey.” Don’t forget to give him his prize.

EGG TOSS

Line up three or four couples with the partners facing each other about three feet apart. Each couple is given an egg. They toss the egg back and forth, each time taking one step backward. Whichever couple can keep the egg from breaking the longest is the winner. To add a little to this game, a hard-boiled egg can be secretly substituted and given to a couple. The couple will continue to toss it farther and farther and will probably be declared the winner. Then check their egg, find out it is not a raw egg, and disqualify the couple and award the prize to the next best egg tossing couple.

EGG WALK

Place raw eggs all over the floor (accidentally drop one so that it breaks and all can see that they are real – raw – egg) and then remove the shoes and blindfold all dancers in one square. This gimmick works really well on graduating classes. After they are blindfolded, carefully substitute potato chips and small pieces of wet sponge on the floor. Then call a short square dance patter and watch the fun.

LEGS AND MORE LEGS

Cut paper or cardboard the size and shape of the sole of a shoe and on each cutout paint or print a letter of your club’s name. Don’t forget to leave a blank where it is necessary. Select a group of agile men to sit on a low bench, step or edge of a stage facing the audience where the bottoms of their shoes can be seen by the audience. Tape one of the soles on the bottom of each shoe. Be sure the letters are mixed up. At a signal, they are to try and get the letters unscrambled and in readable position without any of them getting up or moving from their positions. You may see a wild contortion of twisted legs trying to get in the proper position. The volunteers may have an assistant to direct them and advise them of the letters on the bottom of their shoes. As time goes by, some of the volunteers may figure out – they can change shoes without all the leg crossing. How about taking a picture of the twisted mess for your local square dance newsletter!

HOBBY HOAX

Select three dancers and explain to them that you are going to ask them questions about their hobby, and they are to answer these questions about their hobby, but are not to give away what that hobby actually is. Send them out of the room so the audience can think up some questions. While they are out, you tell the audience that they are to assume that their hobby is “KISSING.” Call the dancers back in, one at a time, and ask them questions like the ones below. Their answers should be hilarious and probably connected with square dancing.

1. What sound does your hobby make?
2. How long does it take to do your hobby?

3. Where do you do your hobby?
4. Who taught you your hobby?
5. Is there any special training involved? If so, what?
6. How old were you when you first learned your hobby?
7. How do you get ready for your hobby?
8. What's the best time of the day to perform your hobby?
9. What special equipment do you need?

NO HANDS DANCING

Challenge your square to dance without using their arms and hands. Because arm movements often lead each call, dancers may find it tricky to follow the caller's instructions without familiar kinesthetic clues. You will have to rely on eye contact to connect with your partners and stay synchronized with the others in your square. Long-time dancers may find that their arms move automatically with each call. If you like, give a prize to the dancer who is able to resist using their hands and arms the longest.

GENDER SWITCH

Having male and female dancers switch places in a square adds an extra dose of humor to your dance. Dancers will need to think on their feet to reverse many of the motions and pay attention to gender-specific calls. This game, sometimes called an "arky square," can make your square chaotic so be sure that each dancer says they will participate in the game before you begin playing. Make the individual or couple who most successfully "switches genders" the winner of the game.

SAME GENDER SQUARES

Dance with only people of the same gender in each square. This means that half of the dancers in each square will need to perform steps and calls as though they are of the opposite gender. Before you begin the game, clarify which dancers will be taking the women's position and which will take the men's. Gender-specific calls like "boy's run" can get confusing, but if dancers think on their toes this game can be successful and fun. You might also employ a same-gendered square if there is a greater proportion of women than men in the dance hall or vice-versa.

Candy Bar Game



As a get acquainted game, work in pairs to come up with the name of the candy bar that fits the description:

with the

Description

1. **Two famous pronouns -** _____
2. **A happy cowboy -** _____
3. **A famous author -** _____
4. **Sun Explosion -** _____
5. **Laughing quietly -** _____
6. **Constantly dropping things -** _____
7. **A historical trio -** _____
8. **Famous ball player -** _____
9. **Pleasingly plump -** _____
10. **Twin letters -** _____
11. **Heavenly constellation -** _____
12. **Indian habitats -** _____
13. **Children of the cane -** _____
14. **Always late -** _____
15. **A feline -** _____
16. **Favorite workday -** _____
17. **Red planet -** _____
18. **Lottery winnings -** _____
19. **A group of Goobers -** _____
20. **Well done and lots of it -** _____
21. **Dry Cow -** _____

ONE LINERS

The following skits are very short “one-liners” that can be used many different way. In some case, the “punch line” is funny enough to carry the skit, but in most cases, the real humor is in the acting out of the skit by the participants. Timing and execution is very important in skits such as these. Stage props and attire, or identification signs may aid in presentation of the skits.

About twenty “one-liners” should be presented at one time, “shotgun” style, that is, one right after another. There should be no pause between them at all. Simply have the necessary props out on the stage area ahead of time for all the skits, and then have the participants put them on with as much gusto as possible. You may have a small number of participants, and have them switch costumes back and forth, acting out many different parts. Sometimes it is helpful to have a lively musical interlude between each skit, such as old time piano music, hoedown, or a vaudeville-type fanfare or drum rolls. One-liners can also be used as fillers, a few at a time between other skits and games or while the stage is being set up. Cardboard signs may also be used to introduce each skit. Use your imagination, creativity, and the result will be a lot of fun for everyone.

WANT AD

GIRL: My dog ran away last night.
BOY: Did you put an ad in the paper?
GIRL: No.
BOY: Why not?
GIRL: My dog can't read.

MUD PACKS

MAN: Ever so often, my wife puts on one of those mudpacks.
FRIEND: Does it improve her looks.
MAN: Yes, for a few days. Then the mud falls off.

THE OCEAN

GIRL: You remind me of an ocean.
BOY: You mean . . wild . . restless . . romantic . . ?
GIRL: No. I mean you make me sick.

THE FISHERMAN

MAN: Where are you going on this cold day?
FISHERMAN: (Mumbled) Fishing.
MAN: What have you got in your mouth?
FISHERMAN: (Mumbled) Worms – it keeps 'em warm.



THE INHERITANCE

GIRL: I think you only married me because my father left me a lot of money!
HUSBAND: That's not true. I couldn't care less WHO left you the money!

THE HOLDUP

MAN: Say, buddy, do you see any cops around?
STRANGER: No.
MAN: Okay then – stick-em up!

THE BEAUTY SHOP

SMITH: My wife spent four hours in the beauty shop this morning.
JONES: That's a long time.
SMITH: You're not kidding. And that was just for the ESTIMATE!

THE HAT

LADY: My husband says I look younger in this hat.
FRIEND: Oh, really? How old are you?
LADY: Thirty.
FRIEND: No, I mean, without the hat

THE SANDWICH SHOP

CUSTOMER: Waiter, the sign outside says that you will pay \$50.00 to anyone who can order a sandwich that you don't have. Okay, I'd like an elephant ear sandwich!
WAITER: Oh-oh. I guess we will have to pay the 50 bucks.
CUSTOMER: No elephant ears, eh (smiling).
WAITER: Nah, we've got lots of them. We're just out of those big buns.

THE HANGMAN

HANGMAN: (As he places a noose around the criminal's neck) You'll have to excuse me if I seem a little nervous. You see, this is my first hanging.
CRIMINAL: Mine too.

THE WIRE

MESSENGER: Wire for Mr. Jones! Wire for Mr. Jones!
JONES: I'm Mr. Jones.
MESSENGER: Here you are sir. (Hands him a piece of wire.)

THE REVEREND AND THE GOLF BALL

MAN: Reverend, I'm really sorry that I swore like that. That is one thing I like about you.
When your ball goes into the rough you never swear.
REVEREND: That may be . . . but when I spit, the grass dies!

THE MEDICINE

LADY: The doctor told me to take this medicine after a hot bath.
FRIEND: Did you take it?
LADY: No. I could hardly finish drinking the bath water.

THE BUS RIDE

LADY: (Standing) Sir, are you enjoying the bus ride?
MAN: (Sitting with eyes closed) Yes, ma'am.
LADY: Then why are you sitting there with your eyes shut? Are you sick?
MAN: No, I'm okay. It's just that I hate to see a woman stand.

THE MIND READER

MIND READER: Would you like your palm read?
CUSTOMER: Yes.
MIND READER: (Takes out can of red coloring, and paints his hand.)

THE COED

GIRL: I went away to college to find Mr. Perfect, but when I got there I found out that I wasn't the
only pebble on the beach.
FRIEND: What did you do?
GIRL: I became a little boulder.

THE PIZZA

COOK: Say, mister. Do you want me to cut this pizza into six or eight pieces?
MAN: You better make it six. I don't think I can eat eight.

HAND ME DOWNS

SMITH: We were so poor that when I was a kid, I had to wear "hand-me-downs!"
JONES: That's not so bad. Everybody has to wear hand-me-downs.
SMITH: But all I had were older sisters!



THE GALLOWS

MAN: Wait, what are you guys doing?
BULLY: We're hanging this man! In this town, we hang all murderers and all sissies!
MAN: (In a real deep voice) OH REALLY?

THE SINGER

SINGER: (Using a strainer for a microphone) "Somewhere . . . over the rainbow. . ."
MAN: Hey don't do that!
SINGER: (Stops singing) Why?
MAN: You'll strain your voice!

THE POOR MAN

POOR MAN: My family was really poor.
FRIEND: How do you know they were so poor?
POOR MAN: That's easy. Every time I passed someone in town, they would say, "There goes Bobby Jones. His pooooooooooooorrrrr family."

WHALE SANDWICH

MAN: Say, waiter. Your sign outside says "ANY SANDWICH YOU CAN NAME." Okay, I want a WHALE sandwich!
WAITER: One whale sandwich coming up. (Leaves. Goes into kitchen and comes out again.) Sorry, I can't get you a whale sandwich.
MAN: Why not? Your sign says "ANY SANDWICH!"
WAITER: Well, the cook says he doesn't want to start on a new whale for one lousy sandwich.

IN THE OFFICE

WORKER: Say, boss, since your assistant died, I was wondering if I could take his place.
BOSS: It's all right with me if you can arrange it with the undertaker.

THE TEACHER

GIRL: Did you kiss me when the lights went out?
BOY: NO!
GIRL: It must have been that fellow over there.
BOY: Why, I'll teach him a thing or two!!!
GIRL: You couldn't teach him a thing!

THE NEW HAT

HUSBAND: Where did you get that new hat?
WIFE: Don't worry, dear. It didn't cost a thing. It was marked down from \$20 to \$10. So I bought it with the \$10 that I saved.

THE FRESH GUY

GIRL: When I went out with Pete, I had to slap his face five times.
FRIEND: Was he that fresh?
GIRL: No, I thought he was dead.

THE SERVICE

MAN: Isn't this a beautiful church. Look . . . here's a plaque on the wall dedicated to all the brave men who died in the service.
LADY: Which one . . . Morning or Evening?

THE BANQUET

SPEAKER: This is terrible. I am the speaker at this banquet and I forgot to bring my false teeth with me.
MAN: I happen to have an extra pair. Try these.
SPEAKER: Too small.
MAN: Well, I have one more pair . . . how about these?
SPEAKER: These fit just fine. Boy, I sure am lucky to be sitting next to a dentist.
MAN: I'm not a dentist. I'm an undertaker.

THE GORILLA

SMITH: Know what they got when they crossed a gorilla with a porcupine?
JONES: No, what?
SMITH: I don't know what they called it, but it sure gets a seat on the subway.

MOUNTAIN LION

SMITH: Know what they get when they crossed a mountain lion with a parrot?
JONES: No, what?
SMITH: I don't know what they call it, but when it talks, you listen!

DON'T WORRY

MAN: You shouldn't worry like that. It doesn't do any good.
OTHER MAN: It does for me! Ninety percent of the things that I worry about never happen!



BULLFIGHTER

MAN: Did you hear about the bullfighter that became a fireman?
OTHER MAN: No. What about him?
MAN: Well, he went to a fire and some guy jumped out of a three story window into his net.
OTHER MAN: Then what happened?
MAN: He went . . . o-lé _(move arms like you have a bullfighters cape in your hands.)

SNAKE BITE

SMITH: Know what they got when they crossed a rattlesnake with a horse?
JONES: No, what?
SMITH: I don't know what they call it, but if it bites you, you can ride it to the hospital.

THE CANARY

MAN: Know what the 500-pound canary said?
OTHER MAN: No, what?
MAN: (Deep, loud voice) CHIIRRRPPPP!

THE MOUSE

MAN: Know what the 2000-pound mouse said?
OTHER MAN: No, what?
MAN: Here Kitty, Kitty, Kitty.

DIET SHAMPOO

GIRL: Have you tried that new DIET shampoo?
BOY: No.
GIRL: Well you should. It's for FATHEADS.

THE NIBBLE

OLD LADY: Dear, when we were younger, you used to nibble on my ear.
OLD MAN: I'll be right back. (getting up to go)
OLD LADY: Where are you going?
OLD MAN: To get my teeth!

FAMOUS MEN

VISITOR: Have any famous men ever been born in this town?
NATIVE: Nope. Just little babies.

THE DRESS

WOMAN: This dress that I have on will never go out of style.
OTHER WOMAN: No it won't. It'll look just as ridiculous every year.

THE COMPUTER

INVENTOR: I've invented a computer that's almost human!
MAN: You mean it can think on its own?
INVENTOR: No. But when it makes a mistake, it blames another computer.

ELEPHANT PAJAMAS

HUNTER: One night in the jungle, I heard a noise outside my tent. I looked outside and an elephant was charging. I ran outside, grabbed my gun, and shot him in my pajamas!
MAN: That's ridiculous. How did an elephant get into your pajamas?

EVERY TWENTY MINUTES

MAN: According to this report, a person is hit by an automobile every twenty minutes.
OTHER MAN: What a glutton for punishment that guy must be.

THANKSGIVING TRIVIA

1. Thanksgiving is celebrated only in the United States? True or False
2. Which President was the first to declare Thanksgiving a national day to be held on the 4th Thursday in November?
 - a. Abraham Lincoln
 - b. Franklin D. Roosevelt
 - c. Thomas Jefferson
 - d. James Madison
3. What poet wrote "The Courtship of Miles Standish?"
 - a. Longfellow
 - b. Keats
 - c. Yeats
 - d. Shelley
4. In what year did the first Macy's Thanksgiving parade take place?
 - a. 1864
 - b. 1894
 - c. 1904
 - d. 1924
5. Thanksgiving is a religious holiday? True or False
6. What U.S. town is the home of the world's largest turkey?
 - a. Frazee, MN
 - b. Turkey, TX
 - c. Wheeling, WV
 - d. Boston, MA
7. How big is the biggest pumpkin pie ever made?
 - a. 5 ½ feet, 350 pounds
 - b. 4 ½ feet, 325 pounds
 - c. 5 feet, 400 pounds
 - d. 3 ½ feet, 350 pounds
8. Every year the President of the United States pardons a turkey. Once this turkey's life is spared, where does it go to live out the rest of its days?
 - a. Frying Pan Park in Herndon, VA
 - b. A Poultry farm in Turkey Creek, TX
 - c. A poultry farm in Washington, D.C.
 - d. Back to the farmer that donated it
9. The heaviest turkey ever recorded was in 1967. It weighed?
 - a. 75 pounds
 - b. 85 pounds
 - c. 100 pounds
 - d. more than 100 pounds
10. In Canada they celebrate Thanksgiving in what month?
 - a. November
 - b. October
 - c. September
 - d. May
11. Which President of the United States moved Thanksgiving up one week to help stimulate the Christmas shopping economy?
 - a. Theodore Roosevelt
 - b. John Kennedy
 - c. Franklin D. Roosevelt
 - d. Dwight D. Eisenhower



FLAG ETIQUETTE TRIVIA QUIZ

1. Who wrote the Star Spangled Banner?
2. Where was the writer of the Star Spangled Banner when he wrote it?
3. Did the writer of the words of the Star Spangled Banner also write the music?
4. Who is credited with making the first American Flag?
5. Where was the first display of the Stars and Stripes?
6. When should the flag be displayed?
7. What is done with worn or outdated flags?
8. Can citizens fly the flag at any time?
9. How many stripes did the U.S. Flag have in 1814?
10. What do the stripes on the Flag stand for?
11. How many red stripes are on the Flag and how many white stripes?
12. What do the stars on the Flag stand for?
13. How many points are on each star of the Flag?
14. What President enacted the law that establishes the Flag is 13 stripes and that a star would be added for each admission of a state?
15. What part of the Flag is known as the Union?
16. Name three locations the Flag flies at all times.
17. What date is Flag Day?
18. Give three names that the National Flag is sometimes called.
19. Is it correct to half-staff a Flag on Veteran's Day?
20. The Pledge of Allegiance has how many commas in it, allowing for a pause when reciting it?





Answers:

1. Francis Scott Key
2. Fort McHenry
3. No, the tune is from an English drinking song
4. Betsy Ross
5. Fort Stanwix, New York
6. On all National and State holidays
7. Burned in a quiet ceremony
8. Yes, citizens are encouraged to fly the flag at any time, even at night if properly illuminated.
9. 15 for the 15 states in the Union in 1812-1814.
10. 13 colonies
11. 7 red stripes and 6 white stripes
12. States admitted to the Union.
13. 5 points
14. President James Monroe
15. The blue field that the stars are placed on is known as the Union.
16. Fort McHenry, Flag House, Marine Corps Memorial, Francis Scott Key birthplace and gravesite, Worcester War Memorial (honors WWI veterans), U.S. Capitol, White House, The Plaza (Taos, Mexico), Little Bighorn, Mt. Stover (Colton, CA), Pike's Peak, Deadwood (SD).
17. June 14
18. Old Glory, The Star Spangled Banner, The Stars and Stripes, Starry Flag, Freedom's Banner
19. No, this was a day of celebration, not mourning
20. 3 commas, allows for 3 pauses in reciting the Pledge of Allegiance.

"I pledge allegiance to the flag of the United States of America and to the republic for which it stands, one nation under God, indivisible, with liberty and justice for all."



HALLOWEEN TRIVIA & FUN FACTS

Because of the unknown, Halloween is the one of the most captivating holidays, often celebrated by both adults and children. The element of surprise makes it fun and unpredictable. Enlighten yourself with Halloween trivia and fun facts to enjoy the holiday even more!

Halloween Holiday Trivia

- Orange and black are Halloween colors because orange is associated with the Fall harvest and black is associated with darkness and death.
- Candy Corn has been made with the same recipe by the Jelly Belly Candy Company since around 1900.
- Jack o' Lanterns originated in Ireland where people placed candles in hollowed-out turnips to keep away spirits and ghosts on the Samhain holiday.
- Halloween was brought to North America by immigrants from Europe who would celebrate the harvest around a bonfire, share ghost stories, sing, dance and tell fortunes.
- Tootsie Rolls were the first wrapped penny candy in America.
- Halloween candy sales average about 2.5 billion dollars annually in the United States.
- Chocolate candy bars top the list as the most popular candy for trick-or-treaters with Snickers #1.
- Halloween is the 2nd most commercially successful holiday, with Christmas being the first.
- Bobbing for apples is thought to have originated from the Roman harvest festival that honors Pomona, the goddess of fruit trees.
- The world's largest recorded pumpkin weighs 2,009 pounds and was grown in Greene, Rhode Island.
- How many witches were burned at the stake in the Salem Witch Trials? (Twelve)
- If you have an intense, abnormal and irrational fear of Halloween, you suffer from Samhainophobia.
- If you see a spider on Halloween, it is the spirit of a loved one watching over you.
- Worldwide, bats are vital natural enemies of night-flying insects.
- The common little brown bat of North America has the longest life span for a mammal its size, with a life span averaging 32 years.
- In about 1 in 4 autopsies, a major disease is discovered that was previously undetected.
- The Ouija Board ended up outselling the game of Monopoly in its first full year at Salem. Over two million copies of the Ouija Board were shipped.
- Harry Houdini (1874-1926) was one of the most famous and mysterious magicians who ever lived. Strangely enough, he died in 1926 on Halloween night as a result of appendicitis brought on by three stomach punches.

MATCH THE CHRISTMAS MOVIE TO THE DESCRIPTION

1	It's a Wonderful Life	A	A little boy dreams of owning a Red Rider BB gun and sets out to convince the world this is the perfect gift, along the way running into opposition.
2	Scrooged	B	A little girl finds a reindeer with an injured leg and hides it in her barn and feeds it cookies, until she can return it to Santa.
3	Prancer	C	An eight-year old, who is accidentally left behind while his family flies to France for Christmas, has to defend his home against a pair of bumbling burglars.
4	Fred Claus	D	On Christmas Eve, a doubting boy boards a magical train that is headed to the North Pole and Santa Claus's home.
5	Miracle on 34th Street	E	When a man inadvertently kills Santa on Christmas Eve, he finds himself magically recruited to take his place.
6	Jingle All The Way	F	One family's plans for a big family Christmas predictably turn into a big disaster.
7	The Bishop's Wife	G	Members of a touring musical trio plan to quit and run a quiet country inn.
8	The Polar Express	H	A cynically selfish TV executive gets haunted by three spirits bearing lesson son Christmas Eve.
9	Annabelle's Wish	I	A Victorian-era miser is taken on a journey of self-redemption, courtesy of several mysterious Christmas apparitions.
10	Christmas with the Kranks	J	A workaholic father decides to get his son the hottest new toy on Christmas Eve and learns the real meaning of the holiday.
11	Holiday Inn	K	With their daughter away, her parents decide to skip Christmas altogether until she decides to come home, causing an uproar when they have to celebrate the holidays at the last minute.
12	A Christmas Story	L	Struggling to raise funds for a new cathedral, the preoccupied young clergyman has neglected his loving wife, and now only divine intervention can save their marriage!
13	Home Alone	M	Musicians prepare for a Christmas show to help a friend in financial trouble.
14	A Christmas Carol	N	When a nice old man who claims to be Santa Claus is institutionalized as insane, a young lawyer decides to defend him by arguing in court that he is the real thing.
15	The Santa Clause	O	Santa's troublemaking older brother is forced to work off a debt in the North Pole.
16	Nat'l Lampoons Christmas Vacation	P	An angel helps a compassionate but despairingly frustrated businessman by showing what life would have been like if he never existed.
17	White Christmas	Q	A heartwarming tale of self-sacrifice and friendship when a young calf gives up her Christmas miracle to come to the aid of a young boy.

HOLIDAY CAROLS

These are fun to figure out. Happy Holiday everyone!

1. Oh, member of the round table with missing areas
2. The lad is a diminutive percussionist
3. Sir Lancelot with laryngitis
4. Decorate the entryways
5. Cup-shaped instruments fashioned of a whitish metallic element
6. Oh small Israel urban center
7. Far off in a hay bin
8. We are Kong, Lear and Nat Cole
9. Duodecimal enumeration of the passage of the Yuletide season
10. Seraphim broadcasting from an elevation
11. Our fervent hope is that you thoroughly enjoy your Yuletide season
12. Listen, the winged heavenly messengers are proclaiming tunefully
13. As the guardians of the woolly animals protected their charges in the dark hours
14. I beheld a trio of nautical vessels moving in this direction
15. Jubilation to the entire terrestrial globe
16. Do you perceive the same vibrations that stimulate my auditory sense organ?
17. A joyful song of reverence relative to hollow metallic vessels, which vibrate and bring forth a ringing sound when struck
18. May the Deity bestow an absence of fatigue to mild male humans
19. Uncouth dolph is aware of the rosey brightness of his proboscis.



DESSERT PERSONALITY TEST

If all the desserts listed below were sitting in front of you, which would you choose. (You can only choose one!)

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Angel Food Cake 2. Brownies 3. Lemon Meringue Pie 4. Vanilla Cake with Chocolate Icing | <ol style="list-style-type: none"> 5. Strawberry Shortcake 6. Chocolate on Chocolate 7. Ice Cream 8. Carrot Cake |
|--|--|



Here is what psychiatrists think about you according to which dessert you picked.

1. Angel Food Cake: Sweet, loving, cuddly. You love all warm and fuzzy things. A little nutty at times. Sometimes you need an ice cream cone at the end of the day. Others perceive you as being childlike and immature at times.
2. Brownies: You are adventurous, love new ideas, are a champion of underdogs and a slayer of dragons. When tempers flare up you whip out your saber. You are always the oddball with a unique sense of humor and direction. You tend to be very loyal.
3. Lemon Meringue Pie: Smooth, sexy and articulate with your hands. You are an excellent after-dinner speaker and a good teacher. But don't try to walk and chew gum at the same time. A bit of a diva at times, but you have many friends.
4. Vanilla Cake with Chocolate Icing: Fun-loving, sassy, humorous, not very grounded in life; very indecisive and lack motivation. Everyone enjoys being around you, but you are a practical joker. Others should be cautious in making you mad. However, you are a friend for life.
5. Strawberry Shortcake: Romantic, warm, loving. You care about other people, can be counted on in a pinch and expect the same in return. Intuitively keen. Can be very emotional.
6. Chocolate on Chocolate: Sexy; always ready to give and receive. Very creative, adventurous, ambitious, and passionate. You can appear to have a cold exterior, but are warm on the inside. Not afraid to take changes. Will not settle for anything average in life. Love to laugh.
7. Ice Cream: You like sports, whether it be baseball, football, basketball, or soccer. If you could, you like to participate, but you enjoy watching sports. You don't like to give up the remote control. You tend to be self-centered and high maintenance.
8. Carrot Cake: You are a very fun-loving person who likes to laugh. You are fun to be with. People like to hang out with you. You are a very warm-hearted person and a little quirky at times. You have many loyal friends.

Figure out the phrases that describe these **SQUARE DANCE MOVES**

18		21		24		27		30	
17		20		23		26		29	
16		19		22		25		28	
3		6		9		12		15	
2		5		8		11		14	
1		4		7		10		13	



Answers to **HOLIDAY CAROLS.**

Copy and make available to dancers later in the evening, after they have tried diligently to unravel the answers on their own.

- | | |
|--|--|
| <ol style="list-style-type: none">1. Oh Holy Night2. Little Drummer Boy3. Silent Night4. Deck the Halls5. Silver Bells6. Oh Little Town of Bethlehem7. Away in a Manger8. We Three Kings9. Twelve Days of Christmas10. Angels We Have Heard on High | <ol style="list-style-type: none">11. We Wish You a Merry Christmas12. Hark the Herald Angels Sing13. While Shepherd Watched Their Flocks By Night14. I Saw Three Ships A'Sailing15. Joy to the World16. Do You Hear What I Hear?17. Carol of the Bells18. God Rest Ye Merry Gentlemen19. Rudolph the Red Nosed Reindeer |
|--|--|

Answers to **SQUARE DANCE MOVES**

- | | |
|---|--|
| <ol style="list-style-type: none">1. Ferris Wheel2. Bend the Line3. Track Two4. Right & Left Thru5. Cast Off 3/46. Flutterwheel7. Recycle8. Fan the Top9. Do Sa Do10. Sweep a Quarter11. Head Two Ladies Chain12. Swat the Flea13. Square Thru 4 Hands14. Star Thru15. Flip the Diamond | <ol style="list-style-type: none">16. Spin the Top17. Grand Right and Left18. Swing Thru19. Spin Chain the Gears20. Pass Thru21. U Turn Back22. Circle to a Wave23. Box the Gnat24. Hinge a Quarter25. Grand Parade26. Promenade27. Load the Boat28. Tag, Trade and Roll29. Slide Thru30. Circle to a 2-Faced Line |
|---|--|

WHAT'S THE MEANING answers
(in order of appearance)

1. Two fellows after the same girl
2. Legally separation
3. Girl with a million dollar figure
4. Far away from home
5. Looking backwards
6. Money on the line
7. A week with one day off
8. Forty nine "r"s or 49'ers
9. One after another
10. Easy on the eyes
11. Keep it under your hat
12. Bad spell of weather
13. Nothing after all
14. Tooth decay
15. Outnumbered three to one
16. Repaired
17. Right between everything
18. Few and far between
19. World without end
20. Starting off with a bang
21. A couple of sharp operators
22. A wolf in sheep's clothing
23. Tennessee
24. Space ship
25. Five degrees below zero
26. A new slant on things
27. Everything's going up

CANDY BAR WORD GAME answers:

1. Hershey
2. Jolly Rancher
3. O'Henry
4. Starburst
5. Snickers
6. Butterfinger
7. Three Musketeers
8. Babe Ruth
9. Jelly Bellys
10. M & M's
11. Milky Way
12. Mounds
13. Sugar Babies
14. Slow Poke
15. Kit Kat
16. Payday
17. Mars
18. Million Dollar Bar
19. Peanut Clusters
20. Good & Plenty
21. Milk Duds

THANSGIVING TRIVIA answers

1. False – Canada also celebrates Thanksgiving
2. Franklin D. Roosevelt
3. Longfellow
4. 1924
5. False – it's to celebrate the ending of harvest
6. Frazee, Minnesota
7. 5 ½ feet, 350 pounds in Circlesville, OH
8. Frying Pan Park in Herndon, Virginia
9. 75 pounds
10. 2nd Monday of October
11. Theodore Roosevelt. However it did not go over very well. So in 1941 Congress passed a law that Thanksgiving would always be the 4th Thursday in November and made it a Federal Holiday.

THE LARGEST SQUARE DANCE ORGANIZATION IN THE WORLD



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