

CLOTHESPIN MIXER

Pass out four to five clothespins per young person and instruct them to pin them on their own sleeves. You may want to put girls on one side of room and guys on another. When the music begins, the object of the game is to get all clothespins off themselves and on to someone else. Turn off the lights and turn on strobe lights and music. When the lights come on, one or two people should have about one hundred pins on them. Have them come to the front and select the winner.

You won't want the teens playing with the pins during the challenge, so have one young person or leader come up front. Give him protective gear—motorcycle helmet with face shield, chest protector or thick jacket, turtleneck, scarf, gloves, shin guards, thick pants, etc.—and put a bulls-eye on his chest. Have everyone throw all his clothespins at the human target while you play music. When you stop the music, all your pins are gathered up at the front.

The Source for Youth Ministry, "Mixers," <http://www.thesource4ym.com/games/mixers.asp>.

FINGER BLASTER GAMES

Rambo Races: One team attempts to race through an obstacle course without getting hit by the other team, which is shooting blasters from both sides. If a teen is hit, he is out. The team with the most members successfully through the course before all members are out wins. A variation is to allow those who are hit to stay in, but the team only gets points when a person gets through the course without getting hit in the allotted period of time. You may run the course twenty or more times before the time runs out.

Shootout: From forty to one hundred feet apart, two teams face each other, each in a single file line like Tug-O-War without the rope. The playing field is typically six feet wide and forty to one hundred feet long, depending on space available. Each team member has a Finger Blaster. When the referee blows the whistle, one player from each team enters the playing area and attempts to be the first one to successfully shoot and hit the other with the Blaster. If a player shoots and misses, he must remain in the six-foot-wide playing area until either hit or missed by his opponent's Blaster. The winner of the shootout gets back in line, and the victim sits out until the next round. If both miss, they both get back in line. The referee blows his whistle to signal both the end of one match and the beginning of the next.

Balloon Orbit, a.k.a. Shoot the Moon: Launch a large, durable balloon in the air over each team. The team's objective is to keep the balloon airborne as long as possible using only Finger Blasters.

Blaster Dodge Ball: Play dodge ball rules, but use Finger Blasters in place of the balls. One variation is to have all the teens who are hit become objects for their live teammates to hide behind.

Finger Blasters are made by RecFX. You may bulk order Finger Blasters on their website, www.recfx.com, by e-mailing info@recfx.com, calling 800.486.7671, or faxing 800.521.4241. Wal-Mart now sells a similar product for \$1 each.