

SIMPSOUND DJ & LIGHTING SERVICES

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BAR & BAT MITZVAH GAMES

- **COKE AND PEPSI** - THIS IS THE MOST POPULAR GAME BECAUSE EVERYONE, YOUNG AND OLD, CAN PLAY. TWO LINES ACROSS THE FLOOR, ONE COKE AND ONE PEPSI. WHEN ONE NAME IS CALLED, THAT SIDE RUNS TO THE OTHER SIDE AND SITS ON THE KNEE OF THEIR PARTNER. LAST ONES THERE ARE OUT. CALL OUT MOUNTAIN DEW AND BOTH LINES RUN TO THE MIDDLE AND "HIGH FIVE" THEIR PARTNER, SAYING THE GUEST OF HONOR'S NAME.
- **HULA HOOPS** - MAKE ONE BIG CIRCLE AND HAVE EVERYONE HOLD HANDS. PUT THE HOOP BETWEEN THEM, PLAY A FAST SONG. THE HOOP MUST BE PASSED AROUND THE CIRCLE WITHOUT BREAKING THE HANDS. WHEN THE MUSIC STOPS, WHOEVER HAS THE HOOP AROUND IS OUT. THIS CONTINUES UNTIL THERE IS ONLY ONE PERSON LEFT.
- **MUMMY OR PRESENT WRAP** - ONE PERSON IS TO BE THE MUMMY AND 2 OR 4 ARE THE WRAPPERS. FOUR ROLLS OF TOILET PAPER OR A SPECIFIC TIME LIMIT CAN DECIDE THE WINNER. WRAPPERS RUN AROUND AND WRAP THE MUMMY.
- **SCAVENGER HUNT** - YOU CAN HAVE AS MANY PEOPLE AS YOU LIKE PLAY THIS GAME. HAVE THE PLAYERS COME TO THE DANCE FLOOR WITH A CHAIR. EVERYONE MUST SIT. THE MC CALLS SOMETHING OUT LIKE A "MASTERCARD". THE PLAYERS RUN TO FIND ONE. WHILE THEY ARE GONE, WE REMOVE ONE CHAIR. THE PERSON WHO COMES BACK AND DOESN'T HAVE A SEAT IS OUT. THIS CAN BE DONE QUICKLY BY CALLING ANOTHER ITEM WHILE PEOPLE ARE STILL OUT AND REMOVING ANOTHER CHAIR. WE CAN ALSO CREATE A LIST OF ITEMS FOR THEM TO FIND WHILE THEY ARE OUT. THE FIRST TEAM BACK WITH ALL OF THE ITEMS WINS.
- **BALLOON STOMP** - THIS IS A VERY HIGH-ENERGY GAME! EVERYONE GETS A BALLOON ATTACHED TO A STRING THAT IS TIED TO THEIR ANKLE. THE OBJECT IS TO POP EVERYONE ELSE'S BALLOON WHILE PROTECTING YOURS. PLAYERS MUST STAY WITHIN AN ARRANGED AREA. YOU CAN SPICE THIS UP BY ADDING A "FREEZE" PORTION, SO THAT WHEN THE MUSIC STOPS, EVERYONE MUST STOP.
- **BALLOON PASS** - TEAMS ARE MADE OF TWO LINES FACING EACH OTHER. FIRST TWO PEOPLE PUT BALLOONS BETWEEN THEM WHEREVER THE DJ CALLS (HIPS, SHOULDERS, STOMACH) AND THEY HOLD THE BALLOON AT BETWEEN THAT POINT ON THEIR BODIES (NO HANDS!) AND GO TO THE END OF THE LINE WHERE THE BALLOON IS PASSED BACK TO THE HEAD OF THE LINE AND THE NEXT COUPLE GOES.
- **I'M FEELING KINDA STUFFED!** - YOU NEED TEAMS OF THREE OR FOUR. ONE PERSON IS THE "STUFFY" AND THE OTHERS ARE THE "STUFFERS". THE "STUFFY" PUTS ON AN OVERSIZED T-SHIRT, WHILE THE "STUFFERS" ARE GIVEN BALLOONS. THE OBJECT IS FOR THE "STUFFERS" TO BLOW UP BALLONS AND STUFF THEM UNDER THE T-SHIRT OF THE "STUFFY". THE TEAM WITH THE MOST BALLOONS UNDER THE SHIRT IN A GIVEN TIME WINS!
- **TRIKE RACES** - THIS IS A VERY FAST AND UPBEAT ACTIVITY. TWO BIKES ARE USED WITH TEAMS OF HOW MANY EVER YOU WANT. THE OBJECT IS TO RIDE THE BIKE DOWN THROUGH THE ORANGE CONES AND BACK TO THE NEXT TEAM MEMBER. THEY CAN'T HIT OR KNOCK OVER THE CONES. ANY NUMBER OF PEOPLE CAN PLAY THIS GAME.

- **MARSHMALLOW RUN** - THIS IS A TEAM GAME WHERE EACH PERSON HAS A STRAW. THEY NEED TO SUCK UP ONE MARSHMALLOW AND CARRY IT ACROSS THE DANCE FLOOR AND PUT IT IN A GLASS AND RUN BACK AND SLAP THE HAND OF THE NEXT PERSON IN LINE. THE FIRST TEAM TO GET ONE MARSHMALLOW FOR EACH PLAYER WINS. WORKS GREAT WITH 8-10 PLAYERS.
- **LIMBO** - ALL YOU NEED FOR THIS IS TWO PEOPLE TO HOLD THE LIMBO STICK WHILE THE REST LINE UP TO GO UNDER IT. IT ALWAYS SEEMS TO BE A CROWD PLEASER AND YOU CAN HAVE A GIRL AND GUY WINNER. YOU MAY ALSO DO THIS AS A COUPLE OR TEAM EVENT WITH MORE THAN ONE GOING UNDER AT THE SAME TIME. SUGGEST MUSIC: LIMBO ROCK, "Hot, Hot, Hot!"
- **21-CUP PYRAMID CHALLENGE** - THIS IS A GAME WHERE WE LINE UP TEAMS WHO NEED TO CREATE A PYRAMID WITH 21 CUPS OUT ON THE FLOOR. EACH TEAM IS GIVEN A DIFFERENT COLOR CUP. THE FIRST TEAM WITH THE 21 CUPS STACKED IS THE WINNER.
- **NUMERICAL TRIVIA** - LINE UP TEAMS OF 10 PLAYERS WITH EACH GETTING A NUMBER 0-9 AND ONE ADDITIONAL PERSON AS A CAPTAIN. WE ASK A NUMERICAL QUESTION AND THE KIDS HAVE TO LINE UP USING THEIR NUMBER TO MAKE THE ANSWER. THE GROUP WITH THE MOST RIGHT ANSWERS WINS.
- **CLEAN YOUR ROOM** - TWO BASKETS ARE ON EACH SIDE OF A DIVIDED FLOOR OF TWO BEDROOMS. THE GOAL IS TO FOLD LAUNDRY AND THROW OTHER PIECES OF CLOTHING AND PUT THEM IN A BASKET, OR TOSS THEM INTO THE OTHER ROOM. THE PERSON WITH THE CLEAN ROOM WINS.
- **BACKWARD SONGS** - CURRENT SONGS ARE PLAYED BACKWARDS. THE FIRST PERSON TO FIGURE OUT THREE SONGS WINS A PRIZE.
- **CLOTHESLINE** - NEED TWO CLOTHESLINES ABOUT 10 FEET LONG AND 4-6 PEOPLE TO HOLD THE LINE FOR EACH TEAM. GIVE EACH TEAM ONE LINE, ONE PILE OF CLOTHES AND A SOAP BOTTLE. THE CLOTHES MUST PAST DOWN THE LINE (AND OPTIONALLY THE SOAP BOTTLE) TO THE OTHER END. THE CLOTHES MUST BE FOLDED AND NEAT. FIRST TEAM TO COMPLETE WINS.