

“Talent Show” Instructions

The Concept: Teams will send a player up to the front to show off their talents and compete against the other teams.

Items Needed:

Bubble gum (big bubble blowing kind like Bubblicious)	Paper & pencils
One quarter for each team	Three crackers for each team
One metal spoon for each team	

Instructions: There are a number of items needed for this game. If you are unable to get an item, you can delete the question that requires it since they are not numbered.

This game is a team game. There are 10 questions, but question 10 requires two players, so try to make sure teams are made up of 11 players or less. That way everyone will have a chance to take the stage. A clue word will appear on the screen that has something to do with the talent the teams will have to display. Based on the clue, each team will then chose a player to go to the front to compete to win points for their team. After the players are at the front, the talent is revealed, any needed props are passed out, and they perform the given task. Some talents require the player to be the first one finished, others give points to each player that can complete the task. Have someone keep track of the teams’ scores. The chart on the next page will go over each talent in detail.

Scoring: Each talent has a number of points assigned. There’s a tiebreaker if any of the teams are tied after the final talent.

Any questions or problems please email: service@pointmangames.com

#	Clue Word	Talent	Item Needed	Details
1	Flexible	Roll your tongue	None	Some people can roll their tongue into a "U" shape, some peoples can't. If the player can, their team gets four points.
2	Chewy	Pop a bubble on your face	Bubble Gum	Have all the players start chewing at the same time. The first to pop a bubble that ends up on some part of their face gets three points for their team.
3	Balance	Stand on one leg	None	Have the players close their eyes and stand on one leg for 15 seconds. They can't put their arms out to help them balance. You'll have to decide if you'll allow them to hop to help them keep from falling. Each player that makes it gets five points.
4	Coordination	Catch a quarter from your arm	Quarter	Players will bend their arm with their palm facing the ceiling. They will place a quarter on their forearm somewhere between their wrist and elbow. In one sweeping motion, they'll have to unbend their arm and swing it around to catch the falling quarter. If they can do it on their first try (or second if you're feeling nice) gets four points for their team. You can make this part of the game a mini-tournament if you want to. Have all the players that were able to catch one quarter try to catch two. Continue on until one person is left as the quarter catching champion.
5	Strength	Fold a piece of paper	Paper	It is impossible to fold a piece of paper more than six times. Try it yourself. It doesn't matter what size the paper is. If the player guesses six or less, they will be able to fold it and get the points.
6	Music	Whistle after eating 3 crackers	Crackers	Each player will be given three crackers which they'll have to chew and swallow. First player to whistle after doing so gets three points for the team.
7	Nosey	Keep a spoon on your nose	Spoon	Players will have to hang a metal spoon off the end of their nose for five seconds. You might want to give the player a chance to wipe the grease off their nose and wipe the spoon before making their five-second attempt. If they can do it, their teams gets four points.
8	ABC's	Write the alphabet backwards	Pencil & Paper	Each player will be given a piece of paper and a pencil and then instructed to start, will have to race to write the alphabet backwards from Z to A. It might be best to have a table or chair for them to set the paper on when they're writing. First one done gets three points for their team.
9	Fishy	Make a face like a fish	None	Players will have to suck their cheeks in and make the classic fish face. If they can do it, their team gets 5 points.
10	Art	Draw a picture based on what you feel on your back	Pencil & Paper	This task requires two players. One person will stand and draw the picture they see on the back on the person sitting using their finger. The sitter will have to transfer what they feel onto a piece of paper. The person standing can look over the shoulder of the sitter and see what they are drawing, but they are not allowed to speak. You may want to place a time limit on this talent of a minute or a minute and a half. You can judge the final pictures yourself, or have a panel of judges made up of your counselors. Rate each picture from one to five points.
TB	Math	How many hours in two weeks	None	Players will have to do the math in their head to determine how many hours there are in two weeks (336). The first team with the correct answer wins. If a player gives an incorrect answer, the other players will still have a chance to answer. If all players give an incorrect answer, the closest to the correct answer wins.