

GROUP MEETING

Sparklers



IDEAS TO BRIGHTEN
ANY MEETING



BOY SCOUTS OF AMERICA®

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GROUP PARTICIPATION

The meeting seemed to drag that night,
And people were tiring fast;
The leader sensed the sleepy feeling
And hoped through the meeting he'd last.

Then came a lull in the action;
The leader wiped his brow.
If only he could perk things up—
He wished that he knew how!

Then suddenly—as though by magic—
His co-leader was on stage.
She held up *Group Meeting Sparklers*,
And opened it to a page.

Eagerly she told them
That the audience would help out.
She divided them into several groups
And tested each for their shout.

Before they knew what had happened,
They all joined in the fun;
Each group was doing its very best
To out-do the other one!

Right then and there the meeting perked up;
Things moved along in style,
And the leader heard the people say,
“Best meeting we’ve had in a while!”

So, remember “group participation”—
A very special key—
And all your meetings will be filled with fun,
They way they ought to be!

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Add Sparkle to Your Meetings

Group Meeting Sparklers is a collection of cheers, applause, icebreakers, and gimmicks that will add energy and excitement to any gathering, whether you work with a pack, troop, post, crew, roundtable, or other adult training courses.

Sparklers can:

- Be adapted for pre-opening activities
- Get meetings off to a good start
- Add an element of surprise or excitement
- Provide zip to pack meetings and advancement ceremonies
- Add life and enthusiasm, when people get restless
- Add fun to den meetings

Imagination and a little extra planning are all that are needed to make your meetings sparkle. The satisfaction you see in the faces of your audience will make it worthwhile.

For more ideas, attend roundtables, pow wows, University of Scouting, and training events. Be sure to read your *Scouting* magazine for fresh ideas from all over the country.

Enjoy—and remember to **Keep it simple; make it fun!**

POSITIVE VALUES

Fun is an important element of Scouting. But we must remember that everything we do with our Scouts should be positive and meaningful. Activities should build self-esteem, be age-appropriate, and should not offend participants or the audience.

As leaders of the Boy Scouts of America, it is our responsibility to model the values of the organization and set a high standard for appropriateness in all Scouting activities. When making decisions, resolve to follow the high road—“If in doubt, take it out.”

These are some of the things that can make activities inappropriate and unacceptable:

- Name-calling, put-downs, or hazing
- References to undergarments, nudity, or bodily functions
- Cross-gender impersonation that is in any way derogatory, rude, insulting, or lewd. (This is not to suggest that boys cannot dress for and play female roles when needed in a skit or play, as long as good taste prevails.)
- Derogatory references to or stereotyping of ethnic or cultural backgrounds, economic situations, or disabilities
- Sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc.
- Wasteful, ill-mannered, or improper use of food or water
- “Inside jokes” that exclude some of those present
- Cultural exclusion—emphasis on the culture or faith of part of the group while ignoring that of the rest of the group
- Changing lyrics to patriotic songs (“America,” “America the Beautiful,” “God Bless America,” “The Star-Spangled Banner”) or to hymns and other spiritual songs

TIPS FOR SUCCESS

1. Choose a sparkler that fits the mood of the event.
2. Read the instructions and be sure you understand them.
3. Practice the sparkler before presenting it to the group.
4. Make your instructions as clear and simple as possible.
5. Demonstrate each step so the group knows what to do.
6. Practice with the group.
7. Lead with enthusiasm.
8. Have fun!

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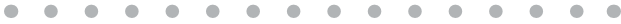
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Everyone deserves recognition for a job well done and that's where applause comes in. Whether simple or complex, applause ensures that everyone feels good about the job they have done.

These applauses are different—they may use your voice, your feet—all of you, not just your hands. Since most of the applauses must be done when standing, they give the participants a chance to stretch between presentations, which will keep them more alert.

Applauses work best when they are first demonstrated to the audience and then performed as a group. And they are appreciated more when they are full of action and spirit.

When using a theme, try to match the applause to the theme—it's even more fun!



APPLAUSE CLAP

The leader divides the participants into two groups. Each group claps only when the leader points to them. Start slowly and build up speed. Wind up by pointing to both groups.

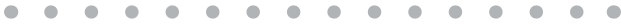


APPLAUD AND CHEER

Announce to the group that when you raise your right hand everyone is to applaud; when you raise your left hand everyone is to cheer. When you raise both hands they are to applaud and cheer. Wrap up by raising both hands.

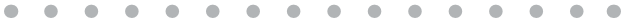
Variation

Tell them that the higher you raise a hand, the louder they are to applaud or cheer or both, and as you lower one or the other, the volume goes down.



BIG BEAR HUG

Put your arms around your own shoulders and give yourself a Big Bear Hug.



BIG HAND

This is a silent applause: Hold out an open palm toward the performer or group and give a big smile.



BIG HAND ... WITH FEELING

While your palm is open toward the performer, use the fingers of the other hand to pat (feel) the palm of that hand.



CANNED LAUGHTER

Laugh loudly when the lid is removed from a can and become quiet when lid is replaced.



CLAM SHELL APPLAUSE

Place your hands together, palm to palm. Keep the bases of the hands together. Open wide and clap several times.

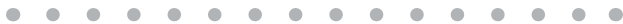


CLAP AND STAMP FEET

Have the group stand and clap hands three times, then stamp feet three times, then repeat, faster and faster.

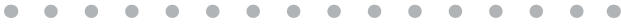
Variation

Increase the number to four or five times clapping, then stamping of feet.



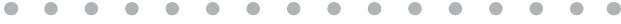
DRUMMER APPLAUSE

Pat the tops of your legs slowly, then faster and faster.



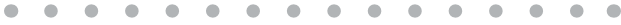
GOOD TURN APPLAUSE

Stand up and turn around.



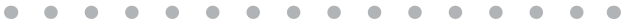
HALF-A-HAND APPLAUSE

Turn one hand with the palm up. Use only the fingertips of the other hand to hit the palm. Lead slowly so all clap at exactly the same time.



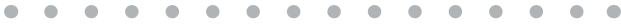
HAND AND FEET APPLAUSE

Have audience stay seated and applaud using hands and stomping both feet at the same time.



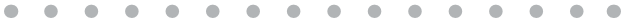
HANDKERCHIEF APPLAUSE

Throw a handkerchief into the air with instructions for the audience to clap and cheer until you can catch it or it falls to the floor. Vary the length of the noise, with a long throw, short throw, or no throw at all.



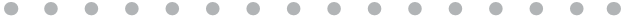
HEART AND SOLE APPLAUSE

Slap heart, and then sole of shoe.



HIKING APPLAUSE

Have the group stand and stomp their feet and swing their arms, as if hiking. “STOMP, STOMP, STOMP, STOMP ...”



LAWN SPRINKLER APPLAUSE

Place your arms in front of you with the palms together, clap as you move them to your right as far as you can, then speed up the clapping and rotate back left to the starting position. Then slow down and begin rotating right again. Repeat several times.



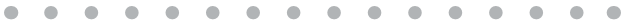
LOCOMOTIVE APPLAUSE

Slap your knees to the rhythm of a train just beginning to move, and say “Chooo, Chooo. ...” Increase your speed until you are going as fast as you can, then make the “Whooo, Whooo ...” sound of a train whistle, as you pretend to pull the whistle cord.



MUSICAL APPLAUSE

Announce the name of a well-known song such as “Yankee Doodle” or “Dixie” and ask everyone to clap to its rhythm. For a novel finish, tell everyone to miss the last note. Someone always forgets.



ONCE OVER APPLAUSE

Have the group clap one time palm to palm, then turn hands over and clap knuckle to knuckle once, then back to palm, and then turn over. Do faster and faster.



ORDINARY APPLAUSE

Clap your hands.

Variation

Start slowly, and then pick up speed.



QUICK APPLAUSE

Ask the group to remain seated. Tell them this is to be a very quick applause—good, but quick! Then have the group clap their hands once as loudly as they can. Do this more than once to see how loud they can get.



RAINSTORM APPLAUSE

Start by gently patting knees alternately to simulate light rain. Increase the noise by patting harder and harder, then switch to clapping, begin slowly and increase to a heavy rain storm. Then gradually decrease the hand clapping and finally return to patting the knees softer and softer until the storm is over.

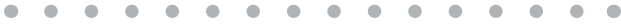
Variation

To simulate rain, have everyone pat one finger on palm of one hand. Gradually increase the intensity by increasing the number of fingers hit together. Then decrease the number of fingers tapping. The leader holds up the number of fingers for the group to use.



REEL APPLAUSE

Pretend to reel in a fish with a fishing pole.



RHYTHM APPLAUSE

Leader claps hands to this rhythm, and group repeats:

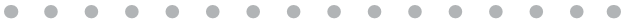
1-2-3-4, 1-2-3-4, 1-2, 1-2,

1-2-3-4, 1-2-3-4, 1-2, 1-2, 1-2-3-4

Variation

1-2-3-4, 1-2-3-4, 1-2-3-4 (brief pause)

1-2-3-4, 1-2-3-4, 1-2-3-4, 1



ROUND OF APPLAUSE

Clap while moving hands in a circular motion.



SEAL APPLAUSE

Extend arms out in front, cross the hands like they are flippers, with thumbs pointing down, and clap hands several times.



SEAL OF APPROVAL

Do as previously except, as you clap, make a sound like a seal: “Arf, arf, arf, arf, arf.”

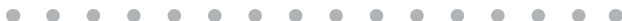


SILLY CLAP APPLAUSE

Have everyone slap their knees twice, clap their hands twice; and then grasp their left ear with their right hand and their nose with their left hand. Slap and clap again. Start very, very slowly, and then increase the speed.

Variation

Reverse the hand positions each time. Grab your ear and nose (right ear with left hand and nose with right hand). Repeat several times.



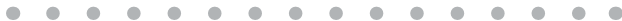
STAMP OF APPROVAL

Pound one fist rapidly into the palm of your other hand several times.



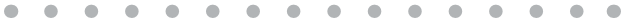
THUNDER AND RAIN APPLAUSE

Have the group remain seated. Have them place their hands, with the palms open, on their knees. Starting from the left side of the room, have them softly tap their knees to simulate light rain. As the “storm” moves across the room, have each section pat louder and louder until it gets to the center, when everyone stands, yells “BOOOOM” to simulate thunder, then sits down. The “storm” moves to the right, with the “rain” becoming softer as it moves to the right, then fades away.



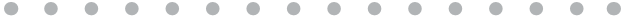
TURN APPLAUD, TURN APPLAUD

Have the group stand, applaud once, then jump and turn a third of the way around; applaud once, jump and turn a third of the way around; applaud once, jump and turn the last third of the way around (facing forward again), then applaud one final time.



WHAT A STAR YOU ARE!

Crouch down with hands on knees, then straighten up and extend your arms high and wide and shout, “What a star you are!”



W-O-W! APPLAUSE

Leader yells, “Give me a W.” (clap)

Audience: W (clap)

Leader: “Give me an O.” (clap)

Audience: O (clap)

Leader: “Give me a W.” (clap)

Audience: W (clap)

Leader: What does that spell?

Audience: WOW! (clap)

Audience Participation Stories

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Audience participation stories can be used to break up a meeting, get people up and stretching, or help carry a theme throughout a meeting. They add an element of fun to a meeting!

These stories incorporate both the telling of a story and involvement of the audience, usually through sounds and/or gestures. They are an excellent means of getting the audience involved in the action and making them feel a part of the group.

To use an audience participation story:

1. Explain to the group that you need their help in telling a story.
2. Divide the group into the required number of sub-groups for the story you have chosen. Assigning a group or section leader can help keep things on track.
3. Assign each group a part. Explain what their “cue” word is and what it is they are to do when they hear it. Have them practice it at least once to be sure they understand it.



BEAR HUNT

Sit in front of the audience so they can all see everything you do. Narrate the following:

Would you like to go on a Bear Hunt? OK! Then watch me and do all the things I do and repeat after me all the things I say.

Here we go! We're going on a bear hunt! Everybody march! (Make a marching sound by slapping your knees with your hands, alternating.)

I see a river! A great, big river! We can't go around it! We can't go under it! We can't go over it! I guess we'll have to swim it! (Pretend to swim by rotating your arms. Then resume marching.)

I see a tree! A great big tree! We can't go around it! We can't go under it! We can't go over it! I guess we'll have to climb it! (Pretend to climb, using your arms. When you reach the top, look around, shading your eyes. Climb down and resume marching.)

I see a wheat field! A great big wheat field! We can't go around it! We can't go under it! We can't go over it! I guess we'll have to go through it! (Make the sound of walking through wheat by rubbing your hands together. Resume marching.)

I see a cave! A great big cave. We can't go around it! We can't go under it! We can't go over it! I guess we'll have to go in it! (Feel in front of you as though in the dark.) It sure is dark in here! Oh, I feel something! (Go through the motions.) It's big! It's fuzzy! I think it's a bear! Let's get out of here fast!

Retrace all the motions hurriedly, (wheat field, tree, and river).

Wow! We've just been on a bear hunt!



CELLAR BAND

Divide the group into five smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read, pause for the group to make the appropriate response.

DUSTY OLD CELLAR	Cree-eek ... cree-eek ...
JUG	Boop, boop ...
TRASH CAN	Crash! Bang!
SPOONS	Clink, clink!
HAT BOX	Rat-a-tat-tat ...

Once upon a time, as many stories begin, in a dusty old CELLAR there lived a group of very good, very old, and very out-dated friends. There was an empty glass JUG, two rusty SPOONS, two beat-up TRASH CANS, and a faded old HAT BOX. Now these old friends had been in the dusty old CELLAR for a very long time, and except for being moved about from time to time, they were left alone to rust or turn to dust. Needless to say, they were very lonely.

One day, the empty glass JUG, in a deep low voice, said, "It's too quiet here. I wish something would happen." "Now really, JUG," said the two rusty SPOONS, "What could possibly happen here?" "Why," said the faded old HAT BOX, "I've been sitting on this CELLAR shelf for 20 long years and all I've seen are two mice and a daddy longlegs spider." "Me, too," said the beat-up TRASH CANS.

Suddenly there was the sound of footsteps on the CELLAR stairs. Four young boys, all dressed alike, came cautiously down the CELLAR steps. They were talking in hushed voices. "Are they twins?" asked the faded old HAT BOX. "They do look alike," said the two rusty SPOONS in a lofty voice. "I know who they are," said the empty glass JUG. "Me, too, they are Cub Scouts," said the beat-up TRASH CANS. By now, the old friends were very curious and excited. They listened as the boys talked.

“It’s kind of spooky down here in this dusty old CELLAR,” said Stephen. “Oh, it’s okay, here is the light,” said Sean. “Wow, look at all this old stuff!” said Micah. Noah said, “I’ve got an idea. We have to do a stunt for our den meeting, don’t we?”

“Yeah, that’s right,” the other three chorused. “Well,” said Noah “Let’s have a band ... a CELLAR band!” “A band?” they yelped. “Sure,” said Noah. “I’ll play the two rusty SPOONS. Sean, you take that empty glass JUG, and Stephen, that faded old HAT BOX will make a neat drum. And Micah, those beat-up TRASH CAN lids will be swell cymbals.”

Well, of course, you know the rest. Den 3 made new friends with old friends right there in the dusty old CELLAR with an empty glass JUG, two rusty SPOONS, a faded old HAT BOX, and two beat-up TRASH CAN lids, and for all we know, they may be playing together still!



FISHERMAN’S LUCK

FISHERMAN	“Great day for fishing!”
FISH	“Bubble, bubble ...”
WORM	“Wiggle, wiggle ...”
REEL	Everyone pantomimes reeling in a fish.

Once there was a FISHERMAN who went fishing on a sunny day. He was hoping to catch a big FISH. He found a nice spot on the bank of the river.

The FISHERMAN put the REEL on his rod and a WORM from a can on his hook, and started to FISH. He patiently waited and waited, but no FISH came to eat the WORM on his hook. The FISHERMAN decided to leave his hook in the water and take a walk. When he came back, the rod was bending over and he was sure he had caught a big FISH.

The FISHERMAN wound the REEL, and he found only a stick on his hook, but the WORM was gone. So the FISHERMAN put another worm from his can on the hook and left his rod propped up again. This time, when he came back, the FISHERMAN found his rod was bent over and he was sure he had caught a big FISH. But when he wound in the REEL he found an old tin can on his hook, and the WORM was gone.

The FISHERMAN put another WORM on his hook, propped up the rod and closed his eyes and went to sleep. He dreamed of a big, big FISH ...hundreds of FISH jumping out of the river. When he awoke, his rod was bending over again, but he said to himself: "It's probably another stick or tin can." But when he wound in the REEL there was a beautiful big FISH on the hook. Just what the FISHERMAN wanted!



THE GADABOUTS

GADABOUTS	"Away We Go!"
CAR	"Bump, bump!"
TRAIN	"Rumble, rumble ..."
HORSEBACK	"Clip-clop, clip-clop!"
PLANE	"Zoo-oo-oom ..."
SLUMBER LAND	All yawn.

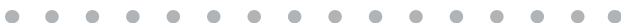
I'm going to tell you a story about a family called the GADABOUTS. They got that nickname because they were always going places and doing things.

One summer, the GADABOUT family decided they would explore as much of the United States as they could. So they started out for a summer of travel. While touring the country, they traveled by CAR, seeing many beautiful sights. Then they took an excursion by TRAIN. Still wanting more variety, the GADABOUTS decided to explore some backcountry on HORSEBACK, and they even included in their travels a flight on a PLANE, to visit some faraway states.

They saw the country from one end to the other. When the summer was over, the GADABOUTS returned home very tired but with many wonderful memories of their travels by CAR, their journey on HORSEBACK, their trips by PLANE, and also their excursion on the TRAIN.

When school started in the fall, the teacher asked which trip was his favorite. Through sleepy eyes, Johnny said his favorite trip is one into “SLUMBER LAND.”

One lesson that the GADABOUT family learned was, “There is no place like home.”



MICAH, THE SUPER SCOUT

MICAH	“Hooray! hooray!”
DOG/DOGS	“Woof, woof!”
SNOW	“Flutter, flutter ...”
SLED	“Whoosh, whoosh ...”

MICAH, the Super Scout, fought his way through the blinding SNOW storm. He urged the DOGS forward as they pulled the SLED across the vast Alaskan wilderness. MICAH knew he must get there. The provisions in the SLED were desperately needed. The wind and SNOW pushed MICAH back down the trail. The DOGS fought on at MICAH’s urging. The forest seemed to close in around the DOG team, the SLED, and MICAH as darkness began to fall.

Finally, the DOGS could go no more. MICAH knew they needed rest. He dug a cave in the SNOW and built a small fire. From the SLED, MICAH gave some food to his faithful DOGS. MICAH lay down by the DOGS next to the SLED in the SNOW for some well earned rest.

MICAH and the DOGS woke up rested. Later, on through the SNOW sped MICAH, the SLED, and the DOGS. Soon they reached their destination and were welcomed by a shouting crowd.

“MICAH, MICAH!” Someone was shaking MICAH, the Super Scout. “Did you fall asleep?” “Thanks for bringing the refreshments to the meeting.” It was MICAH’S Scout leader. “No problem,” replied MICAH, as the DOGS, SLED, and the SNOW faded into his imagination.



NOAH WANTS TO BE A CUB SCOUT

TIGER	“Ro-arrrrr!”
BOBCAT	“Mee-ooooow ...”
WOLF	“Ahhhhh-ooooo ...”
BEAR	“Grrrrrrr ...”
WEBELOS	“We’ll Be Loyal Scouts!”
ARROW OF LIGHT	Everyone clap.

Noah was out for a walk one day near his home. As he walked along, he met a TIGER who, with his partner, seemed to be searching for something. Noah asked the TIGER what he was doing. “I’m in search of the BOBCAT trail,” replied the TIGER. I need to find the way so that I can become a BOBCAT.”

That’s odd, thought Noah. A TIGER becoming a BOBCAT? What an imagination the TIGER had! In a few minutes, he came upon a BOBCAT. The BOBCAT appeared to be reading a book. Noah asked the BOBCAT what he was doing. The BOBCAT said that he was trying to become a WOLF.

Noah laughed. Who ever heard of a BOBCAT changing into a WOLF? He continued on along the way. Soon he met a WOLF. The WOLF was working on a wood project. “What are you trying to become?” laughed Noah. “I am going to become a BEAR,” said the WOLF.

“How strange,” thought Noah. “A TIGER who wants to be a BOBCAT, a BOBCAT who wants to be a WOLF, and a WOLF who wants to be a BEAR. Maybe I can find a BEAR who wants to be something else, too.”

Sure enough, soon he met a BEAR who was busy packing for a camping trip with his family. “And what are you trying to become, big BEAR?” The BEAR said, “I am going to be a WEBELOS.”

“What’s a WEBELOS?” asked Noah. So the BEAR explained to Noah how he could become a Cub Scout. First he could be a TIGER Cub, then a BOBCAT, then a WOLF, then a BEAR, and then a WEBELOS Scout. He might be able to earn the ARROW OF LIGHT, the highest award in Cub Scouting. Noah smiled said, “Thank you!” to the BEAR.

Then he ran back past the WOLF, past the BOBCAT, and past the TIGER and his partner. He ran right out of the woods and straight home. He wanted to tell his parents that he wanted to join Cub Scouting so he could become a TIGER Cub, a BOBCAT, then a WOLF, then a BEAR, and then a WEBELOS Scout—and maybe even earn the ARROW OF LIGHT!



RELUCTANT RABBIT

SEAN	“Abracadabra!”
RABBIT	Flop hands like ears.
HAT	Tip imaginary hat.
DOG	“Woof, woof!”

SEAN was very busy. It was only a few days until he had to perform a magic trick. But he was having trouble with his disappearing RABBIT trick. He had his black top HAT and a very nice little RABBIT. SEAN knew exactly how to do the RABBIT in the HAT trick, but the RABBIT would not cooperate.

Just then, SEAN'S big DOG came bounding into the room. He was a very large DOG, and the minute the RABBIT saw him, he bolted under the bed, toppling the HAT and nearly knocking SEAN over. "DOG," shouted SEAN, "you are scaring my RABBIT." SEAN reached under the bed and pulled out the RABBIT. SEAN petted the RABBIT. He took out the HAT and put the RABBIT inside once again. The big DOG stood by and watched. Before SEAN could wave the magic wand, the RABBIT would jump out. The DOG wagged his tail and looked up at SEAN.

SEAN was frustrated. Then he picked up the HAT and looked inside. It was dark inside the HAT. SEAN patted the DOG'S head, and said "I have an idea." SEAN quickly ran to his room and got a small flashlight. His DOG came with him to help. SEAN put the flashlight in the HAT and turned on the light. Then he took the RABBIT, waved the magic wand and stuffed the RABBIT inside the HAT. This time the RABBIT stayed inside the HAT.

"Hurray!" shouted SEAN. "Now I can do my trick!"



SPACE ADVENTURE

Divide the audience into two groups and assign each group a word listed below. Read the poem. After each of the listed words is read, pause for the group to make the appropriate response.

SPACE "Way out there!" (Point ahead, moving finger from left to right.)

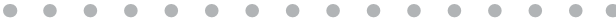
ASTRONAUTS "Onward and upward!" (Stand up and thrust arm toward sky.)

The universe is an enormous place,
Which we refer to as merely SPACE.
ASTRONAUTS spend hours untold,
Searching that SPACE where mysteries unfold.

They bring back dust and rocks galore,
Each ASTRONAUT striving to learn more.
They circle around for days in SPACE,
Keeping up such a strenuous pace.

We explored SPACE and then very soon,
Our ASTRONAUTS landed on the moon.
Oh what a thrill as we witnessed the sight:
ASTRONAUTS raised our flag on that flight!

Right out there in outer SPACE,
Upon the moon our flag stands in place.
Just where the ASTRONAUTS left it that day,
As a part in history they did play.



WHERE IS YOUR HOME?

Divide the audience into two groups and have them respond to the following key words by singing the first line of a song:

HOME: "Home, Home on the Range"

UNITED STATES: "This Land Is Your Land"

Be it ever so humble, there's no place like HOME.
No matter where in the UNITED STATES you may roam.
You may travel all over the UNITED STATES,
But your HOME state with you always rates.

Some choose to roam while others stay,
Always in their HOME state 'til their dying day.
No matter in what part of the UNITED STATES your HOME
state may be,
There's one thing everyone says, you see,

And everybody I'm sure will remember,
That HOME is where you hang your hat!

Cheers and Yells

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Cheers and yells make great morale builders. They are usually short, and quite often loud.

The cheers and yells in this chapter are a place for you to start. Modify any of them for your situation or theme, and encourage your dens, patrols, crews, or groups to invent their own. As the leader of the group, be sure you screen them before they are presented to the group.

Cheers and yells are used whenever the den, patrol, crew, or group wishes to identify itself and to just have FUN!

Remember that cheers and yells should always be positive and uplifting, and reflect the values of Scouting.



BIG BAND CHEER

Divide group into three sections:

GROUP 1: Trombones Waa, waa, wa waaa!

GROUP 2: Trumpets Toot, toot, toot, toot!

GROUP 3: Drums Boom, boom, boom, boom!

Select a well-known tune and lead the Big Band.



BUSY BEE CHEER

Put arms out as far to the side as you can get them, then flap them up and down quickly as you call, “BUZZ-ZZZ-ZZZ, BUZZ-ZZZ-ZZZ.”



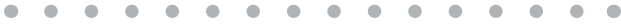
COYOTE CHEER

Have the group stand, cup their hands around their mouths, then say, “YIP YIP, YIPEEE!” Do this two or three times.



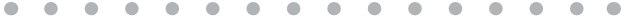
CHAMPION CHEER

To the count of four, do the following: stomp, stomp, clap, pause. To the beat say, “We do, we do, thank you!”



CHARGE CHEER

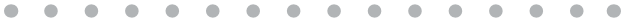
Cup both hands in front of mouth (like a horn), and yell, “Da-da-da-dat-da-dah!”



COW CHEER

Have group stand and put hands on either side of heads with one finger up so it looks like horns.

Say, “A moo, a moo, a moo, moo, moo. I say a moo, a moo, a moo, moo, moo, moooooo!”



DEN YELL

Clap your hands! (Clap three times.)

Stomp your feet! (Stomp three times.)

Den ___ can't be beat!

Variation

Substitute “den” with “pack,” “troop,” “crew,” “district,” group name, etc.

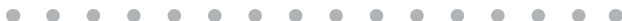


EAGLE CHEER

Have each person lock his or her thumbs together, flutter fingers like wings, and say, “Cree, cree, cree!”

Variation

(Be sure everyone has plenty of room.) Spread arms way out to the sides. Flap them as if gaining altitude. Pretend to soar, bending at the waist and moving upper torso, while saying, “Cree, cree, cree!”



ECHO CHEER

(Using a word from your monthly theme, have half of the group yell out the word, and the other half be the echo, giving the cheer repeatedly, fainter and fainter.)



FERRIS WHEEL CHEER

Move arm in a large circle; on the upswing say, “Ohhhhhhhh.” On the downswing say, “Ahhhhhhh.” Repeat several times.



FIRE ENGINE CHEER

Divide into four groups:

Bell	Ding, ding, ding!	Horn	Honk, honk, honk!
Siren	Rrrrr, Rrrrr, Rrrrr ...	Clanger	Clang, clang, clang!

Point to each group to make its assigned sound; then have everyone make the noises at the same time.



FROG POND CHEER

Divide into three groups.

GROUP 1, using high voices	“Tomatoes, tomatoes, tomatoes!”
GROUP 2, with medium voices	“Potatoes, potatoes, potatoes!”
GROUP 3, with deep bass voices	“Fried bacon, fried bacon, fried bacon!”

Rehearse with each group; then add one group at a time.



GIANT BEEHIVE CHEER

Have audience stand and “buzz” like a bee.

When leader’s hand is raised, the volume should increase.

When leader lowers hand, the volume decreases.

Do this at varying levels.

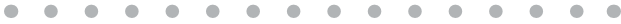


GOLD RUSH CHEER

Divide into three groups:

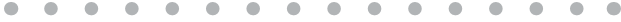
Group 1	“Gold! Gold!”
Group 2	“Give us water! Give us water!”
Group 3	“Pick and shovel, pick and shovel!”

Practice with each section and then have them begin together softly. As you raise your hand, the volume should become louder. Then lower your hand for the volume to decrease.



GOOD GOING CHEER

Divide the audience in half. One side says “Good!” and one side says “Going!” Vary the speed and the direction in which you point.



HAY! STRAW!

When the leader calls out, “Hay!” or “Straw!” the group is to respond with the opposite word.



HOO-RAY! HOO-RAY!

Hoo-ray! Hoo-ray!

“Hooray, hooray, hooray!”

We’re the Scouts of the BSA!”

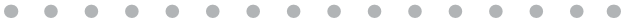
Variation

Substitute Cub Scouts, Boy Scouts, den chiefs, leaders, trainers, etc.



ICE CUBE CHEER

Pretend to pick up an ice cube and say, “C-o-o-o-l!”



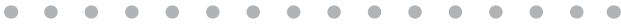
JET PLANE CHEER

Hold palm of hand straight and move in swooping motion from side to side, back and forth making a loud “Zoooooommmm” noise.



LION CHEER

Bring hands up and make lion-type claws, and yell, “Roar! Roar! Roar! Roar!”



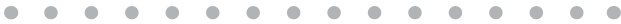
LIBERTY BELL CHEER

Clang! Clang! Clang!



MOTOR BOAT CHEER

Move your hand out in front of you in a zigzag motion yelling “Vaaaaaaaar-ooooooom!”



OWL CHEER

Open your eyes as wide as possible, flap your arms as if they were wings, bring them close to your body as if settling down, and then make the sound of an owl, “Whooo! Whoooo! Whoooo!”



PAUL BUNYAN CHEER

Divide the audience into two groups, the Chips and the Chops. As you point to each group they yell in unison, “Chip!” or “Chop!”

This is repeated faster and faster until the tree is chopped down and all holler, “Timber!” and “Whoosh!” as the tree hits the ground.

Leader then says, “Good job!”



PINEWOOD DERBY CHEER

Hold your hand over your head and bring it down as if it were a car coming down the track, while saying “Swooooooosh...” then “Yea!”

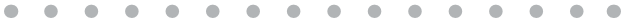


POPCORN CHEER

Make a fist with one hand and cover it with the other. Shake both hands in front of you as if you had a popcorn popper. After a few seconds yell, starting slowly, “Pop ... Pop ...Pop ... POP!” As you unfold your fingers on the hand that was a fist, continue to yell, faster and faster, “Pop! Pop! Pop! Pop!”

Variation

Do as above, then pretend to get a handful and pretend to eat it, yelling “Yum! Yum! Yum!”



POW WOW CHEER

Explain to the audience that when you call out “Pow!” they are to respond, “Wow!”

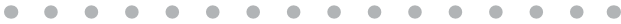
Variation

Assign “pow” and “wow” to two groups. Then point to each one in turn.



RAILROAD CHEER

“CHOO, CHOO, CHOO, CHOO, CHOO, CHOO! WHOOOO! WHOOOO!”



SATELLITE CHEER

Move your hand and arm around your head in a circle, opening and closing the hand while saying, “GLEEP, GLEEP, GLEEP!”

Variation

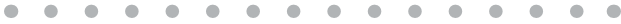
Begin with a countdown from 10, at zero, yell, “Blastoff” stretch arm over head and say:

Same as above, except turn whole body around as if the satellite is spinning in space.



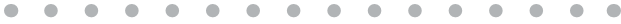
SUPER JOB CHEER

Ask the group to stand and say, “You did a super job!” three times (louder each time).



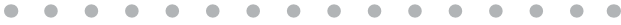
TIGER CHEER

“You’re Grrrrrrrrr ... eeeeeaaaat!”



THUMBS UP CHEER

Hold a hand in front of you, make a fist and hold your thumb up, extend your arm, and say, “Great job! Great job! Great job!”



THUNDER CHEER

Group shouts, “Kaboom! Kaboom! Kaboom!”



THUNDER AND LIGHTENING CHEER

Group yells out “Boooooom! Boooooom! Boooooom!” then “Zaaaap! Zaaaap! Zaaaap” then “Boooooom! Boooooom! Boooooom!”



WOLF CHEER

Each participant cups hands around mouth, bends over at the waist and comes back up, tilting head back and leaning backwards while howling: “Aaaaarrrroooooo!”



YELLOW, GREEN, AND RED CHEER

Divide the group into three subgroups; assign each a color.

As you point to each subgroup, they are to yell out their color.

Vary the speed and direction you point, then have all three groups yell their colors at the same time.

Variation

Use colors to suit the occasion or theme: red, white, and blue for patriotic holidays; blue and gold for Cub Scouting; etc.

Ice Breakers and Mixers

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Icebreakers and mixers are an important part of any meeting and serve as a good way for the members of any group to get to know one another better. Mixers can be a novel way to divide into groups for following activities. Used during a unit meeting, icebreakers and mixers allow for set-up time, provide a way to burn up that youthful energy, and are a way to get family members involved. For older youth, icebreakers can serve as a way for them to get to know one another better. They also provide a chance to get up and move.

During adult activities, icebreakers can play an important role in making everyone feel welcome. Take care that none of your icebreakers or mixers embarrass anyone or put them in an awkward situation.



BARNYARD FROLIC

Give everyone the name of a common farm animal: chicken, duck, turkey, horse, etc. On a signal, each begins making the sounds of that animal. The object is for all of each kind of animal to find each other through identifying noises. Be sure at least two people are assigned to each animal.



BIRTHDAY CHEER

Have groups gather by birthday month. Give them 60 seconds to come up with a cheer for their month. Then call out the months, one by one. As their month is called, they give their cheer. (If a few months have smaller numbers, you may combine two months and allow them to use both months in the cheer.)

Variation

After the cheers are given by month, everyone can sing “Happy Birthday!”



BRAINTEASERS

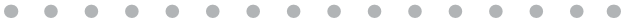
Hand out a sheet of paper with the following directions on them. Give the audience a few minutes to figure out the answers.

If Y-E-S spells “yes,” what does E-Y-E-S spell?

Using all the letters given below, see if you can write two words. Remember, you must use all the letters.

D-S-T-W-O-R-W-O

(Answers are “eyes” and “two words.”)



BUDDY INTRODUCTIONS

Form pairs. Give them a time limit for interviewing each other, using a prepared list of questions to ask, such as name, grade in school, Scouting job or rank, number of children, number of siblings, hometown, favorite food, favorite color, etc. Have them share what they learned about each other with the group.



CHAMPION HUMMER

Have the group pair off. On a signal, each person looks his/her partner in the eye and starts humming a tune. Continue until one laughs or has to take a breath. Each winner finds another winner until one person is the “champion hummer.”



GATHERING OF THE SCHOOLS

Pin cutout pictures of different kinds of fish (swordfish, tuna, trout, catfish, etc.) on people as they arrive. On a signal, see which “school of fish” can assemble first.

Variation

Use colored construction paper to cut any shapes that go with your theme. Pin the pictures on people’s backs. They have to ask questions of others to discover which group they should join.



GATHERING NAMES

As people arrive, give each person a pencil and a large index card. Ask them to print their names vertically at the left of the cards. As they mingle, they write the name of someone whose first or last name begins with each letter of their name.



INDOOR NATURE HUNT

Divide into groups of four to six people. Give each group a piece of paper with the letters A through Z written down one side. Tell them to work together to come up with something they would find in the woods that begins with each letter.

Variation

Tell them to work together to come up with things they would find in a flower garden; vegetable garden; or fruit orchard.



JUMBLLED ZOO

Display numbered cards around the room, each with the jumbled name of an animal. Give everyone a pencil and paper and allow them time to write the correct names.

1	Xof	11	Omseo	21	Xyln
2	Atb	12	Reah	22	Dbgrae
3	Nimree	13	Toppophusaim	23	Telpneha
4	Vrabee	14	Alaml	24	Aber
5	Rugaja	15	Tarmom	25	Sephe
6	Ourbr	16	Nugeipagi	26	Berza
7	Paoledr	17	Rulwas	27	Makstur
8	Rafifeg	18	Geogdehh	28	Gesnmooo
9	Nilo	19	Helaw	29	Hatrenp
10	Kaclja	20	Resho	30	Prpopneci

Solutions:

1	Fox	11	Moose	21	Lynx
2	Bat	12	Hare	22	Badger
3	Ermine	13	Hippopotamus	23	Elephant
4	Beaver	14	Llama	24	Bear
5	Jaguar	15	Marmot	25	Sheep
6	Burro	16	Guinea pig	26	Zebra
7	Leopard	17	Walrus	27	Muskrat
8	Giraffe	18	Hedgehog	28	Mongoose
9	Lion	19	Whale	29	Panther
10	Jackal	20	Horse	30	Porcupine



JUNGLE ANIMAL PAIRING

Write the names of common jungle animals on slips of paper, making two of each. Give one strip to each person. On signal, participants will wander around, making the animal sound to locate their partners.

Variation

Use farm or zoo animals.



LINE UP BY ...

Have the group form a single line in order, based on one of the criteria under “Variations” below. **Talking is not allowed**; they must find another way to communicate.

Variations:

Line Up By ...How Far Away You Live. The first person in line resides the closest to the meeting place; the last person lives the farthest away.

Line Up By ...When’s Your Birthday? January 1 is at the front of the line, December 31 at the back. (Year doesn’t count.)

Line Up By ... Height. Have the group line up by height from shortest to tallest.

Line Up By ... Name. Have the group line up alphabetically by first name. Communicate without talking. Then have the group line up by middle or last name.

Line up by ... Tenure in Scouting. Have the group line up by number of years they have been registered in Scouting.



LINKED WORD

Provide cards that have a written word of a common pair such as “Jack” and “Jill.” Have as many cards as people. Ask everyone to find the person with the mate to their card and introduce themselves. Some examples are:

Cats and dogs

Up and down

Over and under

Cup and saucer

Fine and dandy

In and out

East and west

North and south

Comb and brush



MACDONALD'S FARM

Have sets of cards with the names of the animals from “Old MacDonald Had a Farm.” Give everyone a card and then lead the group in singing the song, with each person singing the sound of the animal on his or her card. As you sing, the chicks, ducks, cows, etc., gather together. When the song is finished, you have formed several discussion, game, or work groups.



MILLIONAIRE HANDSHAKE

Before the meeting, give gold-wrapped candy coins to several people. As participants arrive, tell them there are millionaires in the room, each of whom will reward the fourth person who shakes hands and introduces himself or herself. The “millionaires” count the number of handshakes and secretly slide the coins into the fourth person’s hand.



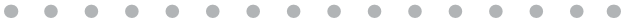
MINGLE MINGLE/CLUMPS

This divides the whole group into smaller groups, and the leader can control how those groups are formed. Players mill around and exchange pleasantries while mumbling “mingle, mingle, mingle, mingle,” over and over. The leader calls out a number and they must quickly form groups with exactly that number. This is especially fun with big groups and large numbers in the groupings.



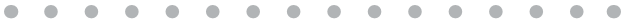
MUSICAL MIXERS

Have sets of cards with song titles on them. As people arrive, distribute the cards with instructions for everyone to find others with the same song title. When the singing groups are formed, they are to get acquainted and rehearse their songs. Call on each group to perform.



NAME TEST

Give everyone a pencil and paper when he/she arrives. Tell each person to get acquainted with 20 people, asking their names and writing each name down. When everyone has 20 names, ask them to tear the names apart and give each slip of paper to the person whose name is written on it. See how many can give all their names back to their owners.



PASS THE HANDSHAKE

Tell everyone sitting at the end of each row to shake hands and become acquainted with the person next to him/her. The second person then does the same with the person next to him/her. The greeting is passed down the line.



PLENTY OF FISH IN THE SEA

As people arrive, give everyone a card and ask him/her to write down his/her name, hometown, and hobby. Collect the cards and, when everyone is present, let each one draw a card. On a signal, he/she finds the person whose card he/she has drawn and talk over with that person what is written. When the meeting reconvenes, call for a show of hands to find how many met their match.



RHYTHMIC EXERCISE

Ask the group to follow your instructions. Be sure to talk distinctly and slowly.

Everyone stand.

Now, hands on your hips, hands on your knees,

Put them behind you, if you please.

Touch your shoulders, touch your nose,

Touch your ears, touch your toes.

Raise your hands high in the air,
At your sides, on your hair.
Above your head, as before,
While you clap, one-two-three-four.

Now hands upon your head again,
On your shoulders, around you spin.
Then you raise them up so high,
And make your fingers really fly.

Then you stretch them out toward me.
And briskly clap them, one, two, three.



SIGNATURE HUNT

Participants are to get as many signatures as possible. They may get only one signature per person, and may not sign their own sheets. You can rewrite the questions so they apply to the activity or theme of your event. At the end of the time for signature collection have everyone be seated. Then read each item from the list and have everyone who could have signed for that item stand up.

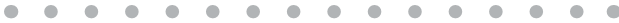
1. Someone who likes to play baseball
2. Someone who has a dog for a pet
3. Someone who is left handed
4. Someone who wears a size 7 shoe
5. Someone who likes bananas
6. Someone who plays a musical instrument
7. Someone who has traveled to a foreign country
8. Someone who has one sister
9. Someone who likes to fish
10. Someone who likes to play basketball
11. Someone who likes to read mystery books
12. Someone who has two brothers
13. Someone who is an only child
14. Someone who owns more than one car



SIGNATURE LETTERS

Give everyone a pencil and a sheet of paper on which, down the left side, is lettered a word or words associated with the group or meeting—the name of the organization, the nearest holiday, etc.

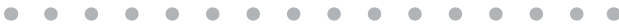
On a signal, each person is to get signatures from those whose names begin with the letters. The first player to obtain a signature by every letter is the winner.



SPELLING MIXER

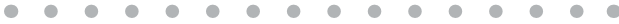
Print a large letter on 5-by-8 cards—one letter for a card. Do not use the letters *J, K, Q, V, X* or *Z*. Make several cards with vowels on them. Have a card for each person in the group. Three adults act as judges.

On a signal, people hold up their cards and rush around to find two letters that will make a three-letter word when added to the card they are holding. The three people lock arms and race to the judge, who writes the word on the back of their cards. Then they separate and rush back to find two more letters. Continue the activity for 5 or 10 minutes. The person with the most words on his/her card wins.



SUPERMARKET

Divide the audience into two groups. Call out a letter of the alphabet. Everybody tries to be the first to name something that can be found in a supermarket that begins with that letter. (Example: 's' for soap.) The first person to answer wins a point for his/her group. Vary the game by using drug, department, or hardware stores.



TANGLE KNOT

A group of six to 12 people form a circle. Each person puts their right hand into the center of the circle and clasps hands with one other person who is not standing next to them. Then everyone puts their left hand into the circle and clasps hands, again making sure that the person is not standing next to them. They should be holding two different people's hands. The goal is to untangle the knot without any hands letting go.



TREE TEST

This game can be used as a contest. Read the following and wait for the answer after each sentence:

What is the double tree? (Pear)

What tree is nearest the sea? (Beech)

What is the calendar tree? (Date)

What tree will keep you warm? (Fir)

What tree do we offer friends when meeting? (Palm)

What tree is used in kissing? (Tulip)

What tree is used in a bottle? (Cork)

What tree is a symbol of strength? (Oak)

What tree is an emblem of grief? (Weeping willow)

What is the sweetest tree? (Maple)



WHO/WHAT AM I?

As people arrive, tape a card on each person's back. They should not know what their cards say. What's written on the cards may vary according to the event. It might be the names of common animals, familiar cartoon characters, TV personalities, movie titles, Scouting items, etc. They must circulate and ask others questions that will help them guess what their tag says. They may ask each person only one question at a time and may only receive "yes" or "no" responses.



ZIP! ZAP!

Form a circle with the leader in the center. When the leader points to someone and says, "Zip!" the player must give the name of the person on his/her right before the leader counts to 10. If the leader says, "Zap!" the player must name the person on his/her left. Anyone who gives the wrong name or is too slow drops out.

Run-Ons

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Any short joke can be used as a run-on. *Boys' Life* is a good and endless source of short jokes.

Run-ons are frequently used for transition time between presenters, skits, or speakers. Run-ons usually need two or three people. Some run-ons have a continual storyline that is presented during several skits, songs, etc.



BEE STING

PERSON 1: "Oooooouch , ooooh , ooouch!"

PERSON 2: "What's the matter with you?"

PERSON 1: "A bee's stung my thumb."

PERSON 2: "Try putting some cream on it, then."

PERSON 1: "But the bee will be miles away by now."



BRANCH OFFICE

PERSON 1: "We interrupt this program to bring you a message from the branch office."

PERSON 2: (Enters carrying a branch.)



HANGING OUT

PERSON 1: Walks across stage with the word "Out" on a piece of paper taped to a coat hanger.

PERSON 2: "What are you doing?"

PERSON 1: "Hanging out!"

Later

PERSON 3: Walks across stage with “Out 2” on a piece of paper taped to a coat hanger.

PERSON 2: “What are you doing?”

PERSON 3: “Hanging out, too!”



HE DIDN'T SAY

PERSON 1: Picks up imaginary ringing telephone and says, “You don't say! You don't say! You don't say!”

PERSON 2: “Who was that?”

PERSON 1: “I don't know, he didn't say!”



I'M A RABBIT

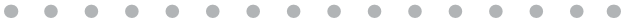
PERSON 1: “Ask me if I'm a rabbit.”

PERSON 2: “Okay. Are you a rabbit?”

PERSON 1: “Yes. Now ask me if I'm a porcupine.”

PERSON 2: “Are you a porcupine?”

PERSON 1: “No, remember? I told you I was a rabbit!”

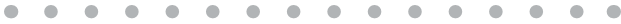


I'M STUMPED

PERSON 1: Enters with a small or artificial tree stump and sits down.

PERSON 2: "What are you doing?"

PERSON 1: "I don't know, I'm stumped."



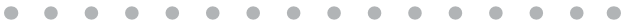
IT'S ALL AROUND ME

Two characters, one already on stage and the other rushing on in a panic.

PERSON 1: "It's all around me, it's all around me!"

PERSON 2: "What is all around you?"

PERSON 1: "My belt, of course!"



JUMP HIGHER

PERSON 1: "I bet I can jump higher than a house."

PERSON 2: "I bet you can't."

PERSON 1: "Yes I can. Did you ever see a house jump?"



KNIGHTS OF THE ROUND TABLE

PERSON 1: "Where do knights go to grab a bite to eat?"

PERSON 2: "I don't know. Where *do* knights go to grab a bite to eat?"

PERSON 1: "To an all-knight diner!"

PERSON 1: "Why did every castle have a bank with an automatic teller?"

PERSON 2: "For making knight deposits, I suppose."

PERSON 1: "What did King Arthur listen to every evening at six?"

PERSON 2: "Gee, I don't know. What *did* King Arthur listen to every evening?"

PERSON 1: "The knightly news."



LEAVING

PERSON 1: Walks across the area, scattering handfuls of leaves he takes from a big bag.

PERSON 2: Approaches and asks, "What are you doing?"

PERSON 1: "I'm leaving!"

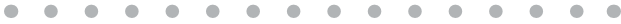


LOUD SOCKS

Person needs to be wearing bright colored socks.

PERSON 1: "Boy, those are loud socks!"

PERSON 2: "I know—they keep my feet from falling asleep!"



NEWS FLASH

This run-on is most effective at a campfire.

PERSON runs up and says, “We interrupt this program for an important news flash,” then turns a flashlight on and off, shining it into the audience.

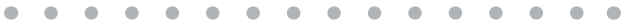


PASSING THE BUCK

PERSONS 1 and 2: Cross the stage passing a dollar bill back and forth.

PERSON 3: “What are you guys doing?”

PERSONS 1 and 2: “Passing the buck!”

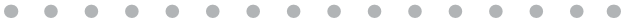


PULLING A ROPE

PERSON 1: Walks in pulling a rope.

PERSON 2: “Why are you pulling that rope?”

PERSON 1: “Did you ever try to push one?”



RAP AT THE DOOR

PERSON 1: "Say, wasn't there a rap at the door?"

PERSON 2: "I didn't hear anything."

PERSON 1: "Yes, I'm sure there was a rap at the door!"

PERSON 2: "I'm sure I didn't hear anything."

The first person then goes to the door, brings in a coat, holds it up for the audience to see, and says, "I knew there was a rap at the door!"



REMEMBER ME?

PERSON 1: "Will you remember me after a week?"

PERSON 2: "Sure, I'll remember you after a week."

PERSON 1: "Will you remember me after a month?"

PERSON 2: "Yeah, I'll remember you after a month."

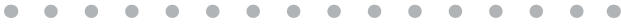
PERSON 1: "Will you remember me after a year?"

PERSON 2: "Hey, we are best friends. Of course, I'll remember you in a year."

PERSON 1: "Knock, knock."

PERSON 2: "Who's there?"

PERSON 1: "See, you've forgotten already!"

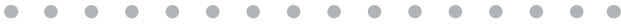


SEEING SPOTS

PERSON 1: "I've been seeing spots before my eyes!"

PERSON 2: "Have you seen a doctor?"

PERSON 1: "No, just spots!"

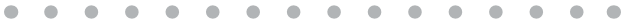


SINGING A FEW BARS

PERSON 1: Walks onstage singing: "Soap! ... Soap! ... Soap!"

PERSON 2: "Now what are you doing?"

PERSON 1: "Oh, just singing a few bars!"

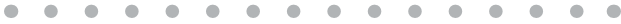


SPOT ANNOUNCEMENT

PERSON 1: "We interrupt this program for a spot announcement."

PERSON 2: Off stage; barks like a dog: "Arf, Arf, Arf!"

PERSON 1: "Thank you, Spot."



STICKIN' AROUND

PERSON 1: Walks out poking a stick in the ground randomly.

PERSON 2: "What are you doing?"

PERSON 1: "I'm sticking around."



THE CASE

PERSON 1: Walks on carrying a briefcase.

PERSON 2: "What are you doing?"

PERSON 1: "I'm taking my case to court!"

Players return at different intervals during the program, as follows:

Later

PERSON 1: Walks in without the case.

PERSON 2: "What are you doing *now?*"

PERSON 1: "I lost my case."

Later

PERSON 1: Walks on with case on shoulder.

PERSON 2: "What *now?*"

PERSON 1: "I'm taking my case to a higher court."

Later

PERSON 1: Places banana peel on floor, then sets case on top of peel.

PERSON 2: "What's happening *now?*"

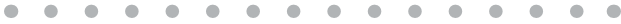
PERSON 1: "My case is on appeal."

Later

PERSON 1: Comes crawling in, peering in all directions.

PERSON 2: "Oh, it's you *again*. What are you doing down on the ground?"

PERSON 2: "I lost my case! I'm looking for it!"



THE RULER

PERSON 1: "Why do you keep the ruler on the newspaper when you're reading?"

PERSON 2: "I want to get the story straight!"



THEY'RE ON ME

PERSON 1: Runs in screaming: "They're on me! They're on me!"

PERSON 2: "What's on you?"

PERSON 1: "My clothes!"

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