



Overview

TERROR CHALLENGE!TM is a Truth or Consequences style game show in which kids at High School “lock-in” parties compete for big prizes. The contests involve physical, mental, or emotional competition and have a grody humor that appeals to adolescents. None of the game are dangerous or humiliating, but several are a bit embarrassing or grotesque.

The event is divided into Modules with prizes of various kinds. The final module is for the Grand Prize.

The Grand Prize should be a thing of genuine value. Runner-up and Booby Prizes are also awarded, and there is a cash prize awarded to non-Contestants during the First Kiss Module and smaller prizes for the other Modules.

THE MODULES:

1. Everything’s Ducky Module (School must have a swimming pool. If no pool, use Module #1A.)
 2. Multiple Games Module.
 3. Chicken & Fox Module (School must have a swimming pool. If no pool, skip to Module #4.)
 4. First Kiss Module.
 5. King of the Log Module.
 6. Monkey-See, Monkey-Do Module.
 7. Blind Date Module.
 8. Steady Couple Module.
 9. Stage Fright Module.
 10. Spaghetti-Slurper Module.
 11. Suitcase Race Module.
- NEXT-TO-LAST. Grubbing for Bucks Module.
- FINALE. Crisco Kid Module.



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MODULE #1

For Schools With Swimming Pool

1. EVERYTHING'S DUCKY MODULE

VENUE: School Swimming Pool.

PROPS NEEDED: Inflatable Swimming Pool, Rubber Duckies, 12 Bandana Color-Coded Neckerchiefs, Eureka Cards, Scrolls, Judge Cards (Team Colors).

PRIZES: Winners advance to Module #2.

THE GAME: Everything's Ducky.

NOTE: Would-be Contestants must bring signed Parental Consent Forms. These are exchanged for a Eureka Card at the door at beginning of event. Rubber Ducks have numbers on them that correspond to the Eureka Card numbers. This module is to pick the Captains for Module #2 and their teams. Need teams of 4 — Captain and 3 team mates. (If the school does not have a swimming pool, Module #1A can be substituted.)

PROCEDURE:

1. Host asks for 4 lovely Girl volunteers (with Eureka Cards) from Audience who can swim. (Preferably wearing T-Shirts).
2. Tell volunteers that they will be Team Captains. The Pirate leers at the Girls.
3. Host tells Student Body to get out their Eureka Cards.
4. Host ties color-coded Bandannas on Team Captains while Host explains about Team Colors.
5. Host explains the goal is to get your team together before the others.
6. Host explains Team Captains must jump in with clothes on, swim to Inflatable Swimming Pool, dive underwater, come up inside, get Rubber Ducky, swim back to edge & climb out (bonus points if done under water), and give Rubber Ducky to Referee — who will then call out number and gather team-mates together and hand out Bandannas.
7. Host explains to Judges that they should watch to make sure rules are followed and to assign bonus points which may be used in case of a tie.
8. Host fires Blank Pistol — Contest Begins. First team to have three team mates wins. Competition continues till all teams are selected.
9. In case of a tie, Judges rate each Team Captain on 1 to 5 scale on the basis of how much she splashed, who looked funniest, etc. The Captain with highest points will be Challenger in Module #2
10. Everyone goes to Module #2.



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MODULE #1A

For Schools Without Swimming Pool

1A. CAPTAIN SELECTION MODULE

VENUE: Gym.

PROPS NEEDED: Rubber Duckies, Tub, 12 Bandana Color-Coded Neckerchiefs, Eureka Cards, Scrolls, 8 inner tubes & other obstacle course props, Judge Cards (Team Colors).

PRIZES: Winners advance to Module #2.

THE GAME: Everything's Ducky - Dry Version.

NOTE: Would-be Contestants must bring signed Parental Consent Forms. These are exchanged for a Eureka Card at the door at beginning of event. Rubber Ducks have numbers on them that correspond to the Eureka Card numbers. This module is to pick the Captains for Module #2 and their teams. Need teams of 4 — Captain and 3 team mates. Need volunteers to hold inner tubes upright.

PROCEDURE:

1. Host asks for 4 lovely Girl volunteers (with Eureka Cards) from Audience.
2. Host tells volunteers that they will be Team Captains. The Pirate leers at the Girls.
3. Host tells Student Body to get out their Eureka Cards.
4. The Pirate ties color-coded Bandannas on Team Captains while Host explains about Team Colors.
5. Host explains the goal is to get your team together before the others.
6. Host explains Team Captains must crawl/squirm thru first inner tube, run obstacle course, crawl/squirm thru second inner tube, get Rubber Ducky from tub, run back to start, and give Rubber Ducky to Referee — who will then call out number and gather team-mates together and hand out Bandannas.
7. Host explains to Judges that they should watch to make sure rules are followed and to assign bonus points which may be used in case of a tie.
8. Host fires Blank Pistol — Contest Begins. First team to have three team mates wins. Competition continues till all teams are selected.
9. In case of a tie, Judges rate each Team Captain on 1 to 5 scale on the basis of how much she splashed, who looked funniest, etc. The Captain with highest points will be Challenger in Module #2
10. Everyone goes to Module #2.



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MODULE #2

2. MULTIPLE GAMES MODULE

VENUE: Room With Lineoleum Floor and Tarps.

PROPS NEEDED: Game Card with List of Games to Choose From, 5 Kopek Coin, ValoMilks, Stop Watch, Rope & Wood Needle, Blindfolds, Life Savers, Toothpicks, Large Bowl for Candy, 2 Small Bowls for Candy, Scrolls, Score Cards for Judges (Ratings 1 to 5).

PRIZES: 5 small size prizes — enough for a winning team.

THE GAMES: Gluttony, Tie the Knot, Justice is Blind, Pass the Candy Please, Buck-Buck.

NOTE: The Pirate and Stage hands are arranging Chicken & Fox Module during this time. Only 3 out of the 5 games are actually played. Top two teams advance to Module #3.

PROCEDURE:

1. Challenger Captain picks Game and Opponent. Host explains rules of Game. Game #1 begins. In case of a tie, Judges rate each Team on 1 to 5 scale, Team with highest points wins.
2. Winner of that Game challenges another team to another Game. Host explains rules of Game. Game #2 begins.
3. Winner of that Game challenges final team to another Game. Host explains rules of Game. Game #3 begins.
4. When one Team is declared Winner, that team gets prizes. The other team in that game is Runner Up.
5. If the school has a pool, the top two teams — Winner and Runner Up — compete in Module #3. Otherwise go to Module #4.

GAME RULES:

- Gluttony — One Contestant is chosen from each of the two competing Teams. Contestants must eat Valomilks from a plate of ten without using their hands. Winner is the one who eats the most Valomilks within time limit. In case of a tie, the Judges rate from 1 to 5 on basis of messiness, greed, enjoyment, etc.
- Tie the Knot — The Teams line up. Team Captain puts needle up her pants leg and out her sleeve into sleeve of adjacent teammate. Out leg of that teammate into leg of adjacent, out sleeve, etc. till entire team is sewn together. Contest is won when a team ties the ends of the rope together. In case of a tie, Host flips the 5 Kopek Coin.
- Justice is Blind — One Contestant is chosen from each competing Team. He or she must feel the faces of each member of the opposite Team and identify who it is. Team with most right answers wins. In case of a tie, Contestants must identify members of own Team or the Audience till tie is broken.
- Pass the Candy — Teams line up on opposite sides of large bowl of Life Savers candy. Each Team player has a toothpick in his or her mouth. Team Captains scoop up a candy using only toothpick and passes it from one player to another down the line to that team's smaller bowl. Team with most candy at end of time wins. In case of a tie, Team with most Red candy wins, etc.
- Buck-Buck — Captains of competing Teams form head of The Horse with 3 teammates behind. Members of opposing teams jump on The Horse's back till no more can be held. Team that holds the most opponents wins. In case of a tie, Host explains about Fat Albert and threatens to act as "Buck-Buck Breaker." If one team says "Okay" and the other says "No Way!" the brave team wins. If both teams say "Okay," Host interrupts and reads scroll from The Lawyers prohibiting this.



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MODULE #3

For Schools With Swimming Pool

3. CHICKEN & FOX MODULE

VENUE: School Swimming Pool.

PROPS NEEDED: 2 Inner Tubes With Bottoms, 2 Paddles, 2 Stuffed Chickens, 2 Stuffed Foxes,
2 Buckets of Corn, 2 Wicker Baskets, Judge Cards (Ratings 1 to 5).

PRIZES: \$100.00 suggested.

THE GAMES: Chicken & Fox.

NOTES: Teams consist of a Captain and three team mates.

PROCEDURE:

1. Host explains that this is a combination Logic Puzzle and Physical Race. The Teams must solve the puzzle at the same time as racing across the pool to finish with the best time.
2. Host says: "There was once a farmer who was taking a Chicken, a Fox, and a Bucket of Corn to town. He had to cross a river and there was only room in his boat for one thing besides himself. He had to make several trips to get them all across ..."
3. Host says: "If he took the Fox across first, the Chicken would eat the Corn while he was gone. If he took the Corn, the Fox would eat the Chicken." The Pirate says: "And so on ... AAAaaarr !! We gets the idea."
4. Host tells the top two teams from Module #2 that they will compete for a cash prize to be divided among the winning team mates.
5. Host continues: "Each team has your "boat." Choose one of you to be in the boat. That person — jump in the pool now. One of your teammates stays on this side to load the boat and the other goes to the far side to meet you there."
6. Host says: "Now the person in the boat CANNOT TOUCH the cargo with his or her hands. You are responsible ONLY for getting the boat back and forth. Your teammates on the shore will determine what to load and unload." The Pirate adds: "Yer better hope they figger it out quick, or yer'll be rowing 'at boat back-and-forth till next Tuesday."
7. Host says: "The person on the far side will take the 'cargo' out and maybe put other 'cargo' back in again and send you back over here. The winning teams will be those who make the fastest time figuring out the puzzle and getting the 'cargo' to the far side.
8. Host fires Blank Pistol — Contest Begins. Two Teams with best times win.
9. In case of a tie, Judges rate each Team on 1 to 5 scale on the basis of how much they splashed, who looked funniest, etc. Winning Team gets Prizes.
10. Everyone goes to next Venue.



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MODULE #4

4. FIRST KISS MODULE

PURPOSE: Involve Non-Contestants from the Audience.

VENUE: Gymnasium.

PROPS NEEDED: Wireless Lapel Mikes, Judge Cards (Ratings 1 to 5).

PRIZES: \$50.00 suggested.

THE GAMES: First Kiss.

PROCEDURE:

1. Host calls for show of hands in the Audience of students with Eureka Cards who were not picked. Asks for those who still might want to participate to come forward. Warns that this will be an embarrassing and possibly terrifying Module, but that there is a large cash prize.
2. The Pirate arranges Boys on one side, Girls on the other.
3. Host gives Boys & Girls opportunity to chicken out. "This is gonna be BAD ..."
4. Host asks "What things are terrifying for many high school students?" — If nobody gets the desired answer, The Pirate replies: "The Opposite Sex."
5. Host has Boys pick the Bashful Geek, who has never been kissed. Host has Girls pick Shyest Girl, also never been kissed.
6. Host reminds Bashful Geek and Shyest Girl that they could have backed out. The Pirate adds: "But now it's too late !!" Host takes out a wad of \$10.00 bills and counts them.
7. Host explains that Bashful Geek must "woo" Shyest Girl — that they can win up to \$250.00 !! "But to win, you gotta have your First Kiss in front of the whole school and all these parents !!" The Pirate encourages "Ooohs and Ugghs" from the Audience.
8. Host explains to Judges that they must rate the two on how romantic they are, how enthusiastic, how charming, etc. and will award 1 to 5 points at the end of the wooing.
9. Host explains that not only must they kiss, they gotta recite the love scene from Romeo and Juliet. Host chips in that the Hosts will "help out."
10. The Pirate attaches lapel mikes to Bashful Geek and Shyest Girl.
11. See "The Wooing" script.
12. Host says "Let's give them a big hand" and leads cheering. Host asks the Judges for their scores. Each Judge in turn holds up a card with a rating of 1 to 5.
13. Host awards \$10.00 per point to the couple to divide between them. Any leftover banknotes he throws to the Audience.
14. Host says: "Well, back to the Main Contest !!" The Pirate adds: "AAaarrrr !! On ta Module #5 ..."
15. Next Module takes place in the same Venue.



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The Wooing

(Host whispers lines to Bashful Geek; Host whispers lines to Shyest Girl. Bashful Geek goes down on one knee and holds her hand.)

BASHFUL GEEK: “Oh, she doth teach the torches to burn bright! It seems she hangs upon the cheek of night like a rich jewel in an Ethiop’s ear — beauty too rich for use, for earth too dear! So shows a snowy dove trooping among the crows as yonder lady o’er her fellows shows. Did my heart love till now? Forswear it, sight! For I ne’er saw true beauty till this night. Two of the fairest stars in all the heaven, having some business, do entreat her eyes to twinkle in their spheres till they return. If I profane with my unworhiest hand this holy shrine, a gentle sin is this: My lips, two blushing pilgrims, ready stand to smooth a rough touch with a gentle kiss.” *(He kisses her hand.)*

SHYEST GIRL: “Good pilgrim, you do wrong your hand too much — which mannerly devotion shows in this; for saints have hands that pilgrims’ hands do touch, and palm-to-palm is holy palmers’ kiss.”

(He stands and they hold their hands together, palm-to-palm.)

BASHFUL GEEK: “Have not saints lips?”

SHYEST GIRL: “Ay, pilgrim, lips that they must use in prayer.

BASHFUL GEEK: “O, then, dear saint, let lips do what hands do! They pray; grant thou, lest faith turn to despair.”

SHYEST GIRL: “Saints do not move, though grant for prayers’ sake.”

BASHFUL GEEK: “Then move not while my prayer’s effect I take. Thus from my lips, by thine my sin is purg’d.”

SHYEST GIRL: “My bounty is as boundless as the sea, my love as deep; the more I give to thee, the more I have, for both are infinite. Dear love ...

(They Kiss.)



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MODULE #5

5. KING OF THE LOG MODULE

VENUE: Gymnasium.

PROPS NEEDED: Log, Bandanna Handkerchief, Burlap Bang-Sacks, Tarps, Wrestling Mats.

PRIZES: \$100.00 suggested.

THE GAMES: King of the Log.

PROCEDURE:

1. Host explains rules for King of the Log. Contestants play. Host says: “Now, to win a prize, you have to face a really difficult challenge. You must win a King of the Log competition against ...” The Pirate leaps up onto the log and roars: “Aaarr !! — Against ME !!!!!”
2. Winner plays King of the Log against The Pirate. If she loses, no prize — Pirate gets prize.
3. Everyone goes to next Venue.

GAME RULES:

- King of the Log — Both Contestants hold the opposite ends of a knotted bandanna handkerchief in their teeth while attempting to knock each other off the log. Three falls and you’re out.



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MODULE #6

6. MONKEY-SEE, MONKEY-DO MODULE

VENUE: Anywhere.

PROPS NEEDED: Two Pie Tins, Burnt Cork.

PRIZES: Any small prize.

THE GAME: Simon the Simeon Says.

NOTE: The bottom side of one pie tin should be liberally coated with burnt cork.

PROCEDURE:

1. Host picks a Contestant and says to him or her, “Now this challenge has a really terrifying aspect. Have you ever had a stare-down contest with someone — where you have to look him in the eye without blinking or glancing aside. Well, you are going to have to look The Pirate straight in the eye. Yes, I know, it’s terrible. Well, okay, we’ll allow you to blink — but you must not look to the side. Stare into his eyes. Keep looking at his eyes. If you look aside, you loose.”
2. Host says, “Now this game is like Simeon Says and kind of like Monkey-See, Monkey-Do. We call it ‘Simon the Simeon Says.’ Whatever I say, you both have to do simultaneously — as if you were mirror reflections of each other. Whichever of you does ‘Monkey-Do’ the best gets the prize. Ready?”
3. Host says, “Simeon Says: stick out your tongue.”
4. Host says, “Simeon Says: wiggle your ears.”
5. Host says, “Simeon Says: put your hands behind your backs.”
6. Host says, “Simeon Says: take hold of this pie tin and put it on like a hat.”
7. Host says, “Simeon Says: rub your left hand on top of your hat.”
8. Host says, “Simeon Says: rub your hands on your cheeks. Then cross hands and rub the opposite cheeks.”
9. Host says, “Simeon Says: rub your hands on your forehead.”
10. Host says, “Simeon Says: rub your hands on your neck.”
11. Host says, “Okay, when I count to three, turn and fact the Audience. 1,2,3 ... Now — which one looks the most like a monkey?”



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MODULE #7

7. BLIND DATE MODULE

VENUE: Anywhere.

PROPS NEEDED: Six to Eight Folding Chairs, Blindfold.

PRIZES: Pizza Coupons for 2 people.

THE GAME: The Blind Date.

PROCEDURE:

1. Host calls for a Girl who “really knows all about GUYS,” asks her if she’s romantic and can sing.
2. Host calls for captain of football & basketball teams, wrestling star, best singer in chorus, best player in band, best actor in drama club, debating team Guy, a Guy who’s good at science. Has them sit in a row on the folding chairs.
3. Host says, “When I was your age, one of the most terrifying things was to go out on Blind Date.” Asks Girl whether she has ever been on one, asks her feelings about Blind Dating. “Well — Here’s your chance !!”
4. Pirate says, “AAARRrrgh !!” and brings out the Blindfold. Host says to the Girl, “Now, do you know any good love songs?” He has her sing a bit to make sure. Pirate sings “Let Me Call You Sweetheart” to her — just for a little extra terror. Host blindfolds the Girl and spins her around.
5. Host says to the Girl, “Now I’m going to lead you up to one of the Guys here and have you hold hands with him. But just to make it a little harder, I’m going to have them switch seats around.” Then pointing to various Guys, “Now YOU switch seats with HIM, and YOU switch chairs with HIM ...” etc.
6. Host says to the Girl, “Now pick a number from one to six. Okay, I’m leading you to the Guy in the chair you just picked. Now you hold hands with him and sing your love song to him. Make it REALLY romantic. Then when you’re done, you have to guess who you are singing to !! Now no coaching from the Audience. If you are right, you’ll get a prize. But if you’re wrong — you have to kiss him. Ready? Go ... !!”
7. NOTE: The couple gets the prize no matter whether she is right or not.



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MODULE #8

8. THE STEADY COUPLE MODULE

VENUE: Room with Lineoleum and Tarps.

PROPS NEEDED: Pitcher of Ice Water, Large Funnel, Blindfold.

PRIZES: Pizza Coupons for 2 people.

THE GAME: Describe Her Dress.

PROCEDURE:

1. Host asks for a couple who have been dating steady.
2. Host has the boy put on a blindfold.
3. Host says to the boy, "You know, Girls want their boyfriends to be attentive and notice them. To pay attention to them. Have you been paying attention to her? Well ... we'll find out. All you have to do to win a prize is to describe what your Girlfriend is wearing, what color her eyes are, how her hair is fixed, and so on. No fair peeking. Now to make this a bit more of a Terror Challenge, just bend over forward a bit. Just a little more. That's fine."
4. Host brings out funnel and ice water, grinning and gesticulating at the Audience.
5. Host says to the boy, "Now our Pirate is putting a funnel down the back of your pants." Host gives the pitcher to the Girl and puts the funnel down the back of the boy's pants.
6. Host says to the boy. "Just hold still. That's fine. NOW — all you have to do to is describe 20 things about this lovely young Girl correctly, and you win the prize. But every time you say something that's wrong — she is going to pour ice water down this funnel." [Pause for laughter.] "Ready ?? GO ... !!"



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MODULE #9

9. STAGE FRIGHT MODULE

VENUE: Anywhere.

PROPS NEEDED: Chunky Peanut Butter Sandwich.

PRIZES: Any small prize..

THE GAME: Show Biz.

PROCEDURE:

1. Host picks any Contestant and says, “Some of you are in drama or choir and may go on to careers in the entertainment world — Show Biz. And so one of the terrors you may face is Stage Fright.
2. Host says to Contestant, “So to prepare you for your career, we are going to assume that you have become a famous star. It’s your big chance — you are appearing on the Tonight Show for their Christmas Eve Special. You’re scheduled to go on right after the opening comedy routing and sing ‘Jingle Bells.’ Now you are a bit nervous, and your mother always advised you of the importance of having good nutrition so that you’ll do your best. You have about ten minutes before you go on, so for some quick energy protein, you decide to eat this peanut butter sandwich.”
3. Pirate gives Contestant a REALLY GOOEY peanut butter sandwich.
4. Host says to Contestant, “Now stuff it right in your mouth, take big bites.”
5. When the Contestant has made a couple of swallows and has a really full mouth, Host says, “Oh, my gosh !! The comedy routine finished early !! Your music is playing !! YOU’RE ON !!! SING ‘JINGLE BELLS.’ Go on sing ...”



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MODULE #10

10. SUITCASE RACE MODULE

VENUE: Gym.

PROPS NEEDED: 4 Suitcases, Men's Clothing (baggy pants with suspenders, neckties, sport coats, oversize wing-tip shoes, fedoras, etc.), Intimate Female Clothing (bra, panties, girdles, slippers, skirts, high-heeled shoes, lady's hats), Wind-Up Alarm Clock with Bell, Ding-Dong Bell.

PRIZES: \$50.00 recommended.

THE GAME: Drag Race.

NOTE: Race begins at one end of the gym. The first two suitcases should have Men's Clothing, the second two the Feminine Clothing. The ties should be already tied so they can slip over the Contestant's heads. Pants should have suspenders.

PROCEDURE:

1. Host selects two football stars and says, "All right, you were chosen because you are in such good shape, physically fit, and you can run fast — Right ???"
2. Pirate hands each a suitcase with Men's Clothing.
3. Host says, "Now when you get out of school, one of the terrifying things you'll have to face is entering the adult work world. You may need to wear — *yech* — A SUIT AND TIE ... or worse. And you may need to travel, to wake up early, and get to work on time. And then maybe change clothes again after work to go to a party. A real terror. So to test you, here's your challenge: You each have a suitcase. When this alarm clock goes off, take your suitcase and run as fast as you can to the far end of the gym. Tag the wall, set down your suitcase, take off your shoes, then open the suitcase and dress in your work clothes. (You can put them right on over the clothes you are wearing to save time). Then leave that suitcase where it is and run back to this end of the gym, grab your second suitcase, and run back to the far end. Tag the wall, set down the second suitcase, take off your work clothes and shoes, then open the suitcase and put on your party clothes; then run back here and ring this Ding-Dong Bell. Whichever one of you gets back and rings the bell first wins the prize. Go that? Any questions? Okay. Ready ... GO !!!"
4. When the race starts, The Pirate holds up a sign that reads: "Work Race." When the Contestants get to the second set of suitcases with the female clothing, he switches it for a sign that reads; "Drag Race."



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NEXT-TO-LAST MODULE

N.T.L. GRUBBING FOR BUCKS MODULE

VENUE: Room With Lineoleum Floor and Tarps.

PROPS NEEDED: Ping Pong Balls, 5 Kopek Coin, Goldfish Bowl, Gold & Silver Dollar Coins, Grubs & Maggots.

PRIZES: \$100.00 suggested.

THE GAMES: Swap-In Contestants, Grubbing for Bucks.

PROCEDURE:

1. Host explains that many of these challenges are designed to represent the Terrors students will face after High School. "Our next Module represents 'Grubbing for Money.'" The Pirate sets up the Goldfish Bowl. Host says: "I have here a number of dollar coins — one gold and several silver. All you have to do to get the big prize is to reach into the Goldfish Bowl and bring out a gold dollar. Now that should be easy enough, shouldn't it ??" He puts the coins into the bottom of the Goldfish Bowl.
2. Host says: "Now roll up your sleeves and ..." Host interrupts; "Wait a minute. It seems like we're forgetting something. Oh, yes. 'GRUBBING For Money.'" The Pirate growls: "Aaaarrgh !! Us needs GRUBS !!" as he brings out a jar of grubs, maggots, and creepy-crawlies (from fishing bait shop) and dumps them into the fishbowl over the coins.
3. Host says: "Now maybe you don't want to stick your soft sweet hand and lily-white arm down into this mess of grubs and maggots and creepy-crawlies. Well, that's all right. You can bail out now and get a Booby Prize. After all, if you don't get the gold coin, you're out of it anyway, although we let you keep the silver dollar.
4. If anyone bails out, Host gives them a Booby Prize and Host tosses Ping Pong Balls into the Audience to select the Swap-In Contestant.
5. When Contestants are ready, Host says: "Are you ready? Good." The Pirate says: "Aaarr !! This is gonna be BAAAD !!" Each Contestant selects one coin from the fishbowl — keep going till somebody finds the gold coin. Losers keep their silver dollar coins.
6. Everyone goes to FINALE Module.



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FINAL MODULE

FINALE. CRISCO KID MODULE

VENUE: Room With Lineoleum Floor and Tarps.

PROPS NEEDED: Ping-Pong Gun, Ping-Pong Balls, Pajamas, Inflatable “Lard Pool,” Tarp, Lard, Diapers for “Pigs,” Giant Safety Pins, Vinegar Eggs, Six Guys with Swim Suits under their Jeans, Curtain.

PRIZES: Booby Prizes, Grand Prize.

THE GAMES: Swap-In Contestants, The Crisco Kid.

NOTE: Venue will arrange ahead of the event for the Six Guys to be wearing swim suits. Girl Contestants may be selected from Contestants of previous Modules by Judges on basis of Applause.

PROCEDURE:

1. Host has three Girl Contestants choose a partner of the opposite gender from the Six Guys. Host explains that many of the students in the Audience will one day be parents raising a baby. “While a few of you MIGHT have well-behaved babies that sleep all night, seldom cry, and never cause problems, it is a scientific likelihood that most you you will have to get up in the middle of the night to change diapers and otherwise cater to the demands of a brat.”
2. Host holds up six pairs of pajamas and says to the Girls: “We have here a number of pajamas. Now I want you to look at the partner you have chosen and ask yourself, “Am I willing to get into pajamas and work with this person to change the diapers of a messy baby in front of all these people ?? If not, NOW is the time to say so.”
3. Host says: “You can quit now, and if you do — you will get this wonderful Booby Prize.”
4. If anyone quits, Host throws Vinegar Eggs into the Audience to pick a Swap-In Contestant.
5. Host gives the Girls the pajamas and sends them to the locker room to change. “We’ll send someone for you when we’re ready.” He sends a volunteer to keep the Girls from coming back too soon.
6. Host says to the boys, “Now our original idea was to have the Girls change diapers on baby pigs. But the Animal Rights people said, “No way.” — SO we are going to have you lads play the parts of the messy babies. (You DID all wear swim suits, right ??) Okay, strip down to your swim suits. The Pirate will help you on with your messy diapers.”
7. With volunteer helpers, Guys are put into diapers hidden behind a curtain.
8. Host sends someone to fetch the Girls. When they are all back, he says, “Now, you are ready to change the baby’s diapers? You may have assumed that the Guys were going to be in pajamas helping you. No way. Fellas, come on out. Ladies — *these are your babies* ...
9. The Pirate says, “Aaaaarrrr ... I thought they were supposed to be MESSY DIAPERS. These are too clean ...”
10. Host says, “Oh, yes. I forgot. Go ahead ... mess them up a bit.” [NOTE: Make sure the Guys are on the tarps.]
11. The Pirate produces cans of Crisco and begins smearing the stuff all over the boys. He then hands clean diapers and safety pins to the Girls, leering as he does so.
12. Host says, “All right, lads. Lie down. Remember, you are little babies, howling squirming brats. The first Girl to successfully change her babe’s diaper wins the Grand Prize. AND THE LAST BABY to have his changed also wins the Grand Prize. Ready ... GO !!”
13. If the contest takes over ten minutes, call Time and have the Judges vote on Best Mother and Worst Baby (who gets the title “The Crisco Kid.”)



TERROR Challenge!™

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