

## “Talent Show – Solos & Duets” Instructions

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

**Items Needed:** Paper & pencils/pens for each team                      Decks of cards (one for every 4 teams)  
3-6 straws and a cup of water for each team                      One roll of toilet paper for each team  
Popcorn in bowls for each team (or marshmallows or similar)

**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. You could replace it with the tiebreaker question if you want.

This game is a team game. There are 10 questions, but some questions requires two players, so up to 14 people can participate on a team. To make sure everyone gets to participate, try to make sure teams are made up of 14 players or less. Before each talent is revealed, there is a screen that provides some info for that round. It will show whether it is a Solo or a Duet (one or two players), provide a clue word that has something to do with the talent, and on some talents it will show an item that is required to play (wristwatch, belt, etc). Based on the clue, each team will then chose the player/s 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. If there’s a tie in any talent, just give both teams the points. Have someone keep track of the teams’ scores. The chart on the next page will go over each talent in detail. The text is editable if you want to change the number of times an activity is performed or how many points the talents are worth.

**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](mailto:service@pointmangames.com)

| #  | Solo or Duet | Clue Word/s    | Talent  | Item Needed   | Details  |
|----|--------------|----------------|---|---|--|
| 1  | Solo         | sdrawkcaB      | Write the given things backwards                    | Paper & Pencil/Pen                                    | Each player will be given a piece of paper and a pencil and when instructed to start, will write the given things backwards. The four things are: full name, color of shirt they have on, home phone number and favorite movie. 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 <b>3 points</b> for their team.   |
| 2  | Duet         | Take a Stand   | Sit back to back and stand up                       | None  | Have the teams of two sit back to back and link arms so that their arms link at the inside of the elbow. Teams should start with their legs crossed and then they can move them however they think will help them stand. Once a team has managed to stand up, have all teams sit back down and reset. The team that stands up the fastest twice gets <b>5 points</b> for their team.   |
| 3  | Solo         | Big Mouth      | Take watch off with your mouth                      | Player needs their own watch                          | Once the players are given the signal to start they have to take off their watch using only their mouth. First three done get the points. <b>1<sup>st</sup> place – 3 pts; 2<sup>nd</sup> place – 2 pts; 3<sup>rd</sup> place – 1 pt.</b>  |
| 4  | Solo         | Suction        | Drink cup of water from connected straws            | Straws and cups of water                              | Players are given 3 – 6 straws each (if you have a ton of straws, give them 6 each, if not, give 'em 3). When told to go, they'll have to connect them to form one long straw. You do this by pinching the end of one straw and inserting it into the end of another. If you think your group might have trouble with this, give them an example of how it's done. Once the straw is formed, they'll have to drink all the water from a cup on the floor. First one done wins <b>4 points</b> .  |
| 5  | Duet         | Shootin' Hoops | Dropping popcorn into the mouth of the other player | Popcorn (or marshmallows or similar)                  | Have one player lie down on their back and open their mouth. The other player will drop pieces of popcorn from a straight outstretched arm (parallel to the ground) and try to land them in the other player's mouth. If you don't have popcorn, you could use marshmallows or a similar fluffy food. It's best to shy away from small, hard candy like M & M's or Skittles. They don't feel great bouncing off of teeth. You can have the teams drop them one at a time as fast as they can, or you can have everyone drop each piece at the same time on your command. This works well for keeping track of scores as each team tries to get to 10. You could have each team announce their score before each drop. First team done gets the <b>3 points</b> . |
| 6  | Solo         | Poppin'        | Pop your knuckles                                   | None  | Have each player who can pop/crack their knuckles demonstrate their talent in front of class. If you have a microphone, you should have players pop them into it so that everyone can hear that wonderful sound. Everyone player that can do it gets <b>2 points</b> .   |
| 7  | Duet         | Organized      | Put suit of cards in alphabetical order             | Decks of cards - 1 suit for each team (Ace thru King) | The groups of two will be given a suit of cards from Ace to King and, when instructed to start, will have to work together to put them in alphabetical order. The order should be: Ace, eight, five, four, jack, king, nine, queen, seven, six, ten, three, two. Winning team gets <b>4 points</b> .   |
| 8  | Solo         | Jumper         | Use your belt as a jump rope                        | Player needs their own belt                           | When told to start, each player will remove their belt and have to use it as a jump rope to jump 12 times. Since a belt is much shorter than a jump rope, it's a lot harder to do and a lot funnier to watch. First three done get the points. <b>1<sup>st</sup> place – 3 pts; 2<sup>nd</sup> place – 2 pts; 3<sup>rd</sup> place – 1 pt</b>  |
| 9  | Solo         | Poppin' 2      | Make popping sound using finger/thumb and cheek     | None  | Players will have to make a popping noise using their thumb or finger and their cheek. Some will do this by putting their finger or thumb in their mouth and rolling it out along the inside of their cheek. Some will use their thumb on the outside of their cheek. A microphone is useful here as well. Every player that can do it gets <b>3 points</b> .  |
| 10 | Duet         | Decorating     | One player will wrap the other in toilet paper      | Toilet paper  | One player will stand still while the other does their best to cover them in toilet paper. They will have two minutes to wrap 'em up. After the time is up the leader will judge who did the best covering their partner. Feel free to hand out more than the <b>5 points</b> allotted if there are a few teams that do a good job.  |
| TB | Solo         | Footsie        | Take off shoes and socks using only your feet       | Player needs to be wearing socks and shoes            | This is similar to trying to take off a watch using only your mouth. The players from the tied teams will sit or stand and attempt to remove their socks and shoes using only their feet. First team done wins the whole thing.  |