

# **GWRRA**



## **Membership Enhancement Program**

# **Fun Activities Guide**

Revised: October 2010



The Member Enhancement Program would like to welcome you to the GWRRA Fun Activities Guide! This Guide has been created especially for your Chapter's participants, to share ideas for having FUN!

Just as culture, cuisine, and language may be peculiar to different regions throughout the world, there are regional differences in how people have fun. We have found this to also be true within GWRRA - common activities in one Region, District or Chapter may be totally different than what they are in other Regions, Districts and Chapters.

As this great Association has grown the "Fun" and Member participation has increased tremendously. All around the world, Members meet to ride, socialize, and have fun! As diverse as the membership is, so are the fun activities and events among the Regions, Districts and Chapters. What better way to share the fun than to put these ideas into one comprehensive Guide.'

This Guide can be put to use at any time, but should be an especially valuable tool when putting together your Ride/Activity Schedule for the coming year. If you find that your Chapter tends to do the same activities each year, you may want to throw in a little variety by scheduling something that's already been tried by your fellow GWRRA Members. Take the lead and bring some new excitement to the Chapter!

This Guide will be a "living" document and we want to see it grow. There is a form on the Membership Enhancement Program website (<http://med.gwrra.org>) for you or your Chapter participants to submit one or several of your fun ideas, which we'll include in future add-in pages to be distributed periodically.

The following additions have been made to the Fun Activities Guide:

Section 3 (Games), pages 3-3, 3-4, 3-5, 3-6, 3-7, 3-8 and 3-11

Section 5 (Challenges), page 5-10

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# Section 1

## Getting Acquainted



# Getting Acquainted

## Human Wingo

Each person receives a bingo card and then must go around the room trying to find people who match each square. Once they have found someone, have that person sign or initial the square. To make it more fun, and to encourage more interaction, no one can sign a bingo card more than once. If doing this at a Chapter Rally/Poker Run, then the squares cannot be signed by a member of the participants Chapter.




W	I	N	G	O
With the same color motorcycle	Same size shoe as you	Enrolled in the Rider Ed program	Is a Veteran	Ride Ed Level IV Master
With a sidecar	Higher membership # than you	Same middle name	Lower membership # than you	Current Chapter Couple of the Year
Former District Director	Has been to 10 or more Wing Dings	Has a Trike	Attending their first rally	Former Girl Scout
Former District Couple of the Year	Your Zodiac sign	Born in the same state as you	Former Chapter Director	Has a Fifty-dollar bill
Current First Aid card	Former Boy Scout	Current CPR card	Has A Five-Heart Bar	Has visited every state

# Getting Acquainted

## Hug List

Get a hug from five different people from five different Chapters or Districts. Have them sign your form and then enter it for a drawing of some kind. This is a great way to get people to meet each other.

**HUGS! HUGS! HUGS!**



Get hugs from people from 5 different Chapters, Districts or Regions and turn in for a drawing.

Name \_\_\_\_\_ Location \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_

## Getting to Know You

Have someone in your Chapter designated as the "Getting to Know You" person. Each month have them interview someone in the Chapter to find out a little about their personal life, how they came to GWRRA and what they think of the Chapter and Association. Then at the Chapter meeting, they can stand up with the couple/person interviewed and tell their story. The article could also be printed in the newsletter with a picture of the couple / person interviewed.



## I Gotta Be Me

Give each person a piece of paper and ask them to list at least five of their personality traits. Collect the papers in a bowl. Ask each person to draw one and match the personality to the person they feel is being described.



# Getting Acquainted

## Paper Roll



Select a few people to participate. If you have new members, this is a good way to get them involved. Have each person take as much toilet paper off the roll as they want. Once all have taken their paper, they must then tell one thing about themselves for every sheet of paper they have.

## The List

Prior to your monthly gathering, make a list of statements, that describes each of the Chapter participants. This list is then passed out to the group. Each player writes down his guess of the name of the player being described in each statement on the list. The player with the most correct answers is the winner. Some examples are: who doesn't like tomatoes, who ate at Burger King today, who went for a walk with his parents last Sunday, who wears red socks, who just saw the film "Harry Potter", etc.



## Can You Recognize Me?

Ask your Chapter participants to bring in a baby picture of them. During a Chapter Gathering, you can pass around a few pictures and ask the members to try to guess who it is. This can be done over several months at each gathering.



## Brown Bag

Have each person bring three things in a brown bag that symbolize them or is important to them. Put all bags in a pile and draw them out one at a time, guessing which person it belongs to.



## Adjective Game

Have each guest introduce themselves by using a nice descriptive adjective which starts with the first letter of their name. For example: I'm delightful Dorothy. Each person, in turn, tells the names of the people before them and then adds their name and adjective. For example: Mary would say, "This is delightful Dorothy and I'm marvelous Mary."

# Getting Acquainted

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## Catch Me If You Can

Players should be paired up. All players divide into two lines (facing in) shoulder to shoulder, with partners facing each other. Participants should be given approximately 30 seconds to look at their partners, taking in all details about the individual. The leader then instructs the two lines to turn and face away from the center. One or both lines has 15-20 seconds to change something about their appearance (i.e. change a watch to different wrist, unbutton a button, remove a belt, etc.). The change must be discrete, but visible to the partner. The players again turn in to face each other and have 30 seconds to discover the changes that have been made. Members get to interact with each other and have fun!



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## Beach Ball Toss

Get a large inflatable beach ball and use a permanent fine or medium point marker to write all of the following questions on it. This will take quite some time, but you can do it some night in front of the television. The resulting tool is an "icebreaker ball" that you can use for years to come.

During Chapter gatherings, occasionally toss the ball out. The person who catches it has to answer the question touching their left thumb. They then say their name, answer the question and throw it to someone else (or back to the Chapter Director to throw out again later).

The following questions are simply suggestions.



1. If you were talking in your sleep, what would you say?
2. What is the first thing you do when you get out of bed?
3. What is your favorite movie line?
4. Approximately how many jokes do you know by heart? and tell us your favorite.
5. If you were to treat yourself to the "finer things" in life, what would you treat yourself to?
6. If your life was being turned into a feature length movie, who would play you? And why?
7. Where is the worst place you've ever been stuck waiting?
8. If you were invisible where would you go?
9. What's your favorite flavor of jelly beans?
10. What one object in your home are you most embarrassed about owning?
11. Give three adjectives to describe the perfect kiss?
12. What is your greatest addiction?
13. What song reminds you most of a past or present relationship?

Continued on Next Page

## Getting Acquainted

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### Beach Ball Toss (continued)

14. Approximately, how many books have you read in the past year?
15. Fill in the blank: When I dance, I look like \_\_\_\_\_.
16. What is the longest word you can think of?
17. Who is one person you wish you never met?
18. If you could be a famous actor, writer, athlete, artist or musician, which would you choose and why?
19. What two television channels do you watch most frequently?
20. What is your greatest phobia?
21. If you were given a canvas and water colors, what would you paint?
22. What celebrity irritates you the most?
23. Other than the standard items (credit cards, money, drivers license, etc.), what interesting items do you keep in your wallet/purse?
24. What is the meanest thing you can say to somebody?
25. If you owned an enormous yacht, what would you name it?
26. What is your lifelong dream?
27. If you could, what one question would you ask the president of the United States?
28. What have you tried in life and simply were not good at?
29. What is the scariest movie you have ever seen?
30. How many minutes does it take you to get ready in the morning?
31. What hobby have you always wanted to pick up?
32. If you could be a member of a TV sitcom family, which would it be?
33. What is it about you that people find irresistible?
34. If you were any animal, what would you be?
35. What beverage do you find nauseating?
36. What three adjectives best describe you?
37. If you were on a desert island, what two books would you want with you?
38. What is the first thing you notice when you meet someone?
39. What was your favorite book growing up?
40. What is the most common compliment people give you?
41. What is your favorite pet name?
42. What word best describes your internet knowledge?
43. What is the longest trip you have taken on your motorcycle?
44. What is the best costume you ever wore for Halloween?
45. If you were a teacher what subject would you teach?
46. What is the worst grade you ever received and in what class?
47. What was your nickname growing up?
48. What do you consider your nicest feature?
49. How many keys do you have on your key ring?
50. What age were you when you had your most embarrassing hairstyle and what was it?





# Section 2

# Awards



## Awards

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### First Timer Recognition

Recognize a person the *first time* they attend your meeting. Have them stand up and tell something about themselves. If one of your members brought them to the meeting, have that member stand up with them also and add a few comments about how they met. Have ALL your Chapter members go up to these new people and introduce themselves and thank them for coming to the meeting. This first time recognition is the MOST IMPORTANT event for a new person because it will determine if they feel welcome enough to return.



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### Chapter Participation

Each year at the Chapter Christmas Party, a participation pin and/or year bar is awarded to members who have accumulated enough points throughout the year. To receive the award, the member must accumulate 30 points or more. Members who join during the year can have their points pro-rated.

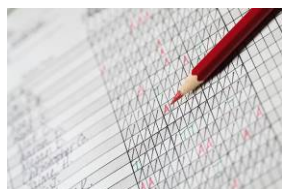
Members will accumulate points according to the following:

- 1 point for:
  - Each monthly gathering
  - Each Chapter function (mall show, bike cruises, food rides, etc.)
  - Each charity event or benefit (poker run, bike-a-thon, etc.)
  - Each Chapter weekend trip
  - Each attendance at another state's rally
  - Each Traveling Plaque attempt
  
- 2 Points For:
  - Attending the Region Rally
  - Attending the District Rally
  - Attending Wing Ding
  - Each seminar attended at a rally

The Chapter may also elect to pull one name from those eligible members and pay for a one-year GWRRA membership.

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### Perfect Attendance



Award each member at the end of the year that has attended every Monthly Gathering that year. Something as simple as a "Perfect Attendance Certificate" or a special pin or hanger bar are good awards. Remember, it is more about recognizing the member.

# Awards

## Chapter Pride

Award your Chapter members for showing pride in their Chapter and GWRRA with small prizes during your Chapter's Monthly Gathering.

When members sign in at the Monthly Gathering, give them tickets for the following:

- Wearing their Chapter shirt to the Gathering = 1 ticket
- Wearing their Chapter shirt and presenting their GWRRA Membership Card = 2 tickets
- Wearing their Chapter shirt, presenting their GWRRA Membership Card and wearing a vest with the GWRRA 10 inch patch on the back = 3 tickets

During the gathering, draw one of the tickets and award that member with a small prize. Gift certificates from local businesses make great prizes.



## High Mileage

This award can be done on a monthly, quarterly or annual basis. For a Chapter Participant to be eligible, the CD, ACD or Ride Educator must log the starting and ending odometer readings at the beginning and end of each month, quarter or year. One determination to be made is whether the miles will only be accumulated through a Chapter activity or will take into account all miles accumulated by a participant. The member with the most annual mileage should receive an award and will have bragging for one year.



## Visitation

Award those members who not only support their Chapter, but also those who continually go on rides to support other Chapters. Many Chapters award their members with a special pin during the monthly Chapter Gathering.

- 3 Chapter Visitations and/or Rallies = 1 Pin
- 1 Traveling Plaque Capture Ride = 1 Pin

At the end of the year, the member who has collected the most pins receives admission to the District Rally paid for by the Chapter. If there is a tie, place the names in a bag and draw for the winner.

## Good Samaritan

A Good Samaritan Award is a great way to recognize someone who has unselfishly helped someone, especially in times of trouble. This award can be given as a monthly award, or annually to someone who stands out.

# Awards

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## Humor

This award is given to a member for something they do that is really funny and is presented at the monthly gathering. It is given in good spirit and should not hurt anyone's feelings. Here are some awards that are currently being presented throughout GWRRA:



## I Dropped It

This is for a time when a Chapter Participant drops their motorcycle but not related to an accident. This could include forgetting to put down a kick stand or falls to the side at a stop light not getting their foot down. Again this is meant for fun so keep that in mind.

## Whiner

This award is given away to that person within a Chapter that whines or complains about anything or everything. The key to this award is the one who poses the award needs to identify the next person to receive the award.

## Sloppy

This is for that person within your chapter that has a problem eating. Specifically, a Chapter Participant drops some food on their shirt or on their pants.



## U-Turn

This is a special award set aside for those individuals who plan and lead a ride. The award is given to a ride leader for the most amount of U-Turns during a ride. In some cases, a Chapter Participant could hold onto this award for several months. The award should be presented during a Chapter Gathering. This one you really want to keep fun because these are the individuals that have volunteered their time to lead rides.

Does your Chapter present an award to Participants? If so please send them to the Membership Enhancement Program for inclusion in the Fun Activities Guide.

Go to

<http://med.gwrra.org/>

Select the Feedback link to submit your Award.



# Section 3

# Games



# GAMES

## Individual

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### Smartie Sucker

#### Participants

2 or more

#### Need

Small bowls (2 per player)

Straws

Smarties type candy, 1-2 bags



Fill several small bowls with a Smarties type of candy and place an empty bowl next to the filled one. Give each player a straw. Each player has 60 seconds to suck as many Smarties from the bowl using the straw and place them into the empty bowl. At the end of 60 seconds, whoever placed the most Smarties into their empty bowl wins.

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### Taboo Words

#### Participants

All

#### Need

Clothes Pins

Index cards



Prior to people arriving, select 5 or 6 Taboo Words, such as: Rally, Gold Wing, Poker Run, etc. On index cards, write all of the Taboo words and clip 5 clothespins to each card. As people arrive, hand them each a card with the clothespins. Explain to them that they are to clip the clothespins to their clothes in sight for everyone to see (sleeve, collar or shirt pocket works well). Set a start time of the game.

Once time has started, the chosen words are Taboo. If someone is caught saying one of the words, the person who caught them removes one of the clothespins. Even if someone loses all of their clothespins, they continue playing trying to collect clothespins back.

At the end of the game, the person who has collected the most clothespins is the winner.

# GAMES

## Individual

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### Box Game

#### Participants

2 or more

#### Need

Duct Tape

Several Pairs of Oven Mitts

Several Small Wrapped Items (e.g. small box of candy)

Several boxes (big enough to fit small items)



Place the small items into the bigger boxes. Wrap the bigger boxes with duct tape. You may also then wrap the box with regular wrapping paper.

Wearing the oven mitts, have each person unwrap the boxes. The first person to get to their box of candy is the winner.

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### Cotton Ball Transfer

#### Participants

2 or more

#### Need

Bag or two of cotton balls

Blindfold

2 pots

A large serving spoon

2 chairs



Set up the chairs at least 5 feet apart facing the same direction. Place a pot on each chair. In one pot, place all of the cotton balls. Blindfold the first player, then turn them around a few times and place them in front of the chair with the cotton balls. Place the large spoon in one of their hands and place the spoon on the edge of the pot with the cotton balls just to give them an idea where it is. Set the timer for the agreed upon specified time, 90 seconds is a good amount of time.

On "Go" the player begins scooping cotton balls into the spoon and placing them into the empty pot. At the end of each player's turn, count the cotton balls that actually made it INTO the opposite pot. The one to transfer the most cotton balls successfully is the winner

# GAMES

## Individual

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### Keep Them Up

Participants

2 or more

Need

3 or more blown up balloons



Participant starts by holding all 3 balloons. Participants then release balloons into the air. The participant must keep the balloons in the air using only one hand and not moving their feet in any direction. Duration of the game is one minute or until one of the balloons touches the ground or another object. In case of a tie between participants it can be run again but adding another balloon.

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### Noodle Time

Participants

2 or more

Need

Spaghetti noodles

5 Penne noodles



Participant starts with hands at side. Once the game begins, the participant grabs the spaghetti noodle and places it into their mouth. Once the spaghetti noodle is placed in their mouth, the participant may not use their hands to complete the game. The participant must pick up the five penne noodles one at a time from the table using the spaghetti noodle. Be careful not to break the spaghetti. Should the spaghetti break, the game ends. Penne may fall off spaghetti during an attempt, but only remains in play if it lands directly on the table. Penne may touch lips, but may not enter the mouth. Participants win if they pickup all penne noodles with the spaghetti noodle in the shortest amount of time.



# GAMES

## Individual

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### Four of a Kind

Participants  
2 or more

Need  
2 Tables  
20 Playing Cards (Aces, Kings, Queens, Jacks, 10's)



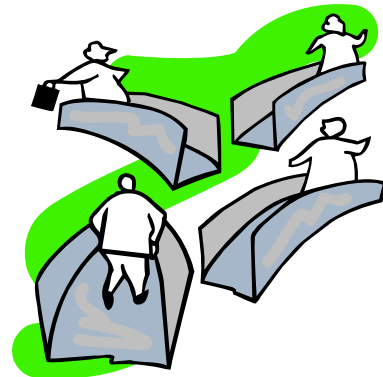
Set two tables 5 feet apart. On one table spread, out 20 playing cards. When the clock starts, participants may turn over one card and place that card face up on the other table in order of ace (to the left), 10 being to the right). Cards must be placed into groups of 4 of a kind on each of the tables. If a card is placed on the wrong pile the game is over. The participant may only have 1 card in their possession at a time. Any card that drops on the floor must be placed on a table before the participant can continue. To complete the game, the participants must place all 20 cards in groups of 4-of-a-kind, face up on the table in the correct order in the shortest amount of time.

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### Separation Anxiety

Participants  
2 or more

Need  
10 red candies  
10 orange candies  
10 yellow candies  
10 green candies  
10 blue candies  
5 color coded cups



Set up the 5 color coded cups on a table, and cover the 50 colored candies with a cup. When the game starts, the participant lifts the cup to uncover candies. The participant must separate the candies, using only one hand, into their corresponding containers, always going in the same order. If a participant places a candy in the wrong container, or places a candy out of order, the game is over. To complete the game, a participant must place all 50 candies in their corresponding color-coded cups in the correct order in the shortest time.

# GAMES

## Individual

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### Measure Up

#### Participants

2 or more

#### Need

Retractable Locking Tape Measure

3 Ping Pong Balls

3 Small Dixie Cups



Place 3 Dixie Cups on the floor 6 inches apart. Extend tape measure to 3 feet and lock in place. Hand participant 3 ping pong balls. On the signal, the participant will place one ping pong ball on the tape measure. The object is to let the ball travel down the tape measure into the Dixie Cup. Participant must get a ball into each one of the cups. If the participant fails to get the ball in the cup they must retrieve it and try again until complete. The winner is the participant who got all 3 ping pong balls in separate cups in the shortest amount of time.

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### Need a Tissue

#### Participants

2 or more

#### Need

Boxes of tissues (one for each participant)



The game is designed for participants to compete against each other. Participants can only use one hand to pull tissues from the box. They must use the same hand during the challenge. On the start signal, participants remove tissues from the box one at a time using only one hand. The first one to empty the box of tissues is the winner.

# GAMES

## Individual

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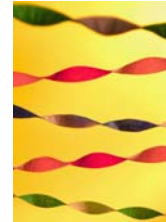
### It's a Party

Participants

2 or more

Need

2 rolls of streamers for each participant



Set the streamer rolls at the participants feet with the participants holding 1 end of 1 streamer in each hand. On the signal to start, the participant may begin unspooling the streamers. The participants may not kick, throw, or grab the spool directly. If the spool breaks, the participants may pick up the end of it and continue. The game is complete when both rolls of streamers are unspooled and off the ground. The participant that completes in the shortest time is the winner.

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### Blow me Down

Participants

2 or more

Need

15 plastic cups

1 balloon for each participant



Set up 15 plastic cups in a row across a table. On the start signal, the participant begins to blow up their balloon. The participant must knock the cups off the table by using only the air from the balloon and they must always stay on 1 side of the table. If the participant makes physical contact with the cup, the game is over. The participant that knocks all the cups off in the shortest period of time is the winner.

# GAMES

## Individual

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### I Can Spell

Participants

All

Need

Paper

Pens or Pencils



Pass out paper and pencils to all participants. Tell them that all cell phones must be put away in purses or pockets. Give them a phrase or word, such as Friends for Fun, Safety and Knowledge. The participants must decode the phrase by matching the numbers on a phone with their corresponding letters.

Example: Friends for Fun, Safety and Knowledge

Friends = 3 7 4 3 6 3 7

for = 3 6 7

Fun = 3 8 6

Safety = 7 2 3 3 8 9

and = 2 6 3

Knowledge = 5 6 6 9 5 3 3 4 3

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### Pocket Full of Fun

Participants

2 or more

Need

List of items with different points for each item (the more unusual the item, the higher the point value). Examples: Comb, Membership Card, Business Card, Stick of Gum, Half Dollar, etc.

Yell out the list of items one at a time. Award points to the participants for each item they are able to produce. The participant with the most points at the end wins.

# GAMES

## Individual

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### People Word Search

#### Participants

All

#### Need

Bag of letters with each letter having a number for points (like the Scrabble game)

Each person picks a letter out of a bag. Participants have 5 minutes to try to make words with other participants that have the highest point value. For example: If Q or Z have the highest point value, you can win by finding people who are holding the letters that spell QUILT or ZEBRA over someone who finds BOY. If you can convince someone to leave their word to make a better word, that is allowed. The group of participants with the highest word value is declared the winners.

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Do you have an Individual or Couples Game? If so please send them to the Membership Enhancement Program for inclusion in the Fun Activities Guide.

Go to

<http://med.gwrra.org/guides/fun/FUNActivitiesGuideSubmissionForm.pdf>

# GAMES

## Couples

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### Find Your Partner

Participants

4-6 couples

Need

A blindfold



Blindfold one of the women and have the men sit in a line of chairs. Have each woman, one at a time, walk in front of the men feeling their faces only to see if they can guess which one is their husband. Once she thinks she knows, have her stand in front of that man and take her blindfold off to see if she is right. To add a twist to the game, pull out one or two of the men and add a couple of other women to the line after the woman has been blindfolded

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### Mix N' Match

Participants

4-6 couples

Need

An even amount of both male and females oversized clothing. Include everything from pantyhose and lingerie to shoes and hats.

Laundry basket

Mix up the clothes and put them into one laundry basket. Designate a start and finish line. There is a person in charge of timing the couples with a stopwatch. When that person says, "Go," the first couple runs to the basket of clothes to get dressed as fast as possible. The woman puts on the men's clothing, and the man puts on the women's clothing (over their own clothing). As soon as they are both dressed they have to run to the finish line hand in hand. The couple with the fastest time wins.

# GAMES

## Couples

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### Apple of Discord

#### Participants

4 - 6 couples

#### Need

1 apple per couple



Each couple places an apple between their foreheads. Once the apple is in place, their hands should go behind their back.

The object of the game is to follow the commands of one person without dropping the apple or using their hands. If the leader tells them to go to the right or left, backwards or forwards, the couples must determine whose right & left and who goes backwards & forwards.

The leader gives commands such as, "Three steps to the left!", "Three steps to the right!", "Squat!", "Jump!" etc. If the apple drops, the pair is out.

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### Clothespin Game

#### Participants

4 - 6 Couples

#### Need

30 - 40 clothespins

Blindfold



Blindfold the man. Once blindfolded, have one or two women place the clothespins all over his wife from head to toe. The man has 45 seconds to pull as many clothespins off as possible. The couple with the most clothespins pulled off wins.

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### Dress a Lady

#### Participants

Use as many couples as you would like

#### Need

Ball of ribbon per couple



Each lady holds a ball of ribbon in one hand. The men take a tip of the ribbon with their teeth and wind it around their ladies (not using their hands). The man who is the first to "dress" the lady or whose "dress" is the best is the winner.

# GAMES

## Couples

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### Lift a Ball to a Chin

#### Participants

As many couples as you would like

#### Need

Small rubber ball per couple



Each couple stands facing each other with the rubber ball between their stomachs. The object is to roll the ball up to the chin of the shorter person without using their hands. If the ball is dropped, the couple must start over with it between their stomachs. The first couple to get their ball to the chin of the shorter player wins.

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### Egg Toss

#### Participants

2 per team

#### Need

10 plastic eggs

Basket

6 foot piece of rope or ribbon

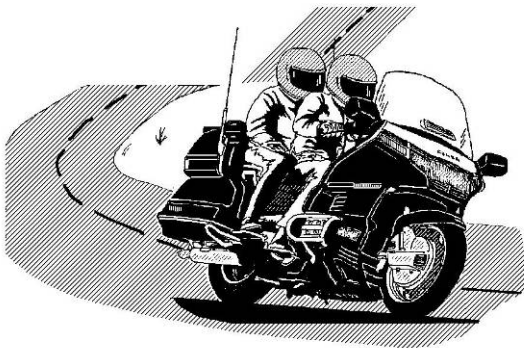


Tie each end of the rope to a side of the basket. Hang the basket around the neck of one of the team members. The team members stand facing one another 10 feet apart. Hand the second teammate 10 plastic eggs. On the start signal, the person holding the eggs will toss the eggs one at a time towards the teammate with the basket. The object is to toss the eggs into the basket. The teammate with the basket can use their body motion to try and catch the eggs, however the teammate cannot use their hands to direct the rope or basket. The winning team is the one with the most amount of eggs in the basket.



# Section 4

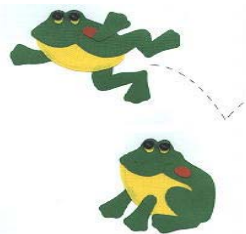
# Rides



## Rides

### Leap Frog

The object of this ride is to give everyone a chance to lead a ride. The ride leader goes for 15 to 30 minutes. At a safe place, the leader “leap frogs” to the rear of the group and the second person in line leads the ride. Each person takes a turn leading the ride for a predetermined amount of time and then rotates to the back of the group. The only rules are that the new leader has to make at least two turns. Be sure to pack your lunch and drinks, you never know where you will end up on this ride.



### Bug Run

A “Bug Run” can be a separate ride or done in conjunction with an existing ride. For the “Bug Run”, you will need a target that will be placed on the front of each motorcycle. Most common items for the targets are round or square tickets that can be placed on the lower portion of the windshield. Upon arrival at the predetermined destination, check each of the target to determine which target is covered with the most bugs. This will be the winning motorcycle. This can be done for fun or a prize can be given away for the most bugs.



### Mystery



A Ride Coordinator or committee picks a destination for the ride such as a state park for a picnic, or just somewhere for dinner or dessert. The destination is kept a secret from the rest of the group. The riders are divided into groups with each group given different directions to finding the ending point. You can give them the directions in sections. Once they get to the first point, they get directions to the next point and so on. You may also make it a real challenge by only giving them clues. If you are worried that they will get lost, as sometimes happens, you can give them a sealed envelope with the final destination in the envelope.

### Pick a Card Run

Each rider picks a card out of a deck. Each card designates the number of miles they must lead. A black card means they must make a left turn at the beginning of their ride and a red card means a right turn at the beginning of their ride. All face cards equal 10 miles and aces equal 11 miles.

For example:

Black Ace = Left turn, then lead for 11 miles

Red 8 = Right turn, then lead for 8 miles

Black Queen = Left turn, they lead for 10 miles



## Rides

### Punch a Card

This version of the poker run is done without playing cards. You will need copies of the grid, (below) hole-puncher, and 3x5 index cards.



Each rider receives an index card which is punched (anywhere on the card) at the starting point. Along the ride, have someone at each stop with a hole-punch. The holes should be randomly punched on the index card. Once the last hole is punched at the final stop. Lay the index card over the grid and tally the score. You can give prizes for the high and low score.

23	5	69	82	6	74	4	58	2	84	41	46	91	52	7
56	9	88	44	1	48	3	47	8	13	71	7	53	9	43
59	17	9	94	19	19	34	90	22	16	7	15	3	8	48
55	5	7	77	1	69	3	21	48	2	80	30	11	19	5
6	56	13	40	74	1	77	63	20	41	7	13	3	56	46
18	2	22	64	33						5	76	8	44	11
44	88	4	97	28						7	19	94	26	31
12	2	82	7	51						11	3	81	5	64
99	18	7	82	31	15	95	34	73	19	64	79	67	4	81
20	30	40	50	60	70	7	31	5	94	2	47	8	22	46
6	92	22	54	20	38	19	73	34	4	33	27	38	2	16
9	88	48	72	36	5	6	84	5	4	79	22	64	17	5
1	71	37	5	52	29	78	56	86	20	27	82	4	66	7

### Carnival



As you decide on checkpoints, look for safe areas for riders to get off their bikes and play some games. Each game has points according to its level of difficulty. At the end of the run, the person with the highest total points wins.

In case of a tie, you can pick the winner out of a hat or conduct a playoff.

Some examples of simple games you may want to use:

Balloon Pop: Place balloons on a wooden board and have riders try to pop with darts. Each balloon has a point value. Each person gets three darts.

Bottle Bowling: Set up three bottles and have participants roll a ball to knock them down.

Water Balloon Toss: Toss a water-filled balloon back and forth between two people on a team. Each time it is caught the distance is increased. Points are given at each distance.

Ring Toss: Have different point values on each ring.

# Rides

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## Progressive Dinner

There are two different ways to conduct a Progress Dinner Ride.

Option 1: Chapter Participants volunteer to prepare part of the menu and serve it at their home. There are four courses to the meal. Appetizers, Salad, Main Course and Dessert. Everyone meets at a predetermined location for a group ride to the first location. Once a course is complete the group rides to the next location until all courses are completed.

Option 2: Chapter Participants volunteer to identify restaurants or other food establishments to have four separate courses. As with Option 1 everyone meets at a predetermined location and rides as a group to each location.



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## Drive-In

Hook up your trailer and pack it with food and drinks, radio, lawn chairs or blankets and head out for the local drive-in. Line up your motorcycles and set up chairs and blankets in front of them.

Check with the drive-in management prior to arriving to ensure they can support.



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## Scavenger Hunt

The Chapter meets at a predetermined time and location. Upon arrival of the Chapter, break up in groups of 5 to 7 depending on the number of Chapter Participants. Hand them a list of 5 to 10 items that they must obtain during their ride. Be creative on the items to obtain. Business cards, menus, cup from a restaurant, etc., but ensure the places you pick are spread apart by distance. Give a time to return to the meeting location to figure out which team won.



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## Right/Left or Left/Right

This ride takes a little planning but can be interesting. The group departs the meeting location either making a right or left turn. Which ever direction the group turns on departure the next turn must be in the opposite direction. All subsequent turns should follow the same pattern.



## Rides

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### Polar Bear

This ride must be completed when the temperature is at or below 32 degrees. At a predetermined time and location, the group meets for a 30 to 60 minute ride. Caution should be taken to ensure roads are not wet or have ice on them and that riders are properly dressed with riding gear. At the end of the ride stop somewhere and take the time to warm up.

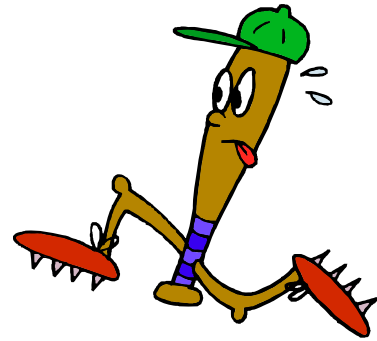


Do you have a ride idea?

If so please send them to the Membership Enhancement Program for inclusion in the Fun Activities Guide.

Go to

<http://med.gwrra.org/guides/fun/FUNActivitiesGuideSubmissionForm.pdf>



# Section 5

Region / District /

Chapter Challenge



## Region / District / Chapter Challenges

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### Fruit Croquet (Outdoor Recommended)

Participants

4 - 6 per team

Need

Pair of pantyhose per team  
2 oranges or apples per team



Objective

First team to move their fruit from start to finish is the winner

Take one orange or apple and place it in one leg of the pantyhose. Tie the pantyhose around the player's waist (it can go through belt loops) so that the fruit is in the front of the person and between their legs. Place the other piece of fruit on the floor or ground between their feet.

The players must use the fruit in the stocking to move the fruit on the floor from the starting line to the finish line (15 feet apart). At the finish line the individual removes the pantyhose and gives to the next person who in turns goes back in the other direction moving the fruit.

**NOTE:** This game is best played outside or on an easy to clean surface. Not recommended for carpets!

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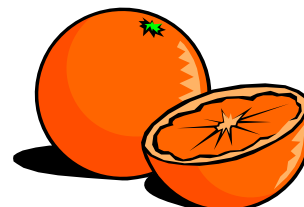
### Pass the Orange

Participants

6 (3 men & 3 women)

Need

Oranges



Objective

Team passes oranges from the first person to the last person and back to the first

The first person in each team is given an orange to place under their chin. They must pass the orange to the next in line but neither person may use their hands. The players can use all the parts of their bodies to pass the orange but it's forbidden to drop it. If the orange is dropped, the person that was passing can pick it up using their hands to replace under the chin. Once the orange gets to the last person in line, they must start to pass the orange back up the line to the starting person. First team to complete the challenge wins.

## Region / District / Chapter Challenges

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### Clothespin Relay

#### Participants

4-6 per team

#### Need

Clothespins (one per player)

Large mouth cups (4-5 inch opening across) - 1 per team



#### Objective

Drop the most amount of clothespins in the cup to win

Determine a start and finish line about 10 - 15 feet apart. Place a cup at the finish line for each team. Each player must place a clothespin between their knees and waddle to the finish line and drop the clothespin into the cup without using their hands. After a person drops the clothespin, they return to the starting line where the next team member will do the same. If a person drops the clothespin, they may pick it up and place it between their knees. Teams race against each other! The teams who gets the most in their cup wins!

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### Ice Cube Drop Relay

#### Participants

4-6 per team

#### Need

Ice Cubes (1 per player)

Toothpicks (2 per player)

2 bowls or cups per team



#### Objective

Move the most ice cubes from the start to finish line in the shortest period of time.

Choose a start and finish line about 10 feet away. Each team has two bowls, one filled with ice cubes at the starting line and an empty one at the finish line. Have each team line up at the starting line with their toothpicks. Each person picks up the ice cubes with the toothpicks and races to the bowl at the finish line. If during the race an ice cube is dropped, it must be picked up off the floor with the toothpicks. After each player drops their cube in the finishing bowl, they race back and tag the next player who then goes.

## Region / District / Chapter Challenges

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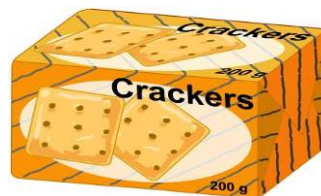
### Cracker Relay Race

#### Participants

4 - 6 per team

#### Need

Soda Crackers



#### Object

Be the first team to have each member successfully eat their crackers and whistle

Line up each group. Hand out three soda crackers to each participant in each group. The first person on the team chews the 3 crackers and whistle when they can. Each participant does the same in order until all are complete.

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### Water Balloon Baseball (Outdoor Game)

#### Participants

4 per team

#### Need

4 Bases (Home, 1st, 2nd, 3rd), spaced 15 - 20 feet apart

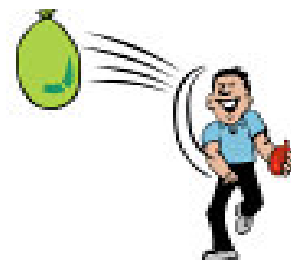
3 water balloons per team (do not use regular balloons as they burst too easily)

#### Object

Score the most amount of "Home Runs" with the fewest outs in the allocated time (3-5 minutes)

The person on Home plate throws to 1st base. 1st throws to 2nd, 2nd to 3rd and 3rd to Home plate. Each time a balloon makes it around the bases it is considered a home run and counts for 1 run.

If a balloon is dropped at any base this is considered an out and the team must start at home plate again with the same balloon. If a balloon bursts it is considered an out and the team must use a new balloon starting at Home plate. Each team receives 3 balloons or 3 outs whichever comes first. The team that completes the most Home Runs with the fewest outs wins!



## Region / District / Chapter Challenges

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### Apple Pie Making

#### Participants

3 per team

#### Need

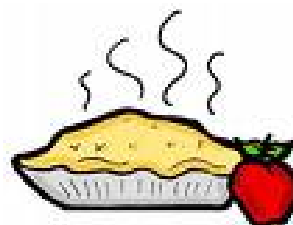
9" pie tins

Biscuits

Apples

Potato peelers

Apple slicer/corer (it's a round device with handles and it usually has 8-12 dividers. You place the slicer on the top of the apple and push down. It cores the apple and cuts the apple into 8-12 equal parts) 1 can of canned biscuits per team (used for the crust and the 4 crisscross strips on the top of the pie)



#### Object

Be the first team to have a complete pie:

- 1) Dough pressed in bottom of pan, leaving enough to create 4 crisscrosses on the top of the pie
- 2) 3 apples peeled, cored and sliced and placed in the pie pan on top of the crust
- 3) 4 crisscrosses on the top - (shape of a tic-tac-toe).

One person creates the piecrust with the can of biscuits leaving enough dough to place a crisscross (4 pieces of dough). One person peels the apples. One person slices/cores the apples and puts in pan.

Do not substitute knives for the peeler or the slicer/corer for obvious reasons. The peelers can be purchased at the Dollar Store as well as the slicer/corer.

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### Little Crocodile

#### Participants

5 - 6 per team

#### Need

Balls - enough to place between each player. (kids type ball works best)

#### Object

First team to reach the finish line with all balls in place wins

Each team forms a line. Place a ball between each player in line. The players hold the ball using their chests and backs (no hands allowed). Each teams races to the finish line while keeping the balls from dropping.



## Region / District / Chapter Challenges

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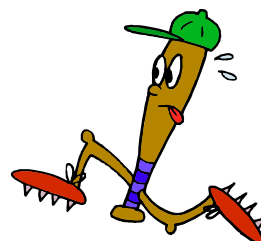
### Dizzy Bat Relay Race

#### Participants

4 - 6 per team

#### Need

Baseball bat (kids plastic bat works well)



#### Object

Each person on the team completes the relay course the fastest to win

At "Go", the first person in line runs with the bat down to a predetermined line. They must then stand the bat upright on the ground, place their forehead on the bat and circle the bat 6 times and then run back to the starting point handing the bat off to the next team member. The same sequence is completed for each team member until all have complete. The team that all members complete the fastest wins.

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### Spoon Race

#### Participants

4 - 6 per team

#### Need

Spoons

Yarn or Twine



#### Object

Team passes the spoon & yarn through their clothing and pulls it back trough the quickest to win

Secure the string securely to the spoon and hand one to the first person of each team. The person must drop the spoon down through their clothing with the yarn attached onto the floor. The next person in line picks up the spoon and repeats the process. Keep going until the spoon has reached the last person, who after dropping it has to begin to retrieve the spoon by pulling it back up through their clothing. Do this until the spoon has been retrieved by the first person who started it. The team that finishes first is the winner.

## Region / District / Chapter Challenges

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### Under Over Relay

#### Participants

6 per team

#### Need

1 blown up balloon per team (A child's ball may be substituted)



#### Objective

Pass the balloon from the first person in line to the last then the last person moves to the front and begins again until the original first person is at the front of the line

The person at the front of each line has a balloon. When "Go" is announced, the balloon is passed through the first person's legs to the second person behind the first. The second person then passes the balloon over their head to the third person. The game continues as every player passes under-over-under-over, etc.

When the balloon gets to the back of the line, then the last person must run to the front of the line with the balloon and the game starts again until the original first person is at the front of the line. The winning team is the team to complete this the fastest.

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### Bucket Brigade

#### Participants

6 per team

#### Need

1 Cup per team

1 Bucket of water per team

1 Empty bucket per team



#### Object

Be the team to end up with the most water in their bucket

Each team forms a straight line. There is a large bucket of water at the beginning and a large empty bucket at the end of each line. At "GO", the first person of each team fills the cup up with water and passes it to the next player, who then passes it to the next and on down the line. The last player in the line empties the water into the empty bucket and then passes the empty cup back up the line to the first person, who starts all over again. When time is called, the team with the most amount of water in their bucket wins.

## Region / District / Chapter Challenges

### Musical Hula-Hoops

#### Participants

4 or more per team

#### Need

4 - 6 Hula Hoops, standard size

Music playing so it can be stopped (like in musical chairs)

#### Objective

Be the last team member without the hula-hoop



Everyone from all teams stand in one large circle holding hands, however, do not have any team participants from the same team next to each other. Spread the hula-hoops out throughout the circle having the participants place their hands through the hula-hoop. Let the group know what direction you want the hula-hoops to go.

When the music starts, each person must get the hula-hoop over their head and step through it while holding hands, passing it off to the next person. People will have to work together, helping one another at times to get it over their heads. When the music stops, the people who have the hula-hoop, whether it is on their wrist or other part of the body are out. Continue on this way getting down to the final two people, who must continue in the same fashion. The winner is the person who does not have the hula-hoop on them when the music stops for the last time.

As the game progresses, remove hula-hoops as the circle gets smaller. You can also make it more fun by having the hula-hoops go in opposite directions, causing them to intersect at times. You can also have every other person turn and face the opposite direction.

Do you have a Region / District / Chapter Challenge? If so please send them to the Membership Enhancement Program for inclusion in the Fun Activities Guide.

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## Region / District / Chapter Challenges

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### Water Relay Race (Outdoor Game)

#### Participants

4 per team

#### Need

A tin can for each team (must be the same size)

Materials for an obstacle course: step stool, cones, rocks, ropes, etc.



#### Objective

Each team member runs the obstacle course the fastest while keeping the most amount of water in the can

Prior to the race, fill each can with the same amount of water and set up an obstacle course. Nothing too complicated, just enough items to be stepped or climbed over or under and walked around.

The first person from each team places the tin can full of water on their head and holds it with one hand. On “GO”, they must negotiate the obstacle course while holding the can, trying not to spill any water and then return to hand off the can to the next person in line.

The team who has the most amount of water left in their can at the end is the winner.

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### Balloonatic

#### Participants

4-6 per team



#### Need

1 blown-up long sausage balloon per team (plus some extras in case some break)

#### Objective

Pass balloon between team members the fastest

Line the teams up in neat rows. Give a balloon to the leader of each row, who must place it between their knees, pointing forwards.

On the word “GO”, the teams must pass the balloon down their row, from person to person, between their knees. If the balloon is dropped, it must be picked up between the knees. If a balloon bursts it is replaced by a new one at the front of the row.

## Region / District / Chapter Challenges

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### Carhop Relay

#### Participants

4 per team

#### Need

Tray

Hamburger Box (empty)

French Fry Box (empty)

Drink Cup (empty)

Paper Hat



#### Objective

Each team member delivers the tray of food to the next member until all members have completed the course. The fastest team wins

Spilt the teams up into two groups of two about 30 feet apart. The first member of the team is handed a paper hat to wear and given a tray with a hamburger box, french fry box and drink cup.

On "GO", the first member of the team moves towards the second member 30 feet away holding the tray of items with one hand. The free hand cannot be used to hold items on the tray. Upon reaching the second team member, the second member takes the hat and places it on their head. Then takes the tray with one hand and moves to the third team. This process is continued until all team members have completed the race.

While moving the items on the tray between teams members if anything falls off, the person holding the tray must pick up the item and return to their starting point. The team that completes the relay fastest wins.

Your Idea Here

## Region / District / Chapter Challenges

### Team Pyramid Building

Participants  
4 - 6 per team



Need  
21 Styrofoam or Plastic Cups  
Hula-Hop

Objective  
Team builds a two dimensional pyramid in the shortest amount of time

Starting line should be 15 feet from the hula-hop and the Styrofoam or plastic cups should be placed 15 feet past the hula-hop.

Upon signal to start a team member walks (no running) and picks up a cup and sets it inside the hula-hop. Then proceeds back to next team member and tags that member who then can proceed completing the same sequence. This continues until all cups are in the hula-hop. At no time can two or more team members be at the hula-hop at the same time. Teams have a choice to build the pyramid as they go along or wait until the end.

To have a correctly constructed pyramid there should be 6 cups on the bottom row.

NOTE: To add some more challenge this event can be held outside where wind will have an affect. If this is the case once all the cups are in the hula-hop allow two people to construct/hold the pyramid.

### Fill the Jug

Participants  
4 per team



Need  
5 gallon water jug per team (example: water service jug)  
1 ping pong ball per team  
1 half gallon bucket per team  
1 container per team to hold 10 or more gallons of water

Objective  
To get the ping pong ball from the 5 gallon jug by filling with water

Place container and fill with 10 or more gallons of water. Place ping pong ball in the 5 gallon water jug and move 30 feet away from the water container. Give each team a half gallon bucket. At the start signal, the first participant fills the bucket with water. The first participant hands the bucket to the second participant. The second participant hands to the third and the third to the forth participant., If needed, a participant can move to a new spot in the line to receive the bucket with water. Once the bucket with water reaches the jug, dump the water in the jug. Continue the same process until the jug is filled and the ping pong ball is retrieved.

The key element is, no participant can move their feet while holding the bucket with water.



## Fun Activities Guide Submission Form

Name: \_\_\_\_\_

Address: \_\_\_\_\_  
Street City State Zip Code

Telephone: \_\_\_\_\_ Email: \_\_\_\_\_

Region: \_\_\_\_\_ District: \_\_\_\_\_ Chapter: \_\_\_\_\_

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Category: Check one (submit separate form for each idea)

Getting Acquainted  Awards  Games  Rides  Challenges

Activity Title: \_\_\_\_\_

Activity Description:

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