## JeLL-O JaMMBOREE

Have an evening oflell-O games such as the ones listed below. With a ittle imagination, you should be able to create many more.

Here's a recipe for Jell-O Squares-a hardier version for game playing:

3 six-ounce boxes of Jell-0
4 envelopes of Knox unflavored gelatin 4 cups boiling water

Combine all ingredients in a large bowl, pour into oblong cake pan, and refrigerate. Cut into cubes when solid.

- The Name Game. To liven up introductions, try this game. Have the first person give her name, a Jell-O flavor to match a color she is wearing, and a food to add to the Jell-O that begins with the same letter as her name. Example: Samantha, lime, strawberries. The second person must do the same and then add the three words said by the first person. The third person does the same, saying the words given by the other two as well, and so on around the room.
- Jell-0 Slurp Relay. Form two relay teams and line them up. Place one Jell-O square on a paper plate on the floor about 25 feet in front of each team. In turn, team members must run to the plate, eat the Jell-O, and run back, all with their hands behind their back. Have someone at the plates to replace the Jell-O square as it is eaten. First team to have every member complete the course wins.
- Two Finger Relay. Form two or more relay teams
eating race.
- Nailing Jell-0 to a Tree. Make Jell-O in $8 \times 8$ cake pans, about $1 / 2$ inch thick. Let it cool. About a half an hour before it is needed, take the jello out of refrigerator and place in freezer. When you are ready to begin the contest, take the jello out of the freezer and cut it into one-inch squares. Give the teams nails and let them nail up their Jell-O. Use a log for the tree. The team with the most pieces up in a minute wins.
- Jell-O Feed. Teams pick two couples for contestants. They are seated in chairs facing each other. Blindfold them and place a towel around their necks. Give each a dish of Jell-O and let them feed each other. The first couple to finish wins.
- Jell-O Pail Fill. Line up each team for a relay race.

Give the first person a spoon. Place one-inch-square pieces of Jell-O on dishes at one end of the relay course. At the other end of the course, place buckets. The first person on each team has to get her square of Jell-O on the spoon, run down to the team's pail, drop the Jell-O in the pail, return, and give spoon to person next in line. The first team to get all its squares in their pail wins. If Jell-O is dropped, the person must start over again.

- Jell-0 Flash Cards. Have four sets of alphabet cards. Take out letters not needed. Have each team line up around the room forming a square. When a Jell-O flavor is called out, e.g. Cherry, those on each team with the appropriate letters must run out five feet in front of their teams and spell it out. The first team to do so gets points. After all flavors are spelled out, the team with the most points wins.
- The Jell-0 Gauntlet. The losing team gets this one. Lay out a sheet of plastic on the floor. The other teams line up on either side forming a path. Losers must be blindfolded and barefooted. They must walk the path with other teams guiding them by shouting directions as to where to step. On the plastic path place spoonfuls of Jell-O in various places. Give a prize to the person who makes it through without stepping in anything.
d have players pair off. within each team. In turn, ch pair must pick up a Jell-O square from a paper ate, with each member of the pair using only one nger. Together they must carry the square around a signated point and return to the starting place. zen one of the members must eat the Jell-O before e next pair may begin. If the Jell-O is dropped, ey must pick it up again and continue, still using ly one finger each. First team to have every ember complete the course wins.
Tongue Relay. Form relay teams. Each person must n to the designated point, place a Jell-O square on

s or her tongue, and then return to the starting int without dropping it.
The Dreaded Jell-O Drop. Form relay teams. The st person on each team must lie down on the floor out 25 feet from the starting point. At the signal e second person on each team runs down to the ead of his or her team member on the floor, takes a ll-O square, holds it with arm extended straight it at shoulder height, and drops it into a paper cup 2 the forehead of the person on the floor. If the op misses the player must pick it up and try again, ntinuing until he makes a direct hit. When the
person on the floor catches the Jell-O, she returns to the starting point. The person who was dropping the Jell-O assumes the position on the floor, and the next person in line becomes the new dropper. The race is over when everyone on the same team has caught the Jell-O and the last person has returned to the starting point.
- Jell-0 Maze. Stretch a sheet of plastic across the floor and place a number of Jell-O squares on it at random. Have two teams line up along opposite sides of the sheet. The challenge is for team members to walk one at a time from one end of the course to the other as quickly as possible without stepping on any Jell-O. Players must take their socks and shoes off, and the task is made more difficult by having them walk the course blindfolded and with their knees together. Each player is blindfolded, spun around three times, and headed in the right direction. Team members may help players by shouting verbal directions, but the opposing team may also lead them astray with false directions. Players are timed from the second they begin until they cross the finish line. Add a five-second penalty for each Jell-O square stepped on and for stepping off the sheet. Have a chair, wet rag, and towel at the finish line. For extra fun give the opposing team time to rearrange the Jell-O after the player is blindfolded.
- Jell-O Mosaics. Divide into groups of three or four people and give each group a knife and a tray with Jell-O squares in a variety of colors. Have each team create a mosaic with the Jell-O pieces using whipped cream for the finishing touch. Give awards to the best masterpieces and eat them all for a snack.
- Jell-0 Ad Relay. Get hold of several newspapers that are all the same issue, preferably one with plenty of grocery store advertisments in it. Usually one night a week the local papers feature lots of big food ads. Go through the paper ahead of time and try to find all the ads for Jell-O you can. Cut them out and put them on display. Then have the teams line up. A copy of the paper is placed ten to twenty feet away. On "Go!" the team members run one at a time to the paper, find the ad, rip it out of the paper, and return with it. The first team to get them all wins. There should be at least as many Jell-O ads as there are members on a team.
- Jell-O Pie Race. Fill pie tins with cubes of Jell-O, cover them with whipped cream, and have a pie-

