



# GAME SHOWS

## Timed Challenges

THEY improv: Love the Players - Love the Games

Similar to TV's *Minute to Win It* or *Beat the Clock*, **THEY improv's** Timed Challenges involve a number of audience contestants competing in a variety of challenges that can involve physical as well as mental effort. Some are done against the clock, but often we opt for head-to-head competition.

This is a low-tech adventure in order to put the focus on the people. Massive equipment does little to enhance the experience and having the vulnerability of a lack of technology enhances the fun and personal feel to the event.

We play a variety of games and this can be done in one 30-45 minute segment, or we can play the games separated by a few minutes expanding the coverage to 90 minutes to two hours. This can be done around a meal or as a stand-alone activity. It can also be done during conferences to keep the audience awake during the event.

### **Some Examples of Timed Challenges:**

**Cookie!:** Competitors side by side compete to move as many cookies from their forehead into their mouths without touching it with their hands.

**Human Horseshoes:** Contestants toss hula hoops to catch their partner!

**The Relay:** Contestants do a simple and fun relay race around the room.

**The Shooting Gallery:** As it sounds, each contestant has to shoot at a number of fun targets with foam darts, rubber bands, or a variety of other fun objects to be discussed.

**The Paper Plane Challenge:** Contestants compete for the quickest, most accurate and furthest throw of paper planes. Sometimes contestants operate individually or in teams.

**Tossers:** A pair of contestants is provided with objects to toss to one another with another object as the goal. For example, tossing a ball to be caught in a cup. Teams add distance to win.

**The Construction:** Using identical tools, such as Legos, Lincoln Logs or Playing Cards, contestants attempt to build the best or tallest building.

**The Juggle:** A team must keep objects in the air, such as balloons, passing them from one to another.

**The Path Less Traveled:** Contestants compete to create a path to traverse. Examples are ping pong balls down a length of measuring tape, domino falls, a Hot Wheels bridge.

**Many, Many More!:** There are literally hundreds of these games that we can devise based on location, organization involved and people who are playing. Contact us to challenge us creatively!

Contact **THEY improv** to find Game Show options for your group  
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