

EVERYONE WHO...

Author Unknown

A warm-up game a little like musical chairs.

Everyone sits in a circle. There should be one fewer chairs than people.

The person who is left in the middle ("IT") says something like, "Everyone wearing red..." or, "Everyone who has a brother..." or, "Everyone who is left-handed..." Any description that is likely to describe some of those present and unlikely to describe all will do.

Everyone who fits the description must move to a different chair.

"IT" is also trying for a seat.

Usually a different person will be left standing, and become "IT."

In addition to being fast-paced and very physical, this game helps a cast get to know each other, and it calls for strategy that depends in part on how well "IT" knows the others.