

# The A\*Bun\*Dance Games



PLAYING  
THE DOLPHIN WAY

POINT SYSTEM

3 Great Games

**Many ways to win and play for \$\$\$**

*At the End of the Abundance Games, Non-Profits in the Games will be given a % of the A\*Bun\*Dance Pool based on their points.*

**ABUNDANCE GAME 1:**  
***"TELEPHONE-GOSSIP"***

- Each team will be given a different message at the start of this relay talk & walk
- 5 Points for Each Word Correctly Relayed and Announced at the End of the Relay
- Bonus points for the correct "Meaning" of the message as role-played at the end of the race.

**ABUNDANCE GAME 2:**  
***"SHAKE YOUR BOOTY"***

**Go the A\*Bun\*Dance Soundtrack!**

- On a Scale of 1-10: Judges will rate Three Areas:
  - Costumes-Flair and Theme for your Team
  - Originality of Dance Choreography
    - GROUP POINTS
    - INDIVIDUAL POINTS
  - Rhythm
    - The "A\*Bun\*Dance Groove

**A\*BUN\*DANCE GAME 3**

***"One Song's" RED LIGHT-GREEN LIGHT GAME***

- Your Team will walk in rhythm down the track to our One Song World Stock Theme Song, "One-Song," until the music stops and you hear, "RED LIGHT."

- All team members will have their favorite percussion instrument with them, and when they hear, "Red Light," they will be instructed to:
  - LIP SYNC with the song and lyrics
  - OR...DRUM LINE
- **Points Given For:**
  - How many team members cross over the finish line? Those who do not stop when music stops will be eliminated along the way.
  - Drum Line performance rating on Scale of 1-10
  - LIP SYNC on knowing the lyrics on Scale of 1-10
  - Bonus points for Dramatic Expression of their performance.