

Theme *Cheerleading Camp - Modern Times*

Mystery Name *Trouble at Cheer Camp! The Case of the Stolen Spirit Stick.
(8-12 Guest Electronic Version) Ages 10+*

Created by mymysteryparty.com and Dr. Bon

Copyright © 2007 Mymysteryparty.com

All rights reserved. Worldwide copyright laws and conventions protect all mymysteryparty.com printed materials. This document may not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, scanning or by any information storage and retrieval system without express written consent from mymysteryparty.com. The buyer has purchased this as a single use game and is hereby entitled to use these materials for one event only in a private setting. Multi-Use licenses shall be purchased from mymysteryparty.com by the buyer in the event this game is intended to be utilized for multiple events in private, commercial and / or public settings. **DISCLAIMER:** Because we have no control over the application and production of this game, mymysteryparty.com cannot guarantee results and will not be responsible for any personal injury, death and/or loss to participants. No use of this production other than the stated entertainment use is implied or intended. Such use is the sole responsibility of the user. The subject matter contained herein is fiction and is intended purely for entertainment. The names and actions carried out by the characters are not intended to represent or imply the behavior of any person, living or dead. Any likenesses to real persons or events are purely coincidental.

TABLE OF CONTENTS

List of Characters.....	2
General Instructions for Coach Blossom.....	5
How to Play a Mystery Party – Guests Instructions.....	6
Optional Pre-game Round.....	7
Round One – Appetizer Hour.....	14
Round Two – Dinner Hour.....	20
7 Pieces of Evidence for the Investigation (round two)	27
Mystery investigation Sheets.....	29-41
Round Three - Solution Round with Hot Chocolate.....	42
Name Tags	47
Menu Suggestions.....	50

Synopsis (This outlines the flow of the party events).






A light-hearted mystery party for 8-12 guests (plus one adult host) set in the present day at a summer cheer camp for ages 10+. This game is ideal for children to teens and is perfect for a birthday party, sleepover or as a team building event for a cheerleading squad.






Cheer squads from around the nation gather together for a week once a year at the ACA summer cheer camp. The spirit stick is a traditional wand that is awarded to the cheer squad with the most spirit at the end of each day. Ashe Pitts from the Longhorns squad returned the stick to Coach Blossom this morning as she was supposed to. The cheer squads started their day by participating in fun activities such as ‘The Perfect Cheer’ game, ‘The Cheertastic Dance Competition’, the ‘Stuntacular Challenge’ and the ‘What Cheery Thing am I?’ before an announcement blasted over the loud speakers of the gymnasium:




"Oh my gosh! Emergency! Someone has taken the spirit stick! Will the head cheerleader from each cheer squad please meet in the spirit room immediately! It would be an absolute disaster if we lost our spirit this year. Thank you."

The head cheerleaders from each squad knew immediately they had to come together to investigate the mystery before the spirit from the cheer camp was lost! The cheer squad captains met and decided how to investigate the crime. First, they interrogated each other about each of their squad’s possible involvement with the theft. Then, they went on an exciting hunt for evidence. They uncovered 7 pieces of vital information including a coded message, an incriminating diary entry, and more. The cheer detectives did their best sleuthing before turning in their guesses of whodunit to Coach Blossom. After the thief confessed to the group, they decided to end the cheer camp with a fun ‘Cheertastic Charade Challenge.’ Overall the summer cheer camp was a spirited success!

LIST OF CHEERLEADERS

CHARACTER NAME & SQUAD	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
 <p>Ashe Pitts <i>Longhorns Cheer Squad Captain</i></p> <p>REQUIRED Female HOST</p>	<p>Ashe is the head cheerleader for the Longhorns squad. She can top any pyramid and is a fearless flyer. All of her cheer mates adore her as she is not only the most talented but she is also the friendliest cheerleader on her squad. When she is not cheering, she is volunteering at the local community hospital. Ashe is a great leader and commands everyone's attention when she speaks. But she can lose her patience if you cross her, so beware!</p>	<p>Any cheerleading costume.</p>
 <p>Jenn Bloom <i>Saints Cheer Squad Captain</i></p> <p>REQUIRED Female</p>	<p>Jenn recently moved to the United States from Australia last year. On the Saints cheer squad, she is a base but secretly desires to become a flyer. Jenn eats, breathes and sleeps cheerleading. In her spare time, she is on a competitive cheer squad at a private gym. Jenn is the girl that everyone at her school aspires to be like and is very generous and caring. But some of her cheer mates have seen her bossy and ultra competitive side... and they don't like it!</p>	<p>Any cheerleading uniform.</p>
 <p>Brit Cruise <i>Tigers Cheer Squad Captain</i></p> <p>REQUIRED Female</p>	<p>Brit Cruise is a strong and cautious front spot for the Tigers Squad. Her cheer sisters all depend on her to keep them safe during stunts. In her free time, she works at a candy store in the mall. Brit is a sweet and quiet young lady and is a perfect role model at her school. But, she is known to be loud and obnoxious once she has some sugar in her system. Her cheer mates have an agreement to hide all sweets from her. When Brit gets a hold of candy and sodas, who can stand to be around her?</p>	<p>Any cheerleading uniform.</p>
 <p>Jess Hartnett <i>Jaguars Cheer Squad Captain</i></p> <p>REQUIRED Female</p>	<p>Jess is the best gymnast at cheer camp this year. She is very quiet and reserved. She tends to let her talent speak for her. She often lip syncs the cheers when her squad performs because she says it strains her voice. She will not speak to anyone unless she is spoken to first. Because she is so timid, nobody truly knows the real Jess Hartnett.</p>	<p>Any cheerleading uniform.</p>
 <p>Sara McCartney <i>Eagles Cheer Squad Captain</i></p> <p>REQUIRED Female</p>	<p>Sara McCartney is the center of attention in any room. She is the main flyer for the Eagles Squad. She is a boisterous young lady full of energy. When she was a baby, she did a series of commercials for a diaper rash ointment. People still talk about that today! When she is not cheering, Sara helps out teaching cheerleading at the YMCA. Sara is constantly doing a cheer or a dance, especially if anyone is watching her. She constantly craves attention and will do anything - good or bad - to get it.</p>	<p>Any cheerleading uniform.</p>

CHARACTER NAME & SQUAD	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
 <p>Henna Efron <i>Aces Cheer Squad Captain</i> REQUIRED Female</p>	<p>Henna Efron takes cheerleading and her position as back-spot very seriously. She is an honor student and is in every club, council, and organization at her school. She doesn't have much of a sense of humor or time for idle chatting. She'd much rather read a book or study physics than sit around and talk about boys. Everything in her life is perfect, even her cheer squad... or so she thinks.</p>	<p>Any cheerleading uniform.</p>
 <p>Nikki Sheckler <i>Iron Giants Cheer Squad Captain</i> REQUIRED Female</p>	<p>Nikki's cheer mates all say that Nikki's light as a feather! She is a flyer for the Iron Giants cheer squad and this is her first year as Captain. Nikki is extremely mischievous and is known for pulling pranks on her squad. Last year, she caused a big uproar when she hid everyone's shoes!</p>	<p>Any cheerleading uniform.</p>
 <p>Lora Murray <i>Sharks Cheer Squad Captain</i> REQUIRED Female</p>	<p>Lora, a flyer on the Sharks squad, is known for her outrageous behavior during competitions. She is a sweet girl unless it is during a competition... then her talons come out. She loves to make ugly faces at the other cheer squads before they go to the mats to perform. She says making the other team upset is the cheerleading version of a defense.</p>	<p>Any cheerleading uniform.</p>
 <p>Meg Walker <i>Hawks Cheer Squad Captain</i> Optional Female</p>	<p>Meg Walker is a front spot for the Hawks Squad. She is an awesome dancer and is always made the example when they learn a dance at camp. Girls from other squads tend to get jealous, but Meg has a contagious personality and can win them over once they get to know her, that is, unless she is on one of her bragging tirades.</p>	<p>Any cheerleading uniform.</p>
 <p>Justine Timberlake <i>Hornets Cheer Squad Captain</i> Optional Either</p>	<p>Justine Timberlake is only the head cheerleader of the Hornets squad because her mother is the cheer coach and needs to keep an eye on her. She is the true 'bad girl' of the bunch and never wanted to be a cheerleader. Justine thinks it is a hassle to have to attend summer camp and would rather be playing basketball or fishing but trouble is Justine's middle name! Just last week, she got into trouble for instigating a French-fry food fight in the cafeteria.</p>	<p>Any cheerleading uniform.</p>

CHARACTER NAME & SQUAD	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
 <p>Cat Radcliffe <i>Farmers Cheer Squad Captain</i> Optional Either</p>	<p>Cat Radcliffe is a base for the Farmers squad. She is a tomboy and in her free time, she works with her dad on cars in the garage. Her asset to the squad is her brute strength. When she is involved in a basket toss, you better make sure the ceiling is high enough!</p>	<p>Any cheerleading uniform.</p>
 <p>Whit Jonas <i>Spartans Cheer Squad Captain</i> Optional Female</p>	<p>Whit Jonas is an adorable young cheerleader on the Spartans Squad. She is very organized and meticulous about how she keeps things around her. In her free time, she helps out at her dad's car spa. Her cheer mates go crazy with her constant cleaning and nagging about how messy they are!</p>	<p>Any cheerleading uniform.</p>
 <p>Coach Blossom <i>ACA Cheer Camp Head Coach</i> REQUIRED Host Parent/Teen</p>	<p>Coach Blossom is one of head coaches for ACA cheer camp. She is very organized and keeps all of the cheerleaders in order. She doesn't lose things easily and typically keeps a watchful eye on the spirit stick.</p>	<p>Warm up suit/ track suit and a whistle as a prop.</p>

GENERAL INSTRUCTIONS FOR COACH BLOSSOM

Thank you for purchasing the 'Trouble at Cheer Camp! The Case of the Stolen Spirit Stick' game from mymysteryparty.com! This mystery is a light-hearted mystery that allows your child and their guests – as well as you as the host parent - to step into a different character while trying to solve the entertaining mystery. The party can be a huge success as long as everyone relaxes and allows the mystery to unravel each round.

The party pack (this document) needs to be printed in advance of the party. Cut out the clues and stuff them into envelopes labeled with the appropriate round and character for each round of the party. It is optimal to choose different colored envelopes for each round. Choose the optional side games you wish to play and print them, cut them out, affix tape, etc. as necessary.

During the party, your job as the host parent is to ensure that the spirit stick is made and in view during the first part of the party, the 7 pieces of evidence are hidden prior to the party, the round envelopes are given to the guests at the appropriate times, the optional side games are played at the appropriate times and most of all – that you, your child and their guest have a blast!! Depending on the mystery, there might be a few props you will need to collect in advance and plant at certain places and times during the party (i.e. the spirit stick, the 7 pieces of evidence in round two, the optional game documents, etc.). **Make sure to read the host instructions for each round prior to the party** to ensure that you have everything in place for the big day! Please note - the instructions for Coach Blossom for each round do not disclose who the thief is – only the clue cards for round three contain this information.

FULL INSTRUCTIONS IN THE PURCHASED GAME

Pre-game: these pre-game clues are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game clues are optional and do not alter the mystery and are intended to enhance the pre-game build up for the event. These clues are not vital to solving the mystery.

APPETIZER HOUR / ROUND ONE: Deliver these clues as your guests arrive.

DINNER HOUR / ROUND TWO: Deliver these clues while you serve dinner to your guests.

DESSERT, HOT CHOCOLATE AND THE BIG REVEAL/ SOLUTION ROUND THREE: Deliver these clues with hot chocolate and dessert.

For further questions, check out our FAQ web page at www.mymysteryparty.com/frasqu.html

If your question is not listed in our FAQ, contact us at the email addresses below.

Mystery Questions: <mailto:author@mymysteryparty.com> **monitored frequently throughout the day.*

Web based Questions: support@mymysteryparty.com

HOW TO PLAY A MYSTERY PARTY

Guest Instructions

Professional actors are great for mysteries but do not worry because you do not have to be a good actor – or an actor at all – to play a mystery! The only quality that you need to possess is the ability to have a blast!

The mystery party is separated into 3 rounds. During the party, you will be handed an envelope that contains the clues necessary for your character for the round. The clues will provide everything that you will need to solve the mystery. However, during the investigation segment of the game, you will need to ask the right questions and pay close attention to other guests' clues to be able to get the whole picture of what has happened.

FULL INSTRUCTIONS IN THE PURCHASED GAME

From this point forward, you are to remain in character until the mystery is solved. If you are playing a 'green alien from Mars', then that is who you are until the end! Undoubtedly, your host has cast you into a character that you are comfortable playing. There are some characters that are designed to be played more reserved than other characters that should be played more boisterous. Feel free to play your role however you feel comfortable. Feel free to embellish your character's personality if you would like. However, if you are feeling more reserved tonight, you can opt to allow the other characters to approach you or you can simply listen in on others' conversations to get your information. Not everyone needs to or should have the spotlight!

OPTIONAL PRE-GAME ROUND

Instructions for Coach Blossom: Before the party, encourage your guests to view this mystery on the www.mymysteryparty.com website or use the My Mystery Party invitations as they have the character list and the game synopsis included. This way, before the party, they can get familiar with the other characters that will be at the party.

This optional pre-game round is to be implemented approximately one week before the party. Please note that this round is to generate pre-game excitement and is not necessary to solve the mystery. The ways to deliver these clues are as follows:

- ✕ Cut and paste the clues from the PDF file into an email and send them to your guests.
- ✕ Print these clues and send them to your guests via snail mail - USPS.
- ✕ You can hand these to your guests in person before the party or even as they arrive before you give the round one envelopes.
- ✕

PRE GAME CLUES:



Jenn Bloom,

Get your cheer bags packed and ready as it is time for ACA summer cheer camp! Get ready for some cheertastic fun and competition with other cheer squads from around the nation. Make sure your squad is full of spirit - as you know...you'll be competing for ownership of the spirit stick every day of camp again this year.
See you soon!

Coach Blossom
ACA Head Cheer Coach

Remember: your character is an Australian cheer base who secretly desires to become a flyer. You eat, sleep and breathe cheerleading and are not only on your school cheer squad, but also on a private gym squad. Everyone at your school wants to be like you...until they see your bossy ultra competitive side, that is. (So practice your best Australian accent if you don't already have one!)

www.mymysteryparty.com



EACH GUEST HAS A PRE GAME CARD IN THE PURCHASED GAME

ROUND ONE – APPETIZER HOUR

Time to show your team spirit!

Coach Blossom's Instructions: Round one – appetizer hour begins as the guests arrive. Create a Cheertastic ambiance with a fun party mix CD playing softly, cheertastic decor (i.e. cheertastic movie posters, etc.), and cheertastic movies without the audio (i.e. Bring it on, etc.) if there is a television in the party room.

Yummy drinks (fruit punch garnished with fruit, mini milkshakes, etc.) and appetizers should be served. Make sure the guests' instructions (page 6) and the character descriptions (page 2-4) are available for the guests to review. For the round clue-containing envelopes, you can also creatively display them on a table for the guests to locate their own character names.

~~You need to make a spirit stick in advance of the game.~~ You can make it out of anything – a paper towel roll and construction paper, PVC pipe, pipe cleaners, etc. ~~Attach ribbons and candy to it~~ and write the word 'SPIRIT' on it. Display it in a 'somewhat' open area during the party – you want the girls to get a look at it. You'll need to hide it at the end of round 2 – so you don't want it in the middle of the room where you will be seen taking it. The candy on the spirit stick should be the same type of candy wrapper that you use for the evidence in round two.

Before this round, encourage the guests to read the guest instructions (page 6) and study the character list (page 2-4) before you pass out the round one envelopes. It is optional to go over the guest instructions with the guest as a group and answer any questions regarding the flow of the party before you start the mystery. As the parent host (Coach Blossom), you will need to act as the head coach of the cheer camp – so stay in character throughout the game. Use your whistle to get everyone's attention as you need to! Your job is to ensure that everything flows smoothly and the guests are enjoying themselves. Tell the guests to take their time and enjoy playing the role of their character. For first timers, it can be a tad confusing, so make sure the game is held at a slow pace so everyone can relax and have fun with their character. This game is not to be rushed or clues will be missed.

FULL INSTRUCTIONS IN THE PURCHASED GAME

OPTIONAL: At the beginning of this round, the optional game, 'The Perfect Cheer', can be played as an ice-breaker. At the conclusion of this round, the optional game, 'Cheertastic Dance Contest', can be played.

Prop list: These are props needed for this round. Collect these items in advance and have them ready. If the optional dance contest is played, you will need a source of music with a cheerleading themed dance song.

OPTIONAL ACTIVITY AT THE BEGINNING OF ROUND ONE:
The Perfect Cheer

FULL INSTRUCTIONS IN THE PURCHASED GAME

OPTIONAL ACTIVITY AT THE CONCLUSION OF ROUND ONE:
The Cheertastic Dance Contest

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND ONE CLUES – CUT OUT, STUFF INTO ENVELOPES AND LABEL WITH THE APPROPRIATE ROUND AND CHARA

LORA MURRAY – ROUND ONE

CLUES TO SHARE DURING THIS ROUND

During this round, mingle with other guests to discuss the following information with whomever you choose:

- Tell everyone that this year, you might tie some shoelaces of some opposing teams' shoes before competitions – just like your brother did last year in the cafeteria when he tied girls' shoelaces, threw bugs everywhere, and poured salt all over the girls' food before screaming 'fire' and evacuating the cafeteria. He didn't even get in trouble at home for it.
- Tell everyone that Brit Cruise is crazy if she doesn't get enough candy or sugary drinks in her system. Say that the vending machines in the dorms ran out last night and you're not sure if she had any of her own but that she is quite grumpy today.

SECRETS TO KEEP TO YOURSELF

- You can't wait until you get to compete against other girls at the camp this year. You are going to use a lot of defensive moves this year to win! You're going to say that you hear their cell phone ringing, or tell them that their hair is messed up, or their lipstick is smudged everywhere...right before they have to go to the mat to compete! That should make them lose a few points!

During the mystery, your character must be honest and not make up any potentially mystery-altering clues in addition to those provided to you. You do not, however, have to share the clues that you collect with other guests.

EACH GUEST HAS A ROUND ONE CLUE CARD IN THE PURCHASED GAME

ROUND TWO – DINNER HOUR

Coach Blossom's Instructions:

The optional 'Stuntacular Challenge' can be played at the beginning of this round.

Pass out the envelopes for round two to the guests and encourage them over the next 30 minutes to mingle while implementing their reveal / shared clues for round two. As with Round one, if they want to share their secrets with a few other players, that is alright as well.

FULL INSTRUCTIONS IN THE PURCHASED GAME

Then, when the guests come to your room, have them sit down in front of you. Pass out the Mystery Investigation Sheets and give them 15 minutes to interrogate each other. Tell them to use both their round one and round two clues as references to answer questions. At the end of the 15 minutes, instruct the guests that they will now go on a hunt for evidence. The following items (page 27-28) should be cut out and matching ribbons should be threaded through the punched out holes and tied into bows. This will help to distinguish the

evidence from appearing to be normal house items. Hide the 7 pieces of evidence in various areas of the house or even the neighborhood – depending on what you - as the parent - deem as feasible (hiding the items in advance of the party is optimal):

1. The coded evidence
2. A matching gum/candy wrapper to the type of gum/candy that is attached to the spirit stick
3. Henna's diary entry
4. The Hollywood agent's contact information
5. The folded note from Ashe to her best friend on her cheer squad
6. Brit's empty personal candy bag
7. The note of the overheard rumor about Nikki's Prank

Blow the whistle and tell the guests to locate the 7 pieces of evidence and give them the boundaries of the hunt. You can give a prize to the guest who locates the most pieces of evidence. When the guests have found all 7 items, have them return to the spirit room to discuss the evidence. Have them sit in a circle and discuss one piece of evidence at a time. Give them free reign to discuss their own opinions on what the clues mean but tell them to not discuss who they think the thief is. Tell them that if they think they know who it is, they can even use this time to try to throw other guests off of the right track if they want to. When all 7 items have been discussed, give the girls 5-10 minutes to submit their final guesses of whodunit to you on the 'MYSTERY INVESTIGATION SHEET' (page 29-41) or any type of ballot you decide to use. Collect the guess sheets from your guests at the conclusion of this round.

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND TWO OPTIONAL ACTIVITY AT THE BEGINNING OF ROUND ONE
Stuntacular Challenge

FULL INSTRUCTIONS IN THE PURCHASED GAME

OPTIONAL ACTIVITY AT THE CONCLUSION OF ROUND TWO:

The 'What cheery thing am I?' Game!

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND TWO CLUES – ✂ CUT OUT, STUFF INTO LABELED ENVELOPES WITH THE APPROPRIATE CHARACTER AND ROUND. TO BEGIN ROUND TWO, PASS OUT THE ENVELOPES TO THE GUESTS.

✂

HENNA EFRON – ROUND TWO CLUES TO SHARE DURING THIS ROUND

During this round, mingle with other guests to discuss the following information with whomever you choose:

- Ask Coach Blossom to end the spirit stick tradition. Tell her it is silly and needs to be stopped.
- Talk Sara, your new best friend, into thinking the same as you by wanting to end the spirit stick tradition.
- You feel that Jess Hartnett is a little weird because she is a head cheerleader but she can hardly speak.
- You overheard Ashe Pitts talking about wanting to do some team building exercises because she noticed not everyone was getting along perfectly. You disagree.

SECRETS TO KEEP TO YOURSELF

- You hope that Nikki Scheckler does something to the spirit stick and it is lost forever. Maybe her prank will involve destroying it. That would make you very happy.

During the mystery, your character must be honest and not make up any potentially mystery-altering clues in addition to those provided to you. You do not, however, have to share the clues that you collect with other guests.

EACH GUEST HAS A ROUND TWO CLUE CARD IN THE PURCHASED GAME

✂ **MYSTERY EVIDENCE:** Cut out the following pieces of evidence and hide in advance of the party for the investigation scavenger hunt. Punch a hole where the black circles are and thread a ribbon through it and tie a bow. Use the same color ribbon for all clues so the guests can recognize the clues as evidence – they'll all look somewhat uniform and won't look like regular house items.

FULL INSTRUCTIONS IN THE PURCHASED GAME

Sample Game

DESSERT, HOT CHOCOLATE AND 'THE BIG REVEAL'

Instructions for Coach Blossom:

This is the final solution round. Serve dessert and hot chocolate to the guests and have them sit in a circle or semi-circle in order to be able to see each other as they read their solution cards one at a time to the group. After you collect the Mystery Investigation Sheets (or other ballots) either announce the guesses to the group or allow each guest to 'accuse' the guest that they feel stole the spirit stick and why.

Pass out the round three envelopes to your guests.

After the guesses are announced (or accusations are made), instruct the guests to stand up in front of the group and read their final solution round card one at a time in the exact order that is directed by the solution round cards starting with **ASHE PITTS**.

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND THREE OPTIONAL ACTIVITY

CHEERTASTIC CHARADE CHALLENGE

FULL INSTRUCTIONS IN THE PURCHASED GAME

SOLUTION ROUND - ✂ CUT OUT THESE SOLUTIONS, STUFF INTO ENVELOPES LABELED WITH THE APPROPRIATE CHARACTER AND ROUND. PASS OUT THESE ENVELOPES TO THE GUESTS TO BEGIN THE FINAL ROUND.

SARA MCCARTNEY – FINAL SOLUTION ROUND THREE. READ WHEN YOU ARE TOLD IT IS YOUR TURN.
You have submitted your guess of whodunit to Coach Blossom. She will now read the guesses from all guests to the group. Hope you are right! This is the final solution round. Every guest at this party will now tell their story to the group - in a specific order - and the thief will now confess.

Read the solution to the group in a dramatic fashion:
“Oh! This investigation has been so stressful on me. (Start acting like you are about to cry.) I don’t know what I’d do if it weren’t for Henna Efron. We’ve been together all day. I know that some of you would probably say that I’d take the spirit stick just to get attention. That’s not true (act like you are trying not to cry)...I don’t need attention! But Henna can vouch for me that I didn’t take the spirit stick...she was with me all day!”

BRIT CRUISE IS NEXT

EACH GUEST HAS A ROUND THREE CLUE CARD IN THE PURCHASED GAME

NAMETAGS ✂

Ashe Pitts
played by:



Jess Hartnett
played by:



EACH GUEST HAS A NAME TAG IN THE PURCHASED GAME

MENU SUGGESTIONS

STUNTACULAR MUSHROOMS

BASKET TOSS SALAD

ARABESQUE CHICKEN

CHEERTASTIC CASSEROLE

THE SCORPION

SPIRIT SHAKES

CHEERTASTIC CAKE

THE CUPIE

LIBERTY WITH CHOCOLATE

**If the teens are not into a full course sit down dinner, just grill hot dogs and hamburgers and make French fries for a quick meal.*

MENU RECIPES IN THE PURCHASED GAME