

# Bathhouse Dance Party

**Summary:** The cabin walks blindfolded to the bathhouse, where they discover a dance party.

**Number of staff required:** 1

**Props/Materials/Costumes:** Sinister costume with veil, five blindfolds, long rope, drums, fairy wings, colorful costumes and lots of noisemakers.

**Prep done:** Long rope tied near the cabin and leading to right in front of the bathhouse. Drums, noisemakers and costumes scattered around near the end of the rope. Two other people costumed and set up with drums.

Talk to other counselors in the village. Tell them you are going to have a surprise dance party in the bathhouse, and work out what time you will each wake up your cabins so that your cabin will be there first and arrive at the dance party

## **Execution:**

- Dressed in a dark and mysterious costume, enter the cabin slowly beating a drum. Quicken the drum beat and move around the cabin. Come to complete silence then call out - "(Cabin name)... Your time has come"
- Tell them they will be going on a journey and will need shoes. Give them each a blindfold – help them if they need it. Beating the drum, lead them out of the cabin and to the start of the rope. Once they're all holding onto it, keep an eye out and guide them as needed to be sure they don't crash into any trees, trip on anything.
- Once they get to the end of the rope, start beating faster again. Call out - "(Cabin name) – your time has come – to greet the day!" Cue the other two drummers. Let them know they can take off their blindfolds and dance. Pass out noisemakers, throw costumes at them, have a little party.