

**StBM**  
SimplytheBestMan



## Dare to be different...

So many stag do's rely on boring and tired drinking games. Not only is this dull and shows no originality but it makes your group somewhat exclusive.

With just a deck of cards, a Decision Coin, a pair of knickers and a bag of plastic toy soldiers you can create your own stag do games and not only become the toast of all your mates by leading the greatest stag do of all time but also create a night out that everyone who sees you will wish they were a part of or willingly join in with.

The best stag nights are made not just by those who set out at the beginning but by those picked up along the way!

It's quite often the case that people come together from different parts of the stags life (work, family, sports team, old school friends, etc) and its more than likely not everyone will have met before. So many of these games have been designed as ice-breakers as a way for everyone to get to know each other.

More importantly a lot of these games have been created to include other people, in particular targeting girls and bringing them in on your fun.

## Stag Games

### Dares Cards

Dare cards are easily bought but it's more fun to make your own.

*Suggestions;*

**Her Round** Get a girl to buy you a drink.

**Moonlight Serenade** Women love a singer so find yourself a fair maiden and sing her a song.

**And one for the little lady** The rest of the group are now going to help come up with the perfect girlie cocktail. You can't go back to your own drink until you've finished it.

**Score Bore** Go and talk to a girl but be as boring as possible, how long will she be polite before she makes an excuse and walks away? If you make her laugh you lose!

**Pole Dance** Exactly what it says on the tin. Find a pole and get jiggy with it for at least 2 minutes.

**Kari-Blokie** Result! You are now King and as is only befitting of your new status the rest of the stags must carry you to the next bar.

**Swap Shop** Find a girl in the bar to switch tops with for 15 mins.

**Superman** You now need to show your heroic credentials by putting your pants on outside your trousers.

**Fan Worship** Kiss a girl's feet.

**Free Running** You must travel 10 metres outside without touching the floor.

**Magic Number** Get a girls phone number.

### Toy Soldiers

*Props - A bag containing plastic toy soldiers.*

#### **Assume the position:**

All the toy soldiers are placed in a bag every stag must pick a soldier from the bag "Assume the position!" and everyone has to stand, sit, kneel in the position of their soldier.

### **The 10 Minute Game aka Dare Card Killer**

*Props. Pack of Dare Cards*

This is a high speed variation of dare cards.

Everyone puts a quid in the Killer Kitty.

The first player gets assigned a challenge by picking a card, he has 10 mins to complete it, if he doesn't he's out. This continues "killer" style until there is just one man still in the game and then he wins the pot.

### **Wax On Wax Ahh FFFfff**

*Props. A set of waxing strips*

Occasionally a member of your stag party won't man up enough, we'll fail a challenge, dare, stag do game or just need to be kept in line.

In such instances apply a wax strip, rapidly remove wax strip, enjoy his girly scream.

### **Candid Cleavage**

Split the stag up into pairs. They then have to go and get a photo of a girl's cleavage (please impress on them the need to make sure they have the owners permission first). The last ones back with a photo have to buy a round/take a forfeit.

This is a great way to ensure all the guys get chatting to girls and simply beautiful to see the guys they go off in search of cleavage, drink in one hand, camera phones in the other and stupid expectant grins on the slavering faces!

### **Posers**

Everyone is assigned a position by pulling a piece of paper from out of a hat. On each piece of paper should be written different poses;

T-pot, aeroplane, swimmer, frog, bus driver, table, Freddie Mercury, peeing dog, cactus, pogo-stick, the laying hen, traffic cop, air guitar player, pole dancer, etc.

Everytime the Best Man shouts "Who are ya?" everyone in the group has to take the position they have been assigned. Great fun in a busy pub and see how many conversations it sparks with girls who come up and ask what you're doing.

### **Mr & Mrs**

This stag game is only for the Groom. You'll need to speak to the Bride-to-be beforehand and get her to answer all the questions (make up some questions of your own to make it more interesting). Every time he gets an answer wrong he has to take a drink. You could also get some great material for your speech.

1. What's her favorite drink?
2. What's her favorite flavor of ice cream?
3. What's her waist size
4. How old was she when she got her driver's license?
5. What's her favourite position?
6. What's her favorite song?
7. What is her favorite book?
8. What is her favorite movie?
9. What's her biggest turn on?
10. Who was her childhood best friend?
11. Where is the kinkiest place they've had sex?
12. What was her first job?
13. Have they had sex outdoors?

### **Ladies Choice**

*Props. A pair of knickers and the Decision coin.*

You need to find a couple of willing girls to help you and join in your stag do games, they take it in turns to toss the "Decision Coin". If they throw "heads" then all the players holding heads are safe and can resume drinking. All those with tails must play on.

The game continues on a round by round basis as before until there is one man left who is the loser. As a penance he must now wear the knickers outside his trousers for the rest of the night.

## **Stag Scavenger Hunt**

*Props. Pre-printed scavenger hunt lists.*

Split the stag into teams. Each team has to collect all the items on your scavenger list. Give the teams an hour and then arrange a place to meet up and to award scores. The members of the team with the lowest score have to buy the winning team a drink.

Suggestions;

A piece of bar memorabilia

A pair of knickers (preferably still warm)

A sign

Some teeth (this is a trick but are the teams clever enough to work it out? A comb or a zip will do)

A menu

A girl's phone number (the best man will call the numbers to verify that it is the number of a stranger and not someone's aunt, get this right and you could find yourselves an invite to the next bar!) The more numbers a team gets the more points they score

A lipstick mark. This has to be from a girl (not each other!) and the better the mark or better the location of it the more points should be awarded.

A bar snack (this just gives you something to eat while you're totting up their scores!)

A photo of someone's cleavage. Preferably female.

A girly secret. The teams have to get a girl to write down a secret on a piece of paper. The sexier the secret she revealed the more points awarded.

A condom

A kiss from a stranger. A photo of one of the team being kissed by a stranger (must not be the owner of the cleavage in the other photo)

A band aid

A bent two pence piece (this isn't as easy as your stags will think and someone is bound to hurt themselves in the process which only adds to the fun!)

A roll of toilet paper

A hug from a male stranger (camera phones out again, as the group have to get a photo of one of them hugging a random bloke)

A piece of chewing gum

A flower (let the stags get in touch with their feminine sides)

A video clip of one of the team busking

## **Cupid's Little Helper**

Got some single fellas among the stags? Well in honour of the Groom and bearing in mind that no one deserves to be happy forever perhaps it's time for all those of you (un)happily married guys to stick your oars in.

Prepare some small slips of paper with the names of all the single guys in the group.

Now prepare an equal number of pieces of paper with a female description on, these need to be quite specific, "The first girl we see wearing red shoes", "The nearest girl in a blue top", etc.

Now take the two sets of paper and drop them into two empty glasses. The Groom now gets to do his very own FA Cup draw pulling out a piece of paper from the glasses alternately and reading them out aloud.

"'Steve... will be chatting up... 'the first girl we see wearing glasses'"

Once all the draws have been made the lucky singles then have to go and find their selected targets (taking along one of the married men for support/to play witness/to take the piss) and buy them a drink.

The winner is the first one back with a phone number.

## **Drinking Games**

### **Jacks**

*Props. A deck of cards and an empty glass.*

Shuffle the cards in full view and then hold them out to the person on your right. He picks a card. If it's any other card than a Jack he is safe and then next person chooses. The first person who picks a Jack pours some of their drink into an empty glass. The second third and fourth people who draw a jack do the same. Once all four Jacks have been drawn the next person who draws a picture card has to down the "cocktail."

### **Guess Who**

This is a great game to start the night off, relax everybody and help the group to get to know each other.

*Props. Pen and paper, a bag or hat (or an empty pint glass will also do) and some shots.*

Each player should write down a secret about themselves, fold it up and drop it into the hat or bag. The first player picks a secret out of the bag and tries to guess whose secret it is.

If they are wrong, the player guessing has to take a shot. If they are right then the person whose secret was revealed has to take a shot.

### **Aces**

*Props. A deck of cards*

Deal a card to each player in turn face up. The person who is dealt the 1st ace chooses a drink (the nastier the better) which he must immediately announce to the group.

Continue dealing the cards to each player in turn, the person who gets the 2nd ace has to pay for the drink that was chosen by the first ace player.

Continue dealing, the person who is dealt the 3rd ace has to go to the bar and get the drink.

The person who is dealt the 4th and obviously the last ace has to down the drink in one.

### **Freeze**

Explain this stag do game to the stags before the night begins.

At any point in the evening the Best Man freezes in whatever pose he chooses. The rest of the group have to immediately freeze as soon as they spot him. The last man to do it has to down his drink/buy a round.

### **Pub Golf**

*Props. Score cards and pencils.*

To play the game, each player must visit every hole (pub) in turn, purchasing your chosen drink at each one. You get your score for each hole by adding up the amount of swigs you take to finish your drink. At this point you must remember to fill out your score card as you go along.

The winner of the game is of course the player that has the lowest score for all the holes completed from the round of golf. The loser, surprisingly, is the player with the highest score. A forfeit should be determined before the game begins for the player that comes last at the end of the game.

### **Higher or Lower**

*Props. Some playing cards.*

Good game, good game.

Everyone in the group selects a card at random except the Groom who has two. Now the Groom shows his card and has to guess whether the card held by the person on his right is "higher or lower" if he guesses correctly the other player has to take a drink (or you can line up some shots), if he guesses incorrectly then he has to take a drink. If the cards are the same value they both have to take a drink.

This then continues around the circle.

## **Heads or Tales**

*Props. Decision Coin and a pint glass.*

One person starts off by pouring a small amount of their drink into a pint glass then the next person sitting next to them flips the coin. If they get heads then they have to add something into the glass. If the player gets tails then they have to down whatever is in the pint glass. If you get a run of "heads" then you'll end up with some delightful new "cocktails".

## **Russian Beer Roulette**

*Props. Some cans of lager, two blindfolds.*

Blindfold two contestants and sit them across a table from each other. Take a six-pack of beer and remove them from the rings, place them on the table near the prisoners. Take one can and shake it - not just a bit but REALLY shake it, until it's about to explode. Mix this can in with the rest of the beer so that no one knows where it is.

Remove the players' blindfolds, and ask the first player to choose a can which he passes to his opponent. The 2<sup>nd</sup> player takes the can and holds it over their head, before cracking it open. If the player survives, they pick a can and give it to the opposite player.

## **Peanut Races**

*Props. Pints of lager and a bag of peanuts.*

The players each need a pint of lager and a peanut each, the Best Man gets everyone under starter's orders and then gives the starting command and everyone drops their peanut into their pint. The peanut will sink to the bottom, then bubbles will form around it and it will rise slowly back up to the surface. The person whose peanut is last to reach the top must sink their pint in one with the peanut still in it.

## **Boat Race**

Divide everyone into two equal teams standing in two lines, side by side, facing the other team, with a pint of beer each.

On command from the best man the boat race begins and the first person on each team necks their pint and places the empty glass upside down on their head. As soon as they do this the next person starts drinking, and so on. First team to finish all their beers is the winner.

## **Grand National**

*Props. A deck of cards and a rancid drink.*

Have the barman make up a suitably rancid drink and place it at one end of a table. Now remove the four aces from the deck and lay them side by side on what is now your starting line. These are the horses.

Now take all the picture cards and place them in two parallel either side of and leading away from the horses, these are now the rails of your racetrack.

You now need four jockeys from amongst the stag, each jockey has to choose a horse to "ride".

The race commentator now takes the remaining playing cards and calls the race to order, he now lays the first card on the table commenting as he goes. If the first card is a club then the ace of clubs moves up one place along the track.

The commentator will keep up the excitement calling the race as the horses are cheered on by their jockeys. The jockey whose horse crosses the line last is the loser of this most traditional and sporting of stag do games has to drink whatever potion is waiting at the finish line.

## **Delilah**

Time for a sing-a-long. If you're in a club or bar have the DJ play the Tom Jones classic "Delilah". Every time you hear her name the whole group has to take a swig of their drink. Anyone with anything left in their glass at the end of the song must pay a forfeit.