

Icebreakers

Icebreakers are a great way to lower barriers and get to know one another. Recollections in Christianity were established in 1987, and our movement continues to grow strong with more brothers and sisters serving alongside unity and trust. Below are some examples of Christian activities to get our brothers and sisters, whether it be staff and/or candidates, involved in getting to know one another and bonding as a family in the word of God. It is separated into 2 main categories: Non-spiritual based and spiritual-based. Both emphasize building bridges with one another. Please be mindful of the purpose of the icebreakers you are using.

The Clock Game

Duration: 15-20 minutes altogether.

Objective: The goal is to meet 12 new people by the end of this activity.

Preparation: a pen or pencil for each participant, a clock diagram** (a sheet of paper with 12-time slots written works also), and 12 “on the surface” or shallow questions that can be answered pre-made by the Director’s team.

Step 1. Pass out the pens/pencils and clock diagram/paper to each of the participants. Instruct participants to assign someone they are not familiar with in each of the time slots.

Step 2. The leader of this activity will begin by randomly picking an appointment time and asking one of the 12 questions that were made prior to the activity’s execution.

Step 3. Repeat Step 2 until all appointed times are done.

The Movie Game

Duration: 15-20 minutes altogether.

Objective: This game is to help promote better communication and trust among each other. It is similar to a telephone-like game where participants are lined up facing toward the leader of the game. Participants act out a charade to the person in front of them. Like dominos, the participants act out their charade until they reach the leader. The first group that reaches the leader guessing the correct name of the movie wins.

Preparation: Knowledge of G-rated movies that everyone has probably seen, many participants, and complete silence.

Step 1. Arrange participants in lines facing toward the leader. Participants face forward or else they should be disqualified.

Step 2. The leader of this activity will call up the last person in the line and tell them the movie

The person told the movie will return to the end of the line and commence the charades by tapping the person's shoulder in front of them.

Step 3. The person who receives a tap will turn around facing away from the leader and watch charades acted out by the other person. Once the act is finished the process repeats. Until the person in the front of the line watches the charade.

Step 4. The person in front of the line runs to the leader to whisper to the leader the name of the movie. If they guess wrong, they can keep guessing until they guess correctly at which point that group would win.

Musical Jukebox

Duration: 15-20 minutes depending on competitiveness

Objective: Groups of participants compete to see who can out sing each other when given a genre and a limited time. All members must participate. When noticed that all members of a group are not participating they are disqualified and participants of said group must join other groups.

Preparation: Leaders must be knowledgeable of many "G" rated genres of music to allow competitors to sing.

Step 1. Participants are counted off and divided into 3-5 groups and given 3 minutes to choose songs appropriate to given genre. Often times groups will elect a leader of the group. Participants familiarize themselves with 3-5 songs until 3 minutes are up.

Step 2. Leader is chosen to point to groups to sing and declare when they are out not participating. Leader determines genre of music such as Disney, 90s, or love songs for example.

Step 3. At 3 minutes, groups are pointed to by leader to sing. Leader can choose any group they wish until they notice groups running out of songs or participants are not singing. Leaders typically come up with a new genre after a group is disqualified due to a mistake.

Step 4. Repeat until one group is left to decide a winner.

Streets and Alleys

Duration: 20-30 minutes depending on competitiveness

Objective: The goal is to emphasize the ability to follow instructions and keep silence for this task to carry out.

Preparation: Requires at least 40 people to play.

Step 1. Divide participants up into several groups, preferably 6 or more each containing 6 or more people. Make sure the math works out as evenly, if possible.
Step 2. Have each group line up, single file, next to each other such that each individual person is within one arm's length of each other. Each participant should be far enough to where they can barely reach the adjacent person's fingertips.
Step 3. Declare the directions of streets and alleys. To do such, have the aligned participants raise their arms up so they look like the letter T. As long as the participants form parallel paths with adjacent lines, it should form paths. Have one direction be streets, and the other (after rotating 90 degrees) be alleys.
Step 4. Now choose 2 people. Have one be the chaser and the other be the chased. The game now becomes a game of Tag in which the leader would scream "streets" or "alleys" to change the directions of the paths. Runners are not allowed to go through arm barriers.

Egg, Chicken, Dinosaur

Duration: 15 minutes

Objective: The goal of this game is to work your way up by beating other players at Rock-Scissors-Paper to the "position" of king or queen.

Preparation: Charismatic participants

Description: Everyone starts out as an egg. You find another egg and play Rock-Scissors-Paper. The winner "grows" into a chicken who finds another chicken to play against. Whoever wins "grows" into a dinosaur. The loser returns to being an egg. Once a dinosaur you must find another dinosaur to play against. If you lose you step down to a chicken. The next step is becoming a prince or princess, which of course means playing against another prince or princess. If you win you become a King or Queen and stand off to the side. If you lose you return to a dinosaur. The game is played until there is one egg, chicken, dinosaur and prince. All other players

will be kings or queens. The fun in all this?: Eggs waddle on the ground in a little ball, chickens walk and squat while flapping their wings and "clicking", dinosaurs "roar" standing up. Princes/princesses "prance" around holding an imaginary scepter while kings and queens stand off to the side victoriously.

The String Game

Duration: 10-20 minutes.

Objective: To get to know each other at least on a casual basis.

Preparation: Charismatic participants, yarn or string, and scissors

Description: This activity needs a little bit of preparation work. Purchase a big roll of yarn or string. You can buy any color, or multiple colors if you wish. Take a pair of scissors and cut strings of various different lengths – as short as 12 inches, and as long as 30 or more inches.

When you are finished cutting the string, bunch all the pieces up into one big clump of string.

To play, ask the first volunteer to choose any piece of string. Have the person pull on it and separate it from the other pieces of string. Ask them to introduce themselves as they slowly wind the piece of string around their index finger. The funny part of this icebreaker game is that some of the strings are extremely long, so sometimes a person must keep talking for a very long time! This is a good way to get everyone to start talking. People might find out something interesting or new about each other! Feel free to adapt this game according to your needs. Have fun. *You can also replace the string with toilet paper, and for every square is fact the person has to share to the group.*

Jesus Says

Duration: 10-15 minutes

Objective: To emphasize the importance of following instructions

Preparation: Enthusiastic participants

Description: "Simon says": You probably remember this game from childhood. For the younger crowd it's intended to get people pumped and focused. To play, tell the participants that a leader will be giving orders, but only follow an order if it starts

with "Jesus says." For example, the leader can say "Jesus says raise your right arm," and the participants should obey. But if the leader says, "put it down," they should ignore this order. Anyone who mistakenly follows an order without a "Simon says" or who fails to follow a "Simon says" order is out. The faster the leader can bark orders, the more challenging the game gets. When the leader gives up, or there is only one person left, whoever remains is a winner. Try and make this game fun, think of creative commands that are not boring and simple. Make it funny and fun.

Mannequin Game

Duration: 15-20 minutes

Objective: To move/change the mannequin(s) without the artist catching you!

Preparation: Requires 5 or more people to play

Description: Have everyone stand in a circle. Choose one person as the "artist" and one or two as the mannequin. The artist will pose the mannequins to their liking and then once done will leave the room. Anyone in the circle can go into middle and re-pose the mannequins as quickly as possible. Whoever is caught still in the middle reposing by the artist will now be an mannequin!

Do You Love Your Neighbor

Duration: 15-20 minutes

Objective: Break the Ice! See the similarities with the people around you!

Preparation: Requires 8-10 or more people to play

Description: Have everyone stand in a circle. Choose one person to begin in the middle to start the game. At random the person in the middle will choose someone in the circle and ask "Do you love your neighbor?" which the person chosen will reply "Yes, I love my neighbor (saying the name of the person to there left and right) especially those who" then picking out something that is true about themselves. If it's true to other people in the circle and the person in the center will move into a new spot in the circle. The last person to find a spot in the circle will be the new person in the middle!

For example; "especially those who have a dog" "especially those who are wearing white shoes"

Spiritual activities

A-maze-ing!

Duration: 15-20 minutes.

Objective: This game could be used as a kickstarter with a discussion about friends leading you down the wrong path or finding God will.

Preparation: A blindfold and whatever is available in the immediate environment. Extra obstacles can also be brought or bought to add level of difficulty or creativity if desired.

Description: Choose at least one competitor. One is taken out of the room that plays the role of the "lost soul". The other who is playing the role of the "devil" has 1-3 minutes (depending on the size of your group) to arrange a maze, using all the people in the room, chairs, tables etc. The maze can be as creative and complicated as he/she wants as long as there are is beginning and an end. Choose another volunteer, this person has to take the role seriously, for they play the voice of God. After the maze is arranged, bring in the second person (the lost soul) who is now blindfolded and let them go. Everyone who is part of the maze shouts the wrong directions, be as loud and complicated. The lost soul must listen to the voice of God who is played by a volunteer, the voice of God must not touch the lost soul to the finishing point of the maze. They can only listen and walk by them. See how long it takes them to make it to the end of the maze. Once they make it to the finishing point it is time for the second round. No one should be talking except the lost soul and the voice of God, everyone else should be out the way and silent. The voice of God can do whatever they want to get the lot soul to the other side of the maze. After ask/create questions about the process.

Helping Those in Need

Duration: 15 minutes

Objective: To promote the following topics: availability, burdens, caring, comfort, community, and giving

Preparation: Peanut Butter (Or Jelly), Two slices of bread, Knife, plates, napkins, and a blindfold

Description: Gather your small group and blindfold one member. Hide in your room some peanut butter or jelly, two slices of bread, and a knife to spread it with. Challenge your group (and the blindfolded person) three times to make a peanut butter sandwich:

Round One: Simply tell the blindfolded person that it is his or her job is to make a peanut butter sandwich in 90 seconds. He or she will undoubtedly fail without help.

Round Two: Tell the group they can instruct the blindfolded individual, guide him or her toward the ingredients, etc. They cannot touch the blind person or the ingredients, but they can talk to blindfolded person. They might (the chances are slim) meet the goal of 90 seconds.

Round Three: Tell the group they can do anything in their power to help (don't tell them, but this includes make the sandwich themselves). They are certain to succeed this time.

Discussion Questions:

1. Which one of these rounds was the hardest? Why?
2. Which round was the easiest? Why?
3. Is there any way that someone who was blindfolded could actually complete the goal without help?
4. How easy do you think it is for people who are spiritually blind to find Jesus without help from someone else?
5. What do you think our role is in helping other people find Christ? Should it be like our first try through the game (no help), the second time through the game (talking only), or like the third time when we did whatever we could, actually helping the person complete the task?

Mention this Bible verse below:

1 John 3:17: "If anyone has material possessions and sees his brother in need but has no pity on him, how can the love of God be in him?"

Discussion Questions:

1. There's an old saying which states that people don't care how much you know until they know how much you care. Do you think it's possible to convince people to follow Jesus if we don't genuinely love them?
2. What are some ways we can preach with our actions to help those in need?
3. Think about your life—who do you know that is in need? How can you help that person?
4. If we have no pity on people, the truth of God is not in us. Does this verse surprise you? Why or why not?
5. Are you a person who is actively helping others? What does this say about your faith?

Words of Life

Duration: 20-30 minutes

Objective: To promote community, unity, family, and connect on a personal level

Preparation: Have words on strips of paper thrown into a bowl. Have them be virtues or positive or negative adjectives. Examples: friendships, hate, integrity, hope, death, family.

Description: Break everyone into groups. Once everyone is settled have them pick a strip of paper, make sure they're folded so they can't see the word. Announce that there cannot be any trading or switching with others. The word they get is what they are stuck with. Don't have them open the strip of paper until everyone is ready to play the game. Once it is time have them open it, then one by one they go around the group and talk about the word they got. And have them answer questions.

How has it affected their life? Have others share and give advice to him/her.

Create questions for this specific icebreaker.

Visit : < <http://www.thesource4ym.com>>

<<http://www.teensundayschool.com/activities>>

- o the icebreakers with a blue dot are free unless you are willing to pay for the one with a red dot.

Trust Maze

Duration: 30-40 minutes

Materials: A blindfold and a bungee cord for each participant; various obstacles to put around the room; a chair at the end of the maze for each participant

Preparation: set up obstacles around the room that the staff will lead participants around (you will want to figure out a particular path with the end with chairs set up in a way that participants who finish first will be able to observe later participants that will go through the maze)

Description: Set up participants in an area that is near the area of the maze like a hallway or wall so you can line them up. Give each a blindfold and a bungee cord. Staff bring participants through the maze one by one, roughly 10-20 seconds apart. When participants reach the end, collect the blindfold and bungee cord and tell them it is a silent activity, to observe what is happening. When everyone has made it through the maze, lead a discussion using the following questions:

- What was going through your mind when you went through the maze?
- What was going through your mind when you were waiting to be led through the maze?
- For those who were able to watch people move through the maze, did it change the way you saw your own experience?
- Oftentimes, following God doesn't make sense and we think we know the right way to go in our lives. However, God made us, He knows us and knows the best way for us to live. If we don't trust God we run the risk of ruining our lives and causing much-unnecessary pain and trouble for ourselves and those around us.

Lectio Divina

- Lectio Divina is a form of bible meditation that focuses on hearing the bible instead of trying to figure out what it means; it is divided into 4 parts: Reading, Listening, Contemplating, and Responding- we are going to read a short passage 3 times in total. Lead the activity in these ways before each reading:
 - Before the reading, ask them to be comfortable and just listen to the reading, pay attention to anything that stands out to them, is confusing, interesting, etc.
 - Before reading the second time, ask them to listen again but this time to see if the same words or phrases or ideas strike them. Think about why you think they are interesting, striking, uncomfortable, or confusing to you.
 - Before reading the third time, ask them to choose a particular component of the reading that has stood out after both times of reading. Tell them you will pause to allow them to pray, asking God for clarity in this next and last reading.
 - After the third reading, give them an opportunity to discuss their thoughts about the passage with their group.
 - End with sharing out with the whole group

Sample Schedules

3 day sample (Rec 144): [link](#)

FRIDAY, AUGUST 19TH, 2022

4:00 pm - 5:00 pm - TEAM ARRIVES

- Team takes videos/pictures of EVERY!!! Room
 - Business Office, Gym, Tents, Kitchen
 - Boy staff: Room _
 - Girl staff: Room _
 - Team: Room _
- Put team stuff away
- Set up Staff Rooms
- Set up registration tables
 - Secretaries sign in Staff
 - Comms sign in Candidates

5:00 pm - 6:00 pm - STAFF ARRIVES

- Put staff luggage away
- Set up Gathering Room for Candidates (Room _)
- Set up for Open Ceremony (Room)

6:00 pm - 7:00 pm - CANDIDATES START TO ARRIVE

- Director + Assistants do Ice Breakers w/ candidates
- Sign C

7:00 pm - 7:30 pm - OPENING CEREMONY

- Parents stay with Uncle
- Staff & Candidates leave the gym for pre-confession activity

7:30 pm - 8:30 pm - PRECONFESSIONS ACTIVITY

8:00 pm - 9:00 pm - CONFESSIONS

9:00 pm - 9:30 pm - DINNER

9:30 pm - 10:00 pm - PURPOSE OF LIFE

10:00 pm - 10:30 pm - BEDTIME (CANDIDATES)

10:30 pm - 10:45 pm - STAFF MEETING

10:45 pm - 11:30 pm - JOB BREAK OUT

11:30 pm - 12:00 pm - BEDTIME (STAFF)

SATURDAY, AUGUST 20TH, 2022

5:30 AM - 6:00 AM TEAM AWAKEN

- Trejo wakes up @ 6:15 am

6:00 AM - 6:30 AM Staff wake up and get ready

7:00 AM-9:00 AM our access to kitchen

6:30 AM - 7:15 AM Candidates wake up and get ready

7:15 AM - 7:45 AM Eyes of Christ Talk by Gabe

Staff - Some reserve seats. Some prepare breakfast

8:00 AM - 9:30 AM Mass in the Church

9:00 AM Our vigils will be available in priest's room(DOP leave mass 8:45AM)

9:30 AM - 10:15 AM Breakfast

10:15 AM - 10:25 AM Conference Room Introduction -

Staff Write Palancas -

10:25 AM - 11:20 AM 1st Talk: What is Church; Sis. Izzy

- 10:25-10:45 Talk
- 10:45-10:55 Discussion
- 10:55-11:20 Bible Trivia Jeopardy

11:20 AM - 12:25 PM 2nd Talk: God's Love; Bro Jeremy

- 11:20-11:40 Talk
- 11:40-11:50 Discussion
- 11:50-12:25 Trust Maze

12:25PM-12:50PM Ice Breaker: Streets and Alleys (Staff and Candidates)

12:50 PM - 1:35 PM 3rd Talk: Prayer Life; Bro Director Gabe

- 12:50-1:10 Talk
- 1:10-1:20 Discussion
- 1:20-1:35 Praying Together

12:00PM-2:00PM OUR ACCESS TO KITCHEN

1:35 PM - 2:20 PM Lunch-

2:00PM VIGILS END

2:20 PM - 3:00 PM Faith Walk -

Keep icebreaker ideas for staff just in case there is time!

3:00 PM - 3:45 PM 4th Talk: Forgiveness; Bro. Jeremy

Set up for TC - In the Church

3:45 PM - 5:15 PM Total Commitment -

5:15 PM - 6:00 PM Candidates read palancas and write back to parents

Sister Candidates -

Brother Candidates -

Music Directors prepare to teach songs

6:00 PM - 6:30 PM Candidates Learn Graduation Song -

Staff sets up for dinner

6:30 PM - 7:30 PM Dinner - Gabe's Familia

Some Utilities to help serve dinner

7:30 PM - 8:00 PM Explain Big Show/Practice Skits (Assistants screen the skits!)

Set up for Big Show

8:00 PM - 9:00 PM Big Show - Gym

9:00 PM - 9:30 PM Heart to Heart-

Staff sets up for Agape

9:30 PM - 10:45 PM Agape -

10:45 PM - 11:15 PM Candidates get ready for bed

Staff sets up for Mananitas

11:00 PM - 11:15 PM Staff meeting

11:15 PM - 12:00 AM Staff gets ready for bed

SUNDAY, AUGUST 21ST, 2022

CLEAN AS YOU GO!!

4:00 am - 4:30 am - WAKE UP TEAM

4:30 am - 5:00 am - WAKE UP STAFF

5:00 am - 5:30 am - PARENTS ARRIVE

Practice "Las Mananitas"

5:30 am - 6:30 am - MANANITAS

- in the Auditorium

6:30 am - 7:00 am - CANDIDATES GET READY

- Parents are with the candidates and take their stuff when done

7:00 am - 8:15 am - LOVE TALK; Bro Jtran

- Business Office
- PARENTS read and share kid letters.

Go to Love Talk

8:15am - 8:45 am - FAMILY FAITH WALK

Set up for Mass

8:45 am - 10:00 am - MASS (GYM)

- Gym
- Mass starts @ 9 am

10:00 am - 10:45 am - FAMILY TALK; Queen Sis. Celeste and Sis. Paloma

Set up for Brunch

10:45 am - 11:45 am - BRUNCH (TENTS)

- Brunch - 11 am
- Staff cleaned up the altar

11:45 am - 12:15 pm - BEYOND REC TALK; Sis Lenneris

12:15 pm - 1:30 pm - GRADUATION (gym)

1:30 pm - 2:00 pm - CLEAN UP

2 day sample (Two Days of Rec/TDoR): [link](#)

Saturday

7:30-8:30 Staff meeting, set up, prayer

- Tables for conference room
- Place to write palancas (if you have enough staff to write a few palancas for each candidate)
- Set up area for TC
- Set up areas for candidate palancas

8:30-9:00 Candidates come (signed in and given name tags)

- Make sure to collect palancas from parents as they drop off the kids (have 2 staff to greet each candidate- one to walk the candidate in and the other to catch parents as they drop off the kids)
 - Things to remind parents as they drop off their kid:
 - Come back by 8:00 for Big Show tonight
 - Come back tomorrow by 6:30am for a Sunrise Mass we will partake of together
- Ice breakers are being played as candidates come (this may also be a good time to put out small snacks as well)

9:00-9:30 Introduce Conference Room

- Talk about the flow of the day and the prize for participating (if we want to do a prize)
- Talk about Big Show tonight- they want to be thinking of things they may want to make a skit about
- Groups introduce themselves to each other
- Introduce the name of the saint and you could even give information about the saint

9:30-10:00 Talk 1: Selfless and Enduring Love- from God to us and from us to the world (Carlo)

10:00-10:15 Group Reflection 1 (have discussion questions that each group will discuss)

10:15-10:45 Activity 1: Letter to God

10:45-11:15 Talk 2: The Power of Scripture in Three Heartbeats- Reading, Listening, and Obedience

11:15-11:30 Group Reflection 2

11:30-12:00 Activity 2: Lectio Divina

12:00-12:45 Lunch (have some upbeat music playing in the background)

12:45-1:00 Ice breakers

1:00-1:30 Talk 3: The Church Alive- we are better together than apart and everyone is essential

1:30-1:45 Group Reflection 3

1:45-2:15 Activity 3: Spiritual gift inventory

2:15-2:45 Talk 4: A Life of Unceasing Prayer

2:45-3:00 Group Reflection 4

3:00-3:30 Activity 4: Trust Maze

- Gather all Faith Walk leaders to Conference Room and make sure each Faith Walk Leader has a spot in mind to do the Faith Walk

3:30-4:15 Faith walk

4:15-4:45 Forgiveness Talk (Carlos)

4:45-5:00 Forgiveness Talk Discussion

5:05-5:45 TC

5:45-6:15 Write palancas back

6:15-6:30 Staff and Candidates hang out until dinner (ice breakers?)

6:30-7:00 Dinner

7:00-8:00 Prepare skits and chants for Big Show

8:00-9:00 Big Show

9:00 Kids and parents go home

Sunday

6:00 Staff arrive and help setting up Mass (if thereis any need) and conference room

6:30-7:30 Sunrise Mass with Father Memo

7:30-8:00 A reflection that combines Agape and Las Mananitas (same location as Mass) (this is where the palancas that the candidates wrote are shared with parents)

8:00-8:30 Breakfast (potentially KoC will be covering this)

- If parents would like to leave, they can do so after breakfast and come back for graduation at 1pm)

8:30-8:45 Ice Breakers

8:45-9:15 Talk 6: A Life of Generosity- what it looks like to sacrificially live for Jesus and the people He has stationed around us for their good and His glory

9:15-9:30 Group Discussion 6

9:30-10:00 Activity 6: Prayer Stations (1st half is each table praying for different aspects, 2nd half is them coming up with a list of prayer concerns that they can be praying for and expecting God to move in)

10:00-10:30 Graduation Song Practice (if we aren't doing live music, this will be a break and/or ice breaker time, heart signing time?)

10:30-11:00 Talk 7: Walking with Jesus Daily- practical steps for keeping Jesus at the center

11:00-11:15 Group Discussion 7

11:15-11:45 Activity 7: Letter to God Revisited

11:45-12:00 Hang out time (icebreakers?)

12:00-12:30 Lunch

12:30-1 Set up for Graduation

1-2 Graduation

2-3 Clean up and go home!

1 day sample (A Day of Rec/ADoR): [link](#)

7:30-8:30 Staff meeting, set up, prayer

- Tables for conference room
- Place to write palancas (if you have enough staff to write a few palancas for each candidate)
- Set up area for TC
- Set up areas for candidate palancas

8:30-9:00 Candidates come (signed in and given name tags)

- Make sure to collect palancas from parents as they drop off the kids (have someone outside to greet candidates and catch parents as they drop off the kids and remind them to come back by 4:30 since they will be needed in our last activity starting at 5)
- Ice breakers are being played as candidates come

9:00-9:30 Introduce Conference Room

- Talk about the flow of the day and the prize for participating (if you want to do a prize)
- Groups introduce themselves to each other
- Introduce the name of the saint and you could even give information about the saint

9:30-10:00 Talk 1

10:00-10:15 Group Reflection 1 (have discussion questions that each group will discuss)

10:15-10:45 Activity 1 (something active that applies concepts from the talk)

10:45-11:15 Talk 2

11:15-11:30 Group Reflection 2

11:30-12:00 Activity 2

12:00-12:45 Lunch (have some upbeat music playing in the background)

12:45-1:15 Talk 3

1:15-1:30 Group Reflection 3

1:30-2:00 Activity 3

2:00-2:30 Talk 4 (Probably forgiveness talk)

2:30-2:45 Group Reflection 4

2:45-3:15 Activity 4

3:20-4 TC (Total Commitment- reflection on their relationship with God and with their families and with themselves)

- As TC is going make sure there are staff setting up our closing activity (form a circle of chairs facing inward with enough chairs for each candidate)

4:00-4:30 Candidates read palancas and write one back to their parent(s)/person who wrote the palanca to them

- Make sure at least one staff member is outside to greet parents and lead them around the chairs.

4:30-5:00 Prepare candidates for closing activity (if you choose to blindfold the candidates, you will blindfold candidates in line and the rest of the staff will lead them one by one into the room with the circled chairs to have them sit down

5:00-6:00 Las Mananitas