

## Pistols at Dawn

A similar set up to Argumentennis, and another game to get people to enjoy disagreeing with one another, but this time designed to get lots of people speaking at once. Speaking in smaller groups is lower-stakes and increases the energy in the room.

Lay down two parallel lines of masking tape three or four metres apart, long enough for a little over half the group to stand behind each one.

Ask a contestable question with two possible answers and indicate a line to stand behind for each answer. It's best to start with low-stakes, frivolous questions and work up to more profound ones. Here's a random selection:

Should baby girls be dressed in pink? Yes or no.

Is your mind the same as your brain? Yes or no.

Is trying to lie about something and being found out as bad as lying about it and nobody knowing?

Is trying to steal something as bad as actually stealing it?

Is trying to kill someone as bad as actually killing them?

If you choose to stay in a room, not knowing that you were locked in, did you make a choice?

Once people are standing behind the line to represent what they think, call out "pistols at dawn". Finger pistols at the ready, the two groups advance towards each other, so that each person from the smaller group is facing off with one or more from the larger group. They then exchange arguments to defend their positions.

Before they run out of steam, get them to return behind their lines and then announce a new question and repeat the process. The teams will change each time.

This game emerged when I was doing a training session for a group at [Creative Junction](#) in Slough. They have a great network of artists, poets, writers, sculptors, musicians, dance specialists etc. and are worth contacting if you are making your curriculum more creative.