

Buzz Games

Buzz

Materials none

Number of players 5–10

Directions Players sit in a circle.

1. Choose a leader. The leader names any whole number from 3–9. This number is the BUZZ number. The leader also chooses the STOP number. This STOP number should be at least 30.
 2. The player to the left of the leader begins by saying “one.” Play continues clockwise with each player saying either the next whole number or “BUZZ.” A player must say BUZZ instead of the next number in the count if:
 - The number is the BUZZ number; or
 - The number is a multiple of the BUZZ number.

Example: The BUZZ number is 4. Play should proceed as follows:
1, 2, 3, BUZZ, 5, 6, 7, BUZZ, 9, 10, 11, BUZZ, 13, 14, 15, and so on.

 - Optional: The number contains the BUZZ number as one of its digits.

Example: The BUZZ number is 4. Play should proceed as follows:
1, 2, 3, BUZZ, 5, 6, 7, BUZZ, 9, 10, 11, BUZZ, 13, BUZZ 15, and so on.
3. If a player makes an error, the next player must start again with 1.
 4. Play continues until the STOP number is reached.
 5. For the next round, the player to the right of the leader becomes the new leader.

Bizz-Buzz

Bizz-Buzz is played like *Buzz* except the leader names two numbers: a BUZZ number and a BIZZ number. Players say:

- BUZZ instead of the number if the number is the BUZZ number or a multiple of the BUZZ number.
- BIZZ instead of the number if the number is the BIZZ number or a multiple of the BIZZ number.
- BIZZ-BUZZ instead of the number if the number is a multiple of both the BUZZ number and the BIZZ number.

Example: The BUZZ number is 6, and the BIZZ number is 3. Play should proceed as follows:

1, 2, BIZZ, 4, 5, BIZZ-BUZZ, 7, 8, BIZZ, 10, 11, BIZZ-BUZZ, 13, 14, BIZZ, 16, and so on.

The numbers 6 and 12 are replaced by the word “BIZZ-BUZZ” since 6 and 12 are multiples of both 6 and 3.