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RECREATION FOR 4-H CLUBS

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# Circular No. 281

## RECREATION FOR 4-H CLUBS

By J. W. WHITEHOUSE

Wholesome recreation is necessary for the best development of rural boys and girls. The every-day tasks and chores about the farm and home provide plenty of exercise, but this sort of exercise is not recreation. Rural young people must have some leisure and their development depends to a large measure on the way they use this time. Boys and girls must learn how to enjoy themselves just as they must learn how to read and write. Thru the recreational phase of the 4-H Club program, boys and girls are taught how to spend their leisure time in a wholesome and beneficial way. Thru play, it is believed, children learn to become more helpful members of society. Participation in games and play is valuable training for democracy because it brings out shy and timid persons, wipes out social differences, gives a feeling of belonging to the group and develops sportsmanship, loyalty, cooperation, fellowship, and leadership.

### LEADERSHIP

Leading games for 4-H club members is not difficult but is really an enjoyable experience. Boys and girls like to play and there is always abundant leadership among them. Like all other activities it is necessary for the leader to make some preparation before attempting to lead a play program. The following suggestions may be helpful to inexperienced leaders:

1. Select games suited to the size, age and experience of the group and to the space available for play. Simple games should be selected for those who are inexperienced in playing games and should be of such nature that the most backward member can readily learn. Examples: Snatch Ball, Hoop Relay, the Wonder Ball.
2. Plan for more games than will probably be needed.
3. Teach at least one new game at each meeting.
4. Alternate active and quiet games.
5. Use simple equipment, as potatoes, apples, chairs, pebbles. Have all equipment ready beforehand.
6. Know the game thoroly before presenting it. Confidence is developed thru preparedness.
7. Give a few directions at a time, make them brief and clear. Teach more by demonstration than by explanation.
8. Face your group at all times, be a part of the game, be an enthusiastic leader.
9. Avoid shouting by using a whistle.
10. Develop leadership among the members.
11. Be firm but good-natured and tactful.
12. Promote sportsmanship. Honor is never won except by fair means and by sticking to the rules.
13. Play a game until it is at its best, then stop. Avoid letting a game lag.
14. Save the best game for the last. If competition is too keen the last game should be a group game.

### GAME FORMATION

1. To form a single line the leader faces any person and asks the rest to stand in a straight line back of the person the leader is facing. After the line is formed the players may be asked to face in either direction, join hands, form a circle or quickly assume any position.
2. To form a double line, form a single line as indicated above then have those in the single line count 1, 2, from the front to the back of the line. When the numbering is done, ask all the number 2's to step a few

steps to the right or left and number 1's to remain in their places. This will form a double line with an equal number in each line if the number of players is even.

3. To form a single circle, the leader may start a single file march around the room or playground. When all are in line, close in on the last person, thus forming a circle. All face the center and join hands.

4. To form double circles have those in the single circle count off 1, 2, around the circle from a given starting point. Then have the number 1's form one circle and the number 2's another.

#### CODE OF SPORTSMANSHIP

1. Play fair and square.
2. Play hard to the end of the game. Don't quit in the middle of a game just because things seem to go wrong.
3. Never lose your temper even tho you think you are treated unfairly.
4. Be loyal to team and captain.
5. Respect the officials, even tho their decisions are against you.
6. Never show disappointment, congratulate the winner.
7. Win or lose, have a lot of fun.
8. Victory by deceit is loss of character.

#### CLASSIFICATION OF GAMES

- A. Group Games.
  1. Active.
  2. Quiet and semi-quiet.
- B. Competitive Games.
- C. Relays.
- D. Musical Games.
- E. Water Games.
- F. Introduction Games.
- G. Games for Picnics, Parties, Camps, etc.
- H. Stunts.
- I. Home Made Games.
- J. Mystery Games.
- K. Songs.
- L. Pep Songs.

#### ACTIVE GROUP GAMES

**Back-to-Back Tag.** Have the players scattered about the room or playground standing back to back. When the whistle blows everyone must give up the back he is against and get another one. The whistle should blow often.

**Three Deep.** Players stand in a double circle formation (one player behind the other), the couples standing 5 to 8 feet apart. Select two players, one to be the runner, the other the chaser. The runner goes around the outside of the circle and in order to save himself from being tagged, he must place himself in front of any couple. If tagged before he gets in front of a couple, he becomes it and chases the player who tagged him. The third player becomes the runner in every case where the runner steps in front of a couple. The runner may not cut across any couple except to place himself in front of a couple. Players may run in either direction around the circle. Many changes are possible in this game. When a runner steps in front of a couple, for example; the third player may run, or he may step in front of his own couple, or he may step in front of the couple to his left or right. The game should result in many rapid changes rather than long distance running.

**Squirrel in the Trees.** The players form small circles of three, two grasping hands to form a tree with a hollow trunk. The third member, representing a squirrel, stands in the hollow tree. There are more squirrels



than there are trees. At the leader's direction, the squirrels must change trees. The ones left out become "Its" for the next game.

**Fish and Net.** Five players are chosen to represent the "Net." The remaining players, who are sent to the far end of the playing area, are called "Fish." The players representing the "Net" clasp hands and upon the signal, "Fish run," the "Net" attempts to surround as many of the "Fish" as it can. If the "Net" is broken all "Fish" are allowed to escape. All players caught become part of the "Net" and the play continues. The last five persons to be caught serve as the "Net" during the next game. Upon the signal, "Fish run," all players except the "Net" cross from one playing area to the other.

**Street and Alley.** All but two of the players stand in rank and file, with four or more players in each rank and in each file. These files should be far enough apart so that the boys and girls in one file can just clasp hands with those in the next file. The ranks should be as far apart as the files. There are two extra players; one a "thief," the other a "policeman." The players join hands across the ranks, forming "streets" while the thief and policeman run, the policeman trying to catch the thief. At a given signal, all players face right and join hands along the file, forming passageways at right angles to the streets. These are called "alleys." The command to change from "street" to "alley" or vice versa, may be given by blowing a whistle or by calling "street" and "alley" alternately. To make the game lively, the command to change from street to alley should be given often. The thief and policeman may run only where the passageways are open. They are not permitted to break thru the joined hands or duck under them. When the policeman catches the thief, two players from the ranks are chosen to take their places and the former thief and policeman step into the vacant places in the ranks.

**Poison Handkerchief.** Players to be grouped in twenty-five or less to a circle. The person who is It shall stand in the center until the game starts. A handkerchief is given to some member of the circle, and the object of the game is to throw the handkerchief from one person to another, across the circle and otherwise, and keep it from the person, It. The last one touching the handkerchief before it is caught by the person, It, shall then in turn replace the person "It." Best results are had when no knot is tied in the handkerchief.

**Follow the Leader.** This game permits of almost limitless variation. The party is formed into a line and instructed to follow accurately the movement of the leader. These movements may be as follows: (a) Walk backwards, sideways, on heels, and toes; on all-fours, hop, skip, jump. (b) Walk with a limp; stiff-legged. (c) Walk with arms extended in any direction. (d) Introduce cake-walk; highland fling, etc.

**Hook Arm Tag.** Arrange all but two of the group in a single circle facing in. Arrange the players in pairs with five-foot intervals between the pairs. Instruct each pair of players to link inside arms, and place the outside hand on the hip. Place the two selected players on opposite sides of the circle. Appoint one of them It, the other one, Runner. At a signal, It chases the runner with the object of tagging him. The runner runs about the circle as he wishes and finally hooks on to the extended elbow of one of the players in the circle. The player whose arm is hooked stands fast; the other player now becomes the runner, and It takes after him. If It tags the runner the two reverse offices and the game continues.

**Sore Spot Tag.** This game is played like simple tag, with the exception that It, when tagging the player, must hold one hand on the "sore spot" where he was tagged. The original It has no sore spot.

**Family Tag.** For small groups in a restricted area, this is a good game. When It tags a player, that player immediately joins hands with It and they proceed to tag another. Each succeeding person tagged becomes a part of the line until all are caught. No one can be tagged if the line is broken.

### QUIET AND SEMI-QUIET GROUP GAMES

**Word Changing by Substituting One Letter.** A housewife gave her husband a list of words and told him to change one letter in each word and bring home the article of food which the new word spelled.

This is the list she gave him:

This is what he brought home, see if you would do the same.

Race	substitute	i for a.	Rice
Broad	"	e for o.	Bread
Mink	"	l for n.	Milk
Halt	"	s for h.	Salt
Beads	"	n for d.	Beans
Cane	"	k for n.	Cake
Buster	"	t for s.	Butter
Sea	"	t for s.	Tea
Money	"	h for m.	Honey
Handy	"	c for h.	Candy
Seat	"	m for s.	Meat
Cork	"	p for c.	Pork
Reachess	"	p for r.	Peaches
Dream	"	c for d.	Cream
Toffee	"	c for t.	Coffee
Feet	"	b for f.	Beet.

**Beast, Bird or Fish.** Any number of players. The leader stands in front of the group and begins by saying, "Beast, Bird or Fish." Then, pointing at a particular player, he quickly repeats either beast, bird or fish, and counts one to ten quickly. If the player pointed at does not name a beast, a bird or a fish, depending upon what the leader has called, before the leader counts ten, he is It and must take the leader's place. The same names may not be repeated. Nitrogen, phosphorus, potash, may be used instead of beast, bird or fish.

**Hiram and Mirandy.** A boy is chosen for Hiram and a girl for Mirandy. They go inside the circle, where Hiram is blindfolded. He calls sharply, "Mirandy." She answers sweetly, "Yes, Hiram," whereupon he dashes in the direction the voice came from, trying to catch her. She, of course, eludes him. He calls constantly and she must answer at once, never leaving the circle. When he catches her, she chooses a Hiram and he chooses a Mirandy.

**The Minister's Cat.** The Minister's Cat is one of those quieter games everybody wants to play. Each person in turn must start off with an adjective beginning with A to describe the minister's cat. The first player may say "The minister's cat is an adorable cat;" the next "The minister's cat is an awful cat," etc. Anyone unable to describe the cat with an adjective beginning in A, must drop out of the game. When all players have exhausted their supplies of A adjectives, everyone joins in the game again. This time they use the letter B and continue as before.

**Human Checkers.** Place seven chairs in a row and seat three boys and three girls as indicated: B-B-B-O-G-G-G. The object of the game is to move the boys and the girls to opposite seats like checkers, moving or jumping one at a time. No player may move backward. All may start over again if they get stuck. The final results will be: G-G-G-O-B-B-B.

Fix row of six for the entire crowd and have them race to win. Chairs may be placed back to back for two groups. This is a good competitive game. Always keep boys and girls alternate, moving consecutively. It works out easily with practice but it is difficult for beginners.



**The Letter S.** Players are asked to write answers to the following with a word beginning with the letter S:

1. A river—
2. A mountain—
3. An animal—
4. A city—
5. A country—
6. A famous person—
7. A fish—
8. A famous character in a book—
9. A fruit—
10. A tree—
11. Title of a book—
12. A famous poet—
13. A famous playwright—
14. An inventor—
15. A vegetable—

**Cake Sale.** Each player is given a card or sheet of paper prepared with the following questions, or they may be dictated at the time. The one wins who has the largest number of answers that are correct.

What kind of a cake would you buy for—

1. Sculptors? (Marble cake)
2. Politicians? (Plum cake)
3. Geologists? (Layer cake)
4. Dairymen? (Cream cake)
5. Milliners? (Ribbon cake)
6. His Satanic Majesty? (Devil's food)
7. Babies? (Patty cake)
8. The Betrothed? (Bride's cake)
9. Gossips? (Spice cake)
10. Carpenters? (Plain—plane cake)
11. Idlers? (Loaf cake)
12. Pugilists? (Pound cake)
13. One who lives on his friends? (Sponge cake)
14. Dynamiters? (Raisin cake)
15. Invalids? (Delicate cake)
16. Convalescents? (Sunshine cake)
17. "Boodlers"? (Doughnuts)
18. Those who sample all these too much? (Stomach ache).

**Cloth Sale.** What kind of cloth would you sell to a—

A fat man?	Broadcloth
A musician?	Organdie
A spendthrift?	Cashmere
A hunter?	Duck
A dairyman?	Cheesecloth
A book agent?	Canvas
A banker?	Checks
A convict?	Stripes
The family dog?	Muslin
A toastmaster?	Brilliantine
A gardener?	Lawn
A fisherman?	Net
A bricklayer?	Cambric
A jeweler?	Ticking
A baldheaded man?	Mohair
A summer tourist?	Outing.

**A Bouquet of Flowers.**

A crowd of people—	Phlox
A bird and what a rider uses—	Larkspur
A fashionably dressed man and king of beast—	Dandelion
A friendly man—	Sweet William
A Time of day and an exclamation—	Morning-glory
Something used on bread and something to drink out of—	Butter-cup
Where ones places a kiss—	Tulips
A boy's name and the minister's desk—	Jack-in-the-pulpit
What an impecunious suitor tries to do—	Marigold
What a child calls his father—	Poppy
A boy's name and something to write with—	Jonquil
A time of day—	Four o'clock
Part of a lady's costume—	Lady's slipper
What children make in winter—	Snowball.
A girl's name—	Marguerite or Daisy

Sometimes the players are divided into two teams and the contest becomes a race to see which team can give the greatest number of correct answers.

**Shouting Proverbs.** Have the group seated in a ring. One member leaves the room. The words of a proverb are distributed, one to each player, so that each has a word. When the one outside the room is called back, at a given signal, each one shouts his word, all at the same time. This is repeated until in the medley the person who came in can distinguish words to make a guess at the proverb. A few proverbs follow:

A stitch in time saves nine.  
A rolling stone gathers no moss.  
All that glitters is not gold.  
Better late than never.  
Birds of a feather flock together.  
A fool and his money are soon parted.  
Never put off till tomorrow what can be done today.  
It never rains but it pours.  
Every cloud has a silver lining.  
Make hay while the sun shines.

**Teakettle.** "It" is sent from the room while the other players select a word. Each player must make a sentence containing the word selected but substituting for it "teakettle." (Using the word rain for example, The "teakettle" fell in torrents.) "It" comes back and the player nearest the door gives his sentence. If It guesses the word, the one who gives the sentence becomes It. If It does not guess the word he continues down the line until he does. If It does not guess the word when all the players have given their sentences he goes out, another word is selected and the game goes on.

**Fruit Basket.** All players are seated except the leader. Each person is given the name of some fruit. The leader may say, "I went to town and when I got there I bought some apples, apples, apples." If the one named "apples" fails to speak his name before the leader says "apples" three times he has to change places with the leader. After this has gone on for a while the leader will say, "I went to market and when I got there my fruit basket turned over." This means that all players must change seats and in the scramble the one standing gets a seat. When all seats are filled the one left standing becomes the leader.

**Marketing I Shall Go.** The first player says, "I've been marketing today." The neighbor on the right asks her, "What did you buy?" and she answers "Head of cabbage." The neighbor turns to her neighbor and says, "I've been to market today." This neighbor says, "What did you buy?" and



she answers, "A head of cabbage and a peck of spinach." So the game continues, each player repeating the answers and adding one new vegetable.

**Wonder Ball.** All players sit in a circle. A small ball, handkerchief or any other small object may be used. The leader starts the game and all players repeat in unison—"The wonder ball goes round and round, to pass it on you are bound, if holding it you are last, then for you this game is passed and you are out." The one holding the ball on the word OUT must go to the center of the circle and the game continues. When five or six are in the center of the ring the game is halted and those in the center required to pay forfeits in order to get back into the game.

Suggested forfeits:

1. Sing a song.
2. Recite a poem.
3. Dance a jig.
4. Say three nice things about yourself.
5. Answer truthfully four questions asked by anyone.
6. Laugh, cry, whistle.
7. Yawn until some one else yawns.
8. Imitate three barnyard noises.
9. Pay a compliment to four people.
10. Get down on your knees before four people and smile.
11. Place one hand where the other can't reach it (elbow).
12. Hop around the group or room on left foot.
13. Answer "No" to any four questions asked by any.
14. Imitate a man shaving.
15. Imitate a person washing his teeth.
16. Recite alphabet backwards.
17. Count alphabet A-1, B-2, etc.
18. Group name five states and victim name the capitals.
19. Give a Mother Goose rhyme.

**Going to Europe.** Line up the group and ask them to repeat what is said and imitate the action set. For instance, the leader says, "I went to Paris where I bo't a fan." Imitate motion of fanning with the left hand. "I then went to Vienna where I purchased a coffee grinder." Imitate grinding with right hand. "I then went to Spain where I met the King." Imitate bowing. "He asked me if I could speak his language and I said no." Shake head. "In England I climbed many stairs." Imitate stair climbing by raising the knees.

**The Big Noise.** Leader directs that certain noises are to be made when he makes the following motions:

- Right arm sideways—clap once.
- Left arm sideways—clap once.
- Right arm point upward—whistle.
- Hand over mouth—Indian whoop.
- Arms forward, right arm lowered—stamp right foot.
- Arms forward, left arm lowered—stamp left foot.
- Arms forward, both arm lowered—stamp both feet.
- Circular motion like cranking—rattle like Ford.
- Hands over eyes—laugh loudly.
- Hand on chest—cough grievously.
- Raise and lower elbows—crow like rooster.

**Bird Lore.** Each member is provided with pencil and paper and asked to write the names of all the birds he knows. The one who writes the largest number of names in five minutes wins. A short discussion of birds may follow.

**Name These Birds.**

1. What bird sews for its living?
2. What bird is crazy?
3. What bird does your father make you think of when he whips you?
4. What bird is very fast?
5. What bird is a fisher?
6. What bird is the head of a lodge?
7. What bird lives in a clock?
8. What bird is a preacher?
9. What bird is the milkman's favorite?
10. What bird do boys like to sail in the air?
11. What bird should attend funerals?
12. What bird is a robber?
13. What bird bakes for its living?
14. What bird is a hunter?
15. What bird is an astronomer?
16. What bird does baby like?
17. What bird was a great nurse?
18. What bird plays in the band?
19. What bird does not tell the truth?
20. What bird lives in a heavenly place?

**Answers:**

- |                |                       |
|----------------|-----------------------|
| 1. Tailor      | 11. Mourning Dove     |
| 2. Loon.       | 12. Robin             |
| 3. Thrasher    | 13. Ovenbird          |
| 4. Swift.      | 14. Killdeer          |
| 5. Kingfisher  | 15. Starling          |
| 6. Eagle       | 16. Stork             |
| 7. Cuckoo      | 17. Nightingale       |
| 8. Parson bird | 18. Trumpeter         |
| 9. Cowbird     | 19. Lyre              |
| 10. Kite.      | 20. Bird of Paradise. |

**Biff-Bang.** (Form circles, not more than ten or twelve to each circle.) One player is designated as It and takes his place in the center of the circle. The players on the circle should get the names of those to their left and right immediately. When It points his finger at a player and says "Biff," this player must respond by repeating the name of his right hand neighbor. When he says "Bang" repeat the name of the left hand neighbor. For greater zest and interest mix and alternate your commands, for example:

Biff—	Right hand neighbor.
Bang—	Left hand neighbor.
Biff-Bang—	Right and left hand neighbor.
Bang-Bigg—	Left and right hand neighbor.

**Crambo.** Semi-circle formation or seated in rows. One player is selected to start the game. This player says, "I am thinking of something (in or out of this room) that rhymes with 'care.'" The others ask, "Is it chair?" "Is it hair?" etc. The person who guesses correctly becomes the next chooser.

**Geographic Game.** Any number of players, arranged in any formation. The players are limited to the use of geographical terms such as rivers, states, cities, mountains, countries, lakes, etc. No term may be used twice. The leader starts the game by naming some geographical term. The individual to his right must now name a term beginning with the last letter of the previous word.

Example: Constantinople—first player.  
Egypt—second player.  
Turkestan—third player.

**Prince of Paris.** A player is chosen as leader; the others are numbered consecutively from one up, and are all seated.

The leader, standing in front, says, "The Prince of Paris has lost his hat. Did you find it, Number Four, sir?" whereupon Number Four jumps to his feet and says:—



"What, sir! I, sir?"

**Leader.** "Yes, sir! You, sir!"

**No. Four.** "Not I, sir!"

**Leader.** "Who, then, sir?"

**No. 4.** "Number Seven, sir."

Number Seven, as soon as his number is called, must jump at once to his feet and say:—

"What, sir! I, sir!"

**Leader.** "Yes, sir! You, sir."

**No. Seven.** "Not I, sir!"

**Leader.** Who, then, sir?"

**No. Seven.** "Number Three, sir!"

Number Three immediately jumps to his feet, and the same dialogue is repeated.

The object of the game is for the leader to try to repeat the statement, "The Prince of Paris has lost his hat," before the last player named can jump to his feet and say, "What, sir! I, sir?" If he succeeds in doing this, he changes places with the player who failed in promptness, that player becoming leader.

Should any player fail to say "Sir" in the proper place, this also is a mistake and the leader may change places with such player.

**What's in the Bags.** Get about a dozen thin paper bags and put various objects in them, selecting as many unusual and funny objects as is possible. Pin all the bags to a line and hang the line so that there will be lights back of the bags in order that the objects may form shadows. To get the full effect keep the rest of the room in darkness. After the guests have been given fifteen minutes to examine the shadow contents of the bags, put the lights on and tell them all to write what they think the bags contain. At the call "Time" all cease writing and exchange papers. One by one the objects are taken from the bag and exhibited. The one having the longest list of objects correct might receive a small bag with a penny in it for luck.

**What Tree Am I.** Paper and pencil are given to each member, with the following questions to answer in twenty minutes. Exchange papers for checking results.

1. What is a double tree? (Pear)
2. What tree is nearest the sea? (Beach)
3. Name the languishing tree. (Pine)
4. What tree will hold things? (Box)
5. What tree will keep you warm? (Fir)
6. The Egyptian plague tree. (Locust)
7. The tree we offer friends in greeting. (Palm)
8. The tree found in some churches. (Elder)
9. The tree used in wet weather. (Rubber)
10. The tree used in kissing. (Tulip)
11. The tree used in a bottle. (Cork)
12. The fisherman's tree. (Basswood)
13. A tree that belongs to the sea. (Bay)
14. A tree used to describe pretty girls. (Peach)
15. An emblem of grief. (Weeping Willow)
16. The sweetest tree. (Maple)
17. A tree used by carpenter for checking vertical lines and by sailors for sounding. (Plum)
18. A tree worn in the oriental countries. (Sandal).

**Setting Up.** Use the following game as a relaxing stunt or as a game of coordination. Repeat it two or more times, increasing the speed with each repetition.

Hands on your hips, hands on your knees,  
Put them behind you, if you please.  
Touch your shoulders, touch your nose.  
Touch your ears, touch your toes.  
Raise your hands high in the air,  
At your sides, on your hair,  
Raise your hands as before.  
While you clap one, two, three, four.  
My hands upon my head I place,  
On my shoulders, on my face.  
Then I raise them up on high  
And make my fingers quickly fly.  
Then I put them in front of me,  
And gently clap them one, two, three.

### COMPETITIVE GAMES

**Crows and Cranes.** Players form in two lines, face to face, with a distance of about a yard between the lines. The base line should be 20 feet or more back of each player's line. One line is designated as "Crows," the other, "Cranes." If the leader calls "Cranes," the cranes turn and run back to the base line, endeavoring to reach their safety zone without being caught by any of the "Crows."

If any players are caught they return to the side of their catcher. If the leader calls "Crows," the crows play in the same manner. The team having the largest number of players at the close of a given time wins. The game may be made more interesting if the leader holds up his right hand for "Crows" and his left hand for "Cranes." He may use other objects to represent the crows and cranes.

**Scavenger Hunt.** Divide the group into two or more divisions depending on the size of the group. Each group may have from five to twenty members. Each group will be given from fifteen to thirty minutes to collect as many as possible of the articles listed below. All groups start at the same time. The group that returns to the starting point with the largest number of the designated articles at the close of the period wins.

- |  |  |
|--|--|
| 1. Ten dandelion blossoms.                                     | 13. An angleworm.  |
| 2. A leaf from a buckeye tree.                                 | 14. Three beans.   |
| 3. A live cricket.   | 15. A boy's sock.  |
| 4. A stone weighing more than<br>a half and less than a pound. | 16. A four-leaf clover.  |
| 5. An autograph.   | 17. A hair from a horse's mane<br>or tail.                                     |
| 6. Six hairpins.   | 18. A bar of soap.   |
| 7. A white chicken feather.                                    | 19. A piece of string more than<br>three feet long and less than<br>four feet. |
| 8. A piece of chalk.   | 20. A penny more than 10 years<br>old.   |
| 9. A bit of lunch.   |  |
| 10. An acorn.  |  |
| 11. Five grains of corn.                                       |  |
| 12. A toothpick.   |  |

**Dodge Ball.** The players are divided into two equal groups. One group forms a circle. The larger the circle the more fun in the game. The other group stands within the circle, scattered about. The object of the game is for the circle men to hit the center men with a basket or volley ball, the center men dodging to evade this. They may jump, stoop, or resort to any means of dodging except leaving the ring. Any player hit on any part of his body at once joins the circle men. The last player to remain



in the center is considered the winner. The groups as originally divided then change places for the next game, the center men becoming circle players and the circle men going to the center. The center players merely dodge the ball. The ball is returned to the circle either by a toss from a center man or by a circle man stepping in for it if it should not roll within reach. When two center men are hit by one throw of the ball, only the first one hit leaves the center.

**Snatch Ball.** Divide the boys and girls into two teams. Draw two parallel lines about ten feet apart and place a small circle in the center of the imaginary rectangle. Place a baseball or any other small ball in the circle. Line the two teams up on the opposite lines facing the center, and number the members on each team 1, 2, 3, 4, 5, etc., being careful to have the same number on each side. Number one line from the right end and the other from the left. The referee calls out a given number such as "four." Each member whose number is "four" rushes out from his line to "snatch the ball" from the center circle and return to his own safety line before being tagged by the opponent of the same number. If one of the contestants "snatches the ball" and returns to safety without being tagged, two points are awarded his team. However, if he is tagged before returning to safety, one point is given the opposing team. Eleven points constitute the game.

**Sugar Loaf Town.** Divide the club into two groups, A and B, of equal number. Place the groups behind starting or base lines about fifty feet apart. Make another parallel line midway between the two base lines. Group A will decide among themselves what they are going to imitate or mimic. Then the group forms along its base line and starts forward.

Group A: Here we come.  
 Group B: Where are you from?  
 Group A: Sugar Loaf Town.  
 Group B: What's your trade?  
 Group A: Lemonade.  
 Group B: Go to work.

Group A stops on the "middle line" and each member starts their imitation and stays on the middle line until Group B discovers what they are imitating. When the imitation is discovered by a member of Group B, shouting what it is, Group A attempts to get back to their base line before members of Group B can tag them. Those tagged have to go behind the base line of Group B and remain out of action until the game is finished.

Each group takes turns at imitating until all its members are captured. If the game is taking too much time, it may be stopped and the group having the most prisoners is the winner. If the game is stopped before all members of either group are captured, be certain that each group has done an equal number of imitations.

**Prisoners' Base.** Two lines, parallel and 10 feet apart, known as base lines; a 5-foot square behind each line to serve as prison. The teams line up one behind each line. One or more players from either team leave the base line and run toward the opponents. One or more members of the opposing team rush out and try to tag them, before they return to their base lines. The last player to leave the base line may tag any opponent and is only subject to being tagged by any opponent who has left the base line later than he did. A player may run back across his own base line and immediately enter the field of activity again in an effort to tag an opponent before he can return to his base line. As soon as a player is tagged by an opponent he is taken to prison behind the opponent's line. A captor is given free passage back with his prisoner to the base line. Prisoners stay within the prison until one of their team-mates succeeds in tagging them without previously being tagged by an opponent. When a prisoner is released from

the prison free passage is given to the one who succeeded in releasing him. The team having the most prisoners at the end of a given time wins the game.

**Hand Bat Ball.** A playing space is marked off, the size being about that of an average basketball court. Players are then divided into two teams, A and B. One team is "at bat" as in baseball, the other in the field. The team in the field scatters promiscuously over the playing field. The team that is batting numbers off for turns in batting, and each batter in turn stands on a designated spot or base and, throwing the ball (a volley ball is the best) up a little with the left hand, swings the right arm and bats it as far as he can. He then runs thru the enemy territory, around a designated spot (about 50 feet away), and back again to where he started. He must not run outside the designated side boundary lines.

The opponents, in the meantime, try to hit him with the ball, and if they succeed, he is out. If he gets back safely, he scores one run for his team. The players bat in turn until three are put out, when the teams change. The team with the highest score at the end of the playing time, wins.

Nine innings usually constitute a game.

Rules:

1. The ball must go over a line, 15 feet from the batting base, in order to be a fair ball.
2. Players may not run with the ball or hold it, but at least three of the players in the field must keep the ball in motion all the time. Penalty for disregard of this rule gives one point to the batting side, even tho the runner may be put out at the time.
3. Each runner must be sure to make a complete circuit of the post or tree or bench which serves as the base at the end of the running space, and then his course is optional the rest of the way. Failure to do this makes the run illegal, and he must return and complete the circuit; he is liable to be hit by the ball all of the time.

Player is out:

1. If his batted ball fails to go over the 15-foot line.
2. If he is hit by the ball thrown by a player on the opposite side, while in enemy territory.
3. If his batted ball is caught by **one** player on the opposite side.
4. If his batted ball goes out of bounds on either side of the field.
5. If he runs beyond the side boundary lines.

**Untying Knots.** Divide the would-be detectives into two teams. In front of each team is stretched a clothesline. The first player in each team holds one end and the leader the other. Each line has had several fairly tight knots put into it, and there are more knots to a line than there are players on the team that holds it. When the signal is given the first player of each team unties one knot, the next, the second, and this continues until every player of a team has untied a knot. Points may be given for the side that finishes first.

**Observation Test.** Divide the players into equal groups. Place a number of articles on a table, blanket or camp cot. The articles chosen should be small and distributed so as to be easily distinguished by one standing by the edge.

Giving each side thirty seconds to observe the articles without conversation, and five minutes to write down the articles seen. Points may be given to the side that makes the most accurate report. While writing, all members of the side may assist. The leader should previously prepare an accurate list of the articles for use in checking the answers.



**Old Sayings.** Divide the group into two divisions. The side that can answer most of these first wins.

- As poor as a.....church mouse.
- As thin as a.....rail.
- As fat as a.....pig.
- As rough as a.....gale.
- As brave as a.....lion.
- As spry as a.....cat.
- As bright as a.....dollar.
- As weak as a.....rat.
- As proud as a.....peacock.
- As sly as a.....fox.
- As mad as a.....March hare.
- As strong as an.....ox.
- As fair as a.....lily.
- As empty as.....air.
- As rich as old.....Croesus.
- As cross as a.....bear.
- As pure as an.....angel.
- As neat as a.....pin.
- As quick as.....lightning.
- As ugly as.....sin.
- As dead as a.....door nail.
- As white as a.....sheet.
- As flat as a.....pancake.
- As red as a.....beet.
- As crazy as a.....loon.
- As black as your.....hat.
- As brown as a.....nut.
- As blind as a.....bat.
- As mean as a.....miser.
- As full as a.....tick.
- As plump as a.....partridge.
- As sharp as a.....tack.
- As clean as a.....whistle.
- As dark as a.....pall.
- As hard as a.....flint.
- As bitter as.....gall.
- As fine as a.....fiddle.
- As clear as a.....bell.
- As dry as a.....bone.
- As deep as a.....well.
- As light as a.....feather.
- As firm as a.....rock.
- As stiff as a.....poker.
- As calm as a.....clock.
- As green as.....grass.
- As busy as a.....bee.

Which one of these sayings describes you and me?

**Rabbit, Hunter, Gun.** Two lines facing. Leader for each line. Leaders for each side choose to be either Hunter, Gun or Rabbit and secretly announce to players which has been chosen. At blast of whistle each side signifies what they are by the following acts:

- Hunter— Stand with hands on hips.
- Gun— Raise arms as in holding gun for shooting.
- Rabbit— Place thumbs to head and wiggle hands in "mule ear" fashion.

Score— Each win counts one point: ,  
 Gun kills rabbit.  
 Hunter controls gun.  
 Rabbitt runs away from hunter.

**What Famous Persons, Historical, Mythical or Biblical Do These Objects Suggest.** Divide group into two divisions. Give five points to the side that gives first correct answers to each question. Add up score at end of game.

- |                                     |                         |
|-------------------------------------|-------------------------|
| 1. Hatchet—                         | George Washington.      |
| 2. Rails—                           | Abraham Lincoln.        |
| 3. Kite—                            | Benjamin Franklin.      |
| 4. A muddy cloak—                   | Walter Raleigh.         |
| 5. A lonely island—                 | Robinson Crusoe.        |
| 6. A burning bush—                  | Moses.                  |
| 7. Glass slipper—                   | Cinderella.             |
| 8. An apple—                        | William Tell.           |
| 9. A brass lamp—                    | Aladdin.                |
| 10. Smooth round stone—             | David.                  |
| 11. Long hair—                      | Sampson.                |
| 12. A dove—                         | Noah.                   |
| 13. Spider web—                     | Robert Bruce.           |
| 14. A wolf—                         | Little Red Riding-hood. |
| 15. Steamboat—                      | Fulton.                 |
| 16. Cotton gin—                     | Eli Whitney.            |
| 17. Telephone—                      | Alexander Graham Bell.  |
| 18. Rather be right than president— | Henry Clay.             |
| 19. Snakes—                         | St. Patrick.            |
| 20. Army of rats—                   | Pied Piper.             |
| 21. Ark—                            | Noah.                   |
| 22. Fourteen points—                | Woodrow Wilson.         |
| 23. Ten commandments—               | Moses.                  |
| 24. The big stick—                  | Teddy Roosevelt.        |
| 25. Lone ace—                       | Charles Lindbergh.      |
| 26. The new deal—                   | Franklin D. Roosevelt.  |
| 27. A long sleep—                   | Rip Van Winkle.         |
| 28. The electric light—             | Thomas Edison.          |
| 29. Chewing gum—                    | Wrigley.                |

#### RELAYS

**Pebble Relay.** Divide the group into two teams. Place ten pebbles at the head of each team. At a given signal the leader of each team picks up one pebble at a time and passes it back over his shoulder to the next one. The last member of the team holds the pebble. When he receives the last one, he runs to the front of the line and starts to pass them back one at a time. This repeated until the leader is in front again. The team to have the leader in place first wins. (Walnuts or any other small object may be used.)

**Ankle Relay.** Form players in two or three parallel lines (even in number). At a given signal the first player in each line takes hold of his ankles and walks, jumps, or runs as best he can to a given goal. He returns the same way, touches the hand of the second player who starts for the goal in the same manner. Each player must hold on to his ankles while racing to the goal and back.

**Pillowcase Relay.** Form double lines facing each other with equal number in each line. Give the captain of each line a pillow and case. Each person is to put the pillow in the case, take it out and hand it to the next one in line. The line that finishes first wins.

**Heel Toe Relay.** Players are divided into two lines of equal length, the first one of each team toeing the starting line. At a given signal these



first runners are to race to the goal line, and back to touch off the next runner in the line. They are not to run in the ordinary way, but are to place the right foot carefully on the floor or ground, and then place the heel of the left foot directly in front of the toes of the right foot, making sure that they touch. Then the right foot is placed directly in front of the left, and so they continue down the course and back again to touch off the next player who runs in like manner. The line that finishes first wins.

**Man—Monkey—Crab Relay.** There may be as many teams as needed with three players on each team. First in line are the men, next the monkeys, and last the crabs. The men compete running to their goal and back in usual manner. They slap the hands of the monkeys who must race on all fours. Then the crab race running backwards. The last crab in a line of teams to return to his starting point wins the race for his side.

**Hoop Relay.** Two lines of players face each other and stand about ten feet apart. A large hoop is given to the captain of each line. Each person in turn goes thru the hoop. Girls place the hoop over their heads and step out of it. Boys step into the hoop and bring it up over their heads. Care should be taken to have a clean hoop free from nails and splinters. The line finishing first wins. A good variation is to use a hoop made from a yard of elastic. (Those who wear glasses should remove them before they start this game.)

**Hurdle Relay.** The players line up in two lines with the same number in each line. The front man in each line is given a stick about three feet long. At the signal, each carries his stick around his post. As he returns number two takes hold of the stick and they lower it about six inches from the ground, one running on each side of his line, his partners in turn jumping the stick. When all have jumped, number one stays at rear of the line. Number two takes the stick around the post and he and number three make partners and the others jump as before. The line first returning its stick to the front man wins.

**Sentence Relay.** Club members form in two straight lines with the captains at the heads of the lines. A line is drawn across the middle of the blackboard giving each side an equal portion of it. The purpose is for each player to write a word so that they will make a complete sentence. Capitals and punctuation are considered. Form starting line as far from the blackboard as possible. With small clubs a word may be used instead of a sentence with each player adding a letter.

**Paper Bag Relay.** The relay teams stand in columns, the head player being about twenty steps from a chair on which are placed some paper sacks, one for each player. At the signal "go," the first player runs to the chair, blows up a sack and pops it, then runs back to line and touches off next player. The line that finishes first wins.

**Catch Ball Relay.** Have the captains stand about ten feet in front of the line. Use a small, soft ball. The captain pitches the ball to the first player who catches it, pitches it back to the captain, then squats down. The captain pitches to the second in line who repeats the actions of the first player. The side that finishes first wins.

**Bottle Relay.** Four empty small-mouth bottles. Have club members form in two straight lines with equal number in each line. The captains stand at the head of the line. Place two empty bottles about 20 feet in front of each line. Put into one of the bottles in front of each line 6 navy beans. When the game starts the captains run to the bottles and pour the beans into the empty bottles, run back to their lines, touch off the next players and then go to the foot of the line. Each player pours the beans from one bottle to the other. The side that finishes first wins.

**Navy Bean Relay.** Equipment—a straw (like those used at soda fountains) for each player. As many navy beans as there are players—two cups. Have players form in two straight lines with equal number in each

line. Captains stand at head of line. Each player is given a straw. A navy bean for each player is placed on a chair or table about ten feet from the cup into which they are to be put. When the game starts the captains run to the pile of beans, suck up one on the ends of their straws and carry the bean on the straw to his goal cup and drop it in. If a captain drops a bean on the floor he must pick it up with the straw. After depositing his bean the captain runs back, touches the second player and goes to the foot of the line. The side that gets its beans into the cup first wins.

**Courtesy Relay.** Two lines of couples (girls and boys). A folding chair for each line is laid closed upon the floor at a distance of thirty feet. At a signal the first couple in each line runs to the chair. The boy picks up the chair, opens it, seats the girl, helps her up, closes the chair, drops it and returns, tagging the next couple, who do the same. In returning the girl should go to the left of the line and the boy to the right to avoid collision.

**Drive the Pig to Market.** The players are divided into two or more teams of equal number and line up in single file, facing in the same direction. At the opposite end of the room a chair is placed even with each line. An Indian Club or block is laid on the starting line. The first player in each team starts the race by kicking the club with the side of the foot, or with a wand, down the room, around the chair and back to place. As soon as the club crosses the starting line, the second player repeats the play, and so on, returning players going to the end of the line. The race is won by the side whose last player first kicks the Indian Club back over the starting line.

**Chariot Race.** Each line is grouped in pairs. At the signal to start the first pair with arms locked run across the distance line, returning across the start line, running to the rear end of the column. They slap the last pair. That pair passes the slap on to the pair next in front of them, etc. As soon as the slap reaches the pair at the head of the column, they start. The race ends when the last pair returning cross the finish line.

**Fire on the Mountain.** Formation: Two or more teams in single file behind captains and facing front of room. A chair or some other object is placed 30 feet or more in front of each team.

The game: On signal the captain or No. 1 in each team runs around goal and back to starting line, takes No. 2 by the hand, and both run to goal. No. 1 remains standing back of goal and No. 2 returns to starting line and takes No. 3 to the goal. No. 2 takes his place behind No. 1 while No. 3 returns for more help in fighting the fire. The games continue in this fashion until one line has all of its players "fighting fire on the mountain."

## MUSICAL GAMES

### Farmer in the Dell. (Verse to be sung)

The farmer in the dell,  
The farmer in the dell,  
Heigh-o! the cheery-oh!  
The farmer in the dell.  
The farmer takes a wife, etc.  
The wife takes a child, etc.  
The child takes a nurse, etc.  
The nurse takes a cat, etc.  
The cat takes a rat, etc.  
The rat takes a cheese, etc.

Directions for playing. Circle formation, with one in the center for Farmer. Circle moves round to left. On the second verse Farmer chooses. At each verse the newcomer chooses another. Those chosen march within the circle in lockstep formation, the latest one chosen being at the front of



the line. On the last verse all but the Cheese return to the circle, while everybody claps; and the game is repeated with the Cheese acting as Farmer.

**Jump Jim Crow.** ("Twice 55 Games with Music")

Jump, jump, and jump, Jim Crow!  
Take a little twirl and then away we go;  
Slide, slide and point your toe,

Then you bow to your partner and you jump, Jim Crow!

Form double circle, partners facing. (1) Join hands and take two slow and three quick jumps in place. (2) Turn partner with light running steps. (3) Each player moves to right to meet next partner, taking two slides and three stamps. (4) Joining hands, turn new partner with four steps, finishing turn with three jumps. Repeat with this partner from beginning.

**Looby Loo.** ("Twice 55 Games with Music")

Chorus (Here we go, Looby Loo,—Here we go Looby Light  
(Here we go Looby Loo,—All on a Saturday night.

1. I put my right hand in,—  
I put my right hand out;—  
I give my right hand a shake, shake, shake,  
And turn myself about, Oh, (Chorus).
2. I put my left hand in, etc.
3. I put my two hands in, etc.
4. I put my right foot in, etc.
5. I put my left foot in, etc.
6. I put by head 'way in, etc.
7. I put my whole self in, etc.

(The play is about a boy who took a hot bath every Saturday night. One night the fire went out and he had to bathe in cold water.) Leader relates this story. Each player represents a boy. (1) All join hands in a circle and skip to left, repeat this after each verse of pantomime. (2) Pantomime. Stand facing center, put right hand in toward center, gingerly; snatch it out; shake it vigorously and turn in place. Repeat as indicated by words of succeeding verses. On last verse all jump into center, out again, shake themselves, turn and finish with handclap or whoop.

**Rig-a-jig-jig.** ("Twice 55 Games with Music")

As I was walking down the street, down the stree, down the street,  
As I was walking down the street, Heigh-o, heigh-o, heigh-o  
A pretty girl I chanced to meet, chanced to meet, chanced to meet,  
A prety girl I chanced to meet, Heigh-o, heigh-o, heigh-o  
Rig-a-jig-jig, and away we go, away we go, away we go;

Rig-a-jig-jig, and away we go, Heigh-o, heigh-o, heigh-o.

All form a circle and join in the singing, one player (more for a large group) walks jauntily around inside the circle while all sing. On the words "A pretty girl I chanced to meet" (or "A nice young man etc.") player bows to one in circle and they take hands skating fashion. On the chorus both skip around. Repeat from the beginning, both players walking single file, choosing and skipping. Continue until all are skipping.

### WATER GAMES

**Tub Race.** Two or more contestants, each seated in a tub, race a short distance to a goal line, propelling themselves with their hands.

**Hand-Paddle Boat Race.** Two or more boats are entered. Each is manned with four or more bathers who propel the boat, paddling with their hands only.

**Run, Swim, Paddle Race.** Contestants run to the water's edge, walk or swim to a canoe or rowboat, climb into it and paddle, with their hands, to a finish line.

**Water Tug-of-War Rush.** Two teams line up on the shore. At the word "Go" they rush to a rope, the center of which is fastened with string to a stake in water knee-deep. Teams attempt to pull each other beyond the stake.

### INTRODUCTION GAMES

**Who Are Your Neighbors?** Form a circle. "It" stands in center. When everyone has had time to learn the names of his neighbors, It points a finger at any one and shouts: "Who are your neighbors?" If the person thus pointed to fails to call immediately and correctly the names of each person next to him, he becomes It and takes the place in center. When all have learned the names of their neighbors, It may call out, "Change your neighbors."

**Know Your Team Mates.** (Concentration). Form a circle of not more than twelve to each circle. Designate one player to start the game. The object of the game is to have each player introduce himself and become acquainted with every player in his circle. Here is how it is done. First player turns to his right-hand neighbor and says, "My name is Smith." The second player says, "How do you do, Mr. Smith? My name is Jones." Third player says, "How do you do, Mr. Smith? How do you do, Mr. Jones? My name is Hopple." The others continue in regular order. Each one has more names to remember until the last person who repeats all names. A handshake may be added. Names must be repeated loud enough so that everyone is able to hear. This is important.

**False Fronts.** Each guest puts on a false face as soon as he arrives, and is given a large number which he pins on his shoulder. Disguising his own personality and voice he tries to find out who are behind the various false faces of other guests. As soon as he thinks he has identified someone he writes down the name and number of that individual on the card with which he has been provided. The cards are collected at the end of twenty minutes and checked up. A variation of the game might be to give each guest a paper sack which he puts on his head, punching holes for eyes, nose, mouth, using charcoal and crayons to give facial expressions he desires.

**Ghostly Scrawl.** Each player must have paper and pencil. The leader gives the signal to begin. Each person attempts to be the first to get thirteen different signatures and addresses written with the left hand.

### GAMES FOR PICNICS, PARTIES, CAMPS, Etc.

Suggestions for matching partners.

1. Give names of states to boys and capitals of states to girls.
2. Give names of counties to boys and the names of the county seats to girls.
3. Give well-known advertisements to boys and the product advertised to girls.
4. Send all the girls into one room, all the boys into another. Stretch a big cloth or sheet across the door between the two rooms. The girls put their feet under the sheet, while the boys choose the owner of a certain shoe for a partner. The same thing may be done choosing hands, eyes, etc.
5. Give riddles to boys and answers to girls.
6. Cut an advertisement in two, give one piece to a girl, another to a boy.
7. Give all young men needles and thread the same size. At signal they all start threading their needles. As fast as they finish they may choose partners.
8. Matching proverbs.

**Charades.** Two persons choose sides. Each side works up a "stunt" illustrating a word. For instance, a handkerchief tied below the knee is guessed to be "bologna," while a woman standing on a board may represent overboard. Usually the leader announces the number of syllables the

word  
etc.)  
they a  
Pet C  
Below  
Miss U  
Brew  
Car P  
King

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word has and the kind of word it is (as common noun, proper noun, verb, etc.). Each side in turn puts on its stunt. The other side guesses what it is they are doing.

Pet Coat	Petticoat	In Deep End Dense	Independence
Below the Knee	Bologna	Can Sell	Cancel
Miss Under Stand	Misunderstand	Bur Den.	Burden
Brew Net	Brunette	In Gray She Ate	Ingratiate
Car Pet	Carpet	Pay Rent	Parent
King Dumb.	Kingdom	Dew Rock Jersey	Duroc Jersey
	Rode Island Red	Rhode Island Red	

### INDOOR TRACK MEET

Divide the crowd into at least four groups, each of which chooses a captain. Each group enters two or more contestants for each event.

A committee of judges should be selected, a clerk to announce events, a timekeeper, and a starter.

1. **Standing Broad Grin.** Who can grin the broadest? Use a yardstick to measure if you want results.

2. **Eighteen Inch Dash.** Each contestant is given a piece of string eighteen inches long, on one end of which a lump of sugar is tied; the other end is taken in the teeth. Who can chew to the sugar first?

3. **Shot Put.** Each entrant stands on a chair and tries to drop ten beans one at a time into a glass jar on the floor. Use dried lima beans and a Mason quart jar.

4. **Hammer Throw.** The contestants one at a time toe a mark and see who can throw the farthest a paper bag filled with air.

5. **Relay Race.** (For winners of other classes only.) Beginning at a given signal, who can eat two soda crackers and whistle first? The hands are kept folded behind the back while the crackers are fed to the contestants by assistants.

6. **Discus Throw.** Each contestant tries to excel the distance of his competitor in throwing the discus which is a paper picnic plate.

**Witch's Roll Call.** Each player is given a slip of paper on which is written a certain trade such as plumber, lawyer, sailor, carpenter and the like. During the course of the evening the witch takes her place on the "throne" and each member is called one at a time. When the name is called he must come to the front and go thru the motions of the "trade" written on his slip. He must keep this up until the group guesses what he is representing.

**Hobo Party.** Each "hobo" ties up his lunch in a bandanna, the gayer the better, attaches it to a sturdy stick and carries it over his shoulder. They assemble at their "hang-out," start a fire, and prepare their meal. The major part of the evening will be spent in telling tales, real and imaginary, of travel experiences.

**Nature Trails.** The leader or part of the group goes ahead of the rest leaving numbered clues which may contain such hints as these: "Take 25 steps northwest and under a rock by the white oak is something of interest." "Walk by five pines, three oaks, and two elms." "Blackberries hide the next clue on the right." The entire group follows fifteen or twenty minutes later and the one first reaching the last clue wins.

Sometimes twenty or twenty-five tags are tied on various nature objects along the trail, each one giving some information about that object, for example, the sweet gum tree may be identified by its leaves with five points.

**Wiener Roast.** The president of the club should appoint a committee on arrangements which should consist of both boys and girls. The boys select the place and see that wood, water and sticks for roasting the wieners are available. The girls will be responsible for the food. It is a good plan for each club member to give to the arrangement committee 10c or 15c

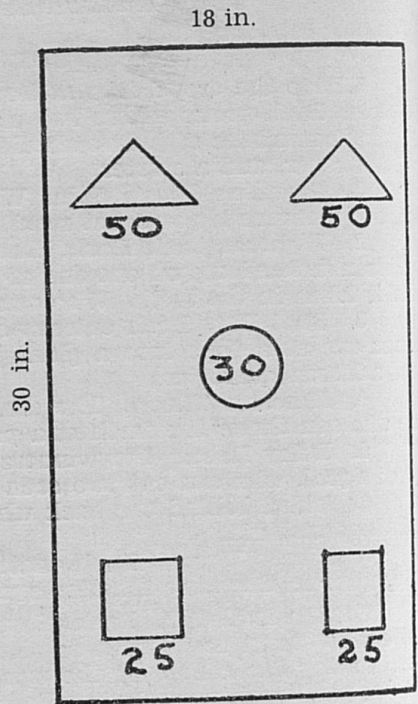
which will be sufficient to buy all the wieners, buns or bread and marshmallows needed. Breakfast bacon may be a part of the menu. Another committee should be appointed to plan a program of games and entertainment. A third committee may be appointed to conduct a hike and direct a study of birds, trees, flowers and weeds. It is usually best to assemble at some central point about the middle of the afternoon and return home by eight or nine o'clock in the evening.

**HOME-MADE GAMES**  
**CARL W. JONES**

**BEAN BAG (MONKEY FACE)**

Material needed. A board 18 in. x 30 in.; 3 or 5 bean bags 3 in. long 2 in. wide and 1 in. thick. (This may vary.) Holes: triangle to be 4 in. each way, circle 3½ in. in diameter, squares 3½ in. each way.

Object: To toss bean bags thru holes at 8 feet to 10 feet distance. High score wins.

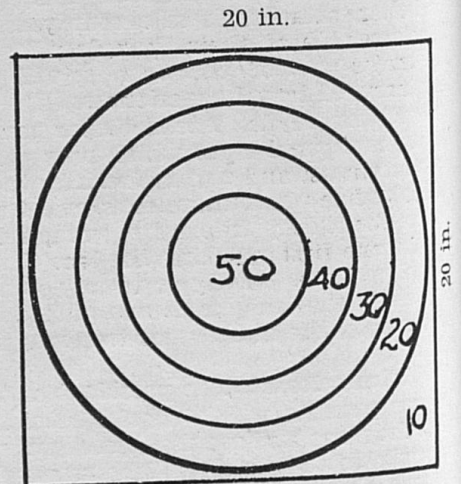


**FUNNEL CATCH.** Material needed: A small funnel and a rubber ball just large enough to almost fill funnel.

Object: To hold the funnel in one hand, toss the ball to the floor so as to hit wall and rebound, and catch ball from wall in funnel. Five throws with 10 points for each throw caught in funnel. Distance to be gaged by player, as that is part of game.

**SINK STOPPER.** Material needed: 1 board 20 in. x 20 in. one round sink stopper. Diameter of circles, 19, 14, 10 and 6 inches.

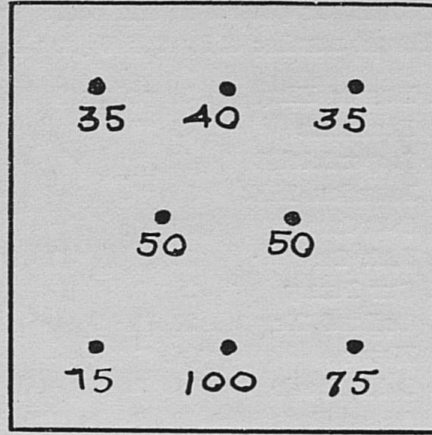
Object: To toss the sink stopper three times so that it lights right side up upon board. Score to be counted on outside edge of stopper. Distance 6 feet to 10 feet.





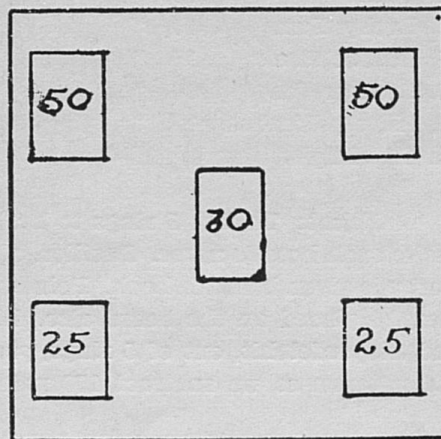
**BOWLING.** Material needed: 1 board 20 in. x 20 in. with holes 1 in. in diameter, and 5 small balls.

Object: To roll 5 balls in an attempt to have them stop in holes or hit wall and come back into holes. Distance 6 feet to 10 feet.



**BEAN BAG (TIN CAN).** Material needed: 1 board 20 in. x 20 in.; 5 tin cans; 3 or 5 bean bags 3 in. x 2 in. x 1 in. The top cans are to be 2 in. from the top and toward the edge. One can in the middle. The other two at the bottom directly under the top ones.

Object: To toss bags into cans at 8 feet to 10 feet distance.



**CHAIR LEG.** Material needed: 5 rope quoits, 5 in. in diameter, one chair placed upside down on seat of another chair.

Object: To toss rope quoits on chair legs; each quoit on leg to count 10 points. If all 4 legs are rung, player receives 100 points extra, 75 points extra if three are rung. Distance 6 feet to 10 feet.

**WASTEBASKET.** Material needed: A waste-paper basket and 5 balls of a different size or structure (hollow or sponge rubber).

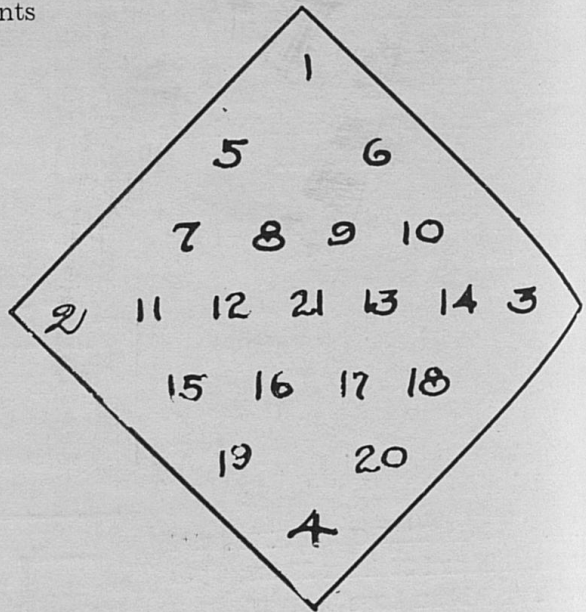
Object: To bounce balls on floor in front of wastebasket so as to land in the basket and stay there on first bounce. Ten points for each ball that stays in.

**WIRE COIL.** Material needed: Wire hoop 20 in. in diameter; 5 balls as used in wastebasket game.

Object: To roll balls so as to stay in wire hoop (10 points each). Distance 6 feet.

**1932—KENTUCKY DERBY.** Material needed: One board 20 in. x 20 in.; 21 hooks placed on the board as shown in diagram (each derby has a different number of horses) 5 jar rings.

- |                            |           |
|----------------------------|-----------|
| 1. Burgoo King             | 50 points |
| 2. Economic                | 45 "      |
| 3. Stepenfetchit           | 40 "      |
| 4. Brandon Mist            | 35 "      |
| 5. Overtime                | 30 "      |
| 6. Tick On                 | 25 "      |
| 7. Our Fancy               | 20 "      |
| 8. Gallant Sir             | 20 "      |
| 9. Hoops                   | 20 "      |
| 10. Cold Check             | 20 "      |
| 11. Adobe Post             | 20 "      |
| 12. Crystal Prince         | 15 "      |
| 13. Oscillation            | 15 "      |
| 14. Prince Hotspur         | 15 "      |
| 15. Cee Tee                | 15 "      |
| 16. Cathop                 | 15 "      |
| 17. Lucky Tom              | 15 "      |
| 18. Thistle Ace            | 15 "      |
| 19. Brother Joe            | 15 "      |
| 20. Liberty Limited        | 15 "      |
| 21. Top Flight (Scratched) |           |

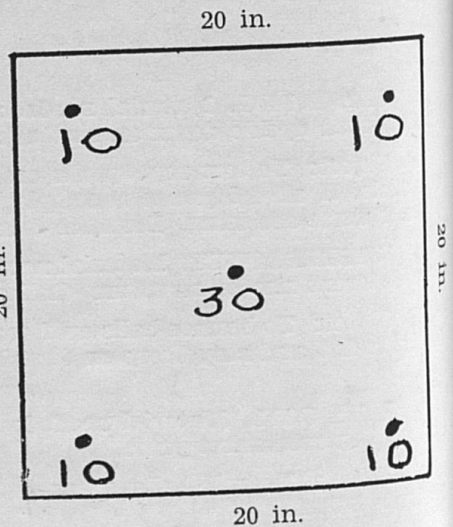


(HANG UP ON WALL)

Object: To toss 5 rings to hooks. The number of points is given opposite each horse's name. Position of each horse that ran in 1932 Kentucky Derby is given beneath hook. Points to be awarded each and name of horse may be placed on the board also. If rings are on Burgoo King, Economic and Stepenfetchit, out of 5 rings, give player 250 points extra. Top Flight did not run so we subtract 100 points if jar ring is on 21.

**CAKE TIN.** Material needed: 1 Angel food cake tin. 1 board 20 in. x 20 in.; 4 bolts to place at corners, an extra bolt or nail in center of board to hold cake tin in position; 5 rope quoits 5 in. in diameter.

Object: To throw 5 quoits so as to circle spout in center of cake tin or circle bolts at corners of board, 25 points for circle or spout and 10 points for bolts at corner. (Spools may be bolted or nailed in corners.) Players to be 6 to 10 feet away from board.



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**HEEL GAME.** Material needed: 1 board 18 in. x 30 in. marked according to diagram; 4 rubber heels or similar objects.

Object: To toss heels on board for greatest score. Heels to count in space in which the greatest proportion of heel appears to be in. Distance 6 feet to 10 feet.

Erratum: In the top row, change 30 to 20.

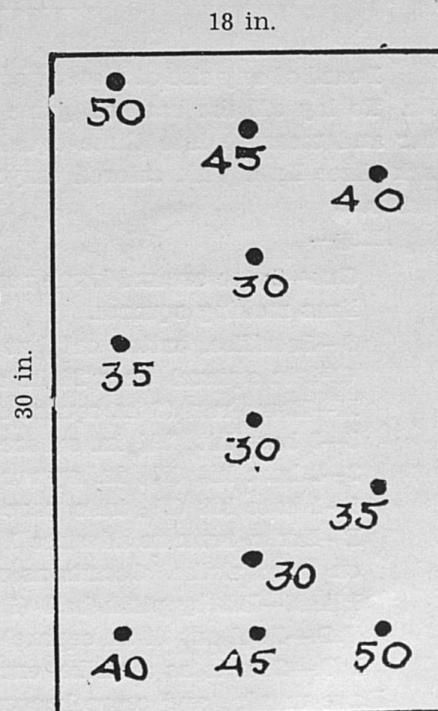
18 in.

145	5	30	140
15	10	30	25
60	90	95	65
130	55	70	125
50	85	80	75
35	40	15	5
135	45	10	150

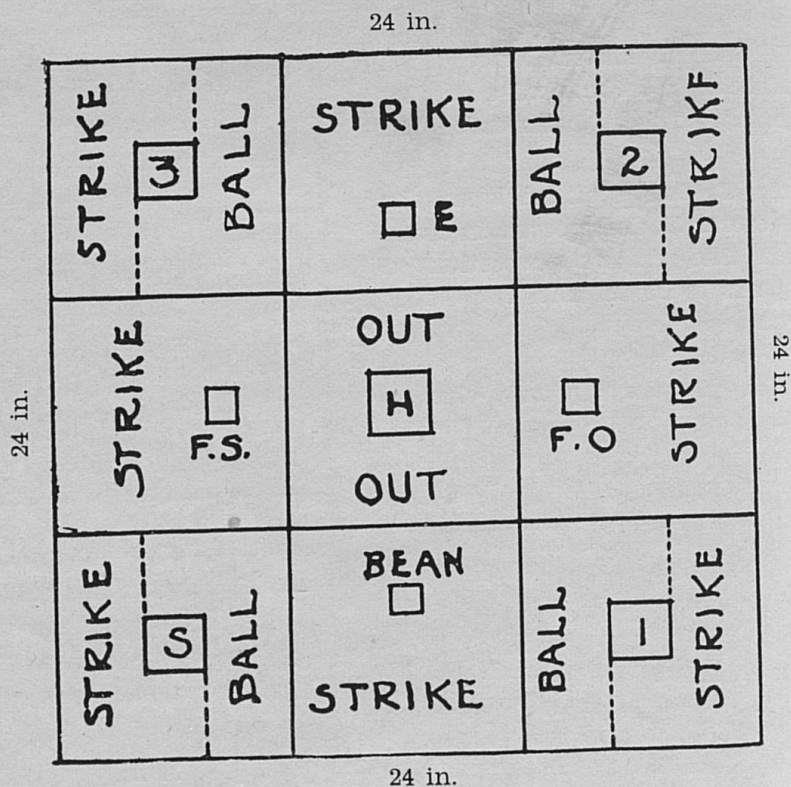
30 in.

**PEGGIES.** Material needed: One board 18 in. x 30 in.; 5 rope quoits, 5 in. in diameter, 11 pegs to fit in holes in the board, placed as shown in the diagram.

Object: To toss 5 rope quoits so as to circle pegs. Distance 6 feet to 10 feet.



## DART BASEBALL GAME.



Board of any size of a soft wood will do, 24 in. square is the most suitable. To lay off the baseball game on board it will be simple if you use ruler and measure into three equal parts both ways of the board. Then mark these lines with colored crayon or paint. You now have your nine squares.

## Key—

Out—Space around home run. Dart touching either of four lines making squares.

S—Sacrifice, batter out but all runners advance one base (2¼ in square) on a 24 in. square board.

H—Home run (2 in. square on 24 in. board).

3—3 base hit (2¼ in. square on 24 in. board).

2—2 base hit (2¼ in. square on 24 in. board).

1—1 base hit (2¼ in. square on 24 in. board).

E—Error, runners advance 1 base. Batter takes base if it is on third strike. Counts as strike on batter (1 in. square).

BEAN—Hit by pitch ball (1 in. square).

F.O.—Foul out (1 in. square).

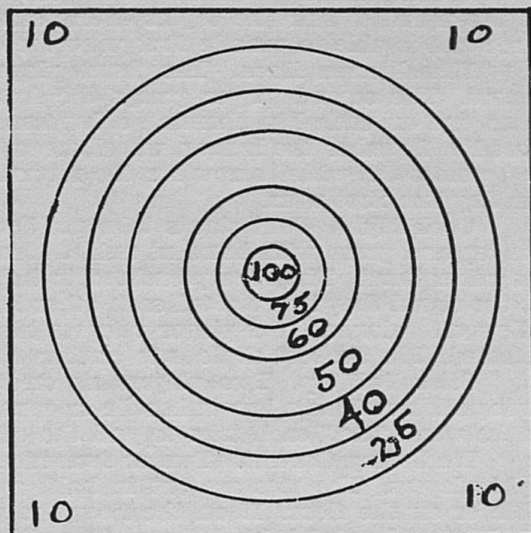
F.S.—Counts as a strike, except on third (1 in. square).

Have umpire and score keeper. Follow baseball rules except on all hits if there are any on base they advance only as many bases as hit shows.



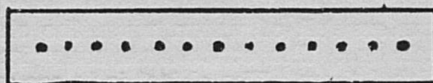
**DART GAME.** Material needed: One board 24 in. x 24 in. of soft wood to be put on back of dart baseball game; 5 darts.

Object: To throw 5 darts and get as good a score as possible. Distance 6 feet to 12 feet.



**WASHER MOVE.** Material needed: One board 3 in. x 20 in. with 13 nails placed an inch apart, as shown in the diagram, and 12 small washers.

Object to move washers in to 6 piles of two. Each time a washer is moved it must go over two and be placed on next nail. (This game can be practiced by using toothpicks or matches crossing them on each move.)



**TEN PINS.** Material needed: Ten pins; rubber ball with rubber fastened on.

Object: To hang ball from door jam so that when hanging normally will not quite touch floor in front of ten pins. Ten pins are set as in a bowling alley. Hold ball at height of hip and drop so as to knock over as many pins as possible in two tries. Count score as number pins knocked down. Distance left to individual player.

**CUBES.** Material needed: Cake tin with 5 cubes with numbers on them, 1 to 6.

Object: To toss cubes into cake tin and remain in cups. Score to count the numbers showing on cubes.

### STUNTS

**Newspaper Race.** Each contestant is given two newspapers, one for each foot. He places one newspaper in front of him and steps on it with the right foot. He then places the other one in front of this for his left foot, and so on, being allowed to step on the newspaper only. The contestants race to a given mark and back. The first one back wins.

**Tin Can Race.** Equipment: Two tin cans for each player (use at least quart size cans). The players line up as for any race, with their tin cans in front of them. The object of the game is to cover ground toward a goal (usually 25 to 50 feet) walking on the cans. One method consists in moving one can at a time. The player stands on both cans, then he balances on the forward can and reaches for the rear can, placing it ahead of the forward can, and so on until he reaches the goal.

**Cracker Eating Contest.** Three crackers are given each contestant. At the signal to start he begins eating same. The one who consumes the three and is able to whistle first wins the event.

**Wheelbarrow Race.** The front player places his hands upon the ground. The second player grasps the front player's knees and supports them one on each hip, forming a human wheelbarrow. At the signal to start No. 2 pushes the human wheelbarrow beyond the distance line where he becomes the wheelbarrow for the return. The team that returns to the starting line first wins.

**Cock Fight.** Contestants take position within a six foot circle, raise one leg and grasp with hand at ankle. Grasp the elbow behind back with the other hand. They are permitted to hold whichever ankle they please. At the signal they hop toward each other in an attempt to knock the other fellow off balance. If a player releases his grasp with either hand, he is defeated. The six foot circle is to confine the players to a limited area.

**Stick Pull Up.** Two players sit on the floor, toes against toes. A strong stick such as a broom handle or cane is grasped by both players and at the word, "Go," each tries to pull the other over.

**Pie Eating Contest.** Two or four nice juicy blackberry pies. Four to eight players. The pies are cut in half, and placed in tin plates, on the table or on the floor. If on the floor the players kneel. The contestants' hands must be tied behind them. The object of the game is to see which man can eat his pie the quickest. He must do this without the aid of his hands, and must not push the pie out of pan. Upon licking the plate clean, he picks up the plate in his teeth. The first man doing this wins. This is a great stunt with which to finish up a stunt night.

**Bobbing for Apples.** Equipment needed: Dishpans, three-quarters full of water and an apple in each. Place two or three dishpans, three-quarters full of water, upon the stage or floor, with an apple floating in each one. The contestants must kneel on the floor with their hands tied behind them. The object is to see who can get the apple out the quickest.

**Twist Stick.** Two grasp a broom handle high above their heads. At the word to go the stick must be brought down between them thereby twisting within the hands of one of the players.

### MYSTERY GAMES

**Mathematician.** Write a number containing three figures (521), reverse the figures (125), subtract the smaller from the larger (521 less 125 equals 396); give the figure to the extreme right (6) and the mind reader can give the result (396). Method: The middle figure is always 9 and the last figure subtracted from the middle figure gives the first figure.

**Black Magic.** The magician leaves the room while the group selects some object in the room. The magician is called back and is quizzed by the leader, asking "Is it that?" naming or pointing to different objects in the room. When the correct object is named the magician says "Yes." The object chosen is always named after naming an object which is black in color. Remind the group that the name of the game is "Black Magic" if they are slow in guessing the trick.

**Matches.** All are seated in a circle. The leader places five or six matches on the floor before him. His accomplice leaves the room. The leader asks one of the group to select a match, and when one is decided upon, the accomplice returns. The leader asks his partner: "Is it this one?" "Is it that one?" pointing to the various matches. The accomplice will guess which match was selected by the group. The catch in the game is to watch the leader's foot. When it moves, ever so slightly, the accomplice knows that the right match has been touched.

**Nope.** Any number of objects are placed in a row. A player goes away while the group select one object. When he returns his partner points



to some object that was not selected, asking, "Is it this?" The player replies, "Nope." The partner continues to point out the wrong objects until the player replies "No" instead of "Nope," as soon as this signal has been given, the partner points to the chosen object, and the player declares it to be the right one.

**My Father's A Merchant.** The players sit in a ring. Some of them should know the game, and some should not. The round continues until everyone has discovered the catch. The secret lies in mentioning objects which the players are actually touching at the time. Of course, this touching is done in a way that will not be noticed.

The leader turns to his right-hand neighbor, and says: "My father's a merchant!"

"What does he sell?" the second must inquire.

"Collars," the first may say, or **eyelashes**, or **chairs**, or **watches**.

The leader must now hold the same conversation with the next player, and if the second has not caught the secret he may mention "tea," or some other incorrect thing—incorrect because he cannot be touching it as he speaks.

**Mind Reading.** Pencils and slips of paper are distributed. The person who proposes to be "mind reader" asks that each member of the group write a word and fold the paper in some definite way so that all are alike. A partner who is not known to the group collects them, taking care to place his own paper at the bottom of the pile. The mind reader presses the top paper to his forehead and says a word as if he has read it mentally. The partner promptly claims it as his own. The mind reader then unfolds the top paper as if for verification but really to discover the word to give next. Picking up the second paper he presses it to his forehead, says the word that was written on the first paper, and looks about for its claimant. Thus the reading proceeds until the next to last paper has been reached.

## SONGS.

### "A Ploughing Song."

(A 4-H Club Song for Boys)

1. A growing day, and a waking field,  
And a furrow straight and long,  
A golden sun, and a lifting breeze,  
And we follow with a song.

#### Chorus

Sons of the soil are we,  
Lads of the field and flock,  
Turning our sods,  
Asking no odds,  
Where is a life so free?  
Sons of the soil are we,  
Men of the coming years,  
Facing the dawn,  
Brain ruling brawn,  
Lords of our lands we'll be.

2. A guiding thought and a skillful hand,  
And a plant's young leaf unfurled.  
A summer's sun and a summer's rain,  
And we harvest for the world.

**"Dreaming."**

(4-H Club Song For Girls)

1. My home must have a high tree above its open gate,  
My home must have a garden where little dreamings wait;  
My home must have a wide view of fields and meadow fair,  
Of distant hill, of open sky,  
With sunlight ev'ry-where.
2. My home must have a friendship with ev'ry happy thing,  
My home must offer comfort, for any sorrowing;  
And ev'ry heart that enters shall hear its music there,  
And find some simple beauty,  
That ev'ry life may share.
3. My home must have its mother, may I grow sweet and wise,  
My home must have its father with honor in his eyes;  
My home must have its children, God grant the parents grace  
To keep our home, thro' all the years,  
A kindly, happy place.

**PEP SONGS.****"The Little Brown Spider."**

1. The little brown spider  
Climbed up the rain spout,  
Down came the rain and  
Washed the spider out.  
Out came the sun and dried up the rain,  
And the little brown spider  
Climbed up the spout again.

**"Chester and Harry."**

(Yankee Doodle.)

2. Oh Chester (hand on chest)  
Have you heard (touch ear)  
About Harry (touch hair)  
He just got back (hands on back)  
From the army (arm folded in front of chest).  
I (touch eye) hear (touch ear)  
He knows (touch nose)  
How to wear a rose (touch lapel of coat)  
Hip! hip! (strike hip) hooray (throw arms above the head)  
For the army (fold arms on chest).

**"One Finger, One Thumb."**

3. (Hold right hand above head)  
One finger, one thumb, keeping moving (move finger and thumb)  
One finger, one thumb, keep moving  
One finger, one thumb, keep moving  
We'll all be happy and gay.  
  
Repeat, using two fingers, two thumbs.  
Repeat again, using two fingers, two thumbs, one foot.  
Then two fingers, two thumbs, two feet.  
Finally, two fingers, two thumbs, two feet, one head, keep moving.

**"Club Folks."**

4. Come all ye club folks, come on and play with me,  
And bring you dollies three, climb up my apple tree.  
Shout down my rain barrel, slide down my cellar door  
And we'll be jolly friends forevermore.



**"Poor Old Slave."**

5. The poor old slave, has gone to rest,  
I know that he is free  
His bones they lie  
Disturb them not, way down in Tennessee.

**Molly Maloney.**

Is your mother in, Molly Maloney? No, she's out.  
Is your father in, Molly Maloney? No, he's out.  
May I come in by the fireside  
And sit for a while with you?  
But she said with a smile, No, you can't for a while  
For the fire's out, too.

**LIST OF GAMES****I—Group Games****A. Active**

- |                             |                           |
|-----------------------------|---------------------------|
| ( 1) Back-to-Back Tag.      | ( 6) Poison Handkerchief. |
| ( 2) Three Deep.            | ( 7) Follow the Leader.   |
| ( 3) Squirrel in the Trees. | ( 8) Hook Arm Tag.        |
| ( 4) Fish and Net.          | ( 9) Sore Spot Tag.       |
| ( 5) Street and Alley.      | (10) Family Tag.          |

**B. Quiet and Semi-Quiet**

- |  |                            |
|--|----------------------------|
| ( 1) Word Changing by Substituting One Letter. | (13) Marketing I Shall Go. |
| ( 2) Beast, Bird or Fish.                      | (14) Wonder Ball.          |
| ( 3) Hiram and Mirandy.                        | (15) Going to Europe.      |
| ( 4) The Minister's Cat.                       | (16) The Big Noise.        |
| ( 5) Human Checkers.                           | (17) Bird Lore.            |
| ( 6) The Letter S.                             | (18) Name These Birds.     |
| ( 7) Cake Sale.                                | (19) Biff-Bang.            |
| ( 8) Cloth Sale.                               | (20) Crambo.               |
| ( 9) A Bouquet of Flowers.                     | (21) Geographic Game.      |
| (10) Shouting Proverbs.                        | (22) Prince of Paris.      |
| (11) Teakettle.                                | (23) What's in the Bags.   |
| (12) Fruit Basket.                             | (24) What Tree Am I.       |
|  | (25) Setting Up.           |

**II—Competitive Games**

- |                        |   |
|------------------------|---|
| ( 1) Crows and Cranes. | ( 9) Observation Test.  |
| ( 2) Scavenger Hunt.   | (10) Old Sayings.   |
| ( 3) Dodge Ball.       | (11) Rabbit, Hunter, Gun.   |
| ( 4) Snatch Ball.      | (12) What Famous Persons, Historical, Mythical or Biblical, Do These Objects Suggest? |
| ( 5) Sugar Loaf Town.  |   |
| ( 6) Prisoners' Base.  |   |
| ( 7) Hand Bat Ball.    |   |
| ( 8) Untying Knots.    |   |

**III—Relays**

- |                             |                               |
|-----------------------------|-------------------------------|
| ( 1) Pebble Relay.          | ( 9) Paper Bag Relay.         |
| ( 2) Ankle Relay.           | (10) Catch Ball Relay.        |
| ( 3) Pillowcase Relay.      | (11) Bottle Relay.            |
| ( 4) Heel Toe Relay.        | (12) Navy Bean Relay.         |
| ( 5) Man—Monkey—Crab Relay. | (13) Courtesy Relay.          |
| ( 6) Hoop Relay.            | (14) Drive the Pig to Market. |
| ( 7) Hurdle Relay.          | (15) Chariot Race.            |
| ( 8) Sentence Relay.        | (16) Fire on the Mountain.    |

**IV—Musical Games**

- (1) Farmer in the Dell.
- (2) Jump Jim Crow.

- (3) Looby Loo.
- (4) Rig-a-jig-jig.

**V—Water Games**

- (1) Tub Race.
- (2) Hand-Paddle Boat Race.

- (3) Run, Swim, Paddle Race.
- (4) Water Tug-of-War Rush.

**VI—Introduction Games**

- (1) Who Are Your Neighbors?
- (2) Know Your Team Mates.

- (3) False Fronts.
- (4) Ghostly Scrawl.

**VII—Games for Picnics, Parties, Camps, etc.**

- ( 1) Charades.
- ( 2) Indoor Track Meet.
  - (a) Standing Broad Grin
  - (b) Eighteen Inch Dash.
  - (c) Shot Put.
  - (d) Hammer Throw.
  - (e) Relay Race.
  - (f) Discus Throw.
- ( 3) Witch's Roll Call.
- ( 4) Hobo Party.
- ( 5) Nature Trails.
- ( 6) Wiener Roast.
- ( 7) Bean Bag (Monkey Face).

- ( 8) Funnel Catch.
- ( 9) Sink Stopper.
- (10) Bowling.
- (11) Bean Bag (Tin Can).
- (12) Chair Leg.
- (13) Wastebasket.
- (14) Wire Coil.
- (15) 1932-Kentucky Derby.
- (16) Cake Tin.
- (17) Heel Game.
- (18) Peggies.
- (19) Dart Game.
- (20) Washer Move.
- (21) Ten Pins.
- (22) Cubes.

**VIII—Stunts**

- (1) Newspaper Race.
- (2) Tin Can Race.
- (3) Cracker Eating Contest.
- (4) Wheelbarrow Race.
- (5) Cock Fight.

- (6) Stick Pull Up.
- (7) Pie Eating Contest.
- (8) Bobbing for Apples.
- (9) Twist Stick.

**IX—Mystery Games**

- (1) Mathematican.
- (2) Black Magic.
- (3) Matches.

- (4) Nope.
- (5) My Father's A Merchant.
- (6) Mind Reading.

**X—Songs**

- (1) A Ploughing Song.
- (2) Dreaming.

**Pep Songs**

- (1) The Little Brown Spider.
- (2) Chester and Harry.
- (3) One Finger, One Thumb.

- (4) Club Folks.
- (5) Poor Old Slave.
- (6) Molly Maloney.

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