

Recreation for 4-H and Utopia Clubs

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Circular No. 344

RECREATION FOR 4-H AND UTOPIA CLUBS

By CARL W. JONES

"We stop playing not because we are old
We grow old because we stop playing."

Herbert Spencer.

Wholesome recreation is essential for the best development of individual and community life. Successful recreation in a community depends upon local leadership. People of all communities must have some leisure and the development of proper forms of recreation to make the best use of this leisure depends upon good leadership or proper direction. 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 a group and develops sportsmanship, loyalty, cooperation, fellowship and leadership.

LEADERSHIP

The desired qualifications of a good leader are not always found in one person but a few persons may share the important ones. A leader must have a sympathetic understanding and a good sense of humor. He should radiate joy and enthusiasm and be able to overlook unintentional mistakes. He must have the confidence of the group and be prepared to suggest games on a moment's notice. He should know the rules of the most important games and be a good player in at least one activity. He should be able to stimulate the adoption of hobbies and have some himself.

TEACHING THE GAME

1. Know the game thoroly.
2. Have the attention of the group before instructing them.
3. Stand where all can see and hear clearly.
4. Explain game briefly.
5. Show sympathy and tact in handling both shy and over-eager players.
6. Be enthusiastic yourself.
7. Stop game when at its best.

QUIET GAMES FOR ALL OCCASIONS

I've a Bright Idea. One person leaves the room while the rest of the players decide upon some object. It should be in plain sight for children. Any object may be selected for adults. When the player returns and stands in the middle of the room this dialogue is heard:

Seated player: "I've a bright idea."

Standing player: "What's it like?"

Seated player: "It's like you."

Standing player: "How so?"

Seated player: "It's very green." (or all wet, or full of air, or anything describing a characteristic of the object selected.)

Continue playing until the player guesses the article; then the person who gave the last clue leaves the room, while the others select a new object to be guessed.

Word Lightning. The leader calls out any letter in the alphabet other than J, Q, X, or Z, and points to one of the players who, in sixty seconds, must name as many words as he can think of that start with this letter. Another name for this game is "Stammer Jammer," which is what the victim usually does. The average number of words named is between 15 and 25 altho with practice as many as 50 and 60 words can be given in one minute. The game continues until each player has had a turn.

Lost Birds. There are seventeen birds in the accompanying diagram. Start with a letter and you can go horizontally, diagonally, or vertically but you cannot skip over a letter. How many can you find?

- | | |
|--------------|----------------|
| 1. blackbird | 9. heron |
| 2. bluebird | 10. lark |
| 3. bobolink | 11. link |
| 4. canary | 12. owl |
| 5. cardinal | 13. robin |
| 6. crow | 14. thrush |
| 7. eagle | 15. turkey |
| 8. hawk | 16. woodpecker |
| | 17. wren |

You can use insects, animals, trees, flowers and crops instead of birds.

W	R	C	W	R	T	U	R
I	O	B	A	E	D	K	E
N	B	O	L	I	N	Y	H
R	K	W	A	N	K	R	T
O	E	H	C	R	A	N	U
N	G	A	D	K	I	B	S
O	E	L	E	B	L	E	H
W	O	D	P	C	K	U	R

Bird Game.

- Name three birds whose names are colors.
- Name two birds whose names are animals.
- What is the name of the bird on our silver dollar?
- What is the name of the bird that can talk?
- What is the name of the bird that says "Bob White?"
- What bird makes holes in trees and sometimes buildings?
- What bird catches chickens?
- What bird does not sing, but hums?
- When you have mumps, what does it hurt to do?
- What bird imitates other birds?
- What bird is a letter of the alphabet?
- What does a rooster do early in the morning?
- What bird do you keep in a cage as a pet?
- What birds quarrel?
- What bird sews for its living?
- What bird is crazy?
- What bird does your father make you think of when he whips you?
- What bird is very fast?
- What bird is a fisher?
- What bird lives in a clock?
- What bird is a preacher?
- What birds do the boys like to sail in the air?
- What bird should attend funerals?
- What bird is a robber?
- What bird bakes for its living?
- What bird is a hunter?
- What bird is an astronomer?
- What bird does baby like?
- What bird was a great nurse?
- What bird plays in the band?
- What bird does not tell the truth?
- What bird lives in a heavenly place?

Answers: 1. Blue, red, black, and cardinal. 2. Cow and cat. 3. Eagle. 4. Parrot. 5. Quail. 6. Woodpecker. 7. Hawk. 8. Humming bird. 9. Swallow. 10. Mocking bird. 11. Jay. 12. Crow. 13. Canary. 14. Sparrows. 15. Tailor. 16. Loon. 17. Thrasher. 18. Swift. 19. Kingfisher. 20. Cuckoo. 21. Parson bird. 22. Kite. 23. Mourning Dove. 24. Robin. 25. Oven bird. 26. Kill deer. 27. Starling. 28. Stork. 29. Nightingale. 30. Trumpeter. 31. Lyre. 32. Bird of Paradise.

Chinese Spelling. Players are divided into two lines and the game is conducted like an old-fashioned spelling bee. Only well-known words are given and they must be spelled backwards. For example, club—b, u, l, c.

Word Golf. Add one or more letters either before or after the letters given below, to complete a word. Count strokes by number of letters added to complete into words. For example, take "ot"—you can add "m" in front and "to" after to make the word, motto, which would count three strokes. The player who adds the fewest letters wins. Par for the following "nine-hole course" may be fourteen.

—	—	—	—	cl	—	—	—	—
—	—	—	—	ha	—	—	—	—
—	—	—	—	he	—	—	—	—
—	—	—	—	ib	—	—	—	—
—	—	—	—	ow	—	—	—	—
—	—	—	—	ig	—	—	—	—
—	—	—	—	ef	—	—	—	—
—	—	—	—	ep	—	—	—	—
—	—	—	—	rn	—	—	—	—

Tourist. Each player is asked to suppose himself a tourist starting from his home north or south, but before his return must have visited every state in the Union. Writing names of states, one after the other, each player indicates this route. To win this game, a player must not only complete his list more quickly than his fellows but must have chosen a route which does not leave him jumping over any state to get from one to another. It is amazing how many people will try to drive from Minnesota directly into Montana, or from Texas into Mississippi. It is a good plan to have handy a map of the United States to settle all disputes. If a real "stickler" is wanted, add Canadian provinces to the tour.

Vary the game by using other letters or parts of words relating to projects carried by the players, names of trees, flowers and the like.

Bird Bingo. Give each player a sheet of paper and have him draw five lines each way to look like a bingo card (25 squares). Write the name of a bird in each square. The first one done may be given a small recognition. The leader should prepare a long list of birds in advance, and then when all players have completed filling in squares, read off his names of birds and have each player make a cross or check in square on his paper for each bird that he has. When a player has five birds crossed vertically, horizontally or diagonally, he yells "bingo." A prize can be offered for this. If desired, you can continue reading your list to see how many names it is necessary to read before a player has all his twenty-five birds named. Insects, trees, flowers, and crops can be substituted for birds.

Who Am I? For a small group of five to twenty. Send one person out of the room and those left decide on a famous man or woman that the person sent out of room is to be. For example "Eddie Cantor." "It" is called back into room and may go to any person and ask "Who Am I?" The person to whom the question is put answers with a true statement about "Eddie" as, you are the son of a Russian emigrant; you are a famous comedian; you are a movie star, etc., and "It" goes to everyone until he guesses who he is. The person who gave "It" the clue then becomes "It."

Instead of famous persons you can use birds, trees, etc.

Verbal Authors. Select a judge and the game can be played either by individual or by groups. Each player in turn must stand up and name the title of a book. The others are to guess the author. The individual or group naming the author scores one point. The individual or group naming the most authors wins. Another way to play the same game is to give each player a card and pencil and have him write the names of as many books and their authors as he knows.

Confusing Anatomy. "It" stands before any one person in the group and, pointing to some part of his body, says "This is my and counts to ten. He does not name the part of the body to which he points. For example, he might point to his eye and say "This is my foot" and counts ten. The player before whom he stands must reply "This is my eye" and points to his foot before "It" counts to ten. If he fails he becomes "It". Otherwise "It" must proceed to someone else.

R
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ou?

4. Par-
Mock-
1. Loon.
2. Kite.
Stork.
is con-
given

Radio. Someone sits at the radio and controls the volume. "It" is sent out of the room and while he is out, the group decides upon some little chore he must do upon his return. The radio control man increases volume as he nears his chore and decreases as he gets farther away. Examples that can easily be done are to exchange places with someone in the room or smooth a lock of hair that is out of place.

Enigmatical Trees.

- | | |
|---|------------------|
| 1. What's the double tree? | Pear |
| 2. And the dancing tree? | Caper |
| 3. And the tree that is nearest the sea? | Beech |
| 4. And the dandiest tree? | Spruce |
| 5. And the kissable tree? | Tulip |
| 6. And the tree where the shipping may be? | Bay |
| 7. What's the telltale tree? | Peach |
| 8. And the traitor's tree? | Judas |
| 9. And the tree that is most warmly clad? | Fir |
| 10. And the languishing tree? | Pine |
| 11. The chronologist's tree? | Date |
| 12. And the tree that appears very sad? | Weeping willow |
| 13. And the prying tree? | Medlar |
| 14. The most yielding tree? | Rubber |
| 15. And the tree one becomes when he's old? | Elder |
| 16. In a bottle—what tree? | Cork |
| 17. Of the people—what tree? | Poplar |
| 18. And the tree used by schoolmasters bold? | Hickory or birch |
| 19. What's the Eden tree? | Apple |
| 20. The old story tree? | Chestnut |
| 21. And the tree that made Socrates die? | Hemlock |
| 22. And the hero's tree? | Laurel |
| 23. And the quivering tree? | Aspen |
| 24. And the tree that incited no lie? | Cherry |
| 25. Says "travel"—what tree? | Orange |
| 26. Says "live"—name the tree, | Olive |
| 27. And the tree that has passed thru the heat? | Ash |
| 28. And the housewife's tree? | Broom |
| 29. Egyptian plague tree? | Locust |
| 30. And the tree we give friends when we meet? | Palm |
| 31. What's the flying tree? | Plane |
| 32. And the fadeless tree? | Evergreen |
| 33. And the tree that is perfectly straight? | Plum |
| 34. What's the chewing tree? | Gum |
| 35. And the barking tree? | Dogwood |
| 36. And the tree that one catches with bait? | Basswood |

Words and Things. Each player is given a sheet of paper and a pencil. Some one is asked to select a word of six letters. If preferred, a dictionary may be opened at random and the first six-letter word on the page is used. The word is then printed in a column on the left hand edge of the paper and on the right hand edge it is printed backwards. Thus, if "parted" is the word selected, it is put down like this:

P	D	ending with D and consisting of as many letters as possible, "predicted" for instance. When P and D are dis-
A	E	posed of, the longest word beginning with A and ending
R	T	in E must be thought out. Similarly with R and T, T
T	R	and R, E and A, and D and P. At the end of the allotted
E	A	time, everybody counts up the total letters used in making
D	P	the six words, and the player with the highest number wins.

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

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

chant." "What does he sell?" the second must inquire. "Collars" the first may say or chairs or watches. The second player must now hold the same conversation with his neighbor, 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. The object of the game is to see how soon most all the players catch on to the secret.

Snip. The players sit round in a ring, and one tosses a handkerchief across to another, at the same time saying a word of three letters, and immediately beginning to count up to twelve, finishing—"eleven, twelve, **snip!**" The one who received the handkerchief tries, before "snip" is said, to reply with three words, each beginning with one of the letters of the original word, in their proper order. Thus, if "now" is called, the response might be "nuts, out, white." When the reply is given in time the successful player throws the handkerchief to someone else; but if he fails and "snip" cuts him short, he must give the handkerchief back to the one who threw it to him that it may be thrown to someone else.

Likenesses. One player is "It." He says to each person in turn—"I am thinking of something; what is it like?" Even tho he doesn't know what the thought may be, each player names some object such as, tree, tiger, streak of lightning. When all have answered, "It" tells his thought. Then each player must explain where the likeness comes in between the object he mentioned and the thing that was thought of. For example, "It" thought of his pocketbook. The player who named "tree" may say they are alike since both sometimes bear useful objects; the one who chose tiger, because they are covered with hide; the one who chose streak of lightning because the gold in them is very transitory.

Proverbs. The player "It" withdraws. The other players decide on some familiar proverb, each taking a word of the proverb which he must use in answering the questions put to him by the player "It". "It" tries to pick out the significant words in the answers to the questions. After he has discovered the hidden proverb, he names the player whose answers gave the first clue, who then becomes "It."

Teakettle. One player leaves the room. The group selects a word that has two or more meanings and different spelling, such as rain (rein, reign). The player returns and members in the group make remarks using the word in one of its meanings but saying "teakettle" instead of the right word. For instance, one might say "Didn't we have a heavy 'teakettle' yesterday?" Another might say, "Did the horse's 'teakettle' break?" Another person may say, "Do you know what happened in the 'teakettle' of Henry VIII?" The person who made the remark which gave the clue to the word must be the guesser the next time.

Dumb Crambo. The group is divided into two parts. Each goes into consultation and selects a word that they wish the other side to guess. They then find a word that rhymes with the one they have chosen. For instance, they may select "spring" and decide to announce that it rhymes with "thing." The team that is ready first makes its announcement. As soon as they have said the rhyming word, the opposing team gets together and selects the word that they think may be the proper one. Then, without a word, they pantomime it. If they have guessed properly, the first team claps but if they are wrong, it merely shakes its head. No words are used. The guessing team selects another word and continues in this manner until they have struck the right one. If they fail, the first team has a chance to choose another word. If they guess correctly, it is their turn, of course.

Beetle Goes Round. All the players except one stand in the circle with their hands behind them. The player who is "It" goes around outside carrying the beetle, which may be a roll of newspaper, a towel, or a stocking filled with cotton. He puts the beetle in someone's hand and steps into that person's place. The one who receives the beetle immediately begins to strike his right-hand neighbor with it. The neighbor runs around the circle and home again trying to avoid the beating. The beater then gives the beetle to someone else, and so the game goes on.

Imaginary I Spy. A player thinks of an object in some special location. The group tries to find it by asking questions which may be answered by "Yes" or "No". It is wise to have children write down the object since there is sometimes a temptation to change when the choice comes close.

Air, Water, Fire. All the players except one sit in a circle. The extra player stands inside the circle and throws a small ball or knotted handkerchief at someone and at the same time calls "Air," "Water," or "Fire," then quickly counts to 10. The player at whom this was thrown must mention an animal living in the element named; or if "Fire" is called, he must remain silent. If he fails to answer correctly before 10 is counted, or if he mentions an animal that another player had already named, he must change places with the thrower.

Who, Where, What. This is a quiet mental game. Have members arranged in a circle so that all can hear the replies of players. This adds interest to the game. One person is designated as "It." He points to some player and mentions a letter of the alphabet. This player answers as quickly as possible, who he is with, where he is and what he is doing. All to begin with the letter mentioned. Q, U, X, Y, and Z are not to be used. Time limit should be set at twenty seconds at first and gradually reduced as they make progress. Example— Letter B. I am with Bert in Boston, Baking.

Charades. Charades involve the acting out of a word by one group while the audience attempts to guess what it is. The audience, however, is made up of small groups each of which will in turn act out a word. There are several ways of dramatizing the word, and any of them may be used, altho it is customary for the acting group to announce which method it is using. The word may be acted out in syllables, as "accident"—"ax-eye-dent." It may be acted out by syllables with an epilogue dramatizing the meaning of the entire word, as the portrayal of an accident, or the word may be used as a whole without breaking it down into syllables. Acting may be in pantomime or in conversation. When conversation is used, some like to act out the syllables working them into the conversation as ingeniously as possible. In the word "attention" the words "at" "ten" "shun" would be woven into the conversation. Or the conversation might be centered about trying to get someone to pay attention to something.

The words dramatized may be any which are familiar to the members of the group. After you have tried acting out a number of words or if your group has played charades often, vary the game by asking each group to act out a flower, tree, song, nursery rhyme, advertising slogan, scene from a Shakespeare play or Bible story. The familiar game known as "Lemonade," "Trades," or "New York" combines a tag game with charades and makes it even more fun for children.

Below are a few words to act out and suggestions for charade variations to help you. You will think of many more and so will the groups with whom you work. It is often best to let each group choose its own word or slogan or flower, but be sure to have some in mind in case a group has difficulty in thinking of one.

Words to Dramatize.

Washington—wash-ink-ton

Pierce Arrow—pierce-arrow

Moccasin—mock-a-sin

Mistake—miss take

Knapsack—nap-sack

Ice Cream—eye-scream

Automobile—out-toe-mow-bill

Foreman—four-man

Aeroplane—air-o-plane

Bookworm—book-worm

Wonderful—wonder-full

Melancholy—melon-collie

You can vary by using trees, flowers, songs, Mother Goose titles, advertising slogans, etc.

Handkerchief—hand-cur-chief

Sausage—saw-sage

Shoemaker—shoe-maker

Dramatization—dram-a-tie-say-shun

Birdseye view—birds-I-view

Kingdom—king-dumb

Infancy—in-fan-sea

Overstep—over-step

Pupil—pew-pill

Penmanship—pen-man-ship

Madagascar—mad-a-gas-car

Constitutional—con-sty-two-shun-al

Lost and Found. Before your guests arrive, cleverly place ten articles in what may easily be regarded as their wrong places—a button on top of a clock,

a thimble on the mantel, a paper clip hanging on a lamp cord, a toothpick stuck in a picture frame, etc. Give each guest paper and pencil; and award a prize to the one who first locates all the articles.

Cause for Pause Questions.

1. How big is a postage stamp, regular issue? (1 inch by $\frac{3}{4}$ inch)
2. What is the circumference of a door knob? ($7\frac{1}{4}$ inches)
3. What is the circumference of a dime? ($2\frac{1}{4}$ inches)
4. How long is a broom handle? (28 inches)
5. How many beans, kernels of corn, or grains of rice in a small bottle on exhibit?
6. How many pins in an exhibited pile?
7. What is the exact distance between two given points in a room?
8. What is the circumference of the bottom of an ordinary quart milk bottle? (12 inches)
9. How many keys on a piano? (52 white, 36 black)
10. Whose picture is on the current one dollar bill? Five dollar bill? Ten dollar bill?
11. Where do you find the number on a dollar bill?
12. Draw from memory a dime, a nickel, a penny.

Which of These Is Right. Another type of question is that in which the player is not allowed to wander too far afield. He is given his choice of several answers from which to choose. (The correct answer is capitalized.) Here again, you may want to add other questions of your own choosing.

1. Peanuts grow on: trees, **VINES**, shrubs, bushes.
2. Silos are made round to keep: mice from nesting in the corners, **SILAGE FROM SPOILING IN THE CORNERS**, an even airflow thru the silage.
3. Alaska's best crop is: ice, **POTATOES**, gold, iron, watermelons.
4. The largest market for asparagus and cucumbers is: **NEW YORK CITY**, Chicago, chain stores, country road-side markets.
5. If you want to sleep well, choose: a hard bed, the floor, a cot, the ground, **A SOFT BED**.
6. Olives should be eaten with: a knife, a fork, a spoon, **THE FINGERS**.
7. One of the following presidents is buried in Arlington Cemetery: Wilson, Theodore Roosevelt, **TAFT**, Coolidge.
8. Jewels are used in a watch to: increase the value of the watch, make the **BEARINGS WEAR-PROOF**, give the salesman a talking point, make the watch heavier.
9. A white wing is: an airplane, a butterfly, a fleet of trucks, **A STREET CLEANER**, a bird.
10. An antimacassar is: a footstool, a coffee urn, a jewel box, **A DOILY**.
11. A tabby is: a teapot cover, **A WATERED SILK TAFFETA**, a sofa cushion, a "hug-me-tight" sweater.
12. A tiffany is a: **VERY THIN MUSLIN GAUZE**, a large diamond, a reading lamp, a stepladder.

Uncle Joshua Died Last Night. This can be played standing or seated. The leader says to the one next to her, "Did you know Uncle Joshua died last night?" "No, how did he die?" asks the second. "With one eye shut," answers the first, closing one eye. The second repeats the same to the third and all around the room until it comes back to the leader.

The second time around the same questions are asked, then the leader answers, "With one eye shut and his mouth awry." He still keeps his eye closed and screws the corner of his mouth around. Third time around he says, "With one eye shut, mouth awry, foot on high," and raises foot. Fourth time, "One eye shut, mouth awry, foot on high, waving good-by and waves hand."

I Went to Paris. The leader says, I went to Paris and bought:

1. A pair of shoes—shuffle the feet.
2. A pair of gloves—open and close right fist.
3. An umbrella—open and close left fist.
4. A hat—nod the head.
5. A pair of glasses—blink the eyelids.
6. A set of false teeth—open and close the mouth.

Ships. This is an exciting paper-and-pencil game for two players, in which opponents, starting with an equal number of ships, battle to sink the enemy's fleet. The fleet of each player consists of a 2-ton submarine, a 3-ton destroyer, a 4-ton cruiser and a 5-ton battleship.

Before the battle begins, each player draws on plain or graph paper, 2 charts of 100 squares each. One of these is the Enemy chart; the other is the Home chart. Each chart is lettered from "a" to "j" across the top and numbered from 1 to 10 down the left side. Each player marks the positions of his ships on his home chart by writing the initials of each in as many squares as there are tons in the ship. For example, the position of the 3-ton destroyer is shown by writing the letter "d" in three consecutive squares, either horizontally, vertically or diagonally; that of the cruiser by writing "c" in four, and so on. The following diagrams show how to mark the charts. The score card also is shown. Opponents are not allowed to see each other's charts.

a	b	c	d	e	f	g	h	i	j
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									

Home

a	b	c	d	e	f	g	h	i	j
1	s								
2	1								
3	s								
4									
5									
6									
7									
8									
9									
10									

Enemy

Tons				
s 2				
d 3				
c 4				
b 5				
Total				
Score				

To start the game the first player fires five successive "bombs" at the squares in which he thinks his enemy's ships are located. A shot is fired by naming the letter and number that identify a square. For example, the first player may say "A-3". Then both players write 1 (for the first round of shots) in the third square of the first column on the left. The attacker puts the number in his enemy chart, the other writes it on his home chart. Until the whole round of five shots has been fired, no indication is given to the opponent if a ship has been hit as this would furnish a clue to its location. The next shot may be "a-6" which, in the diagram given, fails to strike a ship. The third may be "h-9", the fourth "c-10", and the fifth "g-4", none of which hit their mark. When these five shots have been recorded, on both charts, the first player asks, "Did I hit any ships?" The other admits, "You hit my submarine." The first player writes 1 in his score card, in the first block, opposite S. Altho he does not know in which other square the submarine lies, he knows that it is one of the six surrounding a-3, so that when his turn comes again he may place some shots in these squares, to try to sink the submarine, or may avoid them, if this strategy seems wise.

Now the other player fires his five bombs, which are recorded by the figure 1 under the same procedure. The next five shots by each player are recorded by the figure 2, the next by figure 3, and so on. Each time a player sinks an opponent's ship, the opponent's shots are diminished by one. For instance, if

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Player A sinks Player B's submarine on the first round, Player B from then on is entitled to only 4 shots in each volley, instead of 5. The game is won by the player who first succeeds in sinking all his opponent's ships, a ship being considered sunk when each square it covers has been struck by a bomb.

Trades. Every player except one, who holds the office of reader, selects a trade or profession which he must retain thruout the game. The reader opens a book at random and reads a passage aloud. When he comes to any common noun he does not pronounce it but looks at one tradesman who must instantly name some article that he is supposed to have for sale, or some implement connected with the exercise of his craft. By this substitution of one noun for another, the most pathetic passage is converted into an indescribable jumble of absurdities.

Mental Test. Prepare on a sheet of paper or card. For individuals or for a small group. Underline the word which does not belong in each line.

1. Hoover, Coolidge, Harding, PERSHING.
2. Music, tune, VIOLIN, melody.
3. ALGEBRA, geography, history, grammar.
4. Rudder, prow, stern, DOCK.
5. Argument, ADDRESS, debate, discussion.
6. Bat, ball, UMPIRE, glove.
7. Pen, pencil, WRITING, paper.
8. Congress, Parliament, CABINET, Legislature.
9. Artichokes, potatoes, asparagus, RAISINS.
10. Prep school, LIBRARY, college, university.
11. Bird, fish, OYSTER, beast.
12. Merit, PRAISE, excellence, superiority.
13. Broil, CHEF, fry, roast.
14. Thicket, TREE, forest, woods.
15. ERROR, carelessness, indifference, neglect.
16. Drum, flute, ORCHESTRA, trumpet.
17. Heel, SHOE, counter, sole.
18. HEAVENS, moon, star, sun.
19. GUN, trigger, stock, barrel.
20. Glue, PAINT, mucilage, paste.
21. Draw, etch, paint, ART.

RELAY GAMES FOR ALL OCCASIONS

Bowling Relay. (Ten or more players. Played indoors or on smooth ground.) Divide the group into teams of equal number. A basketball may be used for each team. Players form in single lines placing a common starting line some 30 feet from the leader, who stands ahead of his column. The basketballs are placed on the starting line. The leaders then, at a given signal, run to the starting line, each seizes his basketball and, without stepping over the line, bowls or rolls it to the next player in his column, who stands behind a line which has been drawn parallel to the starting line. The leader who has bowled now starts a new column or line facing so that he can watch the balance of his team bowl. Each player when he has received the ball and has rolled it to the next player of his team, takes his place behind the leader of his group. The game continues until each player has taken his turn at bowling. The last player does not roll the ball to anyone. The team which finishes first wins the contest, provided none of their number has stepped over either the bowling line or the finishing line.

Tin Can Relay. The players, divided into equal sides, stand in two lines about 20 feet from the goals, which may be trees or chairs. The head player in each line is the captain. Each captain is given an empty coffee can. At a signal each starts rolling the can with his foot. It must be so rolled around the goal and back to the next player in line, who likewise rolls the can around the goal, while the captain goes to the back of the line. Each player in turn rolls the can as described. The captain of the side finishing last must hop and roll the can around the goal.

Peanut Pass. The players form in two lines facing each other. Chairs are placed at both ends of each line with twelve peanuts on each of the head chairs. Each player with his left hand grasps the right wrist of the neighbor on his left. Players must not unclasp wrists thruout the game. At a signal, the leader picks up the peanuts one at a time and passes them down the line as rapidly as possible, the last player placing them on the chair beside him. If a peanut is dropped, it must be picked up without unclasping wrists. The side which passes all peanuts first, wins.

The Ocean Is Rough. Draw circles large enough to hold three people. If indoors, these circles may be drawn on the floor, if outdoors, draw on the ground with a stick. Each group of three takes the name of a fish. Three people who are not in circles are the whales. The whales swim in the ocean, which should be a side area, and call out the fish by name. When called, each group of fish must follow the whales. When all the groups are in the ocean, the whales call, "the ocean is rough" whereupon each group of fish must try to get back to a circle. The whales also try to get a circle and the three left out become the whales.

Fetch and Carry Relay. The first and second members of each team join hands. When the whistle blows, they run to the goal line where number 1 remains while 2 comes back and joins hands with the number 3. They run to the goal line and 2 remains while 3 returns for number 4. The team that first gets all of its members over to the goal side wins.

Disposing of an Apple. Have two lines of four. In each line one player peels, one cores, one quarters and one eats. The object is to see which line gets thru first.

Driving Pigs to Market. Divide guests into two teams and clear the floor for action. Indian clubs are best for pigs, tho milk bottles will do. Give each team a stick about four feet long (broomstick is excellent), with which to drive the pigs. Place two chairs at the farther end of the room, backs facing each other, and the space between just large enough for one person to pass at a time.

To drive the pigs to market, the first in line of each team shoves his team's pig with his stick the length of the room along the floor, and steers it around the chair on his side and back to his waiting teammates. The team finishing first wins.

Corner Spry. Equipment: 1 ball for each team.

Directions: Divide the group into teams of 6 to 10 players, stand in a curved line, with captain out about six or eight feet in front, facing his team like a teacher. Each captain has a ball, bean bag, or other object to throw. At signal, he throws ball to first player, who throws it back to captain. Ball goes to second player, back to captain, to third player, etc., always being thrown back to captain. As captain throws to last player, he calls, "Corner Spry" and runs to head of the line, while last player steps forward with the ball and becomes the new captain. Continue until each player has been captain. Team which finishes first is winner.

Message to Garcia. Teams line as usual for a relay except that number one of each team is at the end of the room opposite from his team. A paper containing a message is given to each of the number one's. A short time is given for reading the message. Number 1's are then started and they run to opposite side of room and take number 2's by hand and on way back, whisper message to them. Number 2 then goes for 3, etc. The winning line is the one whose last man is able to give the message correctly. If more than one repeats message correctly, the one of these finishing first wins. If none can give the correct message, the team finishing first wins.

Necktie Relay. Have the boys with fore-in-hand ties line up with half of them on each side. Select enough girls so that there will be one girl for each boy. Boys' ties should be untied and left hanging. On the word "go" number one girl on each side ties a tie. Number two follows as soon as number one finishes. Have judge of contest to see which side is thru first and look over the ties for correctness and neatness. He should then make his award on these three points.

Walking. At signal, the first one of each team walks forward (or backward) to the goal, touches it, returns and touches off the next member of the team, who walks as the first one did, and so on. Caution all contestants that anyone found running will be penalized.

Hopping. Hop to goal on right foot, run back. Repeat with left foot, run back. Hop to goal on toes, heels together and hands on knees. Return in the same way or run back. Called "Kangaroo hop."

Jumping. Jump to goal and back, both feet together, repeat going back.

Heel and Toe. Put heel of one foot against toe of other foot and continue to goal, repeat going back, or run back.

Grasping Ankle (Stork Race). Grasp one ankle with one hand, hop as fast as possible to goal, and back in the same manner.

Musical. In which the players go forward to the goal and sing one or two lines of any song chosen.

Zig-zag. The player zig-zags back between the persons in his line, runs forward to the goal line, returns and touches the next person in line and drops off the line. This eliminates one person at each run.

Patch and Catch Relay. Players are formed into two or more teams and lined up behind a line, known as the "receiving line." Several yards in front of this, another line is drawn, known as the "throwing line." The captain of each team is stationed behind the "throwing line" and is provided with a ball.

On the word "go" each captain throws the ball to the first member of his team stationed behind the receiving line. As soon as he receives the ball, he runs forward to the throwing line while the captain runs to the end of the team. Each pair repeats the performance of the first. This continues until the captain gets to the head of the line, then when he receives a pass he returns to the throwing line. The captain to cross that line first wins for his team.

GOOD PARTY GAMES

(Can be Used at Other Times)

As The Guests Arrive.

Human Lotto. Card or sheet of paper and pencil for each guest.

Registration sheet and pencil at entrance.

Directions: Make a list of all persons present, preferably as they arrive, by having each sign a sheet. Give each a large card or piece of paper and a pencil and tell them to draw three lines across the sheet vertically and three horizontally making sixteen squares in all. Use fewer squares for a party where less than sixteen people are expected.

Now tell everyone to get a different signature (first and last name, not initials) in each square. Give points or a nonsensical award to the player who gets all squares filled first (who calls "Lotto") but do not let others stop or destroy their papers, for the game is only beginning. When all have filled the squares, have them find seats and have someone slowly read the list of names of the players present. As each name is called that person stands, each player looks at that person to connect the name with the face, then looks at his own sheet and if the name called is in one of the squares, draws a cross thru the square. This continues until five winners have been determined by calling "Lotto" when they have completely crossed out either a vertical row of squares, a horizontal, a right or left diagonal or have every square on the sheet crossed out. Each winner is given points or some funny award. Players may be urged to keep their sheets as autograph souvenirs or for reference in learning names of guests. The unused side may be used for other pencil and paper games.

I-Yes-and No

Equipment: Five or more beans or other counters for each person.

Directions: Give each player an equal number of beans. At a given signal, each player engages in conversation with the others, trying to get them to use the words **I**, **Yes** or **No** while being careful to avoid these words himself. Any person who says one of the forbidden words must pay a forfeit of one bean to the person with whom he is talking. The person who has collected the most beans at the end of the given time (about 5 minutes) is the winner.

Irish Stew. Card and pencil for each player; slips for "ingredients."

Directions: Write on single slips of paper the following ingredients of Irish Stew: salt, pepper, celery, tomatoes, potatoes, beef, turnips, parsnips, onions, water, rice, tumerick, savory, bones. Quietly, before the game is announced, the leader calls aside 15 young men and pins a slip on the back of each, instructing him that when the game commences he is to avoid letting anyone see the word on his back.

Give each player a card and pencil. The leader announces that a number of men have slips pinned on their backs, each of which contains an ingredient of Irish Stew. During the time allowed, each player tries to secure the entire list of 15 ingredients.

If the group is large, use a double set of slips and men. Thus a player may spend much time trying to discover the word written on the back of one of the men, only to find that she already has that word on her card.

Anatomy. The fifteen expressions given below apply to different parts of the body; the puzzle is to guess the part to which each expression applies. For example (1) A large box. Answer—Chest.

1. A large box. (chest)
2. Two covers. (eyelids)
3. Two caps. (knee caps)
4. Two musical instruments. (ear drums)
5. Articles carpenters use. (nails)
6. Two good fishes. (soles)
7. Two domestic animals. (calves)
8. Two lofty trees. (palms)
9. Gay flowers—garden flowers. (two lips—tulips)
10. Weapons of warfare. (arms)
11. Two places of worship. (temples)
12. Stairs of an inn. (insteps)
13. Plenty of assurance. (nerve)
14. Article used by artists. (palate—palette)
15. Part of a hill. (brow)

Apple Pie. In this game you start around the circle and each person goes down the alphabet trying to supply a verb beginning with the next letter. For example:

A was an apple pie	E envied it	I inspected it
B bit it	F fought over it	J jumped for it
C cut it	G grabbed it	K knifed it
D dived for it	H handled it	X x-rayed it

Succotash. The players are seated in a circle. Beginning with the leader, each one counts in order around the circle. For five, the word "corn" is given; for seven, the word "beans"; for a number divisible by both five and seven, "succotash." Anyone saying five, seven, a multiple of either or any number with seven or five in it drops out. The count is continued until only one person remains. Counting would begin as follows: "one, two, three, four, corn, six, beans, eight, nine, corn."

Personal Initial Answers. Each player is given a sheet of paper or blank card 5 x 8 inches and a pencil and is to write the initials of his name, as B. M. at the top of the page. Then he writes answers to the following questions, each containing words that begin with B and M.

1. What is your age?
2. What is your occupation?
3. What is your ambition?
4. To what would you like to change your name?
5. What part of club work do you object to?
6. What part of club work do you like best?
7. Where is the north pole situated?
8. What is the purpose of the Milky Way?
9. Who is the best looking person at the party?
10. What would be your answer to a proposal?

Alphabetical Love Story. Pair the group off in couples. Couples are to write a story alphabetically. Suggestion: A-nna B-enson c-ame d-own e-arly f-rom Glen's h-ouse i-n J-ohn's etc. Couple writing best story, using all the letters of the alphabet wins a prize.

Shopping. A player who is the shopper walks around, stops before one of the group, and says, "I'm going to Denver. What can I buy?" He then counts to 10. Before he finishes counting, the player before whom he is standing must name three objects that begin with "D" (as dishes, dogs, doughnuts). If he fails, he must take the place of the shopper. Any city may be named. The things to be bought must always begin with that city's initial.

Lost and Found. The players are seated in a circle and each is given a pencil and paper. The leader asks or reads the following questions, in succession:

- | | |
|--------------------------|-----------------------------|
| 1. Name of lost article? | 5. Found in what condition? |
| 2. Lost by whom? | 6. Found where? |
| 3. At what time? | 7. At what time? |
| 4. Lost where? | 8. The reward? |

When each player has written the answer to the first question, he passes the paper to the person on his right, with that part on which writing appears, FOLDED BACK. No player is allowed to read what has been written by a previous player. Answers to the other questions are written in like manner. Finally the papers are collected and redistributed for reading aloud.

How, When and Where. One player leaves the room while the others select some noun; for example, "soup". The player returns and asks each person in turn three questions: "How do you like it?" "When do you like it?" and "Where do you like it?" The answers might be, in order, "Very hot." "About twelve o'clock" and "In a shallow Dish." The player whose answer reveals the chosen word is the next to leave the room.

Impromptu Dramatics. Everyone likes to "act" a part. The players may form groups and act the title of a book, a nursery rhyme, a song, some event that has recently happened in the community or club, or syllables of a word (charades). Each group performs before the rest who guess what the action represents.

Variation: The leader calls upon one or more persons in a group to get up and act some scene, such as "A politician the day after he has won the election," "A girl who is trying to squelch a forward young man," "A small boy 30 minutes after eating green apples," "A negro in a cemetery."

Finish with Figures.

- | | |
|----------------------------------|--|
| 1. His better ($\frac{1}{2}$). | 22. (15) men on a dead man's chest. |
| 2. Wilson's (14) points. | 23. (4) horsemen of the Apocalypse. |
| 3. The Unholy (3). | 24. Ali Baba and the (40) thieves. |
| 4. At the stroke of (12). | 25. (4) in hand. |
| 5. (7) year itch. | 26. The roaring (40's). |
| 6. (1,000) island dressing. | 27. "A" number (1). |
| 7. "House of (7) Gables." | 28. (4) and (20) blackbirds baked in a pie. |
| 8. The spirit of (76). | 29. The night has a (1,000) eyes; the day but (1). |
| 9. Pieces of (8). | 30. "Millions for defense but not (1) cent for tribute." |
| 10. The (3) Musketeers. | 31. It rained for (40) days and (40) nights. |
| 11. The gay (90's). | 32. A cat has (9) lives. |
| 12. (57) varieties. | 33. Rain before (7) dry before (11). |
| 13. The (4th) dimension. | 34. 'Twas the (18th) of April in ('75). |
| 14. (54)—(40) or fight. | 35. (2) is company, (3) a crowd. |
| 15. (7) Keys to Baldpate. | 36. (7) wonders of the world. |
| 16. Tale of (2) Cities. | 37. (3) blind mice. |
| 17. Fair, fat and (40). | 38. The (13) colonies. |
| 18. (7) come (11). | 39. The (3) wise men. |
| 19. He sailed the (7) seas. | 40. Tea for (2). |
| 20. Useless as a (5th) wheel. | |
| 21. (10) nights in a barroom. | |

Found On A Penny. Give each person a penny and announce that questions will be asked, the answers to which will be found on the penny. The leader asks the following questions, the guests give the answers. A prize is awarded to the side having the largest number of correct answers. (The guests should be divided into two groups.)

Questions	Answers	Questions	Answers
A messenger	One sent	Three weapons	Arrows
Ancient mode of punishment ..	Stripes	First American settler	Indian
Means of inflicting it	Lash	Emblem of victory	Wreath
Piece of armor	Shield	Emblem of Royalty	Crown
Devoted young men	Bow	One way of expressing matrimony	United
South American Fruit	Date	Part of a river	Mouth
Place of worship	Temple	Implements of writing	Quills
Portion of a hill	Brow		

Initials. (Five or more players.) Prepare a slip of paper for each player, at the top of which are written the initials of a person who will be present; under this a series of questions which the player who draws the paper is to answer. The papers are put into a box or a hat and drawn by the players, or held in the hand with the initials concealed and drawn in that way. A certain time may be allowed, if desired, for answering the questions.

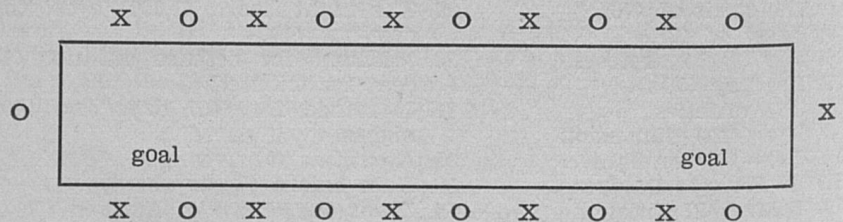
The answers must be written, in each case, immediately below the question, must consist of only as many words as there are initials at the top of the sheet, and these words must begin with the initials, in their proper order. For example:

H. B. B.

1. To whom does this paper belong? (Henry B. Brown)
2. What is his character? (Horrid, but bearable)
3. What kind of hair has he? (Heavy, burnished brown)
4. What kind of eyes has he? (Heavenly, bright blue)
5. What books does he prefer? (Handsomely bound biographies)
6. What animals does he prefer? (Howling big bears)
7. What is his chief occupation? (Hammering bulky boxes)
8. What do you surmise regarding his future? (He'd better beware)
9. What does he think of the opposite sex? (Hebes! bright beauties)
10. What does he think of the world in general? (He's becoming bewildered.)

Table Football. Equipment: a long, bare dining table, 4 empty pop bottles or tumblers for goal posts, 2 or 3 empty egg shells. (Make small hole in each end of an egg; blow into round end and contents will run out of small end. When empty, place shell on end over stove or register until thoroly dry.)

Appoint two captains (X and O) who choose sides. Players kneel on floor around table as indicated in diagram, with chins at table edge. Leader places hollow egg shell in center of table, gives a signal to start blowing. All the X men blow toward X goal and O men toward O goal. Captain O back of X goal must keep egg from rolling between goal posts. Captain X the same for O goal. Each time egg gets inside goal, count one point. Three points are a game. When egg rolls off table, leader calls time and replaces it in center of table. Broken egg shells are replaced, but usually two eggs will last thru game.



Things a Traveler Found; Abbreviated State Names.

1. An unmarried woman Miss.
2. A quiet nook among trees Del.
3. Myself—dear, dear, why I'm a state too! Me.

4. A medical doctor is also a state Md.
5. Look with care and you will find a number Tenn.
6. A metal in its raw state when first mined Ore.
7. A great unwieldy ship that braved a flood in days of old Ark.
8. The sixth tone of the musical scale La.
9. A household task on Monday Wash.
10. A single vowel or exclamation of surprise O.
11. The state of being sick Ill.
12. Father is a sovereign state Pa.
13. The given name of a silent president will be the golden state Cal.
14. A girl's name you will find in a western state Ida.
15. When Andy is surprised for whom does he call? Minn.
16. What does one do to grass in summer? Mo.

The Motor Love Story. The words capitalized are to be left out and the guests should be told to fill in the blank spaces with the names of different articles pertaining to an automobile.

"He thought her a maiden most wondrous and fair.
 She wore a pink HOOD on her bright yellow hair
 A MUFFLER around her fair throat she entwined,
 A prettier picture you scarcely could find.
 To gaze at her face was to see and admire.
 He thought of her beauty he never could TIRE.
 But if he could win her—oh, that was the rub.
 She came from the erudite city, the HUB;
 While he in New York saw the first light of day,
 And lived near the BATTERY, down by the bay.
 Her love to EXHAUST, he tried all but in vain,
 He'd CLUTCH at his heart till it gave him a pain.
 Quoth he: "I can tell you it is not a joke!"
 And then of his ardent affection he SPOKE;
 "Oh, have you for me of hope just a dim SPARK
 Ah, then I'd be happy, I can but remark.
 But if you refuse me, ah, then it is clear,
 My heart it would weigh quite a TONNEAU, my dear.
 Indeed, I am pining, sweetheart, for your sake,
 And if you refuse me, my heart it must BRAKE."
 The maid to his pleadings did gracefully yield.
 Said she: "You may be my protector and SHIELD."

ACTIVE GROUP GAMES*

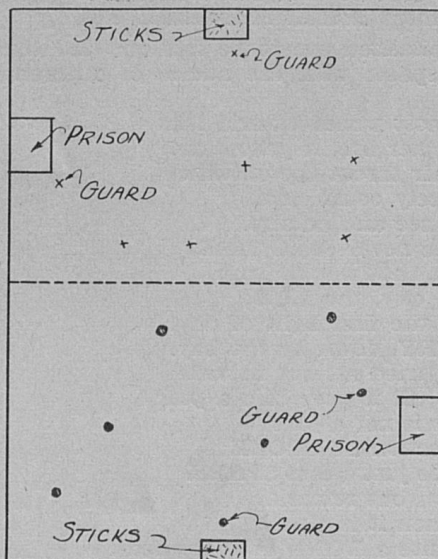
Poison. Ten to thirty or more players. Gymnasium; playground; seashore.
 A circle is marked on the floor of ground considerably smaller than the outer circle formed by the players, clasping hands. Each player tries, by pulling or pushing, to make the others step within the smaller circle, and to keep out of it himself. Any one who touches the ground within the inner circle, if only with one foot, is said to be poisoned. As soon as this happens, the players so poisoned become catchers; the other players shout "Poisoned!" and at once break the circle and run for safety, which consists in standing on wood. The merest chip will answer, and growing things are not counted wood. If played in a gymnasium, iron may give immunity instead of wood. Any one caught before reaching safety, or in changing places afterward, joins the catchers and when all have been caught, the ring is once more surrounded.

Kitchen Golf. Arrange a number of kitchen vessels such as milk can, wash basin, garbage pail, scrub pail, milk pitcher, teakettle, wastebasket, crock, wood box, about 8 to 10 feet apart, either in a circle or successively placed in connecting rooms. Starting with hole No. 1 (milk can, garbage can or whatever it may be) and standing 8 to 10 feet away, toss bean bags at the can and when one goes into it, mark down the number of bags you threw; these are strokes. Continue to No. 2, 3, etc. thru the 9 'holes'. Add up total score. Person having low score wins.

* Credit is given to Minnesota for two active games in this circular.

Jack in the Box. Form a big circle with one person in the middle. When he calls "Jack's in the box" everyone must crouch down, and when he calls "Jack's out of the box" everyone must jump up again. But if he simply calls "out of the box" without putting "Jack" before it, everyone obeying the command is OUT. The three who stay longest in the ring may be given a Jack-in-the-Box or other prize.

Hook Arm Tag. This is an active game with players arranged in a circle, in pairs, hooking arms and placing the other hand on hip so as to form a place for runner to hook arm. One person is "IT" and chases runner. Runner to hook free arm of one player in couple. The player on the opposite side then becomes runner. If runner is tagged by "IT" then their positions are reversed.



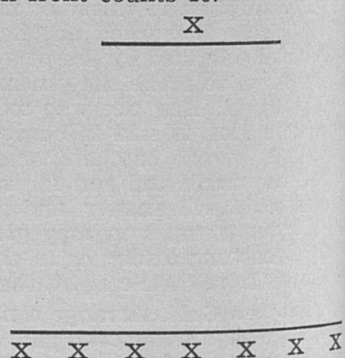
Stealing Sticks. This is a good game for younger boys. Players are divided into two teams, not necessarily exactly equal in number. A captain is selected for each team. The playing space is marked out as in the diagram. The object is to steal the sticks of the opposing team. As soon as a player crosses the center line into enemy territory he is liable to capture. If captured (tagged) he must go to the prison until a teammate comes and rescues him by touching his hand. The two are free to return to their own territory without being tagged. Also if a player is successful in capturing one (only one) stick without being tagged, he is free to return it to his own "store room."

Step. The ground is marked off by two parallel lines from 50 to 200 feet apart. One player, who is chosen to be "counter" stands on one of these lines with his back to the other players, who line up on the opposite line. The object of the game is for the players who are lined up on the rear line to advance until they cross the line where the counter is stationed. They may advance only by short stages, however, during which the player in front counts 10.

The game starts by this forward player counting 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, loudly and rapidly, the other players moving forward while he does this; but as soon as he says "10", they must stand still, and he at once turns to look at them. He will call the name of any player or players whom he sees moving and any so called must go back to the starting line and begin over again. This counting of 10 by the one player and moving forward of the others continues until all have crossed the line where the counter stands. The first one over changes places with him for the next game.

The players will learn to use much caution in moving forward, and may stop before the count of 10, to be sure not to be caught in motion. The progress thus made may seem slower than that of those who keep moving to the last moment but, as with the proverbial hare and tortoise, this slower but continuous motion often wins.

Last Couple Out. The players choose partners and line up in double file. "It", a player without a partner, stands immediately at the head of the file,



facing in the same direction as the other players. The one who is "IT" calls "Last Couple Out!" and immediately the last couple runs toward the head, one person running on one side of the file and one on the other side, but making as wide a circuit as possible. If they meet and clasp hands before either is caught, they take their places at the head of the file, and the play is resumed. But if one of them is tagged before they can meet, the tagged one becomes "IT" and the other member of the couple takes his place at the head of the file with the one who was formerly "IT".

Freeze Out. Players couple off, facing each other, about three feet apart. The couples scatter out over the yard where the game is held but must not form a circle. There is a runner and a player who is to catch the runner. The runner, to avoid being caught, may jump in front of any person in a couple. The one to whom his back is turned then becomes runner. If "runner" is caught, the "runner" and "It's" positions are reversed. The game goes on.

ACTIVE TEAM CONTESTS

Dodge Ball. Because this game is one of the most popular playground and gymnasium games, it has many variations. One of the common circle varieties is described here.

Appoint a timekeeper. Divide the players into "ins" and "outs". Arrange the "outs" in a large circle and provide one of them with a ball. The "ins" scatter within the circle formed by the "outs". The timekeeper notes the exact time the leader gives the starting signal. Then the "out" who has the ball throws it at an "in". Any of the "ins" whom he hits drops to the floor or moves outside the circle and remains inactive, provided that the ball which hit him was thrown from the outside of the circle. Any member of the "outs" may recover the ball and try either to hit an "in" or throw it to a teammate for that purpose. This is continued until all the "ins" have been hit. The timekeeper notes the exact time required to eliminate the entire team. The teams then change places and the performance is repeated. The exact time is again noted. The team that eliminates its opponents in the shortest time, wins.

The winner may also be determined by allowing each team a stated time, say two minutes, in which to hit as many opponents as possible. The team hitting the greatest number wins. When time is limited, this method is preferable.

The following rules may be added as players increase in efficiency:

1. A player must be hit below the waist, to score a hit.
2. If a ball bounds from one player to another, only the player hit first, counts.
3. If the ball strikes the floor before hitting a player, he is not out.

Volley Tennis. Play singles, doubles, or in teams of any number on a court 40 by 20 feet (or any available area). Use volley ball or inflated rubber ball of volley ball size (or any available soft ball). Use tennis net or stretch rope between posts, chairs, railing or trees, so that it is three feet high in center. One party serves by bouncing ball behind rear line, hitting it as it comes up with heel of hand or open hand so that it is sent over the net into the opponent's court. Opponents let ball fall to ground and hit it on the bounce, either back over the net or volley to another of their own teammates who must send it over the net and not let it hit the ground. Play according to volley ball rules.

Hand Baseball. Five or more players on each team. Equipment—one small rubber ball. Playing field—shortened baseball diamond.

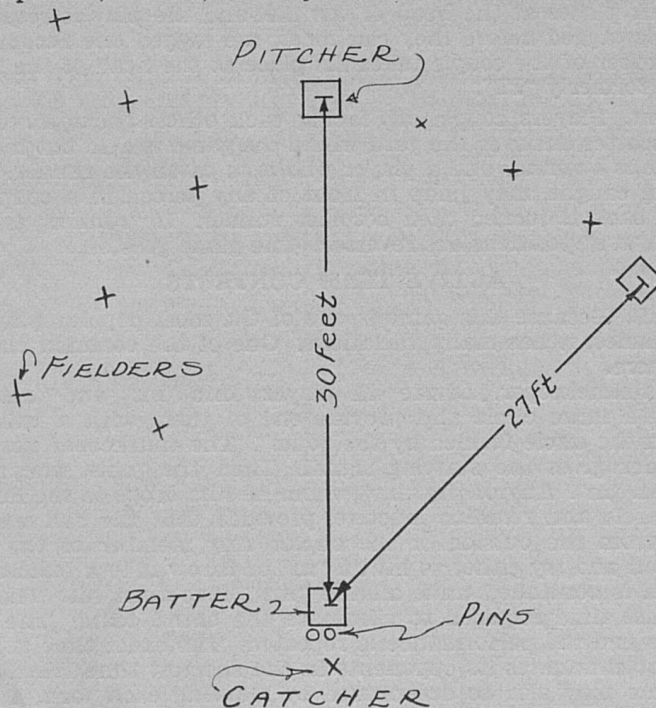
1. Ball is bounced on home plate by batter, then hit with open palm of hand out into the field. If it lands into fair territory (not back of base line from home to first or home to third) batter is entitled to try to get to first base.
2. Rules for playground baseball apply except that base runner may not leave base he is on until ball has left the hand of the batter in batting.

Beat Ball. Equipment. A playground ball diamond and any ball, preferably volley or basketball; players as in baseball.

Method. Batter throws the ball into the field then tries to beat it home. He runs around bases on outside and need not touch them. He is not safe on base. Fielders recover ball and send it to first who sends it to second, to third, to home. Baseman must have a foot on base when throwing. If ball gets home before the runner, he is out; otherwise baseball rules apply.

Pin Ball. Equipment: an indoor baseball, a baseball bat, and two Indian clubs for pins. (If Indian clubs are not available empty tin cans or sticks may be used for pins.)

Players: pitcher, catcher, and any number of fielders for each team.



The Ground. The game is played on a baseball field with only one base. Batter's box should be 4 feet wide and 6 feet long. Pitcher's box should be 4 feet wide and 6 feet long. Distance from center of batter's box to center of pitcher's box should be 30 feet. Distance to first base should vary with the skill and age of the players. It should not be more than 27 feet. The pins are placed 3 inches back of batter's box, 1 foot apart.

The batter strikes at balls thrown by the pitcher, as in baseball. The ball must be thrown underhand. The batter may be put out any time his bat is not touching the ground within the limits of the batter's box, by an opponent's bowling one or both pins down. He runs for base (1) when he hits the ball, (2) when the catcher fails to catch the ball, or (3) any other time when he thinks he has a chance to get to the base and back before his pins can be bowled down. He remains at bat until he is put out. Any opponent may bowl the pins down when the bat is not touching the ground within the batter's box, but it is usually best to throw the ball to the catcher and have him bowl them down.

A caught fly ball is out.

Three outs end the inning.

There are no strikes or fouls.

Call Ball. Soft rubber ball or volley ball is used. Game begins with player in center of circle with ball. All players have numbers, including "It". He tosses ball into the air and calls the number of a player. The player whose number is called dashes for the ball and tries to catch it before it hits the ground while the rest of the players and "It" scatter out. As soon as a person retrieves the ball he calls "Halt", whereupon everyone stops instantly. Without moving from the spot where he picked up the ball, he throws it at one of the players, who may dodge and duck the ball but must keep both feet in place. If thrower misses, one "dud" is scored against him and if he hits player standing one "dud" is scored against player hit. Start again from circle formation with either player hit or one who failed to hit anyone in center and throw ball up. Object is to get three "duds" against a player and then require him to do some stunt.

Hand Bat Ball. Establish two parallel lines, their distance apart being the distance of two good throws, taking into consideration the type of the ball and the group playing. Divide the group into two teams of equal numbers and place each scattered in opposite halves of the field, facing the center. The line in back of each team is that team's goal line. Give team A half of the field from which a well-thrown ball will land in the same relative position in team B's half of the field—this is the starting point or line. At signal the player of team A holding the ball stands on the starting line and bats the ball with his fist or open hand toward team B's goal line. The player of team B who recovers the ball bats it back toward team A's goal line. The ball is batted from the point of deepest penetration. Team A, working on this same principle bats it back. In this manner the ball is batted back and forth, each team attempting to force it over the opponent's goal line. The team forcing the ball over the opponent's goal line wins.

Paddle Badminton. Game, fifteen points; players, two to eighteen; size of court, one side of net;

Length	18 feet	18 feet	18 feet
Width	10 feet	20 feet	30 feet
Players	2	4	8 or more

Shuttlecock. Tie a sponge rubber ball, 1 1/4 inches in diameter (ball used for jacks is good) in the center of a piece of cotton cloth. The cloth should not be less than 8 or more than 12 inches square.

Paddle. Wooden paddles may be substituted for the regulation racket. These paddles may be made in the manual training department at a cost of approximately 25 cents. The size should be 8 inches wide by 9 inches long (14 inches long including handle). Use plywood in making the paddle.

Object of the game. Same as volley ball.

Position of players. Same as volley ball.

Line Shuttlecock. A shuttlecock striking boundary line is equivalent to one in court.

Serving. 1. Each member of team serves in turn from back of 18-foot line. Underhand serve, holding shuttlecock in left hand by cloth. 2. One serve only. 3. No relaying over net. 4. A "net shuttlecock" is reserved. After serving, players may use any stroke to return but must not touch net.

Barnyard Golf. Equipment: horseshoes and nine stakes.

Barnyard golf is very interesting for camps or permanent set-up on school grounds. Lay out your golf ground either for nine or eighteen holes. Drive a solid stake at each hole at varying distances also with hazards such as stumps, rocks, and holes that will make players pitch accurately. Each person has only one shoe and attempts to make the course in as few pitches as possible. Pitcher must stand back of where his shoe stops and loses one throw when horseshoe goes into hole (hazard). Figure a par for each distance and a par for the barnyard golf course.

Dingle Ball. Equipment: tennis or volley ball, using 2 balls will speed up the game. Formation: any number of players divided into two equal teams. The teams line up opposite each other, 15 feet apart. Each player stands with his legs spread apart so that there is a space of at least three feet between his left foot and his right. Players stand close so that their feet touch those of their teammates to the right and left.

The object of the game is for one side to toss the ball underhand in such a way that the opposing team fails to field it properly. The ball must hit the ground somewhere in the fifteen-foot space between the teams. In fielding the ball (catching) the player must not move his feet from position. Any player when he tosses may direct the ball toward any player he chooses on the opposite or opposing team.

Scoring. If a player muffs the ball, but does not allow it to go thru his legs, the opposing side scores 1.

If the ball goes thru his legs the opposing side scores 2.

If the ball goes outside the reach of the players there is no score. The ball is put in play by the side opposite, i. e., the team for whom the last throw was intended, as in basketball "out-of-bound a play."

If the ball goes between two players of a team, the opposing team scores 3.

Whichever side first scores 21 points wins.

This is a good game, requiring a minimum of equipment, space and players, yet developing excellent skill in fielding. The speed of the ball delivery may not win the game, but rather the deceptive twist given the ball in tossing which will cause it to bounce at an angle like a cut in tennis.

French Cricket. Tennis ball and racquet. Broom or bat may be used instead of racquet. The player who is "it" stands in an open, level space, with his feet close together and the racquet or broom held in both hands in front of his legs and feet. The remainder of the group form a circle 12 to 15 feet in radius around the batter. The object of the game is for any player standing in the circle to hit the batter below the knees, with the tennis ball. The batter guards his feet and legs with the racquet by batting the ball away. If the pitcher (the person who has the ball) sees he cannot likely hit the batter below the knees, he throws the ball in such a way that the batter will pop a fly from his racquet into the hands of one of the other players in the circle. The batter then attempts to protect himself from being hit with the ball and at the same time keep from knocking flies. When a player in the circle catches a fly or hits the batter below the knees, he goes to bat.

Rules.

1. The pitcher directly in front of the batter starts the game by tossing the ball at the batter, attempting to hit his legs below the knees.

2. The ball must be tossed underhand, not thrown.

3. A player who catches a fly becomes the batter, and the batter takes his place in the circle.

4. In case the batter misses the ball and it goes behind him he may not turn around to face the new pitcher who has in the meantime secured the ball, but must attempt to guard his legs from the rear by holding the racquet to protect them.

5. However, the batter may change his position to face the new pitcher if he can do so without being seen in motion by the one who is chasing the ball. This involves a lightning quick about face scarcely lifting the feet from the ground. The batter is out if the pitcher in possession of the ball or who is about to pick it up, sees him move his feet, and this particular pitcher takes his place.

6. Pitchers may leave the circle outwards in order to retrieve the ball batted beyond their reach but must toss it from the point where it is retrieved.

7. Batters who consistently hit the ball so vigorously as to send it far beyond the confines of the circle may be penalized by losing the bat; usually three penalties make an out.

8. Boundaries must be previously agreed upon.

9. Pitchers may not leave the circle inwards, i.e., towards the batter, unless the ball becomes dead between the batter and the circle. The nearest pitcher then rushes in and, if skillful, scores an easy out by hitting the legs of the batter with the ball.

10. If the batter so loses his balance in trying to hit the ball or in the act of hitting it that his feet move, the one who has the ball or is going after it will become the batter, provided that he sees the movement.

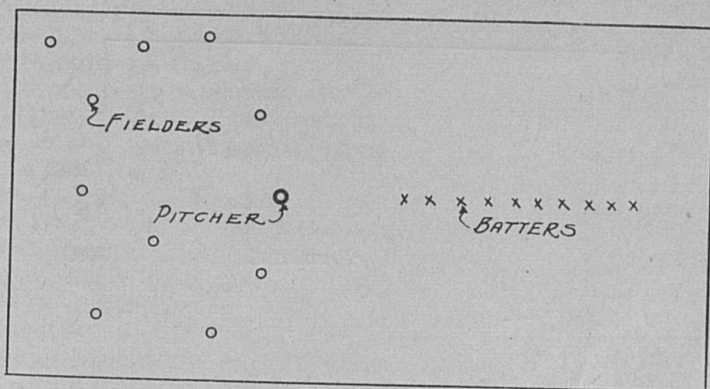
11. The batter who has been put out is always the first pitcher for the next round of the game. The new batter, therefore, always faces him, and changes face only as his agility in turning unseen by the pitcher enables him to do so. It does not matter that other players see him move his feet; it must be the one who has or is about to get the ball.

Girls Punch Ball. Equipment: a volley ball.

Have two bases 25 feet apart, designated Home Base and Field Base. There are ten girls on each team. One of the batting team throws up the ball and hits it in any direction except backwards. The batter must make the complete trip between the two bases, if she can, without being hit. She must run straight to the field base and straight back to home base. She can dodge the ball to keep from being hit but cannot stall for time to get back to home base. The team in the field must pass and catch the ball three times before they can try to hit the runner with the ball. A girl cannot run with the ball but can take one step before throwing it to another player or attempting to hit the batter. The three

catches need not be in succession. If the ball is caught on the fly, the batter is out. The batter may be put out while running if she is hit with the ball after it has been caught three times. The team bats until three outs are made. The players in the field can stand anywhere they choose not in the path of the runner. Nine innings is considered a complete game.

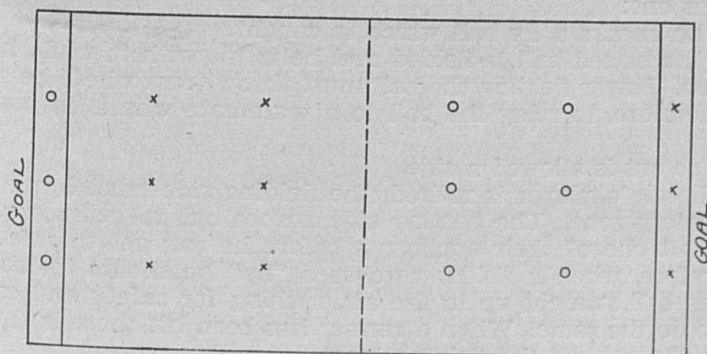
Stop Ball. The group is divided into two teams. A team may be composed of three to fifteen players, but five to eight is best. One team lines up behind their leader, in a column. The opposing team scatters on the playground. A member of this team throws the volley ball to the leader of the column, who hits it with his hand. Any member of the opposing team may get the ball. The one who catches the ball stands on the spot where he recovers and the rest of his team line up behind him. As soon as they are in a column behind the leader who recovered the ball, the last person in line calls "Stop". In the meantime, the leader of the other team, as soon as he has hit the ball, runs around his team in the column formation until the opposing team has called "Stop". The leader gets one point for each time he has circled his column before the opposing team has called "Stop". In order to count a point he must completely circle the team; no portion of a circle counts. The game continues by the other team scattering thruout the playing area.



End Ball. Field 30 x 60 feet. At each end a space 3 feet wide in which 1/2 of team stand. In between stand guards for each team on sides opposite their goals. The game is started by the referee tossing the ball (preferably a basketball) up between two guards of opposite sides. The first man to touch it takes possession. He tries to toss it to one of his men in the end goal. If an end goal player catches it in this space or gets it off the floor without going out of bounds, he scores a point. The ball may be tossed thru the air or rolled or bounced to a teammate. When the score is made the game goes on without interruption, the end player holding it, tossing it immediately to one of his players. The game is played in 15-minute halves, the teams changing sides for the last half. Fouls are made:

1. When a player steps out of bounds in catching the ball.
2. When a player touches the ball in possession of an opposing player.

The penalty is to allow the other side an unobstructed throw. When a ball goes outside, the player nearest it goes out and brings it in, putting it in play.



players, may not which will instead his feet his legs radius in the guards er (the knees, racquet attempts p from batter ing the kes his ay not he ball. quiet to cher if ne ball. om the who is kes his batted far be- y three, unless pitcher he bat- the act it will ne next changes do so. be the There all and complete straight to keep e team y to hit ne step e three

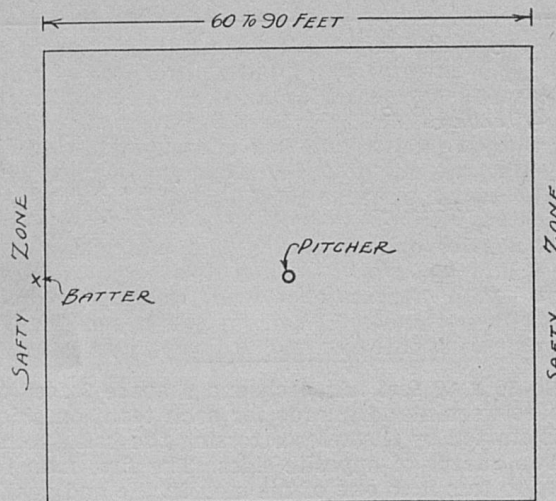
Boy's Punch Ball. Equipment: a volley ball.

Boy's punch ball is played with ten players on each side. There will be four regular bases, 30 feet apart. The runner may make as many bases as he can after the ball is hit. A caught-fly or a caught-foul is out. The "pitcher or catcher" stands near home plate, tosses the ball up so that it would come down directly over the plate and the batter hits it with the palm of his hand into the playing field. To be put out, the ball has to be in the hands of the pitcher while he is touching home plate with his foot. All runners on base may run on a caught fly. They should watch the ball and judge how many bases they can get before it is returned to the pitcher. In this game it is possible to make three outs at one time. Nine innings is considered a complete game. The pitcher must not toss the ball more than one foot above the batter's head.

Norwegian Baseball. The beauty of this game is that you can use everyone who will play, and that special skill is not needed for one to enjoy playing.

Equipment: volley ball or heavy rubber play ball.

Place: Gym or field. Size: two safety zones are marked off 60 feet apart. The width of the field would be either the width of a regulation baseball diamond or the width of the gym.



Procedure. Players who take the field scatter themselves so as to guard all the territory where a ball is liable to be hit. If there are enough players, any ball on a line with the safety zones may be called a fair ball. The pitcher "lobs" the ball up easily with an underhand throw. Hard pitching is barred. The batter hits the ball with his fist or open hand. If he chooses not to run he remains within the safety zone and steps to one side to be ready to run when some other player happens to hit the ball far enough to make it safe to run. However, if this policy of choosing not to run is continued until the supply of batters is exhausted the side is automatically out.

A player is out:

1. When he knocks a fly ball which is caught.
2. When the batted ball is fielded and he is hit with it while he is outside the safety zone. Player fielding the ball must throw from where he gets it. It is often best, therefore, to relay the ball to a teammate who is in position to hit the runner.

3. Only one out is allowed a side.

4. Immediately a player is retired, the fielding side must hurry to get past the batting safety zone. The batting side rushes out to get possession of the ball. If they hit one of their opponents before he can get to safety they stay at bat. Therefore, when a fielder catches a "fly" he shouts to his teammates and tosses the ball straight up in the air, rushing for safety and calling on all teammates to do the same. When a runner has been hit there is the same rush for safety on the part of the fielding team.

Do not introduce rule four until the group is familiar with the game. Often it is wise not to introduce this particular rule until the second day of play.

A runner scores when he goes down to the safety zone and back to "batting" safety zone, tho he does not have to make the trip down and back on one play. There is no limit to the number of runners who may occupy a safety zone at one time. A player may only run on a batted ball. "Stealing" of bases is not allowed.

MUSICAL GAMES

Musical Terms. Number articles and distribute them about the room. Give each guest a paper containing a complete list of subjects to be identified by number with the various articles in the room. Each article represents a musical term.

The suggested list of articles and terms follows:

1. Alto—piece of raveled rope (all tow).
2. Ballad—ball and picture of a boy.
3. Bar—small iron bar.
4. Bass—base of broken column.
5. Brace—a carpenter's brace.
6. Chord—piece of string.
7. Cornet—corn in hairnet.
8. Counterpoint—two needles crossed.
9. Duet—picture of two cats mewling.
10. Etude—"ude" repeated eight times.
11. Flat—a flat iron.
12. Forte—40 pins on a paper.
13. Grace notes—two social notes signed "Grace".
14. High C—capital C on wall near ceiling.
15. Hymn—picture of a man.
16. Interval—123-567.
17. Key—door key.
18. Measure—measuring cup or tape measure.
19. Note—I O U.
20. Quartet—quart fruit jar from which fruit has been taken.
21. Scale—weighing scales.
22. Score—20 clothes-pins.
23. Signature—"Yours truly, John Smith."
24. Rest—picture of a child sitting.
25. Staff—a walking stick.

A small bust of a famous composer is a very suitable prize.

Scrambled Letters Teaser. These are musical instruments with the letters all mixed up. Straighten them out as fast as you can.

- | | | | |
|--------------------|----------|----------------------|------------|
| 1. tuab | tuba | 18. noterbom | trombone |
| 2. murd | drum | 19. noleypoxh | xylophone |
| 3. oob | oboe | 20. nicotrance | concertina |
| 4. lecol | cello | 21. lovia | viola |
| 5. raph | harp | 22. nodlaimn | mandolin |
| 6. groan | organ | 23. rubematoni | tambourine |
| 7. jobna | banjo | 24. nomhraaic | harmonica |
| 8. aniop | piano | 25. glube | bugle |
| 9. oilinv | violin | 26. richoldvac | clavichord |
| 10. fetul | flute | 27. dlifed | fiddle |
| 11. recon | cornet | 28. trizeh | zither |
| 12. aosnobs | bassoon | 29. pagepib | bagpipe |
| 13. uratig | guitar | 30. canooicrd | accordion |
| 14. puremtt | trumpet | 31. hopasonex | saxophone |
| 15. labycm | cymbal | 32. milcuder | dulcimer |
| 16. necarlit | clarinet | 33. canetast | castanet |
| 17. colicop | piccolo | 34. choinel | helicon |
| | | 35. lekuelu | ukulele |

Tune Guessing. Equipment: (1) for the pianist, prepare in advance a numbered list of familiar songs or hymns, of which he can readily play a few notes. (2) For the players provide slips of paper and pencils.

Game: The players are instructed to write numbers from 1 to 25 down the left side of the paper. Number 1 is announced by the leader, a few notes are played by the pianist, and the players all write down the name of song or tune which they think was played. When the list has been finished the leader may read the correct titles for comparison. Prepare mimeograph sheets of paper with blanks for songs and other words written in. Play only a few notes to give a cue for the correct song.

Musical Romance. IN THE GLOAMING down in DIXIE, THE FARMER IN THE DELL with his OLD DOG TRAY, was COMIN' THRU THE RYE, when he met JUANITA. MAGGIE was his pet name for her. It was SILENT NIGHT and they whispered SWEET AND LOW, LOVES OLD SWEET SONG. He said, LET ME CALL YOU SWEETHEART and these words led to Lohengrin's WEDDING MARCH in the LITTLE BROWN CHURCH IN THE VALE. He bought his wedding suit at SOLOMON LEVI and she wore a sweet ALICE BLUE GOWN. THERE'S A LONG, LONG TRAIL A-WINDING to the DEAREST SPOT which they called HOME SWEET HOME. It was located in THE BLUE RIDGE MOUNTAINS OF VIRGINIA. Before settling down they went on a honeymoon OUT WHERE THE WEST BEGINS when it was SPRINGTIME IN THE ROCKIES.

Among the wedding presents was a GRANDFATHER'S CLOCK. The spring PLOUGHING and the other farm duties kept them busy with the help of MAMMY and OLD BLACK JOE. THE OLD OAKEN BUCKET furnished them with water.

They prospered in worldly wealth and four children, ANNIE LAURIE, SWEET ALICE and the twins, REUBEN and RACHEL blessed their HOME SWEET HOME. THE BULLDOG guarded and played with them RING AROUND THE ROSY. This dog followed them as guard during their SCHOOL DAYS and died of a broken heart when they had left home and enrolled in ON, ON, U. OF K. in 1917.

REUBEN as well as the sweethearts of the girls enlisted early in the World War. Cards were received, announcing that they had all arrived safely OVER THERE. Under the STARS OF THE SUMMER NIGHT the OLD FOLKS AT HOME would plan for their safe return with a SWEET HOUR OF PRAYER. They received a letter from REUBEN in which he said I can hear the TRAMP, TRAMP, TRAMP of the soldiers, and it must be JUST BEFORE THE BATTLE, MOTHER.

Finally in 1919, the family was gathered together to KEEP THE HOME FIRES BURNING, but there was a VACANT CHAIR. REUBEN was reported missing.

REUBEN finally returned to AMERICA and in his own words AMERICA, THE BEAUTIFUL, never looked better. After a breakfast of HAM AND EGGS they talked about the new day and the father said to REUBEN you and SWEET ADELINE are to have the OLD McDONALD FARM which is MY OLD KENTUCKY HOME.

NOW THE DAY IS OVER and you can hear the OLD FOLKS AT HOME singing WHEN YOU AND I WERE YOUNG, MAGGIE. They are sitting 'NEATH THE SHADE OF THE OLD APPLE TREE in an OLD FASHIONED GARDEN. Maggie whispered after the song KISS ME, AGAIN. HAPPY DAYS ARE HERE AGAIN you must admit. As they sit DREAMING of the past MEMORIES, they finally come to the END OF A PERFECT DAY.

FOLK GAMES

Brown-Eyed Mary. (Tune: Polly Wolly Doodle adapted.)

1. If by chance we should meet
On a wild prairie
In my arms would I embrace
My darling brown-eyed Mary.

2. (a) Turn your partner half-way round
And turn the opposite lady.
- (b) Turn your partner all way round
And take the forward lady.
1. Thru the verse, partners skip or walk beside each other.
2. (a) The boy gives his hand to partner, makes a half turn, gives his left hand to the girl behind, and makes a whole turn with her.
- (b) He then gives his hand to his partner, turns her all the way round, and walks to girl ahead.

The Paw Paw Patch. (Tune: "Ten Little Indians".)

1. Where, O where is sweet little (Nellie)
Where, O where is sweet little (Nellie)
Where, O where is sweet little Nellie?
Way down yonder in the paw paw patch.
2. Come on boys, let's go find her.
Come on boys, let's go find her.
Come on boys, let's go find her
Way down yonder in the paw paw patch.
3. Pickin' up paw paws, puttin' 'em in her pocket,
Pickin' up paw paws, puttin' 'em in her pocket,
Pickin' up paw paws, puttin' 'em in her pocket,
Way down yonder in the paw paw patch.

Arrange in couples, one couple behind the other with the boys or number 1's on right side of girls or number 2's. On the first verse leading girl skips around group to the right and back to her place. On second verse all the boys or number 1's start out to find her, going to their left. On third verse only first couple skip to rear of group and repeat until all couples have started the song.

1. Jolly is the miller and he lives by the mill,
The wheel goes around with a right good will,
One hand in the hopper and the other in the sack,
The wheel goes on and we all turn back.
2. Jolly is the miller and he lives by the mill,
The wheel goes around with a right good will,
One hand in the hopper and the other in the sack,
The ladies go forward and the men turn back.
3. Raining, hailing, cold stormy weather.
I have no shoes and I have no leather,
You be the reaper, I'll be the binder,
I've lost my true love and how shall I find her.

Couples stand side by side clasping each other's hands behind their backs in skating position. During the first three lines of verse 1, they walk or hop-step around the circle, counter clockwise. On the fourth line, they turn back to walk in the other direction all the way around, without letting go hands.

During the second verse partners walk side by side around the circle clockwise until the fourth line when they drop hands, the girls continuing in the clockwise direction while the boys turn around and walk the opposite way. They continue in this way thru the first three lines of the 3rd verse. On the fourth line each boy takes the nearest girl for a partner. The girls turn around and take the skating position, to begin the game again. An extra boy or two adds to the fun of the game.

Skating Away. (Tune, "Mulberry Bush".)

1. There were two couples a-skating away,
Skating, a-skating, a-skating, away,
So early in the morning.
2. The ice gave way and they all fell in,
They all, they all, they all fell in,
The ice gave way and they all fell in
So early in the morning.
3. The old swing out and the new swing in,
The old swing out and the new swing in,
The old swing out and the new swing in,
So early in the morning.

Players join hands in a single circle. Partners are not required except for two couples who step into the center to start the game.

1. Couples in center form a right-hand wheel. While everyone sings the first verse, they skip to the right. At the same time players in the circle skip in the opposite direction.

2. Two couples in the center change to left hands and skip in the opposite direction, and the circle also reverses direction.

3. Each player in the center selects a new player from the circle. Swinging with both hands twice around the place, they retire to the circle and the four new ones remain in the center for the next round. On the third verse, players in circle stand still and clap.

In large group, several sets may be run in the same circle at one time.

STUNTS

Knuckle Knocking. Two contestants sit on opposite sides of a table and reach across so that their elbows touch (either right elbows or left elbows). They then extend their forearms vertically from the table and grasp hands. At the starting signal each attempts to force his opponents knuckles upon the table. A contestant loses if he lifts his elbow from the table, or if his knuckles are forced down to the table.

Back to Back Push. Two boys stand back to back with elbows locked. Establish a line ten feet in front of each contestant. At signal, each attempts to push the other over the base line. A player is not allowed to lift and carry his opponent. Best two out of three is the winner.

Dog Fight. Two players place themselves on their hands and knees facing each other, about three feet apart. Place an endless strap or anything that will not cut into the flesh, over the heads (which must be kept up and back). At the word "Go" the players pull against each other until one of them is pulled off the mat, or his head is pulled forward, thereby releasing the strap, thus showing the other to be the victor.

Indian Hand Wrestle. Two players stand facing each other about three feet apart. Each puts his right foot forward until it touches the other's right foot. They grasp right hands keeping their left hands behind their backs and each tries to pull or push the other off balance. If either foot is raised or left hand touches the ground the player loses a point. Neither player can touch any part of the opponent's body except his right hand.

Stick Wrestling. Two players sit on the ground, toes against toes. A sturdy stick, cane or broom stick is grasped by both players and at a signal each tries to pull the other over.

Chair Lift. With his head on one chair and his feet on another, the player takes a third chair from under his back, lifts it over his body and puts it under him again on the other side. While he does this his body remains straight with just his head and feet touching the two chairs.

Bottle Balancing. Place a round bottle on its side on the floor and have a player sit on the bottle, extending legs the full length, with the right foot on the top of the left toe. Give the player a pencil and cardboard or a piece of heavy paper and tell him to write his name on it without his hands touching the floor.

Tommy, Tommy, Tum. This is a quiet game and can be used in small or large groups. The players, seated in a circle, are asked to do and say the same things as the leader. In full view of everybody the leader places his left hand in front of him and with the right hand, starting with the little finger, touches the tip end of each finger in the left hand, saying "Tommy, Tommy, Tommy, Tommy, Whoops" (running the right hand from the tip of the index finger to the top of the thumb), "Tommy, Tommy, Tommy, Tommy, Tum." The change comes on the little finger. The leader then gradually brings his hands down in front and clasps them together in a casual way. The real catch of the game is in the clasp of the hands. The leader says "yes" when correct and "no" when wrong, and the game continues.

Tantalus Trick. The performer stands with his back to the wall, heels against it. Place a piece of money on the floor and tell him he may have it if he can pick it up without moving his heels from the wall.

Boots Without Spurs. First show them how to do it and then give each player his turn. Sit on a hassock with your right leg stretched out to the front. Then lean forward and rap the heel three times with the right forefinger, keeping your balance by holding on with the left hand. Explain that each player as he taps his heel must say "Boots without Spurs." Then let them try until some one does it correctly. The secret lies in saying "Boots" without saying "spurs".

Gymnastic Trick. Place a low stool on the floor close against the wall. The performer faces the wall at a distance of twice the width of the stool. Stoop down and grasp the stool with one hand on each side, and rest your head against the wall. Lift the stool from the floor and slowly raise yourself to the erect position.

The Turnover. Place the toes of one foot against the wall and without moving them from the wall throw the other foot over the first, thus turning completely around. A short run may be taken before placing the toes against the wall.

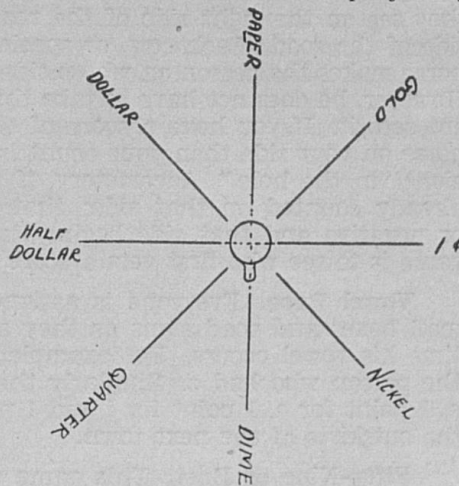
The Finger Feat. Place the hands horizontally across the breast, the middle fingers touching tips. Let someone attempt to draw the fingers apart by a steady pull.

Cat Walk. Take a stick three or four feet long, grasp one end with both hands and place the other end on the floor, a little distance from the feet. Bend over until the head rests upon the hands. Stay in this position and make four or five complete circles. Lift the head and try to walk straight across the floor. Watch out for falls.

Catch Penny. Place on your elbow three or four penny pieces in a heap; then drop your elbow very suddenly so as to bring your hand rather below the place where your elbow was and try to catch the money before it falls to the ground.

Strength Test. Take a piece of board about thirty inches long, eight or ten inches wide and half an inch thick. Place it on the table with one end projecting half way. Open several newspapers and place them on the table over the top of the board, pressing them firmly down with both hands. Have some one hit the end that protrudes a quick blow, trying to raise the newspapers.

The Mysterious Cup. While the confederate is out of the room, a coin is placed beneath a cup. Upon returning he touches the bottom of the cup and instantly tells the value of the coin unless it be gold, whereupon he says "gold". The system of signalling is the direction in which the handle of the cup is pointing—one of eight positions, as shown in the diagram.



Honesty For An Answer. Select a judge, sheriff, jailor, etc., and the rest of the crowd are the prisoners in court. The sheriff brings in a young lady, who kneels in front of the judge, who says, "What is your name?" "Mary Brown." "Now, Mary, I am an honest judge and I must have honesty for my answer. Where were you last night?" He goes on and asks her a lot of questions, such as "Were you alone?" "Who was with you?" "Did he stay late?" And finally the young lady is sentenced to jail and delivered to the jailor. And so it goes, until some bright person answers "Honesty" to the first question after giving her name.

The Ankle Throw. This feat consists in tossing some object over the head from behind the feet. A bean bag, rubber ball, or basketball is held firmly between the ankles. With a sudden jump the feet are kicked backward so as to jerk the object into an upward throw, which should curve forward over the head. The ball should be caught as it comes down.

AUTOMOBILE GAMES

Decide on some subjects to count, such as cows, horses, pigs or sheep. One player or team takes one side of the road, the others take the other side. Each calls out the number of cows they see on their side and adds the number to their score. If they pass a graveyard on their side, all their cows are killed and they must start over. Play the game to the city line of the largest city passed enroute, or to a specified destination. The player or team with the greatest number wins.

Three In A Row. This game makes it necessary to watch for car licenses. The idea is to find a car license with first "111", then "222", and so on, ending in "000".

Alphabet Find. One team takes one side of the road and one the other, looking for letters in alphabetical order in the signs along the road. The letters must come in consecutive order, and only one letter may be used in each sign. A must be found before B; B before C; C before D, etc. The team which first completes the alphabet wins.

Odometer Distance Guess. Mark some object ahead of you. Everybody guesses the distance from it and somebody takes the reading on the odometer. When the object is reached, check up and see whose guess comes nearest.

Odometer Mile. This is another odometer game. One person notes the odometer while the others call out when they think a mile has been traveled. In similar fashion guess how many houses will be passed in a mile on both sides of the road. Everybody guesses this number in advance, and then counts to see how near he comes to the right answer.

Speed Guess. Have the driver slow down and guess the speed at which you are traveling, as shown by the speedometer.

Animal Count. Those on the right side of the car count the number of cows they see on the right side of the road. Those on the left count cows on their side of the road. Each cow, or species of the cow family, counts one. A white horse makes the person on whose side it is discovered subtract 10 from his score. However, he does not have to take this number from his score unless an opponent sees it. If you have a score of only 2 cows, and an opponent sees a white horse on your side then your count is minus 8 or, in the language of the game, eight "in the hole." A cemetery, if seen by an opponent, buries all the cows already counted on that side; that is it cancels the count, whether positive or negative and that side begins its count all over again. The object of the game is to see who first gets a score of 100.

Vowel Race. Everyone is assigned a vowel (a, e, i, o, u). All watch the mail boxes and road signs as they are passed and each person scores 1 every time his vowel occurs. For example, the name, Brown, would give 1 point for the person who had o. Similarly the word gasoline would give 1 point for the a, 1 point for o, 1 point for i and 1 point for e. Play this game until you reach the outskirts of the next town.

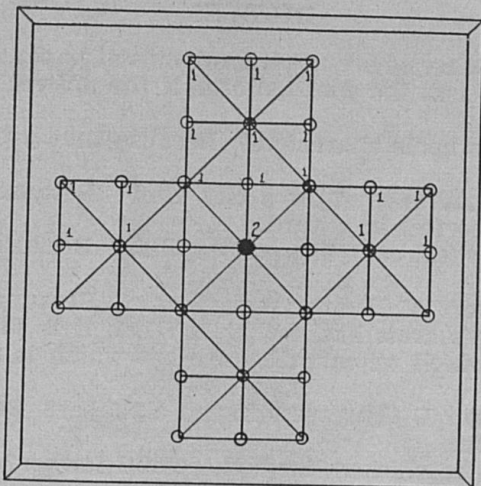
Fifty-Nine or Bust. This game consists in observing license plates. As an auto approaches note the first and last digits of the license number and add them together. The sum for each car seen is credited to the players in rotation. For example, player number 1 takes the sum of the first and last license figures of the first car seen. Number 2 takes it for the second car. If there are 5 players, number 1 adds the sum from the 6th car to his score after player number 5 has had his turn. The object of the game is to get an even 59. If a player scores more than 59 he is "busted" back to zero. Each player keeps his own score mentally. When players are children it might be well to give each one a score card and pencil.

HOME MADE MARBLE GAMES

Fox and Geese. Make the game as diagrammed on paper, cardboard or wood. Use 17 buttons or pennies (all alike) as geese and place them on the black spots of diagram. A fox (larger button or nickel) is placed in center spot. Take a $\frac{3}{4}$ inch board and drill $\frac{1}{2}$ " holes for inserting pegs cut $1\frac{1}{2}$ " in length. Over one peg place a wooden cap to distinguish it as the fox.

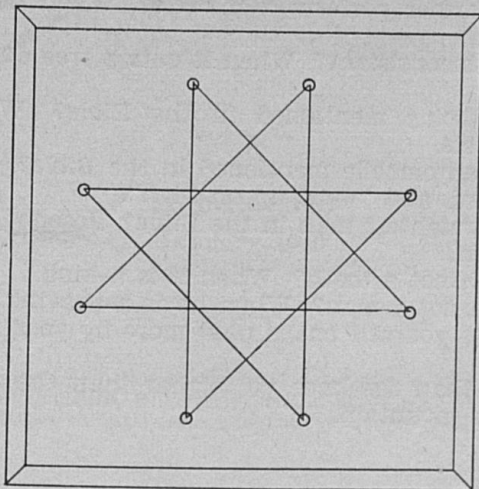
Two persons play the game, one moves the fox, the other the 17 geese. The object is to corner the fox or block him so he cannot move. The person playing the geese moves first, one goose one space. They then alternately move and may go in any direction. The Fox moves one space at a time or may catch a goose and remove it from the board. If a goose is next to the fox and there is a vacant hole opposite that goose—the fox may jump and remove the goose as one player in checkers removes one of his opponent's men. The fox should remove as many geese as possible. Marbles can be used on the board, as described in 33 Hole Puzzle.

33-Hole Puzzle. Construction. Back 7" square. Space 1". Border $\frac{1}{4}$ " $\frac{5}{8}$ " mitered. Thirty-two marbles.



The game. Fill all the holes with marbles except the center one. Then jump and remove all the marbles but one and leave that in the center hole.

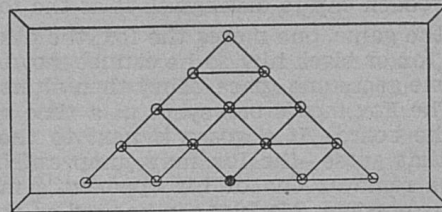
Eight Point Star. Construction: Back $5\frac{1}{2}$ " square. Border $\frac{1}{4}$ " x $\frac{5}{8}$ " mitered. The star is made on a $4\frac{1}{2}$ " circle.



The game. To get as many marbles on the board as possible under the following rules: Start on an empty hole and move along a line to another empty

hole. The starting hole cannot be used again for starting. In this manner fill as many holes as possible. It is possible to fill seven. There are other variations in playing this game.

Triangle Puzzle. Construction: Back $4\frac{1}{2}$ " x $5\frac{1}{2}$ ". Border $\frac{1}{2}$ " x $\frac{5}{8}$ " mitered. Spaces twelve.



The game. Fill all the holes with marbles except the center one in the bottom row. Jump, and remove marbles jumped, until the last one is left in the empty hole in bottom row.

RIDDLES

Copy as many of these as are needed, on slips of paper, and give one to each player, each of whom asks the question and, if the answer is not guessed, reads the answer.

1. Why are pianos noble characters? Because they are grand, upright and square.
2. Why can no quadruped enter a city yard? Because there can never be more than three feet in a yard.
3. Why is a buckwheat cake like a caterpillar? Because it makes the butter fly.
4. Why is the letter "A" like the honeysuckle? Because a B follows it.
5. When is a lady's dress like a chair? When it is satin (sat-in).
6. What is that which we can all make but which is never seen after it is made? A bow.
7. Why is the letter U the gayest in the alphabet? Because it is always in the midst of fun.
8. Why is a well-fed chicken like a successful farmer? Because it is blessed with a full crop.
9. Why are potatoes and corn like heathen idols? Because, having eyes they see not, and having ears they hear not.
10. Why doesn't Sweden have to send abroad for cattle? Because she keeps her Stockholm (stock-home).
11. When does a farmer perform a miracle? When he turns his horse to grass.
12. When is an ax inconsistent? When it cuts a tree down, and then cuts it up.
13. When was medicine mentioned in the Bible? When the Lord gave Moses two tablets.
14. When was the automobile mentioned in the Bible? When Elijah crossed Jordan by a ford, and "went up on high".
15. Who was the straightest man in the Bible? Joseph; for Pharaoh made a ruler out of him.
16. When is a tooth not a tooth? When it is a-king.
17. When is a man not a man? When he is a-shaving.
18. What belongs to yourself but is used more by your friends than by you? Your name.
19. What is lower than the knee yet higher than the mountain? The road that crosses the mountain.