

School, Church, and Home Games

George Orrin Draper

The background of the lower half of the cover is a solid blue field filled with a complex, abstract pattern of bright pink geometric shapes. These shapes include various sizes of triangles, squares, rectangles, and lines, some of which are interconnected to form larger, more complex structures. The pattern is dense and non-repeating, creating a modern, graphic look.

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***START OF THE PROJECT GUTENBERG EBOOK SCHOOL,
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SCHOOL, CHURCH, AND HOME

GAMES

COMPILED BY

GEORGE O. DRAPER

**Secretary for Health and Recreation
County Work Department of the
International Committee of
Young Men's Christian Associations**

COMMUNITY RECREATION

Rural Edition

**ASSOCIATION PRESS
NEW YORK: 347 MADISON AVENUE
1923**

DEDICATED TO MY FATHER

HERBERT EDWARD DRAPER

*whose happy contact with the folks of the
country, through his duties as a County official,*

won for him their esteem; who found recreation in the open country, where the birds, the flowers, and all wild life were his friends and reflected their charm in the life he lived—simple, happy, friendly—true to himself, his family, his neighbors, and his God.

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FOREWORD

We should all be prospectors of happiness. There are those who discover it in the solitudes of the mountains where freedom is breathed in the air that touches the lofty peaks. Others find it in the depths of the forest in the songs of the birds, of the brook, of the trees. Most of us must find it in the daily walks of life where the seeking is oft-times difficult. Nevertheless, there it is in the manufactured glory of the city, in the voices of children, and in the hearts and faces of men.

Happiness becomes a habit with some; with others it is a lost art. Some radiate it; others dispel that which may exist. Happiness can be produced by means of exercising certain emotions, by causing experiences which allow instinctive expression; the song, the dance, the game are examples.

All enjoyed activity may be classified as play.

Play is that which we do when free to do as we like.

Play produces happiness.

Work is the highest form of play. The great artist is playing when his imagination finds expression on the canvas in color. If he did not love to paint he would never have become a great artist. The engineer is playing when he produces the great bridge; the financier when he masterfully organizes his capital.

The imagination of the child leads him into all kinds of adventure. He becomes the engineer on the locomotive; he becomes the leader of the circus band; he is a great hunter of terrible beasts; an Indian, a cowboy, and a robber. In fact, he tries his hand at all those careers which interest him, and we call it play, or may even call it nonsense. In fact, some think play is but nonsense.

Play is the expression, the exercising of the imagination. Should the child be denied the privilege of play, should its visions never find expression, should its mental adventures fail to find adequate physical experience, a great musician, a great engineer, a great statesman, or a master of some great art may be sacrificed.

Play is not only essential to the child, but, as Joseph Lee says, play is the child. The natural environment of the child is a play environment; if we are to lead the child or educate the child we have first to enter into his environment and into fellowship with him therein, and adapt our methods to that environment. The processes of education which have taken to themselves those things which are natural to children will meet deserved success. The schoolroom, the Sunday school room, or home in which a play atmosphere is experienced, small though this experience may be, is operating on a sound basis. Play is nature's method of education. As a kitten in chasing the leaves in the road is playing, it is also learning to catch the bird or the mouse essential for the maintenance of life. So the child, by nature, learns to live by play.

Activity is life. Directed activity means directed life. The body is but the means of activity and is developed only in accord with the activity demands of the individual. Character is but the trend of the activities of an individual. So the

activities are more the individual than is the flesh and bone which we see.

If we recognize that in play the child is under the tutorship of nature, we should seek to encourage rather than discourage the process. By directing the play we are training for life—yes, more, we are creating life.

As play creates in the child, it re-creates in the adult. Activity is essential to growth. Having attained physical growth, the adult does not demand as much physical activity as does the child and as years increase the tendency toward physical activity decreases. There is real danger in this becoming too meager to maintain efficiency, and we recognize more and more the necessity for vacation periods when some of the old spirit of play or of joyful activity may be indulged in and a re-creation process be set up. This recreation is simply reawakened activity, making for greater abundance of life.

The spirit of play and the spirit of youth travel hand in hand. If we allow the spirit of play to depart from our life, we lose our grip upon life itself. Every man and woman should cultivate and vigorously maintain a play spirit. This might be done through some hobbies, games, or art into which they can throw themselves with abandon for periods of time, frequent, if brief. They should thoroughly enjoy the experience. For the wealthy, to whom all things are possible, this may be hard to find. To those of limited means and of little free time, opportunity is more abundant. To them joy shines forth from even the so-called commonplace things of life.

The joy on the faces of those who are playing games, the merry laughter, the jest, the shouting, place this type of activity on a pinnacle among those producing happiness.

This volume has been prepared, in order that the young and old may find greater opportunity for joyful activity, and experience the good fellowship, the kindly feeling, the exhilaration and life resulting from playing games, and that those fundamental agencies of civilization, the Church, the school, and the home, may be better equipped to serve mankind and to add to the sum of human happiness.

ACKNOWLEDGMENT

This collection of games has been selected from material sent in to the author, by Y.M.C.A. Physical Directors, playground directors, and school and college athletic directors, to which has been added some original material and games that have been seen by the author in his travels about the country.

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Part I

GAMES FOR SCHOOLS

CHAPTER I

SCHOOLROOM GAMES

For Primary Pupils

Cat and Mouse

One pupil is designated to play the role of cat, another that of mouse. The mouse can escape the cat by sitting in the seat with some other pupil. Thereupon that pupil becomes mouse. Should the cat tag a mouse before it sits in a seat, the mouse becomes cat and the cat becomes mouse, and the latter must get into a seat to avoid being tagged.

Aviation Meet

Three pupils constitute a team. Two are mechanics, one the aviator. Each team is to have a piece of string about 25 feet long, free from knots. A small cornucopia of paper is placed upon each string. The mechanics hold the ends of the string while the aviator, at the signal to go, blows the cornucopia along the string. The string must be held level by the mechanics. The aviator first succeeding in doing this, wins for his team.

Button, Button

The pupils sit or stand in a circle with their hands in front of them, palms together. The one who has been selected to be "It" takes a position in the center of the circle, with his hands in a similar position. A button is held between his hands. He goes around the circle and places his hand over those of various individuals, dropping the button into the hands of one. He continues about the circle, still making the motions of dropping the button in the hands of others, so as to deceive those making up the ring. After he has taken his place in the center

of the circle, those in the ring endeavor to guess into whose hands he has dropped the button, the one succeeding in doing this takes the button and continues the game.

Bee

Some object is determined upon for hiding, such as a coin, a button, a thimble, etc. A pupil is sent from the room. During his absence the object is hidden. Upon his return the children buzz vigorously when he is near to the object sought and very faintly when he is some distance away. The object is located by the intensity of the buzzing.

Hide in Sight

In this game all of the pupils except one are sent from the room. The one left in the room hides a coin, or some similar object, somewhere in plain sight. It must be visible without having to move any object. When hidden, the rest of the pupils are called back and start the search. When a pupil finds the coin, after attempting to mislead the others by continuing his search in different quarters, he returns to his seat without disclosing its whereabouts. As it is found by others, the group of seekers will gradually diminish until there is but one left. When he finds it, the coin is again hidden by the one first finding it.

Colors

A certain color is determined upon. Each pupil in turn must name some object which is of that color. Failing to do this he goes to the foot of the line, provided some one beyond him can think of any object of that color. If no more objects can be thought of, a new color is selected.

I See Red

One pupil is given the privilege of thinking of some object in the room, of which he discloses the color to the rest of the pupils. For example, if he sees a red apple he says, "I see red." Thereupon the other pupils endeavor to guess what red object in the room is thought of. The one succeeding, next selects the object to be guessed.

Hide the Clock

This is a good quiet game for the schoolroom. A loud ticking clock is necessary for the game. All of the pupils are sent from the room. One of their number is selected to hide the clock. The others, upon coming back, try to locate it by its ticking. The one succeeding has the privilege of next hiding the clock.

Poison Seat

The children all endeavor to shift seats at the clapping of the hands of the teacher. Have one less seat than pupils, so that one may be left without a seat. This can be arranged by placing a book on one seat and calling this "Poison Seat." The child sitting on this seat is "poisoned" and out of the game. Add a book to a seat after each change, so as to eliminate one player each time. The one left after all have been eliminated, wins the game. Should the teacher clap her hands twice in succession, that is the signal for all of the pupils to return to their own seats.

Aisle Hunt

Some object—a coin will do—is selected to be hidden. The children of one of the aisles leave the room, the others determine upon a hiding place and hide the coin in plain sight. Those out of the room are called back and look for the hidden object. As soon as it is found, the first one finding it goes to his seat and calls, "First." He is not to call until he is actually in his seat. The second one to find it returns to his seat and calls, "Second," and so on until it has been found by all in the aisle. If there are six aisles in the room, the occupants of the first six seats in the aisle seeking the hidden object determine which aisle leaves the room next. For illustration,—if the pupil in the second seat is the first one to find the object, then the second aisle of the room will be the one to leave the room for the next hunt. Likewise if the pupil of the third seat is the first to find the object, the third aisle will be the one which next has the privilege of enjoying the hunt. If there are more pupils in the aisle than there are aisles in the room, the pupils in the last seats do not count.

New Orleans

The pupils of the room are divided into two groups. One side decides upon some action it will represent, such as sawing wood, washing clothes, etc., and thereupon represents the action. The other group has five chances to guess what the first group is trying to represent. Failing to do this, they must forfeit one of their players to the second group and the same side again represents an action.

When a group presents an action to the others, the following dialogue takes place:

First Group: Here we come.

Second Group: Where from?

First Group: New Orleans.

Second Group: What's your trade?

First Group: Lemonade.

Second Group: How is it made?

The first group then represents the action.

Birds Fly

This is an attention game. The teacher stands before the class and instructs them that if she mentions some bird or object which flies and raises her arms sideward, imitating the flapping of the wings of a bird, the pupils are to follow her example. But if she mentions some animal or some object which does not fly, she may raise her arms sideward and upward, imitating the flying position, but the pupils are not to follow her example. If they are caught doing so, they must take their seats. For example,—the teacher says, "Owls fly". Thereupon she and all the children raise their arms sideward and upward. She says, "Bats fly" and raises her arms. She next says, "Lions fly" and raises her arms, thereupon the pupils are supposed to keep their arms at their sides.

Music Rush

A march is played on the piano and the children march from their seats in single file around the room. As soon as the music stops, all rush to get into their seats. The last one in, must remain in his seat during the second trial. If there is no piano in the room, drumming on the top of a desk will do as well.

Change Seat Relay

The teacher claps her hands. This is the signal for all to shift one seat back. The one in the rear seat runs forward and sits in the front seat. The first aisle to become properly seated wins one point. Again the hands are clapped and the pupils shift one seat back, and the one then at the rear runs forward and takes the front seat and so the game continues until all have run forward from the back seat to the front. The aisle scoring the largest number of points wins.

Charlie over the Water

This is an old game and is always popular. The children form a ring, joining hands. One is selected to be "It" and takes his place in the center. Those in the ring then dance around, singing,

"Charlie, over the water,
Charlie, over the sea,
Charlie, catch a blackbird,
But can't catch me."

Having completed these lines, they all assume a stooping position before "Charlie," who is "It," can tag them. If he succeeds in tagging one, that one takes his place in the circle and the game continues.

Tap Relay

The pupils of each aisle constitute a team. All bend their heads forward, placing their faces in the palms of their hands on the top of the desk. At the signal to go, given by the teacher, the one in the last seat in each aisle sits up, claps his hands and taps the back of the one in front of him, which is the signal for the one in front to sit up, clap, and tap the one next in front of him, and so the tap is passed until it reaches the one in the front seat of the aisle, who, upon being tapped, stands up, clapping his hands above his head. The first to stand and clap hands above head wins the race.

Rat-a-tat Race

Similar to the preceding race with the exception that upon the signal to go the one in the back seat knocks with the knuckles of his right hand on the top of the desk a "rat-tat, rat-tat-tat," as in a drum beat, and then taps with the knuckles the

back of the one next in front of him, who repeats the performance, tapping off the one in front, and so on. The race ends when the individual in the front seat of an aisle taps the "rat-tat, rat-tat-tat" and stands up.

Bowing Race

A book is handed to the pupil in the last seat of each aisle. At the signal to go the pupils holding the book step into the aisle at the right hand side of their desks, holding the books on the tops of their heads with both hands, and make a bow. Then returning to their seats, hit the book on the top of the desk and pass it on to the next one in front, who repeats the performance, as does every one else in the aisle. The one in the front seat of the aisle finishes the race by bowing with the book upon his head, then running forward, and placing the book upon the teacher's desk.

Spin Around Race

A boy is selected from each aisle to take his place at least six feet in front of the aisle. Upon the signal to go, the last boy in each aisle runs forward to the right of his desk and links his left arm in the right arm of the boy standing in front of his aisle, and in this position spins around twice, returning to his seat, and tagging off the boy next in front of him, who repeats the performance. The last boy in the aisle to spin around ends the race when he has returned to a sitting position in his seat.



CHAPTER II[ToC](#)

SCHOOLROOM GAMES

For Intermediate Pupils

Initial Tag

A pupil who is "It" is sent to the board. He writes thereupon the initial of some other pupil in the room. That pupil is to try to tag "It" before he can return to his seat. If successful, he becomes "It" and continues the game by writing some one else's initial on the board.

Magic Music

One pupil is sent from the room. Thereupon the remaining pupils hide some object agreed upon. The pupil sent from the room is recalled. The teacher or one of the pupils plays the piano loudly when the seeker approaches the hidden article and softly when some distance from it. The seeker determines the location by the volume of the music.

Hunt the Rattler

All of the players in the room are blindfolded, except one, who is given a tin can in which is placed a loose pebble. He is known as the "rattler." The blindfolded players attempt to locate and tag the rattler by the rattle. The one successful takes the place of the rattler.

Sticker

The pupils stand in a circle in the center of which is "It" blindfolded, holding in his hand a blunt stick about 12 or 15 inches long. Those in the circle dance around two or three times, so that the blindfolded player may not know their position. At the command "Stand," given by the one blindfolded, all must stand still. Thereupon, by feeling with his stick, "It" tries to discern an individual in the ring. "It" is forbidden to use his hands, in trying to discover who the individual is. If he succeeds in guessing, the individual guessed must take his place. Otherwise he proceeds to some other individual in the circle whom he tries to identify.

Name Race

The pupils of each aisle constitute a team. A slip is handed to the one in the

first seat in each row. At the signal to go, he writes his full name thereupon and passes it immediately to the one next behind him, who writes his name and passes it on. When the one in the last seat in the row has added his name to the slip, he rushes forward and places the slip upon the teacher's desk. The aisle first succeeding in accomplishing this task, wins.

Frogs in Sea

One pupil sits in tailor fashion in the center of the playing space. The others try to tease him by approaching as closely as they dare, calling him "Frog in the sea, Can't catch me." If the frog succeeds in tagging any of the other players, that player must take his place. The frog is not allowed to change from his sitting position in his effort to tag the other players.

Corner Spry

The pupils in the room are divided into four equal teams. Each team is assigned to a different corner. A leader stands in front of each team with a bean bag, cap, or ball. At the signal to start the leader tosses to and receives from each member of his team in turn the bean bag. Having received the bag from the last one in his line, he takes his place at the foot of the line, and the one at the head of the line becomes leader and proceeds to toss the ball to each member as did the preceding leader. The group, in which all have served as leaders and which successfully completes the game first, wins.

Flag Race

The pupils of each aisle constitute a team. Flags are given to the pupils in each front seat. On the signal to go, each pupil holding a flag steps out on the right hand side of the seat, runs around the front of his own aisle, back on the left hand side, around the rear seat, returning to his own seat up the right hand aisle, and hands the flag on to the one next behind him, who continues the race. When all the pupils in the aisle have circled their row of seats with the flag, the last one, instead of returning to his seat, runs forward and holds the flag above his head in front of his aisle. The one first succeeding in reaching the front, wins the race.

In this race it is often better to run two aisles at a time and thus avoid the

possibility of pupils bumping into each other in their attempt to race through the aisles. In this way the various winners can race against each other, making an interesting contest.

Seat Vaulting Tag

A pupil is selected to be "It." He attempts to tag any other pupil in the same aisle in which he stands. The pupils avoid being tagged by vaulting over the seats. No one is allowed to run around either end. "It" cannot reach across the desk in his effort to tag another. He must be in the same aisle or tag as one is vaulting a seat. A pupil becomes "It" as soon as tagged.

Jerusalem, Jericho, Jemima

This is a simple game of attention. The three words in the title are near enough alike to require close attention on the part of the pupil to distinguish between them and to act accordingly. Have the pupils turn in their seats facing the aisle. If the teacher says "Jerusalem", the pupils stand. If she says, "Jericho", they raise their arms momentarily forward and upward. If she says, "Jemima", they sit down. Any child making a mistake sits in her seat and faces to the front.

Compass

An attention game. The pupils stand in the aisle beside their seats. In starting the game, the teacher asks them to face to the north, then to the south, then to the east, and to the west, so that they have the directions fixed in their minds. She then proceeds to tell a story or to make statements such as the following, "I came from the north." At the mention of the word "north" all the pupils must turn and face towards the north. "But since I have arrived in the south,"—at the mention of the word "south" they all turn and face the south, etc. If the teacher should say "wind," the pupils imitate the whistling of the wind; if "whirlwind" is mentioned, all must spin about on their heels a complete turn. Failing to do any of the required turns, the pupil takes his seat.

Geography

The pupils of each aisle constitute a team. Those in the front seats are Number

1, those next behind them, Number 2, and so on back. The teacher calls some number. The pupils having that number race to the board and write thereupon the name of some river, returning to their seats. The first one back wins one point for his team. The game continues until all the numbers have been called, the team having the most points wins.

Spelling Words

Have the pupils in aisle 1 face those in aisle 2, those in aisle 3 face 4, those in aisle 5 face 6. Appoint a captain for each aisle. The captain of one team starts spelling a word containing more than three letters. The captain of the team facing his, adds the second letter, not knowing what word the captain of the other team had in mind. The second man of the first team adds a third letter; the second man of the second team adds a fourth, each team trying to avoid completing the word. The team completing the word loses one point to the other team. For example, the first man of team A says "g," the first man of team B says "o," thinking of "gold." The second man on team A says "o," thinking of "goose." The second man on team B can only think of "good" and contributes "d," ending the word. Team A thereupon scores a point. The third man of team A continues the game by starting another word. When the ends of the aisles are reached the word, if uncompleted, is passed to the head of the line and continued.

If there are four aisles in the room, there will be two groups playing at the same time; six aisles, three groups; eight aisles, four groups. The captains of opposing teams keep a record of the score.

Rhymes

This game stimulates quick thinking. Some one is selected by the teacher to start the game, and thereupon gives some word to which the first pupil in the aisle must give a rhyming word before the former can count ten. Failing to do this, the leader continues and gives a word to the second one in the aisle. The rhyming words are to be given before the leader has completed his count of ten. Then the one succeeding in giving the word replaces the leader.

Clapping Song

A pupil is selected by the teacher to clap the rhythm of some familiar air. The rest of the children in the room endeavor to guess the song clapped. The pupil succeeding in doing this is given an opportunity to clap another song.

Indian Trail

A pupil is blindfolded and placed in the front of the room. Other pupils, one or two at a time, are given the opportunity to stealthily approach the one blindfolded, in an endeavor to take some object, from before his feet, such as a flower pot and saucer, or a tin can with a loose pebble in it, without being detected by the one blindfolded. If a pupil succeeds in taking back the object to his seat without having been heard, he wins a point for his aisle. Where two pupils are sent forward at the same time, two similar objects must be placed at the foot of the one blindfolded. The aisle scoring the largest number of points in this way wins the game.

Number Relay

The pupils of each aisle constitute a team. They are numbered, beginning with the one in the first seat. The teacher describes some mathematical problem she desires done and calls certain numbers. All the pupils having those numbers rush to the board and compute the problem. The first back to his seat wins a point for his team, the aisle gaining the largest number of points wins the game.

Multiplication Race

The pupils of each aisle constitute a team. The teacher decides on a multiplication table which is to be placed upon the board. A piece of chalk is handed to the first pupil in each aisle. At the signal to go Number 1 goes to the board and writes the first example in the multiplication table thereupon. Returning to his seat, he hands the chalk to the one next behind him, who puts the next step in the multiplication table on the board, and so the race continues until the one in the last seat has returned to his seat, after adding his part to the table. The one first back to his seat wins for his aisle.

History Race

Similar to the preceding, with the exception that the pupils are requested to write upon the board the name of some historical personage or some historical event, date, etc.

Poem Race

The pupils having learned some poem may use it in a game in the following way:

The pupils of each aisle constitute a team. At the signal to go the last pupil in each aisle stands up and recites the first line of the poem, returns to his seat and taps the one next in front of him, who stands up and repeats the second line of the poem, sits down and taps off the third pupil, who repeats the third line, and so the game continues. If the poem has not been completed after the one in the front seat has said his line, he taps the one next behind him, and that one is supposed to give the next line and so on back. The aisle first completing a poem wins the race.

If the poem be a very small one, words of the poem instead of lines may be used. If it be a long one, verses instead of lines may be used.

Last Man

This is a good active game thoroughly enjoyed by the children. The teacher selects one pupil to be "It," and another to be chased. The one chased can stand at the rear of any aisle and say, "Last man." Thereupon the front pupil in that aisle is subject to being tagged by "It" and leaves his seat. All the other pupils in that aisle advance one seat and the first man chased sits down in the last seat in the aisle. "It" tries to tag the man who left the front seat before he can go to the rear of any of the aisles. Should he succeed in doing so, he can immediately be tagged back if he does not hurry to the rear of some aisle and say "Last man."

(Caution: Should any child appear fatigued when "It," substitute another child in his place).

Change Seats

This is a good relaxation game. The teacher says, "Change seats left." Thereupon all the pupils shift to the seats to their left. The children who are in

the last aisle on the left must run around the room and occupy the vacant seats on the right hand side. Should the teacher say, "Change seats right," the reverse of the proceeding is necessary. The teacher can also say, "Change seats front," or "Change seats rear," and the pupils are expected to obey the commands. Those left without seats must run to the other end of the room and take any seat found vacant there.

Relay Run Around

The pupils of each aisle constitute a team. The pupil in the last seat in each row, upon the signal to go, steps out in the right hand aisle, runs forward around the front of his row of seats, back on the left hand side, circling the rear seat, and sits down, touching off the next pupil in front of him, who repeats the performance. The aisle first accomplishing the run, wins.



CHAPTER III[ToC](#)

SCHOOLROOM GAMES

For Advanced and High School Pupils

Geography

The group is divided into two equal teams. A leader is chosen for each. The leader of Team A begins the game by giving the name of a country beginning with the letter "A" (Austria). The leader of Team B gives another country beginning with "A". The second member of Team A, another; the second member of Team B, another; until one of the teams cannot think of any more countries beginning with "A". That team last thinking of a country wins one point. The other members of the team can help their team mate, whose turn it is,

by suggesting other countries. The member of the team failing to name a country beginning with "A", starts with the letter "B" and the game continues, until one team has won ten points. The names of rivers, mountains, states, cities, etc., can be substituted for the names of countries.

Seeing and Remembering

Fifteen or twenty articles are placed upon a table under a sheet, in front of the pupils. The sheet is removed for a space of 10 seconds and the pupils are given a good chance to study the articles on the table. After the sheet has again covered the articles, each pupil is requested to write as many of the articles as can be remembered, on a sheet of paper. The one remembering the largest number wins.

Definitions

The teacher selects some word from the dictionary, which is written upon the blackboard. Each pupil then writes the definition of that word on a slip of paper. After this is done, the teacher compares the definition with that in the dictionary. The one giving the definition nearest like that in the dictionary wins, and gives the next word to be defined.

Jumbled Words

The pupils of each aisle constitute a team. Each pupil in the aisle is given a number. The one in each front seat is Number 1, the one behind him Number 2, and so on back. The teacher has prepared a different sentence for each aisle with just as many words in it as there are pupils in the aisle. One of these slips is handed to Number 1 of each team. Number 1 takes the first word of the sentence as his word, Number 2 the second, Number 3 the third, and so on. When the last one in the aisle has learned the last word in the sentence, the slips are returned to the teacher. Competition can be added to this phase of the game by seeing which aisle can return the slip to the teacher first.

When the slips have all been turned in, the teacher calls any number. Thereupon the pupils in each aisle having that number, go to the blackboard and write distinctly their word from the sentence. For example, the teacher calls Number 3. Number 3 of aisle 1 had the word "money"; Number 3 of aisle 2 "can," etc.

Next the teacher calls Number 5. All the Number 5's go to the blackboard and write their words directly after those written by their previous team mate. When all the numbers have been called there is a jumbled sentence on the board for each aisle. The pupils of the various aisles then try to guess what the sentences of the other aisles are. Each one guessed, counts 5 points.

Descriptive Adjectives

An historical personage is selected, such as Columbus, George Washington, etc. The first pupil called upon must describe the subject with a descriptive adjective beginning with "A". The second, third, and fourth, etc., adding to this description by using adjectives beginning with the letter "A". This continues until the adjectives beginning with the letter "A" have been exhausted. Then the letter "B" is used and the game continues. It is well to change the subject after every fourth or fifth letter. This is a good game for adding to the vocabulary of the pupil. A little fun can be had by using, instead of an historical subject, one of the pupils of the room for description.

Store

The pupils of each aisle constitute a team. The one in the front seat in each aisle is Number 1, the one behind him, Number 2, etc.

The teacher has a number of cards upon each of which appears a letter of the alphabet. The teacher holds up one of these letters so that it can be distinctly seen by the pupils. Number 1 of each aisle must name some article sold in a grocery store, beginning with the letter held up by the teacher. (For example,—the teacher holds up the letter "F"; Number 1 of the second aisle calls, "Flour"). The pupil first naming an article of that letter is given the card containing the letter. The next card held up, the number 2's of each team are to name the article, and likewise the winner to be awarded the card. The aisle having the most cards at the end of the game wins.

The letters can be written on the blackboard if the cards are not available for the game and points awarded to each winner. The game can also be used with birds, animals, and other subjects in place of articles sold in a store. This is a good game to stimulate quick thinking.

Distinguishing Sounds

This game is good training for the ear. Various noises, such as the shaking of a pebble in a tin can, in a wooden box, in a pasteboard box, in a large envelope; knocking on wood, on tin, on coin (as silver dollar), on stone, on brass, on lead, —are made. The pupils are allowed to guess just what the noise is caused by.

Laugh

This is a good relaxing game and one in which the practice of self control is a factor. An open handkerchief is tossed into the air. While it is in the air the pupils are to laugh as heartily as they can, but the instant the handkerchief touches the floor, all laughing is to stop.

Guessing Dimensions

The ability to measure with the eye is well worth cultivating. Each pupil is to guess the distance between various points indicated on the blackboard, the height of a door, the width and the height of a school desk, the height of the schoolroom, the thickness of a book, etc. Each of the guesses is written on a slip of paper. The pupil with the best guesses wins.

Mysterious Articles

An article is concealed under a cloth on the table. Each pupil is given an opportunity to feel the article through the cloth and guess what it is, educating the sense of touch.

Distinguishing by Smell

Various articles invisible to the eye, with distinctive odors, such as vinegar, rose, mustard, vanilla, ginger, clove, tea, coffee, chocolate, soap, etc., are placed before the pupil. The one able to distinguish the largest number of articles by the smell, wins the game.

Art Gallery

Pictures of a number of famous paintings by the masters are placed on

exhibition. The pupil guessing the largest number of masters and titles, of the various pictures, wins.

Drawing Animals

The teacher whispers in the ear of each pupil the name of some animal, whereupon the pupil proceeds to draw that animal, each pupil being given the name of a different animal. Drawings are made and put on exhibition. All try to guess as many as possible of the animals represented in the drawings. The drawing securing the largest number of correct guesses wins for the artist.

Historical Pictures

A long sheet of paper is given to each pupil, with instructions to draw thereupon a picture representing some historical event. After completing the drawing, each paper is passed about the room. Each pupil writes underneath the picture what he thinks the picture represents. His subject is folded under, so that the next pupil to receive the picture cannot see what his guess has been. At the end of the game, the picture having the largest number of correct guesses wins.

Train of Thoughts

A word is suggested by the teacher. This is written at the top of a sheet of paper by each pupil. The pupil then writes beneath that word various thoughts that are suggested to him by the word. For instance, the word suggested by the teacher is "aeroplane". Pupil A has suggested to him by the word "aeroplane", humming. He writes that on his list. Humming suggests bees. Bees suggest honey; honey, clover, clover summer, summer swimming hole, etc. When all of the pupils have written fifteen or twenty thoughts which have suggested themselves to them, each is called upon to read his train of thoughts to the rest of the class.

Bowknot Relay

The pupils of each aisle constitute a team. A piece of string is given to each pupil in the front seat. At a signal to start each pupil with the string runs forward and ties it in a bowknot on some article placed in front of each aisle. After tying

the bow, he returns to his seat and touches the one in the seat next behind him. Thereupon the second member of the team runs, unties the bowknot, returns with the string; and hands it to the third, who runs forward, and ties it in a bowknot, as did the first, and returning touches off the fourth, etc. The aisle in which each pupil has accomplished the required task first, wins the race.

Cooking Race

This is a good game for the class in domestic science. The pupils of each aisle constitute a team. A piece of chalk is handed to the one in each front seat. At the signal to go, the chalk is passed back until it reaches the one in the last seat in the row. Every one in the aisle must have handled the chalk in passing it back. Upon receiving it, the last one in the row runs forward to the board and writes thereupon an ingredient necessary in the making of cake. Returning, the chalk is handed to the one in the front seat and again passed back until it gets to the one in the next to the last seat, who rushes to the board and writes another ingredient necessary in cake making. And so the race continues. When the last pupil at the board, namely the one from the front seat, has written upon the board and returned to her seat, the race is ended. The race is won by the aisle first completing this task.

Spelling Game

The group, if numbering 40 or more pupils, is divided into two teams. The contestants of each team are given a different letter of the alphabet. The teacher gives a word. Thereupon the pupils in both teams whose letter occurs in the word named, run one to the front and one to the rear of the room, as assigned by the teacher, and take their places in the order in which their letter occurs in the word. When the pupils have taken their proper position, they call out the letters they represent, spelling the word. The group first accomplishing this, wins one point for their team. If the letter occurs twice in the same word, that pupil representing that letter takes his place where the letter first occurs in the word and shifts to the second position, so as to help complete the word.

If the group be too small for two alphabets the game can be played by having but one and seeing which of the various words given is formed in the quickest time by the single group.

Grammar Race

The pupils of each aisle constitute a team. A piece of chalk is given to the one in each front seat. At the signal to go, the one with the chalk rushes to the board and writes the first word of a sentence on the board and returns to his seat, passing the chalk on to the second one, who writes the second word for a sentence. The third writes the third, and so on until a complete sentence has been written upon the board. The one in the last seat must complete the sentence and return to his seat, ending the race.

Twenty-five points is awarded the team finishing first; twenty-five points to each team with correct spelling; twenty-five points for the team with the best writing; twenty-five points for the best composition of the sentence.

Schoolroom Tag

A three foot circle is made with a piece of chalk in the front of the room. Each pupil in the room is given a different number. The teacher selects one to be "It," who must stand at least ten feet from the circle and be touching a side wall. "It" calls a number. The pupil whose number is called tries to run through the circle in the front of the room and get back to his seat without being tagged by "It". The one who is "It" must run through the circle before he can tag the one whose number he called. If the pupil is tagged he becomes "It".

Directions

An attention game. Taking for granted that the pupils have a general knowledge of the directions of various towns or cities in their state or the surrounding states, the following game can be played.

All are requested to stand in the aisle beside their seats. The teacher then proceeds to make statements or tell some story, mentioning the names of various cities and towns. At the mention of these the pupils face in the direction in which said cities or towns are located. Failing to turn correctly when a city is mentioned the pupil is required to take his seat.

CHAPTER IV [ToC](#)

SCHOOLYARD GAMES

For Primary Pupils

Chase the Rabbit

The group kneels in a circle with their hands on each other's shoulders. The one selected to be rabbit runs around the circle and tags some individual. Thereupon that individual must get upon his feet and run to the left around the circle. The rabbit runs to the right around the circle. The rabbit must tag the one who is running around in the opposite direction, and then both endeavor to get back to the hole left in the circle. The one failing to do this becomes the rabbit for the next play.

Steps

One of the group is selected to be "It". He stands with his back to the group and counts five, at the end of which he turns rapidly around. If he sees any of the group moving, that one seen must go back to the starting line. While the one "It" is counting, it is the object of the group to progress toward him as rapidly as possible.

Statues

This game is similar to the game "Steps," above described, excepting that the players standing behind "It" assume the poses of statues. "It" upon turning around endeavors to detect some movement on the part of the statues, in which case that player takes the place of "It".

Progression

The players stand behind a line. Each in turn must cover the space between said line and another line twenty yards distant by a manner of progress different from that used by any of the previous players. For example, the first one called upon to cover the intervening space between the lines walks, the second one runs, the third hops, the fourth crawls, the fifth walks backward, etc., and so on until all of the players have reached the far line. This game taxes the ingenuity of the last players to be called upon, as they have to initiate new methods of progress.

Squirrel in Trees

Players stand in groups of three—two facing one another with hands joined to form hollow trees, and the third within the tree hollow to represent the squirrel. There is also one odd squirrel outside the tree. The teacher or leader claps her hands, when all squirrels must run for other trees, and the odd squirrel tries to secure a tree, the one left out being the odd squirrel the next time. Players' positions may be reversed frequently to give all an equal chance to be squirrels.

Shadow Tag

This game is similar to ordinary tag, with the exception that "It" endeavors to touch or step on the shadow of one of the players. Succeeding in doing this, that player becomes "It".

Handkerchief Tag

A player is selected to be "It". A knotted handkerchief is given to the rest of the players. "It" can only tag the player holding the handkerchief in his hands. The players endeavor to get rid of the handkerchief by throwing it from one to another. Should the handkerchief fall upon the ground, there is no one for "It" to tag until it has been picked up by one of the players.

Puss in Corner

The players are distributed about the playing area, and given goals, such as trees, fence and building corners, etc. One player is selected to be "It". The other players endeavor to change places. "It" can either tag one of the players who is

off his corner, on goal, or step into the goal vacated by one of the players. In the first case, the player tagged becomes "It"; in the second, the player left without a goal becomes "It".

Back to Back

This is a tag game in which "It" may tag anyone who is not back to back with one other player.

Peggy in Ring

A blindfolded player takes his place in the center of the group which has joined hands, forming a ring. The ring begins to dance around in a circle until "Peggy", who is blindfolded in the centre, pounds three times with a stick upon the ground or floor. This is the signal for everyone to stand still. "Peggy" then holds out the stick to some one in the circle. The one nearest to it must grasp the end. "Peggy" then asks the one at the other end three questions. The questions may be answered by grunts or groans and "Peggy" endeavors to guess who is thus answering the questions. Succeeding, the one questioned takes "Peggy's" place in the center of the circle and the game proceeds.



CHAPTER V [ToC](#)

SCHOOLYARD GAMES

For Intermediate Pupils

Link Race

The group is divided into two teams, and a leader appointed for each. A large square is marked upon the ground and the opposing teams line up upon opposite sides of the square behind their leader, each locking his arms about the waist of the man in front of him. At a signal to go both groups endeavor to tag the rear end of the group in front of them by running about the square, keeping on the lines. Should a group succeed in tagging the rear of the line in front, but it is found that their own line is broken through the effort, it does not count. But the broken line can be tagged by the rear of the line and it will count. So it is up to that part of the line which has broken loose at the rear to catch up with the rest of its team.

Maze Tag

All but two of the players stand in parallel lines or ranks, one behind the other, with ample space between each player and each two ranks. All the players in each rank clasp hands in a long line. This will leave aisles between the ranks and through these a runner and chaser make their way.

The sport of the game consists in sudden changes in the direction of the aisles, brought about by one player who is chosen as leader. He stands aside, giving the commands, "Right face!" or "Left face!" at his discretion. When one of these commands is heard, all of the players standing in the ranks drop hands, face in the direction indicated and quickly clasp hands with the players who are then their neighbors on the right and left. This brings about a change of direction in the aisles and therefore necessitates a change of direction in the course of the two who are running.

Maze Tag

The success of the game depends largely upon the judgment of the leader in giving the commands, "Right (or left) face!" These should be given quickly and repeatedly, the leader often choosing a moment when the pursuer seems just about to touch his victim, when the sudden obstruction put in his way by the change in the position of the ranks makes necessary a sudden change of direction on his part. The play continues until the chaser catches his victim, or until the time limit has expired. In either case two new players are then chosen from the ranks to take the places of the first runners.

It is a foul to break through the ranks or to tag across the clasped hands.

Turtle Tag

One player is selected to be "It" and chases the rest. In order to avoid being tagged, a player may lie upon his back with both feet and hands off the ground.

Roly Poly

This game must be played in groups, not larger than 12. Holes are dug in the ground with the heels of the shoe. These holes are placed about 6 inches apart in a line. They should be about 3 inches in diameter and at least one inch deep. A line is drawn 6 feet from the first hole. The one who is "It" must stand behind this line and roll a soft ball so that it will drop into one of the holes. If he misses, he continues to roll until he succeeds. If he succeeds, the one, into whose hole the ball rolls, runs forward, picks it up and endeavors to hit any other player from the position in which he picked up the ball. The rest may run in their effort to get away. Should he miss, a goose egg—(a small stone)—is placed in his hole. Should he succeed in hitting a player, a goose egg is placed in the hole of that player. The one to whom is awarded the goose egg is the next to roll the ball from the dead line in the endeavor to get it into a hole. Any player getting three goose eggs has to run the gauntlet, which is the name given to running between two lines of players while they slap at his back. The faster he runs the lighter the slaps. No player is allowed to hit from the front.

Antony Over

A group is divided into two teams, A and B. The game is played around a small building, such as a small school house or wood shed, around which there is free running space. To team A is given a soft ball, such as a tennis or yarn ball. The ball is thrown over the building to team B. If it is caught by one of the players of team B, the whole team slips around the building, all going in the same direction, and trying to hit with the ball some one on team A before they can get around to the opposite side of the building. Team A tries to escape being hit by dodging and running around the building to the opposite side. If a player is hit, he goes to B side. The teams keep their new places and B throws the ball over to A. If the ball is not caught, it is thrown back and forth over the building until caught. The team which first hits all of its opponents wins, or a time limit may be agreed upon and the team having the greatest number of players at the end of that time, wins.

Snake and Bird

Two lines are drawn in the schoolyard about fifty feet apart. The group is divided into two teams. The one team links hands and takes a position between the two lines, and the leader calls, "Birds run". The other team, which is lined up behind one of the lines, endeavors to run across the space between the two lines without being caught by the snake, which endeavors to circle around as many of the second team as it can. A record is kept of the number of boys caught. Then the other team becomes snake and endeavors to coil around as many of the opponents, when they attempt to cross the space between the lines, as possible.

In and Out

The group grasp hands, forming a circle. Two individuals are selected, one to be "It", and the other to be chased. These two are placed on opposite sides of the circle. Then "It" endeavors to tag the other. The one chased may go in and out under the hands of those forming the circle, cut through or run around the circle and "It" has to follow the same course in the pursuit. When "It" succeeds in tagging his partner, two other players take their places.

Fox and Rabbit

The group link hands and form a circle. Two players are selected, one to be "It" and the other to be chased, as in the preceding game. In this game, however,

it is not necessary that the fox follow the same course the rabbit pursues, in his endeavor to tag him, but both can go in and out of the circle at will. The players in the circle endeavor to assist the rabbit and impede the fox in his chase, as much as possible. When the fox has caught the rabbit, two other players are selected to take their places.

Chicken Market

One player is selected to be a buyer, another to be the market man. The rest of the players are to be chickens. They stoop down in a row, clasping their hands under their knees. The buyer inquires of the market man, "Have you chickens for sale?" The market man says, "Yes, plenty of them". Thereupon the buyer goes along the line and examines the chickens. He finds one too tough, one too fat, etc., until at last he comes to one which suits his fancy, and he so informs the market man. He takes one arm and the market man takes the other and between them they swing the chicken back and forth. If the chicken maintains the grasp of its hands beneath its knees, it is accepted by the buyer and is led off to the home of the buyer, marked upon the ground. The game continues until all the chickens are sold.

Chickidy Hand

The player who is selected to be "It" interlocks the fingers of his hands and holds them against a post, which is known as the goal. The other players fold their hands in the same way and place them against the post. To start the game, "It" counts ten, whereupon the players leave the goal and "It" endeavors to tag one of them. The hands must be kept folded until tagged. The one tagged joins hands with "It" and continues with him in an effort to tag others. The players endeavor to keep from being tagged by the line and try to break through the line. Succeeding in this, the individual towards the head of the line, next to the break, drops out of the game. Those in the line cannot tag a player who has rushed in and succeeded in breaking the line until the line reforms.

Pass Ball

The group form a circle and are counted off in 2's. The Number 1's are given a ball or some other object easily tossed, at one side of the circle and the Number 2's a like object on the other side of the circle. Then 1 competes against 2 in an

endeavor, by passing the object around the circle, to have it overtake that passed by the other team. When the object passed by one team has overtaken and passed that of the other, it counts one point and the game starts over, with the objects on opposite sides of the circle.

Poison

The group forms a circle, linking hands. In the center of the circle is placed on end a short log about a foot long. (A tall bottle may be used in place of the log). By it is lying a soft playground baseball or a yarn ball. The circle begins to rotate around the log, the object being to keep from knocking the club over, on the one hand, but to force some one else in the circle to knock it over. The instant it falls, the circle dissolves and all the players except the one who knocks over the club run, while he picks up the ball and throws it at the running players. If he succeeds in hitting some one, the one hit is out of the game. If he fails, he is out. So the game continues until but two players are left.

Fox Trail

A large circle is drawn upon the ground. This should measure from 30 to 40 feet in radius. Another circle is drawn within this first circle and should have a radius 10 feet less than the first. Eight or 10 spokes are drawn from the center to the circumference. Where these spokes intercept the outer circle a small circle is drawn. These small circles are known as "dens". A player is placed in each one of these dens. Another player is known as the hunter and stands at the hub of the wheel. The players in the dens are known as foxes. There is to be one more fox than den. This odd fox can stand anywhere else on the rim, where he tries to get a den whenever he can. The object of the game is that the foxes run from den to den without being caught by the hunter. The method of running, however, is restricted. Both foxes and hunter are obliged to keep to the trails running only on the lines of the diagram. It is considered poor play to run from den to den on the outer rim, as there is practically no risk in this. Foxes may run in any direction on the trail, on the spokes or on either of the rims. They may not turn back, however, when they have started on a given trail, until they have run across to the intersection of another line. If the hunter succeeds in tagging a fox, the two exchange places, the fox becoming the hunter. This is a good game to play in the snow marking the trails in the snow.

Fox Trail

Weavers Race

A group forms a circle which is counted off by 2's. The Number 1's in the circle constitute team A, and the Number 2's team B. Two captains stand side by side in the circle. Each holds a small stick. At a signal to go both start racing in opposite directions around the circle, going to the rear of the first player, to the front of the second, to the rear of the third, etc., weaving their way in and out. When they meet at the further side of the circle they must join hands and spin around once in the circle before continuing to weave their way back and forth from the point in the circle from which they left. Thereupon number 1 of A team tags the next player on his team in the direction in which he ran. Number 1 of B team tags the next one on his team who starts in the direction in which the first ran. The race continues until everyone in the team has completed his run around the circle in the required way.

Circle Chase

The group forms a circle and counts off by 4's. The leader takes his place in the center of the circle. He calls any number from 1 to 4, and all of the men holding that number step back and run around the outside of the circle to the right, endeavoring to tag the man who is running just ahead of him. The leader blows a whistle, which is the signal for the men to return to their original places in the circle, with the exception of those who have been tagged out. The latter are supposed to take a position within the circle. The leader next calls another number and they proceed as did the first. As the game continues, the circle grows smaller. The individual wins who succeeds in tagging out all those of his number.

Reuben and Rachel

The group forms a circle, joining hands. One of the players is blindfolded and placed in the center of the circle. All the rest in the ring dance around him until he points at some one. That one enters the circle and the blind man calls out, "Rachel". The other must answer, "Here, Reuben", and move about in the circle

so as to escape being tagged by Reuben. Every time Reuben calls out, "Rachel", she must reply, "Here, Reuben", and so it goes on until she is caught. Reuben must guess who she is and if he guesses correctly Rachel is blindfolded and the game goes on as before. If not, the same individual continues as Reuben and he points out a new Rachel to come into the circle.

Channel Tag

The group forms a circle, faces to the right and assumes a stride position. The one selected to be "It" takes his place in the center of the circle. The others pass a ball or bean bag either backward or forward between their legs. The one in the center tries to capture the ball or bag. If he succeeds, the one last touching it must take his place in the center of the circle. Every one must touch the ball or bag when it passes by them, either forward or backward.

Soak 'em

A sock stuffed with straw is used in this game. A circle is drawn upon the ground. The group is divided into two teams. One team takes its place in the center of the circle, the other lines up around the circumference. Those on the outside of the ring endeavor, without stepping over the line, to throw and hit those within. Succeeding, the one hit must lie upon the ground within the ring. The others endeavor to avoid being hit by dodging here and there. When all of the first team in the ring have been hit, they take their position outside of the ring and throw at their opponents. The team succeeding in hitting all of the opponents in the *quickest* time, wins.

The Dummy

One of the group, known as the "dummy", must take a position 30 feet in front of a line and stands with his back to the rest of the group. A soft ball is thrown at him and he endeavors to guess who hit him. If he succeeds, that one must take his place.

Oriental Tag

Similar to ordinary tag, except that the one "It" cannot tag any one who has

his forehead to the ground.

Ball Tag

The one who is "It" is armed with a soft ball. He attempts to tag another by means of hitting him with the ball. The one who is hit becomes "It".

Couple Tag

Similar to ordinary tag, except that the group is arranged in couples. Couples must lock arms. The couple which is "It" endeavors to tag some other couple. If either of the men making up the "It" couple succeeds in tagging either man of another couple, that group is "It".



CHAPTER VI[ToC](#)

SCHOOLYARD GAMES

For Advanced and High School Pupils

Dresden Tag

The group forms a circle with at least three feet space between each individual in the circle. One individual is selected to be "It", another to be chased. Those in the circle are to place their hands upon their knees and assume a stooping position, as for leap frog. "It" endeavors to tag the individual he is to chase before said individual can leap over the back of any one forming the circle. Should he leap over the back of some one, the one over whose back he jumped is then subject to being tagged by "It". Should "It" tag the one chased, then "It"

must leap over some one's back to escape from being tagged. After leaping over a back, the individual who made the leap takes the position of the one who left that place in the circle.

Fox and Geese

One player is chosen to be fox, another to be gander. The remaining players all stand in single file behind the gander, each with his hands upon the shoulders of the one next in front. The gander tries to protect his flock of geese from being caught by the fox and to do this stretches out his arms and dodges around in any way he sees fit to circumvent the efforts of the fox. Only the last goose in the line may be tagged, unless the line be very long, then the last five or ten players may be tagged, as decided beforehand. It will be seen that the geese all may cooperate with the gander by doubling and redoubling their line to prevent the fox from tagging the last goose. Should the fox tag the last goose or one of the last five or ten, if that be permissible, that goose becomes fox and the fox becomes gander.

Plug the Hole

The players form in a circle with their legs in a stride position, their toes touching those of the next player. The one who is "It" takes his place in the centre of the circle. A partner to "It" takes his place on the outside of the circle. "It" is given a salt bag stuffed with saw dust or an old basketball cover stuffed with rags or some similar object. "It" endeavors to throw the stuffed bag between the legs of any of the players making up the circle. The players in the circle must keep their hands upon their knees until they see the bag coming towards them. They can then intercept it with their hands but are not allowed to move their feet. Should "It" succeed in throwing the bag between the legs of any player, his partner on the outside may capture it and endeavor to throw it back into the circle by the same method by which it came out, while the one between whose legs the bag was thrown takes "It's" place. Should "It's" partner on the outside succeed in throwing the ball into the circle between the legs of any player, that player takes the partner's place on the outside.

Partner Swat Tag

Form a circle in pairs, partners linking arms together. Two stuffed clubs (made

by stuffing stockings with waste or rags), are placed in the hands of one of the couples selected to be "It". This couple runs about the circle and hands the clubs to another set of partners in the circle. Thereupon the others, receiving the clubs, chase the couple at their right around the circle, beating them with the clubs until they have reached their original place in the circle. The couple holding the clubs then go around the circle and hand the clubs to another couple, who proceed to chase the others at their right and so the game continues.

Freight Train Tag

The boys are divided into groups of three's. Each three line up, one behind the other, with their arms locked around the waist of the man in front. The first man in the group is the engine, and the last man the caboose. One man is selected to be "It", another to be chased. In order to avoid being tagged by "It", the man chased endeavors to hitch on the rear of a freight train by locking his arms around the caboose. Thereupon the engine, or the man at the front of the train, is subject to being tagged by "It" until he can hitch on to some other train. Those individuals making up a train endeavor to keep any one from hitching on to their caboose. "It", having tagged another, is subject to being tagged back immediately, provided he has not hitched on the rear of some train.

Roll Ball

The players form in a circle, grasping the hands of their neighbors. The one selected to be "It" takes his place in the center and is given a basketball or a stuffed sack, which he endeavors to kick outside of the ring. The players in the circle endeavor to prevent same by interfering with their legs. Should "It" succeed in kicking the ball outside the circle, the player between whose legs it went or to whose right it went, must take "It's" place.

Take Away

The group is divided into two teams. One team is given a ball or some other object which can be easily caught. The object of the game is to keep the ball away from the opponents as long as possible. Should the opponents capture the ball, they in turn endeavor to pass it among themselves, keeping it away from the other team.

Red, White and Blue

Two lines are marked upon the ground, about fifteen feet apart. The group is divided into three equal teams; one team is known as the red, the other the blue, and the third the white. The blue team takes its position between the two lines, with the red team beyond one line and the white beyond the other. A ball or some other soft object easily thrown is given to the red team. Any member of that team may try to hit a member of the blue team, with the ball, without stepping over the line. Should he succeed, it counts one point for the red. Should he miss and the ball go across to where the white team is stationed, any member of the white team endeavors to hit one of the blue and scores a point if successful. Should the ball fail to return to either the red or the white team, a member of either of those teams may run into the blue territory to recover it, but must return or toss the ball back to his team beyond the line before it is again in play. The playing time of the game is divided into thirds. The reds change places with the blues in the second third, and the whites with the reds in the last third. Only the team between the lines is subject to being thrown at. The team having the most hits to its record at the end of the game, wins.

Pin Ball

This game is played with the same rules as basketball, except that in place of the baskets a 6 foot circle is drawn in the center of each end of the playing space, and in the center of each circle a short flat end log about 14 inches long and 3 inches in diameter stands upon its end. Seven players constitute a team. A pin guard is placed within each circle, with the pin and he is the only one that is allowed to step inside the circle. The object of the game is to knock down the opponent's pin by hitting it with the ball. It is a foul to carry the ball or to hold an opponent. Where basketball rules are known to the players, use the same rules for this game. In case of a foul, a 15 foot line measured from the pin in the circle is used as a free throw line. In a free throw the guard is not allowed to interfere with the ball hitting the pin. A stuffed sack can be used in place of a ball in this game.

Kick Ball

An inflated ball about the size of a basketball is best for this game, but a bean

bag can be used. The group is divided into two teams. One team is at the bat and the other in the field, arranged as in regular baseball with the exception that there is a short stop on both sides of the pitcher. The home base is marked upon the ground in form of a rectangle 4 feet long and 3 feet wide. The ball is tossed with an underhand toss, so that it passes over the base not higher than the level of the knee of the batter. Three strikes and four balls are allowed, as in baseball. Three men out retire a side. The principal difference is that the batter kicks the ball and may be put out by being hit with the ball when running between bases.

Hand Baseball

This game is like regular baseball, with the exception that a tennis ball or soft rubber ball is used for a ball and the hand is used for a bat. The pitcher throws the ball so that it bounds just in front of the batter. If on the bound it passes over the home plate above the knees and below the shoulders of the batter, it constitutes a strike. The home plate is marked upon the ground and is 2 feet square. The batter hits the ball with the open palm of his hand and runs bases, as in regular baseball. Four balls and 3 strikes count as in regular games.

Last Couple Out

This is an old Swedish game and one which can still be played and thoroughly enjoyed. The players are arranged in double file. One player is selected to be "It" and takes a position about 10 feet in front of the file, with his back to it. He calls, "Last couple out". Thereupon the last two in the double file run forward, one on either side of the line and endeavor to join hands in front of "It", without being tagged. "It" cannot look behind or start to chase until the last couple are on a line with him. The couple are allowed to circle as far out from the double line as they wish in their endeavor to avoid "It", and may join hands in any position, so long as they are in front of "It's" original position. Should "It" tag one of them before they have had an opportunity of joining hands, the one tagged becomes "It", and the one who was "It" unites with the extra player at the head of the double column. Otherwise "It" remains "It".

Spanish Fly

This is an old leap frog game. One player is chosen to be "down". The others follow the leader in taking frog leaps over the back of the one downed. At the

first leap the leader says, "Spanish fly". All the others must repeat those words upon taking their leap. At his second leap, the leader says, "Handlings", and squeezes his fingers into the back of "Down". The others must do as he did. The leader next says, "Knucklings" and doubles his knuckles up on the back of "Down" in leaping over. The next command is "Spurrings", and the leader hits "Down" with the heel of his right foot in making the leap. The next command is "Dump the apple cart", and the leader grasps the clothes of the boy in going over and endeavors to pull him forward. The next is "Hats on deck", and the leader places his hat on the back of the boy as he passes over him. The next boy after the leader places his hat upon that of the leader and so on until all of the boys have their hats on the back. The next command is "Hats off deck", and the last boy to place his hat upon the back is the first to leap over, endeavoring to pick his hat off without knocking any of the others off. Should any of those following the leader fail in accomplishing the trick they are supposed to do, they become "Down" and the boy who was downed becomes the leader.

Tony Says

This is a good game to follow formal gymnastic exercises, maintaining the same formation. The players are lined up in open order upon the playing space. The leader asks for a number of exercises for the arms and legs. The players execute these upon command provided the words "Tony says" precede the command. For example, Tony says "Attention"; Tony says "Raise arms to side horizontal"; Tony says "Arms down." If the leader fails to say "Tony says" before the command, the players are not to execute the command. Should a player execute the command at the time when he is not supposed to, he is required to run to a given point behind the leader and return to his original place. This is required of every player making a mistake.



Part II

SOCIABLE GAMES FOR THE HOME, CHURCH, CLUB, ETC.

CHAPTER I [ToC](#)

GAMES FOR THE HOME

These games have been selected for the use of small family groups. In many of them parents and children will find an opportunity for entertainment during the long winter evenings in the home.

Twenty Questions

This is a quiet, entertaining and instructive game. One member of the family is given the privilege of thinking of some specific object anywhere in the universe. The others endeavor to guess what that object is and are only allowed to ask twenty questions in doing so. The one who thinks of the object to be guessed, only answers the questions asked by yes or no. It is exceptional when the object is not guessed, no matter how difficult it may be, before the twenty questions have been asked. Example,—the King of Belgium is selected by the player. The first question asked by another player is, "Is it in the animal kingdom?" This question is answered by "Yes".

Second question: "Is it in a menagerie?"

Answer: "No."

Third question: "Is it a man?"

Answer: "Yes."

Fourth question: "Is it an historical character?"

Answer: "Yes."

Fifth question: "Is he an American?"

Answer: "No."

And so the questions and answers continue. Any one has the privilege of asking a question at any time. The one who is thinking of the subject keeps a record of the number of questions asked. If any one has guessed within twenty

questions, he has the opportunity of thinking of the new object to be guessed.

You Know Me

One of the group is given the privilege of starting the game by assuming he is some well known character, and makes the statement, "I am the man who invented the lightning rod". The others of the group endeavor to guess who he is. The one first guessing Benjamin Franklin is given the opportunity of continuing the game by assuming he is some other prominent character.

Come-She-Come

One member of the group is given the opportunity to select some object in plain sight in the room, to be guessed by the others. That individual says, "Come she come". Another individual says, "What does she come by?" The first individual answers, "By the letter——", and gives the first letter of the name of the object he has selected to be guessed. The others thereupon endeavor to guess what that object is. The one succeeding determines the next object to be guessed.

Hide the Thimble

All of the group leave the room, except one, who hides somewhere about the room a thimble. The others are then called back and endeavor to find it. If the thimble is hidden in a very difficult place, the one who hid it can inform the searchers if they are "warm" or "cold"; "warm" indicating that they are near, "cold" that they are not seeking in the right place.

Tit Tat Too

A diagram similar to the illustration (Fig. 1) is drawn on a sheet of paper. Two players only can participate. The first player marks a cross in any of the spaces between the lines; the next player makes a circle in any other space. The object of the game is to have one of the players succeed in placing three of his marks in a straight line, vertically, horizontally, or diagonally, upon the diagram. If neither succeeds, a new diagram is drawn and the game continues. The player making the crosses has won the game in (Fig. 2) as he has three crosses in a line.

Tit Tat Too

Last Match

Three piles of matches are placed upon the table. Each pile can contain anywhere from ten to twenty matches. The object of the game is to make your opponent pick up the last match, two players playing. Playing proceeds by each player taking up from any one pile as many matches as he wishes. He may take all in the pile if he so desires. Each takes matches in turn, endeavoring to make it so that the opponent has to take the last match left on the board.

Your House, My House

A piece of string about three feet long is tied to the end of a slender stick of about the same length. A slip knot is tied in the end of the string. A loop about two inches in diameter is made with the slip knot on the top of the table. All of the players excepting the one holding the stick then place the point of their index fingers on the table within the loop. The one holding the stick, as a fish pole says, "Your house" or "My house". If he says "My house", he jerks the stick endeavoring to capture the forefinger of any of the players. He does not jerk the stick when he says "Your house". He endeavors to fool the others by saying abruptly, "Your house", several times before saying "My house" and pulling the string. The player avoiding being caught next takes the stick.

Catechism of States

Q.—Which is the best State for fresh pork?

A.—New ham, sure.

Q.—Which is the best for an early summer hotel?

A.—May inn.

Q.—In which should surgeons dwell?

A.—Connect-a-cut.

Q.—In which should laundrymen prosper?

A.—Washing done.

Q.—In which do impudent people dwell?

A.—Can sass.

Q.—Which is the best for deer-hunting?

A.—Collar a doe.

Q.—Which is the best for locksmiths?

A.—New brass key.

Q.—In which would you look for a morning attire?

A.—Day coat, eh!

Q.—In which is one likely to fail in getting a drink?

A.—Miss-a-sip.

Q.—In which can you find a red letter?

A.—Florid A.

Q.—In which does the hustle make one sick?

A.—Ill o' noise.

Q.—In which is one likely to use his farming implements?

A.—I'd a hoe.

Q.—In which can one acquire an estate by marriage?

A.—Mary land.

Q.—In which is one letter of the alphabet taller than the others?

A.—O higher.

Q.—In which are bodies of land surrounded by water given a ride?

A.—Rhode Island.

Q.—Which is called to your mind by holding two \$5 bills?

A.—Tenn I see.

Q.—Which would a woman rather have if she can't get a new sealskin

sack?

A.—New Jersey.

Q.—Which does the farmer's wife mention when she asks you to partake of apple sauce?

A.—Take sass.—*Capper's Weekly (Topeka)*.

Step by Step

A bean bag or soft ball is needed for this game. All of the group excepting one who is selected to be leader sit on the bottom step of the stairs. The leader tosses the ball to the one at the right end of the line and receives it back. He tosses it to the second and third. Should any of the players miss catching the ball, all the other players move up one step, except the one missing; he remains on the first step. The leader then continues passing until all have been served; he then starts again at right of line. He passes the ball last to the one on the lower steps. Should any of the players on any step miss the ball, all the other players advance one step. The ones who advance from the lower step take a position at the right of the one who missed the ball on the step above. Should the leader miss the ball at any time, the one at the right on the highest step takes his place. The game continues until the top of the stairs is reached by one or more players. If more than one player reaches the top step then the progress continues down the stairs, a step for each miss by any of the players. When one player holds the most advanced step alone, the game starts over with that player as leader.

Spin the Platter

All of the players in the room are given a number. A tin plate is spun in the centre of the room by one of the players who calls some number. The one whose number is called endeavors to catch the plate before it has stopped spinning. If successful, he calls another number after again spinning the platter. Should the player fail to catch the platter before it has stopped spinning, a forfeit is demanded. All the players having forfeits are demanded to pay their forfeits by performing some stunt suggested by one of the group selected to determine the penalty.

Board and Nail Puzzle

A rectangular board 2 inches broad and 3 inches long has holes bored into it in the design herewith illustrated. Nails are stuck loosely in all of these holes, excepting the centre one. The puzzle is to jump all of the nails off the board so that only one nail is left, and that in the centre-hole on the board. The nails are jumped off in the same manner that men are jumped in the game of checkers. Jumping is allowed either forward, backward, or sideward, but not diagonally.

Board and Nail Puzzle

Spinning for 20

A wooden top is made by sawing off the end of a large spool and sticking a match or small stick through the hole in the centre. Four concentric circles are drawn upon a sheet of paper which should be about twelve inches square. Inside of the smallest circle, which should have a diameter of 2 inches, the number 20 is placed. The next circle outside of this one, having a diameter 2 inches greater, should be numbered 15, the next circle numbered 10, and the next 5.

The players spin the top in turn. Should it cease spinning so that the point of the pin lies within the centre circle, a score of 20 is made. Should it fall outside of the last circle, no score is made. The player first gaining 100 points wins the game.

Red Triangle Ring Toss

A triangle is drawn upon a board and nails are driven in, as indicated in the accompanying diagram. Six rubber Mason jar rings are used. The triangle is hung on the wall at a height equal to the height of the shoulders of the intended players. The players stand from ten to fifteen feet distant from the triangle and attempt to toss the rings over the projecting nails. Each nail is numbered according to the diagram. Each player tosses six rings at a turn. Any number of players can play. The player first securing a total of 25 points wins the game.

Red Triangle Ring Toss

Floor Baseball

(Game invented by T.A. Coates)

A diagram is marked with chalk on the floor, as per accompanying diagram. Round wooden disks six inches in diameter, one inch thick at the centre tapering to a quarter of an inch at the circumference, in the form of a discus, are used. Rubber quoits may be used instead of disks, if available.

A player "up to bat" slides disks from a line thirty feet away from the baseball diamond until he has four balls, three strikes, or has earned one or more bases. If the disk, upon being slid forward, lies so that any part of it lies over any line, it constitutes one ball for the batter. If it should lie in the space marked "Strike", it constitutes a strike and the batter has one ball and one strike. The next slide, the disk lies in the space marked "1". This means that he places his disk on first base and the next player on his side comes to bat. The second player continues sliding the disks until he has made a base or is put out. Should he make a base, the player of the first disk is advanced one base. Should he make more than one base hit, the player on the base advances as many bases as the batter has made. The side continues at bat until three men are out. Thereupon, the other team comes to bat.

Should the disk land in "Sacrifice", base hit, home run, or should the one at bat gain first by four balls, the man or men on base or bases advance. Any man or men reaching home constitutes a run for that team. Should the disk land three times within the space marked "Strike" during the time at bat, the batsman is declared "out".

Floor Baseball

Two players can play this game as well as nine, each taking as many slides of the disk as is necessary to reach a base or get out. Then the other player does the same until the team has three out.

Blocks or stones can indicate the position of players on bases if only one disk is used in the game.

Chic-a-dee

This is a good game to be played in the loft of a barn. One player is blindfolded and sits on the floor with legs folded under him, Chinese fashion.

The other players creep up and say "Chic-a-dee" as near his ear as possible. He tries to hit said player before he can get beyond his reach, using a salt bag stuffed with leaves, or some type of padded stick. Should he succeed, the one he hits is blindfolded and the game continues.

Captain Kidd's Gold

This is a good game in which all the members of a family may find pleasure. It develops one's power of observation and memory. A small coin is hidden somewhere about the yard or in the woods, wherever the game may be played, by one of the players. All of the other players must be either blindfolded or placed in a position where they cannot see the player who is hiding the coin.

The player having hidden the coin returns to the group and describes just how they are to find same. For illustration:—he gives the following description of the course to follow. "Walk twenty paces in a direct line towards the apple tree at the far end of the garden. There you will find a small stone upon a larger one. Under the small stone you will find an arrow scratched upon the larger one. Follow the directions of this arrow fifteen paces. Then turn sharply to the left, go ten paces, and underneath a stone will be found Captain Kidd's Gold." The players may ask him to repeat the directions once. After repeating, however, they must follow the direction without further questioning. The one successful in finding the coin next hides the same.

This game can be made simple enough for small children to enjoy or difficult enough to prove a problem for adults.



CHAPTER II[ToC](#)

ICE BREAKERS FOR SOCIABLES

Bird Hunt

Names of different birds are written on small slips of paper and pinned upon the backs of all the guests. A small card and a pencil are given to each guest and they are instructed to go on a bird hunt. They proceed to try to read the names on the backs of twenty other players. The one first succeeding in getting the names of twenty birds wins the game. Each player endeavors to avoid having the slip on his own back read as he endeavors to read those on the backs of the others.

My Month

Twelve placards with the name of a month of the year on each are posted about the room, and the players are instructed to gather around that placard bearing the name of the month in which they were born. Then each group in turn is called upon to select some activity typical for that month and to act it out. The others endeavor to guess the month by the activity represented.

Poison Circle

The group marches in couples around the room while a march is being played intermittently on some instrument. Small rugs are placed in the path of the marchers or circles are drawn on the floor, through which the marchers must pass. If any couple is left on a rug or within a circle when the music stops playing, that couple drops out of the march. All march forward again when the music starts and try to avoid being caught on a rug or in a circle. The last couple in wins.

Shoe Hunt

Advertisements of shoes are cut out and the illustrations of pairs of shoes are halved. These are hidden around the room. The individual finding the largest number of pairs of shoes wins. Players are allowed to trade with each other in order to complete their pairs.

Matching Advertisements

Advertisements are cut from magazines and each advertisement is divided by irregular cuts into two halves. One half is placed in the pile to be distributed

among the men; the other half to be distributed among the ladies. These halved advertisements are distributed among the guests and the men seek their partners by finding the other half of the magazine advertisement matching their own.

Matching Proverbs

Familiar proverbs are divided into groups of three or four words. These are distributed among the guests. There should be at least two words, and preferably more, on each slip. Each individual then seeks to find those others holding the words which complete his proverb.

Example—The proverb, "A stitch in time saves nine", is chosen. On one sheet of paper is put "A stitch"; on another "in time"; and on another "saves nine".

When the individuals necessary to make the complete proverb have gathered together, they represent their proverb by pantomime to the others.

Mixing March

The group, arranged in couples, forms a circle with the ladies on the inside facing their partners. When the music starts playing, the partners separate, both going to the right about the circle. This means that the ladies go in one direction and the men in the other. When the music again stops, the men will be opposite new partners and these partners must face each other and converse on some subject suggested by the leader. When the music again starts the conversation ends and both groups again continue their march in opposite directions and so the game continues. It is suggested, if the group be large and not well acquainted, that each time a new partner is faced for conversation, hands are shaken and names and places of residence given.

Musical Medley

This game is similar to the game entitled "Matching Proverbs", except that different lines of songs are distributed among the guests present and each seeks to find the individuals holding the lines necessary to complete his song. When all are located they get together and practice their song in preparation to sing it to the rest of the group or act it in pantomime.

Puzzled Words

Words are written out on slips of paper and then cut into single letters. Each letter going to make up a word is given the same number.

For example, in the word "battle", number each letter of "Battle" No. 1. All of the number 1's are told to get together, discover what their word is and when their number is called, act it out for the group to guess.

Trip Around the World

Various articles are distributed around the room, each representative of some country. For illustration, a package of tea, representing China; a shamrock, representing Ireland; a maple leaf, representing Canada.

A slip of paper and a pencil are given to each member of the group, who endeavors to guess what country each article suggests.

Bean Penalty

Each guest, upon entering the room, is given ten beans and instructed to ask questions of each other. Should a question be answered by either yes or no, the individual so answering must surrender a bean to the one asking the question. At the end of the playing period, the individual having the largest number of beans is the winner.



CHAPTER III[ToC](#)

SOCIABLE GAMES FOR GROWN-UPS

Biographic Cartoons

Each individual is given a cardboard 12×15 inches, an old magazine, containing numerous ads, a pair of scissors, and is instructed to write the biography of his right hand neighbor, using the advertisements cut from the papers to illustrate the same. In writing the biography as few words should be used as possible. The biographical sketch should be placed upon the cardboard. Mucilage should be available for the purpose of sticking on the illustrations, and pens and pencils for the necessary writing. Some award can be given to the one making the best biography.

Illustrated Songs

Each member of the group is given a sheet of paper and a pencil and is instructed to draw thereupon a picture or pictures illustrating the title of some song. (Illustration: One individual decides to illustrate the title of "Home, Sweet Home". He proceeds to draw the picture of a house, a sugar bowl, and another picture of a house.)

When sufficient time has been allowed for all to complete their illustrations, they are numbered and placed on exhibition. Each member of the group endeavors to guess as many of the illustrations as he can, placing his guess after the number of the illustration. The illustration which is guessed correctly by the largest number, wins for its artist.

Smiles

The group forms in couples and marches around the room. They are then subdivided into from four to eight smaller groups. These are stationed in various parts of the room and the ladies are lined up facing the men. They try in every conceivable way to make the men smile or laugh. Any one who does so must take a place in the ladies' line. After a few minutes of this, every man in the ladies' line must pay a forfeit, and the men must endeavor to cause the ladies to laugh.

Tea Pot

One member of the group is selected to be "It" and leaves the room. The others decide upon some object or word which "It" is to guess. "It" is called back into the room and each member of the group is to make a sentence including the

name of the object to be guessed, using in the sentence the word "Tea Pot" as a substitute for the name of the object.

Illustration—The object determined upon by the group is the piano stool. The first member of the group says, "By turning the 'tea pot' it grows higher".

As soon as "It" guesses the correct object the one whose sentence disclosed what the object was, becomes "It".

Muddled Words

The group is divided into two teams. Each individual is given a slip of paper and takes the name of some animal, bird, or fish, and muddles up the letters so as to make it difficult to recognize the name.

Illustration—g fold chin, for goldfinch.

Any member of the opposing team has the opportunity to guess what the name is. The time it takes for the opposing team to guess is recorded. Any member of the opposing team who has correctly guessed the muddled word can give a muddled word for the first team to guess. The team which succeeds in guessing the muddled word in the shortest time wins one point. The team having the most points at the end wins the game.

Who Are They?

Photographs of prominent individuals are numbered and placed on exhibition about the room, with the wrong title beneath them. Each member of the group is given a card and pencil. He goes around the room and writes upon his card the proper name of each individual with the number which is on that individual's photograph. The individual making the largest number of correct guesses wins. Photos of men like Lincoln, Lloyd George, Robert E. Lee, Obregon, etc., should be used for this game.

Who Is It?

A sheet is hung up in a doorway. The group is divided into two teams. One group goes behind the sheet. A small hole is cut in the sheet. The members of the group behind the sheet take turns in sticking their noses through the hole in the sheet. The group on the inside attempts to guess whose nose protrudes through

the sheet in the order in which they are exhibited. One member of the group behind the sheet keeps a record of the order in which individuals of that group display their noses, so that this can be checked up with the guesses of the other team. After all the noses have been displayed the group returns to its place in the room and listens to the guesses.

Then the other group goes out and they display their noses. The group making the largest number of correct guesses wins.

A modification of this game is made by showing the eye through the hole in the sheet instead of the nose, and the group in front of the sheet endeavors to guess whose eye it is.

Trades

The men are lined up on one side of the room. To each is given three or four buttons, a needle and thread, and a piece of cloth. They race to see which can sew the buttons in a straight line on the piece of cloth, securely, in the quickest time.

The women are lined up on the opposite side of the room before a plank. To each is given a hammer and six or eight nails. They race to see who first can drive the nails into the plank without bending them over.

Rooster

Ten or twenty are as many as can well play this game. The group is arranged in seats around the room. The leader starts the game by saying, "My father had a rooster". His left hand neighbor says, "A what?" The leader answers, "A rooster". The left hand neighbor then turns to his left hand neighbor and says, "My father had a rooster", and that neighbor says, "A what?", and his answer is "A rooster". This question is asked of each left hand neighbor until it has travelled around the room. When it becomes the leader's turn, he again says, "My father had a rooster", and his left hand neighbor says, "A what?". He answers, "A rooster". The left hand neighbor says, "Could he crow?" And the leader answers, "Crow he could". This dialogue is passed on around the room, each repeating the exact words of the leader to his left hand neighbor.

When it again becomes the leader's turn, he repeats the dialogue previously used and his left hand neighbor inquires, "How could he crow?" And the leader

replies, "Cock-a-doodle-do", imitating a rooster. This is passed around the room. No one is supposed to laugh during the whole game. Whoever does may either pay a forfeit or is out of the game. It is well to have a player who knows the game sit next to the leader, so that it may start correctly.

Poor Pussy

The group is arranged in a circle around the room. One player is selected to be "Pussy" and takes his place in the centre of the group. He takes a position on all fours before each member of the group, in turn saying "Meow". Thereupon the one before whom he is kneeling must stroke the back of his head and say, "Poor pussy". Pussy meows three times and in return for each meow has the back of his head stroked and is addressed, "Poor pussy". Should the one patting pussy laugh during the performance, he must take pussy's place.

Gossiping

The group is arranged in a circle around the room. The leader whispers some information to his left hand neighbor, remembering the exact sentence or sentences. His left hand neighbor is expected to whisper the same information to the next left hand neighbor and so it is passed around the circle until it is returned to the leader. The leader then tells what the original sentence was, and tells what it is after passing from ear to ear about the group.

Analogues

A member of the group thinks of some object, and without disclosing to the other members of the group what he is thinking about, he addresses in turn all of the others, asking, "What is my thought like?" The first one addressed, without having any idea as to what the leader has in mind, says, "Like a star". The second in answer to his question, says, "Like a book", and so every one is given an opportunity to state what they think his thought is like. Then the leader tells the group the thing he had in mind, which, we will say for illustration, was a fountain pen. He then asks the one who suggested that it was like a star why his fountain pen was like a star. Thereupon that one must give some reason why he thought it was like a star and replies, "Your fountain pen is like a star because it can enlighten the world". The next one says, "The fountain pen is like a book because it has the possibility of conveying thoughts", and so every one in the

group must give the why of his previous answer. This demands quick thinking and initiative on the part of the players.

Ghost

The group sits in a circle about the room. The leader starts the game by giving a letter of the alphabet. The one at his left adds a letter to the first with the view of making a word. The third adds another letter and so the game continues.

Illustration—The leader gives the letter "a". The one at his left, thinking of the word "adds" adds "d". The third one, thinking of the word "advertisement", adds "v". The fourth, thinking of the word "adversity" adds "e", and so the word continues to grow.

If one finishes the word or completes a word without realizing it, that one is given the title of "Half-ghost". Anyone speaking to the Half-ghost, becomes a Half-ghost. Should a half-ghost chance to finish another word when it again becomes his turn to add a letter to the spelling of a word, then the Half-ghost becomes a Full-ghost and is out of the game. Any one speaking to a Full-ghost becomes a Full-ghost. Full-ghosts and Half-ghosts naturally endeavor to get as many others into their class as possible, so between thinking of letters to complete the word in turn and avoiding becoming ghosts, the group is kept in a very difficult frame of mind. The game continues until there are no players who have failed to qualify as Half-ghosts or Full-ghosts.

Charades

Five of the group are selected to act out a charade. These five act out a word in pantomime. While they are doing this a second group of five is selected and prepares to act out another word, immediately following the presentation by the first group. The audience is given three minutes to guess each charade. Should it succeed in doing this, then the members of the group each choose a substitute for themselves, thus making a third group of five. While this last group is preparing a charade, the second group is putting on its pantomime, and so the game continues. If the audience fails to guess the word within the required time, then the same group is given an opportunity to act another word. Good charade words are as follows:

Aëroplane	Air-oh-plane
Antarctic	Aunt-ark-tick
Buccaneer	Buck-can-ear
Charlatan	Char-lay-tan
Falcon	Fall-con
Handicap	Hand-eye-cap
Handkerchief	Hand-cur-chief
Microscope	My-crow-scope
Automobile	Ought-oh-mob-eel
Pilgrimage	Pill-grim-age
Sausage	Saw-sage
Stiletto	Still-let-toe
Bandage	Band-age
Stationary	Station-airy
Feline	Fee-line
Rainbow	Reign-beau
Bookworm	Book-worm
Handsome	Hand-some
Penitent	Pen-eye-tent
Cribbage	Crib-age
Broomstick	Broom-stick
Infancy	In-fan-sea
Hornpipe	Horn-pipe
Eyelash	I-lash
Forswear	Four-swear
Masquerade	Mass-cur-aid
Melancholy	Melon-collie
Pantry	Pan-tree
Tennessee	Ten-I-see
Antidote	Aunt-I-dote
Definite	Deaf-in-ate

Knight of the Cracker

The ladies are lined up on one side of the room. Each is provided with a cracker. The men are lined up on the opposite side. At the signal to go the men rush forward and try to secure a cracker from one of the ladies. They then return to their original line and devour the cracker. Having succeeded in doing this, they return and whistle a tune which must be recognized by the lady.

Match Boxing

Competitors are divided into equal teams and the teams are arranged in parallel lines. The outside cover of a small safety match box is given to the first man on each team. He slips this over the end of his nose and holds his hands behind his back with the box on his nose. All other players must hold their hands behind their backs.

At the signal to start the players having the box on the end of the nose transfer the same to the nose of their neighbor without the use of their hands. The box is passed in this way to the far end of the lines and back. Should it fall upon the floor it is picked up by the one from whose nose it fell, placed on his own nose again, and the game continues as before.



CHAPTER IV_{TbC}

SOCIABLE GAMES FOR YOUNG PEOPLE

What Animal?

The leader whispers the name of a different animal or object to each individual. When called upon each must try to represent the noise or action of the animal or object. The rest of the group guess what is represented and write

the same on a slip of paper. The one guessing the most wins.

Rhyming Verbs

Half of the group leaves the room while the others decide upon a verb. The group which left the room is then called back and tries to guess the verb from the clues which are given by those who determined the verb. These clues are given in the form of sentences containing words rhyming with the verb. Should the group which is to guess think they have found the right verb, they retire from the room without stating it and returning act out the verb. If they have been successful in guessing the verb, then the other group is given an opportunity to guess a verb in the same manner.

Fruit Basket

The group is seated in a circle and counted off in 4's. The number 1's are given the name of oranges, number 2's lemons, number 3's bananas, number 4's apples. One of the individuals is selected to be "It". He takes his place in the centre of the group and one chair is taken out of the circle, leaving one less chair than there are players. "It" then calls the name of two fruits, for example, oranges and lemons. Thereupon all of the oranges must exchange places with all of the lemons and "It" endeavors to capture one of the seats. Succeeding, the one left without a seat is "It" and calls two other kinds of fruit. These two must change places and "It" endeavors to capture a seat. Should "It" say "Fruit basket", instead of naming two fruits, all must change seats.

Exchange

The group is arranged in seats around the room. "It" takes a place in the centre. All of the players are given a different number. "It" is blindfolded. The game is started by "It" calling two numbers. Thereupon the numbers called must change seats. "It" tries to either tag one of the players seeking to change seats or occupy one of the vacant seats, in which case the one without a chair becomes "It".

Barnyard Chorus

Each player in the group is given some barnyard noise to represent. The leader takes his place in the centre of the room. If he holds up his left hand, all is quiet; if he holds up his right hand, they all imitate their various noises in concert. Should one of the players make a noise while the leader is holding up his left hand, that player must stand up before his chair and imitate the noise he has been given to imitate, until some member of the group can guess what the noise is supposed to represent.

Donkey Solo

This is a good game to follow immediately after the Barnyard Chorus. The leader announces that he is to whisper to each member of the group the name of some animal that is to be imitated by that member in chorus with the others. He then goes about and whispers in the ear of every member of the group that he is to keep perfectly quiet, excepting to one individual to whom he suggests that he is to imitate the braying of a donkey. He then takes his position in the centre of the group and instructs the players to give as much volume to their imitation as possible. He gives the signal to start. Naturally, all are quiet except the poor donkey who brays his solo, to the amusement of the other members of the group.

Shifting Seats

The group is seated in a circle. There is one more chair than there are players. One individual is selected to be "It" and takes his place in the centre of the room. "It" gives the command to shift right. Thereupon, the one at the left of the vacant chair moves into the vacant chair, leaving his own chair vacant. The one at the left of his chair, moves into that, each one trying to get into the vacant chair to the right before "It" can succeed in touching him. "It" can give the command "Shift left" at any time, which means that they must move into the vacant chair to the left. Should "It" succeed in sitting in an empty chair, the one who should have occupied that chair becomes "It".

Guess the Sound

The group is arranged in a circle. The one selected to be "It" is blindfolded and takes a position in the centre of the circle. After the blindfolded player has been spun around a few times so that he does not know his location, he is given a wand or short stick. He holds this stick out in front of one member of the group.

That member must grasp the end of the stick. Then "It" names some animal which the player on the other end of the stick must imitate by some sound. Thereupon, the blindfolded player tries to guess who has hold of the other end of the stick. Succeeding, the player guessed is blindfolded.

Rapid Transit

The players form in a circle. To each is given some article to be passed. These articles should vary in size anywhere from a peanut to a flat iron. The game starts by the leader commanding them to pass to the right. He then passes his article on to his right hand neighbor and receives in turn from his left hand neighbor the article coming to him. The passing continues until the leader gives the command "Change". Then the articles are passed in the opposite direction. Should a player drop one of the articles to be passed or should any one of the players have in his possession more than two articles at one time, that individual drops out of the game, taking one article with him. The game continues until but one is left in the circle. The passing can be complicated, if so desired, by having one or two of the articles passed in the opposite direction.

Feather Tag

The group sits in a circle in the centre of the room, holding a large sheet stretched tightly between them. A fluffy feather is placed in the centre of the sheet. One of the group who is "It" endeavors by running about, to catch the feather. Those sitting around the edge of the sheet keep the feather from "It" by blowing it beyond "It's" reach. Should "It" capture the feather, the one sitting at the edge of the sheet nearest to the feather becomes "It".

Birds

All the players sit in a circle. Each is given the name of a bird. The keeper takes a position in the centre of the room and begins to tell a story about birds. When a bird's name is mentioned, that bird must stand up and turn around once in front of his chair. Failing to do this, he must pay a forfeit. When the keeper utters the word "migrate" in his story, all of the birds must change seats and he tries to get one of the seats. Succeeding, the one left without a seat, continues the bird story. Otherwise the first keeper continues his story.

Simple Simon's Silly Smile

The group is arranged in chairs around the room. The one who is selected to be "It" goes from one to another asking questions. All questions must be answered by "Simple Simon's Silly Smile", without laughing. Should the one questioned laugh, he must take the place of the one who is "It".

Wink

Chairs are arranged around the room in a circle, with the boys standing behind each chair. There should be one more chair than there are girls in the group. The boy standing behind the empty chair winks at one of the girls who endeavors to get to the vacant chair before the boy in whose chair she is sitting can tag her. If she succeeds, the boy behind the chair last vacated continues the game by winking at another girl.

Hush

The group sits in a circle in a room which is semi-dark. The leader goes around inside of the circle and slips a button in the hands of one of the players. He does this after making an offer to do it to several others, so as to disguise where he finally deposits the button. All then have a turn to guess in whose hands the button lies. The one who guesses right becomes the leader, and the leader becomes a ghost. The game then continues as before. The ghost asks questions of any of the players, and they are not supposed to answer any question asked them except by the leader. Should they do so, they also become ghosts. As the ghosts multiply the game becomes more difficult. The game continues until but two are left of the circle.

Jack's Alive

The group sits in a circle in the room. A lighted splinter is handed to one of the group in the circle. It is then passed around the circle, still lighted. Should the flame become extinguished, the one in whose hand the splinter rests at that time must pay a forfeit. The forfeit sometimes demanded is that a mustache be made on the upper lip of that individual with the charred end of the splinter.

In passing the splinter the player must say Jack's Alive; failing to do this the splinter is returned to him and should it become extinguished before he can say this, it counts against him.

Going to Jerusalem

The chairs are arranged in a circle in the center of the room, with the seats away from the center. There should be one less chair than there are participants in the game. The participants form a line around the outside of the chairs and march forward around the chairs, while the piano, phonograph, or some other musical instrument is being played. The instant the music stops each player tries to sit in a chair. The one failing to get a chair drops out of the game. A chair is taken from the circle and the group starts marching again with the music. When the music stops they seek chairs as before, the one failing to secure one dropping out. A chair is taken out of the circle after each scramble and so the group diminishes until all are eliminated except one, who is crowned King of Jerusalem. If the group be large more than one chair can be eliminated at a time.



CHAPTER V [ToC](#)

TRICK GAMES FOR SOCIABLES

Hindoo Blind Reading

Slips of paper are given to all of the guests and they are instructed to write thereupon a brief sentence of three or four words and to carefully fold the paper. These messages are then collected, and the Hindoo Mystic proceeds to amaze his auditors by rubbing the messages, still folded, one after another across his forehead and telling what is written on the folded paper.

The Trick—The message reader has an accomplice who is instructed to acknowledge that he wrote the first note read by the mystic, no matter what that note may be. The mystic makes up in his mind a brief sentence after rubbing the first slip of paper on his head. This sentence is acknowledged by the accomplice. The mystic, after having the note acknowledged, opens it apparently to corroborate his reading, but in reality he is reading the note written by someone else. Upon rubbing the next slip of paper across his forehead, he announces the contents of the note last read, which naturally is acknowledged with wonderment on the part of the individual who wrote it. He then apparently looks at this slip of paper, but in reality he looks at the paper which he next intends to read.

Mental Telepathy

The group is told that if enough people think hard enough about one object they can communicate the thought to a person who knows nothing about it. One or two "unwise" persons are asked to leave the room and nothing is decided upon. But the group is told that when each "unwise" person comes in in turn, the second thing that is named must be admitted to be the right object. Great disappointment should be shown at his failure to get the right object the first time and he should be heartily congratulated on his success the second time. This continues until he realizes that he is duped.

The Paper Artist

A sheet of newspaper or any other kind of paper can be used for this game. The accomplice is sent from the room. The one performing the trick then holds the paper in front of the face of one of the individuals in the room. Returning to his seat, the accomplice is called into the room and handed the sheet of paper. The accomplice then studies the paper carefully and announces to the group whose photograph he sees thereupon.

The Trick—The one who takes the impression of the individual assumes the same sitting position that the individual photographed has assumed, thus portraying to the one who left the room whose photograph is on the blank paper.

Magic Answers

An accomplice is sent from the room. Those remaining in the room determine

upon some object, this object to be recognized by the accomplice. When the object has been selected, the accomplice is called back. The one who is to deal with the accomplice asks if several objects in the room are the thing which has been suggested. The accomplice answers, "No," but answers correctly when the object selected is mentioned.

The Trick—The one asking the questions of the accomplice names some black object immediately preceding the object which is the correct one, thus giving the clue.

Clairvoyant

The one who plays this trick must have an accomplice. The accomplice is sent from the room. It is announced that the accomplice will name the person pointed to. The demonstrator points at an individual and the accomplice on the outside of the room gives the name of the individual pointed at.

The Trick—The accomplice knows that the one last speaking before he left the room will be the one pointed at by the demonstrator. In pointing at an individual, the one doing the pointing asks of the accomplice, "Does the spirit move?" The one on the outside answers, if he knows who is being pointed at, "It does." The first speaker then says, "Whom am I pointing at?" The accomplice then gives the individual's name.

Scissors Crossed

A simple catch game. The group is seated in a circle. It is best to have two of the company know how to play the game. One of these hands a closed pair of scissors to the other, who takes it and says, "I received these scissors uncrossed and give them crossed" (opening the scissors as he says, "and give them crossed"). He passes them to the player on his left, who should say, "I received these scissors crossed and give them crossed"—(if they are left open; if closed, "uncrossed"). If the players do not know the game, they will cross and uncross the scissors in an attempt to pass them correctly. Each one is given a turn and the game continues until some bright player notices that the scissors are called "crossed" when they are open and "uncrossed" when they are closed, and that the player who started the game crossed his feet if the scissors were crossed and, if not, his feet were uncrossed. Thus, the object of the game is to change the words and the position of the feet in accordance with the position of the scissors.

Knights of the Sacred Whistle

One or two of the group are informed that they are to be initiated into the Order of the Knights of the Sacred Whistle. They are shown a whistle and told that to become a member they must find this whistle. It is then pretended that the whistle is handed to one of the members of the party. An apron is hung around the shoulders of the victim and the whistle is attached to the back of the apron on a piece of string. The trick is for some of the players to blow the whistle behind the person's back, immediately dropping it and when he turns the person on the other side will blow. As all are standing in a circle, with the person who is being initiated in the centre, he is kept guessing for some time before he finds out where the whistle is located.

Hay Stack

Chairs are piled to a considerable height in the centre of the room and the person to be initiated is instructed to take off his shoes and jump over them. The leader insists that this is possible, but the uninitiated remonstrates, "It can't be done." The catch is that the individual is supposed to jump over his shoes instead of the chairs.

Boots Without Shoes

The leader asks one of the players to say as he directs and then asks him to say, "Boots without shoes." The player immediately says, "Boots without shoes." The leader says, "That is not correct," and goes to the next. The next one also says, "Boots without shoes," and so do most of the other members of the group, until one bright individual, discovering the trick, simply says, "Boots," which is the correct answer.

Newspaper Touch

Two individuals are instructed to stand upon a sheet of newspaper, so as not to be able to touch each other. This seems impossible and the individuals taking their places upon the paper endeavor to maneuver in impossible positions, but find they still can touch each other. The trick is to spread the newspaper over the sill of a door. One individual stands on one side of the closed door upon the

newspaper, while the other takes his position on the other side of the door.

Coin and Card Snap

A card is balanced upon the end of the middle finger of the left hand, flat side down. A quarter or some small coin is placed upon the card, directly over the end of the finger. The trick is to snap the card from under the coin so that the coin will remain on the end of the finger.

Blind Blow

A lighted candle is placed upon a table. The players are blindfolded in turn, spun around, and instructed to blow out the candle. The time of each player is recorded and the one succeeding in blowing out the candle in the quickest time wins the game.

Tricks with Matches

Six matches are given to an individual and he is requested to make with them four equilateral triangles.

The Trick—Three matches are laid upon the table, forming an equilateral triangle. The other three are held above the three on the table in the form of a pyramid, with the triangle on the table as a base.

Tricks with Matches

Twelve matches are placed upon the table as herewith illustrated. Then those trying to accomplish the trick are instructed to illustrate what matches are made of by moving two matches.

The Trick—It is natural that the ones trying to solve the trick endeavor to make the word "wood" out of the combination of forms, but by taking the top match off the first square, a "v" can be made by adding it to the third figure. By taking the right hand side off the first square, the letter "e" can be made by adding it to the last figure, spelling the word "love."

Pigs in Pen

A farmer has six pigs and five pens. He desires to place the pigs in the pens so that there will be an odd number of pigs in each pen. How can he accomplish this?

The Trick—He places a pen within a pen. Then he places a pig in each of the other pens, and two pigs in the one which encloses the pen, and another pig in the enclosed pen.

Number Trick

How can four be made out of three 3's?

3-3/3

Penny Wise

The players are provided with a bright new penny, a piece of paper and a pencil. On the paper have been written the following requirements, each player being expected to write the answers, the one having the largest number of correct answers, winning the game:

Find on the penny the name of a song.

(Ans. America.)

A privilege.

(Ans. Liberty.)

A part of Indian corn.

(Ans. Ear.)

A part of a hill.

(Ans. Brow.)

Something denoting self.

(Ans. I (Eye).)

Part of a door.

(Ans. Lock (of hair).)

A weapon of war.

(Ans. Arrow.)

An act of protection.

(Ans. Shield.)

A gallant.

(Ans. Beau (Bow).)

A punishment.

(Ans. Stripes.)

Part of a plant.

(Ans. Leaf.)

A piece of jewelry.

(Ans. Ring.)

A nut.

(Ans. Acorn.)

A musical term.

(Ans. Bar.)

An occupation.

(Ans. Milling.)

A foreign fruit.

(Ans. Date.)

Trimming for a hat.

(Ans. Feather.)

What ships sail on.

(Ans. Sea.)

A perfume.

(Ans. Scent (cent).)

A religious edifice.

(Ans. Temple.)

A messenger.

(Ans. One sent (One cent).)

A method of voting.

(Ans. Ayes and noes (Eyes and nose).)

A Chinese beverage.

(Ans. Tea (T).)

A gaudy flower.

(Ans. Tulips (Two lips).)

Comfort.

(Ans. Ease (e e).)

A small animal.

(Ans. Hare (Hair).)

A term of marriage.

(Ans. United State.)

An ancient honor.

(Ans. Wreath.)

One of the first families.
(Ans. Indian.)

Reading Temples

The group is told that thoughts can be transmitted through the temples. The demonstrator of the game has to have an accomplice knowing the trick, who leaves the room. The others decide upon a number, not greater than ten. The accomplice is called back into the room, and by placing his hands upon the temples of the demonstrator after having requested every one to concentrate their thoughts upon the number selected, he tells what the number is.

The Trick—He is told the number by the demonstrator, who clinches and relaxes his jaw, which gives a movement of the temple which can be felt by the accomplice.

Aeroplane Ride

The player selected to take the ride is sent from the room and blindfolded. A strong board is held a few inches from the floor by several of the players. The blindfolded player is then called back into the room and invited to step into the aeroplane and is aided in stepping upon the board. His hands are placed upon the shoulders of two other players for support. As soon as the individual has stepped upon the board, it is raised a few inches and the two individuals upon whose shoulders rest his hands slowly and together bend their knees, so as to lower their shoulders, giving the impression to the rider that he has been lifted some distance from the floor.

The rider is then told to jump down, but not to fear, as mattresses have been placed upon the floor, so that he is in no danger of injury. The fear of jumping from so great a height as the blindfolded aviator has been caused to feel he has attained, and the surprise of striking the floor in so short a distance after the jump, are very amusing.

Egg Smash

Several players of the group are blindfolded and take a kneeling position upon the floor. Each is given a fake egg and is told to knock it upon the floor to summon the good spirit. They do this very carefully the first time, thinking they

have an egg. The eggs are taken away and the group waits to see if a spirit appears. As it does not appear, the eggs are again handed to the players. This time they are not so careful in hitting the eggs down upon the floor, their first experience telling them they are fake. Again the eggs are taken from them and the spirit waited for. Failing to appear the second time, the eggs are returned to the blindfolded individuals for the third time, but this time instead of fake, they are the real article, much to the surprise and grief of those who break them vigorously upon the floor.

Musical Notes

This trick is easily played where a group is sitting around a bare wooden table. The player knowing the trick, pricks the prongs of a fork with his finger nails, causing it to vibrate as a tuning fork. He then makes his audience think that he pulls music from the nose of another player by reaching with his free hand and touching the nose of said player, and to the surprise of his auditors, music is heard.

The Trick—The instant the one who plays the trick touches the nose, he unobserved allows the end of the fork to come in contact with the hard surface of the table. The vibration of the fork is inaudible until its end comes in contact with the table.

Siam Club

Players are invited to join the Siam Club, for which certain rites and ceremonies are necessary. Those to be initiated into the club then kneel in a circle in the centre of the room and after bowing forward so that their foreheads touch the floor, they repeat after the leader the following sacred secret words, which they are instructed not to disclose to anyone else, under any conditions: "O whattagoo Siam." They repeat this over and over again until they begin to realize that they are saying, "Oh, what a goose I am."

Divesting

The trick is to remove the vest of one of the players while he is still wearing his coat. To accomplish the trick one must stand in front of the subject, unbutton the vest, loosening the buckles on the strap behind. Next he runs his left hand

under the coat, raises the lower end of the back of the vest, while with his right hand he grasps the end of the vest around the neck of the person, who is instructed to hold his arms high above his head. The back of the vest may then be pulled over the head of the subject. One of the lower ends of the vest is then pushed down the coat sleeve. The operator then runs his hand up the coat sleeve and pulls the vest down the sleeve until the arm hole is free from the subject's hand. The vest is then drawn back up the sleeve and pulled through the sleeve and over the hand of the other arm. It can then easily be removed either by pulling down or up the sleeve.



CHAPTER VI[ToC](#)

STUNT ATHLETIC MEET

Standing Broad Jump

The group is divided into competing teams. Each team lines up behind the starting line. Each is instructed to see how many feet he can have credited to him in this event. The first player on each team is then instructed to heel the starting line with his right foot and to place his left foot immediately in front of and in line with his right foot, so that the heel touches the toe. The second player on each team then places his right foot in front of and in line with and against the advance foot of Number 1, and places his left foot in front of his right. All of the players take this position. The team having the longest feet wins the game by measuring the greatest distance in front of the starting line.

Standing High Jump

Doughnuts are suspended by means of a string, so that one hangs about eight inches above the head of each contestant. The one first succeeding in eating his

doughnut without the use of his hands, wins the event.

Bawl Game

Competitors are lined up and directed to bawl. The one doing this the best, in the judgment of the judges, wins.

Peanut Relay

A bowl full of peanuts is placed before each competitor. An empty bowl is placed at some distance opposite each. Each competitor is given a table knife. At the signal to go, keeping his left hand behind his back, he takes one or more peanuts on the flat of his knife from the full bowl and deposits it or them in the empty bowl. He returns for more peanuts. He is not allowed to use his free hand in helping the peanuts on to the knife, or keeping them thereupon. The player first succeeding in transferring the peanuts wins the event.

Shot Put

Competitors endeavor to throw a handkerchief unknotted from a given line for distance.

Lucky

A number of bags are suspended in such a way as to hang four feet above the heads of the competitors. One bag contains candy; one contains flour; another peanuts; another water, etc. An individual is blindfolded, given a short stick and headed in the direction of the bags. He then endeavors to strike one of the bags. Succeeding in knocking the bag of candy, that shall be his prize; likewise the peanuts, flour, or water.

Peanut Throw

Each contestant is given an equal number of peanuts. The one succeeding in dropping the largest number of peanuts into the mouth of a jug, wins. The peanuts must be dropped from a distance equal to the height of the shoulders.

Head Toss

A salt bag is filled with sand. Competitors heel a given line and place the bag of sand upon the back of their necks and without the use of the hands, endeavor to throw the bag as far back into the line as possible.

Duel Tug of War

Two opponents are given a piece of rope about three feet long. Each takes a position on the opposite side of a line drawn upon the floor. One tries to pull the other across the line by means of the rope. If successful in drawing the opponent so that both feet are on his side of the line, that player wins.

Discus Throw

Contestants are given some object like a quoit, a block of wood, etc. A small circle about eighteen inches in diameter is drawn upon the ground. The contestant places the object to be thrown between his feet and endeavors to throw it forward from the circle as great a distance as possible. Both feet must work together in making the throw and neither can touch the ground outside of the circle.

Ring the Bell

In the centre of a hoop eighteen inches in diameter—(an ordinary barrel hoop)—is hung a bell. The hoop is suspended from the ceiling or a door, so that it will be five feet above the floor. The group is divided into two teams. One team lines up on one side, one on the other. Each is given two bean bags. The first player on each team endeavors to throw his two bean bags through the hoop without ringing the bell. Succeeding or failing, he takes his place at the rear of the line and the next player repeats his performance. The players on the opposing team are expected to recover and to use the bags thrown through the hoop by the opponents, for their throw. A point is scored for the team by each player successfully tossing a bean bag through the hoop without ringing the bell.

Chair Tilting

Opponents are placed upon chairs and must stand thereon upon one foot. Each

is armed with a long pole, the end of which is padded with a wad of cloth. The object is to dislodge the opponent from the chair. Dropping the pole or putting the foot down counts the same as being forced from the chair.

As soon as one member of a team has been dislodged, another may take his place and the game continues until all of one team have been eliminated.

Hammer Throw

An inflated paper bag tied on the end of a yard of string is used as the hammer for this event. Each contestant by swinging the bag from the end of the string tries to throw it as great a distance as possible.

Twenty Yard Dash

Contestants carry an egg to the distance line and return with a spoon held at full arm's length from the body.

Running Broad Grin

Have each competitor grin as broadly as possible. The judges measure the grins with a tape measure.

Light Weight Race

Contestants carry a lighted candle in one hand and a glass or bowl brim full of water in the other. If the water is spilled over or the candle blows out, the contestant is out of the race.

Javelin Throw

Contestants endeavor to throw a short stick through a rolling hoop.

One Mile Run

Contestants are required to add a column of figures, the total of which will be 5280.

Long Glum

The player who can keep from smiling the longest in spite of the jeers and efforts to make him laugh, on the part of the others, wins.

Turtle Race

Contestants lie flat upon their backs and throw an object over their heads with their two feet, for distance.

Elimination Race

An equal number of chalk marks are made upon the floor in front of each contestant. A damp rag is then handed to each, and at the signal to go they are to run to and rub off the chalk mark on the floor. After erasing each mark, they must return to the starting line. When the last mark has been erased and the contestant crosses the starting line, the race ends.



CHAPTER VII[ToC](#)

COMPETITIVE STUNTS

Suitable for Sociables and Entertainers

These stunts may be used as a means of amusement at social functions. In order to avoid calling for volunteers to come forward to participate in the various stunts, cards may be distributed among those who are expected to take part in the stunt program. On these cards are numbers or letters. The one who has prepared the program has determined beforehand how many participants he wants in each

stunt. If, in the first stunt, he desires six participants, he will have prepared six letter A's to be distributed. If, for the second stunt, he desires two participants, he will have prepared two letter B's. Then when he is ready to put on his program he calls for all the individuals holding the letter A, etc. If there are certain individuals whom he is particularly anxious to have take part in certain stunts, he can instruct the distributor of the letters to this effect.

Brick Relay

Have four contestants to a team and as many teams as there is space for. Two lines are drawn upon the floor about ten yards apart. Two members from each team line up opposite to and facing each other, behind each line. Two brick bats are placed upon the starting line in front of each team. At the signal to go, the first contestant on each team stands on the two brick bats. Bending forward he grasps the front end of each brick with his hands. Shifting his weight to one foot, he slides the other foot forward, drawing the brick bat with it by means of his hands. He then shifts his weight to that foot and draws the other foot forward with the brick bat and in this way proceeds to the far line, behind which he turns the bricks over to the second member of his team who races back in the opposite direction by the same method of progress. The third member takes the bricks from the second and covers the intervening space between the lines, and when the fourth member, following the example of his team, has crossed the starting line, the race ends.

Chair-i-ot Race

Competitors stand on the starting line. Two chairs are given to each. They place the chairs behind the starting line, side by side, with the backs of the chairs forward, and stand upon the seats of the chairs. At the signal to go they grasp the backs of the chairs with their hands and shifting the weight from one foot to the other, slide the chairs forward until the distance line has been crossed.

Chair Stubbing

Each contestant sits upon a chair with his legs straddling the back and his toes on the bottom side round. Keeping his feet off the floor, he advances the chair forward by jerking it with his body until it has crossed the distance line.

This race can be made a relay by having four men on the team, two men placed behind each line.

Aviation Meet

Each team is made up of two mechanics and four aviators. The two mechanics hold stretched between them a piece of string upon which have been placed two funnels of paper made in the form of cornucopias, point to point. The first aviator on each team, at the signal to go, blows the cornucopia across the string from one mechanic to the other; the second blows it back across; the third blows it in the same direction as the first and the fourth ends the race by blowing it in the same direction that the second aviator blew it, until it touches the hands of the mechanic.

Equal pieces of string should be used, a loop having been tied in each end through which the mechanics may slip their fingers for the purpose of holding the string. Mechanics must keep the string level at all times.

Feather Blowing Relay

Four contestants constitute a team. A feather is placed on the starting line and is blown by the first member of each team to the distance line. Then the second member of the team blows it back to the starting line and after the third contestant has completed his blow, the fourth blows it back across the finish line.

Balloon Race

An inflated rubber balloon and a palm leaf fan must be provided for each team. Four players constitute a team. A balloon is placed on the starting line before each team and a fan handed to the first competitor. At the signal to go the balloon is blown forward by means of the fan across the distance line, blown back by the second player, forward again by the third and back across the finish line by the fourth. The team first succeeding wins the honors.

Lobster Race

Each competitor gets down on the starting line on all fours and at the signal to go travels backward on all fours to the distance line and returns.

Prune Tug of War

Prunes are tied in the middle of a piece of string, three yards long. Opponents are placed opposite each other, each with an end of the string in his mouth. At the signal to go they are to chew the string towards the prune. The one first reaching the prune may eat his prize.

Whistle Race

Contestants take a deep breath and whistle. The one who can whistle longest on one breath, wins.

Cracker Relay

Six players to a team. The players on each team sit in a row. Four crackers are given to each player. The one on the rear of each team starts the race by standing up and eating the crackers. When he has eaten all four crackers and is able to whistle, his whistle is the signal for the man next in front of him to stand up and eat his crackers, while the first man resumes his seat. So each in turn eats four crackers. When the last, or front man on each team is able to whistle after devouring his crackers, the race ends.

Blindfold Obstacles

Obstacles, such as vases of flowers, china ware, chairs, etc., are placed in four or more long rows. Each contestant is given a row and is requested to try distances before being blindfolded. They then are all blindfolded, placed at the starting point, and told to race down through the line of obstacles without touching anything. In the meantime the objects have been removed.

Candle Roll Over

Four players are chosen for each team. Two are lined up in front of the starting line and two opposite on the distance line. One of the players on the starting line is given a lighted candle. A mat is placed half way between the starting and the distance lines. At the signal to start the player holding the candle advances to the mat, executes a forward roll on the mat, holding the candle in his hand. Should

the candle go out during the roll, he must go back to the starting line and start over after lighting the candle. When he has succeeded in making the roll without extinguishing the candle, he proceeds to the distance line where he passes on the lighted candle to the second member of his team. This one returns to the starting line, rolling on the mat as did his predecessor. Should the candle in his hand become extinguished, he must go back to the line from which he started, light his candle and start over. This continues until all four men have covered the required distance, each having rolled over without having extinguished the candle.

Boat Race

Two players constitute a team in this race. One of the players on each team sits upon the floor. His knees are raised so as to allow his feet to rest flat upon the floor. The other member of the team then sits upon his teammate's feet, facing him, and places his feet and legs in a similar position to that of his teammate, so that each may sit upon the other's feet. They then place their hands upon each other's shoulders.

To race in this position, Number 1, the player whose back is in the direction to be traveled, leans well forward so that his weight is well on his own feet. This makes it possible for his teammate, Number 2, to slide his feet forward along the floor, carrying Number 1 backward upon them. Number 2 then leans forward so that his weight is well on his own feet, which allows Number 1 to draw his feet towards him and Number 2 slides forward with them. By swaying backward and forward in this way, the two members of the team, by alternating the sliding of their feet, progress across the floor to the distance line. Upon reaching the same, they reverse their direction without turning around. The race ends when they have crossed the starting line.

Necktie Race

Two players constitute a team. Each team may stand opposite each other at different ends of the room. At the signal to go Number 1 runs forward to Number 2, who must wear a four-in-hand necktie. Number 1 unties Number 2's necktie, takes it off his neck and reties it in a four-in-hand knot. Number 1 then runs back to his former position with Number 2 following him. When behind the starting line Number 2 starts to untie Number 1's necktie, takes it from his neck, replaces it and ties it in a four-in-hand knot. When he has accomplished this, he races back to his original position. The first team accomplishing this, wins the

game.



Part III

OUTDOOR GAMES

CHAPTER I [ToC](#)

OUTDOOR GAMES FOR OLDER BOYS AND YOUNG MEN

Push Cross Line

Three parallel lines are marked upon the ground about six feet apart. The group is divided into two teams. Each team lines up behind one of the outside lines, facing the opponents. At the signal to start, both groups rush forward and endeavor to push their opponents back over their own base line. Should they succeed in pushing the opponent so that both of his feet are behind the base line, that opponent is out of the game and retires to a position behind his own base line. At the end of thirty seconds the team having pushed the greatest number of opponents back across their own base line, wins.

Fortress

This game is similar to the preceding game. Three parallel lines are made around a hollow square not less than 25 to 40 feet in dimensions. This square is known as the fortress. A small space is marked off in the centre of the fortress for a prison. Two captains are selected. These two choose the members of their own teams, in turn. One team is known as the defenders, the other as the attackers. The defending party takes a position within the fortress and the attacking party is scattered around the outside of the fort. Both are under the command of their captains.

The attacking party may charge the fort as a group or may use any tactics the captain may decide upon. He may feign an attack on one side to draw the defenders' attention, while his principal attack may be directed towards another point of the fortress. The methods of engagement are as follows:

Opponents endeavor to push, pull, or carry each other across the guard line. The defending players seek to force as many of the attacking players in across the inside line as possible. Succeeding in this, such players as have been drawn

beyond the inside line are prisoners and must take their place in the prison. The attacking party seeks to force as many of the defenders beyond the outside line as possible. Succeeding in this, all those so forced are placed in a small area, which constitutes the prison of the attacking army. The captain should seek to direct the strong against the strong as much as possible in personal combat. The captains may exchange prisoners if they so desire.

The battle is won by either party making prisoners of all the opponents, or it may be won by the besiegers, if one of their number enters unattacked the prison within the fortress. Should the player accomplish this, he shouts, "Hole's won," whereupon the defenders must yield the fortress and the two armies change places, the defenders becoming the attackers, and vice versa. If an old fence is used for one side of the fortress, the other guard line should be drawn five feet inside of the fence line.

The attacking captain may withdraw his forces at any time for rest or consultation. Either captain may use a flag of truce for similar purposes. Under such conditions they arrange for an exchange of prisoners, etc.

Forcing the City Gates

This is an old Chinese game. Two captains are selected, who in turn choose all the other players. The two teams are first formed in two lines, facing each other and about ten feet apart, with the players grasping hands. Each line represents a city gate. The captain should arrange the players so that the weakest may be between two strong players.

The play begins when the captain of one of the teams sends forward one of his men. This man can make three attempts to break through the opponent's city gate. He can do this, either by breaking the grasp of two of the players or by dodging underneath their arms or between their legs. Should he succeed in doing this, he takes back to reinforce his own line the two players who are responsible for his getting through. Should he fail, he enlists his efforts with those of his opponents by joining their line. The game is won when one team has succeeded in taking over all of the opponents.

Hare and Hound

This is an old game which is always popular. Two or three players are designated as hares. Each is given a large bag filled with paper torn into small

bits. The hares are allowed a few minutes' start ahead of the rest of the players, who are known as hounds. The hounds follow the hares by means of the torn bits of paper scattered on the ground, in an effort to overtake them.

When the hares have used up all of their paper they hide their three bags near the end of the trail and race back from that point to the place from which the run started. When the hounds have discovered the bags, they also race back to the starting place. The game is won by the first player reaching said place.

Human Targets

An old flour or salt bag stuffed with straw or cloth may be used for this game. One player is selected to be the target. The others endeavor to hit the target by throwing the bag. The target may run or dodge in any way he desires, but the one who holds the bag cannot advance towards him in making his throw. If he is not near enough to hit the target, he can throw the bag to some other player who is nearer. When the target has been hit, the leader selects some one else to act as target.

Sling the Sack

Either a good sized sack well stuffed with rags or straw, or a small cloth sack filled with sand, may be used for this game. The game can be played on a level stretch of road or in a good sized field. The group is divided into two equal teams. A starting line is marked near the center of the playing space. A player from each team takes a position behind this starting line and in turn, with his left foot on the starting line and with his shoulders at right angles to it, slings the sack with his right arm straight at the elbow, over his head as far as possible. A left-handed player may reverse this position. The spot where the sack hits the ground is marked. The player from the opposing team stands in the same position at the starting line, as did the first player, and makes his throw in the same direction, and his throw is marked. These two throws are made in order to measure what constitutes a good throw of the sack. A line is drawn parallel to the starting line at the point where the farther of the two preliminary throws landed. The starting line and this other line are now known as goal lines. A centre line is drawn parallel to the goal lines and half way between them. A coin is flipped up between the two captains for the choice of goals.

The captain who wins the toss can choose either the first throw or the goal he

desires to have. When this is determined, each team scatters about on the territory in the vicinity of its own goal line, and the captain of the team which has the first throw designates which player on his team he desires to sling the sack first. This player (team A) must take a position with his advanced foot on the goal line and sling the sack with a straight arm over his head towards the opponent's goal line. The opponents (team B) endeavor to catch the sack before it touches the ground. Succeeding, the one catching the sack advances three paces and from that position slings the sack over his head towards team A's goal line. Team A players endeavor to catch the sack and if successful, that player succeeding advances three paces towards team B's goal line and slings the sack as before. Should any member of the team fail to catch the sack when it is thrown into their territory, the player first touching the sack in an effort to catch it, or the player nearest to where the sack lands, must make the sling from the point behind where the sack is picked up from the ground. The players may move anywhere about in their territory. The captain should endeavor to place them in a position so as to cover as much space as possible. Side boundaries can be used if desired, in which case the team supposed to receive the sack which gets out of bounds may advance three paces whether the sack is caught or not, from the point in line with where it first hits the ground.

A score is made each time the one member of a team catches the sack with both his feet on the opponent's side of the centre line. In making the catch, should he step back with one or both feet on or across the centre line, or be driven back by the impetus of the sack, it shall not constitute a point. After each point is made, goals are changed, the losing team puts the ball into play. The team having the largest score at the end of thirty minutes wins.

Game of Goose

A good sized level field should be used for this game. Two gander poles, five feet high, are erected, one at each end of the field, each having two forks at the top, opposite each other. Stout tree crotches may be used. The goose is made from a stout cloth bag, such as a ham cover, stuffed, leaving the ends which can be easily grasped. Midway between the gander poles a large circle is marked upon the ground, its size being determined by the number playing. Mark a circle six feet in diameter around each gander pole to designate the safety limit.

The group is divided into two equal teams. These two teams are arranged with their men placed alternately around the circle in the centre of the field. The

gander man stands in the centre of the circle with the goose in his hand. At a given signal he swings around and tosses the goose in the air to be received in the arms of some lucky player, who immediately dashes off with it towards his goal. The opponent players endeavor to intercept him and get the goose away from him. When the man carrying the goose is in danger of losing it, he tosses it to some one on his own side, if he can, and the player catching it runs towards his goal. If the second player cannot succeed in making his goal or gander post, he tosses it on to some other member on his team. The player who succeeds in getting both feet inside of the safety circle around the gander pole must not be molested, unless he lets the goose fall to the ground in his attempt to hang it in one of the crotches of the gander pole, in which case he or his team mates may recover it or any one of the opposing team may seize the bird and dash away with it towards his own pole. There must be no scrimmage over the possession of the bird, for as soon as an opponent gets hold of the goose, the player holding the latter must let go his hold. One must not trip an opponent or interfere by body, arm, or leg contact without forfeiting one "honk." Three honks count one goose (or goal) for the opposite side.

Clock Games

The group forms a large circle. If it be a large group, the circle is counted off into 6's or 8's, if small into 4's. If they be counted into 6's each group of six constitutes a team. Number 1 in each case is to act as captain. If it be desired to elect captains, the man elected takes Number 1's place in the group. The captain wears a sash or some other distinguishing mark. In this formation a number of competitive races can be used.

Illustration—The group numbers sixty individuals. It is counted off into 6's. That means that we have ten teams of six men each making up the circle and ready to compete. The leader takes a position in the centre of the circle. The following five games may be played with the teams arranged in clock formation:

Walking Race

See clock games above.

At the signal to go, the number 6 man steps out of his place in the circle and walks to the right around the circle, until he gets back to the point in the circle he left, and tags off the Number 5 man on his team, and this man walks around the

circle. This means that all the Number 5 men from all the different teams are walking around the outside of the circle in a race, at the same time. Numbers 4, 3, and 2 follow in turn after 5. Number 2, after completing the circle, tags off Number 1, the captain of the team, wearing a sash. The captain walks about the circle until he gets to the hole in the circle which he left, enters through the hole, bringing his sash to the leader, who stands in the centre of the ring. The first sash to reach the leader decides the winner of the race.

A running race can be substituted for the walking race and various modifications used, such as backward walking, hopping, frog leap, etc.

Chariot Race

See clock games above.

Similar to the preceding walking race, except that instead of running around the ring singly, the competitors go in pairs, as follows:

At the signal to go Number 6 locks his left arm in the right arm of Number 5, and the two of them so linked together proceed around the circle. Having completed the circle, Number 6 takes his original place, while Number 5 links arms with Number 4 and the two travel around the circle. Then 4 links with 3, 3 with 2, and the race ends when 2 and 1 have completed the distance around the circle and have brought their sash to the leader in the centre.

Flathead Race

See clock games above.

Similar to the preceding. A small block of wood or flat stone is given to Number 6 on each team. At the signal to go he places the block on the head of Number 5 and follows Number 5, who walks around the ring. Number 5 must keep his hands upon his hips. Should the block of wood fall from the head of Number 5, he must stand still until it has been replaced by Number 6. The two continue walking around the circle until they reach the point which they left. Then Number 6 takes his place in the circle and Number 5 takes the block from his own head and places it on the head of Number 4, and follows 4 around the ring to replace the block should it fall off. The race ends when Number 1, followed by Number 2, has completed the distance around the circle, still balancing the block of wood on his head, and presents himself to the leader in

the centre.

Spin Around Race

See clock games above.

Similar to the preceding race, except that each captain takes a position about four feet outside of the circle near his own team. At the signal to go, Number 6 steps out of his position in the circle and runs to his own captain, linking his right arm in the right arm of the captain, who spins him around twice. He then runs around the circle and returns to his original place in the circle, and tags off 5, who repeats the performance of 6. When 2 has completed his round of the circle, he tags off his captain. The captain must run, without spinning around, clear around the circle on the outside, and enter through the point of the circle he originally held, and tag the leader in the middle.

Leap Frog Race

See clock games above.

Similar to the preceding. In this race, Number 2 will take the place of the captain outside of the ring. At the signal to go, Number 6 leaves the ring and proceeds around the circle, leaping with frog leaps over the backs of the Number 2 men from each team. Returning to his original position, he tags off Number 5. Number 1's turn will come after that of Number 3, and when Number 1 has completed the circle, leaping over the backs of all Number 2 men, he tags off the Number 2 of his own team. The latter runs about the circle once, enters the circle at the point where he originally stood and tags the leader in the centre.

Riding the Snail

A group is divided into two equal teams. These two teams line up in parallel lines about six feet apart, back to back. A safety line is drawn at each end of the field about twenty-five yards from where the teams line up. One team is designated as the "head" team; the other as the "tail" team. The leader tosses a coin. If the coin falls with head up, he calls "heads." Thereupon tails run across their safety line while heads endeavor to tag them before they succeed. Succeeding in doing this the man tagged has to carry the tagger upon his back to the original place of line-up and the coin is again flipped. Should it fall with tail

up, tails chase heads to the safety line at the other end of the playing space.



CHAPTER II [ToC](#)

OUTDOOR GAMES FOR BOYS

Treasure Hunt

This game is a very adaptable one and can be run in a great number of different ways. It can be as simple or as complex as any leader may desire.

A mysterious letter may be read to the group or a letter in code posted where the group can see it. The contents of this letter will direct any one to a place where he will find detailed information as to the exact location of a buried treasure. By following instructions or working out the code, a boy will discover a second letter in hiding, or a time limit may be allowed to find letter number 3. At the end of that time the information contained in the second letter may be given to the entire group, so that all may hunt for letter number 3. This method keeps everybody in the game. As many letters may be hidden as desired, using the treasure as the last. This game can be used to teach observation, trailing and tracking. Letters using identification of trees, flowers, marks on trees, birds' nests, etc., may be used. Map and chart reading make the game more difficult. Letters may be written in Morse and Continental codes, or easy codes may be made.

A good book on trees or flowers, a small ax, or any useful article may be the hidden treasure.

Hide and Seek

One boy is chosen to be "IT." He blinds his eyes while the others hide. He counts 100 by 5's, then says, "Ready or not, you must be caught." He then endeavors to find the hidden players. Succeeding he must tag the goal and call the name of the player observed. Should he, in seeking a player, pass the spot where one is hidden, that player can race in to the goal and say, "In free." The one who is "It," however, can tag that player or the goal. When all the players have been discovered, the one first discovered or caught by "It" must blind his eyes for the next game. One who succeeds in getting "In free" is not subject to being "It" in the next hide.

Look Out for the Bear

All of the players hide their eyes, except one, who is the Bear. He hides. When sufficient time has been given for him to find a hiding place, the others seek him. When a player finds the bear he calls out, "Look out for the bear." Thereupon all of the players race back to the home base. The bear endeavors to tag as many of the players before they can reach the home base, as he can. All of the players tagged become bears and hide in the next round of the game, which is the same as the first. All of the bears try to tag as many as possible before they return to the home base. The game continues until the last seeker is caught. He has the privilege of being the bear for the next game.

Still-a-Feet

This is a simple tag game. The player selected to be "It" starts the game by saying, "One, two, three, Still-a-feet, One, two, three, Still-a-feet, One, two, three, Still-a-feet, One, two, three; no more moving of the feet, feet, feet." While "It" is saying this, the players can endeavor to get as far away from him as they desire, but when he has completed the statement, they cannot move their feet. Should he see one of the players moving his feet, he may chase that player until captured. Thereupon, that player helps him chase any of the others. A player cannot be tagged until one of the "Its" has seen a movement of his feet. The first player caught is "It" for the next game. "It" does not need to chase the first player whose feet he sees moving unless he so desires. He may chase any one of the players whose feet he has seen move.

Hang Tag

This is a good game to play around a barn or in a grove where there are low limbs. A player is selected to be "It." He may tag any player who is not hanging with feet clear of the ground. The player tagged immediately becomes "It" and may tag back the one who tagged him after that individual has taken five steps.

Fox in Hole

Any number of players may participate in this game. The playing area should not be too large. A four foot circle is marked upon the ground as a base. One

player is selected to be the Fox. While the fox is on the base he may stand on two feet, but when he leaves the base to catch any of the other players he must hop on one foot. Should a player become tagged, he becomes the fox, and the other players may slap him on the back until he is safe on the base. Should the fox put the other foot down, he must return to the base, and every player may slap him on the back until he succeeds in doing this, but no player can block his path to the base.

Fence Tag

This is a simple active game which can be played where there is a low fence or bar, over which the players may easily climb or vault. A player is selected to be "It". He takes his place on the opposite side of the fence from the other players and must climb or vault over and endeavor to tag someone who fails to get over the fence in time. "It" cannot tag anyone whose feet are off the ground, in an effort to get over the fence. Neither can he tag anyone who is standing on the other side of the fence from him. This is a very active game, as it keeps the players leaping back and forth over the fence in an effort to avoid being tagged. A player tagged immediately becomes "It". He cannot tag back the one who tagged him, until after that one has a fair chance to get on the other side of the fence.

Body Guard

A small space is marked off at one end of the ground as a base or goal. One player is chosen to be the chief, an important personage requiring two body guards. The game starts with these three players in the goal and the balance of the players at large. The three come forth, and the two players who act as body guards clasp each other by the hand, and preceding the chief as a shield, endeavor to prevent the other players at large from tagging the chief. The chief himself may avoid being tagged by moving around the guards. Whenever a guard succeeds in tagging a player, the chief and his guards return home, whereupon the player tagged changes places with the man who tagged him. Any player succeeding in tagging the chief becomes the chief.

Sardines

One of the players in the group hides, while the other players seek to find him.

Should a player succeed, he endeavors to get into the hiding place unobserved by the others and hides with the first player. As the game continues, and other players succeed in finding the hiding place, the number of hiding players continues to increase until they are packed in like sardines, hence the name. It is difficult for them, crowded together, in this way, to keep from disclosing the hiding place to the remaining players. The game continues until the last player has discovered the hiding place. The first one to make the discovery hides in the next round.

This is a good game to be played around a farm house where there are a number of hiding places, or in the woods where there are trees, boulders and ravines.

Shinny

This is a good game for boys and girls. It has furnished amusement for many generations of children. Each player must secure a stick about 2-1/2 feet long. An alder stick with a small bend at one end furnishes an ideal implement for this game. An old baseball or where this is not procurable, a tin can or a block of wood, may be used. The players are divided into two teams. Two stones, placed about five feet apart at each end of the playing space, serve as goals. The playing space should be about 30 to 50 yards in length. A level stretch of road can be used, or an open field. The game starts by each team taking a position anywhere in the half of the field nearest the goal they are defending.

The ball is placed in the centre of the playing space. Two opposing players, known as centres, take a position on opposite sides of the ball, within a distance of two feet of it, with the end of their clubs on the ground. The process of putting the ball into play is called "facing off". In facing off, the two centres raise their clubs from the ground and hit them together above the ball. They do this three times and after hitting them above the ball for the third time, they are allowed to hit at the ball, endeavoring to knock it towards their own players or towards the opponent's goal. The game is now on and each player endeavors to knock the ball, by means of his club, towards and through the opponent's goal. Swinging the club higher than the shoulder is barred. Should the ball be knocked outside of the playing space, it is brought back in and faced off by any two opposing players at a point well within the playing space, opposite to where it went out of bounds.

A goal counts one point and after each goal the ball is faced off in the centre.

Goals should be changed in the middle of the game, so that no team may have an advantage over the other because of location of goals.

One Step Off and All the Way Across

Two goal lines about fifteen yards apart are marked upon the playing space. This game can be played on the road, using the opposite curb stones as goal lines. A player is selected to be "It" and takes his place between the goal lines. He starts the game by saying, "One step off and all the way across". Thereupon, all the players who may be behind either goal line, upon stepping over the goal line, must run across the space between the goal lines towards the opposite goal. "It" endeavors to tag the players as they run between the goal lines. Each player tagged, helps "It" in tagging the others. After the game starts the players may run back and forth between the goal lines at will. The game continues until all the players are tagged. The first player tagged becomes "It" for the next game.

Wheel Away

This game is similar to the preceding game except the players must be behind the same goal line, and the one who is "It" says, "Wheel away", which is the signal for all of the players to run across the space to the other goal. Those tagged by "It" in their effort to do this, help him to tag the other players. All of the players are expected to run immediately upon hearing "Wheel away". Otherwise "It" may cross the goal line and tag them. The one first "It" is the one to say "Wheel away" each time, until all of the players have been caught. The one first caught is "It" for the next game.

Bombardment

This is a game enjoyed by boys. It is necessary to have half a dozen soft yarn balls or indoor baseballs or bean bags for this game. A large number of players can participate. A playing space is marked off on the ground with a line drawn through the centre. The group is divided into two equal teams. The teams take positions on opposite sides of the center line. The balls are divided equally between the two teams. At the signal to start the balls are thrown at such opponents as may hold one of the balls. The players may move around in their playing space, but are not allowed to step over the centre line. Any player can recover a ball, but so long as he holds the ball in his hands, he is the target for

the fire of the opponents. Each time a player, holding a ball, is hit by an opponent, he drops out of the game. The team first retiring all of the opponents wins.

Bombardment No. 2

This game is similar to the preceding, except that each player must secure a stick not over two feet long, which can be stuck loosely into the ground in a vertical position. A 2×4 block of wood, about 8 inches long, with a flat end which can be balanced upon the ground, can be used in place of the stick if desired. Each player sticks his stick up near the back end of his playing space. They must be at least three feet distant from any boundary line and from each other. Each player takes a position in front of his stick. The object of the game is to knock over the opponents' sticks. Should a player knock over his own stick accidentally, or that of any player on his side, it counts as though it were knocked over by the opponent. When a player's stick is knocked over, that player is dead and takes his stick and leaves the game. The side first succeeding in knocking over all of their opponents' sticks wins the game. The players are not allowed to step over the centre line.



CHAPTER III[ToC](#)

GAMES OF STRENGTH

Taking the Heights

This is a good rough and tumble game for boys. A bank, a low platform, a pile of dirt or some elevated position is necessary. The object of the game is for the players to strive to get upon the bank and maintain their position thereupon to the exclusion of all other players. Hitting, kicking, or the grasping of clothing is

barred.

Wrestle Tug of War

Opponents are so arranged on opposite sides of a line marked upon the ground that those of equal size and strength are facing each other. Each player puts his right hand on the back of his opponent's neck and his left hand on his opponent's right elbow. Each tries to pull the other over the mark. At the end of the pull, the side having the most players on its side of the line wins the game.

Referee's Hold

Opponents take the same position as in the preceding event, but instead of attempting to pull across the line, each endeavors to make the other move one or both feet. The best two out of three are used to determine the winner.

Finger Wrestling

Opponents are arranged as in the preceding game on opposite sides of a line. Holding their hands well above their heads, opposing players grasp each other's hands, interlacing fingers, and each endeavors to bend the opponent's wrist backward. Succeeding in this, the vanquished drop out of the game.

One Leg Tug of War

Opponents are arranged as in the preceding game on opposite sides of a line. They turn their backs towards each other and standing upon their right foot, raise their left leg to the rear and hook the foot in that of the opponent. Each endeavors to pull his opponent across the line in this position.

Hog Tie

Two players of equal strength are each given a piece of quarter-inch rope or a strap. Each endeavors to tie together the other's ankles.

Cumberland Wrestling

Players face each other and take a waist hold, arms around opponent's waist, and stand close up. At the signal to "go" each player tries to lift his opponent off his feet. No throwing is allowed. Three tries are permitted.

Greco-Roman Wrestling

Opponents face each other and may take any legitimate wrestling hold in their effort to secure a fall from the other. Should any part of the body other than the feet touch the ground, it constitutes a fall.

Shoulder and Arm Push

Opponents face each other with a line marked upon the ground between them and place their right hand on the other's left shoulder and their left hand on the opponent's upper right arm. In this position they endeavor to push the opponent back from the centre line, so as to get on the opponent's side of the line.

A modification of the preceding may be made by allowing the use of but one hand—the right placed against the opponent's chest, with the left held behind the back.

Squatting Tug

Opposing players sit upon the ground facing each other, with the soles of their feet flat against each other's. They then bend forward without bending the knees any more than necessary and grasp the opponent's hand. In this position they endeavor to lift the opponent from the sitting position on the ground.

Neck Tug of War

Opponents interlace their fingers behind each other's necks and endeavor in this position to pull the other across a center line.

Hand Tug of War

Opponents grasp each other's hands and each endeavors to pull the other across a center line.

Cane Wrestling

Opponents are given a stick, like a broomstick, which is grasped with both hands. Each endeavors to break the grasp of the other upon the stick.



Part IV

GAMES FOR SPECIAL OCCASIONS

CHAPTER I ToC

GAMES AT THE DINING TABLE

Banquet Games

Oysterette Race

Those sitting on one side of the table constitute team "A", those opposite them, team "B". The two captains should be sitting opposite each other. At one end of the table place a dish containing ten to twenty oysterette crackers, in front of the men on the opposite end of each line from the captain, and an empty dish in front of every other man. The opponents having the dish of crackers in front of them are given a spoon, and at the signal to "go" they pass the crackers by means of the spoon from their dish to that of the next on their team. When the last cracker has been transferred, the spoon is handed to the next man on the team, who repeats the performance of the first. (Dishes cannot be moved from their original position). The team first succeeding in getting the crackers to the dish of the captain wins.

Passing the Drink

Teams are arranged as in No. 1. A glass of water is given to the man at one end of the table. The glass should be filled to the brim. With the signal to "go" it is passed to the far end of the table and immediately returned. The glass which returns first to the one who started the passing determines the winner, provided that the glass has as much or more water in it at the finish than the opponents' glass. If the winning team has less water in it, the result is a tie game.

Rat-a-Tat-Tat

Teams arranged as in previous games. A plate or glass must be placed in front

of each contestant. Two spoons are handed to contestants at the head of each line. At the signal to "go" the opponents beat on the plate rat-tat-rat-tat-tat, as a drum beats. He then passes it on to the next. Rat-tat-rat-tat-tat is passed on to the far end of the line and back. When the one who started the race has beaten his last rat-tat-rat-tat-tat, he stands up holding both spoons above his head.

Earth, Air, Fire and Water

Teams are arranged as in previous games. A member of team "A" is given an object, which can be conveniently passed or tossed across the table. The game starts by his passing the object to any member of the opposing team. In passing the object, he says one of the four words: "Earth, air, fire or water." If the word "earth" is used, he must name some animal; if the word "air" is used, the one receiving the object must name some bird; if the word "water" is used, he must name some fish, and keep quiet if the word "fire" is used. If the word used requires an answer, the one to whom the object is passed must give the name before the one who has passed the object can count ten. Failing to do this, one point is scored by team "A". The one on team "B" to whom the object was passed, passes same back to any member of team "A" and says any of the four words.

Note.—If the word "Air" is used, the opponent must name some bird, such as robin, thrush, etc. If "water" is used, shad, salmon, etc. If "earth" is used, lion, cow, etc.

Around the Chair

The teams are arranged as in previous games. The opponents at the head of the line are handed an orange. At the signal to "go" they must stand up, push their chair back from the table and run around the chair twice, return to the table, sit down and pass the orange to the next one in line, who repeats the performance of the first. The race ends when the last one in the line has circled the chair twice, sat down and held the orange above his head.

Jenkins Up

Divide the company into two sides. One division sits around the table on one side, the other on the opposite side. The members of the division "A" put their

hands under the table and a small coin, dime or quarter, is passed from one to the other. When division "B" thinks they have had enough time, the captain calls out, "Jenkins up!" and the players of "A" hold up their closed hands; and when "Jenkins down!" is called, they must place their open hands, palm down, on the table. The players of "B" must guess under which palm the coin is. Every player may guess, but only the captain is to be obeyed when he orders an opponent to lift a hand. If a player can succeed in finding the whereabouts of the coin by causing an opponent to raise his hand, it is legitimate. The object is to have the hand containing the coin remain on the table last. Every hand left with the palm on the table when the hand hiding the coin is lifted, counts a point for the team holding the coin. The teams alternate the guessing.

Malaga Grapes

One who knows the game takes a spoon in his right hand, then taking it in his left hand, he passes it to the one sitting at his left, saying, "Malaga grapes are very fine grapes, the best to be had in the market". He tells his neighbor to do the same. The spoon is thus passed from one to the other, each telling the same grape story. If anyone passes the spoon with the right hand, which is the natural thing to do, a forfeit can be claimed. The trick must not be told until it has gone around a table once or twice.

Table Football

An egg is blown and the shell used as the football. Two captains are selected, each choosing his side. Teams take places on the opposite sides of the table and endeavor to blow the egg shell over a goal line which is made two inches from and parallel to their opponents' side of the table. After each goal the egg is placed in the centre of the table and the blowing begins with the sound of a whistle. No player can leave his place, and the "football" must be moved entirely by blowing. If the table be long, more than one egg may be used.

Spearing Peanuts

A number of peanuts are placed in the centre of the table. Each guest is armed with a hat pin. A few of the peanuts have black spots marked upon their end. These peanuts count 5 points. All other peanuts count 1 point. The player succeeding in scoring the highest number wins. The pin must be stuck into the

shell. Showing the nut is not allowed.

String Winding Race

Those seated at one side of the table compete against those on the opposite side. A ball of string is given to the two players sitting opposite each other at one end of the table. At the signal to go the two players maintaining their hold on the loose end of the string pass the ball to the players next to them. Each player must hold the string in one hand and pass the ball on, unwinding it, as it progresses to the next player. When the ball has reached the last player he immediately starts rewinding the ball. When he has wound up his share, he passes it back to the next, who continues the winding. By the time the ball has returned to the player at the head of the table, it must be entirely wound. The team first succeeding in accomplishing this, wins the race. The string must be wound upon the ball and not snarled.

Name Writing Race

The teams are arranged on opposite sides of the table. A long slip of paper and a pencil are handed to two players sitting opposite at the head of the table. At the signal to "go" the two players holding the paper write their last names upon it and pass the slip on to the next player on their side. The second player on each team must write the first name of the preceding player in its proper place on the slip and write his own last name directly under that of the preceding player and then pass the slip on to the third player, and so it continues until it reaches the last player. He follows the example of the other players, leaving space for his first name. The slips are then passed back to the head of the table where the first name of the last man must be written down by the player at the head of the table. When this is done they stand and hold the paper above their heads. The team first succeeding in this wins. Each player must give to the player next following him his first name. The last player on each team will have to shout his name, so that the one at the head of the table may be able to fill it in before ending the race.

Candle and Plate Race

The teams are arranged on opposite sides of a table. The two players at the head of the table are given a plate and a candle and a box of safety matches. At

the signal to "go" the candle is placed on its end on the plate and lighted by the first player. The candle is then balanced upon the plate, as it is passed to the next player, who receives the plate endeavoring to maintain the balance of the candle. Should the candle fall over, the player in whose hand the plate rests must place the plate down upon the table, again stand the candle on its end and pass it on to the next player. Should the flame on the candle become extinguished, the player, in whose possession it is, must place the plate down upon the table, and using the box of safety matches which is on the plate, relight the candle. In this way the candle is passed to the far end of the table and back. The team first succeeding in accomplishing this task wins.

This can be made more difficult by requiring each player to keep one hand in his lap during the passing, balancing and lighting of the candle. In lighting, the next neighbor on the team may hold the box of matches while his teammate strikes the match necessary to relight the candle.



CHAPTER II[ToC](#)

A COUNTY FAIR PLAY FESTIVAL

Play programs with everybody in the games, old and young, large and small, are replacing the fakers and chance-men in some of our County Fairs. Instead of a lot of disgusted individuals with empty purses winding their way on the long home trail we want to hear the laughter of the family group, still exhilarated as a result of a pleasant afternoon spent in happy, healthful recreation.

Everybody loves to play but few will admit it. In fact a great many do not realize that it is true. In order to get everybody in the game, it may be necessary to use unusual methods. A heterogeneous group can be led into the play program unconsciously if the leader uses the proper approach; and before old Deacon Hasbrook knows it, he and his good wife, neither of whom have played in nigh

on to thirty-five years, will be laughing and frisking about with the rest in a way that you would have said impossible if you had known this sedate dignitary for the past twenty-five years.

The Grand March

Here is one way that it can be done. While the band is playing a lively march at one end of the field which is to be used for the games, have the leaders, who have been previously instructed, get all of the folks lined up in couples around the field for a grand march. A couple trained for the occasion leads the march when everybody is in line, marching about the circumference of the field. The leaders start their fancy marching. At one end they turn and march down the center of the field to the far end where the couples separate, the ladies going to the left and the gentlemen to the right. They reunite at the other end of the field. The march continues with numerous variations such as change of formation from double to formation of fours, marching diagonally across the field, crossing at the middle, etc. The march should end with the group arranged in couples around the circumference of the field with the ladies nearest the center. Have both groups face the center and have the ladies take one step forward and the men take one step backward.

The Games for All

One American flag on a short stick is handed to the leaders of both lines, that is, the leading lady and the leading gentleman, and at the signal to start the flags are passed about the circle (over the head), the ladies competing against the gentlemen to see which can pass the flag from hand to hand all the way around the circle in the quickest time. The race ends when the flag returns to the leader, who waves the same above his head, indicating the close of the race.

If the group is less than 100 in number, the following game can be played:

A ball of string is handed to the leader of each team. Upon the signal to start, the leaders, holding the end of the string, pass the ball to the next one on the team, who passes it to his neighbor, unrolling it as it goes, and so on from hand to hand, each one on the team keeping hold of the string with his right hand. There should be string enough in the ball to reach all the way round the circle. The ball diminishes as it is passed along. When the ball reaches the last one in the circle he starts rewinding the string upon the ball, passes it back to the next

one, who winds on the slack, and so the ball is passed, each one winding until the ball returns to the captain. Each team will try to get the ball properly wound back into the captain's hands first. No one can leave his regular position in the line during the race. If the ball has been properly wound, it will be possible to throw the same twenty-five feet to the judges, who take a position within the circle and about this distance in front of the captain. The first one to get the ball into the hands of the judge, by means of this throw, wins the race.

In the next race five or six flags of the Allies are passed about the circle in the same way. The flags are stuck in the ground in front of the leaders. Upon the signal to start, the leaders pick up the first flag and start it on its way, then immediately pick up the second and start it about the circle and so on until all of the flags are in motion. The American flag should be passed last. When all of the flags have been returned to the leaders they run to the center of the ring. The first one to stick the American flag up in the receptacle there placed to receive it wins the race. (Careful instruction should be given that the flags in being passed about the circle must be handed from one individual to the next so that every individual passes the flag. Throwing is not allowed.)

See chapter on Racing Games for picnic for other suggestions.

Following these passing games the group can be broken up into smaller circles, each under the direction of a leader who has been previously instructed in the type of game he is to give to his group. The activities of the smaller groups are to be arranged according to the age of the participants.

In dividing a group into smaller groups according to age, the leader should first have all children under twelve years of age step forward. These should be placed in the charge of group leaders. Next all the boys and girls from twelve to eighteen should be asked to step forward and next all those young men and women who can participate in active games. When this last group has been called forward, those remaining will form the fourth group.

It is difficult for one leader to handle more than fifteen individuals. If any of the groups contain more than this number, they should be subdivided, with a leader placed in charge of each subdivision. Try as far as possible to have the two sexes equally divided in each group. The games should be carefully selected in advance and the various leaders should have been trained for their task. No active play program for large groups should be planned for a longer period than one hour and then frequent rest periods allowed for adults.

Games which will be found adaptable for the various groups contained in this

volume are suggested below:

For the children under twelve—Schoolyard Games for Primary and Intermediate Pupils.

For those from twelve to eighteen—Schoolyard Games for Advanced Pupils.

For the young men and women—Outdoor Games for the Older Boys and Young Men.

For the middle-aged—a selection of games from chapter on "Games for Picnics, and Social Games for Adults".



CHAPTER III[ToC](#)

GAMES FOR A STORY PLAY HOUR

The Story—"Paul Revere"

Following the reading of Longfellow's poem the listeners are given the opportunity to give expression to their imagination in the following games,—

"The Red Coats"

Divide the group into two equal teams. One team is called the farmers, the other the red coats. A goal is marked off on the ground in the form of a hollow square large enough to contain all the members of one of the teams.

All of the red coats take a position inside of the goal with eyes closed while the farmers hide. After sufficient time has been given to the farmers to hide, the

red coats are released and each seeks to discover a farmer. Upon being discovered the hiding farmer must remain in his hiding place until tagged by the red coat then they both race back to the goal. The first one to cross the goal line becomes a farmer and the other a red coat in the next hiding. After returning to the goal both farmer and red coat must remain therein until all of the farmers have been discovered. If the last red coats find it difficult to locate the hiding farmers they can call to their assistance such other red coats as they may need, in which case the red coat first discovering the farmer points him out to that red coat who enlisted his help, thereupon said red coat tags the farmer and races with him to the goal.

After all of the farmers have been discovered those who are to be farmers in the next round hide and the game goes on as before.

In case two red coats discover the same farmer the one first tagging him shall count and shall race with him for the goal. In case the red coat discovers more than one farmer he may choose the one he wishes to tag, but he is not to disclose the other to another red coat.

"Yankee Doodle Tag"

The group is divided into two equal teams. Two lines are marked upon the playing space parallel to each other and about 20 yards apart. These lines should be long enough to allow all of the expected number of players to form line upon, shoulder to shoulder. Each team lines up on a goal line facing in the same direction, Team A facing the center of the playing space, Team B facing away from the center.

Team A marches forward whistling "Yankee Doodle" maintaining a straight line until a leader who takes a position near the center of one side of the playing space raises a hand above his head. This is a signal for team A to stop whistling, break ranks and run back to their goal line.

Team B, whose backs are toward the advancing column, upon hearing the whistling stops, turns about and chases after team A, trying to tag as many of them as possible before they get back to their goal line. Every member of team A who is tagged becomes a member of team B.

Team B next marches forward whistling as did A, while A waits on their goal line until the whistling stops, thereupon they turn about and chase B. The game continues in this way. At the end the team having the most players is declared

the winner.

Note—the leader giving the signal for the whistling to stop should take a position where the signal cannot be seen by the team waiting to chase the whistlers.

"Paul Revere Race"

The group is divided into teams of from 8 to 15 each. These teams are placed on the field in parallel columns of file with a distance of 10 feet between each team. The players on each team are then arranged in the line at a distance of from 10 to 20 feet apart. The lightest member of each team is selected as the rider for that team and takes his position behind the player at the back end of his line.

At the signal to start he leaps upon the back of the last man who carries him forward to the next man of his team in front of him in the line, and the rider must change from the back of the first steed to the back of the second without touching the ground. The second steed carries him to the third, and he is passed on from steed to steed until he reaches the last steed at the end of the column who carries him across a finish line. The first Paul Revere to cross the line wins the game for his team.

"The Midnight Ride"—Quiet Games

Two teams of equal numbers are chosen and arranged in two lines facing each other. If the game is played in-doors place the teams on opposite sides of the room. A pad of paper and a pencil is given to the two players at the head of each line. The leader then reads a number of lines from Longfellow's poem "The Midnight Ride of Paul Revere", requesting that all of the players endeavor to remember as much of the poem as possible. When a sufficient number of lines have been read the player at the head of each team, at a signal to start, writes the first word of the poem on the sheet and passes it along to the next player in line who writes the second word. And so it is passed until it reaches the end of the line. If a player does not remember the right word he writes his surname in place of the word and passes it on to the next player who either fills in the proper word or writes in the surname.

The team which passes the pad to the other end of the line first wins, provided that every one has either written a word from the poem or a name thereupon, and

scores 5 points. The team having the fewest names written into the poem also scores 5 points (an error counts the same as a name). In case of a tie, the score race is repeated.

MODIFICATION.—Read several verses and require the paper to be passed up the lines and back as many times as are necessary to write down all of the verses read, using the same method used in the other race. The team first getting all of the verses written, wins. Those who cannot add the right word to the verse must write their surname in every time the paper passes them. Forfeits can be required from them whose names appear above a certain number of times on a sheet. If the group is very large increase the number of teams.

The above games are supposed to be played after the reading of Longfellow's poem—"The Midnight Ride of Paul Revere".



CHAPTER IV ToC

AN INDOOR SPORTS FAIR

They are still talking about the Indoors Sports Fair that the Welfare League of Ashton gave last spring, and ranking it as the best thing the town ever did to raise money for their united welfare funds.

When the doors were opened on the first night it was not surprising to see a crowd all ready to push in and enjoy the sports prepared for them. No admission was charged, but each sport, exhibit and event had its price plainly marked in black on a bright blue sign at the entrance.

That first evening it seemed as if the golf course was patronized as freely as any of the sports. It took up one large corner of the hall, where a miniature nine-hole course had been laid out on dark blue denim. The "holes" were marked out with rings of white paint, and there were a few hazards of sandbags and a very

low brick wall. For the most part it was a putting game, a putter being handed to the player after he had paid his admission to the "caddie" at the turnstile gate.

They say the boys had the time of their lives at the baseball diamond, and some of their fathers too, to judge from the receipts. Back on a large piece of canvas Bill Simons had "dashed in" with cold water paints a baseball diamond, with trees in the background and bleachers on each side, all in a queer perspective which didn't hurt the game any. In the curtain Bill had cut holes just a little larger than a baseball, so that throwing the ball through these holes was not any bush-league business. On the diamond he had marked under the holes, First Base, Second Base, Third Base, and Home Run at the plate. Back of the plate were two holes quite close together, one marked Strike and the other Ball. Two holes in the outfield and two "over the fence" were also arranged in pairs to make pitching difficult. Regular baseballs were sold, four shots for a nickel. The ruling of the game was simple: Three strikes out, four balls a chance to try first base, or one of the "over the fence" holes for a home run; after first base, second and third had to be hit successively before a home run could be scored, and to make it harder there was a "grounder" hole near third base which put one out of the game; balls which merely struck the curtain were counted as fouls, four fouls being out. Back of the curtain Bill had hung an old mattress against which the balls bounded to the floor. This was covered with a black cloth to make the holes in the diamond visible.

Seeing the Old Home Town

Down the line next to the baseball diamond came the bowling alley, where everyone who was not a fan or a golf fiend was taking a hand at the sport. This alley was laid on a long board table, and the game played with tenpins and small wooden balls. Six balls for a nickel they sold here, and because the sport needed something to speed it up a bit they linked it with the food table next door. The best cooks in town presided over this. You paid your money for your tenpin balls, and proceeded to run up a score by counting the numbers on the pins you knocked down; the pins were set far apart to make it difficult. Then you took your score to the food table, where certain numbers of points brought you a glass of jelly, a can of mince-meat, a box of cookies, or a jar of mayonnaise. That bowling alley certainly did appeal to the women!

And if there was ever a more successful grab bag for the children than the quoits game, the Ashton Welfare Committee wants to hear about it. They called

it a Good Luck booth for it had a horseshoe-shaped opening with a row of numbered pegs across the back. The kiddies bought the quoits, little wooden horseshoes cut from cigar-box wood, and tossed them over a peg. The number of the peg corresponded to a numbered tag which was handed out to be redeemed at the parcel-post window near the aërial mail plane.

This aviator, by the way, was an official of the Cupid Airline, so he advertised on his aëroplane, which was painted on a large curtain with a hole cut out where the seat would be, and the wheel of an electric fan poked through at the front and set going for a propeller. His mail bag hung over the side of the car inside of which he stood in aviation uniform, and for ten cents you could get your fortune in a small white envelope out of the mail bag if you were a man, or in a pink envelope if you were a girl.

But say, for a real scream, you had to take a sight-seeing trip in the auto! It was worth twice the toll. Dottie Earle had charge of it, and she made one of the funniest guides you ever heard. "This way, ladies and gentlemen," she would shout through her megaphone; "get your tickets for a tour of the city in the most magnificently equipped sight-seeing autos that ever ran on three wheels and one cylinder! Only twenty-five cents, two bits a ride! See the birthplace of Ashton's mayor, the history of Ashton's past, its chief industries," and so on.

When her tourists assembled in front of her machine, which was a real car, at least the front half of one, an old relic which the garage had just about decided to scrap, its latter half hidden behind a dark curtain, Dottie led them back of the curtain where the sights of Ashton were hidden. In another black curtain were a series of holes not any larger than a quarter, and behind each was one of the sights, a cradle, a picture of the town dump, a scrubbing brush and a large pen-knife for the sights already mentioned. For the Home Team she had a snapshot of the Warren twins, for the competitor of the Herald, a telephone, and so on with eight other "hits" on town topics and characters. So many guffaws and squeals of laughter came from behind the curtain that they had to call in a "traffic cop" to keep the crowd outside quiet.

The "traffic cops," by the way, were boy scouts. They had dark blue costumes of cheap drill, trimmed with white braid, and wore white cotton gloves and shiny badges. They really did have power invested in them by the committee to preserve order and keep the crowds moving. At one point they were allowed to stand with a semaphore and hold up the crowd, not allowing anyone to pass who could not show a certain number of tags from the various booths. This tag system was to insure that all would play fair, for there was so much fun just

watching other folks spend money that the tightwads might never have taken their hands out of their pockets or opened their purses.

A Racket Around the Candy Booth

Mrs. Peterson, who sells the best bread in town, had charge of the cake archery. You bought arrows for this, three for ten cents, but you could not shoot until a dollar's worth of arrows had been sold. Then you took your turn at the bow and arrow. The arrow which hit nearest the bull's-eye got the cake, of course, and it was some cake, if it happened to be one of Abbie Southerland's angel foods.

The Girls' Club had drawn the candy table for their share of the fair, and a pretty booth they made of it, using all the tennis nets they could beg, borrow or steal to drape it with and putting up all the candy in ten-cent packages wrapped in white waxed paper to look like tennis balls. Someone got funny and asked why there was such a racket around the candy booth!

The fair lasted three days. What with changing the attractions, keeping fresh food on the refreshment tables, making special attractions for children in the afternoons after school by offering prizes for sports events like sack races, obstacle races, and so on, getting up interest in golf tournaments and baseball series, the place was kept packed from three in the afternoon until midnight.

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CHAPTER V [ToC](#)

RACING GAMES FOR PICNICS

In these games participants are divided into a number of equal teams. Each

team is lined up in single file behind a base line. A distance line parallel to the base line and about ten yards from it is indicated on the field.

Egg and Spoon Race

A basket of eggs, apples, potatoes or stones is placed in front of each team and a spoon given to the first member of each team. Empty baskets are placed on the distance line opposite the position of each team. At the signal to go the first player on each team, keeping the left hand behind the back, takes one egg from the basket by means of the spoon and carries it on the spoon to the basket from the distance line. Returning to the base line the spoon is handed to the second member of the team who repeats the performance of the first. The game continues until the last player on each team, after carrying the egg forward, returns across the base line. The team first succeeding wins.

Should a player drop an egg, he must gather up as much of the egg as possible and carry it to the far basket and there deposit it before returning with the spoon to the next member of his team.

Pea Shelling Race

A basket containing peas and an empty dish are placed on the distance line opposite each team. There should be at least six peas contained in each basket for every player on the team. At the signal to go the first player on each team runs forward, shells his peas into the dish and lays the six empty pods in a straight line behind the dish. Accomplishing this, he returns and tags off the next player on the team who repeats the performance of the first. The team first succeeding in shelling all of the peas and having each player's pods lined up in a straight line, wins.

Needle Threading Race

An individual holding a needle and a short piece of thread is on the distance line opposite each team. At the signal to go, the first player on each team runs forward, takes the needle and thread, threads the needle, hands it back to the individual and returns and tags off the next player on the team. The individual holding the needle unthreads it, ready for the next player to repeat the performance of the first. When the last player crosses the starting line after

threading the needle the race ends.

Button Sewing

As many buttons as there are players on each team are placed on the distance line opposite each team, a strip of cloth, a needle, and as many short lengths of thread as there are players. At the signal to go, the first member of each team runs forward, threads the needle with one of the pieces of thread, sews a button on the strip of cloth, using up all of the thread in his piece. He leaves the needle stuck in the cloth at the distance line and returns and tags off the next player, who repeats the performance of the first, as do all other team members.

Rope Skipping Relay

A piece of rope is necessary for each team. At the signal to go, the first member of each team skips rope forward to the distance line. From the distance line he runs back and hands the rope to the next one on the team, who repeats the performance of the first. Each player must skip the rope at least six times in each direction. The last member of the team, after skipping the rope forward to the distance line, returns across the base line, ending the event.

Rope Skipping Contest

A piece of rope is needed for each team. At the signal to go, the first individual skips rope ten times, in place, hands the rope back to the next individual who skips ten times, and so the rope is passed on until it gets to the last one in the line, who skips twenty times and passes the rope back to the one next in front of him in the line. The rope is passed until it gets to the first member of the team, each one skipping ten times upon receiving it. When the one in the front of the line has skipped ten times, he ends the race by running forward across the distance line.

Dizzy Izzy

A cane or stick is given to the first player on each team. Upon the signal to go he places the end of the stick upon the ground, holding the stick in a vertical position, and places the centre of his forehead on the upper end of the stick. In

this position, he circles around the stick three times and then runs forward to the distance line and returns, handing the stick to the next player on his team behind the base line. The second player places his forehead upon the stick and repeats the performance of the first, as does every other player on the team. The last man ends the race by crossing the base line.

Caterpillar Race

The players on each team sit upon the ground in single file, with the head of each team behind the base line. The knees are bent so that the feet are near the hips. Each player reaches back with his two hands and grasps the ankles of the player next behind him. At the signal to go, the entire column moves forward, endeavoring to keep from breaking the column by any one losing his grip on the ankles of the next member of the team, behind. The caterpillar creeps forward across the distance line and returns. When the rear end of the column crosses the base line, the race is completed, provided the column is unbroken.

Potato Race

Two peach baskets and two potatoes, stones or blocks of wood for each contestant are needed for each team. One basket is placed before each team on the base line and one directly opposite on the distance line. The potatoes are placed in the basket on the base line. The first player takes a position on the right hand side of the basket behind the base line, with a potato in his hand. At the signal to start, he runs around the basket on the distance line, dropping his potato therein. He returns, running around the basket on the base line, picks up the second potato, which he carries and drops into the far basket, as he circles it. He then returns and tags off the next player on the team, who, after being tagged, picks up the first potato and carries it to the far basket, returning for his second. Each player in turn carries two potatoes, one at a time. Both baskets must be circled in carrying the potatoes forward. The player is not allowed to touch the basket in running around it. If his potato fails to go into the basket, he must pick it up and put it in before he goes for his second potato or touches off the next runner. The last player on each team ends the race by crossing the base line after having properly deposited his two potatoes in the far basket.

Apple Race*

A strawberry basket full of small apples is handed to the first member of each team. At the signal to go the basket full of apples is passed back over the heads of the players until it reaches the last player in the column. The last player, upon receiving the basket full of apples, runs forward on the right hand side of his line to the distance line, where an empty basket has been placed. He pours the apples from his full basket into the empty basket, leaving the basket which is now empty on the distance line. He returns with the full basket to the front of the column and starts passing the basket full of apples back over his head. When it reaches the individual who is then at the rear of the column, he runs forward, repeating the performance of the first. The race ends when the last man on the team to run returns across the base line after having changed the apples on the distance line.

Apple Race No. 2*

A basket full of apples and an empty basket are placed upon the distance line opposite each team. At the signal to go the first man on the team runs forward, empties the apples from the full basket into the empty basket. Should he spill any, he must pick them up. All of the apples must be in the basket before he leaves them. He leaves the empty and full baskets on the distance line and returns, tags off the next member on his team and takes his place at the rear of the line. When all members of the team have done this and the last member crosses the base line, the race ends.

Apple Race No. 3*

Peach baskets containing an equal number of apples (fifteen makes a good number) are placed at the front of each team. An empty basket is placed at the rear of the column. At the signal to go the first man on the team picks the apples out of the full basket, one at a time and passes them to the rear as rapidly as possible. Every man in the line must receive and pass back every apple. The last man in the column deposits the apples in the empty basket as rapidly as he receives them.

When the last apple has been passed back, the man in front of the column passes back the empty basket. When the empty basket reaches the last man in the column, he picks up the full basket, places the empty one in its place and runs to the front of the column with the full basket, places it in front of him on the ground and starts passing the apples back, one at a time, as before. The race

continues until the last man on the team runs forward and places his full basket of apples on the distance line in front of his team.

Judges should count the apples to see that there are as many in the basket as the team started with, before rendering a decision as to the winner of the race.

Apple Race No. 4*

A peach basket is placed opposite each team and ten feet beyond the distance line. The first member of each team is handed a good sized apple. At the signal to go he runs forward to the distance line, and standing behind the same, endeavors to toss the apple into the basket. Failing to do this, he may run forward and recover the apple, but must return to the distance line in his endeavor to toss the apple into the basket. When he has succeeded in tossing the apple into the basket, he picks the apple out of the basket and runs back, handing it to the next member on the team, who does the same as he did. The race continues until the last member of the team has properly tossed the apple into the basket, recovered it and has run across the base line.

* Stones may be used in place of apples in these races.

Apple Toss

A basket containing four apples is placed on the ground in front of each team. An empty basket is placed on the distance line opposite each team. The first player on each team takes a position beside the empty basket on the distance line. At the signal to go the second player on the team, who stands by the basket containing the apples, picks up the apples, one at a time, and tosses them to the first player who stands on the distance line. The first player, upon catching the apples, drops them into the empty basket until he has received all four. He then carries the full basket back and places it on the ground in front of his team, while the player who tossed the apples to him runs forward to the distance line with the empty basket. The third player on the team then picks up the apples, one at a time, and tosses them to the second player, who is now beside the empty basket on the distance line, while the first player takes his position at the rear of the line.

The race continues in this way until it becomes the turn of the first player to toss the apples forward. After having tossed the four apples, he picks up his empty basket and runs with it across the distance line, ending the race.

No player can have more than one apple in his hand at a time and the player tossing the apples forward must stand behind the base line and cannot pick up the basket to run forward with it until he has gotten rid of the fourth apple.

Roll Over Relay

At the signal to go, the first player on each team runs towards the distance line. Somewhere between the base line and the distance line, he must take a forward roll upon the ground. He then runs across the distance line and back, tagging off the next player, who repeats his performance.

Spin Around Relay

One member of each team takes a position on the distance line, opposite to and facing his team. At the signal to go the first man on each team runs forward, locks his right arm in the right arm of the man on the distance line and in this position spins twice around, using the man on the distance line as a pivot. Completing his second spin, he remains on the distance line while the man who was there returns and tags off the next member of his team, who repeats the performance. The race ends when the last man to spin around the pivot crosses the base line.

This race can be modified by having two or even three individuals distributed at equal distances between the base and the distance line to spin around, instead of one.

Chair Relay

A chair is placed on the distance line opposite each team, with the back of the chair towards the team. Boxes may be used instead of chairs in this race. At the signal to go the first player on each team runs forward, sits in the chair, lifting both feet clear of the ground, then running around the chair, returns and tags off the next player, who does the same.

Where folding chairs are available, the chair can be folded and left upon the ground on the distance line. Then each contestant is required to open the chair, sit upon it, then fold it, lay it upon the ground and return to tag off the next player.

Chair Passing Race

A box can be used instead of a chair in this event. All of the players are asked to face to the right. A chair is given to the man at the right hand end of the line to sit upon. All of the others remain standing. At the signal to go, he picks up the chair, and passes it to his left hand neighbor who receives it and passes it on to his left hand neighbor and so the chair is passed until it gets to the player at the left end of the line. He, upon receiving it, places it upon the ground and sits upon it, lifting both feet from the ground. Then, picking up the chair, he runs to the rear of his line until he gets to the other end. There again he sits upon the chair, raising both feet from the ground, and then starts passing it to the left. So when every man in the line has run to the right with the chair in turn, the last man ends the race when he sits upon it at the right hand end of the line.

Chair Sitting Race

A box can be used for this event instead of a chair. If a chair is used, it is well to have a very sturdy one. This race starts with the players in the same position as in the preceding race, the player on the right hand end of the line sitting upon the chair. At the signal to go, he picks up the chair, passing it in front of him to the neighbor on his left, who, after sitting upon the chair and lifting both feet from the ground, passes it in front of him to the next player to the left and so the chair is passed towards the left hand end of the line, each player in turn sitting upon it and then passing it in front of him to the next player on the left. The race ends when the man on the far left end of the line sits upon the chair with his feet off the ground.

Squash Race

One crook-neck summer squash, a short stick, a piece of twine and a strawberry basket are needed for each team in this race. The strawberry basket, containing the squash with its neck projecting over the edge, is placed on the distance line. A slip noose is made in one end of the twine. The other end is tied to the end of the stick. This fish pole arrangement of twine and stick is handed to the first man on each team. At the signal to go he runs forward to the distance line and proceeds to fish for the squash in the basket by slipping the noose of string over its neck. He is not allowed to touch the string or squash with his hand

in his effort to do this. He must use his stick as a fish pole. When he has succeeded in capturing the squash, he picks up the basket and carries the squash swinging from the end of his fish pole to the next player on his team. The second player, upon receiving the squash, the fish pole, and the basket, runs forward, slipping the noose off the squash. He places the squash in the basket on the distance line and proceeds to fish for it as did the preceding player. Each player does this in turn.

Poison Club

Small logs of stove length, flat on one end, are lined up between the base and distance lines in front of each team. There should be at least five of these for each team and they should not be placed more than three feet apart, set on their flat end in a straight line.

At the signal to go the first member of each team hops forward across the distance line, hopping to the right of the first club, to the left of the second, to the right of the third and so on in and out until he has cleared all the clubs. He then completes the distance, hopping to the distance line. From there he may run back and tag off the next member on his team. Should he knock over any of the clubs, he must stop and set it up without touching more than one foot to the ground, before he can proceed to the next club. The race ends when the last individual runs across the base line.

Club Change

Two small circles are drawn on the base line opposite each team. Three short logs similar to those in the preceding game are balanced on end in the right hand circle opposite each team. At the signal to go the first player runs forward, picks up the logs, one at a time, and changes them to the empty circle. When he has changed all three logs, he can then return and tag off the next player on his team. The second player runs forward and proceeds to change the three logs back to their original circle. So each player changes the three logs from the full to the empty circle. When the last player, after having accomplished this, crosses the base line, the race ends.

Fan and Bag Race

A small paper bag well inflated with air, and a palm leaf fan are given to the first player on each team. The bag is placed on the base line in front of the team. At the signal to go, the first player proceeds to blow the bag forward by means of the fan, until it has crossed the distance line. He then picks up the bag, returns, places it on the base line in front of the next player to whom he hands the fan. The second player repeats the performance. The race ends when the last player blows the bag across the distance line.

Quadruped Race

The first two players on each team stand back to back behind the base line, with the first player facing the distance line. The two lock arms behind them. At the signal to go the first player bends forward, lifting the second player so that his feet are clear of the ground and carries him forward on his back in this position. When he has crossed the distance line, he lowers the player upon his back, without changing their relative position and that player, upon getting his feet upon the ground, bends forward, lifting the first player upon his back, and runs back with him in this position across the base line.

When the first couple has crossed the base line, the second couple on each team proceeds with the race, copying the first.

Centipede Race

The players of each team lock their arms around the waist of the player next in front of them and race in this compact position across the distance line, turning around without breaking their formation, and end the race when the last man on the team crosses the base line.

Blind Chariot Race

Several teams can be used in this race. The distance line is pointed out before blindfolding each team. Each team is made up of two horses and a driver. All three are blindfolded, facing in the same direction. The horses' inside arms are locked together. The driver takes hold of the outside arms. Each team is turned around three times and at a signal, race to the goal.

Hoop Race

A wooden hoop is placed on the distance line opposite each team. At the signal to go the first player rushes forward and picks up the hoop and passes it down over his head, body, and legs, steps out of it, while it is lying on the ground. He then steps back into it, and lifts it up, passing it over his entire body, legs, trunk and head. When he has lifted it over his head, he places it on the distance line and runs back to tag off the next player, who repeats the performance of the first as do all the others in turn.

Rainy Day Race

The players on the team are grouped in pairs. Each team is given an umbrella, two raincoats, one pair of gloves and one pair of rubbers. This equipment is placed in a pile upon the ground in front of each team. At the signal to go the first couple on each team go to the pile of clothes; one puts on one glove, one the other; they do the same with the rubbers; each puts on a raincoat and opening the umbrella link arms and run to the distance line and back removing the rubbers, gloves, coat and closing the umbrella. They then tag off the next couple who repeat the performance of the first. This continues until the last couple crosses the base line ending the race.

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