Games for Community Meetings

South Dakota State University Cooperative Extension

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Nearly everyone likes to march to a good stirring tune, so here are a few simple marches to have the whole organization take part in before the games start. Any good march tune played on a piano, phonograph, or by an orchestra, if the organization has one, will do.

Marching should be lively, and should "pep up" the crowd. Don't let it drag, or have it continue too long.

SIMPLE MARCH FIGURES TO BE USED FOR LARGE GROUPS

(a) Serpentine
Fall in single line. Leader marches the length of the space to be used and then turns and counter marches close to this line; everyone in the line comes to the same place as the leader did, before he turns; continue until several turns have been made. The effect is good and the leadership easy.
Note: As many as 500 can take part in this. They can carry flags, face front and sing. A good opening for a May Day or Flag Day Program. Boys can stand 6 feet apart on either side of field and lines can march around them.

(b) Diagonal
1. Leaders march down center by twos
2. Separate. Each leader leads her line to the corner nearest her and then marches in a diagonal line to opposite corner crossing with other line at center. Leads back again turning outward and marching close to the line and crossing again in the center.
3. Leaders march down center by twos. Two's march to left and right and come down in fours.
Note: This can be done by couples as well as single lines. Good for bringing large groups up on a field for a game, drill or song. Very effective with flags, crossing them and marching by twos.

(c) Maze March
All join hands except at one place in the circle. The leader (one of those whose the break has been left) winds up the circle in a maze. When all are wound up a series of arches are made which lead out; the leader followed by the others marches under the arch. All keep hold of hands. This is good to end an evening program or to use in several sets for the beginning of a number.

(d) Figure March: The Arch
1. Players march by twos around the room and down center in fours.
2. Columns of twos march to the left and right.
3. Meet at end of hall and one column joins hands, make an arch and the other column march under it. Both columns march forward.
4. Meet at opposite end of hall and the other column makes arch.
5. Meet at opposite end and the first couple of each column make arch and stand still—second couple go under their own column arch and stand beside the first couple, also making an arch. This continues until all have marched under and added to the arch.
6. With partners, hands joined as for the arch — glide around the room and up in fours again.
SUGGESTIONS FOR A SOCIAL EVENING

The Division of Recreation Welfare Department, Pontiac, Michigan, has issued a Recreation Leader's Guide giving some of the principles on which social evenings are built up, as well as the activities for such occasions. Among the suggestions are the following:

Leadership Hints

1. Start your program on time and close on time.
2. Plan your work ahead and work your plan.
3. Remember no game is yours until you have played and directed it.
4. Have assistants who are responsible for the details.
5. Make a list of the equipment needed after the program has been planned.
6. Welcome the guests and have something to do after they have taken off their wraps. This breaks the feeling of self-consciousness.
7. Order and discipline are essential for good leadership.
8. Change to another game as soon as the group has reached its highest point of enthusiasm.
9. If working with a large group, have a whistle.
10. On directing a game, at first get the room quiet and the undivided attention of every person. Then give your directions, briefly, concisely, and in ordinary tones of voice.
11. If the game does not go right quietly change to another.
12. Be sure and have a balanced program.
13. Enforce rules to the fullest extent.
14. Stimulate the active participation of every player in the room.
15. The average person does not know more than a dozen games; teach new games and principles carefully.

Program Building

A program is usually built consciously or unconsciously in the following manner:

1. Pre-Party Games
2. Get Acquainted Games
3. Mixers
4. Active Games
5. Passive Games
6. Active Games
7. Passive Games
8. Conclusion with a bang

When the group has become thoroughly mixed, it is ready for the program of alternate active and passive games. These games should be, especially in the early evening, of the type every one of the group can play. The weaving in of the passive games will give the group a chance to get its breath and make the program more enjoyable.

It is well to close the evening's program when it has reached the high interest point. This will send the group away with a happy feeling and a desire to attend the next meeting.

Pre-Party Activities

Community singing may be used to good advantage at the beginning of a program to prepare the group for the fun which is to come. It serves to unite the group and to make the members think and act together. The program of songs should be prepared in advance and should be practiced by the leader and his accompanist. It is well to have a few songs to start with that every one knows.
Parodies may readily be made on such songs as "Keep the Home Fires Burning," "Long, Long Trail" and "Till We Meet Again." A suggested song to the tune of "Long, Long Trail" follows:

It's a short, short life we live here
So let us laugh while we may;
With a song for every moment
Of the whole bright day.
What's the use of looking gloomy,
Or what's the use of our tears,
When we know a mummy's had no fun
The last three thousand years.

Games which may be used to advantage before the party program begins include such games as Pinning Tires on the Auto (similar to pinning tail on donkey) and guessing stunts such as the following:

1. Guess how many beans in a jar?
2. How much does the chairman or president weigh?
3. How many will be present?
4. Guess the names of advertisements.
5. Guess the names of songs being played upon the piano.

A suggestive game is Pronoun Forfeit played as follows: As each person comes into the room he is given five beans and is instructed to introduce himself to the other people about the room and carry on a conversation without using the first personal pronoun. Every time such a pronoun is used the offender must forfeit a bean to the other party in the conversation. After five or ten minutes' call time, declare winner the person having the most beans.

Get Acquainted Games

In this group are to be found such games as Mysterious Couple, Lucky Shake and others. Descriptions of a few follow:

**Mysterious Couple** - Secretly select a couple and announce their presence. The rules require that they must be caught while together. The following formula must be used while approaching them: "My name is... what is yours?" After these introductions the searcher may ask "Are you the mysterious couple?"

**Lucky Shake** - Secretly designate some person as the holder of the prize. Ask those present to shake hands all around and ask the prize holder to declare the 13th person as the lucky person.

**Circular Mixer** - Have the ladies form a circle inside the circle of men. As the piano is played the men's circle marches around clockwise and the ladies circle counter clockwise. When the music stops each man must introduce himself to the lady and tell where he is from. The ladies do likewise. Then the music starts again, the players marching as before and stopping when the music stops. Introductions are in order. This continues until all are introduced.

**Grand March** - This may be by twos, fours and eights.

**Active Games**

Innumerable games may be mentioned in this classification. Descriptions of a few follow:

**Handkerchief Tie Race** - The first player in each line holds a large handkerchief, which he must tie around the neck of the player next in line who then unties it and ties it to the neck of the next player, continuing through the line. The race is won by the line whose last player carries the handkerchief back to the starting point first.
Silent Quaker — The players are seated in a circle. Each whispers to his right hand neighbor some absurd thing to do. When each has his commission the leader announces: — "The meeting has begun." All join hands and solemnly shake them, after which no one may speak or laugh, each one in turn proceeds to perform his stunt with solemnity. A penalty is inflicted on any one who laughs or speaks. Everything must be done in pantomime, a song in dumb show or a speech, etc.

Jungle Din — In advance of the game hide nuts or candy kisses throughout the room. Divide the crowd into equal groups; one player in each group is appointed leader and each group is assigned name of some animal whose call may be easily imitated, such as ducks, sheep, donkeys, dogs, crows or cats. Only the leader of the group can pick any of the nuts. At a signal the hunt starts. Any player finding a nut stands by it and repeats the call at the top of his voice until his leader hears him and runs to collect the booty. The hunt lasts not over 10 minutes and the group with the most nuts is the winner.

Bumpety Bump Bump Bump — Circle formation with one person in the center who is "It". Each person learns the names of his right hand and left hand neighbors. If "It" points out someone and says "right", the person indicated must tell the name of the individual at his right before "It" can say "Bumpety Bump Bump Bump". If he fails in this, he becomes "It".

Active Singing Games — Add greatly to the enjoyment of the evening's entertainment. Popular among these are "Roman Soldiers", "Jump Jim Crow" and "Captain Jinks." These games and many others are to be found with descriptions and music in "Twice 55 Games with Music." C. C. Birchard & Co., Boston.

Passive Games

Guessing games such as "Gates" are popular in this group.

What gate proclaims and publishes? Promulgate
A gate of inquiring turn? Interrogate
A gate full of wrinkles? Corrugate
A gate which travels by water? Navigate
A gate increases by length? Elongate
A gate which conquers? Subjugate
A gate which acts as a representative? Delegate
A gate which cleanses? Fumigate
A gate which waters the land? Irrigate
A gate which assembles? Congregate

Domestic Science is Typical of other passive games. It is played with paper. Men, pencil in hand, line up facing the girls. At the starting signal, each man writes down on his partner's card all the household articles he can think of beginning with the letter "A". After one-half minute a whistle is blown and each man moves to the next girl and begins writing all the articles beginning with "B". The game continues, the men moving to the next girl with the next letter. The girl with the longest list is winner.
Games For All Occasions

Popularity:
Fast march music. One circle of men and one of girls, the larger one inside. They march in opposite directions until the whistle blows. The girls keep on, but the men reverse to march in the same direction as the girls, each trying to get a partner. Those left over go to the center. When the whistle blows again the men reverse, and the extra ones get into line. The girls always march the same way, but the men change their direction on each whistle.

Drop and Pick Up Relay:
Players are lined up in relay formation with equal numbers in each line. Opposite each line three circles are drawn with chalk; the first, 10 feet from the starting mark, the second, 5 feet from the first, and the third, 5 feet from the second. Ten feet from the last circle a base line is marked off. A block (stone or stick) is placed in each circle. The leader is given a similar block. On the word "Go" he places his block in the first circle removing the block which was there and repeats the performance in the third circle. This is done with the right hand. The player then runs to the base line, touches it with his foot, at the same time changing the block which he has taken from the third hoop from the right hand to the left hand. On the return trip he replaces the blocks with the left hand, gives the extra block to the next player in line, and goes to the end of the line. The game continues in this way until one team finishes.

Two-Part Cities:
Two players understand that the second city named after a city with a two-part name such as Los Angeles or Baton Rouge is the city chosen by the group. One player leaves. The group selects, let us say, "Baltimore". The player returns. His partner says, "Is it Boston?" "No." "Is it Sioux City?" "No." "Is it Philadelphia?" "No." "Is it Baltimore?" "Yes", for that is second after Sioux City, the two-part city.

Thumb Choice:
One player indicates to his partner the object selected by the group from 3 objects placed on the floor (1,2,3,) by crossing his left thumb over to indicate 3, his right thumb over for 1, and placing his thumbs side by side for the center object.

This and That:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>This</td>
<td>This one</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Four objects are placed thus:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>That</td>
<td>That one</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

They are named —This

This one

That

That one

The player indicates the object selected by giving it its correct name. He would point to upper left saying "Is it that?" "No," the other would answer because it is named "This." "Then is it this one?" the player asks pointing to upper right. "Yes," for that is its correct name.

Echo:
The questioner and his accomplice walk around the circle looking over the crowd. The person who speaks last before the accomplice leaves will be the one selected to be named. The accomplice leaves. The questioner calls, "Echo." The accomplice answers "Echo" until the Question "Who is it?" when the accomplice named the one selected.
Mind Reading:

Slides of paper are distributed. The mind reader tells the group to write a word and fold the papers in some definite way so that they are alike. Her helper collects them. The mind reader and helper have previously agreed that the helper will pass in no paper and will accept the first word given. The mind reader presses a paper to her forehead, says a word as though she has read it mentally. Her partner claims it as hers. The mind reader unfolds the paper as though to check on it but reads the word she will give next. She picks up a second paper, presses it to her head, says the word that was written on the first and looks about for its claimant, reads it, and proceeds.

Run Sheep, Run:

A home base is selected and the players divide in two groups, the "sheep" and "hunters". The sheep go out to hide and decide on certain word signals, for instance: "Apples--His Low, "Oranges--Move up" and "Lemons--Get ready to run."

The leader of the sheep comes back to the base when his players are all hidden and accompanies the hunters on their search. He calls out the signals and whenever he thinks the hunters are far enough away from the base, he calls, "Run Sheep Run," at which both "Sheep" and "Hunters" race for the base.

If the sheep reach the base first, they may go out and hide again—if not, they become the hunters.

Prisoner's Base:

Formation — Players choose up in two equal sides and stand behind bases 30 to 70 feet apart. A square prison is marked on the ground behind each base.

Game — A player from one side starts the game by "giving a dare", that is advancing across his base line into the open space toward the opposite base. He may be made a prisoner anytime he is in front of his home base by any opponent who leaves his base later.

For example, a player from the opposite side comes out to catch the first player. The first player retreats, but another player from his side comes to his defense and tries to tag the opponent. The last man leaving his base can tag anyone from the opposite side who left his base earlier. When a player catches a prisoner he may take him un molested to the prison back of his base.

A player in prison may be released by being touched by any player from his own side who can succeed in reaching him. Only one prisoner may be released at a time.

Prisoners may stretch out in a line toward their own territory provided all touch each other and that the prisoner captured last has one foot within the prison.

Play continues until one side has all their opponents in prison, or where evenly divided, the side with most prisoners in 20 minutes is winner.

"Duck on a Rock":

Equipment — Each player has a small stone of convenient size for throwing, called a "duck." A large rock or post is selected as "duck-rock." 15 or 20 feet from the "duck-rock" a firing line is drawn.

Game — A guard is chosen, who places his duck on the rock and stands guard nearby. The other players line up behind the firing line and take turns trying to knock the guard's duck from the rock.

After throwing his duck at the rock, each player must attempt immediately to recover his duck and return behind the firing line.

The guard may tag a player any time he is within the firing line, except while he has his foot on his own duck, where it fell. A player may stand with his foot on his duck until he sees a good chance to run, but may not put his duck down after he has picked it up once.

Any player tagged by the guard, becomes the guard and must immediately place his own duck on the rock. The new guard may tag the old guard or any other player within the line, just as soon as his own duck is on the rock.

If a duck falls within a hand-span of the rock without knocking the duck off the rock, the guard may shout "Span," and measure the distance. If the duck is
within a handspan of the rock, the thrower must become the guard.

Note: This game should be played with small groups. Bean bags may be used indoors.

Ball in a Hole:

**Equipment** — A Basket Ball, Volley Ball or Indoor Ball. A stick about 3 feet long for each player. A large hole on the ground, in the center, and around it a circle of small holes, one less in number than the number of players.

**Formation** — Players stand in the circle. The ball is placed in the large center hole.

**Game** — The game is started by all the players advancing to the center and placing their sticks in the large hole, under the ball. They all count: "One, Two, Three," at which signal all the players lift their sticks simultaneously, throw the ball as far as possible, and rush to place their sticks in one of the small holes.

As there is one more player than the number of holes, the player left without a hole is "it" and it is his job to try to roll the ball back into the large hole. The players in the center try to prevent the ball's reaching the large hole, by lifting their sticks and knocking the ball in the opposite direction.

When any player withdraws his stick from his hole, any other player or "It" may take the vacant hole, and the player left without a hole becomes "It." When "It" succeeds in getting the ball back into the center hole the game begins over.

If played indoors, the holes may be drawn with chalk.

**Blind Men's Buff** — 10 or more players.

One player is chosen to be blindfolded, and stands in the center. The other players join hands and move around him until the "blind man" claps his hands three times. At once the circle stops moving and the "blind man" points toward some player in the circle. This player must at once step into the circle, and the "blind man" tries to catch him. If he touches him he must guess who it is. If he guesses correctly, they change places. If not, or if the "blind man" has pointed to an empty space, the circle keeps moving, and the game is played again. The player who is chased of course tries, by stepping lightly and dodging around, to make it hard for the "blind man" to catch him.

**Advancing Statues:**

The ground is marked off by two parallel lines from twenty to one hundred feet apart. One player, who is chosen to be captain, stands on one of these lines with his back to the other players, who line up on the opposite line.

The object of the game is for the players who are lined up on the rear line to walk forward until they cross the line where the captain stands. The one who does this first wins the game, and becomes the next captain.

The game starts by the captain counting from one to ten loudly and rapidly. The other players may step forward while he is counting, but as soon as he says "ten" they must stand still, and he at once turns to look at them. If he sees anyone moving, that one must go back to the starting line and begin over again.
**Traffic Tag** - Formation: The floor space is marked off in lines 6 feet apart, up and down and across the room, to form large "blocks." One player is driver, the others pedestrians.

Game: The players are permitted to walk down any street or alley, so long as the foot does not go off the line. The object of the game is for the "pedestrians" to keep from being run over by the "driver." He chases them up and down streets and around corners. If the "driver" runs over a "pedestrian", they exchange places. Any player stepping off the line into a block may be penalized by being imprisoned in that block, or may be made "driver." With large crowds or large space, there may be two "drivers."

**Nut Bowling** - Equipment: Two walnuts, and ten large peanuts fixed to stand up on three short toothpick legs, and a table or other smooth surface.

Game: Teams of five players stand six to ten feet from the table and roll the walnut to bowl over as many of the upstanding peanuts as possible. Regular bowling scores, (spares, strikes) may be used, or a point given for each peanut knocked down. The team score and individual high score may be suitably awarded.

**Yours, For the Picking** - Get one of the boys to stand with his back against the wall and his heels also touching it. On the floor in front of him place a five-cent piece about a foot away from his toes, and then request him to stoop over and pick up the nickel without moving his heels away from the wall. If he can pick it up, the nickel is his.

**Shouting Proverbs** - A player is sent from the room. Those remaining think of some proverb. Each player is given a word of the proverb. When the player is called back into the room they all shout at the same time the word of the proverb which has been given them. It is up to the guesser to tell the proverb.

**Location** - The group is divided into two teams. A leader is selected for each group. A player on team 1 calls the name of a town or place and counts ten. While he is counting the opposite opponent must give the location of the town or place. If he has not succeeded before the counter has reached "ten," he drops out. The second player on team 2 then names a place and it is up to the second player on team 1 to give the location. When all the players have had a chance the team having the largest number of players remaining, wins.

**Hidden States** -
1. This is the main entrance into the building.
2. I would like to know how to color a dotted line.
3. The more "gone" you are, is the better for me.
4. Minne Set asked her to come and visit her.
5. A man came up and asked me "Is your name Lilli?" "No," I said.
6. Will you please put a hot dog on my plate?
7. Geneva, darling, where have you been?
9. Ida, hop to your work and get through.
10. Miss Curi was our best teacher in school.
11. Hover Monthay was a well known storekeeper.
12. Oh, I own a new car, and everything that I want is mine.
13. Adel, aware of his approach, turned swiftly about.
14. An Indian arrow can do a lot of harm if used the right way.
Slide Right? Slide Left - All the players are seated in a circle with "It" in the center. One vacant chair is left in the circle. "It" calls "Slide Right" or "Slide Left" and those in the circle follow his instructions while he tries to sit down in the vacant chair. The others continually hinder him by moving into the vacant chair.

Hanging the May Basket - Have the guests form two lines on opposite sides of the room. Give the leader of the "May" side a paper May basket which she gives to one on her side who must "hang" it on a member of the "Bee" side and get back without being caught. Failing to do so, she must go to the other side. Some one on the "May" side will then hang the basket to the "Bees". The game continues until all have been caught to one side or the other, or until the guests show signs of weariness.

Bugs - Prepare a cube with one of the following letters on each of its six sides: B - H - E - F - L - T. Wooden blocks, lump sugar, etc. may be used.

Directions: Roll cube in turn and keep score thus: When "B" is up, draw body of bug, "H" add head, "E" eye, "F" feeler, "L" leg, and "T" tail. You must first get "B" to start and for each additional "B" start another bug. You may continue to roll as long as letters can be used; F and E can not be used unless there is a head. Add 1 eye, feeler, or leg at a time. It takes 6 legs, 2 eyes, 2 feelers, 1 tail, 1 head, 1 body to make bug. Score 10 for each complete bug. Nothing is scored for parts of bugs. Any number can play, or it may be arranged as a progressive game with any number in the small groups. Each group will require a cube.

Dodge Ball - Equipment: Volley ball or large rubber ball. Divide group in two equal teams. Group 1, form a circle with group 2 on inside. Players in group or team 1 throws ball endeavoring to hit players on team 2 below knees. When a player is hit he drops out of center. Players throwing the ball must be in circle before throwing. Keep time until all players on team 2 have been hit. Reverse and put team 2 on outside with team 1 inside. The side eliminating the other in the shortest time is winner. This is a good game for all ages and both sexes.

Gorilla Swing - Take an ordinary stick about four feet long, the size of a shovel handle. Toe a mark and place one end of the stick in front of the feet at a distance equal to the height of the body from the feet to the shoulders. Take a firm hold of the top of the stick with the right hand and swing the body forward, making a mark on the ground with the left hand as far forward as you can reach. Bring the body to a standing position again without resting any part of it on the ground. A perfect performance of this stunt would be to reach a distance in front of the mark equal to the height that can be reached on a wall from the tiptoes. The stick must be firmly braced at the lower end.

Puss in the Corner or Pussy Wants a Corner - Each player but one has a goal. The one who has no goal goes up to another player and says, "Pussy wants a corner." The answer is, "Ask thy next-door neighbor." Meanwhile the others change goals, and the odd player tries to get one. If he has tried several times and has not yet got a goal, he may go to the center of the room and call out, "All change." This gives him a better chance to get a goal for himself. The one who gets left is now "It," and the game begins as before.

The fun consists in the players trying to change places without being caught; but they are bound to call "Puss, puss," first, and to beckon to the one they wish to change with.
Frogsome Relay - Get a suit case and in it put several articles of attire such as a coat, hat, pair of gloves and muffler. The person at the head of the line takes the suit case, starts out for the goal, opens it on the way and dons all the things trying to get them all on before he returns to the line again and hands the suit case to the next in line. After his task is done, he takes his place at the end of the line.

Barnyard Chorus - In groups of 20 to 50 a big laugh can be secured by "framing" on some popular individual to imitate a donkey. The leader announces that at a signal everybody will bark, squeal, or bray as some animal. He pretends to whisper the name of the animal which each will imitate secretly. To each he says "Be still, don't say anything" except to the selected individual whom he instructs to imitate a donkey. Then he tells all to take a good breath and come in strong together on the chorus. The result is that just the one "He Haw, He Haw" is heard.

Unsteady Writing - Take three or more large jugs to the meeting. Select contestants who can stand for a little joking, and have each stand on a jug and write his name and the name of the township or community organization. Allow two minutes. This is a difficult stunt and brings forth much amusement.

Jacob and Rachel - In this game all of the players except Jacob and Rachel join hands and form a circle. Jacob is blindfolded and tries to catch Rachel. Both of them must keep within the ring. Rachel must answer every question that Jacob asks her, but she is privileged to dodge about the ring as much as she wants. Jacob tries to catch Rachel by locating her voice. When he catches Rachel it is her turn to try to find him. Then another couple try their skill.

The Cracker-Eating Relay - This rather absurd game takes the nature of a contest. Each girl of the party takes a cracker, and she has in mind a "knight" to whom the cracker is to be given. The boys who take the places of the knights, line up some distance away—15 or 20 yards if the game is played out-of-doors, or at one end of a hall or room. At the word "Go" the knights run to the ladies, kneel before them, and whistle a tune which the lady recognizes and names. The first lady to name the whistled tune of her knight wins the contest. However, before the knight whistles, he must go to the lady, secure the cracker, eat it as fast as possible and then whistle his tune.

Feeding Their Faces - Two persons are blindfolded and asked to lie on their sides facing each other on the platform, heads toward spectators. Each is given a spoon and a dish of soft ice cream and asked to feed the other. We leave the rest to your imagination.

Guess Again - In this 1934 edition of Blindman's Bluff everybody is blindfolded! Cover each player's eyes with a handkerchief and conceal his hands by tying them in an inflated paper bag.

The fun starts with everybody It. You must do everything you can to fool anyone who touches you. Disguise your size as much as possible; if you are tall, squat; if you are short, climb on a stool. No one speaks a word until he catches a player and guesses his name. If right, the caught one must admit he's caught and take off his bandage. The last one identified wins.

Dumb-Bell Tag - Played like ordinary tag, except that a dumb-bell (or any object) is held by one of the players, and IT may tag no one except the person holding it. The dumb-bell may be passed about, and if it is offered to some person that player must take it. If it is dropped, IT may tag the player who held it last. Players should run about to assist the person who has the dumb-bell.
Crossing the Delaware - Two teams of six to twelve players line up. Have two goal lines about thirty feet apart. No. 1 of each team has two pages of a regular size newspaper in his hands. When the whistle blows he lays one page on the floor and places both feet on it. Then he stoops over and places the other page on the floor as far in front of himself as he can reach and step. Quickly he steps over on it, putting both feet on it, and then he turns and picks up the other page and goes through the same action, advancing towards his goal line as rapidly as possible. When he reaches his out goal he turns and starts back. Then he gives both pages to No. 2 of his team who starts out Crossing the Delaware on ice. The team finishing first wins. The paper must still be intact, but it can be torn. This game requires double quick action and creates great excitement for both players and spectators. Plays about ten minutes with success.

--Jas. B. Martin, Director of Recreation
Tabernacle Presbyterian Church of Indianapolis, Ind.

Triple Ball (All ages) - All that is necessary is a curtain or screen seven or eight feet high and three balloons of different size filled with gas. Scoring is done in the following manner. Whenever a balloon touches the floor it counts points for the opposite side in this proportion. The smaller balloon being heavier counts one point for it is easier to knock down, the medium size counts two points and the larger one which is also lightest counts three points for it floats longer and gives the other side a chance to return it. A scorer is needed for each side. Play until a decided score is reached.

Both of these games are original and have always proved to be a lot of fun in our socials, and the latter seems to never grow old.

Mother Goose and Fox - Players (except one) form a line, one behind the other. Each player (except the first) puts her hands on the hips of the person in front. The first person in line is Mother Goose and the remainder of the line are little geese. The remaining player is fox. Fox stands in front of the line facing Mother Goose. Mother Goose spreads her arms out at the sides and moves about to protect her flock from the Fox. The Fox can tag only the little geese at the end of the line. If the line breaks the Fox is entitled to the goose. When the Fox has secured his prize, the Fox becomes Mother Goose and the last goose becomes Fox.

Poison - Players in circle with some kind of ball. As the music starts they start passing the ball. The one holding the ball when the music stops must drop out. Continue until only winner is left. The accompanist should stop at unequal intervals.

Musical Tag - As the music starts, the leader followed by the players in extended lines starts marching down the floor. At the whistle or cessation of the music, the leader tries to catch players before they can return to line and those he catches must help him as the operation is repeated.

Circle. Stride Ball - A football or basketball is necessary to the game. All but one of the players stand in circle formation, in stride position, with foot touching those of the next players to make a barricade for the ball. The odd player stands in the center. The center play tries to throw the ball outside of the circle between the feet of the players. The circle players try to prevent the passage of the ball, using only their hands for this purpose. The play continues until the center player succeeds in sending the ball through the circle, when he changes places with the player between whose feet the ball has passed. If a circle player moves his feet in any way he must change places with the player in the center. If the ball passes between two players, the one on whose right the ball passes must go to the center. The center player may appear to intend sending the ball in one direction, turning suddenly and sending it to another.
Scoot - All players seated in circle with "It" in center with one vacant chair in circle. "It" tries to sit down in vacant chair while other players hinder him by continually moving into the vacant chair.

Snatch - Players in two equal lines facing each other about fifteen feet apart and each line numbered. Some article, as Indian Club, bottle, or handkerchief is placed between lines. The leader calls out a number and that number from each line runs out to club. One player tries to grab the club and run back to his line before the other one touches him. If he succeeds it scores one point for his side.

Weavers - In Weavers, two or three circles of players are formed. One person from each circle is chosen starter. Starters drop out and others clasp hands. At a given signal, each starter weaves in and out under the arms of his group. When he reaches his place again the next on his right becomes weaver, and so on until each person in turn has been weaver. The circle to get back to its starter first wins.

--From N. Y. State College at Ithaca, N. Y.

Overhead Relay - Divide group into teams of about twenty-five each and line them up in single file, all facing the end of the line. A basket ball or some similar object is then given the first player of each team and on signal is passed back over head to the last player in line who carries it forward to the front and passes it back again. This continues until each person in the team has carried the ball. First team through wins.

Volley Ball - Volley ball is usually played on a court 25 feet by 50 feet in size, over a net 7½ feet high. The ball is a little smaller and about half as heavy as a basket ball. There may be any number of players, but matched games are usually played with from five to ten on a side. Before beginning the game the players on each side should be numbered.

Each player takes his turn in serving the ball over the net. The server stands on the back line and bats the ball over the net with the palm of his hand. If the ball strikes the ground on the other side, a point is scored for the serving side and they again serve the ball; but if the receiving side bats the ball back and it hits the ground on the server's side, his side loses the ball and a player on the other side serves. If the server fails to get the ball over the net or bats it out of bounds, then his side loses the ball and the other side serves.

As the game is usually played, the first side receiving fifteen points is declared winner, but it is sometimes played with fifteen minutes halves as in basket ball.

Horseshoe - Horseshoe pitching has grown in recent years into a national sport. Some of the things which should be considered in arranging local contests are:

1. Grounds - Level and in the shade if possible.
2. Distance - Standard distance between pegs is 40 feet.
3. Pegs - Regulation pegs are of iron, 1 inch in diameter, perpendicular, extending eight inches above the ground and inclined one inch toward the opposite peg.
4. Shoes - Regulation shoes must not exceed 7½ inches in length or 7 inches in width. No toe or heel calks shall be over ⅜ inch in length. No opening between the heel calks shall exceed 5½ inches inside measurement. No shoe shall exceed two pounds and eight ounces (2½ pounds) in weight.
5. Pitchers box - Extends three feet on either side to the rear and in front of the peg. The ground therein shall be kept soft. It is suggested that pitchers do not stand closer to the peg than 18 inches.
6. First Throw - At the beginning the contestants shall toss a coin for first pitch, the winner to have his choice of first or follow. At the beginning of the second game the loser of the preceding game shall have the first pitch.
7. Counting - Ringers 3; double ringers 6; closest shoe 1; (in National tournaments counted only if within 6 inches of the peg); ties cancel out.

8. Games - Usually 21 points count as a game. In national tournaments 50 point regulation games are pitched.

9. Referee - A committee or appointed referee should have full and final jurisdiction in all disputes.

The Farmer is Coming - One player, chosen to be the farmer, is seated. The remaining players, standing at a distance, select a leader who taps some of them on the shoulder as an invitation to go with him to the farmer's orchard for apples. Thereupon they leave their home ground, which has a determined boundary, and approach as near to the farmer as they dare. The game is more interesting if they can do this from various sides, practically surrounding him. Suddenly the farmer claps his hands and all players must stand still, while the leader calls out, "The farmer is coming." The players try to get safely back to their home ground, the farmer chasing them. He may not start, however, until the leader has given his warning. Any player caught by the farmer changes places with him.

A Snake Walk - Cut short snakes from wrapping paper and scatter over the floor. Folks draw numbers, all the even to form in line along one side. A member from each side is blindfolded; music starts and they walk about the floor; when music suddenly stops, if either is standing on a snake, it fines that side five points. Two others, one from each side, are blindfolded and proceed in like manner; continue thus down the lines. At the close the side wins that has the lowest number of lines.

A "Pratie" Race - Either two or three persons race at the same time, each having two potatoes, which must be propelled along the floor from the starting point to a goal at the opposite end of the room. The potatoes are moved along with a lead pencil and the two must be kept together, one moved and then the other. Have several races, then have the winners contest.

Beater Goes Round - Players form a circle. All face to the right so that the left side is toward the center of circle. Hands are folded at the back. One player is given a knotted towel and runs around the circle and quietly places the towel in the hands of one of the players. This player immediately hits the person in front of him with the towel and may continue beating him while the player runs round the circle and back to position. The person holding the towel now slips it to someone else and the game continues as before.

Blind Bell - All the players but one are blindfolded and scattered promiscuously. The one who is not blindfolded carries a bell loosely in one hand, so that it will ring with every step. If desired, this bell may be hung around the neck with a string or ribbon. The blinded players try to catch the one with the bell, who will have to use considerable alertness to keep out of the way. Whoever catches the bellman changes places with him.

Rope Walkers - After a string has been stretched on the floor (or a chalk line drawn) the player, looking at the rope through the big end of field glasses, tries to walk it. It is a queer sensation, and lots of fun for the onlookers.

Knocking a Coin. - One player holds, balanced on his index finger, a small coin. Another player stands back eight or ten feet, closes one eye and then walks directly toward the coin and with a pencil tries to dislodge the coin from the finger. Generally the blow falls short of the mark.

A ring may be held between the thumb and forefinger. Close one eye, approach the ring, and try to run the pencil through it sideways.
Candle Race - This is especially good at night and should be played as a relay between teams of three to five each. Each team is lined up single file behind the starting line. The first player of each team is given a lighted candle. At signal, the first player in each team carries his candle to a goal and back to the second team mate. If the candle is blown out in transit the player must return, get a light and make the round. The team wins which has every member making the entire trip first.

Anagrams - Let a word of any sort be chosen and have each player write it at the top of his paper. The game consists in making as many words as possible from the letters forming the original word.

No letter may be used more often in any one word than it appears in the original word. Simple plurals, formed by adding the letter S to the singular, are not counted as extra words, nor are proper nouns or abbreviations permitted.

Usually about ten minutes is allowed for discovering the words. At the end of that time one person reads his list and the others check the words they also have discovered. When he finishes, the person to his left reads the words he has found which were omitted from the first paper, and so on around the circle.

The simplest way to score is to give the person with the longest list of words the first place. If the formation of long words is considered desirable, however, the reckoning must be by syllables. This method is really a fairer index, since it requires as much skill to find one long word as several short ones.

Favorite words for anagram-making are: Constantinople, intermediate, conglomeration, and recalcitrant, but shorter words may also serve the purpose. As short a word as live contains material for five other words: lie, veil, vie, vile, and evil; and in the word herein six other words may be found without altering the arrangement of the letters in the original word: he, her, here, rein, in, ere.

Cooperating Artists - Each player is given a sheet of paper and a pencil and is told to draw the head of a bird, beast, or fish. The paper is folded so that only the end lines of the neck show, and the paper is passed to the right. Bodies are drawn, the papers are folded and passed again, and the feet are added.

Cootie Party - This game may be progressive. Four play at each table, on which there is a ridiculous paper bug with six feet, representing a cootie. These directions may be written on its back: (1) body, (2) head, (3) eyes, (4) feelers, (5) feet, (6) tail.

Each player has been provided with a paper and pencil. The object is to draw a complete cootie. In turn, each player throws a dice, but may draw nothing unless "one" should be on top. Then he may draw the body. Each player has only one turn. At his next turn, if "two", "five", or "six" should be on top, he may add the head, one of the feet, or the tail, respectively. Of course he cannot put in either eye, or either feeler, until the head has been drawn. Only one foot, one eye, or one feeler, may be put in at a time.

The first one completing a cootie calls out "cootie" and the players all stop. The two having the most points at each table move on to the next table. At the close, the one having the largest number of complete cooties wins the prize.

Hindu Tag - One person is IT and the other players are safe from being tagged only when their foreheads are touching the floor. One can imagine how easily the game breaks the ice with a younger group.
Fifteen Hidden Vegetables - (Write this on a black board in front of the audience, or read it to them and have each one write it down in full on a sheet of paper, then have them hunt for the 15 hidden vegetables in the story. Omit the underlines)

Around the town pump, kin folks and friends gathered, to hear Tom tell of his travels. Tom at once began the yarn to spin. "Och!" said an old German, "Be an honest boy". "I hope always to be," replied Tom and proceeded with his narrative.

"After I had ordered my cab, bag, etc., I started on my trip and soon found myself on Ionian shores. We had not gone far, however, when we found the wheels of our car rotted off; but the driver said to a boy, "Bring me a brad, I shall soon fix it." But I decided it would be more safe to travel by boat, where I knew nothing but a leak could harm us. We had a pleasant voyage around the shores of Greece, where I heard much of Jupiter, Saturn, Iphigenia, and other mythical beings. I could not distinguish the various styles of architecture and continually asked this, "Is this Doric or not?" In Egypt, I sighed for a fresh pot at our hotel, as the meals were poor. At a dinner I gave a start, I choked and found I had almost swallowed a beetle."

With this the company dispersed, and Tom's story was ended.

KEY: -- pumpkin, tomato, spinach, bean, pea, cabbage, onion, carrot, radish, leek, turnip, corn, potato, artichoke, beet.

Blackboard relay - The people are seated with an even number of players in each row. A piece of crayon is given to the last player in each row, all of whom at a given signal run forward and write on the blackboard at the front of the room a word suitable to begin a sentence. Upon finishing the word, each player returns at once to his seat, handing the crayon as he does so to the player next in front of him. This second player at once runs forward and writes one word after the first one, to which it must bear a suitable relation. In this way each player in the row adds to the sentence being written by his own row, the last player being required to write a word that shall complete the sentence and to add the punctuation marks.

The points scored are 25 for speed (the first row to finish scoring the maximum, and the others proportionately in the order of finishing), 25 for spelling, 25 for writing, and 25 for grammatical construction, capitals and punctuation. The row wins which scores the highest number of points.

Hopping Relay Race - A starting line is drawn on the ground, behind which the players stand in two or more single files, facing a goal. The goal should be ten or more feet from the starting line, and may consist of a wall, or a line on the ground. At a signal the first player in each line hops on one foot to the goal, touches it with his hands (stooping for this if it be a line on the ground), and hops back to the end of his line, which should have moved forward to fill his place as he started. He takes his place at the rear end of his line. He tags the first player in the line as he passes him, and this player at once hops forward to the goal. Each player takes his turn, the line winning whose last player first reaches the rear of his line, and there raises his hand as a signal. If the game be repeated, the hopping in the second round should be on the opposite foot.

(This hopping relay race should be varied by making it a walking relay - a jumping relay - a walking backward relay - a stooping relay, where the racers bend down and grasp an ankle in either hand and race in this fashion).
Master of the Ring - Boys enjoy this rowdy game. The players stand shoulder to shoulder within a circle which is drawn on the floor. Each boy must have his arms folded across his chest or behind his back. At a given signal everyone tries to push his neighbor out of the circle without over-stepping the line himself. Anyone over-stepping the circle is out of the game. The last one to remain within the circle becomes master of the ring.

Cock Fighting - The younger folks like a lively cock fight. Divide your friends into two cock teams, getting them to stand several feet apart and facing each other. Each cock must fold his arms and hop on one foot only. They hop forward and try to butt their opponents with the upper arm and shoulder, but never with the elbow. Arms must remain folded throughout the combat.

The cock succeeding in making his opponent touch the floor with his raised foot wins his fight. The contest will narrow to a grand tournament between the two leading cocks.

Jenkins - Jenkins is a good game to rest up on. You'll need a coin to play it with. Seat your friends around a table and appoint one of them to be "It". The others have a coin which they pass from one to another underneath the table. After a few moments the extra player calls "Jenkins Up" whereupon all the others place their elbows on the table holding up their clenched hands.

Of course, one of these players has the coin but he tries not to show it. When the odd player cries "Jenkins Down" all players simultaneously clap their palms flat on the table top trying not to let the coin be seen or heard.

The odd player then tries to guess who has the coin and every hand he guesses wrongly counts against him. Each player has a turn at being the guesser and the one with the least score wins the game.

Parcel Post - Get your friends to sit in rows on pieces of cardboard, pillows or chairs for this game. An odd player who stands in front is the postman. Each of the players takes the name of a different city.

The postman then calls out, "A parcel is going from Detroit to St. Louis," or naming any other two cities he may choose. With this the players representing these cities try to change places before the postman can get one of their chairs. If the postman succeeds in getting a seat he becomes that city while the other player turns Postman.

Hide the Word - This game requires quick thinking. One player leaves the room while the others choose a word which must be used by each when the returned one questions them. It's best to choose a frequently used word or one which has several meanings. Each player tries to conceal this word by using it as naturally as possible.

Clever players often confuse the guessers by repeating an additional word which several others have used. It's best to make your sentences fairly long, though, of course, not impossibly difficult. The one who accidentally furnishes the clue must change places with the questioner.
A Stunt Contest - The company is divided into two sides, both of which are allowed a few minutes to take stock of their resources. They then draw lots to see which side should perform first. The other side then starts to count, "one," "two," "three," up to ten. If some member of the other side has not started to give a stunt by the time they count ten, one point is gained by the counting side. If some one starts to perform, however, they have to stop counting. They then take their turn to put on a stunt, while the other side starts to count ten. The stunts include any kind of possible entertainment from doing an athletic stunt to singing a solo or "speaking a piece." After ten minutes of this, the side having the most points is declared the winner.

Pull in, Pull out is a jolly romping game which can be varied to suit the occasion. It is played in this way: Roll back the rug from the center of the floor and on the boards make a small square with chalk. The square can be about half a yard in diameter, but there is no special size. All the young people then join hands, forming a circle, with the chalk square in the center. The circle must consist of an equal number of players, who are called "reds" and "blues" or by any other names. The music, a lively air on a talking machine, begins; the circle dances away, "ring around a rosie" fashion, each player trying to draw some member of the opposing faction into the square. Any person drawn into the square is out of the game. The side having most members remaining when the game is declared at an end for want of breath on the part of the players, is declared victorious. A pumpkin could be drawn on the floor for Halloween or Thanksgiving while for a Christmas party use a wreath and for New Year's party a bell. Use a heart instead of the square for a Valentine party, a shamrock would be appropriate for St. Patrick's Day and a dunce cap for April 1st.

Chin Chin - Three of the men on the list of legal victims are politely but firmly requested to play "Chin Chin". A sheet is spread out on the floor, the three men being asked to kneel on one end of it and then to push the cotton snowball with which each one has been provided to the other end. Chins only may be used as pushers.

Double chins serve as admirable pushers.

Golash! Women contestants are divided into two lines. The first one in each line is given a pair of large, very floppy golashes. At the signal these two put on their golashes without buckling them and run to the goal and return, giving their golashes to the next runner. This continues until all members of both teams have run the course, a la golashes.

This race is as hard to look at as it is to run!

I Make My Will - Each guest is asked to write out his will giving away five of his most precious possessions. However, he is not allowed to say to whom he wishes to give those possessions. When he has listed his five possessions he folds the paper so the list cannot be read. When the hostess gives the signal he passes this list to his right-hand neighbor, in turn receiving one from his left-hand neighbor. Each guest is then to write out the names of five people to whom the possessions are to be willed, folds over his paper and again passes it to the right.

The third and last time each one is to write out five "uses", one for each of these possessions. The wills are then collected, mixed and passed around and in turn, read aloud.

The guests are delighted to learn the Deacon Prouty wills his false teeth to Mrs. Barnes for decorative purposes.
Back to Back - Players are scattered about the playing space. There should be an odd number of players, so that one will be left without a partner. Partners stand back to back. At a signal, partners change, every person finding a new back to lean against. The person left without a partner is IT.

It Is To Laugh - The players are divided into two groups and each group lines up on one side of the room. The leader describes some situation, such as "This morning just after putting on a new suit, I stepped out doors and slipped in a mud puddle. I got up and _________ " what happened then is illustrated by the people in one of the groups. If any in the other group laugh, they must change sides. A new situation is given and the other side dramatizes. The team having the greatest number of players at the end is the victor.

Chariot Relay - Teams line four abreast. Taking hold of hands, they run down to the end of the line and around a post or chair and back to tap off the next four. The turn at the finish line adds much to the fun in this relay.

Toss the Stiff - Numbers 2 and 3 face each other and join both hands, extending arms toward each other; numbers 4 and 5, 6 and 7, 8 and 9, etc., do likewise. Each team consists of two rows of players facing each other, and between the rows are the clasped hands of each pair. Number 1 stands at the head of the line; at the end of the line stands the last player. The pairs of players swing their arms over toward the back and around. Number 1 lies on the arms, relaxes completely, and as the arms swing back, is tossed between the players to the end of the line, where the last player catches him. Number 2 now stands in front of the line and the players on his side move up one place. Number 1 stands at the end of the line to catch number 2, and the last player takes his position in line to fill the space left by number 2 and the moving up of players. Number 3 is tossed next, then number 4, etc., until every player has been tossed. This game is best if there are about 40 players in each team, the a smaller group can play it. It is also interesting merely as a stunt, without the competitive element.

Skin the Cat - (a) Numbers 1 and 2 stand several yards in front of their team holding between them at shoulder height a strong wand or a broomstick. When the starting signal is given, number 3 runs forward, grasps the wand with both hands, and hanging by the hands, lifts his feet forward and upward to the wand, and pushing them between his hands, brings them to the floor without releasing his hand grasp on the wand. This stunt is known as "skin the cat." Number 5 now takes number 1's place holding the wand, number 1 runs back to the team, touching off number 4. Number 1 goes to the end of the line. After being tapped by number 1, number 4 runs forward, skins the cat, and takes the place of number 2. Number 2 runs back to the line, touches off number 5, and goes to the end of the line back of number 1. The team has finished when all players are in the original positions with numbers 1 and 2 holding the stick.

If changing the stick is confusing, numbers 1 and 2 may remain holding the stick during the entire game.

(b) If the players are skilful enough, the feet may be brought back thru the arms to the original position, in addition to making the first turn.
**The Animal Hunt** - Before playing this game mark off two lines some 30 to 50 feet apart. One player who stands between these lines is the hunter. All others divided into two even groups are the animals. Several animals on each side have the same name bears, lions, etc.

As the hunter in the center calls the name of an animal all players bearing that name must run to the opposite goal. If the hunter catches any of the animals they become hunters, too, and stand in the center helping catch the others. When all the animals are caught the game ends.

**Midnight** - All players excepting one are sheep in this game. Their barn is a boundary about 100 feet away from the odd player who is the fox. The fox can catch the sheep only at midnight. All the sheep run near asking the fox what time it is. The fox may answer any time he pleases. On three o'clock or one o'clock, for instance, the sheep are safe. But should he answer midnight, the sheep must run for their lives! Any sheep caught before reaching the barn must change places with the fox.

**Bear in the Pit** - One player, the bear, stands in the middle while others clasping hands form a circle about him. The bear then tries to escape from the ring by breaking the handclasps, running under or even jumping over them. If he succeeds the two players on either side of where he escapes from chase after him. The one who catches him becomes the next bear. This is a strenuous game.

**Blind Bell** - In this game every player except one is blindfolded. The player not blindfolded carries a bell which tinkles with his every step. All of the other players try to catch the free bell carrier. The one doing so changes places with him.

**Alphabet** - This game is a fine one for the whole family to play. Write on separate slips of paper each of the letters of the alphabet and put them in a pile turned face down. One person then draws a letter and as he does so asks for the name of a famous artist, musician, writer or any other celebrity. The first one who can mention a person whose name begins with the initial drawn is allowed to draw the next letter and call for any kind of celebrity he wants.

Names of cities, mountains, warriors, authors, kings, things to wear, cats, dogs, trees, animals, flowers, fruits, famous women, etc., may all be introduced in this game.

When playing Alphabet at a party it's a good idea to let each person keep the letter which they guessed first and award a prize to the winner of the most letters in the end.

**Buzz-Fizz** - Here is a quiet game which keeps you wide awake. Get your players seated in the circle. Then let them begin counting, the first one says, "One"; the next, "Two," and so on. The seventh player must say "Buzz." Whenever a seven or a multiple of seven is reached that player must say "Buzz." When the seventies are reached each one must count "Buzz-one" and "Buzz-two" instead of seventy-one and seventy-two. Anyone forgetting to buzz must leave the game.

This game is much more interesting if five and its multiple are substituted by "Fizz." Make each player who does not say, "Buzz" or "Fizz" at the right time pay a forfeit.
Bung the Bucket - This is an exciting way of playing the old favorite, hide-and-seek. A large circle, or prison is marked around the home base. Place an old bucket or tin can within the circle. While the person who is "It" counts, closing his eyes, all others run and hide. Each player caught must stand within the prison. But should any of the others uncaught run back to base and kick the bucket he can free the prisoners. "It" must return the bucket to prison before he can go on with the hunt. The game ends when all of the players have been caught. The first one caught is "It" for the next game.

This game should be played within a given boundary so that "It" can have a fair chance to watch his goal while chasing for prisoners.

French Tag - The old game of tag has an added zest when played the French way. The players in this game can only run within a limited boundary. Anyone running outside of the boundary is "It." Otherwise the game is played like ordinary tag.

Wink - You need one more boy than girl to play this game. Seat the girls in chairs and place a boy back of each girl's chair. The extra boy stands back of an empty extra chair. He looks about the circle and tries to wink inconspicuously at one of the girls without attracting the attention of the boy back of her. The girl then jumps up and runs to his chair. But if the boy back of the girl touches her on the shoulder as she rises she must sit down again. Sometimes this game is reversed with girls standing behind the chairs. In this case you want one more girl than boy.

Poor Pussy - One player is "Pussy," and goes separately up to each of the others kneeling in front of them whining "Mee-owl!" The person whom he faces must then stroke pussy's head three times, saying with each stroke, "Poor Pussy!" If the person can stroke pussy without smiling he is safe, but should he smile in the least he must become pussy himself.

The Traveller's A B C - You'll enjoy brushing your wits on this game. One person starts by mentioning a place beginning with the first letter of the alphabet. "I'm going to Alaska," he could say, then turning to the player on his left he'd ask, "What shall I do there?" The second player must then answer appropriately in words beginning with the same letter, "Ask about animals," he may answer. Then it's the second player's turn to say to the third, "I'm going to Boston," or any place beginning with B. "What shall I do there?" The third player may answer, "Bolt Baked Beans." Thus the game continues around the circle. Anyone unable to answer quickly must drop out of the ring.

Long Ball - Long ball is a simple game requiring less skill than baseball. Players are divided into two teams. Team A bats while team B is in the field. The positions are catcher, pitcher, and fielders. There are two bases; home base and long base. Long base is placed fifty feet from home base (this distance should be varied according to the ability of the group and the kind of ball used). A gymnasium may be used as long base, or the base may be a rectangle four by ten feet marked on the floor. An indoor baseball and bat may be used or a volleyball may be substituted and the batting done with the hand. Any ball which is batted in front of home base is fair. As far as possible under these conditions, baseball rules apply. After a fair hit, the batter runs to long base. He may wait here for a favorable opportunity to return to home base. There may be any number of players on long base at the same time and all may run home at the same time. If a runner once leaves long base to run home, he may not return. A runner is not out if he is hit with a ball thrown at him.
True Confessions - The leader gathers his guests around him in a circle, girls and men alternating. Solemnly he announces that he has no wish to be the only truthful person at this truthful party. Therefore he will give each guest an opportunity to unburden his conscience by confessing his particular weakness. Players must preface these starting revelations with the words, "For once I am going to tell the truth. I--" and follow with the confession. Player No. 1 owns up. Player No. 2 repeats whatever player one has said, adding her own confession. And so it goes all around the circle, each player assuming the pet weaknesses of all preceding players before topping off the sorry story with one of his own.

For instance, Tom Jones states, "For once I am going to tell the truth. I smoke too many cigars." Little Janie Smith, who sits next to him firmly announces, "For once I am going to tell the truth. I smoke too many cigars and I'm deathly afraid of mice." Stalwart Bob, whose turn comes next, confesses manfully to a weakness for cigars and mice, adding, "I enjoy a good scrap."

In this manner the good work continues until the last player gets the accumulated collaboration of faults off his conscience—and the worst is known!

Missed—by George — Bring out a cardboard box containing twenty little red, white and blue cards. On each card is written the name of some modern invention unknown in Colonial days. The guests are divided into two teams who act out the words in charade form.

The leader of each rival group draws, in turn, from the box until all the cards are taken. Then one side leaves the room and prepares to pantomine a word, the leader using his own discretion as to whether a few picked players shall be used or the entire team. This is another occasion when actions speak louder than words; for a single word spoken by an actor disqualifies the side and gives five points to the rival team.

After a "modern invention" has been more or less successfully demonstrated, the audience is allowed three guesses by three different players, given one at a time. Should they prove successful, they claim one point and the card on which the guessed word is written. Then the winners leave the room and prepare to dramatize a word.

And what are the inventions "missed by George?" Well, among them are the airplane, radio, automobile, typewriter, sewing machine, telephone, elevator, vacuum cleaner, player piano, locomotive, pneumatic tired, snapshot camera, X-ray, trolley car, radium clock face, electric iron, gas stove, motorcycle and Victrola. Why, poor George!

"Collection of Revolutionary Relics" is a good seasonal stunt. The relics are exhibited in a smaller room off the main hall. A custodian stands at the door and hands to each sightseer a typewritten catalogue listing the collection of Colonial antiquities. E. O. Harbin gives us the following:

1. The Early Home of Washington
2. Washington Crossing the Delaware
3. The Old Colonel
4. True Blue
5. Vision of Washington's Old Age
6. The Most Brilliant Light of Washington's Era
7. The Lone Picket
8. Down on the Suwannee River
9. The Tax on Tea
10. The Old Times and the New
Representing these are:

1. An old-fashioned cradle
2. The word "Washington" written on a slip of paper and placed across the map of Delaware
3. A dried-up corn kernel
4. A bottle of bluing
5. A pair of spectacles
6. A candle
7. A fence picket
8. A downy feather on a map of Georgia showing the Suwannee River
9. Some tacks on a saucer of tea
10. An old and new copy of the newspaper named the Times

Boston "T" Party - This is supposed to be a quiet game but isn't. The guests are divided into equal classes, the leader facing both groups at an equal distance from each. He announces that he is about to give them a little test to see which class has the brightest members. Every question asked is to be answered with one word ending in T ("ty"). The class which is the first to shout the correct answer scores one point. Anybody—or everybody—in the class may shout, but if a number of students confuse "teacher" by all shouting a different word at the same time, the score is lost to the other side. Teacher then asks the following questions, speaking slowly and distinctly. George stands by, keeping accurate score:

The best policy.....................honesty
The soul of wit......................brevity
The spice of life......................variety
What killed the cat....................curiosity
A delight to the eye..................beauty
Forever and ever......................eternity
The mother of invention..............necessity
What our fathers fought for............liberty
Heat, light and power..................electricity
The Four Hundred......................society
What George has......................dignity

Other "tys" can be added as you think fit. The class winning most points has the privilege of demanding any stunt, individually or collectively, from the losers.

I Did It With My Hatchet - The crowd is divided into two equal teams, lined up about ten feet apart, with a captain at each head. Give each captain a cardboard hatchet. Have a bowl on the floor at the end of each line and at the opposite end of the room stand a home-made cherry tree on a chair. These trees are branches of any thorny shrub with one cranberry for each player thrust on the thorns.

On the word "go" the leader of each team rushes up to his team's cherry tree, picks a "cherry", puts it on his hatchet and carries it back to the starting line where he deposits it in a bowl. He then gives the hatchet to player two. The business is repeated until every player has brought home his cherry and the tree is bare. The first side to finish with no errors wins.

The fun of the game rests largely in that each player must repeatedly chant "Ax me another, Ax me another," as he rushes over the course to the goal. When the cherry is safely on his hatchet he changes his tune to "I did it with my little hatchet," and must continue this song of exultation until the cherry is safely in the bowl. If he drops the cherry on the way back, he must immediately revert to "Ax me another" and keep up his melancholy chant all the time he is groping for the lost treasure. Having discovered it and placed it on his hatchet he must burst forth again into "I did it with my little hatchet."
Every time a runner laughs, it is counted an error for his side. Add to the fun by having the men assume a high falsetto voice for the contest and the girls a deep bass.

Games for St. Patrick's Day

The Hostess should meet her guests with a huge basket of green crepe paper bows. Each arrival is to be adorned with one of these decorations. The bows should be from twelve to fifteen inches in length and six inches wide. Fasten them on as neckties, hair ribbons, shoe led, or lapel ornaments. Every one is to talk to every one else, using a decided Irish brogue — the brogue-ier the better.

For Irish Golf, a "golf course" is laid out by placing saucers or small dishes of various sizes a couple of feet apart through the rooms and down the hall, the dishes being in two lines. For golf clubs, each contestant is given three spoons of varying sizes. The object of the contest is to take a potato from "hole" to "hole" in the fewest possible number of strokes, the potato being tossed by a spoon. The winner may receive a candy potato made of fondant rolled in cinnamon.

The Rocky Road to Dublin is well marked. This may be a long hall or passageway with various obstructions such as a pail of water to step over, things hanging from the ceiling to stoop under, boxes to fall over, a Blarney stone on the floor which all are instructed to kiss but which some hidden person pulls away with a string when one has bent "way down to kiss it," a saw horse to climb, a pile of pillows to stumble over, and any other obstacles.

Pig in the Parlor. — For this guests are informed that because the family is so large there are several pigs in the parlor. They are to hunt for them. Pigs have been cut out of grey, black, brown and white paper and hidden around the room. The one getting the largest number of pigs is the winner.

To match partners, play Nuts and Geese. Slips of folded paper are given to the boys and to the girls. On the boys' slips the word "nut" is written, on the girls' slip "geese". Some one announces that a Mad-Tea Party comes next and the refreshments must be taken to the table, but until called no one must tell what the edible he or she represents. A number of good things are called, such as ice cream, cake, salad. The person having the slip with the name of any of these refreshments is asked to rise. As no one rises the leader says, "Well I guess we will have the nuts, and all the men in the party stand up. This is repeated with the girls when "geese" are called for. The "nuts" then form a circle facing out, and the "geese" are told to fly around the circle to music. When the music stops the man and girl opposite each other are partners.

Stunts for St. Patrick's Day

Paddy's Pipe — Cut an Irishman's head from paper and pin upon the wall. From green paper cut small pipes, giving each person one. One after another folks are blinded, must turn about three times, then going forward pin the pipe to the wall. The one wins who gets a pipe nearest Paddy's mouth.

Paddy Contest — Give each person two green gumdrops and two toothpicks, to discover who can manufacture from them the most clever little Irishman. These should be placed on exhibition and the most realistic Paddy is given a prize.
Can You Name These Trees?

1. What tree can be pronounced with one letter of the Alphabet? (Yew)
2. What tree has the name of a large insect? (Locust)
3. What tree means a part of your hand? (Palm)
4. What tree means an inlet of the sea? (Bay tree)
5. What tree means something we all chew? (Cone tree)
6. What tree means to grieve, or mourn? (Pine)
7. What tree means the coat of a northern animal? (Fur)
8. What tree means what is left after burning wood? (Ash)
9. What tree means a spice always on the table? (Pepper)
10. What tree means a certain kind of cloth and a fuel? (Cottonwood)
11. What nut tree is a country in South America? (Brazil)
12. What nut tree makes you think of a cow? (Butternut)
13. What nut tree makes you think of a part of your house? (Walnut)
14. What nut tree is a girl's name? (Hazelnut)
15. What nut tree furnished a nickname for President Jackson? (Hickory)
16. What nut tree has the name of a drink? (Cocoa,nut)
17. What tree means a country in Asia and a small fruit? (China berry)
18. What tree means a New England Author? (Hawthorn)
19. What tree makes you think of hot cakes and syrup? (Maple)
20. What tree makes you think of a ladies' chest? (Cedar (chest)
21. What tree makes you think of a historical charter? (Oak)
22. What tree furnishes us with pickles? (Olive)
23. What nut tree makes you think of a large domestic animal, and a nut? (Horse chestnut)
24. What tree makes you think of a seashore? (Beech)

April Fool Harmonics - There is nothing more April Foolish than this stunt. Two people who really can sing are asked to sing a duet. Then for an encore they sing another duet, but this time both the singers and the accompanist get confused and each one carefully chooses a key which is entirely different from the ones the other two are using. The soprano may sing in one flat, the alto in two sharps, while the pianist plays in C natural, all of them keeping their faces perfectly straight all the while.

However, the audience is funnier than the performance. First, there is evidence of pain; then of wonderment as to whether it is supposed to be right or not; and finally the pent-up pain will not be contained any longer and the performers are inevitably drowned out in the helpless laughter of the audience!

April Fool Spelldown - Words must be spelled backwards, the leader giving a certain time limit to each speller. One hard-hearted teacher gave Russian names at a recent April Fool Spelldown!

Cabbage Head Relay Race - Each contestant must carry on his head a small round cabbage. The trick is to reach the goal and return without spilling the vegetable cabbage head off the human cabbage head.

Nuts to the Nuts - Each one is given a paper sack containing twenty peanuts. On the floor, about twenty feet away, is another sack, empty. The prize—a walnut—is awarded to the one who first eats all his peanuts. A journey must be made between the eating of each nut to put the shells in the empty sack.
Making Cake - Copies of the following questions are passed to the guests and they are given fifteen minutes to fill in the answers:

Name

What kind of cake would you make for—

1. Sculptors? Marble cake
2. Politicians? Plum cake
3. Geologists? Layer cake
4. Dairymen? Cream cake
5. Millionares? Ribbon cake
6. His Sacred Majesty? Angel's cake
7. Babies? Patty cakes
8. Lovers? Kisses
9. The betrothed? Bride's cake
10. Gossips? Spice cake
11. Carpenters? Plane cake
12. Idlers? Loaf cake
13. Pugilists? Pound cake
14. One who lives on his friends? Sponge cake
15. Invalids? Delicate cake
16. Convalescents? Sunshine cake
17. "Boddlers"? Dough-nuts
18. Those who sample all these too much? Stomach ache

Old Game Made New - If your guests are in the mood for physical rather than mental activity, try them with Grandma's Crazy Quilt. This game is played like Fruit Basket. Write on three slips of paper the same list of fabrics you might find in Grandma's crazy quilt—calico, silk, sateen, twill, percale, print, etc. One list must be kept intact for Grandma's dressmaker, the other two are cut in strips, so that each piece contains the name of a fabric. Be careful that each name has a duplicate, or someone will be without a partner.

Your guests seat themselves in a large circle, with just enough chairs to go around. Each is then given one of the slips of paper, and from that moment answers to the name of "Velvet" or "Cheesecloth" or whatever is written upon the slip. Try to separate the duplicates as much as possible. Poor Grandma stands in the center of the circle, looking for a chair, while her talkative dressmaker sits some little way removed, with the list of materials in her hand. She begins telling a long, rambling yarn about the dresses she is making for her patrons, her shopping excursions, and her neighbor's clothes. Whenever she mentions in her gossip any of the listed fabrics, the guests having that name exchange places—Grandma trying to get one of the vacated chairs. If she succeeds the ousted player becomes Grandma. At any time Grandma, tired of the players having everything their own way, may cry, "Crazy Quilt" whereupon every player must change seats, and in the shuffle, Grandma usually succeeds in getting a vacant one.

Foolish Persons - The jester says to the first guest: "I am looking for a foolish person; are you m______?" Immediately the one addressed must answer with an adjective or adverb beginning with the letter named, and still answering the question, as: "Yes I am mildly insane." The jester then goes to the next person with another letter—"I am looking for a foolish person; are you j______?" "Yes," this one answers, "I am jealous of my friends."

If a player should fail to answer before the jester counts ten, he is given a bell and told to go to the King and Queen and do whatever they demand.
Who Will be Treed? - (This game can best be played by dividing the audience into three or four groups and crediting one point to the group which gives the correct answer first. The leader should speak distinctly and take a place where all groups can hear equally well.)

1. What part of a tree is like a dog? The bark.
2. What part of a tree is like giving away? A leave (leaf).
3. What part of a tree is like an elephant? The trunk.
4. What part of a tree is like a hog? The root.
5. What part of a tree is like a stream? A branch.
6. What tree is beloved by heroes? The laurel.
7. What tree has a double? A pear.
8. What tree is not me? Yew.

A Garden Club Catalogue - (The same plan may be used in answering the following questions)

1. I planted a foot, what came up? Acorn.
2. Plant a hobo, what is the result? Beet.
5. Plant an instrument of torture? Lady’s-slipper.
7. Plant a horse, what would come up? Horseradish.
8. Plant a top, what would come up? Spinach.
9. Plant some steps, what would come up? Hops.

Snap Gardening - The leader should secure some large printed letters taking them from the headlines of newspapers or sale bills. Place all of them in a box or hat and draw them out one at a time at random, calling out the letter as he does so. The first player to name a flower or tree beginning with that letter takes it. The player having the most letters at the end of five minutes is the winner.

Twisted Flowers - Write these confused letters on a blackboard or large sheet of paper so everyone can see them. When properly transposed they will spell names of flowers. See who can get the largest number correct in a limited amount of time.

- sore Rose nianiz Zinnia worslofun Sunflower
- sillie Lilies gadilloi Gladioli capetulor Portulaca
- stear Aster shhdaal Dahlias aspeetew Sweet Pea
- snapy Pansy siepeon Peonies tamursium Nasturium
- tapewni Petunia loxph Phlox hohlockly Hollyhock
- riss Iris nerveba Verbena darmiglo Marigold
- mosecc Cosmos pandragon Snapdragon splarkur Larkspur

Craziology is one of the most side-splitting games known. Have the boys and girls draw from different hats cards on which you have previously written melo-dramatic sentences describing action. Here are some typical examples: "Flinging himself on his knees before every girl he met, he groaned, 'Sold again!'" "The car skidded and rolled over." "The dog barked." Tell your guests that when you say "Go," each one must act out the sentence written on his card, doing it continually until you call "Halt!" You will think you are in a madhouse. At the word "Go!" one guest will groan on his knees, "Sold again!" Another will skid, while a third will bark like a dog. The craziest performer should receive as a prize a one-way ticket to the nearest insane asylum.
Games for Hallowe'en

Hallowe'en Fishing - Guests are asked to stand in a line with elbows locked, men facing one way and the girls the other. The two leaders stand at either end, and when the line is ready one of them calls across to the other, "Hello there, Springfield. How are you?"

Springfield answers that everything is going fine and wishes to know if Boston has had any fishing of late. "Oh, yes!", exclaims Boston. "Look at the suckers on my line now!"

The Witches' Ride - Six men are chosen as contestants, two on each team. The first one in each team is given a broomstick, and when the starting signal is given is to ride his broomstick to a goal and back and give it to the next rider. The losers have to do another stunt.

Three Candles - Three lighted candles are placed in a row on the floor. Each player is blindfolded at a distance of six steps from candles. He is started forward and told to take six steps and blow. If he blows out the first, he will be married inside a year; the second, two years; the third, three. If he blows none out, he will never marry.

---Van Derveer, Hallowe'en Happenings

Jolly Witches (Variation of "Jolly Miller") - Girls are witches and men goblins, while all sing:

"Jolly are the witches that live on the hill;
The fire goes on with a right good will.
Snakes in the grasses and frogs in the pond;
The witches step forward and the goblins turn round."

Bell Swat - The two contestants are seated on the floor facing each other and with knees touching. Both of them are blindfolded, both have a little bell hung on a cord hanging around their necks, and both of them hold a swatter made of many newspapers folded together. At the signal they are to start swatting each other, being guided as to the whereabouts of the enemy by the sound of the bell.

The only disturbing feature of the game is that the director too, who referees the game and therefore must crouch very close to the two contestants, wears a bell.

Palmistry - It is always to the point to have a bona fide palmist at hand, as well as one who professes to know palmistry. After making much ado over the marvellous lines in the hand of some very prominent man she exclaims, "And your heart line shows that you are an awful flirt! Letting me hold your hand."

A Hall of Horrors is lots of fun and very easy to make. Curtains can be hung up by means of wire or rope in order to make a narrow winding hall with a space large enough for a person to pass through. In this hall various objects are suspended from the ceiling by means of strings low enough to strike the person passing through. Use objects that will not hurt the person in any way.

A horn from a car is fastened to a board which is placed on the floor, and when stepped on will make a loud noise. Persons concealed on the other side of the curtain can moan and rattle chains. Various objects may be placed on the floor for the guests to walk over.

At the end of the hall or in another room a witch is seated by an artificial fire stirring with a long stick in a huge kettle which has fortunes in it. These fortunes can be written with lemon juice and milk to make them invisible and can only be read when heated over a flame. When all persons have passed through the hall and had their fortunes told, they are then taken into a large room, which is decorated with corn shocks, Jack-O-Lanterns and other Hallowe'en decorations.
Games for Thanksgiving Day

How Many Seeds in the Pumpkin - The top is cut off a small pumpkin and the seeds are scooped out. Then it is lined with waxed paper and filled with salted peanuts, sugared almonds or chocolate nuts. The top is replaced carefully so as not to draw attention to the fact that it has been cut off.

The one to conduct the contest brings in the pumpkin and invites all to guess how many seeds it contains, explaining that when all have guessed, it will be cut open and the seeds counted. The one whose guess comes nearest is awarded the pumpkin; the guess farthest out of the way is consoled with a gayly decorated package of "seeds".

Sacked - The guests are each given a large paper bag which he is to put on his head, punching holes in same for the eyes, nose, and mouth. Black crayons are available so that he may draw any facial expression he desires.

When all the guests have put on their sacks they are to start shaking hands with each other, calling the ones they recognize by name. If a person's guess is correct he is privileged to mark a large X on the face of the one whose identity he guessed. After a limited time the one who has the most crosses on his headgear has to do some stunt.

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

The leader, standing in front, says, "The Prince of Paris has lost his hat. Did you find it, Number Four, sir?" whereupon Number four jumps to his feet and says: - "What, sir! I, sir?"
Leader. "Yes, sir! You, sir!"
No. Four. "Not I, sir!"
Leader. "Who, then, sir?"
No. Four. "Number Seven, sir."
Number Seven, as soon as his number is called, must jump at once to his feet and say: - "What sir! I, sir?"
Leader. "Yes, sir! You, sir."
No. Seven. "Not I, sir!"
Leader. "Who then, sir?"
No. Seven. "Number Three, sir."
Number Three immediately jumps to his feet, and the same dialogue is repeated. The object of the game is for the leader to try to repeat the statement, "The Prince of Paris has lost his hat," before the last player named can jump to his feet and say "What, sir! I, sir?" If he succeeds in doing this, he changes places with the player who failed in promptness, that player becoming leader.

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

Snap the Cork - A tall bottle is placed on a stand with a cork top and down loosely laid on top of the bottle. The group is divided into two teams. Each team in succession walks by the bottle and without slacking pace each individual attempts to snap the cork off the bottle using thumb and forefinger. The team having the largest number of individuals who succeed wins. Quite exciting and not as easy as you might think.
Christmas Party

On the Christmas Tree -

Questions

1. John Barley-corn's father
2. A metal and a word meaning "to vend"
3. A container and a meadow
4. A title, a letter, and a digit
5. A strip and a French word meaning "good"
6. A popular drama of several seasons ago
7. The name of a famous inventor
8. A synonym for "here"
9. A famous old depository
10. A bed and a measure
11. This has its points
12. This is sometimes base
13. This is often the "root of things"
14. This is a sound idea
15. This might be a telegram
16. This is an aid to walking

Answers

Popcorn
Tinsel
Can-del
Mistletoe
Ribbon
Rain
Bell
Present
Stocking
Cotton
Star
Ball
Bulb (electric)
Horn
Wire
Cane (candy)

--Ye Old Xmas Tidings

Your Christmas Tree - The Christmas Tree will be the principal thing of beauty.
This should be on the platform, with your guests seated in the hall to see a formal
presentation of gifts. A humorous way of opening the program and introducing the
Santa family is to have a small excited boy rush on the stage and sing "Ten Little
Santa Claus". The verse goes to the tune of "Jingle Bells," the chorus to the tune
of "Ten Little Indians," and as Santa is mentioned, he creeps in through a small
door marked "Santa's Workshop," with a bag of tools. Then as the small boy sings
the chorus, and enumerates, the "Little Santas," they spring out one at a time from
the wings, until there are ten of them in a row.

Ten Little Santa Claus

Listen folks! Listen, folks.
Listen, please, to me.
Once I saw old Santa Claus
Make a Christmas Tree!
I, asleep, saw him creep
Through his workshop door;
After him I hurried in,
And this is what I saw--
One little, two little, three little Santas,
Four little, five little, six little Santas,
Seven little, eight little, nine little Santas,
Ten little Santa Claus!

Listen, folks! Listen, folks!
What a time they had!—
All those little Santa Claus
Helping their old Dad!
Sorting toys—Christmas joys,
Rushing ev'rywhere—
'Til they trimmed that Christmas tree
That's standing over there!
(Point to Christmas tree)

One dozen, two dozen, three dozen presents,
Four dozen, five dozen, six dozen presents,
Seven dozen, eight dozen, nine dozen presents,
Ten dozen Christmas gifts!

Merry Christmas Parade — For a larger crowd where there is plenty of room, nothing is more mirth-provoking than a Grand March with numerous amusing variations. People too shy to take part in a regular game will join a jolly march. They know it's more conspicuous to be out than in. Have someone at the piano who will enter into the spirit of the thing and keep the crowd moving. For this Merry Christmas Parade have a conductor on the platform to give directions and change cards. One card bears the word, S.M.I.L.E. in huge letters. L.A.U.G.H. is printed on another. Other cards bear in bold, black print G.R.I.N.; Ha-ha-ha-ha-ha; S.H.A.K.E.; Go-and-see-a-Friend, etc.

Girls form a line on one side of the room, men on the other. To the tune of "The Battle Hymn of the Republic" let them practice singing the following verse:

It isn't any trouble just to S.M.I.L.E,
It isn't any trouble just to S.M.I.L.E;
For if there's any trouble
It will vanish like a bubble,
If you only take the trouble
Just to S.M.I.L.E.

When they are familiar with the words, announce that on the word "March!" the line of men and the line of girls are to march, singing the song, to the end of the room, meet and come up the center towards the platform in couples. This gives each player a partner for the time being. As they sing S.M.I.L.E, they must turn and smile sweetly at partners. No other grand march figures will be formed. Throughout the game players simply march single file down the sides of the room—men on one side, girls on another—meet and come up the room in couples. But—that's not the half of it! For at any moment when they are swinging in couples up the room the director may hold up one of the lettered cards. If it happens to be L.A.U.G.H, players must go on singing as usual until they come to the next S.M.I.L.E. They can substitute not only the new word for the old one, but also the facial expression that goes with the word!

They will probably have reached the "ha-ha-ha-ha-ha!" stage long before that particular card tells them to do it. But spring it just the same, for they do have such a good time "ha-ha-ing" to music.
When the card goes up bearing the word S.H.A.K.E, partners shake hands with each other every time they sing the word. But even that does not demoralize the ranks so much as the card which bears the words "Go-and-see-a-Friend." The minute a man sees that card he may jump forward one place and take the arm of the girl ahead. This gives a constant change of partners and mixes the crowd.

The Parade can be prolonged to take in the general distribution of favors, candy-filled stockings, popcorn balls, or even a wrapped gift, handed out by Santa Claus himself. In the last-named instance, Santa and his family stand up in the front of the room, and as the column reaches them they hurriedly hand a gift to each, with the words "do not open." When the column again swings up the center, each player has a gift. Then stop the music and call "Halt!"

Announce quickly, you will need to, that no player is to open his or her gift—yet! That the formal march is over but the game is not. Assure them that the music will commence again in a moment, and hoist the S.H.A.K.E card. Tell them that on the first note, they must commence singing and walking around the room, going anywhere they choose, but in absolute time to the music. Whenever they sing the word "S.H.A.K.E." they must grasp another guest's hand and shake it vigorously. But how about opening their presents? They are to open these "on the fly."

They must not skip a note of the song or a single shake of the hand, but must seize the opportunity in the "trouble--bubble--trouble"--lines to tear off the wrapping paper from their gifts. "Policemen" are on the floor to serve red tickets to players who are violating the traffic laws. But when a player has succeeded fairly in opening his gift, his troubles are over and the woes of his friends begin. For he can go and sit in a corner and examine it, and should it be a noise-maker, he can make all the racket he likes until the others are at liberty to silence him.

Safety Bells—This is a game enjoyed by old and young alike. Players march around the room, going anywhere they choose so long as they step in time to the music, and keep stepping! Suddenly a bell rings and the music stops, whereupon all must rush to the walls to find a safety bell. These are little red paper balls cut in assorted sizes from paper or cardboard, which you have pinned around the walls of the room, carefully placing most of them where guests must either stop or reach up to touch them. Anyone who does not have his hand on a bell by the time the leader gives the next signal, is made to sit in the "dumb-bells' safety zone"—a chalked-off place in the center of the room. Four or five of the most easily reached balls are then taken away, and the signal given for the music to start once more. Again the players walk around the room, until the signal sends them flying to the bell. Each time more lower bells are taken away, and more dumb-bells led to the safety zone. The game in its last stages is funny to watch, as the only remaining bells are too high-toned for anything!

Musical Bells—Musical Bells is an amusing variation of Musical Chairs. The players seat themselves close together in a circle, one of them being provided with a huge red tissue paper bell. As soon as the music strikes up, the player with the bell passes it hastily to his left-hand neighbor, who passes it to his neighbor as quickly as possible. In this way the bell travels round the circle until the music stops, when the unfortunate player found holding the bell must retire from the game. When he leaves he takes his chair with him, and the fun increases as more and more gaps have to be bridged by the players who still remain. The last one out wins the game, and receives the bell, shiny through rough and rapid handling, as a prize.