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Games for Home, Club and Community

Geraldine G. Fenn

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GAMES

for HOME,
CLUB and
COMMUNITY

SOUTH DAKOTA STATE COLLEGE
EXTENSION SERVICE

BROOKINGS, SOUTH DAKOTA

Acknowledgement: Games in this booklet have been tried out and used with success in South Dakota over a period of years. Progress in the development of recreational activities among rural people has been made possible through the efforts of the following:

Ella Gardner, Recreation Specialist, U.S.D.A.

Members of the S. D. State 4-H Club Staff—past and present

Recreation Leaders' Laboratory—Camp Ihduhapi

National Recreation Association

How to Use Games in a Group

"One makes one's own happiness only by taking care of the happiness of others."—Saint Pierre.

When you see someone using and teaching games well, it seems simple and easy to do. But success doesn't "just happen;" the best recreation is well-planned. Groups need to help people realize the value of recreation in human living and to plan programs carefully.

Building Recreation in the Year's Program

Appoint a recreation committee or leader for each meeting—this may be a boy or girl whose job it is to select and carry out the games.

Put these names on the program—these people will then have a chance to plan ahead.

Decide when to have the recreational part of the meeting.

- (a) While gathering—to provide something for the first comers.
- (b) Or after the business and educational phases—to give relaxation.

Have a demonstration at the beginning of the year on "How to Teach a Game"—many people need to learn how to give directions.

Urge some new games and some familiar games at each meeting; use different types of games—this makes for all around growth.

Plan for everybody—children, members and parents.

Hints for the Girl or Boy in Charge of Games

1. Know what you are going to do.
2. Have your equipment ready.
3. Vary the games—avoid playing "the same old thing."
4. Know directions and give them clearly.
5. Get into the games yourself.
6. Change a game before it has "worn itself out."

Be Prepared! Don't Try to Lead Games with Your Nose Buried in a Book of Directions

Recreation Aids

Loose-leaf scrapbook or notebook of games—Put in the most useable ones; play them—test them before giving them space in your book.

Recipe cabinet or labeled envelopes with cards of game directions—from this you can "pull out" the games you want to use for an occasion.

Game kit—This may be a box or suitcase fitted to hold game boards, puzzles, bean bags and so on.

Good Ideas for a Game Leader

When you are in charge of games, write the series on a piece of paper or card to tuck in your belt or pocket. A brief glance at the series from time to time and you can keep the games going—one after another.

Plan sequences. Work out the order of games to avoid waste time and motion while playing and to keep the group together. Think of devices to go from one game to another. For example, Circle Mixer is excellent to get groups of four for Squirrels in Trees.

GAMES

For Home, Club and Community

Compiled by Geraldine G. Fenn*

Games for Small Spaces

"Getting into the game is first a matter of getting into games. One should take time to do this, for play is a duty. Be a participant, not merely a spectator."—R. Bruce Tom.

Often boys and girls serving on recreation committees ask for games to use in small crowded spaces. The following games were selected with this in mind. Most of them require little or no equipment and can be played while either standing or seated. As a rule no special formations are required and players can be in a circle, in lines, in rows, about tables, or just seated informally. Many of the games are usable where chairs or desks cannot be moved as in school houses or assembly rooms. Families, clubs or community groups will enjoy these games.

Quiet Games

These games help to fill the empty minutes at picnics, meetings and gatherings where a small group is standing about. Often the family will enjoy playing them in the evening.

How, When and Where? A player leaves the room while the group selects a noun; for example, "trip." The player returns and tries to find out what the group has in mind by asking each person three questions. They are: "How do you like it?", "When do you like it?" and "Where do you like it?" The answers might be, "Long and drawn out," to the first; "In the fall," to the second; "In the Hills," to the third.

* *Assistant in club work*

The player whose answer reveals the chosen word is next to leave the room.

If the members of the group are old enough to enjoy it, words having the same sound but different meanings (as "bear," "bare") may be used.

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

If desired, divide the room into several groups with an "It" for each group.

Proverbs: A player leaves the room while the group selects a proverb. When he returns he asks each person any question he pleases. In their replies the players must use at least one word of the proverb. The player who asks the questions tries to note the significant word in each answer until he can guess the proverb chosen. The person whose answer helped him make the discovery is the next "It."

Snip: A player points or tosses a knotted handkerchief at one of the group, then pronounces and spells a three letter word, as "Now, N-O-W." Then he immediately counts to 12 and says, "Snip." Before he reaches "Snip," the person to whom he pointed must name three objects, the first beginning with N, the second with O, and the third with W, as "nuts, out, white." If he does not finish in time, he becomes the next "It."

Alibi: A player asks the group some question like this: "Why can't you attend every meeting?" Give each person in the group three minutes to think of an excuse using words beginning with his initials. When the time is up, call for each excuse in turn. The sentence must begin with "Because I have to—." Mrs. M. F. Slade would create a commotion by saying, "Because I have to massage father's scalp." Jack C. Holmes could say, "Because I have to judge Charley's hogs."

Imaginary I Spy: A player thinks of an object in some special location; for instance, the ball on the school flagpole. The others in the group try to find it by asking questions that may be answered by "Yes" or "No." The one who gets the right answer is "It" for the next game.

Sometimes it is better to have two persons agree on the same object and answer the questions together.

Buzz: One of the players starts the game by saying, "One." The others in turn, say, "Two," "Three," "Four," "Five" and "Six." But when the number seven is reached that player must say, "Buzz." The next player says "Eight" and so on around but "Buzz" is used instead of any multiple of seven (as 14, 21, 28) and instead of any number containing seven (as 17 and 27). For 71 the players say, "Buzz one," for 72 "Buzz two," and so on; and for 77, "Buzz, buzz." If a player says a number when he should say "Buzz" or says "Buzz"

in the wrong place, he is out of the game and must be silent. The counting is continued at once by the next player. If a player forgets his number or miscounts after a buzz, he must pay a forfeit, but can continue playing. The object of the game is to reach 100. If the counting is carried on quickly, the game will be found to be a lively one.

Variations. Add the word "Fizz," using it for five and multiples of five. Or let the starter select what the "Buzz" number is to be when the game starts over again.

Teakettle: Send one player from the room. The group decides on some type of word, preferably having a double meaning or sounding the same and having different meanings such as:

- | | |
|---|-----------------------|
| 1. rain, reign, rein | 11. by, bye, buy |
| 2. bare, bear (to carry),
bear (an animal) | 12. raise, rays, raze |
| 3. in, inn | 13. pole, poll |
| 4. pane, pain | 14. tail, tale |
| 5. sore, soar | 15. rose, rows |
| 6. fare, fair | 16. vein, vane |
| 7. dear, deer | 17. pale, pail |
| 8. so, sow, sew | 18. bow, bough |
| 9. plane, plain | 19. bow, beau |
| 10. piece, peace | 20. bawl, ball |
| | 21. do, due, dew |

When the player returns, each person in the room is to greet him with a sentence using the word, "teakettle," in place of the selected word. One may say, "I grabbed the teakettle (rein)"; another, "Did you go through the teakettle (rain)?"; another, "His was a very short teakettle (reign)." The player whose sentence reveals the "teakettle" word becomes "It" and leaves the room for the next game.

Variations. Have the absent player ask each player a question. The answer must contain the selected word using the word "teakettle" to hide it. Or allow the players to ask the absent one the questions using "teakettle" instead of the word selected.

Encyclopedia or Dictionary Game: The person holding the encyclopedia or dictionary chooses a simple, well-known subject such as shoes, silk, bread, etc., and reads the description. However, the reader uses

blanks or dashes whenever the name of the subject is used, or whenever an obvious clue might give it away. The player who first guesses the subject chooses another subject and continues the game.

Mystery Games

Mystery games usually depend upon two players, the leader and a partner who knows the secret. When a player thinks he understands the secret, test him and pledge him to secrecy if he has discovered it, so the games may be used over and over again. Often by starting a few of these games in a group, many others will be uncovered and various players given a chance to try their "mysteries" on the group. This develops more people.

Legs and No Legs: A player leaves the room and the group selects any object whatever. When he returns the leader asks questions naming various objects until finally he names the one the group has chosen. The partner declares it to be the right one.

The Secret. The leader indicates the right one by the type of object he names. If the object selected by the group has legs, then the leader will mention in his first question an object that has legs, then none that has legs until he names the object chosen. If the group decided on something that has no legs, the leader will mention first something that has no legs, then only objects that have legs until he names the object the group has chosen.

Two Part Cities: One of the players leaves the room and the group selects a city; for example, "Baltimore," then the player returns. The leader says, "Is it Boston?" The answer is "No." "Is it Sioux City?" "No." "Is it Philadelphia?" "No." "Is it Baltimore?" "Yes."

The Secret. Ahead of time the two players agree that the second city named after a city with a two-part name, such as Los Angeles or Rapid City, will be the city chosen by the group.

My Father's A Merchant: FORMATION. It is best to have the group in a circle so they can see each other.

In this game the players try to guess what it is that makes the statements true or

false. The leader begins by turning his right hand neighbor and saying, "My father's a merchant." The neighbor inquires, "What does he sell?" The leader may reply, "Woolen goods." The person addressed then repeats these statements to his next neighbor. As the players in turn make their statements, the leader remarks whether they are right or not until the group has guessed what the trick is.

The Secret. The person replying must always be touching whatever he says his father sells. In the above case the leader must be careful to be touching something woolen as he speaks. If the person addressed has noticed the leader's procedure, he also will touch whatever he says his father sells. If he has failed to observe it—and probably he will—the leader may laughingly say, "Oh, no, he doesn't," or "That isn't true." It helps the game along if one or two in the group know the secret.

Hands over Head: FORMATION. Group sits in a circle.

One player leaves the room. The leader announces that this person will be able to tell over whose head he holds his hands when called upon to do so. The leader moves around the circle beginning anywhere. "Hands over head" says the leader, as he extends his hands over some player's head, "Hands over head," repeats the person outside the room. The leader continues here and there about the circle; finally he stops in front of a player, extends hands and says, "Hands over head and rest upon," whereupon the person outside responds, "Hands over head and rest upon Sue Jenkins."

The Secret. The leader, on the final call, places his hands over the head of the person third to the right of the leader when his accomplice leaves the room. The "tip-off" can be varied to baffle the players.

C-a-r-r: EQUIPMENT. Three articles of any kind in a row.

The partner leaves while the leader asks that someone touch any one of the articles and announces that the player who left can tell which one was touched. The leader calls, "Come on back" and the partner re-

turn makes a few mysterious passes over the three articles and then selects number one. That happens to be correct.

The Secret. Before hand the two have numbered the three articles in their minds. The tip-off comes in the leader's manner of calling the mind reader back. If he uses a word beginning with the letter "C," the partner knows it is number one—"Come back;" "Can you come now?" If he uses the letter "A," he knows it is number two—"All right." If he uses the letter "R," it is number three—"Ready?"

Book Magic: EQUIPMENT. Six books or other articles in a row.

After the partner leaves, the leader lets someone decide upon one of the articles. Then the leader calls the partner back and quizzes him while touching the different articles, saying each time "Is it this?" Finally, when the leader touches the chosen article, the partner answers "Yes."

The Secret. The partner knows when to say yes, because the leader touches the chosen article immediately after having touched the second article from either end.

Number Choice: EQUIPMENT. Six to ten objects of any kind in a row.

One player goes away while the group selects an object. When he returns, he is able to determine the correct object upon being questioned by the leader.

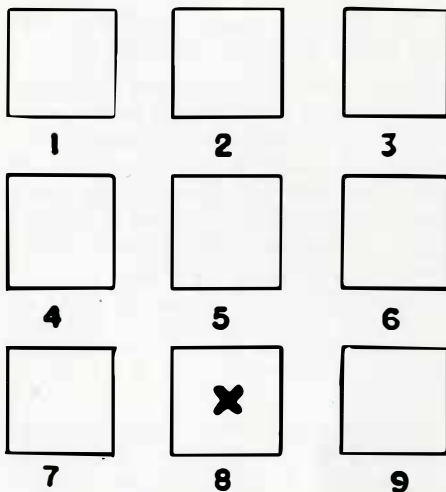
Secret. The player and his partner number the objects from left to right in their minds only. When the partner returns, he must notice carefully how many questions the leader asks. When the number of questions asked corresponds to the place in line of the object to which he points, he is indicating the one chosen. For example, if he immediately points to any except the first and asks whether it is the right one, the answer should be "No." If he points to the fifth one next and inquires whether that is the right one, the answer again should be "No." If the third question concerns the third object, however, the player knows it is the one selected. This game requires considerable concentration on the part of the leader and his partner, as they must keep in mind both the number of questions asked and the position of the objects. It can be made even more baffling if the leader changes and faces the opposite side of the row and it is understood that the articles are mentally numbered from the leader's left as he stands facing the objects.

Nine Book Puzzle: EQUIPMENT. Nine books, cards or papers or nine squares marked on the blackboard, on the floor, or in the ground. Arrange the nine articles in rows of three.

The accomplice leaves the room and the leader has someone select the object. When he returns, he is able to discover the correct one when questioned by the leader.

The Secret. The secret lies in the section or part of the first object touched. If the group decided to choose number five—the leader in pointing the first time in his questioning, is careful to point to the center of the object or square as indicated by the x in number eight. This shows the partner that five—the center object—is the correct one. If number one was the chosen one, then the leader would point to some card being careful to touch it on the upper left hand corner; touching center-top of a card would mean the center-top article in the group; center-bottom would mean the center-bottom object was chosen, and so forth.

Variations. The leader can baffle the group even more by facing different sides of the nine objects (in this case they would need to be on a table or the floor). When the players finally begin (and they may not) to get wise, the leader can permit one of them to point. In this case the leader should hold an extra card or book in his hand, touching it to indicate the proper object, and stand where the accomplice can see him.



Nine Book Puzzle

Tricks, Stunts and Puzzles

These games have many possibilities for small informal groups. Any of them can be used in the following ways:

1. As partnership games for home or groups
2. For the first arrivals at any gathering
3. For performance before a group (objects may need to be large or placed so all can see)
4. By the leader and passed on by the player in turn

Once they are started others will think of many more that can be added to the collection.

Measuring Your Waist: EQUIPMENT.

Piece of rope, string or cord.

The leader chooses someone and asks them if they know how large they are around the waist. The leader places the cord on the floor or table in a circle. Then he pulls the two ends of the cord, slowly making the circle smaller and asking the person to tell him to stop when he thinks the circle is the right size. The leader grasps the cord at this stopping point and measures the other person's waist. Everyone will be surprised at how much too large they judged their girth. Real fat or skinny persons usually make the most laughable errors.

Can You Get Away? EQUIPMENT.

Two strings each about three feet long.

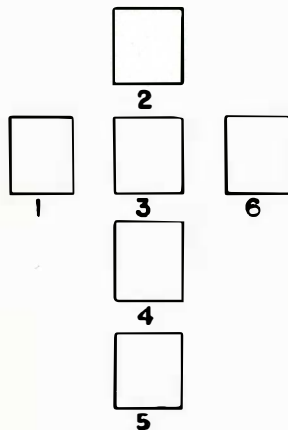
This requires a pair of players. One player ties an end of his string around each wrist so it will not slip over the hand. The partner puts his string over that of the first player and then ties an end of his string around each of his own wrists. The game is to try to get separated without breaking the string or undoing the knots.

Solution. Take the center of your string and slip it under the string on the partner's wrist from above and turn it over the partner's hands being careful not to let the string twist. In this way the two are free.

Tumbler and Dime Trick: EQUIPMENT. Table covered with a cloth, tumbler, dime and two larger coins or two pencils.

The leader places the tumbler side down over a dime on the cloth. The tumbler is supported on two sides by the larger coins or pencils. The trick is to get the dime out without moving the glass or in any way disturbing the tablecloth or supports.

Solution. Hold the cloth tight or taut and paw it with the finger a little distance from the glass. The dime will come trailing out.



Shifting Block or Coin Puzzle

Shifting Block or Coin Puzzle: EQUIPMENT. Six blocks, coins or other flat objects arranged as in the diagram.

A player asks another one to change the position of one object so that there will be four blocks in both rows.

Solution. Place number five on number three.

Pushing Glass Through Ring: EQUIPMENT. Drinking glass of water and napkin ring or bracelet. The glass should be too large to go through the ring unless broken into pieces.

The leader asks someone if he can push the glass of water through the ring without breaking the glass or spilling the water.

Solution. When everyone has given up, the leader can simply stick one finger through the ring and push the glass along on the table. In this way he can truthfully say he has pushed the glass of water through the ring.

Mirror Drawing: EQUIPMENT. Mirror, table or desk, piece of writing paper and pencil.

The player slants the mirror so he can look into it and see the surface of the paper placed before it. The leader has him look at the reflection in the mirror—not at the paper. Then he asks him to draw a simple diagram consisting of straight down, cross, and diagonal lines. The cross and up and down lines are fairly easy to draw; but on the diagonal lines, the hand seems to have lost all sense of direction. Next experiment with curves, circles and writing a name.

Gifts to Garibaldi: Each player in turn tells what gift he will make to Garibaldi. Some are accepted and some refused. The players continue until they discover the clue.

Solution. Garibaldi accepts no gift that has the letter "e" in it. He accepts for example, boots not shoes.

Similar Game. "My Grandmother Likes Coffee but She Doesn't Like Tea," is a similar game. The leader says, "My grandmother likes coffee but she doesn't like tea; she likes bread but not butter." Each player in turn tries to name something she likes and something she doesn't like. The leader declares some answers to be right and some wrong. The clue is that grandmother doesn't like anything that has the letter "t" in it.

Match Squares: EQUIPMENT. Twenty four matches.

The player arranges the 24 matches in nine squares, making one big square, and asks someone to remove six matches and leave three complete squares.

Solution. Take any six consecutive matches marked with an "x." This will leave the center square, one corner square and the large square.

Variations. (a) Remove eight and leave two squares. Solution—take all matches marked "x." (b) Remove four matches and leave seven squares. Solution—take any four outside corner matches. (c) Remove four and leave six squares. Solution—take two from the center square and two adjacent matches from a corner square. (d) Remove four and leave five squares. Solution—take all four center square matches.

An Ear-y Contest: The one in charge has someone stationed behind a folding screen or a blanket held by two others. He explains that players must be very quiet to catch the sounds. He has them write down or raise hands and tell what materials they think made the sounds.

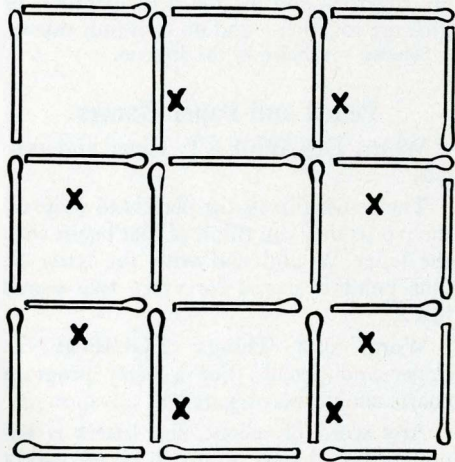
- 1st Sound—drop a spoon in a pie tin (hold tin off the table)
- 2nd Sound—an egg beater
- 3rd Sound—a coin dropped in a milk bottle
- 4th Sound—a piece of sandpaper rubbed over a block of wood

Funny Face Frolic: EQUIPMENT. Large paper sacks (or newspapers), colored crayons, scissors and balls of string.

The leader asks each person to make himself a funny face mask. He may want to have sample cat, owl, rabbit and Jack-o-lantern faces on display, just to show what amazing affairs can be made. When masks are completed, they are slipped on and worn.

Toothpick Balance: EQUIPMENT. Fifteen toothpicks for each player and a bottle.

Each player takes 15 toothpicks. Players in turn place the toothpicks across the bottle opening, one at a time. The player who first gets rid of his 15 toothpicks makes 15



Match Squares

points. Every time the pile falls, the player who is responsible must take 12 extra tooth-picks and start again. The others continue with what they have left. When three players are out, start again.

K A K A K A K A							
1	2	3	4	5	6	7	8
1			4	5	6	7	8
1	5	6	4			7	8
1	5	6	4	8	2	7	
							3
6	4	8	2	7	1	5	3
A A A A K K K K							

Kings and Aces

Kings and Aces: EQUIPMENT. Four kings and four aces, four dimes and four pennies or four boys and four girls alternately in a row.

The leader instructs the group that anyone can move two at a time but that they must be next to each other like 7 and 8 or 2 and 3. The object is to try to rearrange them so that all of the kings, dimes or boys are together and all the aces, pennies or girls are together—and do it in four moves.

Solution—is shown by the diagram.

Pencil and Paper Games

Whirr: EQUIPMENT. Paper and pencils.

The leader directs the players to write all the words they can think of that begin with the letter W and end with the letter R. One point is scored for every two words listed.

Words and Things: EQUIPMENT. Paper and pencils. For a party program charts should be prepared in advance.

Any word of about six letters is announced or chosen, and each player makes himself a chart by printing the letters of

this word in a column down the left of a sheet of paper, then on the right in reverse order.

If the word "parted" is used, for example, the chart will look like this:

P	D
A	E
R	T
T	R
E	A
D	P

The object of this game is to fill the space in the lines between these letters. The first line requires a word that starts with P and ends with D, as "pattered" or "proceeded." The second line requires a word starting with A and ending with E, and so on.

The players should use the longest words they can think of, because one point is scored for every letter added by the player.

Initial Fortunes: EQUIPMENT. Paper and pencils.

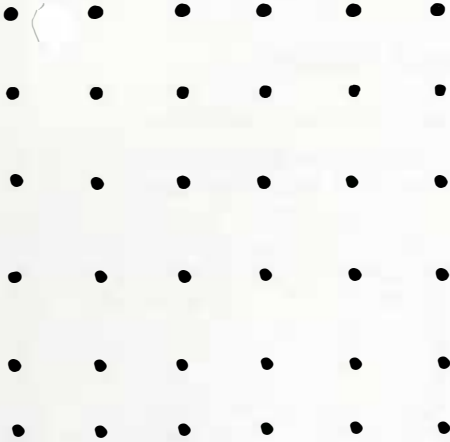
Each player writes his initials at the top of the page. The papers are collected and passed out so that no one gets his own. Using the initials each person answers the following questions as the leader reads them aloud. Suppose the initials were "H. H.," the answers might be like this:

1. Of what does he or she remind you?
A. Happy Humbug
2. How old does he or she look?
A. Half (a) Hundred
3. What can he or she do best?
A. Hunt Hares
4. What is his or her chief wickedness?
A. Hiding Hats
5. What is his or her chief hobby?
A. Hiking Home
6. What will his or her work be?
A. Hiring Helpers

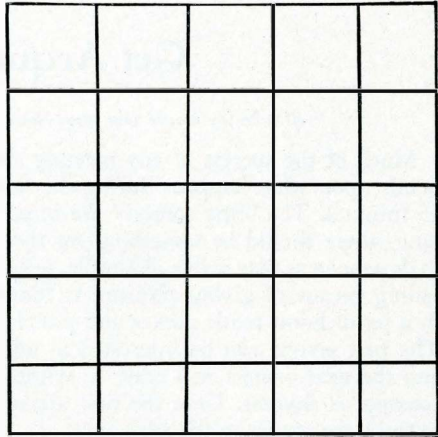
The papers are returned to the owners and each in turn reads his fortune aloud.

Dots and Lines: EQUIPMENT. Paper and pencils. For a program, papers with dots should be prepared in advance.

Each two players have a sheet of paper with a square made of rows of dots. The players take turns drawing lines across or up and down to connect any two dots. The



Dots and Lines



Stock Exchange

object of the game is to complete a square and to prevent the partner from completing a square. Each time a player succeeds in drawing the fourth line of a square, he may put his initials in it and take another turn.

Stock Exchange: EQUIPMENT. Paper and pencils. For use in a meeting, charts should be prepared in advance.

Each player has a chart like the diagram. The players take turns choosing a letter of the alphabet. As each calls his selection, everyone writes that letter in any one of the squares in his chart. The game continues until 25 letters have been selected. A player may choose a letter that has been given before if he wishes to do so. The object of the game is to put the letters into the places in such a way that they will spell words in both vertical and horizontal rows. A letter may not be changed to another place when it has once been written down, so it will seldom happen that all the letter combinations will form words.

A 5-letter word scores five points; a 4-letter word, 3 points; a 3-letter word, 1 point. Proper names and words of less than three letters are not counted, nor words within longer words (as "eat" and "eats"

from "meats"). Words may be counted in both horizontal and vertical rows.

Guggenheim: EQUIPMENT. Paper and pencils. Each player has a chart. It would be well to have these drawn ahead of time.

Any name or four letter word may be used across the top, and a series of four or more nouns put in the spaces at the left. The purpose of the game is to fill in the spaces with words that begin with the letter at the top of the column and are in the class of nouns named at the left. In the example, the first line might be filled with the words "mushroom, artichoke, radish, yam." Four points are scored for each entry selected by no one else, and one point for each entry used by other persons.

	M	A	R	Y
VEGETABLES				
CARS				
RIVERS				
BOYS NAMES				

Guggenheim

Get Acquainted Games

"All who joy would win must share it—Happiness was born a twin."—Byron.

Much of the success of any meeting depends upon what happens during the first 15 minutes. The "first comers" are important—there should be something for them to do as soon as they arrive. A simple, never-failing means of giving pleasure is found in a set of home-made games and puzzles. The first arrival can be interested at once and the next comers will enter in without coaxing or shyness. Urge the first arrivals to teach the games to the next ones.

Besides home-made games those known as starters, mixers or warming-up games are needed by a person in charge of recreation at a gathering. These also make it easy for folks to get acquainted and feel-at-home. Some suggestions are given in this section.

If a boy or girl gives careful thought to the planning of games, "ice-breaking" is unnecessary because the group was never allowed to freeze-up.

Come Along: FORMATION. Single circle facing the center.

The players learn the names of their neighbors, then turn and extend their left hands into the circle. "It" steps inside the circle, walks around, and takes someone's left hand saying, "Come along." That person catches the hand of someone else and so a line continues to grow until the leader says, "Scram!" Then everyone must hurry back to his own place and greet his neighbors by name, saying for example, "How-do-you-do, June Brown; how-do-you-do, Bob Smith." The last player home is "It" for the next time. If the circle is large, several lines may be started from different points.

If the players seem likely to start "cracking the whip," the leader should say "Scram" at once.

How-Do-You-Do? FORMATION. Single circle facing the center.

The players learn the names of their neighbors. "It" steps inside the circle, walks to someone, shakes hands and says "How-do-you-do? I'm Tommy Benson." The other replies, "How-do-you-do? I'm Alice Berg." Alice then sets out in the opposite direction to the one in which Tommy is walking and both shake hands and introduce themselves to two other players. The game continues, each new player shaking hands with someone else as soon as he has been left. At the leader's signal (whistle or hand clap) everyone must go back to his original place and say "How-do-you-do?" to his neighbors, calling them by name. The last man finished starts the next time.

In a large circle there may be several starters. As the players become acquainted, they may address the others rather than introducing themselves.

Bumpity, Bump, Bump, Bump: FORMATION. Single circle facing the center.

The players learn the names of their right and left hand neighbors. "It" steps inside of the circle, advances to anyone and quickly says, "Right, (or left), Bumpity, Bump, Bump, Bump." The person confronted must say the first and last name of the one on his right or left, depending on the side indicated by "It." If "It" finishes the phrase before the other person responds with the correct name, they trade places, otherwise "It" proceeds to someone else. Remind players that they need to inquire about names whenever they trade places.

In a large group there may be several "Its." After the group has become fairly well acquainted, "Its" may say, "Right-Left (or Left-Right) Bumpity, Bump, Bump,

Jump," which means the players must say the names in proper order.

Identification Circle: EQUIPMENT AND FORMATION. Cards and pencils; single circle.

The leader instructs each player to write his name on a card. All face counter clockwise and hold card at arm's length in right hand. The circle moves around and the players drop the cards while marching. At a signal from the leader each player picks up a card, finds that person, and gets acquainted. The leader may wish to suggest topics to help players find out about each other. The leader then asks that the cards be returned to the owners, and that players return to the circle ready to start again.

Human Lotto: EQUIPMENT. Cards or papers divided into 16 squares, pencils, a list of the names of those present.

Each player writes his own name in the square in the upper left hand corner. The other 15 squares are filled by names of other players present. Each player writes his own name. The leader recognizes the first one to have the 16 squares filled. Then he reads the names of the persons in the group. Those having the name of the person called, cross out the name in the squares. The winner is the first person to have a row of four names, across, up and down or diagonally.

If desired, players may be seated in a circle for the calling of names. As each name is read that person stands. This gives the group one more chance to see who the people are.

Choo-Choo: FORMATION. Single circle facing the center.

One player steps inside the circle, then stands in front of and facing another player, and says, "What is your name?" That player may say, "Helen Wolf." The two join hands and do a jump step, first right foot forward, then left as the name is re-

peated five times (two longs and three shorts as, "Helen, Helen, Helen-Helen-Helen"). The leader then turns away with a "Choo-choo," the second player (Helen) puts her hands on his shoulders and they "Choo-choo" to another person and follow the same procedure, both of them jumping in front of and with the third person. Now player Number One and Helen turn, Number One putting his hands on Helen's shoulders, and the three of them "Choo-choo" to a fourth player. From the time the third person is added, the entire line reverses each time, each person making a half turn to the right. This makes a new person leader each time. So it continues until all persons are part of the train.

In larger groups begin with several starters so there may be from three to ten "trains" going at once. This is a good game to divide the crowd into teams or lines for games to follow.

Circle Chat: FORMATION. Two single circles one inside of the other (may have girls in the inner, boys in the outer circle).

The music starts or the group sings and the circles move in opposite directions. When the music stops or at the leader's signal, each player stops, faces the outside circle, chats and gets acquainted with the nearest person facing him. When the music starts, the circles march as before. The leader should make frequent, brief stops. It is well to suggest a topic to chat about for each stop.

Grand March: The grand march is a valuable device to control a large group, secure partners, get the group into lines or into circles. A group usually enjoys doing all the formations together and the marching dispels much of the shyness of players not used to doing games.

The leader has the boys form a single line on one side and the girls on the other, facing the leader. If desired have the lines arrange themselves from shortest to tallest but be

sure to have two good leaders at the head of each file. March music is played or a good marching song may be sung.

FORMATIONS

(1) **Around the Hall.** The lines march forward, the boys passing behind the leader and outside the line of girls while the girls go in front of the leader and inside the line of boys.

(2) **By Twos.** When the lines meet at the opposite end, the marchers come up the center in twos with arms locked.

(3) **Alternate Couples.** The first couple goes to the right, the second to the left, the third to the right, and so on, continuing around the room until the couples meet.

(4) **By Fours.** Two couples lock arms and march up the center by fours.

(5) **Split the Fours.** The leader divides the fours in the center, making couples again and sends them around the room.

(6) **Bridges Right.** When the files of partners meet at the other end, they continue marching toward each other, the file at the leader's right having formed a bridge by joining inside hands and holding them up high. The opposite file of partners passes under the bridges. Both files march during this figure.

(7) **Bridges Left.** Same as (6) only the opposite file of couples makes the bridges when they meet at the head.

(8) **Over and Under.** Files meet again. The first couple makes a bridge and the couple facing them goes under. Then they alternate; each couple

in each file follows likewise. If desired this figure can be repeated at the opposite end. Formation is difficult and may be omitted until the group is used to marching.

(9) **By Fours.** Same as in (4).

(10) **Alternate Fours**—same as (3) only groups of four alternate.

(11) **By Eights.** The files of four meet and come up in eights with arms locked. Stop the lines of eight.

(12) **Serpentine.** Each player in the eight takes the hand of his neighbor on each side. The player on the left end of each line looks back of him to the player at the right end of the line behind—whose hand he will presently take. To start the figure the leader takes the hand of the player at the right end of the first line and leads that line behind itself, in front of the second line. The last player in line one takes the hand of the player at the right end of line two as he goes by and the rest of line two follows along. The leader marches on going in between the lines. The one at the end of each line always takes the hand of the one on the right-hand end of the line behind him.

(13) **Snail or Spiral.** The leader marches out from in between the last two lines, makes a large circle and winds it up into a spiral or snail; then unwinds it by doubling back.

(14) **Single Circle.** As the leader marches out of the snail, he starts marching around in a large circle with all others still following. The leader continues until the snail is unwound and watches to take the hand of the last person in the spiral or snail. This brings the entire group out into a single circle. Boys have their partners on the right and the leader can go into couple games if desired.

Homemade Games

"The man who carves so steadily that he has not time to sharpen his knife always works with dull tools and therefore cannot make for efficiency."—Henry Ward Beecher.

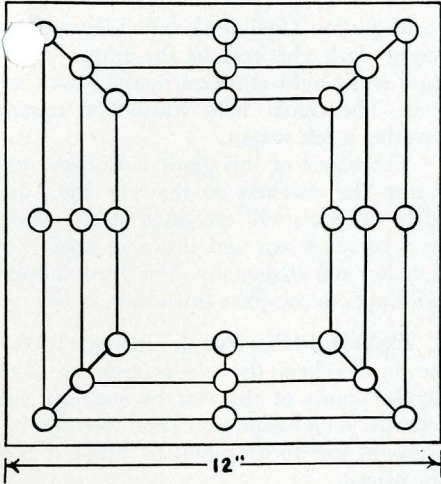
A variety of homemade games is welcome for home recreation and for spare moments at club meetings or community gatherings. The partnership value of the games is important. A person can always find one or two other people to play with him while highly organized games require so many that they can only be used on special occasions. These games will last throughout a life time and will mean much in recreation, friendship and good health.

"We can't turn on capacity for enjoyment like a faucet.

We have to develop it as we go through life."

—R. Bruce Tom

Game boards and puzzles given here use 6, 12, or 24 inch squares of plywood, half inch lumber, some kind of composition board, cardboard or heavy paper. If desired, holes can be countersunk into some of the boards and marbles used for playing. Still others can have holes drilled and golf tees or pieces of lolly-pop sticks used as counters.



Nine Men Morris

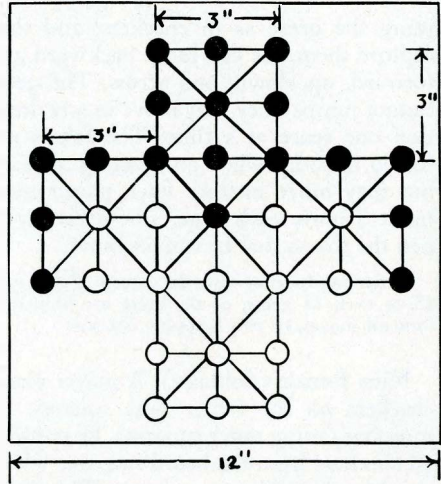
Checkers can be made by sawing one-fourth inch rounds of dowel pins, and dyeing them with ordinary household dye. Checkers can also be sawed from broomsticks or made from cardboard.

Nine Men Morris (Two Players). Use a board as shown in the diagram. Sometimes the boards are made without the diagonal lines in the corners. This prevents a player from scoring too easily. Each player has nine men of his selected color. The object of the game is to capture seven of the opponent's men.

Start with the board empty. Players take turns in placing their men, one at a time, to make a row of three in a line, while preventing the opponent from doing likewise. Whenever a player succeeds in forming a row of three he may remove from the board any of the opponent's men except one forming a line of three.

When checkers are all placed, they are moved from point to point along open lines, players still attempting to make three in a row.

When either player is reduced to three men, he is no longer obliged to follow the



Fox and Geese and Cross Puzzle

lines but can hop to any point on the board. When both have three men, both hop.

The first one reduced to two men loses the game.

Cross Puzzle (Solitaire). The player places checkers on all but the middle space. He begins jumping and removes the checker jumped each time until only one remains which should land in the center space. Diagonal jumps are not allowed. After mastering this the player can make up additional problems.

Fox and Geese (Two Players). Seventeen checkers are used to represent the geese and one of a different color represents the fox. The fox is placed in the center and the geese are placed at every point in the top three rows and at the ends of the fourth and fifth rows. One player moves the fox, while the other player moves the geese. The object of the game is for the geese to pen up the fox so he can't move or for the fox to capture 12 (or sometimes 14) geese.

The fox moves first, thereafter players alternate. The fox tries to get into such a position as to make it possible for him to

jump the geese as in checkers, and thus capture them. He can jump backward and forward, up, down, and across. The geese cannot jump. They may move in any direction one space at a time. The fox is not forced to jump when an opening appears, but may move instead. Each player must make a move each time. The geese try to pen the fox so that he cannot move.

Variations. In some cases the game is played with 15 or even 13 geese, or the geese are limited to forward moves, or two foxes are entered.

Nine Puzzle (Solitaire). A player places checkers on the center nine squares. By jumping (using outer squares), he removes all checkers from the board save one which should end in the center square. The player may jump diagonally or across the squares.

Triangle Puzzle (Solitaire). The player places checkers on all but the black space in the center of the five row. By jumping and removing the checker jumped, he removes all from the board except the last one which should fall in the black space.

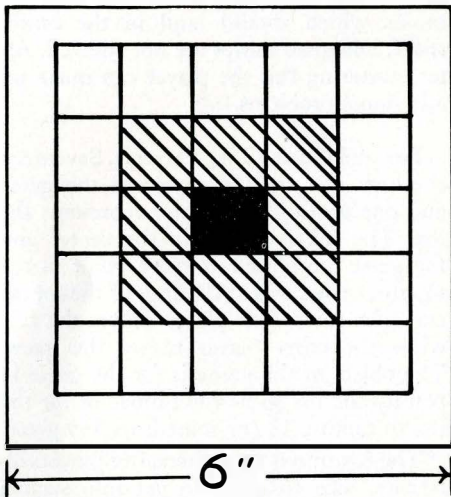
Migration (Solitaire). The player places eight dark checkers in the upper corner and eight light checkers in the lower corner. The center hole where the squares overlap is left vacant.

The object of this game is to move and jump the checkers so that the light and dark checkers will exchange places. Moves can be made up and down or right and left but **not** diagonally. The least number of moves to complete this action is 46.

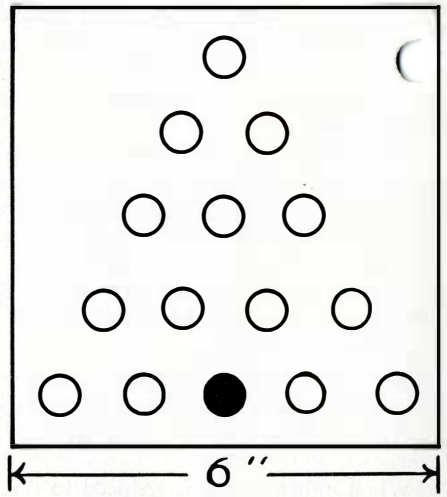
Eight Point Star Puzzle (Solitaire). With seven checkers the player tries to cover seven points of the star by starting each checker on a vacant point and moving on a straight line to the point to where it is to be placed.

Go (Two or Four Players). The same board and checkers used for Friends can be used for this game. Boards may have more squares on each side if desired.

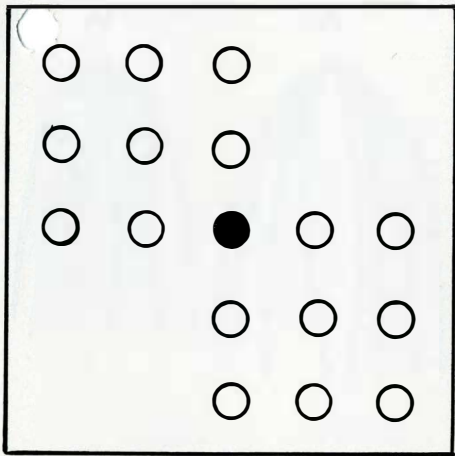
The object of the game is to get five men of your color in a row, vertically, horizontally or diagonally, while preventing the opponent from doing the same. The first to get five in a row wins.



Nine Puzzle



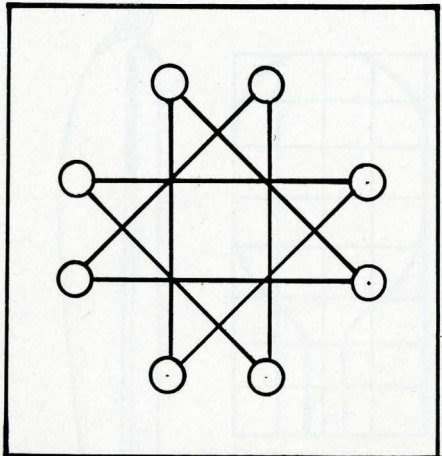
Triangle Puzzle



6"

Migration

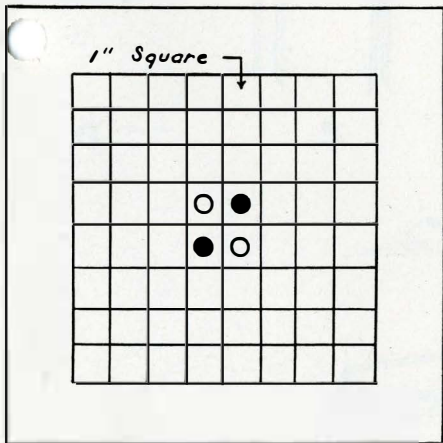
Begin to play at or near the center of the board and play alternately, placing one man at a time on any square chosen. There is one forbidden play indicated by x in the diagram. If a player has checkers located as shown, he is not allowed to put a man on x as he then has two possible rows of three on which to work.



6"

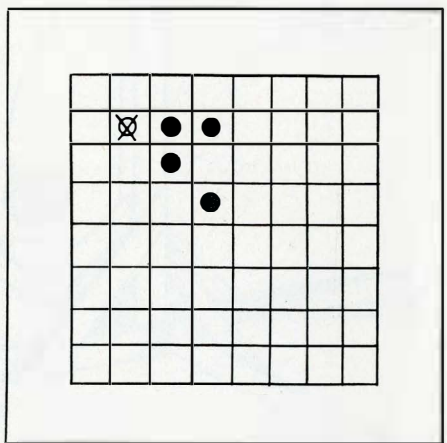
Eight Point Star

Friends (Two or Four Players). Sixty-four checkers with different colors on each side are needed for a board which has eight squares each way. Choose colors and divide the men equally. Two of each color are placed on the board as in the diagram. The object of the game is for each person to capture the other players' men. This is done



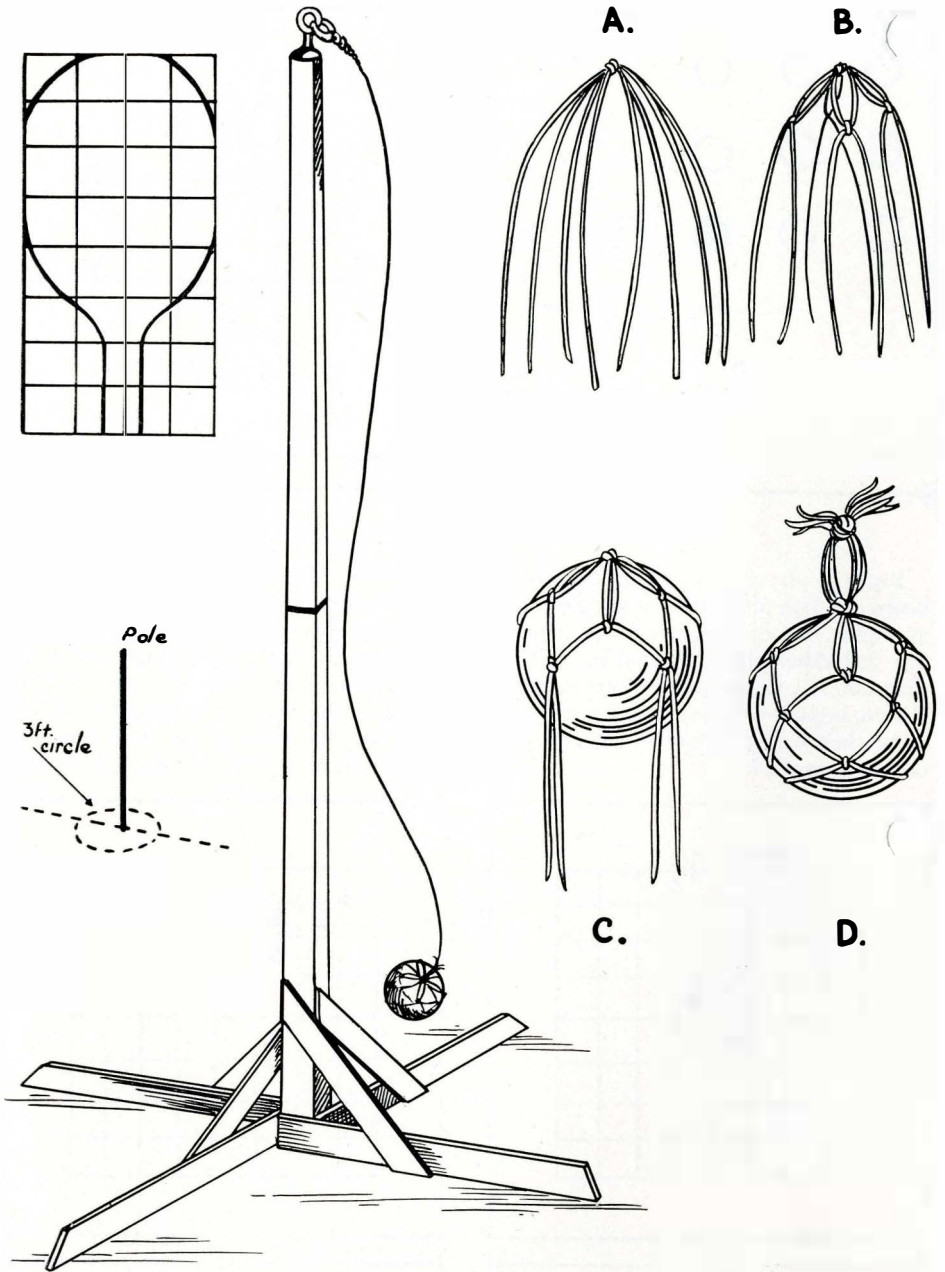
12"

Friends



12"

Go



Tether Ball

by "sandwiching." A player places a checker there is one of his color on both sides of one or more checkers of the opposite color. Thus he has made "friends" and the checkers are turned over to his color. From one to six men may be sandwiched and turned over in a single play. Plays may be counted on straight or diagonal lines. If a player cannot make a "friend" he loses his turn. He must play when possible. The game ends when the board is full or neither can play. The player wins who has more than half the men his color.

Tether Ball: EQUIPMENT. Tether ball pole and two paddles.

CONSTRUCTION. For indoor use: A pole 7' to 8' tall and $1\frac{1}{4}$ " square, base pieces 30" or 36" long and $\frac{3}{4}$ " x $1\frac{1}{4}$ ", braces 20" or 24" long. The bases and braces are fastened with bolts and hinges and the pole joined in the middle so the equipment can be collapsed and carried from place to place. A heavy screw eye in the top of the pole takes the 8' tether cord of the ball.

For outdoor use: Drive a pipe or pole into the ground or use a sapling.

Two paddles can be made from a piece of wood 16" square. Mark it off in two-inch squares and draw outline as shown.

Chalk line or fish line 10' in length is needed to cover the sponge rubber ball or old tennis ball. Cut into four pieces 30" long, double them and tie a knot in the center making 8 ends. Tie square knot as shown in drawings beginning an inch from the center. When the ball is covered, tie ends in a large knot and fasten to the tether cord on the pole.

The Game. With cord, chalk or lime make a circle 36" in radius around the pole and divide the playing field into two parts as shown on the drawing. Place a mark half-way up around the pole.

Two players toss up. If desired, the winner chooses the direction the ball will be wound and the loser serves first (from the center of his own court).

The one who succeeds in winding the ball and cord, above the line around the pole, wins a point. The game starts by the server giving the ball a good swat. The

other player tries to reverse it and wind the ball around in the opposite direction.

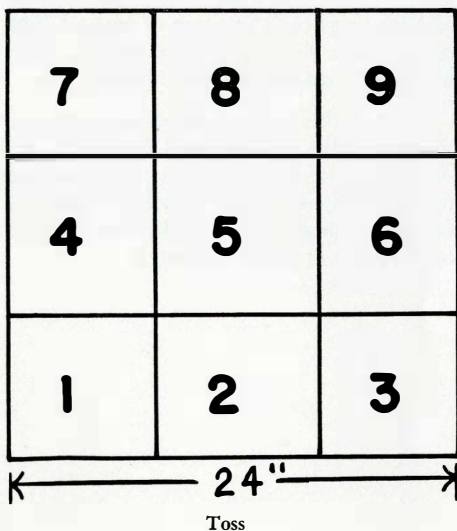
Fouls are called (free shot to opponent) if either player strikes the pole with his paddle, winds up string in paddle, steps inside circle, or steps into opponent's court.

Players decide on what constitutes a game—one win, best two out of three, best out of 11, etc. In case of a tie, play for a two game lead.

Toss: EQUIPMENT. Board or playing area two feet square and divided as indicated in the diagram, two pairs of blocks, washers, pucks or old rubber heels.

Two to six players may play at a time. A pitching line is marked six feet from the lower line of numbers. Each player pitches two pucks and is allowed the score of the numbers an which his puck falls. If a puck strikes a line there is no score. Each player removes his pucks before the next pitches. The player first reaching the score agreed upon wins.

This game may also be played by marking the playing area upon the ground.



Ruma: EQUIPMENT. A playing board and 48 to 96 marbles, beans or pebbles.

CONSTRUCTION. For the playing board use a 24-inch square of ply-wood, pressed wood, or cardboard. Mark the diagram as illustrated and make the divisions of strips.

The Game:

1. Four persons take part in the game, facing each other around the board. However, it is possible for two or three to play since all moves are in plain sight and the same person may hold opposite sides.

2. To begin each player places a convenient number of marbles in each of the six spaces in front of him. (None are put in the corners.) It is best that the number in each space not exceed four nor be lower than two. Players should decide upon the number in advance.

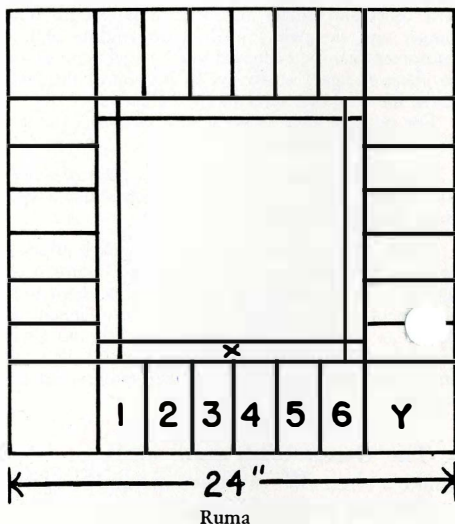
3. The object of the game is to get your marbles moved so that all your spaces will be empty.

4. The first player takes all the marbles from any one of his spaces, and proceeds to the right around the board, dropping one marble in each space and continuing as long as the marbles last, even if it takes him into his neighbor's territory or beyond. The corner space "Y" or Ruma receives marbles in its turn but does not release them.

5. The other players do likewise in turn moving to the right around the board. All players must select their moves according to one main rule—the last marble must not fall in an empty space (either the player's own or that of another player).

6. As the game continues, the number of movable marbles becomes less, so the game comes when a player can no longer move without breaking the above rule. In this case he will take a forfeit marble out of the "Y" spaces (Ruma) and place it in the "x" space in front of him.

7. A player having 12 forfeit marbles in space "x" is out, and the others may continue the play. During a game it may happen that a player empties his six spaces and also has some forfeits in "x." He wins because he has emptied his side of the square, even though he has had to pay some forfeits.



Active Games

"Real fun is where you enjoy yourself thoroughly while playing the game honestly and in such a form that no one is left out or slighted."—R. Bruce Tom.

Active games provide a change which is wholesome and healthful. It is best of course to play them out-of-doors in the fresh air and sunshine. However, most of the games selected can be adapted for indoor play as well. When running games are used inside or with adults it is better for the players to walk rapidly instead of running.

Single Circle Games

In all these games the players form a circle facing the center. They join hands or not as directed, and stand or sit as directed. With large groups it is desirable to have two or more circles.

Slap Jack: All the players except one stand in the circle, clasping hands. One player runs around the outside of the circle and tags another player as he runs. The player tagged leaves his place at once and runs in the opposite direction. When they meet, the players shake hands three times, and say, "Good morning, Good morning, Good morning!" (or other greeting depending on the time of day). The object of each runner is to get back first to the vacant place. Whoever succeeds remains in that place, the one left out becoming runner the next time.

Flying Dutchman: This game is like Slap Jack except that two players are "It" and two players are tagged. All players join hands in the circle. The two who remain outside join hands, walk around and tag the joined hands of any two players. The couple who have been touched run at once in the opposite direction around the outside of the circle. Each couple tries to reach the

vacant place. The couple that wins, joins the circle and the other couple is "It" for the next round. Couples must keep their hands clasped while running. There are no partners, because a player may have to run with either of his neighbors.

Variations to Avoid Collisions. Require the "Its" to allow the tagged couple to keep next to the circle when they meet.

Have the couples perform some stunt when they meet—boys introduce girls, partners swing around once, each person put forefinger on top of head and whirl around three times.

Instead of going in the opposite direction have the persons tagged chase the "Its" and try to catch them before they get into the vacant space.

Have You Seen My Sheep? One player, who is the shepherd, stands outside the circle. He taps on someone's back and says, "Good morning." The tapped player who is a housekeeper replies, "Good morning." The shepherd says, "Have you seen my sheep?" The housekeeper asks, "What does he look like?" The shepherd then describes a player near the housekeeper. He may say, "Oh, he has a blue tie, a brown coat, and so on." As soon as the sheep recognizes itself or the housekeeper knows who is being described, both begin to run outside the circle, the housekeeper trying to catch the sheep before it gets back to its place in the circle. If this happens the sheep must go into the center, which is called "in the soup," where he remains until the end of the game. Whether or not the sheep is caught, the housekeeper becomes shepherd for the next time. The shepherd does not chase. When he has described his sheep he steps into the housekeeper's place.

Poison: EQUIPMENT. Ball, bean bag, penny, handkerchief, block of wood or potato.

Players pass the article rapidly around the circle from one to the next. At the leader's signal (whistle or hand clap) the player who has the article, or who last touched it, is poisoned. He may be asked to go to the center and remain "in the soup" while the game continues or the leader may ask him to perform a stunt in the center. When he has done this to the satisfaction of the rest of the players, they applaud and the poisoned one returns to the circle.

A player cannot refuse to take the article as long as it is in play. The thing to do is to receive it and get rid of it with speed.

Variations. Use several articles so more players can be caught at a time. This is a good idea when the poisoned ones perform stunts; it is not so embarrassing when two or three are in the same fix.

Hot Potato is another variation. In this case an "It" is in the center of the circle who tries to touch or catch the article as it is passed or tossed from one to another, around and across the circle. If "It" is successful, he changes places with the last player who touched the article.

Circle Stride Ball: EQUIPMENT. Large rubber ball, volley ball, basket ball or kitenball.

The players stand in the circle with their feet apart, each foot touching a neighbor's foot. One "It" (or more in large circle) stands inside the circle and tries to throw or roll the ball between players or between their legs. The players in the circle can prevent this only by using their hands. When the ball goes through, the player who let it through, or to the right of where it went through (in the cases where it goes through between players) must chase the ball and exchange places with "It."

Variation. Players face out, and "It" tries to throw the ball into the circle.

Numbers Change or Shout the Number
Players may stand or be seated. All the players take consecutive numbers. One player takes his place in the center of the circle and calls two numbers as, "Two and Six." The persons whose numbers are called must change places. While they do so the center player tries to secure one of their places. The person who is left without a place becomes the center player. After a time "It" may call more than two numbers.

Variations. Blindfold "It" and permit him to either tag a player or get into a vacated place after two or more numbers are called. Players whose numbers are called move quietly and stealthily.

If the players are seated on chairs, "It" may call, "Everybody change! Fruit basket upset!" or "Stormy weather!" occasionally which means that all players must change places.

Grasshopper and Hen or Pass Ball: EQUIPMENT—two different objects as, ball and clothespin, sponge and knotted handkerchief, large and small block of wood.

The players number off, 1-2, 1-2, 1-2 round the circle. A number one is given the ball (hen) and a number two directly opposite in the circle, is given the clothespin (grasshopper). At the signal the objects are passed to the right—the hen going on to the ones and the grasshopper to the twos. Thus each object passes only to alternate persons in the circle. The object of the game is to have one object pass up the other in progressing around the circle.

Double Circle Games

Double circle games are usually played in partners so the leader should use the grand march or other device to get the players into couples.

Face to Face: The partners stand facing each other in one large circle. One odd player stands in the center and calls "Face to face," "Back to back," the players taking their positions accordingly. When he calls

"change," all the players must take new partners. The center player tries to get one too. If he succeeds, the person left without a partner must go into the center and give the commands.

After a time "It" may wish to vary the calls as, "Elbows to elbows," "Right foot to right foot," "Left shoulder to left shoulder," and so on.

Partner Stoop: Partners first form a double circle. The leader reminds each person to remember his partner. When the music starts or the group sings a lively song, the inner circle marches in one direction and the outer circle marches in the opposite. When the whistle blows, the partners run to each other, join both hands and stoop (kneel) down. The last couple "down" goes "in the soup" to act as judges for the next round. Partners try to stay out of the soup as long as possible.

Arch: All players join hands in a single circle. A couple forms an arch over the circle at each end of the playing space. When the music starts or the group sings, the players march around under the arches. At a signal (whistle, hand clap, music stops) the two arches come down trying to catch someone. Those caught go "in the soup" and stay there until a partner comes who has been caught elsewhere. These partners then form other arches about the circle. Continue until all are caught and there is a circle of arches.

Couple Tag: Couples link arms and place outside hands at waist. All are facing the same direction in the double circle—either clockwise or counter clockwise as the leader desires. A chaser and runner weave in and out among the couples. The runner can save himself by linking arms with either player of any couple. The other player of the couple becomes the runner, and must leave at once. If the runner is tagged he

becomes the chaser. The fun comes when runners link arms often.

Fire in the Mountain: All players except one form a double circle facing inward, each in the outer circle standing directly behind his partner. The extra player, who is "It" stands in the center. When he calls "Fire in the Mountain! Run, boys, run!" the players in the outside circle begin at once to jog around to the right while "It" and the players on the inside circle clap their hands and stamp their feet. When "It" stops clapping and holds his hands high over his head, the players in the inside circle do likewise. This is a signal that the outside players are each to try to get in front of an inside player. "It" tries to do the same, and the player left out becomes "It" for the next time. A different group jogs around this time as the inside players are now on the outside. When players are looking for partners to step in front of, they should look for the up-raised hands. As soon as someone steps in front of a player, he should lower his hands.

Games for Threes or Fours

Circle Mixer: This game is a helpful device in securing partners, threes, fours, teams or almost any type of grouping. The players make circles containing as many persons as signals given by the leader. For example, if the leader blows a whistle (or claps his hands) three times, circles of three would be formed all over the playing space. Any odd players have to come "in the pie"—a space near the leader. After the next signal those in the pie try to get back into some circle. At the close of the playing period those in the pie may be "Its" for the next game.

Squirrels in Trees: All the players but two form small circles of four with hands joined. Each group numbers off 1-2-3-4.

Number 1 of each circle steps inside and is a squirrel. The other three players with hands joined around him are a hollow tree. The trees should scatter so they are a fair distance from each other.

One of the extra players is a homeless squirrel (It) and the other is a fox or hound (the chaser). The fox tries to catch the homeless squirrel. The squirrel may escape by running under the arms of the players into one of the trees. As there can be only one squirrel in a tree at a time, the squirrel already there must get out and run to another tree, being chased by the fox.

If the fox catches any squirrel in the open, that squirrel becomes the fox and turns around to chase the other one.

After a time the leader asks the number twos in the circles to become squirrels—a little later the threes and fours. In this way all players take turns being squirrels.

Loose Caboose: Three players (or more) line up one behind the other, holding one another around the waist or arms. The first in line is the “engine,” the next the “coal car,” and the last the “caboose.” One or more players are the “loose cabooses.” They try to catch on to the end of the various trains. The trains “switch” about to prevent this. When a “caboose” is successful, the “engine” of the group goes off to become the “loose caboose.”

Lariat Tag: Three players who run in a line with hands clasped are “It.” To tag another player they must surround him and hold him within their circle. When a player is caught he joins the line, until there are six, whereupon the line breaks up into two groups of three, both of which continue to tag others until all are caught.

Line Games

The leader can use the grand march, circle mixer, choo-choo and other games to get players divided into groups for line games. It is best to confine lines to ten or less players.

Snatch: EQUIPMENT. A handkerchief, bean bag, ball, or block of wood.

The players stand facing each other in two lines 10 to 15 feet apart. Both sides number off beginning at opposite ends. An object is placed on the ground in the center between the lines.

	1	2	3	4	5	6	7	8	9	10	Goal line
Leader *					* Object						
	10	9	8	7	6	5	4	3	2	1	Goal line

From one end, the leader (*) calls a number. The players with that number from each side run to the center and quickly but cautiously attempt to: Either (1) snatch the handkerchief and get back home (his own place in the line) or (2) tag the opponent while he has the handkerchief in his hand.

The game is scored thus: If a player gets home with the handkerchief without being tagged, his side makes two points; if he is tagged before he gets home with the handkerchief, the tagger's team makes one point. Play for 15 to 21 points.

The players will find the game more exciting if they wait, stall around or make false motions at snatching the handkerchief. Finally, when one of them thinks he has his opponent off balance, he snatches the handkerchief and breaks for his own line. After a player has touched the handkerchief he is liable to be tagged.

Threading the Needle: The players stand facing each other in two lines 10 to 15 feet apart. Each line numbers off consecutively (or keeps the numbers used in a previous game as Snatch). The players join hands in

line. The leader calls two consecutive numbers as "Four and five!" Players in each line whose numbers are called hold hands to make an arch. The end players of each line run through the arch in their own line with all the others following because their hands are joined throughout. The line which runs through the needle and straightens out in place first, wins. Those making the arch must be sure to turn under their own arms as they can not drop hands.

Cat or Tit Tat Toe: EQUIPMENT. Nine chairs, stones or pieces of newspaper.

This is the old familiar game usually played on the blackboard which has been adapted for a group.

Place the nine objects on the floor or ground as shown (x). The players stand facing each other in two lines on either side of the objects.

Leader *	1	2	3	4	5	6	7	8
		x		x		x		
		x		x		x		
		x		x		x		
Leader *	1	2	3	4	5	6	7	8

Each line has a leader (*) and each member has a number. The object of the game for each group to locate three of its members in a line (crosswise, up and down, or cornerwise). One leader calls a number and that person moves to one of the objects of his selection. Then the other leader calls a number. Plays alternate. No coaching or directing is allowed.

Crows and Cranes: The two lines of players stand about three feet apart, facing each other. Each side has a base line marked 15 to 30 feet behind them. The base lines should vary in distance according to the space, age of players, and occasion. One side is the "Cranes," the other the "Crows." When the leader calls "Crrrrranes," the crows try to catch them before they get to goal. When "Crrrrrows" is called the cranes

try to catch them. Those caught go to the other side. The team having the larger number of players at the close of a given time wins. The game is made more interesting when the leader draws the "r" in either Crows or Cranes so that the players are not at first certain which word he is going to say.

Hunter, Gun and Fox: Two lines of players stand facing one another. The players in each line "get into a huddle" to determine whether they will be the "hunter," the "gun" or the "fox." They should be sure that everyone in the line thoroughly understands. At the same time they are careful to keep the secret from the other side. The lines straighten out and the leader counts "One, two, three!" as the lines advance three steps towards each other. On three each side begins to perform. If one side has decided on "hunter," each player in that line places one foot forward, shades his eyes with the right hand and says, "Aha" three times. The "gun" stands as if aiming with a rifle and shouts "Bang, bang, bang!" The "fox" puts thumbs in his ears and wiggles his fingers at the same time barking with a shout "Yip, yip, yip!"

Scoring is done as follows: "Fox" beats "hunter," "hunter" beats "gun," and "gun" beats "fox." For example, if one team has chosen to represent foxes and the opposing team hunters, a point is awarded to the foxes. If both teams represent the same thing, neither one scores. Five or ten points make a game.

Spoke Tag: Groups of five to six players stand in single files facing a common center (the hub), the lines radiating like the spokes in a wheel. One player is "It." That player walks around the outside of the wheel and tags the end player of some one spoke. That player taps the player in front of him on the back. And so it is passed on to the first player in the spoke (the one

nearest the center of the wheel). As soon as he is tagged he yells "Hike!" All players in that spoke, "It" included, run swiftly to the right around the outside of the wheel until they have completed the circuit. They line up single file again in whatever order they return. The last player back is the next "It."

Variation. Require each player to perform some stunt before completing the circuit such as "Circle that tree," "Touch that door," "Shake hands with Mr. Brown."

Relay Races

(A special type of line game)

The following relay races are suitable for lines of 5 to 15 players each. There may be several parallel lines of equal numbers of players, each first player toeing the starting line. Often it is well to have a captain for each line who can distribute and collect objects, see that the directions are carried out correctly, build the spirit of the players and so on. Unless otherwise suggested in the directions, the leader may choose these ways of having the relays carried out:

(1) Go down the line once; have the last player wave his right hand or free hand in the air or hold the object up high.

(2) Go down the line and back; have the first player wave his hand or hold the object up high when it returns.

(3) Have the last player run to the front and start the object again. Proceed until the line has regained its original order.

Over and Under: EQUIPMENT. Bean bag, ball, potato or other object for each line.

The first player in each line starts the object when the whistle blows. The following ideas can be used:

- (1) **Over**—Players pass the object over head using both hands.
- (2) **Under**—Players pass the object between the knees.
- (3) **Over and Under**—Players pass the object alternately, first overhead then between the knees.

Electric Shock: The players in each team stand side by side with hands joined, one team facing another. When the whistle blows, the first player presses the hand of the second, the second then presses that of the third, and so on down the line. This also may be played by passing a light pat on the shoulder down the line.

Scarf or Necktie Pass: EQUIPMENT. Scarf for each line.

The first player in each line holds a scarf. On the signal to go, he ties the scarf around his own neck, turns to the player behind who unties it, puts it on himself and so it progresses to the end.

Heel Dusting: EQUIPMENT. Scarf for each line.

The first player in each team has a scarf in his right hand. On the starting signal, he reaches through his knees and places the scarf against the left heel of the player behind. No player may stoop until his heel is "dusted."

Wash-Day Relay: EQUIPMENT. Two scarfs and three clothespins for each line and a long clothes-line to stretch in front of all the lines.

At the signal, player number one runs to the line, hangs his wash and goes to the end of the line. The next player runs up, takes down the laundry, gives it to the third person who hangs it and so to the end.

Weavers Relay: EQUIPMENT. Ball, bean bag or other object for each circle.

Equal numbers of players stand in circles with hands joined. There should not be more than 10 or 12 in a circle. Each circle numbers off to the right 1, 2, 3, etc. Number one is given an object. On signal from the leader he drops hands with his neighbors and starts weaving in and out underneath the raised arms in the circle. When he re-

ns to place, he gives the object to number two and he does likewise and so on until all have run. If desired this can also be played in lines.

Put and Take: EQUIPMENT. Four objects for each line. These may be similar or different. Three circles are drawn in front of each line, the first about ten feet from the starting mark and each of the other two about five feet farther ahead.

An object is placed within each circle and the fourth is given to the first player in each line. On the word "Go" he runs to the first circle and lays his object in it, removing the object which was there and taking that to the second circle. Picking up the object in the second circle, he takes it to the third. Taking the object in the third circle, he returns to the line and gives the object to the next player and goes to the end of the line. The game continues until all have run.

Pebble or Clothes-pin Pass: EQUIPMENT. Five pebbles or clothes-pins for each line.

Teams stand in sets of two lines facing each other. Five pebbles or clothes-pins are placed on the floor or ground at the head of each line. Each player weaves his fingers into the fingers of his neighbors. They must not unclasp hands throughout the game. At the signal player number one picks up the pebbles one at a time and passes them down the line, the last player putting them on the floor beside him. If a pebble is dropped it must be picked up without any unclasping of hands.

Variations. (1) Have the players clasp their hands behind them. (2) Have the players cross their arms before weaving the fingers together.

Rope Skipping Relay: EQUIPMENT. A length of rope for skipping for each line.

On the signal the first player jumps rope in the usual way to the goal about 25 feet away and returns, gives the rope to the sec-

ond member who does likewise. Continue until all have completed the skipping.

Hoop Relay: EQUIPMENT. A hoop or a loop of rope for each line.

At the signal "Go" the first player passes the hoop over his head around the body and to the ground, steps out and hands it to the next player who does the same thing.

Zig Zag Relay: EQUIPMENT. Ball or bean bag for each two lines.

Teams stand in sets of two lines facing each other. A ball is passed from Number One of the north line to the number one of the south line. Number One of the south line returns the ball to number two of the north line, number two of the north line returning it to number two of the south line and so on. The person at the end receiving the ball brings it to the number one position in that line and begins over. Keep on until each person is back in original position.

Tin Can Relay: EQUIPMENT. An empty tin can for each line.

An object or a goal line is placed 25 feet in front of each line. At the signal the first player kicks the can down around the object and back to the next player on his team. Allow players to move up to the starting line but not beyond it until the can is kicked back. Continue until all players complete the action.

Shuttle Relay: EQUIPMENT. An object for each line.

Each line is divided into two, and one part stands facing the other with about 25 to 50 feet in between. At the starting signal the first player on one side runs to the file facing him and gives the object to the first player there. This one does the same and the race continues until all players are changed from one side to the other.

Blackboard Relay: EQUIPMENT. Piece of chalk and blackboard space for each line.

At the signal each first player walks to the board, writes a word, returns to his line, and gives the chalk to the second player. This is repeated, each player adding a word to the sentence the first player started. The team that first finishes a complete and intelligible sentence in which each player has written a word, wins the game. This game is well adapted to school room use. Players can move ahead one seat each time a player goes to the board. If desired each player may write his name instead of a word for a sentence.

Cork Whisk Relay: EQUIPMENT. large cork and a whisk broom (or a heavy paper folded and a string tied about one end for a handle) for each line.

A cork is placed on the floor or ground before each line and each first player has a whisk. A goal is established about ten feet in front of the lines. On the starting signal the player begins brushing the cork to the goal and back. Upon return he gives the whisk to the second player and goes to the end of the line. Play continues until all have gotten safely home.

Old Favorites

"The family that plays together, stays together."

Games listed here are old favorites known to almost everyone so directions for playing them are not given in the book. The purpose of the list is to refresh the memory of any one planning games for home or community.

Table Games

Anagrams
Cat (or Tit Tat Toe)
Checkers
Chess
Dominoes
Halma (or Chinese
Checkers)
Jackstraws
Parchesi
Pig
Tiddledy Winks

Quiet Games

Conundrums
Puzzles
Riddles
Tongue Twisters

Active Games (Outside)

Anti-Over
Cat and Rat
Drop the Handkerchief
Follow the Leader
Fox and Geese
Hide and Seek
Hop Scotch
Last Couple Out
Leap Frog
Pom, Pom Pull Away
Ring Around the Rosy
Run, Sheep, Run
Three Deep
Tug of War

Equipment Games

Croquet
Horseshoes
Jacks
Marbles
Ping Pong
Shuffleboard
Volley Ball

Musical Games

Farmer in the Dell
For He's a Jolly Good
Fellow
Looby Loo
London Bridge
Oh! Susanna
Pop Goes the Weasel
Tucker
Virginia Reel
Yankee Doodle

Active Games (Inside)

Button, Button
Charades
Going to Jerusalem
Hide the Thimble
I Spy
Jack be Nimble
Musical Chairs
Peas Porridge Hot
Poor Pussy
Pussy Wants a Corner
Spin the Plate
Wink

"Cultivate not only the cornfields of your mind, but the pleasure-grounds also."—Whately.

Index

How to Use Games in a Group 3

Games for Small Spaces 4

 Quiet Games 4

 Mystery Games 6

 Tricks, Stunts and Puzzles 8

 Pencil and Paper Games 10

Get Acquainted Games 12

 Grand March 13

Home Made Games 14

Active Games 21

 Single Circle Games 21

 Double Circle Games 23

 Games for Threes or Fours 24

 Line Games 24

 Relay Races 26

Old Favorites 29

SOMETHING TO DO

*He is miserable and wretched
And ignorant too,
Who has nothing to do
When he has nothing to do.*

*He is rich and happy
And fortunate too,
Who has plenty to do
When he has nothing to do.*

—Rev. O. O. Arnold,
Germantown, Ohio

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