

Recreational Activities

For 4-H Clubs

4-H CLUB CIRCULAR 35

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Musical drama at state 4-H club round-up, 1936.



COOPERATIVE EXTENSION WORK IN AGRICULTURE AND HOME ECONOMICS

UNIVERSITY OF MISSOURI COLLEGE OF AGRICULTURE AND THE UNITED
STATES DEPARTMENT OF AGRICULTURE COOPERATING

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FOREWORD

This circular of recreational activities has been compiled to give Missouri club leaders and members assistance with their recreation, and thereby furnish a balanced program for 4-H Clubs.

Acknowledgment and appreciation is gratefully given to other states for the assistance received from their 4-H publications; to the Playground and Recreation Association of America for its helpful suggestions and publications; to the Children's Bureau, U. S. Department of Labor for use of material from the Handbook for Recreation Leaders; to Miss Ella Gardner, Rural Sociologist in Recreation, U. S. Department of Agriculture, Washington, D. C.; and to members of the Missouri 4-H Club Staff for their suggestions.

CONTENTS

	Page
I. Suggestions for the Leader	3
Game Formation	4
II. Classification of Games	5
1. Active Games	5
Relay Races	12
Tag Games	14
2. Quiet and Semi-Quiet Games	15
Contests	22
Individual Games of Skill	23
Trick Games	24
3. Musical Games	26
III. Other Activities	35
1. Dramatizations and Pantomimes	35
2. Charades	36
3. Stunts	37
Acrobatic Stunts	39
IV. Party Suggestions	41
Progressive Game Party	47
Valentine Party	48
St. Patrick's Party	49
Hallowe'en Party	50
Christmas Party	51
V. Reference Sources	52

Recreational Activities for 4-H Clubs

Compiled by

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Recreation may include reading, music, dramatics, games, hobbies and other activities and interests that furnish enjoyment and enrich leisure time. Actual participation in games and play gives the participants a good time together and is splendid training because it brings out shy and timid persons, develops cheerfulness, sportsmanship, loyalty, cooperation, fellowship, and leadership.

I. SUGGESTIONS FOR THE LEADER

Recreation programs are largely dependent upon the leader. The person who helps others have a good time must enjoy the games and radiate enthusiasm.

Miss Ella Gardner gives the following rules for game leadership*:

- A. Understand thoroughly what you want done and make your directions brief and clear. Demonstrate the action when possible.
- B. Stand where you can face everyone. Speak so that you can be heard, but do not shout. Expect the players to listen. If the group is large use a whistle, but use it sparingly.
- C. Go into the first game without hesitating. Choose something that is familiar, or that is easy to explain in a few words, and get the group actively interested at the very start. More difficult material may be presented after the players have gained confidence in themselves. This is especially true of older children and adults who are not familiar with games.
- D. Play a game until it is almost at its best, then change to another. It is better to stop while everyone wishes to go on than to let even a few players feel bored by too much of one thing.
- E. Play the game yourself. Do not stand by and passively watch after you have started it. Stay in it, actually playing, or watch with live interest.

Given an enthusiastic leader, the next requisite for a successful program of games is a plan. Here, again, certain basic rules make the program easier for the leader and more fun for the group.

1. Plan your program in detail. Do not try to fill even a short period without setting down the order of games on a card or slip of paper, so that you may progress quickly and without hesitation from one number to the next.
2. In making your plan consider the following points:

*Handbook for Recreation Leaders, U. S. Department of Labor, Children's Bureau, Publication 231.

- a. Have groups of active games alternate with quiet games.
 - b. Make your formations follow through, a circle game after a circle game, a line game after a line game.
 - c. Build up a climax just before refreshments; that is, play a particularly good game just before the intermission.
 - d. Finish with a game, preferably musical, that you are sure will make a hit. Stop it at its height, sing "Good Night, Ladies," and end decisively.
3. Have an abundance of material. It is better to omit some numbers than to run short."

Game programs for club meetings will be determined by the number of members in the club. Games for picnics and camps should be planned to get everyone acquainted and to break up little groups representing single clubs or communities.

Games that include large numbers of individuals and keep them busy and "into the game" all the time should be used for picnics and camps, so that all the campers can take an active part in all of the recreation. Games which are suitable for both boys and girls should be selected.

GAME FORMATION

The group should be in formation before the game is explained.

To form a circle when all are in line, close in on the last person, thus making a circle. All face center and join hands. In circle formation the usual line of direction is the reverse of that taken by the hands of a clock.

To form a double circle, members of the group get partners and march the same as in the single line. At the conclusion each person faces the center of the proposed circle, thus having one partner back of the other. The inner line joins hands, the outer line joins hands, and two circles are formed.

To form two straight lines the single file marching line is divided by having the first person go to the right, second to left, third to right, etc. with game leader as dividing point.

To form two separate circles, two straight lines should be formed. As they face leader, one line should then face right and one face left (back to back) and then close each group into a circle.

If two, three, or more groups are wanted, a single line may count, to left in twos, threes or fours. Beginning with a designated person they count audibly for twos, 1, 2,—1, 2,—etc., for threes count off, 1, 2, 3, etc., or for fours count off 1, 2, 3, 4, etc. All ones are then sent to some designated place, all twos to another place, all threes to another and all fours to another.

II. Classification of Games

The games in this circular have been arranged as active games, quiet and semi-quiet games, and musical games.

1. Active Games

*Fire in the Mountain.**—All the 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, men, run!" the players in the outside begin immediately to jog around while "It" and the players of the inside circle clap their hands. When "It" stops clapping, he and the inside players hold their hands over their heads as 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.

Rabbit, Hunter, and Gun.—This is a game of chance. Each team is in a line facing the other, with several yards between the two. Each leader steps down his line whispering the word "Rabbit" or "Hunter" or "Gun," using the same word all the way down the line. At a signal, all players take one of the following positions: If the "Gun" is named, the line points as though shooting, and says "Bang!" The "Hunters" stand with hands on hips and says "Oh!" Those named "Rabbit," squat and hold hands to ears, fingers out. The winner depends on which position was taken by the opposite side. Scoring is as follows:

Both teams in same position—no score.

Hunter opposite gun—hunter wins because he can shoot the gun.

Gun opposite rabbit—gun wins because it can kill rabbit.

Rabbit opposite hunter—rabbit wins because he can run away.

The side that scores 15 first is winner.

*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," "Face to face," "Back to back," the players taking their positions accordingly. When he calls "All change," 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. This game should not be used in a group of more than 50 players.

High Steppers.—Tie a blown-up balloon to the ankle of each of the players. The idea is to break the balloon of the others and at the

*Handbook for Recreation Leaders, U. S. Department of Labor, Children's Bureau, Publication 231.

same time preserve one's own. The last player with an unbroken balloon is the winner. Fun for the onlookers.

Cats and Dogs.—A peanut or jelly bean hunt. Two sides; one cats, the other dogs. A captain for each side. Whenever a bean is found the players either bark or meow until their captain comes and picks it up. At the end, the captain divides the spoils with his company.

Do This, Do That.—The leader stands facing the group of players. He assumes a gymnastic position, or imitates some action, saying "Do this." The players must imitate him. If he should happen to say "Do that" instead of "Do this," any player imitating his action becomes "it." The leader tries, by change of action and by the tone of his voice to catch the players.

Follow the Leader.—This game permits almost limitless variation. The group is formed into line and instructed to follow accurately the movements and course of the leader. These movements may be as follows: (a) Walk backward, sideways, on heels and toes; on all fours, hop, skip, jump. (b) Walk with a limp or stiff legged. (c) Walk with arms extended in all directions. (d) Do the cake walk, highland fling, etc.

Forty Ways of Getting There.—The players stand in a group at a distance of 10 to 30 feet from their goal and the leader numbers them. He announces that there are 40 ways of reaching the goal, and that each player must find a different way to get there, when his number is called. They may walk, crawl, walk backwards, walk as if crippled, hop on one foot, etc. No two players are allowed to use the same method of reaching the goal. The quicker the players go and the next player is called upon, the more fun it is. A player is penalized if he is not ready to start when the one just preceding has reached the goal.

Wagon Wheel (For boys).—Eight to twenty players sit, shoulder to shoulder, on the floor or ground with their feet toward the center. One person stands in the center, folds his arms, stiffens out, and lets himself fall upon the people sitting down. In defense the players sitting down use their hands and push the center person away from them. If a person fails to protect himself and pivot man falls upon him, that person has to take the center place.

Lung Capacity or Balloon Toss.—A line is stretched across the room or a space about seven feet from the floor. The two groups take their places on opposite sides of the line. At a signal a feather is blown high into the air. As it descends, each group tries to blow it across into the opponent's territory. If the feather falls on the floor it scores against the team one point in whose territory it fell. Continue until one side has

ten scores. With a large group, one, two, or three balloons may be struck with the hands instead of being blown.

Slap Jack (For boys).—The leader chooses a player to be "It." "It" then bends over and the leader places his hand over "it's" eyes. The rest of the players form a half circle about "it." The leader points to some player in the circle who slaps "it" and springs back to the half circle. The other players move about to make it harder for "it" to tell which player hit him. "It" has the privilege of springing up as soon as he is hit. He is given one guess as to which player hit him; if he is correct the player who hit him becomes "it."

The Double March.—The group is arranged in two large circles, one within the other, the boys making up the outside circle and the girls making up the inside. The leader stands inside the circle and first asks all to face him and then asks the boys to face right and the girls to face left. At the command "Forward March," or when the music is started, the boys go in one direction and the girls in the other. When the leader calls "Halt," or when the music stops, all players come to a halt and the circles face each others. Each person then talks to the one facing him for a given period. Preferably a half minute. When leader shouts "Forward, March," or when the music starts again, the march continues as before. The leader should, of course, see to it that the march halts each time so as to give each player a new partner. He may request all to shake hands and discuss a certain topic with each halt. In the club groups the name, home, community, club and club progress may be the topic of conversation.

Dodge Ball.—The larger the number of players, the more sport there is in this game. The players are divided into two equal groups. One group forms a circle and the other group stands within the circle, scattered promiscuously. The object of the game is for the circle men to hit the center men with a basket ball. The center men may jump, stoop, or resort to any means of dodging, but must not leave the ring. Any player hit on any part of his person at once joins the circle men. If two center men are hit by one throw of one ball, only the first one hit leaves the center. There is no retaliatory play by the center players; they merely dodge the ball. The ball is returned to anyone in the circle by a toss from a center man or a circle man may step out for it if it should not roll or bound within reach. The last player to remain in the center is considered the winner. The original circle group goes inside the circle for the next game.

Animated Alphabet.—(For 52 players.) Two sets of the alphabet are needed, one may be in red letters on white card board; the other in blue letters. The players stand in two lines facing each other, on op-

posite sides of the playing space. A set of letters is given each team, and they are distributed among the players. The leader stands at one end of the room and calls a word, for instance "train." Immediately the players from each team who have the letters T-R-A-I-N, run to the end of the room opposite the leader and stand in line facing the leader and hold up their cards so that they spell out the word. The side finishing first scores a point. A score-keeper stands near the leader. Prepare in advance a list of words in which the same letter does not occur twice. If there are fewer players than there are letters in the alphabet, the words must be kept within the limitation of the letters in use. The team scoring the highest number of points wins.

holidays	New York	extra	ocean
weights	zero	fashion	himself
foreign	Ireland	players	black
published	clerk	mouse	white
south	water	explain	train
team	Stanford	march	Paul Jones
polish	couples	education	peanut
united	stamp	southern	rhymes
Madison	wonderful	central	question
Texas	fisherman	country	numbers

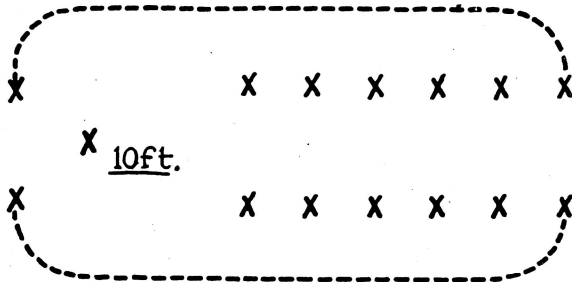
If there is only a small group, use the letters A E H M N O R S T and form the following words:

rest	north	roast	shot
man	Rome	home	thorne
those	heart	storm	share
more	shone	most	name
hasten	east	sermon	then
moth	ham	steam	near

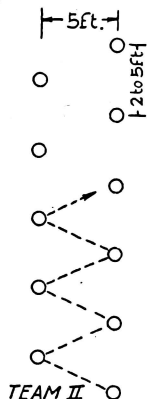
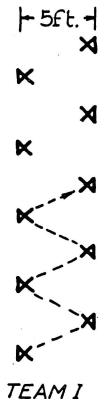
Animated Numbers.—This game is played in the same way as animated alphabet. Two sets of colored numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 are used instead of letters. This game can be played with a small group of players. The leader stands at one end of the room and calls a number as 6542. The players from each team run to the end of the room opposite the leader, stand in line and hold up their numbers to make the number called. The side finishing first scores a point. The team scoring the highest number of points wins.

Last Couple Out.—Eleven to twenty-five can play this game. An odd number of players is required for this game. One is chosen for catcher who stands with his back to the other players. The other players stand in couples in a long line behind, facing in the same direction as he does. The catcher should not be less than ten feet in front of the first couple. The catcher calls, "Last couple out." Then the last pair

in the line runs toward the front (the right-hand one on the right side of the double line and the left-hand one on the left side) and tries to join hands in front of the catcher before he tags either of them. The catcher must not chase them before they are in line with him and must not turn his head to see when or whence the runners are coming.



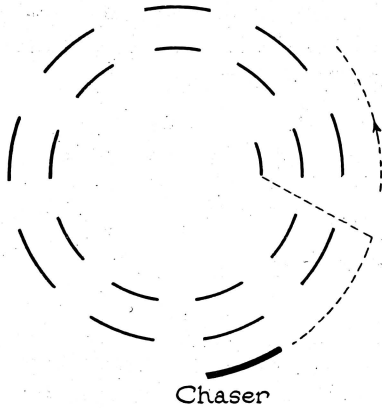
The runners should vary the method of approach, sometimes both circling far beyond on each side, or one of them doing this and the other running close to the lines. If the catcher succeeds in catching one of the players before the player can clasp hands with his partner, the player tagged becomes the catcher and the former catcher and the other player form a couple and take their places at the head of the line, which should move backward to make room for them. If neither is caught they take their places at the head of the line and the catcher calls again for the "last couple out."



Line Zig Zag.—(For 20 to 100 players.) The players are divided into two or more groups which compete against each other. Each group is divided into two ranks, the players standing side by side, with a distance of from two to five feet between the two players. The ranks of a group face each other, with a distance of five feet between them. The ranks should stand so each player is opposite a space instead of a player. The first player in one rank, of each group, has a ball. At

a given signal this is thrown to the first player in the opposite rank. This player throws it quickly to the second player of the first rank and so on in zigzag form to the end of the line, where the ball is immediately sent back again in the same way. The group which first gets its ball back to the head wins.

Three Deep.—Two loose circles are formed, one within the other with two feet or more between each set of players. Two players are left out of the circle, one of whom becomes the chaser, the other the runner.



escape being caught is to dart be-

The only way the runner can tween two sets of players and take a place in front of a set, thereby making three deep, which is not permissible. The moment this is done the rear player of the set of three must leave the circle and run around from the chaser. If the runner is tagged before he succeeds in forming a set of three deep, he then

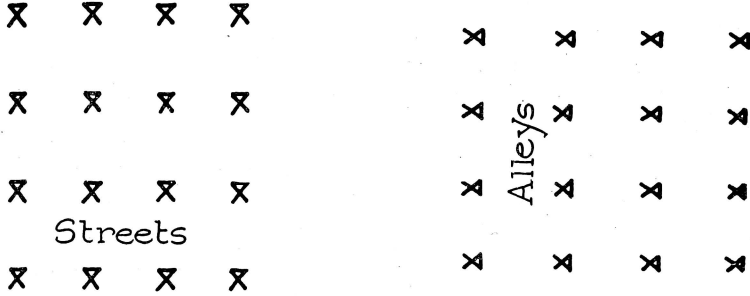
becomes the chaser and pursues the former chaser who must take refuge in front of a set, thereby forcing the rear player in this set to the position as runner.

The runner may go in either direction. The game will be more lively and entertaining if he does not go around the circle more than once. Both the runner and the chaser may cut through the circle, but may not stop within it; or it may be ruled that they must run entirely outside the circle.

Hound and Rabbit.—Groups of four, with two odd players, players join hands in groups of three and scatter about the ground to represent hollow trees. In each tree is a player to represent a rabbit. There is one extra rabbit and also another extra player who is hound. The extra rabbit, chased by the hound, may take refuge in any tree, displacing the rabbit already there. The hound then pursues the displaced rabbit, who may take refuge in another tree, and so on. Whenever a rabbit is caught, have all the rabbits change places with one of those forming the trees, so that all may have a chance to run. Let the rabbit caught and the hound each choose one to take his place.

Come Along.—Fifteen to fifty can play the game. Players form a large circle and extend left hands toward the center. An extra player runs counter-clockwise around the inside of the circle with the right arm extended. As she runs she takes one of the players by the left hand, and he in turn takes another player; the line continues to grow until the leader blows the whistle when all scramble back to their places. The last to find his place starts the next line.

Street and Alley.—All but two of the players stand in rank and file, with four or more players in each rank and in each file. These files should be far enough apart so that the boys and girls in one file can just clasp hands with those in the next file. The ranks should be as far apart as the files. There are two extra players; one a “thief,” the other a “policeman.” The players join hands across the ranks, forming “streets” while



the thief and policeman run, the policeman trying to catch the thief. At a given signal, all players face right and join hands along the file, forming passageways at right angles to the streets. These are called “alleys.” The command to change from “street” to “alley” or vice versa, may be given by blowing a whistle or by calling “street” and “alley” alternately. To make the game lively, the command to change from street to alley should be given often. The thief and policeman may run only where the passageways are open. They are not permitted to break through the joined hands or duck under them. When the policeman catches the thief, two players from the ranks are chosen to take their places and the former thief and policeman step into the vacant places in the ranks.

Train Stunt.—All join hands and form a large circle. Four or five leaders are selected to act as engines. At the word “go” each leader goes up to the members of the circle and makes the noise of a locomotive, keeping time by a vigorous shuffling of his feet. The member he faces does the same. Having done this the engine turns to go to get another passenger while the one just confronted “hitches on.” This continues until each engine has a long string of passengers, when the conductor calls “all aboard” and all trains run toward a pre-arranged station. The train that arrives first with all its passengers, wins.

Tug of War.—Played by dividing the players into two equal groups each holding half of a rope 30 or 40 feet long. The rope is divided by tying a handkerchief in the middle. All the players on both sides grip the rope strongly holding it so that the handkerchief stands at first just above a half-way point that is marked. On signal they all pull as hard as they can. The side wins which pulls and holds the handkerchief over

their side of the line. The best decision is usually the result of three pulls.

Relay Races

Bottle Relay Race.—The contestants are divided into two teams as evenly as possible. Members of each team line up behind one another back of the starting line, two sets of circles are marked out on the ground; one of each contains three bottles standing erect. At the starting signal, the first person in each team runs from his place at the starting line, moves the three bottles to the other circle (he must leave them standing) and runs back to touch the man next behind him in his team, who then has moved up to the starting line. The process continues until every member of each team has moved the bottles. (There must be the same number in each team.) The team finishing first wins. If any bottles fall over, the contestant who last stood them up must run back to stand them up before he can touch off the next player.

Chair Relay.—(For 20 or more players.) Two lines of couples (girls and boys). A folding chair for each line is laid closed upon the floor at a distance of thirty feet. At a signal the first couple in each line runs to the chair. The boy picks up the chair, opens it, seats the girl, helps her up, closes the chair, drops it and returns, tagging the next couple, who do the same. In returning the girl should go to the left of the line and the boy to the right to avoid collision.

XX	XX
XX	XX
XX	XX
XX	XX
XX	XX
(C)	(C)

Chariot Race.—(For 24 or more players.) The entire group is divided into teams with an even number of "chariots" in each. (Each chariot consists of two horses and a driver.) A mark or chair is placed, if possible, before each team, at the far end of the room from their starting line. This is used as a guide post around which each chariot swings before making its return trip to the team. At a signal "Go" the first chariot in each team runs forward to the chair, swings around it, returns to the team, touches off the second chariot in the line and falls in at the foot of the line. The game continues until all the chariots have run. The team finishing first wins.

Blackboard Relay.—With an equal number of people in each row of seats, the person in the front seat of each row is given a piece of chalk. On signal each of them runs forward, writes his own name on the front blackboard, returns to his seat, and passes the chalk to the person

sitting behind him. Each one in the row takes his turn in the race until all have written their names on the blackboard. The row which completes this process first wins the race.

Hoop Relay.—(For 20 or more players). Two lines of players face each other on opposite sides of the room. A large hoop is given to the end person of each line. Each person in turn goes through the hoop. Girls place the hoop over their heads and step out of it. Boys step into the hoop and bring it up over their heads. Care should be taken to have a clean hoop free from nails and splinters. The line finishing first wins.

Hopping Relay.—(Any number of players.) Form two or more lines with an equal number in each line. The leader of each line hops to a goal, runs back and touches the next person in line, then takes his place at the foot of his line. The line finishing first wins. This game may be played by couples holding hands and hopping or jumping to the goal.

Potato Relay Race.—Line up in parallel rows. Each group is provided with a potato and a spoon. The object is to get the potato on the spoon without touching it with the hands. Race to a goal and back. The first player hands the spoon carefully to the next in line. The first line to finish, wins. If the potato should roll off, the player is to get it back on without touching it with his hands. This may be varied by having a huge basket of potatoes at one end of the room and an empty basket at the other and by having the girls compete with the boys in carrying the potatoes to the empty basket, allowing each person one or two minutes to carry potatoes.

Necktie Race.—Guests are divided into two groups of even numbers of boys and girls, arranged in couples. The first couple in each line is provided with a ribbon or necktie. At a signal the girls of the first two couples take the neckties, tie them around the necks of their partners, take their arms and race backward with them to a certain spot at the farther end of the room, turn around and race back, backwards again, remove neckties, and give them to the second couple in their line, who do the same, giving the ties to the third couple, and so on. The line finishing first, wins.

*Necktie Relay.**—The players stand in single file with the same number of players in each line. The first player in each of the lines is given a necktie or a large cotton handkerchief. When the whistle is blown, he turns and ties the necktie or handkerchief around the neck of the player behind. As soon as the bow is tied, the second player unties it, turns, and ties it on the third player. The line that first passes the

*Handbook for Recreation Leaders, U. S. Department of Labor, Children's Bureau, Publication 231.

necktie or handkerchief down to the last player in this manner wins the game. A coat may be put on, buttoned, unbuttoned, and passed on in the same way.

Over Head Relay.—The players are divided into two or more lines with equal numbers in each line and all facing one end of the hall. Start the ball from the front and pass it as quickly as possible over the head to the rear. As soon as the rear player receives it, he runs forward and starts it over again. The rule of this race is that everyone must touch the ball. When number one is at the front again, the race is over. The side finishing first wins.

Variation.—At the command “go” pass the ball back between the legs, or all odd numbers over the head and all even numbers between legs.

Paper Bag Relay.—Players form in two or more lines facing each other. Each is given a five-pound paper bag. The leader in each line blows his bag up and breaks it. This is the signal for the next player in line to open his bag, blow it up and burst it. This continues until all the players in turn have burst their bags. The line wins whose bags are broken first. A little variation of the game, particularly popular with men’s clubs, is for the players to stand one behind the other, each player breaking his bag on the back of the person in front of him.

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 player. 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.

Suitcase Relay.—Two groups of three or four couples each. Each couple has a suitcase and an umbrella, in the suitcase are hats, coats, gloves and any other clothing desired; the contents must, however, be uniform. At a given signal the first couple in each group runs half-way to the goal, opens the suitcase, puts on the clothes, closes the suitcase, opens the umbrella, carries the suitcase to the goal and back to the halfway point where the clothes are removed, and placed in the suitcase. The couple returns to the starting point with the suitcase for the next couple. This may be played with boys only. The boys wearing skirts and carrying umbrellas.

Tag Games

Japanese Tag.—Whenever a player is touched or tagged he must place his left hand on the spot touched, whether it be his back, knee,

elbow, ankle, or any other part of the body, and in that position must chase the other players. He is relieved of this position only when he succeeds in tagging someone else.

Nose and Toes Tag.—Players are safe from being tagged when the nose is held with the left hand, and, at the same time, the toes of the left foot are held with the right hand. This is an amusing game and especially good to “break in” a group.

Spoke Tag.—The players are arranged like the spokes of a wheel, all facing toward the center. The number of players in each spoke and the number of spokes will, of course, vary with the size of the group.



The player who has been chosen to be “it” runs around the circle and tags the end player of one of the spokes. That person passes the tag on to the next player in front of him, who proceeds to pass it on to the next player in front of him who proceeds to pass it on to the next in line and so on until the hit is passed to the player on the inside of the

spoke, who yells “Hub.” Upon hearing the yell, all players in the spoke run to the right, around the outside of the circle, and back to their spoke. However, as the person who was “it,” starts to run with the others as soon as “Hub” is called (he may not start before) and tries also to get a position, there will be one player left out. This last player becomes “it” for the next game.

2. Quiet and Semi-Quiet Games

Bird, Beast, Fish.—One player stands in the center and points at one of the players saying quickly “Bird, Beast, Fish—Bird” (Counting 10). The second player must name a bird before the leader has counted 10 or change places with him. The leader will sometimes call for some other group, as, “Bird, Beast, Fish—Beast” (Counting 10).

Red, White, Yellow.—Another of Bird, Beast, Fish. The players must name something that is of the color called.

Buzz.—This game may be played by 5 to 30 people. One person begins to count by saying “one,” the player at his left says “two,” and so on until the number “seven” is reached, whereupon the word “buzz” is substituted. The next player says “eight,” and so around until a multiple of seven is reached, such as 14, 21, etc., when the word “buzz”

is substituted for the right number. "Buzz" is also used instead of any number that contains the number 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 sit silent. The counting is then begun again at one 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, but as mistakes are frequently made, this is a difficult feat. If the counting is carried on quickly, the game will be found to be a lively one.

Crambo.—The player says, "I am thinking of something (in or out of this room) that rhymes with 'Care'." The others ask, "Is it chair," "It is hair," etc. The one who guesses correctly has the next turn choosing any word he wishes in place of "care."

Crazy Quilt Story.—Cut an exciting short story into paragraphs, mix them up and pass them out to the players who are sitting in a circle. Someone is asked to begin the story by reading his paragraph aloud. When he finishes, his right hand neighbor takes it up reading his paragraph, then his right hand neighbor takes it up, in turn reads his, and so on around the circle. A wildly exciting story is the result.

This may be played using only the adjectives in the story. A list is made of all the adjectives and each is written on a separate slip of paper. They are mixed up and given out to the group. The leader begins reading the story, omitting the adjectives for which she asks one in the group in turn. Players furnish the adjectives from the pack dealt out to them.

Geography.—The players, who are seated in a circle, may use any geographical term; river, country, state, city, body of water, island, etc. No term shall be used twice. The leader starts the contest by naming something geographical. The individual at the right of the leader has 15 seconds to think of something geographical beginning with the last letter of the previous person's word. If the first player says Greece, the second must use *E* for the initial letter of his word, he may give Egypt then follow Turkey, Yucatan and so on.

The leader does the counting and if a player fails to meet the requirement he shall be eliminated from the game and the same letter given to the next player. Persons giving hints to any other player shall be eliminated. The player who survives wins the game.

Spelling Match.—The players are seated in a circle and the leader is prepared with a list of words containing the letters *a* and *t*. The leader designates a player and calls a word from his list. The player

spells the word but instead of saying the letter *a* he raises his right hand to the height of his ear and brings it back to his side. In place of saying the letter *t* he uses his left hand in the same manner. For example in the word "cattle" C (r) (l) (l) le.

Suggested words: Atlanta, tattle, chatter, Atlantic, sweater, attention, quaint, battle, rattle, batter, attitude, team, attempt, attentive, chapter, Arctic, ticket, Antarctic, chariot, table, Saturday.

Note.—Any letter desired may be used. Variation; instead of saying *i* he points to his eye, and instead of saying *s* he touches his left ear.

Tea Kettle.—Send one person from room. Group decides upon a word. Each person in the room uses the word in a sentence, but in place of using the word which was chosen he uses the word "Tea Kettle." The person sent out of the room returns and each person gives a sentence. She must guess what the word is which they are "tea kettling." When the word has been guessed, the person who used it must go out of the room and act as it. Example: if the word "sew" had been chosen, "I *tea kettled* and *tea kettled* all day long; but I love to *tea kettle*, so *tea kettling* does not make me tired."

The King with a Terrible Temper.—Divide the group into five units as indicated. Each group responds with the appropriate response when its key is given in the reading of the story.

Key:

<i>Character</i>	<i>Response</i>
1. The King	Gr-r-r-r
2. Fat Daughter	Ka-plunk
3. Thin Daughter	Whistle
4. Beautiful Daughter	A-a-a-a-a-ah
5. Handsome Prince	A-ha
Gallopng Horse	All making galloping noise with feet

There was once a king with a terrible temper (Gr-r-r). He had three daughters. The eldest was very fat (Ka-plunk); the second was exceedingly thin (Whistle); but the youngest was very beautiful (A-a-ah).

Now in a nearby country there lived a handsome prince (A-ha!). One day he came to the palace of the king with a terrible temper (Gr-r-r). "I have come," said he, "to seek a wife among your daughters" (Ka-plunk, Whistle, A-a-a-ah). First he was presented to the eldest and well, the heaviest daughter (Ka-plunk). "She would eat too much," said the handsome prince (A-ha!). Then appeared the daughter who was very thin (Whistle). She did not please him either, and he

said, "But I heard that you had a young and beautiful daughter!" (A-a-ah). This displeased the king with a terrible temper (Gr-r-r). Said he, "You can't rob my nursery for a bride!" "Well," came the reply, "I cannot love your oldest daughter (Ka-plunk) and I don't like your thin daughter (Whistle)."

Just then on the stairway appeared the youngest and most beautiful daughter (A-a-ah!). Rapture filled the heart of the handsome prince (A-ha!), and he cried, "I will take your youngest daughter!" His words greatly angered the king with a terrible temper (Gr-r-r). "Call out the guards," he thundered, "and turn out this upstart of a prince!" (A-ha!). But the suitor immediately seized in his arms the willing princess (A-a-ah). With her he rushed out. When the royal court reached the door, all they could see was a cloud of dust raised by the hoofs of the galloping horse. (Galloping sounds which gradually die away.)

So ends the romantic tale of the king with a terrible temper (Gr-r-r), his fat daughter (Ka-plunk), his thin daughter (Whistle), the youngest and most beautiful daughter (A-a-ah) and the handsome prince (A-ha!), with the galloping horse (sounds with feet).

Alibi.—Ask the audience some questions like this: "Why can't you attend every meeting?" Give each person three minutes in which to hatch up an excuse which must end with words beginning with his initials. Also the sentence must begin with "Because I had to" When the time is up, call on each person in turn for his excuse. For instance, Mrs. M. F. Smith might reply, "Because I have to massage father's scalp." While John C. Herman might say, "Because I have to judge Charley's hogs."

Traveler's Alphabet.—No. 1: "I am going on a journey to Athens." No. 2: "What will you do there?" No. 1: "Act amiable all the afternoon." Each takes a letter of the alphabet and all nouns, verbs, adjectives and adverbs must begin with this letter. No. 2 then tells No. 3 that she is going on a journey to Bombay. No. 3: "What will you do there?" No. 2: "Buy bananas in big bunches." And so on.

Spin the Platter; Variation.—Each member may be named for one or more articles needed by a club member going to the State Round-Up. The spinner says "My Club girl (or boy) is going to the Round-Up and needs her" spinning the tin plate and counting ten out loud. The one called must catch the plate before it falls, or take the spinner's place.

Bird Catcher or Poultry Show.—Each person is given the name of a bird or fowl. When the story teller says the name of player's bird the

player must imitate its cry or call. If the "owl" is mentioned all put hands behind chair and remain silent until the next bird is called. If story teller says "all the birds" or "poultry show" in the story all must mimic their kind at once. Failure in any case means changing places with story teller. This may be varied by making it an "animal show."

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

Postmaster General.—The leader gives each one the name of a town in Missouri. The Postmaster General calls, "A letter has been sent from to" The two players whose towns have been named change seats. The Postmaster General tries to get a chair. If he succeeds, the one left out becomes Postmaster General.

The Gardener.—All players are given the names of flowers. Story teller relates going to woods, finding, gathering, transplanting, etc. When the flower is named the player must rise, turn around, and sit down again. When "bouquet" is mentioned, all change seats and story teller tries to get a seat.

How Do You Like Your Neighbors? Players sit in a circle around the room. One is "It" in the center. "It" points to someone in the circle and asks: "How do you like your neighbors?"

"Not at all."

"Whom would you like?"

"Helen Thorn and John King."

The players on each side of the player addressed must quickly change places with the players named, while "it" tries to get one of the seats. (The player of whom the question was asked does not move.) The player left without a chair becomes "it." If a player likes his neighbors everyone moves.

Orchestra.—One player is the leader. He explains that they are the members of his orchestra and he assigns to the different sections of the group the instruments which they are to play, demonstrating how this is to be done and having each practice a bit. Good instruments to choose are the piano, violin, slide trombone, accordion, drum, fife,

and clarinet. He leads the orchestra by placing his thumbs to his ears and wagging his hands and fingers back and forth. While he is doing this all the instruments play. Then he changes and frantically plays the violin. All the violinists must waggle their fingers at their ears, until he changes again, when they go back to playing their instruments. The leader changes quickly from playing one instrument to another until he catches someone who is continuing to play the instrument when he should be wagging his fingers at his ears. That person is then "it" and must become leader, the leader taking the player's place in the group. If the leader changes quickly from one group to another, close observation and much change of movement is required and much merriment ensues. A wise leader will catch players who are good sports to take his place at first until all get used to the game.

Birds Fly.—The group may stand and be ready to flap their arms. The leader says "Robins fly," and raises his arms up and down in a flying motion. The group does the same. This is repeated, using the name of anything that flies. If the leader names something that does not fly, as, for example, "Elephants fly," or "puppies fly," no one should fly. The leader "flies" whether right or not. Anyone who makes a mistake turns his face to the wall.

Neighbors.—Formation; single circle with one person in the center who has the privilege of pointing unexpectedly to anyone in the circle and asking her "Who's your neighbor on your right?" (or left, or both). If she cannot answer before the one in the center counts ten, she must change places with this inquisitor and remain there until she catches some one who does not know the names of her neighbors. When all have learned the names of their neighbors, the inquisitor calls out "Change your neighbors," which means that everyone must find a new set of neighbors.

Shouting Proverbs.—Two teams. One team withdraws, decides on a familiar proverb, assigns each player of the team one word of it. Re-enters the room, at signal all shout the word assigned. Other side guesses what the proverb is. If they guess, they choose a proverb. If unable to guess, first team scores one and chooses another. The word may be sung instead of shouted.

Smiles.—The players line up in twos, face partners.—and then each marches backward six steps. The leaders draw for first chance. Name the sides Blues and the Reds or the Blacks and the Whites. If the Blues have the first choice on "go," they must make the Reds laugh. All whom they succeed in making laugh must come to their side. Turns last only a half minute or a minute. Then the Reds have a chance.

Three turns by each side finish the game. The side gaining the most recruits wins.

Mimetic Acting.—This furnishes the most hilarious type of impromptu entertainment which calls for imagination and memory of observation. To start with, the campers are all seated about in a circle. The leader then describes a certain character which any of the campers may interpret. For instance: "It is a hot, sultry day. A fisherman, on his way to the lake is wiping the sweat off his brow with a large bandana handkerchief. He arrives at the dock, stumbles over a rope and his tackle flies in all directions, a hook gets caught in some clothing and causes him considerable annoyance. Finally everything is in shipshape and he is off in his boat. After rowing a while, he casts anchor, adjusts his tackle and casts until a "big one" is landed with great difficulty." With this description, or any other, a camper steps forth and attempts to dramatize without paraphernalia or words, the character described to the great amusement of the audience.

Grin.—Players are seated in a circle, and are asked to be as solemn as possible. The leader explains that no one is to be allowed to smile or grin, except as he receives a grin from some other player. The leader is the first grinner, and grinning as hard as she can, she suddenly wipes off her grin with her fingers and throws it across the circle, calling "Grin John!" Whereupon John is privileged to grin or even laugh out loud, while the leader, as soon as she has thrown her grin away, must immediately assume the most solemn expression, and keep that expression until someone throws her a grin. In the meantime, John takes his grin in his fingers and throws it across the room, calling, "Grin, Mary!" and Mary grins as broadly as Mary can grin, while John becomes as solemn as an owl.

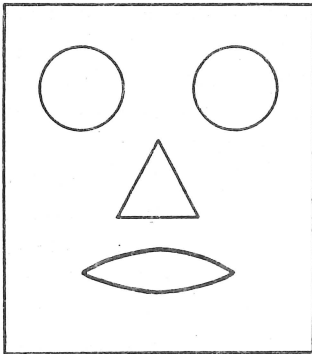
No one is supposed to even smile unless he is given a smile. The violaters of the law expect to have to pay a forfeit, but it is the kill-joys who have not once smiled out of turn who are punished.

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

Up, Jenkins.—The players line up in two equal groups on opposite sides of a bare table, and appoint a captain for each group. One side takes a coin and passes it back and forth with their hands all hidden

beneath the table. When the captain of the opposing side, across the table, commands "Up Jenkins" all hands, at one time, slap the table noisily with fingers extended and the coin ringing on the boards somewhere. Then the captain of the opposite group of players, after consulting with his men, orders up his opponent's hands, one at a time. If he succeeds in selecting empty hands, leaving the coin under the last hand left pressing upon the table, then his side takes up the coin and its former custodians try to win it back, in similar fashion. Should the captain, however, order up the hand that covers the coin the side holding it scores to the amount of one point for each hand still on the table, and retains the coin for the next game. The winning score may be set at twenty-five, or any desired number of points.

Bean Bag Board.—(For 5 to 30 players). A board about 2 feet wide by 3 feet long is necessary for this game. Four holes to represent the eyes, nose, and mouth of a face should be cut in the board, two circles for the eyes 5 inches in diameter, an 8 inch triangle for the nose, and a 10 by 4 inch ellipse for the mouth. The boards should be placed



against the wall or fence, or supported by a hinged prop. The players stand at a line from 10 to 15 feet from the board. Each player has five bean bags, or five may be used for the entire group, the bags being recovered for each thrower in turn. A bag thrown into the mouth counts 5; into the nose 10; in either eye 20. The player wins who first scores 100, or the player having the highest score after all the players

have had four turns to throw the bean bags may be considered the winner. Where there are a large number of players it is desirable to have more than one board, so that the players may be divided into several groups and the game goes more rapidly.

CONTESTS

Flapper Race.—Each leader selects six boys or girls from his side. Each side lines up at one end of the room and the first person in each line is given a big pair of galoshes—the bigger the better. At a given signal the first persons put on the galoshes but do not button them up, walk to a given point at the far end of the room, return and give the galoshes to the next in line. The side to finish first wins.

Mixed Shoe Race.—Five or more contestants are best for this game. They remove shoes and these are thoroughly mixed and put in a pile some distance from the starting line. On signal, all race to pile, find and put on own shoes and when finished return to goal for inspection. Judges award for speed and accuracy.

Newspaper Race or Pat's Galoshes.—Each contestant is given two newspapers or two shoe boxes one for each foot. He places one newspaper in front of him and steps on it with his right foot. He then places the other one in front of this for his left foot, and so on, being allowed to step only on the newspapers or inside the shoe boxes as he works each forward in turn. The contestants race to a given mark and back. The first one back wins. Pat's galoshes or the shoe box race may be used to transfer all players across the room one at a time. The boxes can be tossed back to the next players.

Obstacle Race.—The course is not longer than 50 yards, and a line of obstacles is set for each one of the teams, two boys in each team. Runnr Number 1 starts the race. They are to: 1. Go through a barrel. 2. Sing up the scale. 3. Turn two somersaults. 4. Take off their shoes and put them on again. 5. Climb a designated tree. Then hurry back to touch number 2 of their team, who must go through the same performance.

Sack Race.—With a gunny sack drawn over the feet and held in place by the contestant any number of people may run for a goal. This race may be run backwards.

Three Legged Race.—Two boys enter this as one. They stand side by side and have their legs inside bound fast together. They then race on three legs.

Nail Driving Contest.—Hammer, nails, and boards are provided for a girl's contest. The girls try to see who can drive the largest number of nails in a given time.

Needle Threading Contest.—For boys and men or for teams of girls and boys, girls to hold the needle, boys to do the threading.

Whistling Contest.—Each group may select a number of whistlers to compete with the same number from the other side.

Knot Tying and Knot Untying.—May be used as a contest.

INDIVIDUAL GAMES OF SKILL

Wooden Soldier.—Players lie down on their backs then rise to standing without using hands or elbows.

Chinese Get-Up.—Two persons sit on the floor back to back with arms locked, and retaining such relative position, then try to stand upright.

Co-ordination.—A clockwise circle is made with the right foot on the floor and at the same time, describe a figure 6 in the air with the right hand. Try it on the group when there is need of diversion.

Hand Muddle.—The nose is grasped with the right hand and the right ear with the left hand. Quickly reverse, taking hold of left ear with right hand and nose with left hand. Always have the arm extending to ear on the outside.

Dot and Carry Two.—This is a spectacular feat of strength for three performers. A, B, and C. They stand in line, side by side; A standing in the center with B on his right and C on the left. He stoops down and passes his right hand behind the left thigh of B and clasps B's right hand. He then passes his left hand behind C's right thigh and takes hold of C's left hand. B and C each put one arm around A's neck and A, by raising himself gradually to a standing position, will find that he is able to lift the other two from the ground.

Trick Games

Magic Writing.—Two must know this game. The vowels in this game are always recorded by taps on the floor, that is, (a) 1 tap, (e) 2 taps, (i) 3 taps, (o) 4 taps, (u) 5 taps. The first letter of the first word in every remark is the spelling of a word No. 1 goes out. The group, for instance, selects the word "cat" for him to guess. No. 2 with the cane and with much show of dignity begins to "write" on the floor in queer figures. "Can you read this" he says, one tap followed by "Tell me what it is." Of course, no one knows at once that the word is cat. Many guess all but the vowels and when they go out and try to "read" the writing they fail until this trick is discovered.

Over Whose Head.—Two must know this game. One leaves the room, but notices first toward whom the end of the cane is pointing as it rests on the floor in the hands of No. 2. No. 2 then proceeds to hold cane over the heads of different members saying "over." No. 1 outside repeats each time "over." When No. 2 says "over whose head," No. 1 can answer correctly. A variation of this is to have it understood between the two leaders that the last member of the group to speak as No. 1 leaves the room is the one for whom No. 2 will call "over whose head."

Sit in Circle.—Leader takes a cane or umbrella in both hands and says "He can do little who can't do this, this, this," tapping floor on last three words. Pass stick to neighbor with left hand. This last act is the trick because most all in the circle will pass to their neighbor with the right hand.

The Moon is Round.—This is a quiet game and can be played in small or large groups. The players who are seated in a circle, are asked to do and say the same as the leader. The leader taking the left hand, circles the outside of his face, saying, "The moon is round, has two eyes, a nose and a mouth," touching each of the facial features as mentioned. The catch of the game is the use of the left hand. Each time around the circle the leader adds some feature, such as the ears, eye lashes, hair, etc.

The same game may be played with the catch of "ahem," or the clearing of the throat before starting to make the face on the floor with a stick.

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

Two Hats.—Leader gives one hat to another member. This player must make every action contrary to the action of the one who gave him the hat. If the leader sits down, No. 2 stands up. Time limit for each, 3 minutes.

*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. Let us say the group selects "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.

Gifts to Garibaldi.—Each player in turn tells what gift he or she will make for Garibaldi. Some are accepted and some refused. Why? He accepts no gift that has letter 'e' in it. He accepts boots, but not shoes. He will not take wine, whiskey or beer, but he will take brandy.

I Sailed My Ship.—Players sit in a circle. One player starts the game by throwing a knotted handkerchief to some other player and

*Handbook for Recreation Leaders, U. S. Department of Labor, Children's Bureau, Publication 231.

says, "I sailed my ship loaded with beans," or anything which he chooses so long as the object starts with the same letter as his last name. In the example given the player's name was presumably Brown or some other name which started with B. If the last name of the player has been Smith, he might have sailed the ship loaded with smiles. The player who receives the handkerchief repeats the stunt. Presumably only one or two players are familiar to the game; the other players must find out the correct way of sailing the ship. Some will soon catch on.

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

3. Musical Games

For He's a Jolly Good Fellow.—(Music from Twice 55 Games with Music—The Red Book.)

The players stand in two lines about 6 feet apart, men in one line, girls in the other, partners facing each other.

1. For he's a jolly good fellow,
2. For he's a jolly good fellow,
3. For he's a jolly good fellow,
4. Which nobody can deny!

Repeat 1, 2, 3, 4,

5. Which nobody can deny,
6. Which nobody can deny.

Repeat 1, 2, 3, 4,

A. During 1 and 2, clasp hands along the lines and walk toward each other three steps. On count four, have feet together. Three steps back to place, and feet together.

B. During 3 and 4, the line on leader's left drops hands. The line on the *right* raises hands to allow the *left* line to pass under. Both lines walk forward on five counts and pass, each player keeping to the right of his partner in the opposite line. On counts six, seven, eight, turn and face other line. (This reverses the position of the lines.)

C. Repeat A and B, but this time the new right line forms bridges, the left line passes under, and both turn to face partners, 1, 2, 3, 4, as the music is repeated for this figure.

D. During 5 and 6, cross right foot over left and tap three times with toe. At the same time lean *left* and clap three times. Pause one beat and repeat *right*.

E. Take partners' hand and turn around while lines 1, 2, 3, 4, are repeated. On line 4 the players go back to place ready to start again.

Four in a Boat



1. Four in a boat and the tide rolls high
Four in a boat and the tide rolls high
Four in a boat and the tide rolls high
Waiting for a pretty one to come by and by.
2. Choose your partner, stay all day
Choose your partner, stay all day
Choose your partner, stay all day
We don't care what the old folks say.
3. Eight in the boat and it won't go round
Eight in the boat and it won't go round
Eight in the boat and it won't go round
Swing that pretty one you just found.

Four boys make a small circle inside the big circle of players. During the first verse, they move around in the opposite direction from the big circle. During the second verse, each boy chooses a girl and the four couples make a circle, moving around until the last verse when the boys swing the girls and then leave them in the circle to start the game.

Ach Ja



When the mother and the father
 Take the children to the fair,
 Ach Ja! Ach Ja!
 They have little money
 But it's little that they care
 Ach Ja! Ach Ja!

Chorus: Tra la la la, tra la la
 Tra la la la la la la
 Tra la la tra la la
 Tra la la la la la la
 Ach Ja! Ach Ja!

Partners join hands, walk 7 steps forward, face each other and on the first "Ach Ja!" bow to each other, then turn their backs and bow again. Repeat this.

During the chorus, partners join hands, slide four steps in the direction in which they have been walking, four slides back, bow to partners then each steps to his own right to a new partner.

Repeat from the beginning.

Sourwood Mountain

Chicken crowing on Sourwood Mountain,
 Hey dey ding dang, diddle, dally, day.
 So many pretty girls I can't count them,
 Hey dey ding dang, diddle, dally day.
 My true love she lives in Letcher,
 Hey dey ding dang, diddle, dally day.
 She won't come—I won't fetcher.
 Hey dey ding dang, diddle, dally day.

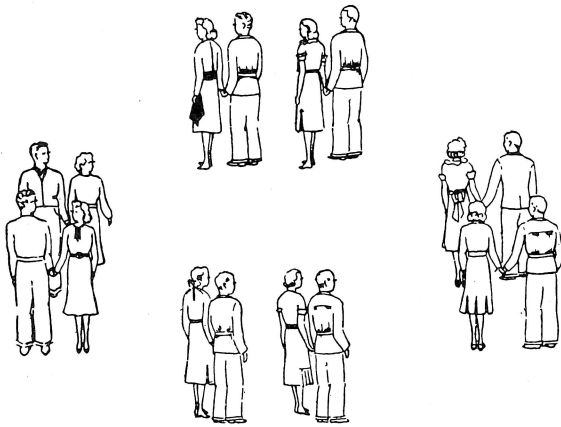
My true love's a blue eyed daisy,
 Hey dey ding, etc.

If I don't get her, I'll go crazy,
 Hey dey ding, etc.

Big dog'll bark and the little one will bite you,
 Hey dey ding, etc.

Big girl will court and the little one'll slight you,
 Hey dey ding, etc.

My true love lives up the river,
 A few more jumps and I'll be with her.
 My true love lives up the hollow,
 She won't come and I won't follow.



"Sourwood Mountain"

The players stand in a circle of couples. They are counted off in sets of four, but all face the same direction.

- 1 and 2 "Walk with your partner"—couples walk about the circle, with inside hands joined—16 counts.
- 3 "Right hand wheel"—the two couples that form a set make a right-hand wheel by joining right hands across the set, the man with the lady in back, the lady with the man in back—8 counts.
- 4 "Left hand wheel"—turn and join left hands across the set—8 counts. Repeat indefinitely from the beginning.

"Virginia Reel."—(Music:—"Turkey in the Straw," "Pop Goes the Weasel", "She'll be Comin' Round the Mountain When She Comes," or "Whistling Rufus," or music found in Twice 55 Games with Music—The Red Book).



"Virginia Reel"

Couples stand in two single lines, partners facing each other, girls in one line and boys in the other, preferably with not more than six couples in a set. During the music the following movements are performed by the first girl and last boy, and repeated by the first boy and last girl:

Dance:

1. Up and bow.
2. Right-hand swing.
3. Left-hand swing.
4. Both hands swing.
5. Do si do—right. (Pass around each other, right shoulders touching and return to place walking backwards.)
6. Do si do—left. (Pass around each other, left shoulders touching and return to place walking backwards.)
7. Right-arm swing. (Hook right arms, swing once around and back to places.)
8. Left-arm swing. (Hook left arms, swing once around and back to places.)
9. First couple reel. (Girl in first couple turns partner, with right hands joined, then turns each successive boy with left hands joined down the line, her partner turning each successive girl, and first couple alternately turning each other.)

When they have turned last couple in the line, they skip up the center to original places.

10. Lead your lines away. (First girl turns right, first boy turns left, all others follow to where the foot of the set is located, meet partners. First couple, only, makes arch and other couples march under to their places. The next couple becomes first and dance is repeated until all have acted as first couple.

In case it is necessary or desirable to have a larger number in the reel, the figures may be danced by partners, all couples moving at the same time.

Yankee Doodle.*—While the song is being sung or whistled the partners walk around, the girls being in the outside circle.

Father and I went down to camp,
 Along with Captain Goodwin,
 And there we saw the men and boys,
 As thick as hasty pudding.

Chorus

Yankee Doodle, keep it up,
 Yankee Doodle, dandy;
 Mind the music and the step,
 And with the girls be handy.

During "Yankee Doodle, keep it up" the partners join hands and slide four steps in the direction they have been marching. They slide back during "Yankee Doodle, dandy." Next each couple swings around with six steps during "Mind the music and the step!" Then each boy moves to the girl on his left and bows during "With the girls be handy." The game is repeated with these new partners.

I See You (From "Twice 55 Games with Music")

I see you, I see you
 Tra la la la la la la la la
 I see you and you see me,
 Then I take you and you take me
 I see you and you see me,
 Then I take you and you take me

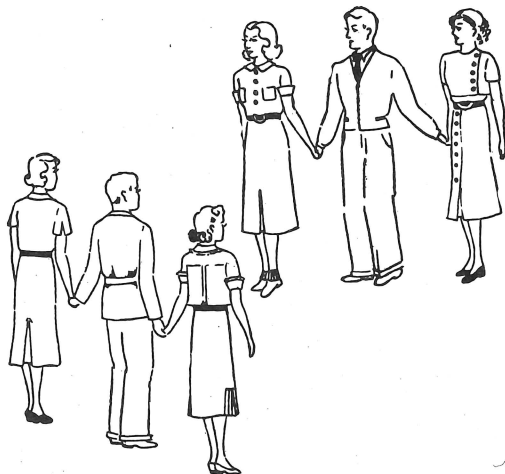
Players in two divisions ten feet apart, facing center. Each division divided into couples, one of each couple standing behind the other. Those in front have hands on hips; those in back hands on shoulders of ones in front. (1) Those in rear bend heads alternately to right and

*Handbook for Recreation Leaders, U. S. Department of Labor, Children's Bureau, Publication 231.

left playing "peek-a-boo" with those in rear in opposite lines. This is done twice slowly and four times quickly, then repeated. (2) All clap hands; those in rear run forward, join hands with those coming from opposite line, skip vigorously in place. (3) All clap, run to partner and turn with running step, finishing with two divisions again formed, partners having changed places, so that those who were behind are now in front.

Come Let Us Be Joyful (From "Twice 55 Games with Music")

1 (9)	5
Come, let us to joyful!	Oh, don't you worry and don't you fret,
2 (10)	6
While life is bright and gay;	There's lots of life in the old world yet;
3 (11)	7
Come gather its rosebuds	We'll take the rose, the thorn forget
4 (12)	8
Ere they fade away.	And go our way rejoicing.



"Come Let Us Be Joyful"

Group of lines of threes, forming a triple circle around the room. In each line a man in center, hands joined with girl on each side. Every other line faces opposite line of direction so that two lines are facing and about six short steps apart.

1. Lines advance 3 steps, men bow, girls make bob curtsy.
2. Return 3 steps.
- 3 & 4. Repeat 1 and 2.
- 5 & 6. Man swings girl on right by the right hand, turning her in a large circle with 8 skipping steps.

- 7 & 8. He repeats this with the girl on the left swinging her by her left hand.
- 9 & 10. Advance and retire as at first.
- 11 & 12. As they advance, each three releases hands and passes to the right of the opposite dancer through opposite three to meet new line. Repeat from beginning.

The Farmer Game—(Music: *The Farmer in the Dell*)

The music is sung one or more times for each part of the action, according to the number of players and available space. Players are chosen to represent the *Farmer*, *Wind*, *Rain*, and the *Sun*.

As all sing, the following pantomime is enacted:

- | | |
|---------------------------------------|--------------------------------------------------------------------------------|
| 1. The farmer sows his seeds, etc. | <i>Seeds</i> squat down on the ground.
<i>Wind</i> skips about waving arms. |
| 2. The wind begins to blow, etc. | <i>Rain</i> skips about, fingers hanging down to indicate raindrops. |
| 3. The rain begins to fall, etc. | <i>Sun</i> skips slowly, arms up, palms forward. |
| 4. The sun begins to shine, etc. | <i>Seeds</i> slowly rise, becoming grain. |
| 5. The seeds begin to grow, etc. | Action as with scythe; <i>Grain</i> falls to ground. |
| 6. The farmer cuts the grain, etc. | He touches three at a time, who stand back to back. |
| 7. The farmer binds his sheaves, etc. | All skip around sheaves, hands joined. |
| 8. And now the harvest's in, etc. | |

Coming Through The Rye.—Partners join hands and sing: "If a body meet a body" three walking steps and point free foot on the fourth count.

Coming through the rye (Repeat same step)

If a body greet a body (repeat same step.)

Need a body cry (repeat step)

Every lassie has her laddie, (Join both hands, slide four times in line of direction)

None they say have I (three walking steps and point)

Yet all the lads they smile on me (three walking steps and point)

When coming through the rye. (Players step backward on inside foot and draw free front foot to instep of first foot (Spanish step).)

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

Jump, jump, and jump, Jim Crow!

Take a little twirl and then away we go;

Slide, slide and point your toe,

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

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

Looby Loo ("Twice 55 Games with Music")

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

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

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

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

As I was walking down the street, down the street, down the street,

As I was walking down the street, Heigh-o, heigh-o, heigh-o
A pretty girl I chanc'd to meet, chanc'd to meet, chanc'd to meet,

A pretty girl I chanc'd to meet, Heigh-o, heigh-o, heigh-o
Rig-a-jig-jig, and away we go, away we go, away we go;

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

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

Shoemakers' Game (Victrola record).—Players choose partners and stand face to face. Each girl bends arms at elbow and clenches the fists in front of the body. In time to music revolve first (4 measures). Pull elbows back twice (2 measures) rap fists together 3 times (2 measures.) Repeat, all clapping on last three measures. Take partner's hands and swinging arms, take four side steps right and four side steps back (8 measures). This may be changed into a number of variations. For instance, on last 8 measures all might form a circle and slide 8 steps left.

The Smoke Went Up the Chimney ("Twice 55 Games with Music")

Oh, we pushed the damper in and we pulled the damper out,
And the smoke went up the chimney just the same.
Just the same, just the same,
And the smoke went up the chimney just the same.

Sing very sedately with appropriate gestures, as follows: (1) A motion of pushing the damper in. (2) Pulling out the damper. (3) Imitate with fingers the curling of the smoke. (4) Despairing shake of head. Repeat.

III. Other Activities

1. DRAMATIZATIONS AND PANTOMIMES

Stories or poems may be told or read by one person and dramatized by others with significant gesticulation and facial expression.

The following stories and poems may be cut and the picture parts read and dramatized:

Animal Stories	Maud Muller	Pirate Stories, as Robin
Bible Stories	Miles Standish	Hood
Blue Beard	Mother Goose Rhymes	Pollyanna
Cinderella	Mrs. Wiggs of the Cab-	Red Riding Hood
Hans and Gretel	bage Patch	Riley's "An Old Sweet-
Hiawatha		heart of Mine"
Huckleberry Finn		Three Bears

History stories or scenes

Boston Tea Party

Landing of Pilgrims

Indians Interpretation of White Man's Coming

Washington Crossing the Delaware

Songs that May Be Used for Pantomimes

Folk Songs

She Was a Maid of Japan

School Days

When You and I Were Young Maggie

School Days.—The man and woman who takes the parts of Joe and Nellie should be well known people of the neighborhood. They sit in rockers one on each side of the center of the stage. Joe sings first verse. When he sings the words, "Look in and see—" the curtain behind them parts to show a boy and girl seated in two seats in a school room. The boy joins Joe on the chorus. The girl and Nellie sing, "I love you, Joe."

The curtain closes again and Joe sings all the second verse. The curtain opens and they all sing the chorus again.

Shadow Pantomime.—The necessary "properties" are a full-sized white sheet, a lamp or electric light, and a tin or silver-glass reflector. A story or a narrative poem is read, the actors standing behind the sheet and making exaggerated appropriate gestures. Newspapers, cardboards, cotton, and raveled rope or yarn will produce all needed properties from hair and beard to waves of the sea, or sun, moon and stars. A fine wire just back of the curtain will permit the sun or moon to be suspended but the wire will be invisible. A little practice in keeping the shadow outlines clear and distinct will make it possible to produce very funny pictures.

2. CHARADES

Two persons choose sides. Each side works up a "stunt" illustrating a word. For instance, a handkerchief tied below the knee is guessed to be bologna, while a woman standing on a board may represent overboard. Usually the leader announces the number of syllables the word has and the kind of word it is (as common noun, proper noun, verb, etc.) Each side in turn puts on its stunt. The other side guesses what it is they are doing.

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

Occupations or Trades.—Two evenly divided groups in turn represent an occupation or trade. Allow the other side three guesses. If correctly guessed, they may act.

Acting Proverbs.—Two groups in turn act out a well-known proverb which the other group must guess.

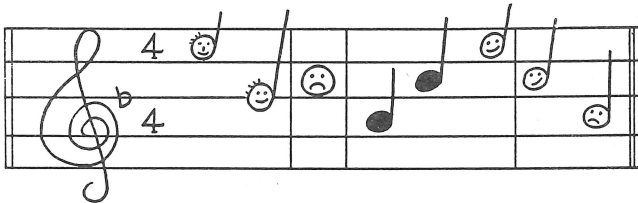
Autos.—The names of cars may be used for charades.

Advertisements.—The slogan or illustration may be used for charades.

3. STUNTS

An Automobile Tour.—A group takes an automobile tour in a strange country to see the sights. Four boys roll up and take positions to represent balloon tires. One boy cranks the car, while some one imitates the “chug,” “chug” of a gas motor in action as its speed is accelerated. The driver very vigorously manipulates the brakes, clutch accelerator, etc. A horn is used or one of the group imitates a horn. A spokesman explains the “marvels” of the country as the automobile speeds along, the occupants lean over as the car turns corners and jostles up and down as it passes over rough roads, although the “car” does not really move. Finally a tire blows out and one of the “balloon boys” falls flat. The blowout is produced by bursting a paper sack filled with air. After changing tires and laboriously pumping the tire up, the car is again put into motion, and all sing: “Merrily we roll along, roll along,—etc.” until the car is wrecked and all the occupants are thrown out.

Black Notes.—A long strip of white muslin may be used to represent a bar of music with black ink lines and a clef sign. Holes may be cut in the material at different places to represent notes. Stems to notes are made with ink. Notes should be far enough apart to permit



singers to put blackened faces through from the rear. A sheet stretched across the front will hide their bodies. Some of them may stand on chairs or boxes. A black music master in front of the clef sign can do much to make the music humorous. The selections may be negro spirituals, folk songs or minstrel songs.

Human Ukuleles.—Four to eight persons stand in a circle, leaning forward with heads together. While humming some popular tune, each strikes her own nose with a pinching motion downward in rhythm of the tune, which produces a striking imitation of the ukuleles.

Kitchen Cabinet Band.—“Kazoos,” or “Tin Whistles” may be purchased at the ten cent store and are useful in many stunts. Tunes can be hummed through them with increased volume. Combs covered with paper may be used.

To make instruments for a Kitchen Cabinet Band various utensils can be attached to the Kazoos. A small funnel makes a small horn, while a large one makes a large one. A curtain rod makes a sliding trombone. Tin pans or tin lids make good cymbals and a dish pan or tin wash tub an excellent drum. The director may use a large spoon or carving knife for a baton. If the group will practice together they can really make very pleasing music.

Costumes add to the effectiveness of this band. A white outfit with a sash and cap of bright colors is striking. Kitchen aprons and sunbonnets or overalls may also be used. The success of costuming depends on uniformity.

Favorite selections are “The Old Gray Mare” and “Little Brown Jug,” in the latter the “Ha, Ha, Ha,” may be given without the Kazoos. Parades and drills to Kazoo music add interest.

Community Sneeze.—The leader divides the group approximately into three sections and directs that at his signal the first section shall sharply and quickly exclaim “Hish.” The second group likewise makes use of the word “Hash” and the third “Hosh.” He explains that he will raise his hand and command: “One, two, three, sneeze!” When his hands go down the syllables are to be pronounced loudly and staccato with a result that is surprisingly like a sneeze of generous and extensive proportions. It may be made even more realistic by having the first group exclaim, “Hishy,” the second “Hashy” and the third “Hoshy.” All three groups speak at exactly the same moment, only each says its proper word.

Take-Offs.—A burlesque demonstration, radio program or style show by boys, if the participants are good mimics may afford any amount of fun. Care should be taken to keep the performance in good taste and good humor.

Topsy Turvey Concert.—A screen or a curtain stretched across the room is necessary. The height of the curtain may be determined by the size of the persons who sing in the concert, for they stand in a row behind the screen or curtain.

It is well to have these singers of about the same size, as the screen or curtain should conceal all of their bodies except the head and neck.

The arms and hands of each should be covered with stockings and shoes worn upon each hand, with the soles of the shoes pointed forward, so the toes will be turned toward the spectators, who are seated in front of the curtain. At the conclusion of each verse the singers stoop down all together very quickly, and each lowering the head, elevates the arms above the curtain.

The effect thus produced is that all the singers seem to be standing on their heads. The chorus should be sung in this position.

They keep time with their feet (or rather hands) to the music of the song, and the sudden changes, when done simultaneously, will never fail to amuse. They may appear to be jiggling and kicking their heels together. Hands held in different positions, straight, bow legged, one higher than the other, etc. add to the effect. One may have the stockings stuffed in a ridiculous way and then make awkward motions in air as if it were almost impossible to keep balanced.

If the concert number can be announced with a "flowery" speech it adds to the amusement.

A.B.C. Melodrama.—Conversation consists of the alphabet repeated with much feeling. Some words may be spelled out to help audience understand the acting. Words as *come* or *no* with different inflection may be used.

Acrobatic Stunts

This entire stunt should be done as a burlesque of vaudeville.

Actors: Any boy who can do acrobatic stunts such as hand springs, standing on head, wrestling, boxing, kicking, jumping, performing on trapezes, feats of strength, juggling, sleight of hand. Twelve boys is a very good number. This stunt may be made as elaborate or as simple as the ability of the boys permits. Any size boys and any number is permissible. Big boys in the center, little boys on the ends is a good arrangement.

Costumes: All boys should wear similar costumes like a vaudeville team. Track pants and sleeveless jerseys make a fine costume. When it is impossible to secure uniform costumes of this sort, just shirts and pants with a broad band of colored cheese cloth around their waists makes an attractive costume. If the boys wish to go to more trouble, they may sew huge letters of their vaudeville team on the front of the jerseys. To make the burlesque more complete, some medals may be made and pinned across the chests of the performers. They then point to these when they are introduced.

Introduction: The master of ceremonies comes on and says in a ballyhoó voice "Ladies and gentlemen it gives me great pleasure to present, for your approval, this evening the world's famous Foozulum Brothers, most superb acrobats the world has even seen! These brothers have performed before the crowned heads of Asia, Australia, New Zealand, Alaska, Iceland and Siberia. They have been decorated by King George and the Shah of Persia. The Foozulum Brothers in their death defying act!"

Entrance of Acrobats: The entrance of these acrobats is most important. Just before the Master of Ceremonies introduces them, the Foozulum Brothers come running lightly onto the stage. They stand in line facing the audience and the end one wipes his hands on a handkerchief which he tosses to the next and so on down the line, exactly as acrobats do. They then shuffle their feet in imaginary resin. Then they all fold their arms and look woodenly at the audience while the Master of Ceremonies is introducing them.

Performance: As soon as the Introducer is through, they begin their act. There should be music, preferably some smooth tune that is easy to perform to; "Three O'Clock in the Morning" is a good tune. The performers do their acts individually. Each one steps right out to the footlights, makes one of those conventional circus salutations to the audience and without a word does his act and really does it well. At the end he comes to the footlights and gives another salutation and then goes to his place and folds his arms and becomes wooden again while the next performer does his act. They go through the entire line in this manner and finally, at the end, they do a big finale which should be as spectacular as possible and usually consists of a pyramid of performers with the smallest boy on top waving an American flag. They then all bow and run lightly off stage.

Elephant Walk.—Two boys stand facing each other; boy No. 1 grasps boy No. 2 by the top of his trousers. Boy No. 2 at the same time jumps and locks his legs high up under the arms of boy No. 1, then lets his arms and the upper part of his body fall backward, swinging back between the legs of boy No. 1. After passing through the legs, he grasps No. 2 by the heels with both hands. No. 1 falls forward on his hands and walks on all fours like an elephant. Boy No. 2 pushes up until his arms are straight, his head high, and his back arched. When two boys go along rapidly this way, it quite resembles the walk of an elephant. Boy No. 2 may assist in the walk by lifting alternately on the ankles of Boy No. 1 as he steps. Boy No. 2 returns to the first position simply by swinging back through between the legs, assisted by

boy No. 1, unlocking his feet as he completes the swing and dropping to his feet.

Gilda the Tight Rope Walker.—She is dressed in typical outfit and carrying a parasol. Her act is performed on a thin board resting upon the top of two step ladders, a long banner fastened at each end to the ladders and stretched in such a way as to cover the board advertises the merits of Gilda in large lettering.

Lion Taming Drill.—Clown cracks imaginary whip—boys drop to hands and feet (keeping knees off ground, if possible) and rush to front of stage, growling furiously. Clown runs across in front and whips them to back stage.

1. A pause as the clown flourishes whip, lions stand on hind paws (keeping knees slightly bent—forepaws raised as though to beg.) At crack of whip they drop to floor.

2. Clown touches first lion with whip and faces audience, holding imaginary whip about a foot from floor. First lion leads line around to front stage and one by one they jump over whip (hands first) forming original line in rear.

3. Clown touches three lions (2 large, 1 small) who come to front of stage. Two large lions on hands and feet turn back to back and close together. Small lion mounts on lions, forepaw on one lion, back paws on the other. Slowly the two lions move away from each other, the lion on top maintaining balance and stretched to his full length. At crack of whip they fall to the floor and go to place. At crack of whip all stand.

IV. PARTY SUGGESTIONS

Parties may be built around special occasions, as Hallowe'en, etc., or may be planned around some one idea as a kid party. They may be based on outdoor sports, which would include coasting, skating, etc., or on informal "kitchen parties" where the boys and girls cook bacon, toast marshmallows and apples, pop corn, crack nuts and make candy.

Autograph Race.—This is a familiar plan of introducing strangers in a large crowd. Everyone is to be furnished with pencil and paper and in a given time see how many people he can meet and secure their signatures. This may be varied by asking everyone also to secure the addresses of the people he meets, and any other items, as the color of eyes. Another variety of autograph is to require the signature to be written with the left hand. A prize may be given to the one who gets the largest number of autographs, and to the one who can, without looking at his paper, recall the largest number of names.

Come and Sit in My Chair.—A large ring of chairs is placed, enough to accommodate both the girls and the men. Then the former go out of the room. The men are seated on alternate chairs, so that vacant seats are dotted all round the ring. Left alone, the men decide among themselves on the one chair which is to be first occupied, and then they call in one girl. Immediately she enters there is an eager chorus from the whole ring "Come and sit in my chair," every individual putting all the entreaty he can into his voice. For a moment the girl will waver, but finally sits down somewhere. Should it chance be the right seat she is rewarded with a clap, but if, as is more likely, she has chosen the wrong one then all the others break into fierce and sudden hissing, which startles her to her feet again. Once more she is entreated by all with the same invitation and the hissing is repeated until eventually she finds the right place.

Having got to her seat she remains in it, and the men decide on the place to belong to the next victim. The game continues, then the men take their turn.

Guessing Advertisements.—On the walls of the room are tacked a number of colored pictures cut from the advertising pages of popular magazines. Each picture is numbered. After the guests arrive each is given a sheet of paper and a pencil and instructed to fill in the names of the pictures with the article each advertises. The prize, a sample of some well advertised article, goes to the person having the most pictures correctly named.

Indoor Track Meet.—The crowd is divided into at least four or five groups, each of which chooses a captain. Each group enters two or more contestants for each event. A committee of judges should be selected, a clerk to announce the events, a time keeper and a starter.

1. Standing Broad Grin.—Who can grin the broadest? Use yard stick to measure results.

2. Eighteen-inch Dash—The contestants are each given a piece of string 18 inches long on one end of which a lump of sugar is tied; the other end is taken in the teeth. Who can chew the sugar first?

3. Shot Put—Each entrant stands on chair and tries to drop 10 beans, one at a time into a glass jar placed on floor. Use dried beans and a quart glass jar.

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

5. Fifty Yard Dash—Each runner grasps his ankles and at a signal runs the course and back again in this position.

6. Bawl Game—Let the judges decide who can "bawl" the best.

7. Handker Throw—Throw a handkerchief as far as possible with no weight or knot.

8. Running High Squeal—Each contestant runs a short distance with squeals. The one squealing the loudest wins.

9. Yard Measure—Draw a yard on the blackboard by guess.

10. Vocal High Jump—Say Little Jack Horner, saying first word high, next low, etc.

11. Wide Stretch—Each side takes hold of hands and longest line wins.

12. Whistling Note—Woman who whistles longest without breathing wins.

13. Standing High Jump—Jump for, and eat candy or doughnut.

Horse Race.—Each player is given a tape about one yard long by one inch wide, and a pair of scissors. At a signal "go" the tape is cut lengthwise through the middle, and the one finishing first wins. This can be made very funny by providing curved manicure scissors or small embroidery scissors.

Wink.—The girls sit in chairs arranged in a circle. Back of these chairs stand the boys. There is one vacant chair. The boy behind this chair makes an effort to steal the partner of some other boy. He does this by winking at one of the girls. The girl winked at must rush to the vacant chair. If, however, she is caught before she can get away, the boy behind the vacant chair must continue winking at other girls until he is successful in getting some one for his chair. The one who loses continues the game in like manner. Variety is introduced by having the girls and boys change places.

Anagrams.—The leader announces a word and has each player write it at the top of his paper. The game consists of making as many words as possible from the letters forming the original word.

No letter may be used more often in any 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 10 minutes is allowed for making the words. At the end of that time one person reads his list and the others check the words they also have made. When he finishes, the person to his left reads the words he has made which are 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.

Favorite words for anagram-making are: Constantinople, Intermediate, conglomeration, and recalcitrant, but shorter words may also

serve the purpose. So short a word as live contains material for five other words: lie, veil, vie, vile and evil.

Air Mail Delivery.—The group is divided into two teams and the members of each team given numbers for their places in the contest.

From a dish full of small round candies (hearts, cinnamon drops or jelly-beans) a player from each team dips up a spoonful of candies, holds the spoon high above his head, and carried the candies from one end of a long room to the other end where an empty dish stands waiting to be filled. The player who is most successful in carrying the air-mail scores 5 points for his or her team. The empty spoon must be carried back to the next player in each team, who will carry the next spoonful.

Illustrated Biography.—Blank books about 5 by 6½ inches made of paper with holes punched through and tied with string, are provided for each guest. On the cover page is written, Biography of Illustrated by At the top of the second page is written Her First Photograph; other pages are entitled Her Home, Her First Playmate, Her School Days, Her Ups and Downs of Childhood, Her Funniest Experience, Her Most Important Journey, Her Hobby, Her Greatest Thrill, Her Romances, Her Favorite Past Times, Her Pals, Her Boy Friend Who Loved Her, Her Occupation, The Man She Will Marry; Her Future Home; Stormy Days; In the Sweet Bye and Bye.

Plenty of old magazines, catalogues, shears, and library paste will be needed. The more exaggerated and ridiculous, the illustrations are, the more fun this will create. Each person keeps her book with her own name as a souvenir. A prize may be given to the one making the best book as decided by judges.

Modeling.—Each guest is given a stick of chewing gum, a stiff white card and two tooth picks. After the "clay" is reduced to the proper consistency for molding, each proceeds to work out in an allotted time some likeness to his or her fancy. The sculpture is mounted on the card, the sculptor's name is signed, and the miniature statuary is placed upon a long table for exhibition.

Cooling Words.—Each person is given a sheet of paper and pencil and asked to write a list of words in ten minutes, the words, to be only those that suggest cold, such as ice, snow, ice cream, December, etc. The effect of this on a warm day is quite amusing. Each list is read aloud, the one having the most words approved by the group receiving a prize.

Musical Romance.—Typewritten copies of the following questions are passed around. Space should be left after each question to write

one answer. The hostess reads the questions and gives time after each one for the pianist or violinist or harmonica player to play just a snatch from the song which is the answer so that the audience can guess and fill in the blank. The reader and player should rehearse the romance before attempting its performance.

1. What was the heroine called?.....Kathleen Mavoureen
2. What was the hero's name?.....Robert Adair
3. Where was he born?.....Dixie
4. Where was she born?.....Way Down Upon the
Swanee River
5. Where did they meet?.....Roamin' in the
Gloamin'
6. At what time of the day?In the Gloaming
7. When did he propose?.....A Perfect Day
8. What did he say?.....K-K-K-Katy
9. What did she say?.....I Love You Truly
10. Where was her home?.....Maryland, My Mary-
land
11. Where were they married?.....Church in the Wild-
wood
12. Who were the bridesmaids?.....Sweet Rosie O'Grady
and Peggy O'Neill
13. Who furnished the music?.....Old Black Joe
14. Who furnished the wedding breakfast?Annie Laurie
15. Where did they spend their honeymoon?.....The Love Nest
16. What did he say that pleased her so?I Want to Be Happy
17. What did she answer?There's a Rainbow
'Round my Shoul-
der
18. Where did they make their home?Out Where the West
Begins
19. What pet name was given their first baby?..Sonny Boy
20. Where did they live happily ever after?.....America

Forfeits

1. Say three nice things about yourself.
2. Answer truthfully four questions asked by anyone.
3. Place one hand where the other can't reach it (elbow).
4. Answer "No" to any four questions asked by anyone.
5. Laugh, cry, whistle and sing each in the four corners of the room.
6. Walk up to four people and get down on knees and smile.
7. Give two words that rhyme and make a poem out of them.

8. Hold an object in each hand, both arms stretched sidewise. Then put both articles in one hand without bending shoulders or elbows or bringing hands any nearer together. (Put object on table take half turn and pick it up with the other hand.)
9. Hold one foot; hop around like a grasshopper.
10. Yawn until someone else yawns.
11. Pay a compliment to four persons in the room.
12. Blindfold two players in opposite corners, have them come forward and shake hands.
13. Put four feet against the wall (a chair).
14. Make a pile of chairs, take off shoes and jump over them (shoes).
15. Player leaves room. Have two questions. He must answer no to first and yes to second.
16. Dance a jig.
17. Pose as a statue.
18. Give a Mother Goose rhyme.
19. Give in pantomime a lady dressing her hair before a mirror.
20. Imitate three barnyard noises.
21. Imitate a Jack-in-the-Box.
22. March like a tin soldier.
23. Act like Charlie Chaplin.
24. Give the Siamese yell twice very slowly and twice very fast. Awa tagoo Siam.
25. Sing a song.

To secure partners.—Give name of month to girls and name of holiday in that month to boys.

Grand march.

All girls are sent into one room, all the boys into another. A big cloth or sheet is stretched across the door between the two rooms. The girls put their feet under the sheet, while the boys choose the owner of a certain shoe for a partner. The same thing may be done choosing hands, eyes, etc.

Mother Goose Characters—Mr. and Mrs. Jack Spratt, Jack and Jill and others.

Two baskets of flowers, both alike are prepared and one is passed to the boys, the other to the girls. The boys and girls who select similar flowers are partners.

Matching of cut hearts or pictures.

Names of famous lovers, as Sweet Alice and Ben Bolt, King Arthur and Queen Guinevere.

Girls removing one shoe and putting them in one stack.

Neckties like girls' aprons for a kitchen party.

A row of tacks in one room and an equal number in a row in another room, the whole number of tacks equal to the number of guests. Twine strings tied from tack No. 1 in first room to tack No. 1 in other room from No. 2 to No. 2 in other room, until each tack of one row was connected with tack of same number in other row. The girls are sent in one room and the boys in the other, each being told to choose a string from a tack and wind it around the thumb. In this way each couple winds themselves nearer together until they meet,

English walnut shells, from which the kernel has been removed, maybe used by placing in the shells small articles such as wheat, corn, peas, beans, peppercorns, cloves, allspice, rice, coffee, raisins, nutmegs, pearl tapioca, etc., using only two of each kind and placing one in each shell. The shells are tied with a ribbon using one color for the girls and another color for the boys. Each guest takes a nut and when opening it the boy goes in search of the girl who has its mate.

The "Man in the Moon" is announced and each guest draws from a basket a yellow cardboard moon. Some of them are full moons, others are new, first quarter, second quarter and so on. Each girl draws a different phase of the moon. The boys draw corresponding ones. Finding the man in the moon at first appears simple enough, but it will be found that the moon will have a greater variety of shapes and sizes than you ever dreamed.

Another way to secure partners is to have boys rub a rubber comb on sleeve and pick up a piece of tissue paper with it. On this piece is written a girl's name.

Progressive Game Party

The hall is arranged with tables seating four each, as for any progressive party. Each table is numbered and as players enter the hall they are given a score or tally card upon which is a table number.

When all guests are seated, a short explanation should be made of how the two winners at each table will progress to the next table after score cards have been punched. The maximum time at each table should be four minutes. At the end of this time a whistle is blown for all to change tables whether their games are finished or not.

Progressive Anagrams.—A pile of letters, about three complete alphabets and eight of each vowel is placed face down in the center of the table. Each person in turn draws a letter and tries to make up names of flowers, cities, animals, birds, etc., as told by the person in charge. The cards are drawn, one at a time, in turn by each player and the two players completing the greatest number of words in a given time progress to the next table.

Zoo.—Each person announces the name of the animal he has chosen, the longer the better. They are all given an equal number of cards (any kind of numbered cards may be used), which are turned face down in a pile, and simultaneously each one takes the top card of his pile and turns it face up, making another pile of face-up cards. If two cards of the same number are turned up, their owners call out each other's animal names. The one who first calls out the other's name is privileged to give him all the cards he has already turned up. The object of the game is to get rid of one's cards.

Threading Buttons.—About 25 buttons and 18 inches of twine or linen thread are given to each player. The race is to see which two can thread all the buttons in the quickest time.

Peanut Jab.—A bowl of peanuts is placed in the center of a table and each player supplied with a hat pin. In turn each one spears for peanuts, using the hatpin. The couple getting the most peanuts moves on to the next table.

Pin Race.—Each player is given one strip from a paper of pins. At a given signal the pins are removed one at a time and when all are removed from the paper put all back in the paper in the same pin holes.

Cutting Contest.—Each player is given scissors and a sheet of paper about nine by twelve inches. Cut out animals (horse, cow, pig, bear, monkey, etc.) and the two cutting the best animals progress.

Zig-Zag Puzzle.—Pictures from magazines are cut in about nine zig zag pieces each. Each puzzle is placed in an envelope and it is best to have enough to last throughout the evening without using any one twice. At end of each play throw away all parts and give new puzzles each time. The two putting puzzles together first move to the next table.

Slang.—Each player is given a paper and a pencil and in a given time told to write down all the slang words and phrases he can think of. The winners are the two having the shortest list.

Valentine Party

Invitations may be written in an old fashioned valentine. Decorations may be red hearts, red or gilt arrows, red or pink and white cupids, festoons of paper hearts.

Costumes. The hostess may be dressed as Queen of Hearts. The guests may dress as valentines with paper frills and laces, some as comic valentines; as shepherds and shepherdesses; rustic swains; and as knights and courtiers.

Entertainment—Valentine making and then exhibiting on a sheet for all to see. Prizes for prettiest and most unique. Program of senti-

mental songs and poems. Heart searching—hidden paper or candy hearts. Valentine archery—shooting hearts with bow and arrow. Valentine post office—bring valentines for guests. Shadow pantomimes. Hearts with cards.

Hearts (with small blocks)—The equipment consists of six one-half inch cubes with the word Hearts printed on each cube (one letter to each side of the cube.) Players are seated in a circle. Each player in his turn is given an opportunity to roll out the six cubes at once. The scoring is done by the letters that appear face upward.

Five points allowed for H-E. Ten points for H-E-A. Fifteen points for H-E-A-R. Twenty points for H-E-A-R-T. Twenty-five points for H-E-A-R-T-S. If three H's appear in succession the player loses all his score and has to start anew. One hundred points constitute a game.

St. Patrick's Party

Green and white St. Patrick's day color scheme can be used for the decorations. Yards of green and white fringe for ceiling and table decorations, 4-H caps in club colors, green sashes and shamrock bubbles (green balloons) will make very attractive and appropriate decorations.

Transferring Murphys (Potato Relay Race.)

Progressive Shamrocks.—Three or four tables (each seating four persons) are arranged about the room. At the first table the players will be engaged in forming the most words from "Killarney." After five minutes the two persons who have the longest list may progress. At the second table the contestants will be faced with a knotty problem, for they will be engaged in straightening out the most lengths of knotted green tape. The four persons at the third table will have an extremely ticklish problem, for from four dishes of jumbled paper shamrock pieces, they must lift with a pin portions of shamrock, and paste them on a card. The two players having the most shamrocks on their cards are allowed to move on. The occupants of the fourth table are to write jingles best representing the spirit of the day, which, when judged, will allow the authors of the best two to progress. The persons holding the highest score may be awarded a jar of green and white hard candies.

Kissing the Blarney Stone.—A Blarney Stone may be outlined with a stick of charcoal on a sheet—just an irregular circle with the words "Blarney Stone" written in the center. Each guest is to try to kiss the Blarney Stone, blindfolded, but he must first have a generous dab of lip rouge to make the kisses show up.

Another contest game may be an Irish jig, the music being furnished by the crowd whistling and patting time.

Prizes for a party of this kind could be an Irish pipe or cane, a book of Irish verse, or a box of candy pebbles (Blarney Stone Chips).

The singing of Irish Songs by every one will add much to the party. Kathleen Mavourneen, Mother Machree, Erin Go Braugh, My Mither and Father were Irish, St. Patrick was an Engineer and Sweet Rosie O'Grady.

Refreshments—Refreshments at a St. Patrick's party should have as suggestive a flavor of Old Ireland, by name and color, as is possible. Shamrock sandwiches (lettuce and mayonnaise), olives, Erin cakes (green iced cup cakes), County Cork snow balls (ice cream) and an assortment of green and white candies.

Hallowe'en Party

Decorations—Witches, broomsticks, black cats, autumn leaves, late flowers, fruit and grains, and Jack O'lanterns of apples, squashes and pumpkins.

Entertainment—Ghost stories. One half of group act charades for the other half to guess. Bobbing for apples. Human ukeleles.

The fortune teller should be masked and dressed in costume. White could be the costume. Equipment will be needed for the following fortunes:

Toe a Mark.—Everybody toe a chalk mark on the floor. If they can stand on this chalk mark on one foot for one minute they will make a model husband or wife. (Seven or eight of the guests can do this at once.)

Untying knots.—Each person is given a string which is tied in knots. If they can untie all the knots in a given time, they will succeed in matrimony.

Ring Toss.—Players toss a ring over a peg. If they do it the first try, this means marriage within a year. Two tries, two years and so forth. To speed this up, there should be several pegs and rings.

String Pull.—Each person is given an opportunity to pull a string out from a basket of strings. Those of a certain length indicate the person will live to be ninety.

Toss balloon over string.—First attempt, player's dreams will come true.

Lighting matches.—If they burn first trial, it means good news within the week.

Burning candles.—Players run with lighted candle. If it does not go out, it means a long pleasant journey.

Jumping broomstick.—Success in matrimony or a happy marriage.

Meteor Race.—The meteor race is entered into by three girls and three boys racing at once. The boys and girls line up at opposite ends of the room, partners being exactly opposite. All six are handed small candles to serve as meteors and the three boys are given matches as well. At the signal, each boy striking a match and lighting his meteor,

<i>Boys</i>		<i>Girls</i>
X		X
X		X
X	(W)	X

starts for his partner walking around a chair in the center of the course on which a witch is seated. As he goes around the witch's chair she leans forward and tries to blow out his candle. If she is successful he has to return to the starting point and begin again. Three blowouts puts him out of the running. When he reaches his partner at the other side he has to light her candle and extinguish his own. The girl follows the same course rounding the witch's chair, both going and returning, and lights her partner's candle. He then goes back to his original position and the race is at an end. Then three more race until all have tried. Successful ones are promised the power to brush all obstacles from their path.

Christmas Party

The room may be decorated with Christmas greens, red and green streamers, a Christmas tree from which hangs red and green tags. The reception committee should receive the gifts, brought wrapped.

The guests are greeted at the door by Santa Claus who tells them that three or five persons in the room have gifts which they will give to each seventh person with whom they shake hands. Vigorous handshaking follows for a few minutes, and the persons holding the gifts when the handshaking stops, keep them.

For partners, the poem, "Twas the night before Christmas" may be written on slips—one line to a slip. Separate the odd lines from the even giving the even to the girls and the odd to the boys. Each player finds the person with whom his line rhymes and the two are partners.

Refreshments. If these would match the Christmas decorations, they might consist of Waldorf salad in red apples—Christmas cookies and hot chocolate.

The entire party may go on a carol singing expedition before going home.

Snowball Race.—Requires two lines of players. In front of the first person is placed a basket containing six white cotton balls. At a signal from the leader the first person passes the balls one at a time down the line. When they reach the end they are sent back as quickly as possible

to the starting place—each person handling them twice. The line getting the balls back to the basket first, wins.

Santa Claus Costumes.—Each couple may be supplied with newspapers, scissors, and pins, and allowed 20 minutes in which to make Santa Claus costumes.

Christmas Toys.—The boys form in one line, the girls in another and march to the tree, each girl taking from it a green tag, and each boy a red one. Each tag bears the name of a Christmas toy of noise-making possibilities, and they are in pairs, a green and red alike. Partners are found by making the noise of the toy assigned, until another making a similar noise is found. These couples form in line for a march. Here and there on the floor are drawn, with red and green chalk, wreaths about a foot and a half in diameter. The marchers are led up and down, diagonally across the room and back, till the music suddenly stops, then, whoever has his or her foot on a "lucky wreath," receives a small bag of candy. This procedure is repeated a number of times.

Christmas "Close-ups."—A large frame, decorated with greens, is placed in the center of the platform and draperies arranged on either side of it. Without previous warning, guests are called to appear in the frame as a "close-up," and "register" some emotion associated with Christmas. The subjects assigned the different victims include "tired out with shopping," "dinner is ready," "what a lovely present!" and similar ones. The effect is heightened by darkening the room for each "close-up" and throwing a flashlight on the features of the one posing.

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ALPHABETICAL INDEX

	Page		Page
A B C Melodrama	39	Gilda the Tight Rope Walker.....	41
Ach Ja	28	Grin	21
Air Mail Delivery	44	Guessing Advertisements	42
Alibi	18	Hallow'e'en Party	50
Anagrams	43	Hand Muddle	24
Animated Alphabet	7	Hearts	49
Animated Numbers	8	High Steppers	5
Automobile Tour	37	Hiram and Mirandy	21
Autograph Race	41	Hoop Relay	13
Balloon Toss	6	Hopping Relay	13
Bean Bag Board	22	Horse Race	43
Bird, Beast, Fish	15	Hound and Rabbit	10
Bird Catcher	18	How Do You Like Your Neigh- bors?	19
Birds Fly	20	Human Ukeleles	38
Black Notes	37	Indoor Track Meet	42
Blackboard Relay	12	Illustrated Biography	44
Boots Without Spurs	26	I Sailed My Ship	25
Bottle Relay Race	12	I See You	31
Buzz	15	Japanese Tag	14
Burning Candles	50	Jump Jim Crow	34
Candle Race	14	Jumping Broomstick	50
Cat and Dogs	6	King With a Terrible Temper, The	17
Coming Thru the Rye	33	Kissing the Blarney Stone	49
Chair Relay	12	Kitchen Cabinet Band	38
Charades	36	Knot Tying Contest	23
Chariot Race	12	Last Couple Out	8
Chinese Get-up	23	Lighting Matches	50
Come Along	10	Line Zig Zag	9
Come Let Us Be Joyful	32	Lion Taming Drill	41
Community Sneeze	38	Looby Loo	34
Come and Sit in My Chair	42	Lung Capacity	6
Cooling Words	44	Magic Writing	24
Co-ordination	24	Meteor Race	51
Crambo	16	Mimetic Acting	21
Crazy Quilt Story	16	Mixed Shoe Race	23
Christmas "Close-ups"	52	Modeling	44
Christmas Party	51	Moon is Round, The	25
Christmas Toys	52	Musical Games	26
Cutting Contest	48	Musical Romance	44
Dodge Ball	7	Nail Driving Contest	23
Dot and Carry Two	24	Necktie Race	13
Do This, Do That	6	Necktie Relay	13
Double March	7	Needle Threading Contest	23
Dramatizations	35	Neighbors	20
Elephant Walk	40	Newspaper Race	23
Face to Face	5	Nose and Toes Tag	15
Farmer Game	33	Obstacle Race	23
Fire in the Mountain	5	Orchestra	19
Flapper Race	22	Over Head Relay	14
Follow the Leader	6	Over Whose Head	24
For He's a Jolly Good Fellow	26	Pantomimes	35
Forty Ways of Getting There.....	6	Paper Bag Relay	14
Forfeits	45	Party Suggestions	41
Four in a Boat	27	Pat's Galoshes	23
Fruit Basket	19	Peanut Jab	48
Game Formation	4	Pin Race	48
Gardener, The	19	Postmaster General	19
Geography	16	Potato Relay	13
Gifts to Garibaldi	25		

	Page		Page
Poultry Show	18	Suitcase Relay	14
Progressive Anagrams	47	Take Offs	38
Progressive Game Party	47	Tea Kettle	17
Progressive Shamrocks	49	Tommy, Tommy, Tum	25
Rabbit, Hunter and Gun	5	Topsy Turvey Concert	38
Red, White, Yellow	15	To Secure Partners	46
Rig-a-jig-jig	34	Train Stunt	11
Ring Toss	50	Transferring Murphys	49
Sack Race	23	Traveler's Alphabet	18
Santa Claus Costumes	52	Threading Buttons	48
School Days	36	Three Deep	10
Shoemaker's Game	35	Three Legged Race	23
Shouting Proverbs	20	Toss Balloon Over String	50
Sit in Circle	24	Tug of War	11
Slang	48	Two Hats	25
Slap Jack	7	Two-Part Cities	25
Smiles	20	Up Jenkins	21
Smoke Went Up the Chimney, The	35	Untying Knots	50
Snowball Race	51	Valentine Party	48
Sourwood Mountain	28	Virginia Reel	30
Spelling Match	16	Wagon Wheel	6
Spin the Platter	18	Whistling Contest	23
Spoke Tag	15	Wink	43
Street and Alley	11	Wooden Soldier	23
String Pull	50	Yankee Doodle	31
Stunts	37	Zig Zag Puzzle	48
		Zoo	48