Games and Stunts
FOR
4-H Club Events

MONTANA STATE COLLEGE EXTENSION SERVICE
BOZEMAN, MONTANA
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### FOREWORD

This information on recreation has been prepared primarily for the 4-H Clubs of Montana, but is suitable for use in connection with recreational activities of any group.

We acknowledge our indebtedness to many individuals and organizations for the material included in this bulletin. A list of the main sources and further references for information appear at the last of the book.

Recognizing the importance of intelligent use of leisure time it is felt that this material on games and sports should find a wide use. It is essential that young folks enrolled in 4-H Club work learn more of the art of recreation, for the group that can enjoy playing together will be better prepared to work well together. If this publication aids in the recreation of those who use it our object has been attained.
SUGGESTIONS TO RECREATION LEADERS

Plan your program so as to—
Alternate groups of active and quiet numbers.
Build up to a climax.
Make your formations follow through a circle game after a circle, a line after a line.
Understand thoroughly what you want done and make your directions brief and clear. Demonstrate.
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 feel bored by too much of one thing.
Stand where you can face everyone. Speak so that you can be heard, but do not shout. Let the crowd listen and respect the whistle.
Finish with a good game that you are sure will make a hit, preferably a musical one. Stop it at its height, sing “Good Night, Ladies” and end decisively.

LEADERSHIP*

The leader is the key to good games. Now suppose you are going to be a leader of some games at your next club meeting. What is the first thing you should do when you get up to start the game?

Forget yourself. Laugh. Smile. Do something to get you and the club members’ minds away from their presence. Carry them over into the “land of play” where no persons exist, but just “Play-bodies,” forgetful of custom, convention, personality, dress or place. Never appear confused. Sail right into the first game with a vim that gets everyone into it.

Talk informally. Don’t be too conscious of your grammar. I do not mean that you should purposely use poor language, but talk to the folks as you talk at home, in a comfortable and intimate way.

Enthusiasm. Always try to radiate joy, fun, enthusiasm, and the “have a good time” spirit. You are not having games just because it is a part of your club program. You are going to have fun, to play, and through play, learn to know your boys and girls better. As a result they will learn to love you more. The influence that comes from leadership of games is tremendous. Members go home and tell of the new games they learned or played at the club meeting, or club picnic. And the best part is that they come back to the next, the next, and the next club meeting, and the spirit of play pervades all their work. Even keeping record books is fun.

*Robert G. Foster, Agriculturist, U. S. D. A.
Sympathy and tact. Sympathy with those who are shy or backward is essential, and tact is required in order to get them into the game. Choose them to help you. If playing a chasing game, put everyone in place and have one of the bashful ones chase you or if there are two, have one chase the other. Use any way to get them into the game and then if the game is an active one, they will usually stay in and like it. Games help leadership in this way. Perhaps the one that is bashful at games, if handled properly, may be on your best demonstration team in a few years.

Adaptability. Games are all made up by someone. If something does not go just right, have a substitute or make the game go some other way. Take "ostrich" tag, for example. "How would you like to play it?" "Never heard of it," said one leader. "Well, what do you know about an ostrich?" "He is a big bird that puts his head under his wing and thinks no one can see him. "All right, let's play "ostrich" tag that way." That is not the way to play "ostrich" tag, but it is better than no tag at all, so if leaders will use the knowledge they already have, they can either adapt games to the occasion or invent new ones. Make a list of some of the games your club members know some time, and get them to show the group how to play them. Then add to this list, and ask them to find different new games. They will do it with fine results. Have a different member in charge of games for each meeting. They will surprise you.

Knowledge of the Game. It goes without saying that a knowledge of the game is essential. But don’t make the mistake of trying to tell all about it too soon.

Things to Remember

Don’t scold.
Don’t drive, lead. "Come on, let’s go" is a good slogan.
Don’t get rattled. If you do, better play some simpler game you are sure you know until you get back on your feet.
Don’t shout to get attention or to give instructions.
Avoid choosing sides.
Watch for wavering interest, but don’t stop a game too soon.

Developing a Program of Games

The program must have balance.
It must be varied.
It must allow a period of relaxation.
It must be flexible.
It must work.

A Classification of Activities

Social mixers.
Singing games.
Marches.
Active games.
Passive games.
Competitive games.
Athletic games.
Folk games.

GET ACQUAINTED GAMES AND MIXERS

Mary’s Party Story—The purpose of this particular game is to have the individuals move their chairs and clear a space in which they can play. The guests are to act out the various parts of the story as it is told to them. They are to represent a young lady who has been working hard to prepare for a party she is to give that evening. She finds that she has
been tired by her efforts and decides to seat herself in an easy chair and get a few minutes rest before the guests arrive. As she sits in the chair she starts to doze, and then suddenly wakes with a start, with the realization that her guests will soon arrive. She turns and looks out the window and stands upon tip-toes to see the first of her guests turning in from the walk. Realizing that she will have to have a space cleared for them to play, she takes the chair in which she has been sitting and moves it over to the side of the room, and as the guests arrive she has them form a circle in the cleared space.

**Find Your Name**—The guests are divided into small circles of 8 or 10 individuals. The tallest person in each group is requested to procure from the leader a card and pencil for each individual in his group. When each player is supplied with a card and pencil, he is requested to write his name down the left side of the card, printing the letters of his name one under the other.

Players then move about the group and introduce themselves to the various other people present. If the persons to whom the individual player introduces himself have any letter in their names which correspond to a letter on the left hand side of his own card he may print the person's name beside the letter given. The first one able to fill in all the letters of his name in this way is awarded a lolly-pop. Use a name only once.

**Autographs**—Furnish each person with a card and a pencil. On the signal "go" each person goes to another and they write their names on the cards of all they meet. Prizes may be given for the boy and girl, man and woman, or husband and wife who get the greatest number of signatures in five or ten minutes, or to the one, who without looking at his paper, can recall the greatest number of names.

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.

**Lotto-Mixer**—Prepare before hand a sheet of paper for each guest, marked out into twenty-five squares, five squares in each row. Give each one of the papers as he arrives and ask him to introduce himself to twenty-five people and write the name of each in one of the squares. When all have their twenty-five squares filled, assemble the guests and have each in turn call out their own names. As a name is called, each guest checks the square on his sheet in which that name appears. The first person to have five checks, or names, in a row calls out "Lotto" and wins the prize.

**Odd or Even**—Each person is given a dozen or more peanuts. The object is to get as many nuts from the others as possible. Don goes up to Dorothy with a number of nuts concealed in his hand, and says "Odd or even." Dorothy may guess "Odd," and since there are seven peanuts in Don's hand, she collects the seven peanuts. If the guess had been wrong Dorothy would have had to turn over to Don the number of nuts he held.

**Barter**—This is one of the finest games to mix a group that has been devised in the last few years. Each person is given a slip of paper with a number on it and ten beans or counters. In all of the numbers the leader make a mental note that there is to be one lucky number. The game is then played by the people buying and selling the different numbers, using the beans for money. It must be definitely understood that the people are not to trade their numbers, but are to buy and sell them back and forth. For example, one person may sell his number for three beans and be able to purchase another number for one bean. At the conclusion, the person with the lucky number and the person with the highest number of beans, secured from trading, are given prizes.
Squawker Mixer—Form a circle around the room with one extra person in the center who acts as starter. The starter has a loud squawker, whistle or some article, which when dropped to the floor, will make a sufficient noise for all to hear. The starter goes up to a person in the line, calls out his own name and asks the other person to do the same. They then shake hands and the starter continues to the right, shaking hands and introducing himself to every second person in the line. The person he has met starts in the opposite direction introducing himself to every second person. Each person as he is met starts in the direction opposite to that from which the person who met him came. The game goes on in this manner until the whole circle is mixed up. The starter gives the signal by using the squawker, and all guests resume their original positions in the circle. The last person getting back to his or her position must obtain the squawker or other article used for signalling and start the game again. Play quickly for about five minutes.

Community Sneeze—while seated, the group is roughly divided into three sections. The leader then asks the first section to say together “Hish” two or three times for practice, the second section “hash,” and the third section “Hosh.” He then asks the first section to add “ee,” that is, “hishee,” the second “hashee” and the third “hoshee.” The leader then tells the group to all say their word in unison at his signal. The ensuing sound is like an enormous sneeze.

Come Along—This game is played in a single circle. The players learn the names of their neighbors then stand with their left hands extended into the circle. “It” walks around the circle and takes someone’s hand. That person catches the hand of someone else and so a line continues to grow until the whistle blows when everyone must hustle back to his own place and greet his neighbors by name. The last man home is “it” for the next time. If the circle is large several lines may be started from different points.

This may be used as a running game outdoors. The leader should blow the whistle if crack-the-whip becomes imminent.

**ACTIVE GAMES**

Jump The Stick—Players form in single line of even numbers, with five feet between players. Two players at the head of line grasp the ends of a wand or rope (4 ft. long) holding it at a height of eight inches from the ground. They run toward the end of the line. As the stick approaches the players in line, they jump over it. When the stick has passed under the last person in line, the person holding the stick on the left side drops off and stands at the end of the team. The player on the right returns with the stick and starts again with the head player of the line. Stick holders drop off alternately, left and right, until the line reaches the original formation. Team finishing first wins.

Poison—Players pass an object around circle (8 to 10 players in circle). Those in possession when whistle blows are “poisoned” and come to center. They may act out one of the following:

1. Place one hand where other can’t reach it. (elbow)
2. Kiss a book inside and outside without opening it. (Take it out of the room.)
3. Hold something in one hand, arms sideways. Put it in other hand without moving arms. (Put object down, take half turn and pick it up.)
4. Ask a question that cannot be answered by no. (How do you spell “yes?”)
5. Give in pantomine a lady dressing her hair before the mirror.
6. Imitate three barnyard noises.
7. Pose as a statue.
8. Show how you would propose to a lady.
9. Choose the most capable lady in the room and get her to assist you in pantomine, to get your car out of a mud hole.
10. Show what you would do if you saw a burglar trying to get into your window.
11. Put four feet against the wall. (Chair).
12. Imitate a jack-in-the-box.

Sir Walter Race—(Equipment—Two pieces of heavy cardboard for each couple).

Each lady selects a male assistant who takes his position in front of her and imitates the reputed action of Sir Walter Raleigh. At the word “Go” each man places two pieces of cardboard on the ground in the position he expects his lady to take in stepping forward. At each step forward the lady’s knight quickly removes the rear cardboard and places it over in position for her next step. There may be a prize for the winning couple.

Slipper Slap—(Equipment—Soft slipper or rolled newspaper or clothes brush).

One person is selected to be the “Center Man.” He takes his place in the center of a small compact circle, formed by the other players standing shoulder to shoulder around him. The players put their hands behind them and the leader secretly places a slipper in the hands of one of them.

The player who has the slipper either slyly passes it on or swats the Center Man, if his back is turned. When hit, the Center Man turns and tries to point out, not the player who hit him, for the striker will have instantly passed the slipper on, but the one who now has the slipper. When the Center Man points out a person who is either holding, touching or passing the swatter they change places.

Hoop Over Relay—(Equipment—One hoop for each eight players).

Arrange teams of about eight each in relay formation. At the word “Go” No. 1 player of each team passes a hoop over her head and around her body to the ground. Then she steps out of it and passes it to the next player who does the same. The team wins whose members first pass the hoop over their bodies. Variation—Have a large elastic band for men to pull up and women down over clothes. Pass on to next one and first row through is the winner. (Sew a 24 inch length of quarter inch elastic into a ring).

Back and Forth Single Race—(Equipment—Megaphone and revolver).

This race contains an element of chance which will be interesting to the spectators if they know what it is all about. In the preliminary announcement the leader should use his megaphone and explain the unusual idea to everybody. Men, women, and children are lined up on a starting line. At the word “Go” they run forward a short distance, until a shot is fired, then they turn about and walk back towards the starting line. Again the gun is fired, whereupon they turn and run again. When the third and fourth shots are fired they alternately walk and run. Finally, two shots are fired as a signal for all contestants to stop instantly. The leader then opens a sealed envelope and reads the description of an exact spot on the field. The contestant nearest that spot is declared the winner.

This may be played in doubles with arms interlocked, the man facing the rear and the women facing front.
Ball Throwing Contest—This is more interesting than throwing contests as conducted in official athletic meets. The first person to throw goes to the exact spot where his ball lands, as indicated by a judge. Should the next thrower out-distance him, the first one leaves the field, and the second one stands on the spot where his throw landed. However, if the second throw is shorter, the first contestant maintains his position until some one throws beyond him. After all players have had a trial the individual then standing on the field is the winner. (Note to leaders—call poorer throwers first).

Turtle Tag—This is played like the rest of the tag games with one person as “it” chasing all the rest. In order to be safe, one must assume a position in which neither hands nor feet touch the ground.

Walk Tag—In this game everyone must walk. No matter how close “it” may be, no one is allowed to move faster than a walk. “It” must also walk. It helps to liven up the game if boundaries are fixed.

Sing Tag—This game is lots of fun. One person is chosen “it.” All the rest may be chased as in ordinary tag, and in order to save themselves, they must stop and begin to sing. They may stop singing when the “it” has turned away. One might confine the singing to club songs and combine games and songs.

Snatch the Handkerchief—Divide the group into two lines from 15 to 30 feet apart, facing each other. Have them count off so that the “ones” are diagonally opposite. Now on the floor, ground, or on a box, can or stick, place a handkerchief. At a signal from the leader, the “ones” try to get the handkerchief, and get back to their line without being touched. If a person merely runs out and makes a dive for the handkerchief, it will be easy for the other side to tag him. The object is to be clever enough to get away with the handkerchief without being touched, or to touch the other person when he gets it. The game may be 10, 15, or 20 points. One point is counted for bringing the handkerchief back safely or tagging the other side. If one touches the handkerchief and does not get it, or touches the other person when he does not have the handkerchief, it counts a point for the other side.

This is a good game in which to use a counter as well as a leader. Also each side could be named—“sleigh bells” vs. “wedding bells.”

Affinity Tag—This may be played in two or three ways, depending upon how the group is dressed.

1. One person is “it.” All the rest are being chased.
2. In order to be safe, each boy must find a “soul” (sole) mate. To do this, a boy and girl must sit facing each other on the ground or floor with soles of shoes touching. If in a room the same can be played by sitting on benches or chairs arranged in two opposite rows.
3. One variation is to have them sit back to back.
4. Another variation is to stand back to back with someone else.
5. This game can be varied to meet the occasion and played with boys, girls, or mixed groups at camps or meetings.

Statue Tag—Play with one “it.” To be safe players must kneel with arms outstretched. After playing this for a while, the new “it” each time may designate the position in which they must be, to be safe.

Japanese or Poison Tag—Play like ordinary tag, except that a player when caught or tagged must place one hand on that part of the body where tagged until he tags another person. Start with one “it.” There is no “safe” in this game.
Line Interference—Form two lines of four players each with arms locked together. Two chasers stand in front and one, who is being chased, back of the two lines of four. At a signal two chasers try to tag the one who is back of the lines. The lines act as interference and try to keep the chasers away.

When a chaser catches the person who is back of the lines, he immediately hooks onto one line of four, and the person caught hooks onto the other line. The one on the opposite end of the first line drops off and becomes a chaser, and the one at the opposite end of the other line drops off and is chased. The other fellow who began as a chaser must keep on until he has tagged some one.

Family Tag—for small groups in a restricted area, this is a good game. When “it” tags a player, that player immediately joins hands with “it” and they proceed to tag another. Each succeeding person tagged becomes a part of the line until all are caught. No one can be tagged if the line is broken. Try this one in the woods some time.

Hang Tag—This is a good game to play on a picnic or in a gymnasium. One person is selected as “it.” Upon the signal “Go” he may tag anyone who is not hanging from some object with his feet off the ground.

The one who is “it” may at any time stand 10 feet from any player and yell “Fruit Basket” at which all players must drop to the ground or floor and find another place to hang.

Horseback Tag—One person is “it.” The rest are being chased. In order to be safe one person must have some one on his back or be on some other person’s back. As many persons may be on one back as can get on.

Circle Tag—Arrange players in a large circle so that each one is directly behind the other but leaving about 5 yards between each runner. At a signal from the leader they begin a slow dogtrot, which at a second signal becomes a run, with the idea that each player is to try to tag the player in front while running around the circle. Upon being tagged a player immediately drops out of the circle. As the circle becomes smaller and only two are left, the one who catches the other wins, and may be the leader for the next game.

Double Tag—Form in couples. One couple is “it.” They try to catch and tag another couple. All couples lock arms and if any being chased unlock arms, they become “it” as a penalty. If “it” break, they cannot tag anyone until they have locked arms again.

The game may be varied by forming in groups of three for “triple” tag.

Ankle Tag—Play the same as other tag games with one “it” who chases the rest. In order to be safe, a person must have hold of some one’s ankle, or some one have hold of his ankle. Lots of fun out doors. Any number of people may have hold of the same ankle.

Bob-sled Tag—A good game for boys. Divide into groups of four equal parts. Have all sit on floor or ground facing in toward the center like the spokes of a wheel, the boys in each group sitting back of one another. The one who is “it” chases another, who to avoid being caught may sit at the back of any line. This makes an odd number, and the one at the head of the line must then run or be caught. When the runner hooks on the end of a line, he should slap the one in front of him on the back, and each one continues this slap until the one at the front gets it; this is his signal to go. If a big group, have two “it” and two being chased.

Basket Three Deep—Divide the group into couples. Have each couple take hold of hands to form a small circle. One person is “it,” and one is being chased. To save oneself when being chased, dodge into a circle and grab the hands of either one in the circle. The one whose hands are not
taken is out and will be chased by the one who is "it" until he is caught or is saved by dodging into another circle.

Mysterious Tag—The leader gives one player a small colored cloth or paper when no one is watching. At the signal, "it" tries to tag some one, but since no one knows who "it" is, everyone tries to keep away from everyone else. If boundaries are fixed, a great deal of excitement will come from this game. If "it" should catch someone, start a new game or else let "it" give the colored object to the person tagged, with as little commotion as possible so that few if any of the players see it.

Ostrich Tag—One player is "it." The others are chased and in order to keep from being caught they must take hold of their noses with the arm under the right or left leg. The chaser may whirl the opponent but not push. The "fruit basket" idea may be used in this game.

Rabbit's Nest—This is a good game for any occasion and is similar to "Squirrels in the Trees." Form groups of three with joined hands. Have one person in the center of each circle. Keep two players out. Now explain that each group of three is a "cabbage patch" made up of three "cabbage heads." In each "cabbage patch" there is a "rabbit." Only one "rabbit" may be in a "cabbage patch" at one time. At the sound of the whistle the "rabbits" change "patches," leaving two players out at each change.

Third Man—This game is another form of Three Deep, but instead of being in circular formation the players are scattered irregularly over play-ground. All the players but two take partners and scatter in any irregular way. The players forming each couple stand facing each other, with the distance of a long step between them. Of the two off players, one is runner and the other chaser, the object of the chaser being to tag the runner. The runner may take refuge between any two players who are standing as a couple. The moment that he does so, the one toward whom his back is turned becomes "third man" and must in turn try to escape being tagged by the chaser. Should the chaser tag the runner, they exchange places, the runner immediately becoming chaser and the chaser becoming runner.

Slap Jack—The players stand in a circle, clasping hands. One player runs around the outside of the circle and taps another as he runs. The player tagged immediately leaves his place and runs in the opposite direction. The object of both runners is to get back first to the vacant place. Whoever succeeds, wins, and remains in that place, the one left out becoming runner next time.

Flying Dutchman—This is a running game played in a single circle. Everyone in the circle joins hands with his neighbors. Two players are "its." They join hands and walk around the outside of the circle and tag the joined hands of two players. These players immediately chase the taggers around the circle, trying to catch them before they get into the space once occupied by the couple that was tagged. Partners must keep their hands clasped while running. This game is like Slap Jack except that instead of tagging one person, the joined hands of two players are tagged. There are no partners since a player may have to run with his neighbor on either side.

Weavers' Relay—The players stand in circles with hands joined, the same number in each circle. There should not be more than 12 in a circle. At a signal one player in each circle starts weaving in and out around the circle under the arms of the other players. As soon as the players get back to the starting point the next player on the right starts and so on, until all have had a turn. The circle finishing first wins. This can also be played in line formation.

Dumb Crambo—The class is divided into two groups. One group goe
out of the room, and those who remain choose some verb. The outside group is then told some word that rhymes with the chosen verb. They consult together (outside the room) and decide on a verb which they think is the chosen verb and then return to the schoolroom and, without speaking, act the word. If it is right, the class clap hands, but if wrong, they merely shake their heads "No." The acting group goes out of the room again and decides upon another verb that rhymes with the word. They continue to act verbs until they have guessed the right one.

For example: The verb "eat" is chosen. The group outside is told that the word rhymes with "heat." Then the group decides that perhaps the verb is "beat" and they act "to Beat." As this is not correct, they try "to meet," but again without success. At last they try "to eat." When the word is guessed the groups change places, and the game is played again.

Crows and Cranes—Players form in two lines, face to face, with a distance of about a yard between the lines. One line is designated as "Crows" and the other, "Cranes." If the leader calls "Cranes," the cranes will turn and run back of them to a given line, endeavoring to reach this safety zone without being caught by any of the "Crows."

If any players are caught they return to the side of the catcher. If the leader calls "Crows," the crows play in the same manner as the cranes. The team having the larger number of players at the close of a given time wins. The game may be made more interesting if the leader draws out the "r" in either Crows or Cranes.

Peanut Pass—(20 or more players)—The players form in two lines facing each other. Chairs are placed at both ends of each line with 12 peanuts on each chair at the head of a line. Each player weaves his fingers into the fingers of his neighbors. Players must not unclasp hands throughout the game. At a signal the leader picks up the peanuts one at a time and passes them down the line as rapidly as possible, the last player placing them on a chair beside him. If a peanut is dropped it must be picked up without unclasping hands. The side which passes all peanuts down and back first wins.

Hunter, Fox, and Gun—Two lines of players stand on opposite sides of the room facing each other. The end players of each line decide whether their line shall represent the "hunter," the "guns" or the "foxes." The decision is whispered to the rest of the line to prevent the other side from hearing. Upon a given signal from the leader each line falls into the position and makes the noise of the object it is representing. For example, if a line has decided to be "hunters" upon the given signal, each player stands erect with hands on hips and says "Oh!" If they are "foxes," they put their thumbs in their ears, waving their fingers at the other line and cry "Yip, yip, yip." If "guns" all stand in position as though shooting a gun and say "Bang!" Points are scored on the following basis: Foxes defeat hunters, Hunters defeat guns, Guns defeat foxes. For example: if one team represents "foxes" and the opposing team "hunters" one point is awarded the "foxes." Five or ten points constitute game.

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

**Alphabet Race**—Two alphabets are prepared by marking the letters on cards, using red ink for one set and black for the other.

The players are divided into two groups and a captain is assigned to each. Each captain distributes the cards of one color to his side. The leader then explains that when a word is pronounced, the players holding the letters in that word are to dash to the front of the room, the captains are to arrange their team in the proper order and the team first spelling the word correctly wins a point. The spelling is done from the teams’ right to left, of course.

Because there are sometimes fewer than the 52 players required to use full alphabets, several lists of words are given. The first list uses all of the letters in the alphabet. The other lists may be used when there are only enough players to have the first 6, 8 or 15 letters distributed.

**Words Using All Letters**

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<th>foxy</th>
<th>zebra</th>
<th>nervous</th>
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<td>lock step</td>
<td>quickly</td>
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<td>juicy</td>
<td>womanly</td>
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**Words Using 6 Players on a Team**

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<td>bee</td>
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<td>cad</td>
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**Words Using 15 Players on a Team**

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<th>peach</th>
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**Ball Race**—This may be played with two balls or beanbags. A single circle of players is numbered one, two, one, two, and so on. The ones form a team having a ball of their own, and the two team is similarly equipped. The balls are passed to team members only, which means they are thrown past the person next to each player and into the hands of his team mate next beyond. At a signal the balls start off in opposite directions, if the circle is large, once around and back to the starting players is enough for a race. The ball that returns first wins. If there are less than forty players, the balls make three complete trips around to finish one race, and it is generally well to declare the winner of two out of three races the champion. The balls change directions after each race, so if Team one passed its ball three times around to the right for the first race, it would pass three times around to the left, for the second and to the right again for the last.

**COORDINATION GAMES**

**A Boy in a Toy Shop**—In this game the actions are not continued throughout, as in the next two games. Each is complete in itself.

This is the story of a little boy whose mother left him in a large store. Apparently the child had been left for some time and was a little disgusted with his surroundings so he patted his foot to show his irritation (all guests tap foot). A kindly old gentleman in passing the youngster offers him a
stick of chewing gum. The boy unwraps it and starts to chew (all guests chew). The boy becomes tired and walks into the toy department. As he enters the door he sees a small lion whose head is nodding up and down. As the boy watches it he too starts to nod and (all guests nod) becoming intrigued with the playroom the boy picks up a horn that he can squeeze with his right hand and starts to squeeze it (all guests open and close right hand). He then picks up a drum stick with his left hand and starts to beat the drum with the stick (all guests beat drum with left hand). Having entirely forgotten his mother by this time he climbs upon a hobby horse and starts to rock (all guests rock).

**I Went to Paris**—The leader says: I went to Paris and bought:
1. A pair of shoes—shuffle the feet.
2. A pair of gloves—open and close right fist.
3. An umbrella—open and close left fist.
4. A hat—nod the head.
5. A pair of glasses—blink the eye-lids.
6. A set of false teeth—open and close the mouth.

**Tom Thumb Got Sick**—The leader says: Tom Thumb Got Sick. The group asks: How did he get sick? and the leader replies: “By doing this.”
1. Slap left knee with left hand.
2. Slap right knee with right hand.
3. Raise left heel up and down in unison with slapping of knees.

### QUIET GAMES

**Advertisements**—Prepare 2 sets of cards by pasting on them small trade marks cut from advertisements. Put 10 or 15 cards in a set and number them.

Give the players pencils and paper and tell them to write the number of each card and the article advertised by the trade mark on it. Score point for every correct answer and 10 extra for correct completion.

Use the 2 sets alternately if the game is played in a progressive program.

**Scrambled Songs**—Type one copy of the following for each player:
Tonight is black. I hear a voice, endearing; my old Joe, a boy, calling; Wait, for all is perfect if you are there. Believe those smiles always, wandering gypsy. Trail the wagon? The young day charms me, calling me somewhere—where?

**Direction Card:** The message contains titles of 10 well-known songs. No words should be left over. Score 1 for each correct answer, 10 extra for completion.

**Solution:**
There are Smiles
Believe Me if all Those Endearing Young Charms
Wait for the Wagon
I Hear You Calling Me
Where Is My Wandering Boy Tonight?
A Perfect Day
Somewhere a Voice Is Calling
The Gypsy Trail
Always
Guggenheim

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**Direction Card:** Each player draws a chart like this for himself. Fill the spaces with words beginning with a letter at the top of the column and in the classes of the words in the side. Thus, the first line for Mary might be “mushroom, artichoke, radish, yam.” Score 4 for every entry selected by no one else and 1 for entries chosen by others. If the vegetables named are used score one point for each since they have been used on the card.

**Bug**

Prepare a cube with one of the following letters on each of its six sides: B, H, E, F, L, and T.

**Direction Card:** Roll cube in turn and keep score thus: When “B” is un draw body of bug. “H” add head. “E” eyes, “F” feelers, “L” legs, and “T” tail. You must first get “B” to start. You may continue to roll for five throws if letters can be used; F and E cannot be used unless there is a head. Add 1 eye, feeler, or leg at a time. It takes 6 legs, 2 eyes, 2 feelers, 1 tail, 1 head, 1 body to make a bug. Score 10 for each complete bug. Nothing is scored for parts. Start with a “B” and draw a body every time a “B” is turned up.

**Hearts**

Prepare six cubes with one of the following letters on each of its six sides: H, E, A, R, T, S. Players take turns in rolling all of the cubes at one throw. Score one point for every word that can be spelled by the letters that fall up. A letter may be used once only in a single play. Ten points are scored if “Hearts” is spelled.

**Whirr**

**Direction Card:** Write all the words you can think of that start with W and end with R. Score 1 point for every 2 words

**Ice**

**Direction Card:** For each of the following words there is one ending in “ice.” Find it and write it beside the number.

1. public protection
2. confection
3. fine
4. value
5. cut
6. cereal
7. interweave
8. instant
9. place of business
10. guidance
11. repeated once, plus one
12. lure
13. the second time
14. sap
15. tooth paste
Answer Card:

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<td>licorice</td>
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<td>3</td>
<td>nice</td>
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<td>4</td>
<td>price</td>
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<td>slice</td>
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**Match Removal**

This is played by two who alternate in making the first move. Place matches in 3 groups of 5, 4, and 3 each. A player may remove all or any number of matches in any 1 group but may not remove from more than 1 group in a single play. Try to force your opponent to take the last match. Score 1 for each game.

**U-auto-know**

**Question**

- Part of a book—
- The crossing of the stream—
- A river in New York State—
- To penetrate and a weapon—
- Unsurpassed—
- A city near San Francisco—
- A color—
- The most ancient car—
- A city of Michigan—
- To avoid—
- Godess of the Hunt—
- Indian chief—
- A boy's name and opposite of ill—
- Across the Country—
- Poor Richard—
- Wide river in Palestine—
- A celestial body—
- A misspelled musician—
- A county in England—
- First battle of the American Revolution—
- Very hard variety of quartz—
- One who cultivates the ground—

**Solution**

- Paige
- Ford
- Hudson
- Pierce-Arrow
- Peerless
- Oakland
- Auburn or White
- Olds
- Cadillac
- Dodge
- Diana
- Pontiac
- Maxwell
- Overland
- Franklin
- Jordan
- Star or Moon
- Chrysler
- Essex
- Lexington
- Flint
- Gardner

**Mental Test**

To rest the group following active games, lines or circles are designated as teams and a series of mental tests given. The questions asked may be taken from the book, “Are you a Genius?” by Robert Streeter. Each group selects a secretary who writes down the answers his group decides upon. The leader asks questions such as “What is the Capital of Nevada?” or “A man bought a dog that cost him $10 more than half of its price. How much did he pay for it?” Ten such questions are asked and then the answers are given after which each group will call out the number they have correct.

**Electric Shock**

The teams line up with players standing side by side with hands joined. Arrange it so that each team faces another. When the whistle is blown the first player squeezes the hand of the second, the second passes the
squeeze to the third and so it goes down the line. As soon as the last player receives it he holds up his hand; or the leader may hold the hands of the last players of both lines and will know which squeeze reaches him first.

This is a good game to get a diffident group started. If games are planned to follow a meeting in which the people have been seated and the group does not seem willing to get on the floor, divide them into teams along the lines of seats or around the walls. Let them race while seated, then stand and race, and before they can sit down again while they are still holding hands, lead them out for a serpentine or some other easy walking game.

Two Part Cities

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

Thumb Choice

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

This and That

Four objects are placed thus:

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They are named:

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

Mind Reading

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

Echo

The questioner and his accomplice walk around the circle looking over the crowd. The person who speaks last before the accomplice leaves will be the one selected to be named. The accomplice leaves. The questioner calls, “Echo.” The accomplice names the one selected.

Personal Initial Answers

Each player is supplied with a sheet of paper or blank card 5 x 8
inches and a pencil. At the top of the page each player is to write the initials of his name, as B. M. Then answer the following questions with words that begin with B.

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

Shadow Pictures

Stretch a sheet to fill doorway space and arrange lights so that a clear outline can be produced. If the sheet is moistened and evenly wet, the shadows are much clearer. Guests may walk across the doorway, and the audience will guess the name of the actor.

Examples of actions:

A dentist may be pulling a tooth.
A young lady may be shown sitting at a small table and about to dine. She raises the cover of a large soup tureen and out jumps a live kitten.
A teacher applying the birch to a squirming youngster or a grandmother making vigorous use of soap and scrubbing brush to a small grandson are good subjects.

Use the old operation stunt with various tools made of cardboard. Pour an anaesthetic into the victim by placing a megaphone or large funnel in line with his mouth and leading to a bucket below. Bucket after bucket of water can be poured in this way. Failing in this, have a block of wood alongside the victim’s head on the table and use a good sized mallet on the block. The shadows of course, make it appear as if you were hitting the victim on the forehead each time.

Trades

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

The Moon Is Round

The leader, using index finger of left hand, circles face saying, “The moon is round” and points to features saying, “It has two eyes, a nose and a mouth.” Trick—use left hand. May also be played with the catch of “Ahem,” clearing the throat before making the face on floor with a stick.

Meenie Meenie

With the left hand open, palm up, the player touches each finger beginning with the little one, saying as she goes across the fingers, “Meenie, meenie, meenie, meenie, meen.” She does it many times, making the touching of the fingers a bit different each time but the trick is that the fingers on the left hand do not move even a fraction of an inch. Other
people will bring fingers of left hand up to right instead of holding them motionless.

**Keen Eyes**

Players stand in two lines facing each other. Each person's partner is opposite him. The players are given one minute in which to observe carefully their partners. On signal they turn back to back and each changes three items of his attire. He may undo a button, untie a shoe lace or let a handkerchief show from the pocket. At the next signal all turn face to face and observe the changes in their partner's attire. Each change noted counts one point. The leader for each line counts up the scores.

**PUZZLES**

**Games With Numbers**

What would you add to nine to make it six? ..................... SIX
Add three nines so the sum will be ten. .......................... 9 9/9
Write three nines to equal twenty. .............................. 9 + 9 = 20
Subtract forty-five from forty-five and leave forty-five.

\[
\begin{align*}
9 & \quad 8 \quad 7 \quad 6 \quad 5 \quad 4 \quad 3 \quad 2 \quad 1 = 45 \\
1 & \quad 2 \quad 3 \quad 4 \quad 5 \quad 6 \quad 7 \quad 8 \quad 9 = 45 \\
8 & \quad 6 \quad 4 \quad 1 \quad 9 \quad 7 \quad 5 \quad 3 \quad 2 = 45
\end{align*}
\]

You can multiply ninety-nine by any number between one and one hundred and the answer added across will always be eighteen.

If from six you take nine  
And from nine you take ten  
Ye wits now the puzzle explain?  
And if from forty, fifty be taken,  
There then will just half a dozen remain.

From S I X take IX = S  
I X take X = I  
X L take L = X

Place eight eights so that they will make one thousand

\[
\begin{align*}
8 & \quad 8 \quad 8 \\
8 & \quad 8 \\
8 & \quad 8 \\
8 & \quad 8 \\
1 & \quad 0 \quad 0 \quad 0
\end{align*}
\]

Arrange five nines so that the sum of their total equals one hundred

\[
\begin{align*}
IX & \\
IX & \\
IX & \\
IX & \\
100
\end{align*}
\]

Subtract twenty-two from twenty and have eighty-eight left

\[
\begin{align*}
XX & \\
2 & \quad 2
\end{align*}
\]

X stands for ten does it not?
How to Tell a Person's Age

Let the person whose age is to be discovered do the figuring. Suppose for example that the age is 15 and that he was born in August.

Let him put down the number of the month in which he was born and proceed as follows:

- Number of the month: 8
- Multiply by two: 16
- Add five: 21
- Multiply by fifty: 1050
- Add the age: 1065
- Subtract 365, leaving: 700
- Add 115, making: 815

The first two figures on the right will always indicate the age and the remaining the month the birthday falls in.

How to Tell the Number of Relatives

Write down the number of brothers: 2
- Multiply by two: 4
- Add three: 7
- Multiply by five: 35
- Add number of sisters (2): 37
- Multiply by ten: 370
- Add number of grandparents (2): 372
- Subtract 150: 222

The first figure from left tells the number of brothers, the second the sisters and the third the grandparents.

A Few Games With Coins

1. Is it possible to place twelve coins in six rows, so as to have four in each row?

   Solution:

2. Friends one and all, I pray you show How you nine stars would so bestow Ten rows to form in each row three Tell me, ye wits, how this can be?

   Solution:
3. Four dimes and four pennies placed alternately in a row. You move two at a time, but they must lie next to each other. Rearrange them so that all the dimes are together and all the pennies are together. Can you do it in four moves?

1 2 3 4 5 6 7 8
XOXOXOXOXO

Solution:
1. Move 2 and 3 to right of 8
2. Move 5 and 6 to space left by 2 and 3
3. Move 8 and 2 to space left by 5 and 6
4. Move 1 and 5 to space left by 8 and 2

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

Winter Carnival Party

Decorations—Cover the floor with white material, such as old sheets, cheesecloth or large white tarpaulin. Sprinkle this with artificial snow. Build a snow man out of two bushel baskets covered with sheets, using old pillow cases for the head, inking the eyes, nose, mouth and attaching an old slouch hat and pipe. Snow shoes, skis, toboggans and other winter sport articles may be used to hang about the room.

Weather Report—(mixer). Line up the guests by fours or eights and have each group spread out its line so that they have plenty of room. Each person pantomimes the weather reports as announced by the leader. The following are suggestions: Warm wind—all bow and smile at each other. Cold wind—everyone snubs his neighbor. Variable winds—guests sway back and forth. Whirling winds—everyone whirls around in a circle three times. North wind—everyone faces south.

Snow Shoe Race—Snow shoes shall be pasteboard boxes—anything from the size of a shoe box up to a large canned goods container. Each contestant has a box on each foot. On the signal to go the contestants walk from one end of the room to the other.

Shovel Race—One person sits on a shovel (girl) and is pushed by her partner on skates in a race to any given point.

Sack Tacky Party

Hat Making—Each person is given a sheet of tissue paper and two pins. Five minutes are allowed in which to make a hat. Give out an even number of each color and use colors as a basis for team divisions. A review and grand march should follow.

Hobo Relay—"Walking the rails" Arrange teams in line formation. The first person in each team is given a ping-pong ball and paddle, he balances the ball on the paddle, and transfers the ball and paddle to the person next in line. Repeat until all have covered the distance. The paddle must be carried in one hand. If dropped, the ball must be retrieved and the race continued from spot where ball was dropped.

Folding Chair Relay—Divide the group into two or more teams, each with the same number of couples. Place a folded chair on the floor a given distance in front of each team. Players in couples run to the chair; the men unfold the chair, seat their partners, refold the chair and return to their own line, touching off the next couple.

Pop Corn Relay—Each contestant is given a soda straw. The first in each line runs forward a given distance to a pile of pop corn, sucks a piece of corn into the end of the straw, runs back to his line with the kernel thus held on the straw, and touches off the next in line. If the kernel drops off, it must be retrieved. Continue until all have run.

Valentine Party

Black heart—Hide hearts of assorted colors. Most of the hearts are red, a few green, some yellow, one is black and one blue. No information as to the significance of the various colors is given out until the hunt is over, but as soon as the hearts have been found announcement is made as to what each color stands for. Red hearts count one, green ones put the finder in debt one, yellow ones put one on the list of those who must engage in some contest, the finder of the blue heart is the winner of a prize, a finder of the black heart must pay some terrible forfeit.
Valentine Post Office—Each person is given the name of a city or town. One person acts as postmaster who stands in the center of the circle formed of chairs in which the others sit. The postman then says: “I have sent a valentine from..............to..............” whereupon these cities try to change seats without being caught by the postman. When he catches anyone, that person becomes the postman and the former postman takes the seat. If the circle is small, the postman can be blindfolded.

Heart and Dart Game—Make a large heart out of cardboard. Paste on it eight or ten small white hearts. Number these and post in a conspicuous place the meaning of each heart. For instance, No. 1 may be matrimonial success, No. 2 may mean no chance, No. 3 may mean domestic warfare, etc. Players divide into two teams and the score is kept to determine the winner. Each player gets one turn at throwing the dart at the heart, scoring for his team when he hits the heart) as well as having his fortune discovered. The darts may be made by placing a piece of paper crisscrossed in a cork with a pin at the other end.

Phonograph Roll—Roll old phonograph records across the room into a pasteboard box. Score ten points.

Chair Leg Toss—Turn a chair upside down. Toss three ring quoits on the legs, throwing from a line twelve feet away. Score ten points.

Alphabetical Party

Invitation—Here is quite the newest yet;
Mr. and Mrs. Alphabet
Will entertain on Tuesday eve.
It will be fun, you may believe
Two cents a letter for your names
Is all it costs to join the games
and be fed in an alphabetical way.
We’ll both be sad if you stay away.
We need the money, you the fun
At 7:30 ’twill be begun.
R. S. V. P.

As each guest arrives hang about his neck a card about six inches square with the initial of his last name printed with heavy crayon. Divide the guests into four groups and appoint a leader for each group. Have each group see how many different words they can form, using the letters given to them upon their arrival. Groups will work for longest and most words. Leaders are given pencil and paper to record individual scores. A prize is given to the person having been a part of a word the most number of times.

Spelling Match—Appoint two captains to choose sides. Distribute large cutout letters. The leader announces a word, and the players holding the letters of which it is composed step forward and hold their letters so as to form it. The side forming the word first chooses one person from the opposite side.

Alphabetical Love Story—Pair the group off in couples. Couples are to write a story alphabetically. Suggestion: A-nna B-enson c-ame d-own e-arly f-rom G-len’s H-ouse i-n J-ohn’s etc. Couple writing best story, using all the letters of the alphabet wins a prize.
GAMES AND STUNTS FOR 4-H CLUB EVENTS

Alphabet Song

The following is a song sung to the tune of "Sweet Adeline"

O, MLE
Sweet MLE
What XTC
When UIC
Who could 4C?
Your NTT
Would be TNT 2 me.
Sweet MLE

O, sweet QT
My own QT
With U 2 B
Is XTC
B Thou my M8
2 nite at 8
EE’s me in to a big DT
Ere it’s 2 L8.

An Autumn Party

Decorations—wheat, oats, and various grasses may be combined with corn in many designs.

Invitations—Hold open the date you’ll find down below.

We’re raisin some pears to beat it, you know
To the Harvest Farm Party we’re giving at night
to cut up some capers and cabbage the right
To orange a good time, and we don’t care a fig
If you turnip the sod, you’ll sure have to dig.
The peppery gang might squash you, if late,
So dress as a Farmer and be there at eight

Hostess........................................ Date.................................

Corn Gathering Contest—This is played in the same manner as a potato race. Four ears of corn are placed two yards apart with a basket in front of each team. There are five players, either men or women, to a team. At the word “go” the first person picks up the ears of corn, one ear at a time, and places them in the basket. He then tags the next person on his team and goes to the end of the line. The second man replaces the ears of corn and the third picks them up, and so on down the line. The team which finishes first wins.

Corn Husking Contest—Persons are grouped in teams of four for this contest. Each participant holds an ear of corn with the shuck still on. At the word “go” the first person runs to the basket which is placed about twenty feet away, shucks the ear of corn, places it in the basket, runs back and tags the next in his line who repeats the process. The team finishing first wins. In case ears of corn cannot be obtained with the shucks still on, there may be a corn shelling contest in which each person shells his ear of corn.

A Farmer's Love Letter—My darling sweet..............; Do you............ all for me? My heart............. for you and my love is soft as a............. I am for you strong as an............. You are a............. with your ............. hair and............. nose. You are the............. of my eye, so if we............. then............. be married, for I know we will make a happy............. Key: Potato, carrot, beets, squash, onion, peach, radish, turnip, apple, tomato, lettuce, pear.

Old Oaken Bucket—Popular for serving punch. The bucket hangs over a well of punch.

Thanksgiving Party

Farmer and Turkey—Guests use the grand march to form lines of eight. They are asked to hold hands across their lines, but when the whistle blows to take a sharp quarter turn to the right and quickly take hold of their new
neighbors’ hands. Every time a whistle blows they are to do this, always turning to the right and always taking their new neighbors’ hands immediately. A farmer and a turkey are chosen, it being the business of the farmer to chase the turkey which is given a bit of a head start and then the farmer is after him running up and down the constantly changing streets and alleys formed by the turning lines. When the turkey is caught he chooses a new turkey and the farmer chooses a new farmer, the leader being careful to fill up the gaps made in the line so no farmer is allowed to break through a line.

Roast Turkey—Each group selects a team of about 8 members. Teams are to draw a turkey on the blackboard. First in line draws the body outline, second the head wattles, wings, legs, tail, feet, etc., through the necessary parts. Drawings may be judged and points given each one.

Combination Salad—Blue ribbons awarded to the individuals who have or who are the best:

1. Cabbage (largest and solidest head); 2. Carrot (reddest); 3. Turnip (most pugged nose); 4. Bean pole (tallest); 5. Potato (most promising eyes); 6. Apple (neatest Adam’s apple); 7. Prune (that kind of fellow); 8. Sweet peas (the most attached couple); 9. Bouquet of roses (reddest cheeks, Nature).

Exercise humor rather than accuracy in the judging to obtain the most fun.

Puzzling Pies—Hand out slips on which are written the “pious” rhymes. Two points for each correct answer, in a given time.

1. A word that means “to elevate”—
   A preposition for its mate.
2. What freezes up in winter weather—
   Thanksgiving families met together.
3. The way one feels when life goes ill—
   What sextons do when graves they fill
4. The fruit that Eve preferred to eat,
   But picked and pie-d before it’s sweet
5. Try this in winter when you dine—
   It means “to chop up very fine.”
6. A silly fowl that loves to swim—
   A fruit that grows on branches slim.
7. A drink you’ll choose some chilly day—
   A seed that squirrels hide away.
8. What happens when a salesman fat
   Sits down on another’s hat.
9. On farms it’s thick—it makes you grin—
   The city sort is all too thin.
10. You meet a pretty girl—Oh, Baby!—
    You know a word describes her—Maybe.

Answers to Puzzling Pies: raisin, pumpkin, blueberry, green apple, mince, gooseberry, cocoanut, squash, cream, and peach.

Coffee—One coffee bean for each member of the competing teams is placed in a cup at the head of each line. Twenty feet further on are empty cups to receive the beans. Each player is given a soda straw. The players strive to transfer the beans from the first to the second cups by sucking through the straw. Each player transfers one bean. Beans must not be touched by hands. First team to fill cup wins, or two points for each bean in cup.
A Progressive Christmas Party

Invitation—
Christmas comes but once a year
So when it comes we want you here,
For revelry with noise and lights
At eight o'clock on Friday night.

Individuals play together four at a time, or the number may vary according to the number invited to the party. In progressing, half of the players move forward to the activity of the next higher number, and the other half to the game of the next lower number. Be sure that all the games are numbered conspicuously. When the guests arrive, present each one with a score card indicating the game at which each is to start playing. Allow five minutes or more at each game and two minutes between games for adding up scores and moving on to the next game. The party continues until all the players have played all the games.

SCORE CARD

Tree Toss—From a piece of beaver board or heavy cardboard cut out a Xmas tree about 2 ft. high. Screw on hooks at points indicated below, and from a distance of five feet try to score by tossing fruit jar rubbers onto the hooks. The tree may be hung on the wall or a chair.

Santa’s Whiskers—Get an old sheet of muslin about 4 feet by 3 feet and trace Santa on with colored crayons. The object of the game is to try to pin the whiskers on Santa while blindfolded. Give 10 points for each successful attempt. The whiskers may be made with ordinary wrapping string sewed onto a piece of muslin.

In the Sock—Get hold of a lady’s old stocking, preferably cotton. Wire open the top of the stocking so that when the stocking is hung between doors or from a chandelier, pennies may be tossed into it. Object of the game—
from a given line about five feet distant, each player attempts to toss five
pennies into the stocking. Ten points are scored every time a penny is
tossed into the stocking.

Candle Light—Place five candles about five inches long in candle
holders about 6 inches apart on a table. Make four rings from picture
wire about the size of a fruit jar rubber. From a line approximately five
feet from the table try to ring the candles with the wire rings. Each guest
tosses five rings in succession. Ten points for a ringer.

Xmas Box—A five and ten cent store top is needed for this game. The
diagram may be drawn on cardboard and placed flat on the floor or drawn
with chalk on the basement floor. Spin the top onto the diagram. Points
are scored where the top comes to rest on the diagram. Each player has
two successive spins with the top.

Refreshments—Wrap sandwiches in white paper tied with red and green
ribbon. Serve ice cream and frosted cake.

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STUNTS

(The two following stunts were described by W. P. Jackson, representa­
tive of the National Recreation Association).

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

Lodge Initiation—“We have org'anized a lodge and we are going to
initiate you.” They arranged their lodge hall, and I was brought in and
taken from one chair to another, and what they didn’t tell me! Then I was
brought before the Grand High Muckey-Muck. “This is an order that stands
for helpfulness and service, but all who are initiated must show to us that
they have some initiative and they must do certain things themselves.
But to prove and show to you that we stand for helpfulness we want to
tell you that our password consists of 2 m’s, 2 i’s and a c. Now what is
the password?”

I stood there and so did everybody else. I sat down and so did every­
body else. I looked embarrassed, and smiled and so did they. I crossed
my knees, and they all crossed their knees. And then it came to me that
they were mocking me and the password was “mimic.”

The Croakers—Four or five participants hop in on all fours, frog
fashion. They may seat themselves on the floor or on very low-seated
chairs or boxes. Immediately they are seated they repeat in concert this bit of foolishness: "What a funny fing a frog are! When he hops he yumps, and when he yumps he sits on his tail, which he ain't got almost hardly any." The Chief Croaker now calls the meeting to order with the announcement that "all the brother and sister croakers will now come to order." He then calls for "anything for the good of the order" and the Croakers one after another enter complaints of sundry nature about different persons present, about things that have happened at the assembly, etc. They will adjourn by repeating "The Croaker's Watchword," again giving "What a funny fing a frog are!" etc.

Midget Ladies

(Prize stunt, sixteen young ladies needed for the performance)

Stretch a large piece of white cloth across the platform. Cut eight holes in it for the heads of eight of the participants. These young ladies thrust their heads through the holes thus provided, each wearing a paper bow of bright color. Beneath the head, sewed to the sheet or cloth, which reaches to the floor, is a small dress of similar color to the bow. To the sides of the dress are holes for the arms and hands of the girl, and below the dress, two other holes for the feet. The feet are represented by another girl who thrusts through these holes hands covered with stockings and shoes. Tables are placed so as to provide a platform for the performance of these miniature ladies, who will look ridiculously funny. They may sing, crack jokes, and dance. Gestures with the hands should be made in unison, all folding them at the same time. Holding them to the heart, holding them palm out, etc. The possibilities are unlimited for working out some clever entertainment.

The Human Ford

This is one of the most laughable stunts imaginable. The participants appear on the platform and take their positions. Four of them represent the car occupants, including the driver. They arrange four chairs and seat themselves two in front and two in back. A young man then assumes leap frog position in front of the chairs. He is evidently the engine and radiator. On the top of his head he has tied a baking powder can. Four others group themselves about the chairs as the wheels. They stoop and hold to their ankles. An extra tire is on the back. The ford is now ready to go.

The driver gets out, and, taking hold of the extended hand of the "engine" he cranks the machine. The "engine" begins to purr engine-fashion and then sputters out just as the chauffeur starts to get back into the Ford. He cranks it again and then they start. The riders can inch their chairs along and the rest of the Ford moves with them.

There is a hissing sound and the back tire nearest the audience flattens out. The chauffeur gets out, makes the people in the back seat get up, pretends to get his pump, applies it to the tire and goes through the motions of pumping air into it. The tire rises slowly as if being inflated.

The next mishap is the radiator running out of water. The driver takes off the cap and pretends to pour in water.

They get started again and there is a blow-out. Some one in the car on the side away from the audience has a tightly blown paper bag. He pops this and the front tire next to the audience flattens out. The driver gets out, mops the perspiration from his brow, and after getting his imaginary tools, takes the wheel off. It is well to remember here that there are four lugs on a Ford. He rolls the tire to the rear and gets his extra tire. This he puts on, putting the old one in the place at the rear.
Next a traffic cop riding an imaginary motor cycle and making all the accompanying noise catches up with the Ford and stops it. He pretends to take the number and the necessary information and then rides off. A tip from the driver may be needed to appease him.

The final mishap is engine trouble. The driver gets out, lifts the hood (the "Radiator's" coat) on one side, then on the other. He soon has the trouble fixed, and the Ford moves on its way.

The chauffeur must remember each time to crank the machine. The stunt is all the funnier when not a word is said.

**The Kingdom of Nonsense**

A trumpeter or herald appears, marching straight across to stage center, and then turning at right angle and marching to front of stage. He carries a little toy horn, and with great flourish plays three feeble blasts. Then in stentorian tones he announces:

"Ho ye! Ho ye! The hour of nonsense has now arrived, and King Hezabug, ruler of the Kingdom of Nonsense, is at hand. Begone, dull care! Vanish from our midst, ye devils of gloom! Enter joy, gladness, and hearty laughter! THE KING IS HERE!"

There is a beating of tin-pans, etc, and the King and his Court make their appearance. First come the royal door-keepers each carrying a mop. Door-keeper Number One walks across the stage and takes his position there. The other stands at the door he has just entered. Both stand at attention. The King enters next followed by two attendants, each of whom carries a broom. As the King ascends the throne, all bow before him. The attendants take their positions on either side of his Royal Highness and start fanning him with the brooms.

The King now announces the opening of the court and asks if there are any petitions. Doorkeeper Number One responds reading from a scroll a petition which propounds the question "How to be happy, though married." The King calls for one of his wise men, Sidewise by name, to answer the question. The other Doorkeeper brings him in. The wise man enters walking side-wise. He makes appropriate answer to the petition at the King's request.

The next petition is called by Doorman Number Two and bears a request for information on the vital question: "How to make a Maltese Cross." After an elaborate and eloquent speech this wise man, who is Crosswise, and who enters with hands and feet crossed, closes by saying: "Therefore, O King, if thou wouldst make a maltese cross, just pull his tail!"

Petition number three concerns methods of improving the town, city, community or place. Lengthwise is called and comes in on all four, and at full length. He arises to standing position and faces the King, answering the petition with many marvelous suggestions.

Petition number four has to do with the important question, "How to train a husband." Otherwise is called, and enters on roller skates or hobby horse. He or she waxes eloquent with suggestions.

At the close of this speech the King leaves his throne and paces up and down the platform, tremendously stirred by the possibilities in the suggestions made. He walks faster and faster, his two attendants behind him. Finally he falls in a swoon.

The Witch Doctor is called, and after his incantations he advises that the King needs entertainment. He calls for the Troubadours. They enter and to ukelele accompaniment sings "Sweet Ivory Soap."

This rouses the King but seems not to please him for he drives them all from him except the two attendants. He then calls for some real entertainment.
This serves as an introduction for the stunts of the evening, over which the King presides. The two attendants, in turn, call the stunts in the order in which they come. They also act as stage hands when necessary.

Needless to say, all costumes are as ridiculous as it is possible to conceive. The attendants might wear bathing suits, with skirts made of willow branches hung from their waist, bright colored stockings and tennis shoes will help. A large sunflower might also serve as a head-piece, with sunflower breast-plates giving the final touch.

The Herald should wear a long feather in her hat, and in other ways burlesque the usual herald's garb. So with all the others. Curtains, scarfs, and other bright colored pieces may be made to do service, achieving remarkable effects.

The wise men may act as judges to determine the best stunt of the evening.

Four Good Stunts for an Evening of Lively Entertainment

March Around—All present march around the room in a column formed of couples (a boy and a girl). One boy stands in the center of the room with a stick. When this stick is thrown to the floor, each man rushes to another girl and secures her for his partner for marching or the dance. The one left out each time must go to the center of the room and throw the stick for the next time. This game is not only fun, but will serve to “break the ice” and get folks acquainted.

League of Nations Telegram—All present sit in a large circle around the room, the couples from the previous game sitting beside each other—those who happened to be together at the close. Each couple is to send a telegram to President Roosevelt with reference to the League of Nations, using words beginning with the combined letters of their two last names, and no others. Either name may come first, but the words have to follow the natural order of the letters. The telegrams are read aloud by one of each couple, after five or ten minutes have been allowed for their preparation.

Lemon Race—All present are divided into two equal sides and lined up, facing each other. A lemon is started down each line, each person receiving it in his two hands and placing it in the two hands of the person next to him. When the lemon gets to the end of the line, the person receiving it runs as fast as possible to the end of his line from which the lemon started and hands it to the one on the end. This person passes it on down as before, and the runner takes his place at the front end of the line. This is continued until one side has had all of its members run with the lemon. The side that finishes first naturally wins the contest. For unrestrained fun and enthusiasm this contest cannot be excelled. (The runners go between the lines that face each other, but not outside).

Spinning the Bottle—All present sit in a large circle around the room, but not necessarily by couples. Some one spins a large bottle in the center of the room, asking it some silly question, ex. Which girl present has received the largest number of proposals? Who will marry first? Who has the biggest feet? etc. The person to whom the neck of the bottle points when it stops spinning is the one to whom the particular question applies. Then he (or she) has to get up and ask the question and spin the bottle, and so on.

4-H Recipe—(Reader makes stirring motions as girls representing the ingredients pass by).

1 c Loyalty (pledge to flag)

$\frac{1}{2}$ c Courtesy (pardon me, as she passes)

Creamed well with thoroughness

Add $\frac{1}{2}$ c Posture
2 T Pep
Mix 1 T each of Attention to Details
Happiness
Persistence

Add these to the foregoing ingredients with a cup of well beaten Cleanliness (with soap and towel)

The result is—Girl in Club Uniform
A Recipe for Health—(Can be dramatized)
Take one average school girl, then daily—
Three wholesome meals
Eight glasses of water,
Ten hours of sleep in good fresh air,
At least two hours of play,
An abundance of water in form of baths.

Mix ingredients with regularity and care; sprinkle with plenty of fresh air and sunshine; garnish liberally with snow or green grass, and season well with smiles; serve in happy surroundings as a well browned, rosy cheeked American girl.

Play Tournament—Write down a list of four or five characters on a slip of paper, using characters that are familiar to the group. For instance, a 4-H club group might use the County Agent, a 4-H club boy, a sophisticated girl from New York, a beef calf, and the community trouble maker. Make a duplicate list of these characters. Select two groups of people of 5 to 6 each (1 for director) from the audience. Give each director a list of these characters. Give the two groups 15 minutes to go off and work out a 5 minute playlet and present it at the end of that time.

Note: It is amusing to see how different groups take the same list of characters and work the playlet out so differently.

Melodrama

This type of melodrama is given in the following way: (1) No lines are spoken. The conversation consists of portions of the alphabet repeated with great feeling. A few words may be spelled out to help the audience to understand the acting. (2) All action is greatly exaggerated. (3) All costumes are made as ridiculous as possible. (4) All properties are also ridiculous and plainly labeled with signs, as for instance a single plant labeled "dense forest."

Make the costumes appropriate as well as exaggerated; the heroine in white; the villainess in black; college hero in white flannels and sweater with huge college letter; rich suitor in frock coat, tall silk hat, and gardenia.

Sleight-of-Hand—By Avis Crocker. Time—3 minutes. Characters: Mr. Abram Goldstein, Mr. Jacob Blum, Mr. Isaac Pasinsky.

Mr. B.—I went to a reception last evening and I saw sooch a clever ting. It is an optic—vot you call?—delusion. It's like dis. (He produces two apples from his pocket and holds them up). How many apples do I haf?

Mr. P.—Two, of course.

Mr. B.—Your' wrong. I haf t'ree. I'll proof it. Here is vun; here is two! Two and vun is t'ree. See? Very simple—a trick in addition and delusion. (Is about to return apples to his pocket, laughing over his cleverness).

Mr. G.—Vait! Vun minute! Do dat vunce yet.

Mr. B.—Here's vun; here's two. Two and vun makes t'ree. (laughs) T'ree apples. Very clefer! Very clefer!

Mr. G.—Let me see could I do dot.
Mr. B.—Oh, no! It must be a clever man like me do this trick. But you could try. (Hands over apples).

Mr. G.—If it was too clever you couldn’t do it. (Holds up apples). Here’s one; here’s two. Two and one is three. Very clever; (to Mr. P.). Ikey, have an apple. (Mr. P. takes it). I’ll keep this one. (Starts eating it).

Mr. B.—And where is mine?

Mr. G.—(laughs). You should eat the third one!

On a Busy Street Corner—By Louise Iwan. Time—2 minutes. Characters: the Stranger in Town, Policeman or Passing Pedestrian, Scene Shifter.

Scene I—a busy corner on which the busses pass. Stranger stands looking around. Pedestrian, or Policeman comes along.

Stranger—Say, does the Edgewater Beach bus come along this way? (or use any local name).

Pedestrian—Why certainly—Just watch for No. 51.

Stranger—Thank you.

Scene II—Scene shifter comes in with a large sign marked “four hours later.” Same corner. Stranger still standing there. Pedestrian again comes along; looks astonished.

Pedestrian—Well, hasn’t your bus come along yet?

Stranger—Not yet, but it won’t be long now because I’ve counted 49 so far, and only two more to go until the 51st.

(Mysterious Music

Try this little trick while you are sitting at the table. Place a glass of water before you, then take a knife and place the blade between the tines of a fork. Quickly withdraw the knife from the fork with much friction and pass the knife over the glass of water and if you listen carefully you will hear a clear though faint musical tone.

In order to mystify the guests all the more you can explain that the pitch of tone depends on the amount of water you have in the glass. Let the guests try it. They will find that they get no music.

Then you can explain to them that is the fork and not the knife that has been producing the sound. While you are passing the knife over the glass and pretending that it is making the musical tone you quietly bring the fork handle down on the table. This makes a “tuning-fork” of it, for the vibrations of the fork tines are communicated to the table and you hear them as a musical tone. If in doing this trick you keep your own eyes on the knife and pretend to be paying no attention to the fork you can fool the onlookers every time.

A Test of Will-Power

When you have a party, a very amusing game will be to show your strength of will over anyone in the audience. Having discovered a person in your party who claims to have an exceedingly strong will, you can wager him that if he chooses to stand upon a chair you will order him to get down, and your will-power is so great compared with his own, that after you have told him twice he will get down.

With a firm determination that he will beat you, he stands upon the chair. He clenches his fists, sets his teeth, braces his shoulders, and shows a dogged decision not to yield. You calmly say “come down.” He does not pay the least attention. For the second time, but more emphatically, you
order, “Come down.” With a smile he maintains his position and thinks he has you beaten. Then in a quiet manner you remark, “Well, I have told you twice, and now stay there until I ask you the third time.” Needless to say this simple game will have its desired effect.

A Windy Contest

Leader appoints two captains and announces that the captains are going to select the ten people in the room who are known to be the best talkers.

The captains choose five people each and they come to the front and line up, the two teams facing each other. They expect a talking contest as the leader has given them to believe in her introduction of the stunt. Instead, surprise them and the audience by handing each a balloon. At a given signal, they all begin to blow up their balloons. The one that blows his balloon the largest without breaking it wins the prize. Some humorous prize might be given.

Three Nice Things—Tell the audience: “I’ll first describe a person in the room and then say three nice things about him. You guess who he is.” Describe yourself.

Dress Parade—Select from three to five couples from the crowd. Station them in front of the spectators and give each couple some newspapers and a handful of toothpicks. Allow 15 minutes for the couples to prepare costumes. Then have a parade, allowing the spectators to vote on the best costumed couple.

Dramatic Advertising—An interesting stunt number for a social program has been successfully developed by using the slogans or trade names of popular advertisers in the current magazines as the subjects for pantomimes. A group of three doing the same thing or each contributing part of the action will work out best. The properties and costumes for each act should be all in readiness before the stunt is announced in order that they may follow in quick succession.

The following are merely suggestive and there are quantities of up-to-date ads that can be selected by the group taking part.

Three-in-one Oil—This could be illustrated by having three heads appear in a hoop.

Pepsodent—Amos ’n Andy:
Mulsified Coconut Oil—A girl in a dark kimono, her long hair spread out as though combing it.
Fairy Soap—A small girl dressed in lavender and seated on a table or box to which a huge white cardboard cake of Fairy soap is attached.
Dutch Cleanser—Little Dutch figure with stick.
Baker’s Cocoa—Quaker figure.
Quaker Oats—Quaker figure carrying a bundle of oats.
Roger’s Silver—Pirate leaning over the treasure chest.
Aunt Jemima—Black mammy with cakes.
Fisk Tires—Little boy or girl in night clothes yawning, holding a candle and leaning against an automobile tire.

If cards are made with the trade slogans on them, a page may stand before the curtain or door, displaying card until tableau is set. Music adds much to these pictures. They should be shown about 15 seconds. The ads should be studied for proper poses. Many other will suggest themselves.

So’s Your Old Man—(Auction Sale of Husbands). Each woman in the crowd is given an opportunity to discard her old husband for a brand new one. All the men are taken into an adjoining room while the women are seated around the room where the “auction” is to take place and each
one is presented with a handful of beans with which she may purchase a new partner. The men are brought in, one at a time, completely hidden by a sheet, and are knocked down to the highest bidder who must turn over to the auctioneer the actual number of beans that she bid before she can unwrap her package.

For variety's sake two men, or even three, may be sold at one time. One man may stand up on tiptoe with his arms stretched overhead to give the semblance of a very tall man. And by all means sell a dummy. This may be made on a foundation of a mop, with the cloth pinned to the front on which a face is drawn; the ends of the mop are allowed to fall over to represent hair. A coat hanger attached to the mop gives a good foundation for hanging the clothes on this man who will probably prove very popular.

A Bag of Tricks

By Katherine Ferguson, Characters: Any number may be used, preferably not less than four nor more than 12. They may be costumed to represent any natural group, such as different members of a family.

Scene: A plain stage with a table center front.

The first character enters with long, stealthy steps, carrying a traveling bag. He looks cautiously out at each side of the stage and all about him, and then carefully deposits the bag on the table. Almost immediately after he does so another character enters from the side. She comes in lightly, perhaps singing. The first-comer raises his hand to stop her and puts his finger to his lips. She stops, surprised, near the table, and he, pointing to the bag, says solemnly, "It's—in—there!" Whereupon he withdraws slowly out the other exit, looking back and around and generally displaying signs of fear.

Another character comes in, and the same process is repeated; and so on until the last character enters. He boldly advances and opens the bag, taking out any foolish article such as a fish on a hook, an angle-worm, imitation snake, kitten, puppy, alarm clock, curling iron, etc. If any particular article has been a universal source of amusement to the audience or organization, that article might be used. Great suspense may be created by the mysterious action of the players.

Scene at the Art Gallery

By Victor Hong. Time—5 minutes. This is a solo stunt, in pantomime. The actor has a long overcoat on a coat hanger, with a soft hat balanced on top. With this costume hung over his shoulders and head he comes in, keeping his back to the audience, and crouching low so as to give the effect of a very short man.

He pauses before a picture on the wall, with his face very close to it. Then he moves about a foot along the wall and appears to study another picture. Keeping at the same height, he moves along the entire width of the wall. Then he straightens up about ten inches, with a little hop, and studies picture on the next level, moving along with small jumps. At the end of the row he again straightens up a notch, and again studies the row of pictures at that level. He continues thus simply by moving up the coat and hat with one hand. (Very laughable).

MUSICAL GAMES, STUNTS AND FOLK DANCES

Charades—Divide the crowd into small groups. Each group selects a popular song to act out (best in pantomime) and the rest of the groups guess the title. Variation—each group laughs the tune of a song for the rest of the groups to guess.
Musical Love Song

Leader—"With the assistance of my pianist I will tell you a love story of my boyhood days. Whenever I pause and say 'blank' the pianist will play part of the music of a song, the title of which supplies the missing words in my story."

"The story I am about to tell you happened on a Deep River (101). First, I must inform you that this boyhood courtship took place in MY OLD KENTUCKY HOME (24). My sweetheart was none other than the famous JUANITA (39). On a beautiful moonlight SILENT NIGHT (86) we were out SAILING (19). We sighted a camp fire on the shore, investigated, and what did we discover but a dilapidated band of WRAGGLE TAGGLE GYPSIES (16). Juanita and I agreed that the gypsies were singing SWEET AND LOW (14). There certainly was MUSIC IN THE AIR (36), so we tied the sailboat to the dock and strolled hand in hand toward the camp. Suddenly, Juanita spied what she called a beautiful black and white kitty. She ran for it calling, PUSSY CAT, PUSSY CAT (54). I smelled something wrong, ran to stop her and called loudly, COME, FOLLOW (77). Alas! She refused to follow. The inevitable happened, so I kept my distance and said, GOOD-BYE MY LOVER, GOOD-BYE (75).

At the conclusion of the music the leader might demonstrate and explain: "Now when I drop my raised hand those of you who are sure you know the correct title of that song stand up and call it out loudly; those of you who are not absolutely certain of the title applaud even louder than your neighbors shout." Then the leader demonstrates, and explains further that each half of the room will constitute a team. A team receives one point for each song named correctly. The music for the above songs may be found in the inexpensive edition of "Twice 55 Community Songs—The Rose Book.

Singing a Song Backwards

Announce that your group will do the most difficult stunt of singing "Yankee Doodle" backward. After the pianist strikes the chord, the entire group turns with backs to the audience and sings.

Human Organ

Eight persons stand in line facing the audience. It will help the effect if four are dressed in black and four in white, and black and white alternating. One person stands back of this line and plays the organ, touching first one and then the other on the head. The person touched stoops and then assumes original erect position, at the same time uttering the necessary sound. The organist may play—"Yankee Doodle" or "Ain't Got No Style" or anything familiar to the crowd, the keys struck giving the desired tones. In the same manner the chimes may be played. A variation of this stunt is to have the hands of the persons representing the organ stuck through holes in a sheet, the organist playing on these hands.

Calliope

Six boys represent the pipes. A seventh acts as operator. He carries a long baton and taps each boy on the head to let him know that his turn has come. As each one emits the note in calliope style he stoops. One of the "notes" may get stuck occasionally, making the shrill sound peculiar to calliopes, until the leader fixes it. Much depends on the clever manner in which this stunt is presented.

A Topsy Turvy Concert

A quartet, with only their heads showing above a sheet, sing a really beautiful song. At the end of their song they apparently stand on their
heads and repeat the chorus, only their feet showing. This is one by having them put shoes and socks on their hands and raising them up above the sheet when heads are ducked.

They keep time with their feet, or rather hands, to the music of the song, and the quick changes when done together will always amuse an audience.

Each member could be introduced by the “manager” who might wear a frock coat and a tall hat. He could make introductions with “flowery” speeches to add to the fun.

Club Story of Sammy and Susie

Member speaking:—This is the club story of Sammy and Susie who live
Club sings:—Way down upon de Swanee River.
Pupil:—When Sammy and Susie wanted to join the club Dad said
Club sings:—Good night, ladies.
Pupil:—Said Sammy and Susie, over at Johnny Jones.
Club sings:—They keep the pig in the parlor.
Pupil:—The club leader came one day and said to dad.
Club sings:—Pack up Your Troubles in Your Old Kit Bag.
Pupil:—So Sammy and Susie joined the club too.
Club sings:—Keep the Home Fires Burning.
Pupil:—The family went to club meeting one night and
Club sings:—We Won’t Go Home Till Morning.
Pupil:—The pigs and cans were shined for the fair and Sammy and Susie,
Club sings:—Went Down a Long, Long Trail a-Winding into the Land of my Dreams.
Pupil:—And they won the Club Prize.
Club sings:—Glory, Glory, Halleujah. (etc.)

(Club should only sing a few strains of each song that would fit in particularly with the story).

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

Game: The players are instructed to write numbers from 1 to 25 down the left side of the paper. Number 1 is announced by the leader, a few notes are played by the pianist, and the players all write down the name of song or tune which they think was played.

When the list has been finished the leader may read the correct titles for comparison.

Silent Chorus—Select a very popular song, or better, the chorus, and to the rhythm of the music, while beating time, form the words with your lips without uttering a sound. As soon as an observer recognizes the song he joins the chorus.

The Seven Ages—In the musical presentation of the seven ages of man, a group presents, with songs accompanied by action and gestures, the “Wee” age, with a lullaby; the “Knees” age, with nursery songs; the “School” age, with “School Days,” the “Romantic,” or “She” age with romantic love songs; marriage with the “Wedding March,” “Parentage” with songs to the children; concluding the “Dotage” with “Silver Threads Among the Gold.”

The Champion High Singers—Three of four people enter, and crouching down on their heels, sing a song in a very low key. They rise gradually, stand straight, then on tiptoe, and finally climb on chairs, raising the key of the song with each process until they are singing at impossible heights.
Captain Jinks—(Twice 55 Games with Music) (Victor Record No. 20639).

I'm Captain Jinks of the Horse Marines
I feed my horse good corn and beans
I swing the ladies in their teens,
For that's the style in the Army!
I teach the ladies how to skip, how to skip, how to skip,
I teach the ladies how to skip,
For that's the style in the Army!
Salute your partner, turn to the right,
And swing your neighbor with all your might,
Then promenade on the ladies right,
For that's the style in the Army!

Double circle, partners side by side, facing so as to march around the circle. 1. All walk briskly around the circle on first two lines of the song. At the word “Army” partners should be standing side by side, inside hands joined, girl on the man’s right. 2. On second verse all skip around the circle. Partners face ready for third verse on “Army.” 3. Men salute and girls curtesy, both turn right, thus facing crosswise a new partner. 4. Swing this one with four skip steps, finishing beside this new partner, girls on right. All march around the circle.

Nuts in May—(Twice 55 Games with Music).

1. Here we come gathering nuts in May,
   Nuts in May, Nuts in May;
   Here we come gathering Nuts in May,
   On a cold and frosty morning.

2. Whom will you have for Nuts in May! etc.
3. We'll have (Mary) for Nuts in May, etc.
4. When will you send to fetch her away? etc.
5. We'll send (Alice) to fetch her away, etc.

Players stand in two lines facing, 10 feet apart, hands joined along lines. First line sings the first verse, advancing and retreating. The second lines does the same with second verse. In the third verse the first line names a player in the other line and in the fifth verse, the first line names one of its own players. The lines then stand, while the two named advance to the center and have a tug of war, the loser going to the other side. This is continued, and at the end of the game the side wins which has the larger number.

Glow Worm—Arrange group in double circle facing right, ladies on outside. To the music, “Glow Worm,” the entire group takes eight steps forward. Partners turn and face one another and take four short steps backwards. Gentlemen on inside circle take four steps forward toward the lady behind his partner in the outside circle. Lady takes four steps forward toward the gentlemen in front of her on the inside circle. Thus everyone secures a new partner. Joining right hands they do a complete turn in eight counts. Each couple takes eight steps continuing to right and repeat.

Virginia Reel—Music: Turkey in the Straw, Pop Goes the Weasel, Irish Washerwoman, etc. (Twice 55 Games with Music).

The Line Turn is an adaptation which is useful where a large crowd must be taken care of or where there is not time to go through the entire figure. Couples form long parallel lines. The figures are executed by the whole line at once, each player turning his own partner:

1. Forward and bow to your partner
2. Forward and turn with right hand
3. Forward and turn with left hand
4. Forward and turn with both hands
5. Do-si-do by the right shoulder (Arms folded high. Go around each other at center, back to back).
6. Do-si-do by the left shoulder
7. Reel.

The **Group Reel** may be executed by the long line. Couple No. 1 starts, and as soon as they have passed couple No. 3, couple No. 2 starts the reel and follows No. 1. On reaching the foot, each couple joins the line, until every couple has reeled. The reel is executed as follows:
1. Swing partner with right arms locked.
2. Swing first one of partner's line, left elbows locked.
3. Swing partner—right elbows.
4. Swing second one of partner's line, left elbows locked.
5. Swing partner, etc.

**Pop Goes the Weasel**—(Victor Record No. 20151)

**Formation:**
Two facing two in a large circle.
1. Join hands, skip to the right once. (2 counts)
2. Skip to the left once.
3. Four steps to the center and four steps back. (arms up in center).
4. Couples on the right arch and go forward. Couples on the left go under arch meeting new couples. All clap hands on Pop.

**Turkey in the Straw**—(Lady of the Lake: Victor Record No. 20592B)

**Formation:**
Large circle of couples with the lady on the right.
1. Four steps forward.
2. Four slides forward.
3. Couples join right hands and walk around once.
4. Men shake hands with the lady of the couple behind and take her as partner.
5. Repeat.

**The Broom Dance**—(Twice 55 Games with Music).

**Formation:**
Players in two lines. Men in one line, girls in another. Extra player goes up and down between the lines with a broom.
1. Players advance and retreat four steps.
2. Repeat.
3. Each player chases for a partner. The rover drops his broom and gets a partner if possible.
4. All skip or two-step around the hall, the odd player dancing with the broom.
5. Repeat as often as desired.

**The Country Dance**—(Waves of Tory—Victor Record 20991)

**Formation:** Groups of eight—men at corners, ladies on the square.
1. All to the center—four steps in and four back and repeat.
2. Right hand to partner, swing eight counts, change left and swing eight counts.
3. Join hands with partner, slide four counts out and four back and repeat.
4. Men move to the center in four counts, girls skip around circle in twelve counts, men returning to place on the last four counts. Repeat with girls at center and men skipping.
5. Repeat from the beginning.

**Hickory Dickory Dock**—(Twice 55 Games with Music)

Double circle, partners facing. Hands down in front stiffly, representing pendulum.
1. Swing arms right, left, right; stamp twice on tick-tack.
2. Change places with partner with short running steps, stamping again on "tick-tack."
3. On the clock struck one, clap hands overhead.
4. Run back to place;
5. Repeat swing and stamps. A second part may be done as follows: Join hands with partner, arms extended. Take three slides around circle and three stamps and repeat. On the "Clock Struck One," hold right elbow in left hand and extend right forefinger. At end, each turns in place, finishing with pendulum swing and stamps.

**Grand March**

This, like many of the other musical games described may be used where there are mixed crowds, both old and young, to start off a series of games in which all take part. It can be used as a general mixer, deviating into any one of several musical games.

**Circle Countermarch**—Ladies stand in line, one in back of the other on one side of the room; gentlemen stand on the opposite side in the same formation. Lines march toward each other, passing with the ladies on the inside and the gentlemen on the outside. They meet at the opposite end of the hall and march up the center in two's.

**Three and One**—March up the center in fours; separate, three to the left and one to the right. The single line on the right, and the triple line on the left march around the hall until they meet again, when they come up the center in fours. Separate, three go right and one to the left, and march around the room as above, coming back in fours.

**Arches**—March up center in fours. Separate in twos, the two on the right going to the right and the two on the left going to the left. When the lines meet at the far end of the hall, couples on the left form an arch by holding inside hands clasped high in the air, while the right hand line passes under. Both lines march continually, meeting at the opposite end of the hall. The line on the right forms an arch and the left hand line passes under. The lines meet again, coming back in fours.

**Arching Over and Under**—(Same formation as figure above). First couple on the left forms an arch, the first couple on the right marching under. Alternate moving over and under throughout the line, all couples doing the same. This is too strenuous to use on a long line of marchers.

**Single Grand Right and Left**—March up center in twos. Separate, ladies to the left and gentlemen to the right. When the two lines meet at opposite end of the hall they do the “grand right and left.” When the leaders of each line meet they clasp right hands, and pass, taking the left hand of the next player in line and alternating right and left throughout the entire line.

**Grand Right and Left in Double**—March up the center in twos; separate, the first two to the right, second two to the left, etc. Lines meet at the far end of the hall and proceed in “grand right and left.”

**Countermarching**—March up the center in twos and separate into single files, the leaders turning sharply to the right and left and countermarching up and down the hall three times so that on third time each line will be on the outer edge of the hall. At the far corners of the room, the leaders angle their lines so that they will intersect at the center of the hall. Leaders march to the opposite corners, turn sharply and continue marching to the corner of the room where they started.

**Spiral**—March down center of hall in single file, ladies in front of gentlemen all joining hands. All column left around the room, circling closer and closer to the center of the hall. Upon reaching the center the
leader steps out of line and stands still. All others circle around him countermarching out, thus unwinding the spiral.

Bridge of Smiles—March up the center in fours, separate, marching two to the right, two to the left. Upon marching half-way down the hall, the first couple in each line forms a bridge; the second couple passes under and forms a bridge beside the first; the third couple passes under the first two and forms a bridge beside the second couple, etc. As soon as the last couple in each line has gone under the bridge, the original leading couple (now the last) drops hands and goes under the bridge, the second, third, and others following in order. The line continues until meeting the opposite line, when they come up the center in fours.

Eight Abreast—March down the center in fours, first four marching to the left, second four to the right and coming up eight abreast.

Snake Trail—March up in eights, stopping with four feet between each line. Lines are kept together by players holding hands tightly. The players at the end of the line on the leader’s left take the hand of the player at the opposite end of the line back of them. Each line remains in position until the preceding line picks them up. The leader takes the hand of the person at the left end of the first line, turns sharply to the left and slides up and down each “alley” (space between the lines). Each line is picked up as the trail continues. After passing the center line, the leader must circle his line so that the players face the center of the hall as they slide around the other walls of the room. He completes the circle by joining hands with the last person of the last line of eights.

Forming the X—Couples march down center in fours, lady steps to right in front of gentlemen, making two single lines. One line turns to right the other to left and marches to far corners of the room. Each line crosses center of the floor to the opposite corners and follows behind the other line. In passing the center, one person crosses in front of the other. The same figure can be duplicated in twos, fours, and eights.

Formation of the Circle—Coming down the center in twos, each player on the right hand side extends his right hand backwards. It is clasped by the person directly behind. Each player on the left hand side extends his left hand behind him to be clasped by the person in back of him. The line separates, continues marching and hits at the other end. The leaders clasp hands. The two end players each catch a hand of the director, thus forming a ring.

Introduction—Since the Grand March in whatever form it is carried out is the first game, now is a good time to introduce the players to each other. An introduction song, such as the following, performs the ceremony easily. This is sung to the first part of “Auld Lang Syne.”

“We’re always glad to meet new friends,
Our greetings are to you,
We cannot all shake hands, you see.
So here’s our “How d’ye do.”

During the last line, each person shakes hands with himself high over his head.

The Merry-go-round—(Twice 55 Games with Music.
Little children sweet and gay merry-go-round is running,
It will run ’till evening.
Little ones a nickel, big ones a dime.
Hurry up, get a mate or you surely will be late.
Ha, ha, ha, happy are we, Peterson, and Henderson and Anderson and me!
Ha, ha, ha, happy are we, Peterson, and Henderson and Anderson and me!
Players form a double circle. The players in the outer circle place their hands on the shoulders of the players in front of them, while those in the inner circle clasp hands around the circle. The inner players are the horses and the outer ones the riders. As the players slide step around the circle, the merry-go-round begins to move slowly to the left, gaining speed until the chorus is reached when it goes at top speed. If the inner circle breaks the leader calls "whoa." The other players should be warned to hold on tightly and keep step with their horses.

**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 pointing toe, then bows to new partner and takes three jumps. Repeat with this partner from beginning.

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Girl Scouts of America, 189 Lexington Ave., New York City.

Woodcraft League of America, 13 West 29th St., New York City.

Most of these organizations also publish pamphlets and handbooks, which may be purchased at nominal cost. Additional bibliographies may also be procured from all organizations listed above.

The following pamphlets provided by the National Recreation Association are especially valuable.

- Recreational Games and Programs ........................................50c
- National Recreation Association Bulletins ...............................25c
- Recreative Athletics ..........................................................50c
- Rural and Small Community Recreation ..................................50c
- Money Raising Stunts............................................................
- Community Music ........................................................................50c
- Community Dramas ...................................................................60c
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