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Outlines and Suggestions

for

Games, Picnics, Social Programs, and Stunts

for

Rural Recreation Leaders

Suitable for every Social Occasion.

by

A. L. Masley

University of Wisconsin

PICNIC PROGRAMS AND EQUIPMENT

Many picnics are failures because no definite program or plan of procedure for the day's activities has been outlined or planned in advance. Many picnics are failures because a program has been hastily planned very much lacking in interest.

Expensive prizes are not necessary, they make picnic costs high and have a tendency to cause disharmony in the group because the competition becomes so keen and mercenary.

Events should be planned in which no great amount of skill or endurance is required, they should also be of such a nature as to be highly amusing and interesting to the spectators.

The program should be arranged so that events which take considerable time to run off should be alternated with events of short duration.

It is always wise to rope off the area in which the events are to be run off otherwise the crowd will overrun the athletic field and slow down your program.

It is hardly wise to arrange events for adults which require speed and endurance. They should not indulge in any strenuous physical exercise without preliminary training.

Success depends upon the leaders who must get the people together and by appropriate and spirited remarks attract them to participate and watch the progress of the games.

Duties of the Picnic Sports Committee:

1. Arrange events and order of the same.
2. Lay out the fields.
3. See that the equipment is at hand.
4. Secure the prizes

It is well to provide playing kits containing such equipment as:

1. Basket-balls.
2. Volley-balls and nets.
3. Tug of War rope.
4. Bean bags.
5. Indoor balls and bats.
6. Croquet sets.
7. Horse shoes and stakes.
8. Sacks. (grain sacks are the best)
9. Glass eggs and spoons.
10. Needles and thread.
11. Tape measure.
12. Megaphone.
13. Hammers.
14. Nails or spikes.
15. Hand saws.
16. Planks or two-by-fours.
17. Rope. (short pieces about 4 feet long)
18. Wands or broom sticks.
19. Golf driver or putter.
20. Whistle.
21. Sash cord for jumping rope.

It is advisable for every leader to provide himself with a copy of the rules for such games as volley ball, baseball, horse-shoes, quoits, etc. In the other events, the distance to be run, the starting and finish mark must be determined in advance; a stop watch is a handy thing to have for events which are based upon time consumed, altho the ordinary watch will usually suffice.

Enough officials to see that all rules are observed and fair play given all.

EVENTS FOR PICNIC PROGRAMS

a. Slogans - A guessing contest

Suggestions:- It Floats
Eventually Why Not Now
The Skin You Love To Touch

Equipment:- List of appropriate slogans
Cards (3x5")
Pencils

- b. Volley Ball.
- c. Baseball.
- d. Clock Golf.

- c. Peanut or Penny Scramble.
- f. Rolling Race. (on the greensward)
- g. Volstead Race. (dizzy izzy)
- h. Cracker Eating Contest, Pic, Watermelon, etc.
- i. Balloon Blowing Contest.
- j. Kicking Ball or Balloon.
- k. Baseball Throw For Accuracy, For Distance.
- l. Cigar Smoking Race.
- m. Jump The Rope.
- n. Relay Races.
- o. Basketball, Volleyball Far Throw.
- p. Three-Legged Race.
- q. Horse Shoe Pitching.
- r. Nail Driving Contest.
- s. Wood Sawing Contest.
- t. Shoe Race.
- u. Dashes For Boys and Girls, 25 to 100 yards.
- v. Jumping And Hopping Races.
- w. Potato Race.
- x. Medley Race, Raincoat, Rubbers, Umbrella, or Suitcase.
 Note: Run to a mark with the suitcase containing the equipment mentioned; open suitcase and put on everything in it, and race back to the finish line.
- y. Shuttle Relay Race.
- z. Fireman's Carry Relay Race.
- a'. Wheelbarrow Race.
- b'. Basketball Dribble Race.
- c'. Needle And Thread Race.
- d'. Crab Race.
- e'. Rope Skipping Race.
- f'. Jumping Circle.
- g'. Alphabet Relay.
- h'. Soccer.
- i'. Croquet.

EVENTS FOR BOYS

- a. 25-40-50-75-100 Yards Dash.
- b. Three Legged Race.
- c. Shoe Race.
- d. Sack Race.
- e. Balloon Race. (biggest balloon in two minutes wins)
- f. Crab Race.
- g. Obstacle Race. (over and under various obstacles)
- h. High Jump, Broad Jump, Two-Three Standing Jumps.

4.

- i. Baseball throw for accuracy or distance.
- j. Indian wrestle...See Health by Stunts.
- k. Hand wrestling... " " " " .
- l. Under stick..... " " " " .
- m. Rooster Fight...in a circle about six feet in diameter.
- n. Twist the Stick.
- o. Tug of War..File formation..boys grasp each other around the waist, pull away from the center.
- p. Skin the Snake.
- q. Basketball far throw...Overhead forward.
" backward.
Sidearm
- r. Peanut scramble.
- s. Backward jumping race.
- t. Jumping and hopping races.
- u. Pie-eating, cracker eating, water-melon.
- v. Volstead Race (Dizzy Izzy)
- w. Clock golf.
- x. Relay races...shuttle...straightaway.
- y. Wheelbarrow race.
- z. Basketball dribble.
- a'. Pick-a-back relay..Fireman's Carry relay or race.
- b'. Peanut roll..with a toothpick or a pencil, etc.
- c'. Dumb-bell roll with a wand, stick, or hand.
- d'. Soccer..football..kick..drop, punt, place-kick.
- e'. Blindfolded Paper Fight.
- f'. Blindfolded Boxing.
- g'. Stump walk, kneel, grasp ankles, walk.

EVENTS FOR GIRLS

- a. 25-40-50 yards dash.
- b. Hopping, Jumping races at various distances.
- c. Balloon race (blow the biggest balloon.
- d. Balloon race (bat a balloon 15-20 yards, keeping it in the air)
- e. Egg and spoon race.
- f. Potato race.
- g. All-up relay race.
- h. Backward race...run backwards.
- i. Basketball far throw for distance.
- j. Volleyball throw for distance.
- k. Needle and Thread race.
- ll. Volstead race.
- m. Rope Skipping race.
- n. Kick the ball..basketball, soccer, volleyball.
- o. Clock golf.

- p. Club Snatch.
- q. Relay races...shuttle...straightaway.
- r. Shoe Race.
- s. Ball roll...roll a basketball, volleyball, soccerball with either hand.
- t. Jumping circle (elimination)
- u. Alphabet relay...spell words with cards... each member carries a card with a letter of the alphabet on it.
- v. Candle race...light a candle and run with it to the finish line.

PROGRAMS FOR FIELD DAY OR PICNIC

- a. 40 yard sack race....Boys up to 14 yrs.
 - b. 40 yard egg and spoon.....Girls over 14 yrs.
 - c. 75 yard dash.....Boys over 14 yrs.
 - d. 40 yard dash.....Girls up to 14 yrs.
 - e. 25 yard crab race.....Boys up to 14 yrs.
 - f. Three-legged race.....Boys over 14 years.
 - g. Threading the needle.....Girls..open to all.
 - h. Volstead race.....Boys...open; to all.
 - i. Volleyball-far-throw.....Girls up to 14 yrs.
 - j. Balloon race.....Girls..open to all.
 - k. Baseball far throw.....Boys up to 14 yrs.
 - l. Skin the snake.....Boys teams.
 - m. Club snatch.....Girls..open to all.
 - n. Shuttle relay race.....Boys teams.
 - o. Shuttle Relay race.....Girls teams.
 - p. Baseball game.....Boys teams.
 - q. Volleyball game.....Girls teams.
-
- a. Blindfolded Boxing.....Boys up to 14 yrs.
 - b. 40 yard egg and spoon race.Girls..open to all.
 - c. 40 sack race.....Boys...open to all.
 - d. Balloon race.....Girls..open to all.
 - e. 40 yard rope skipping.....Girls over 14 yrs.
 - f. Alphabet race.....Boys and girls teams.
 - g. Candle race, lighted candle.Girls up to 14 yrs.
 - h. Shoe race.....Boys over 14 yrs.
 - i. Shuttle relay.....Girls 14 yrs.
 - j. Needle and thread race.....Boys and girls, open.
 - k. Basketball far throw.....Girls up to 14 yrs.
 - l. Skin the snake.....Boys teams.
 - m. Jumping circle.....Girls .open to all.
 - n. Three-legged race.....Boys...open to all.
 - o. Peanut roll.....Boys up to 14 yrs.
 - p. Rolling race.....Boys open to all.
 - q. Soccerball kicking race....Girls over 14 yrs.

EVENTS FOR MIXED COUPLES

1. Needle and Thread Race.
2. Three legged race.
3. Pick-a-back race.
4. Shadow race.....walk close behind each other.
5. Couple race.....grasp hands, link arms, run or walk.
6. Candle race.....man shields candle flame.
7. Clock golf.....lay out holes in a circle 15-20 feet in diameter. Score...least number of shots beginning at 12 o'clock, going in order around the clock and finish in the center hole.
8. Rope skipping.....lady and gent stand side by side, each holds one end of the rope, both skip.
9. Walking the Rope.....lady walks the rope while the man stretches it out in front of her.
10. Cigar smoking race.....The lady starts from starting line and carries the cigar to the gent. He lights it and she carries it back to the starting line.

LOW ORGANIZED GAMES

A low organized game is one in which there are few rules and a minimum amount of specialization and which are suitable for large groups.

The games listed and explained briefly are largely active games requiring in a great many bases no equipment and are suitable for both sexes and all ages. They are further purely recreative, non-competitive, although a great number of them may be used for competitive purposes.

The type of recreation they afford does not consist of feats of strength, speed, or skill, but rather abounding in opportunities for unlimited fun and joy.

They have been selected because they afford a maximum amount of activity in a short time. They abound in natural activities such as running, chasing, throwing, catching, and jumping, requiring little skill. They may be played either indoors or outdoors, in limited spaces, and finally, because they require little explanation or teaching.

These games may be used at informal gatherings such as parties, picnics, meetings, field days, or whatever group meets to play or recreate.

They are especially useful because they take in the entire group...which we cannot say about basketball, baseball, football, etc. unless we have adequate space, time, and equipment.

HIGH ORGANIZED GAMES

A high organized game is one in which there are few players, many rules, great specialization, and a maximum amount of equipment.

Such games as baseball, basketball, football are high organized games. They are especially useful for competitive purposes and as such play a great role in our recreational activities today.

In organizing ~~these~~ such activities the recreation leader should make use of organized or natural groups and institutions such as the churches, public schools, boy scouts, girl scouts, camp fire girls, business men's clubs, tennis clubs, fraternal organizations, civic leagues, many of which are waiting to be stimulated and co-ordinated into getting the best there is out of life.

It is the duty of such a leader to take care of the leisure time of the people whom he is trying to serve. His is not a matter of building up new organizations to take care of the recreational activities he seeks to promote, rather he is faced by the problem of co-ordinating the different elements in his community into a working whole.

His function is rather to promote leagues and tournaments within these different organizations or between them.

The method of competition to be performed is the round-robin type wherein every group or player meets every other group or player rather than the straight elimination plan where the loser drops out or is eliminated. The aim is to afford a maximum amount of participation.

The activities promoted would depend upon the likes and dislikes of the community, upon previous training, and to a great extent upon the climate.

ACTIVITIES

Baseball	Volleyball
Basketball	Swimming
Soccer	Curling
Football	Skating
Tennis	Skiing
Track and Field	Bowling
Golf	Handball
Quits	Playground Ball
Horse-shoes	Folk-dancing

There is no hide-bound formula for success in directing or organizing the community for recreation to present to you.....Your work is bound to succeed if you are able to get your community leaders to believe in what you are trying to do.....if ~~xxx~~ you are enthusiastic enough to get behind the project and push it along.

GAMES FOR RURAL RECREATION COURSE

LOW ORGANIZED GAMES

Circle Games:

1. Slap Tag:- The tagger runs around the circle and tags someone on the back, the player tagged chases the tagger who must get to the place left vacant by the player tagged before he is tagged.
2. Variations of Slap Tag:- The player tagged runs in the opposite direction to the tagger. They shake hands when passing each other. They encircle each other, grasping left or right hands. Sit down and get up or kneel when passing each other.
3. The Beater Goes Round:- Players stand in a circle, hands behind back, look ahead or close the eyes. A player carrying a beater runs around the outside of the circle and hands the beater to any player, this player hits the player to his right, who runs once around the circle, and returns to his former place. He may be hit until he resumes his place in the circle. Two beaters may be used instead of one.
4. Break Thru:- Players stand in a circle with hands joined (hold tight). Player stands in the center of the circle and runs against the arms of the players on the circle and tries to break thru. When he breaks thru all give chase and the player catching him takes his place in the circle.
Variation of Break Thru:- Only the players where the break occurs may give chase.
5. Single Dodgeball:- Players stand in a circle formation, about five feet apart.
Equipment:- ---Basketball or Volleyball.
 One player stands in the center of the circle. Players on the circle throw the ball at him; (throw low) the player who succeeds in hitting him takes his place, the one hit takes the place left vacant by the player who hit him.
6. Double Dodgeball:- Same as single dodgeball but use two balls. Place two players in the center of the circle.
7. Team Dodgeball:- Same as single dodgeball.
Divide the players or class into two equal groups.
For the purpose of scoring;- count the number of throws or the time taken to eliminate the side.

8. Pass Ball:- Players stand in a circle, about five feet apart.
Equipment:- Basketball, medicine-ball.
Players pass the ball either to the right or the left as rapidly as possible, no player may be skipped. The player who is it runs either inside or; outside the circle, and tries to tag the ball. The player having the ball in hand or the last one who passed the ball becomes it. If the ball is dropped the same rule applies.
9. Stride ball:- Same as Pass Ball, but the ball must be rolled on the floor or ground.
10. Same as #8 or #9, but the players stand behind each other in circle formation.
11. Three Deep:- Players stand in a double circle formation (one behind the other) the couples standing at least 5 to 8 feet apart. Select two players, one to be the runner, the other the catcher. The runner runs around the outside of the circle and places himself in front of a pair forming a rank three deep, the runner who places himself thusly may not be tagged but the player on the outside of the circle or the third one may be tagged. The third one leaves his place and repeats, i.e.- he runs around the circle and places himself in front of a pair. Should the runner be tagged before he can place himself in front, he becomes the chaser and the chaser becomes the runner. The runner may run in either direction around the outside of the circle.
12. Two Deep:- Same as Three Deep but in a single circle formation.
13. Leap Frog Two Deep:- Same as two deep, but the ~~runner~~ players stand in a stride position with trunk bent forward and hands on thighs. The runner vaults over the back of a player on the circle in order to place himself in front of a player on the circle.
14. Same as for Leap Frog, but the runner must place himself by passing between the legs of a player on the circle.
15. Poison:- Players in circle formation, eight to ten players to a circle. Hands are joined. Place three or four Indian clubs in the center of the circle. By pushing and pulling, the players try to make one of the players touch the object or objects in the circle. This player leaves the circle.

16. Center Base:- Circle formation, a mound, base, or a marked circle in the center of the circle or group. A player who is "it" throws or tosses the ball to a player on the circle. The catcher of the ball places the ball in the base and runs after the player who tossed the ball to him. If he succeeds in tagging him, they exchange places if not the game proceeds as in the beginning.
17. All Run.- A square or circle is drawn on the floor or ground. All players stand in this area as play begins. Use a volleyball, basketball, or a soft indoor baseball. The player with the ball stands in the center of the group and throws the ball up in the air; at the moment he catches the ball, he commands to hold or stop. All players stop on this command. The players are scattered all around the playing space as they are permitted to run as soon as the ball is thrown into the air. The player who caught the ball now attempts to hit a player with the ball, and if he succeeds, the player hit takes his place, if not, he throws the ball as at the beginning of the game; if he misses a second time he is court-martialed; made to stand facing a wall and all are permitted to throw at him.
18. Baste The Bear:- Circle formation, bear seated on chair or on the ground, a keeper, and the players in the circle. The object of the bear and keeper is to tag any of the circle players who baste the bear. The object of the circle players is of course the reverse, i.e. to baste the bear without being tagged by either the bear or keeper. A restriction is placed on freedom in tagging the bear. The keeper announces free time by saying "My Bear is free" anyone tagging the bear outside of free time becomes it.
19. Master of the Ring:- Circle formation, players stand shoulder to shoulder, arms folded across chest and held close to the body. A circle is drawn around the group. At a given signal each player tries to push any other player out of the circle. Any player who unfolds his arms or falls down, or gets both feet out of the circle is out of the game. The player who is finally left alone in the circle is master. The game may be varied by having the players hop on one foot.

20. Hoppers:- A good cold weather game. Divide the class into groups of five or six, and have them draw circles on the floor or ground not more than 12 feet in diameter. Four or five are hoppers and one is "it" in each group. The hoppers fold hands across their chests and try to force "it" out of the circle. If he is forced out a hopper takes his place. If a hopper lowers his foot to the floor while hopping he drops out of the group or goes to another group.
21. Balloon Fly:- Have the players form small circles eight or ten to the circle with hands clasped behind. A small rubber balloon is then tossed into the center of the circle and must be kept from touching the ground or any player by blowing. If the ball touches any players' person he must pay a forfeit if it touches the ground in front of a player he must likewise pay a forfeit. Forfeits may be paid by doing a stunt, whistling a tune, or anything reasonable agreed upon by the group.
22. Coed Tag:- No equipment - Equal number of boys and girls. They form partners, then one boy is "It" or chaser and a girl is runner. The object of the game is to catch the girl before she can lock arms with a boy. If she succeeds the girl who has been the boys partner must get to another partner before being caught. If caught the girl chases the boy.

16. Center Base:- Circle formation, a mound, base, or a marked circle in the center of the circle or group. A player who is "it" throws or tosses the ball to a player on the circle. The catcher of the ball places the ball in the base and runs after the player who tossed the ball to him. If he succeeds in tagging him, they exchange places if not the game proceeds as in the beginning.
17. All Run:- A square or circle is drawn on the floor or ground. All players stand in this area as play begins. Use a volleyball, basketball, or a soft indoor baseball. The player with the ball stands in the center of the group and throws the ball up in the air; at the moment he catches the ball, he commands to hold or stop. All players stop on this command. The players are scattered all around the playing space as they are permitted to run as soon as the ball is thrown into the air. The player who caught the ball now attempts to hit a player with the ball, and if he succeeds, the player hit takes his place, if not, he throws the ball as at the beginning of the game; if he misses a second time he is court-martialed; made to stand facing a wall and all are permitted to throw at him.

RELAY RACES:

The file formation will be found most convenient for the relay races and games in this series. The teams or classes form in file formation, i.e. one behind the other. The teams or classes stand from 5-10 feet apart. To secure the best results do not put more than 12-15 on a team.

1. Relay race...Distance 25-100 yards..
For the start command.. "On your marks..Get set, ..Go". The first player on each team runs to the finish mark turns and returns. He may tag the next runner with his hand or he may go around the entire team and run up the side touching the next runner as he comes up to him.
2. Shuttle relay race:- Divide the team, placing one half opposite the other. The first runner crosses the space between the team and touches the first runner who in turn crosses the space and touches the first man on the opposite side.
3. Straddle ball relay..Basketball, Medicine Ball.
File formation. Players jump to a stride stand;

3. Straddle ball relay...(Cont.)

The first player holds the ball until the signal is given when he passes the ball back between ~~MIN~~ their legs. The ball may be handled by each player or it may be passed the entire distance by one or more passes. As the ball comes to the last player he runs up the right or left side of his team and places himself in front of his team and passes the ball back again. The team first completing the procedure wins.

4. Same as for #3, but the ball is passed overhead instead of between the legs.
5. Same as for #3, but the ball is passed down the right or left side.
6. Same as for #3, but any combination of the above methods may be used.
7. Serpentine relay:- The players describe a figure eight or they serpentine around objects placed directly in front and spaced evenly and a few feet apart.
8. Straddle Relay:- The players vault over the backs of players who are spaced about six feet apart in front or behind each other.
9. All-up Relay:- File formation. Two circles about two feet in diameter and about five feet apart. Two Indian clubs, bottles, stones, etc. The runner runs to the objects and using one hand only transfers the objects one at a time from one circle to the other and returns to the starting place or touches off the next runner and race continues until all have had an opportunity to run.
10. Fireman's Carry Relay Race:- Same as any ordinary relay except that each runner carries a mate to a definite point, places him on the floor or ground, then he who was carried returns and picks up the next player in line.
11. Wheelbarrow Relay Race:- Same as any ordinary relay race except that the player runs on his hands, his legs being held up by another player who stands between this player's legs holding around the thighs allowing the player who is walking on his hands to set the pace.

12. Skin The Snake:- Players stand in a front rank or line and join hands. On the signal all face left or right and raise one leg over the joined hands so as to stand one behind the other. On the signal the last man in each file bends his knees, sits, and finally assumes a supine lying position on the floor or ground while the others move backward slowly, each one assuming the supine lying position in turn until the entire team is down. Then the last one down gets up and moves forward and each one in turn gets up and follows as he is uncovered. Hands must be kept joined.
13. Grand Salute:- Players line up in flank ranks, i.e. one behind the other about one half arm's length distance apart, with feet apart, in the side-stride stand, and body bent forward slightly. On the signal the last member in each file slaps the player standing in front of him on the "seat of the pants" with open palms. This player in turn slaps the one in front of him, the "wave" thus passes up the file or team. As the first man is slapped he throws both hands overhead indicating the finish. As turn about is "fair play" have the teams face in the opposite direction and play the best out of three times.
14. Chariot Race:- Equipment - Jumping standards placed at a point so that chariots can run around them without running into the wall. 5 or 10 players form a chariot or front rank by linking arms. On the signal - go - they run forward to the standard. The player nearest the standard pivots, and they run back to the starting point.
15. Chariot Relay Race:- Same as the Chariot race except it is run in relays, i.e. the chariots of 4 players or more - form one behind the other. The leading team starts - as they leave the mark the next chariot forms on the starting line. As the chariot crosses the line they touch off by tagging hands. To prevent breaking the starting rules a jumping standard may be placed at the starting line. The player holds his arm behind the standard and does not leave the mark until his hand is tagged by the inside man on the returning chariot.

MISCELLANEOUS GAMES

1. Jump the Rope Relay:- Suitable for team competition. Members of each team form in file formation, arms length distance apart.
Equipment: Wand-Broomstick-or a rope about four feet long. Two members of each team stand at the head of the file, holding either of the objects named above, they face toward the end of the file. On the signal, "Go", they run down the file carrying the wand about a foot from the ground...the members of the file jump over the wand as it passes under them. When they reach the end of the file...one member places himself on the rear of his file while the other carries the wand to the front where the next file member takes hold of it and the process is repeated. The team or file finishing first wins.
2. Dizzy Izzy or Volstead Race:- As many may play as you have wands or Indian clubs. On the signal, "Go", the contestants run to a line where each one picks up an Indian club, places the same to his forehead, bends forward, turns around at least four times, then he stands erect, faces the starting point and walks back to it holding the Indian club forward horizontally.
3. Black and White:- Line up two teams, facing each other, and about a yard apart. Name one team White, and the other team Black. Mark off a base line about fifty feet behind each team. The leader calls either Black or White on which signal the team called runs to its base, the other team in pursuit, all members of the team caught, i.e. tagged go over to the tagging team.
4. Fox and Chickens:- Players line up in file formation, one behind the other. One player called the "Fox" stands some distance in front of the file, facing toward it. One player who is leading the file ~~XX~~ is called the Mother-Hen while the others are called chickens. Mother-hen's arms extended sideward, and on the signal, "Go" the fox runs either left or right of the file trying to get past the mother hen in order to catch the last chicken in the file. Change the players around after every ~~KXYX~~ try.
5. Milling the Man:- Ten to fifteen players to a circle. All of the players except one, seat themselves in a circle formation shoulder to shoulder with feet stretched forward so as to leave a small circle about a foot in diameter. One player stands in this small circle, arms folded across his chest

MISCELLANEOUS GAMES

10. Back to Back Tag:- Any number of players. The tagger tags anyone who is not standing back to back with another player. This game may also be played with this variation: The tagger chases another player who must get back to back with another player or be tagged. Another variation is to have a leader and several taggers; When the leader blows a whistle all players must get back-to-back with a different player each time. Thus every player is in action every time and seeks a new partner.
11. Lame Goose:- A game of tag. Any number of players may participate. Mark off a base about five feet square or a small circle will do as well. A player who is the goose takes his place within the circle or base. After three running steps the goose must hop; on one foot and tag one of the players. When a player is tagged by the goose he is chased by other players who are permitted to slap him on the back until he reaches the base. Should the goose or tagger in his attempt to tag a player permit the other foot to touch the ground, he too may be slapped until he returns to his base.
12. Buzz...A quiet game. Any number of players. The players seat themselves in a line or circle. One player begins by saying, "One" the next "Two", the counting continuing around the circle; but whenever any number is reached such as 7 or any multiple of seven, as 28-35-42, or any number having a seven in it, as 37-57-87, it must not be given, but in its place the player says "Buzz" and the following number is given by the next player. On the failure of any player to say "Buzz" at the proper time, he is dropped from the game. Thus the game proceeds, usually commencing with "One" every time a player drops out, until one player is left who is the winner.
When counting in the seventies...the player after 69 should say "Buzz" the next "Buzz-One" the next "Buzz-Two" etc.
Sneezing, clapping hands, laughing, etc. may be substituted for the word "Buzz"

Miscellaneous Games

13. Simon Says-Kelly Says-Grady Says.

The leader may command any activity such as arms-raise, left face, in place -run, bend knees, trunk - forward - bend, etc.

The players only respond to a command when the leader uses the prefix "Simon Says"

Any player who responds to a command when the prefix is omitted drops from the game, or he may be asked to perform some stunt or tell a story.

14. Third Slap and Run:

Players stand in two lines, about twenty five feet apart, the lines facing each other.

The leader of one side advances to the other and gives three tags, then turns and runs back to his side, pursued by the player receiving the third tag. If caught before reaching his own side he becomes either a player or a prisoner of the side that tagged him.

Note: Usually all players of the side approached by the tagger hold both hands forward but the tagger may tag any part of the person instead.

15. Spoke: Players stand in a circle formation...four or five deep, forming concentric circles, all facing toward the center.

The player who is "it" runs around the outside of the circles and slaps one of the players on the end of a file....the player slapped slaps the player in front of him...the slap is passed to the front...thus four or five are slapped...all players slapped turn and follow the original slapper or tagger once around the circle...the last one around becomes it and the game continues.

The tagger may start either way in going around the circle but the others must run in the same direction.

16. Horse and Rider: Mount Ball:

Group forms in a double circle, facing in; players of the outside circle four feet apart, outside circle covering off inside circle.

Outside circle are "riders", inside circle are "horses". Riders mount on hips of horses, horses must hold riders firmly. Riders pass a basketball about. Horses endeavor to make riders drop the ball. Horses must stay in place. Bucking, shaking, side-stopping, wriggling are methods which may be used to make riders drop the ball.

Horses become riders and riders become horses whenever the riders drop the ball; or; any "horse" may hit a rider with the ball...the riders being permitted to run as far as they can until the ball is in possession of a "horse" and he commands "stop".

Miscellaneous Games

17. Animal Blind Man's Buff:- One player is blindfolded and given a cane, wand, broomstick, etc. The other players form a circle and move either left or right until the blindfolded player taps three times when they stop. The blindfolded player points with the cane at some player in the ring. The player pointed at must grasp the end of the cane, etc. The blindfolded player tells the player to imitate some animal - then he attempts to guess the player. If he succeeds they change places - if not they continue. Suggestions for imitations are - Bark like a dog - meow like a cat, - moo like a cow, etc.
18. Keep Away or Keep The Ball:- Equipment - A basketball. Formation - Players take any position on the floor and as sides are played one side should wear something to distinguish them from the other side. If indoors have one side remove gym shirts. As said above the players take any position on the floor and may rove wherever they please. The object of the game is for one side to keep possession of the ball. Rules - A player must throw the ball from where it is caught, except that he may pivot and pass or step forward and pass - the ball must leave his hand or hands before the pivot foot leaves the floor. This is good preparation for basketball.
19. Ball Pass Tag:- Equipment - An indoor baseball, volleyball, or basketball. Players 10 - 30. Players may stand or move anywhere. The object of the game is to tag a player in possession of the ball or make a player drop a pass. One player is designated as "it" who chases after any player who has possession of the ball. A player becomes it if he is tagged when he has possession of the ball or when he drops the ball either when catching, handling, or throwing the ball.
20. Snatch Club or Snatch the Handkerchief:- Equipment - An Indian Club, Bottle or a Bottle and a handkerchief. Players form in two lines facing each other, about 15 - 20 feet apart. Have each ~~XXXXXXXXXXXX~~ line count off beginning at the right or if well acquainted with the group call one player from each side. Place the Indian club, bottle or handkerchief midway between the lines. The object of the game is to run out, snatch the club and return to your own side without being tagged. If successful the side scores 2 pts. if not the side which succeeds in tagging an opponent scores one point. The game may be set at 11 - 15 - 21 pts, etc. It may be well to suggest that a pause be taken before snatching the club otherwise the player taking the club is at a disad-

Miscellaneous Games

20. Cont.
vantage because he has to stop, turn, and return to his side while his opponent merely tags him after reaching the club.
21. Chariot Pursuit Race:- As many chariots can run at one time as is desired. Having laid out a circular race course, or, if run indoors standards are placed at the corners of the gym - far enough from the walls, of course, to prevent running into them. The chariots are lined up equidistant from each other. The rules are as follows: Any chariot that is overtaken drops out of the race when it is tagged or, if the race is run in a number of laps, the team that has gained the most ground wins.

STUNTS

Stunts afford amusement as well as an opportunity for the display of strength, agility, or skill, thus being excellent material for boys' gatherings, picnics, and may be used as competitive events for all occasions. They are a welcome addition to any program which has to do with boys.

1. Chinese Stand-Up and Sit-Down:- Two contestants stand with backs toward and against each other, arms are folded and held shoulder high. By pressing against each other, and bending the knees and finally straightening their legs, they again return to the standing position back to back.
2. Hand Wrestling (standing):- Two contestants stand facing each other, they grasp right hands and place their right feet against each other. They now pull away from each other, the player raising the rear foot from the floor or ground loses the bout.
3. Finger Wrestling:- Assume the same position as for hand wrestling, but grasp only with a finger. Use every finger in succession.
4. Hand Wrestling (sitting):- Players sit facing each other, soles of the feet against each other and both hands grasped (a wand or broomstick may be used instead). The contestants now pull away from each other, the contestant who is raised from the ground loses the bout.
5. Jump Through:- Grasp the toes of the left foot with the right hand. Jump thru the circle thus made or over the left foot without letting go with the right hand.
6. Foot Jump:- Bend forward, raise the toes (stand on your heels) and grasp the toes of both feet firmly with both hands. Now jump over a pencil or even a line or mark drawn on the floor. To encourage the contestants, have them jump backward a certain distance. (It is much easier).
7. Jump Through:- Take hold of a wand or broomstick with both hands, palms down and at least held shoulder width apart. Object: Jump over the wand or stick. After jumping over, try jumping back again. Repeat jumping over and back again several times in succession.
8. Pole twisting:- Two contestants grasp a short pole, about four feet in length, with both hands, knuckles up, one hand being inside and the other outside the opponents hands, arms are extended overhead. The object of the stunt is to make the pole revolve in the opponent's hands by forcing it down.

S TUNTS

9. **Finger Twisting:**
Two contestants face each other, raise arms overhead, with fingers inter-laced.
They now move away from each other...the object being to force the opponent to his knees by forcing down on his hands.
10. **Single Pole Pushing:**
Contestants grasp the end of a pole, six feet long and about two inches in diameter, with both hands, one end of the pole being held under the right arm, and brace themselves.
The object of the game is to pull your opponent across a line or a distance of six feet.
11. **Double Pole Pushing:**
Same as above except that two poles are used.
12. **One Legged Tug:**
Contestants stand on one leg, right hands or both hands grasped.
The object of the stunt is to pull your opponent forward or make him drop or touch the other foot to the floor or ground.
13. **Indian Wrestling:**
Contestants lie upon the ground or floor, face up, right shoulders in close contact, right elbows closely locked.
The right leg of each contestant is then swung upward a given number of times and then locked with the opponent's leg.
The object is to lock legs and so force your opponent to roll over.
14. **Full Knee Bend:**
Raise either leg forward at the same time raise both arms sideward, shoulder high.
Bend the knee of the standing leg and lower to a position where you can sit on the heel of the leg you are standing on. Get up to the starting position.
15. **Bend The Crab:**
Bend over backward until both hands touch the floor or ground. Walk forward or backward in this position.
Practice this stunt first against a wall.
16. **Wrist Pull:**
One contestant places the ends of his middle fingers against each other, pushing them together forcibly.
Grasp him by the wrists and try to pull his fingers apart.
17. **Wand Wrestling:**
Contestants grasp it with the right hand, knuckles down, at one end, and with the left hand, knuckles up, inside of and close to opponent's right hand.
Wrest the wand from your opponent. Loss of grip with either hand loses the bout.
18. **Tug of War.** Teams of equal numbers. Long pole or rope. Pull opposing team across a line...usually a distance of six feet.

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