



# LIBRARIES

UNIVERSITY OF WISCONSIN-MADISON

## Social games. [1900?]

Gardner, Ella, 1893-1942

Madison, Wisconsin: University of Wisconsin, College of Agriculture, Rural Sociology Dept., [1900?]

<https://digital.library.wisc.edu/1711.dl/T2UXVZK24B4OY86>

Based on date of publication, this material is presumed to be in the public domain.

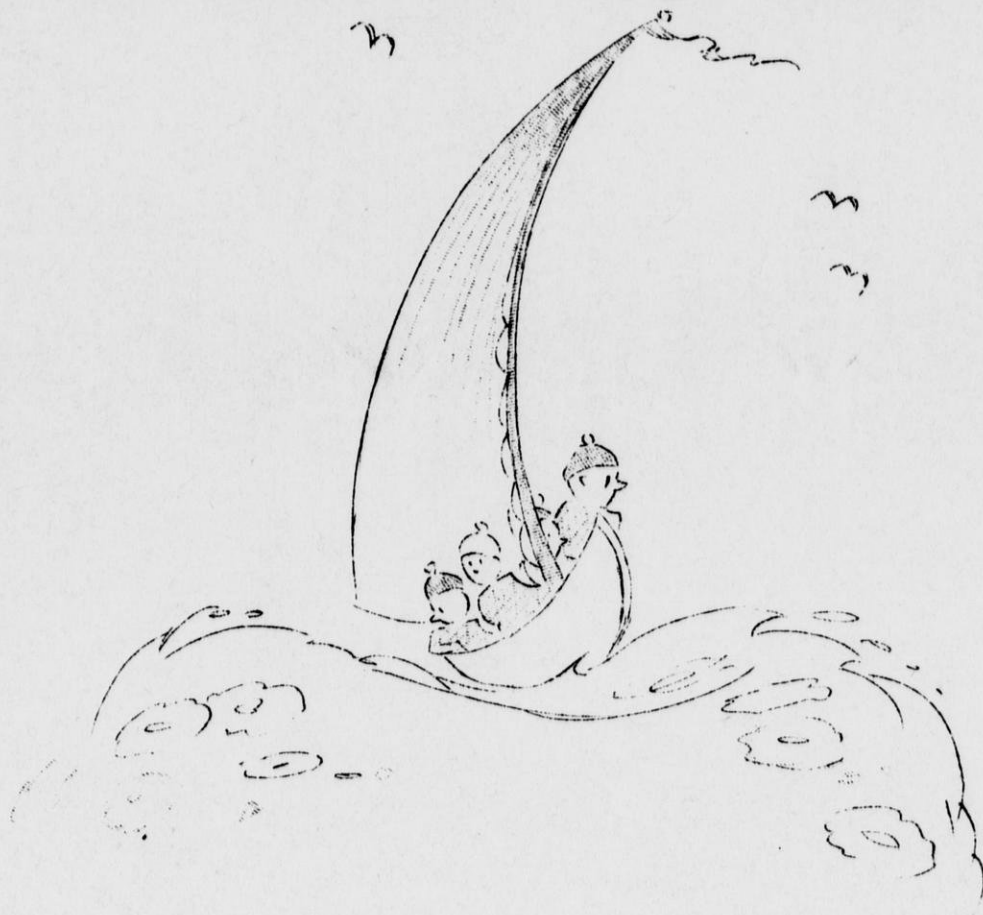
For information on re-use, see

<http://digital.library.wisc.edu/1711.dl/Copyright>

The libraries provide public access to a wide range of material, including online exhibits, digitized collections, archival finding aids, our catalog, online articles, and a growing range of materials in many media.

When possible, we provide rights information in catalog records, finding aids, and other metadata that accompanies collections or items. However, it is always the user's obligation to evaluate copyright and rights issues in light of their own use.

# Social Games



---

Compiled by Miss Ella Gardner, Division of Rural Life and  
Farm Population, U.S.D.A., for recreation leadership schools  
in Wisconsin. Mimeographed and distributed by the Department  
of Rural Sociology, College of Agriculture, Madison, Wisconsin.

## TABLE OF CONTENTS

	Page
<b>Single Circle Games</b>	
Flying Dutchman.....	1
Have You Seen My Sheep.....	1
Come Along.....	1
Four In A Boat.....	1
Rig-a-Jig-Jig.....	2
Slap Jack.....	2
 <b>Couple Games</b>	
One, Two, Three, Change.....	2
Third Man.....	2
Rye Waltz.....	3
Jump Jim Crow.....	3
Sourwood Mountain.....	3
Brown Eyed Mary.....	4
Fire in the Mountain.....	4
Tucker.....	4
Captain Jinks.....	5
The Wheat.....	5
 <b>Line Games</b>	
Clothespin Relay.....	6
Alphabet Scramble.....	6
Alphabet Race.....	6
Spoke Tag.....	6
Go and Touch.....	6
Bundle Relay.....	7
Over and Under Relay.....	7
Fetch and Carry Relay.....	7
Put and Take Relay.....	7
Hoop Relay.....	7
For He's a Jolly Good Fellow.....	7
Snatch the Handkerchief.....	8
Hunter, Fox, and Gun.....	8
Crows and Cranes.....	9
Virginia Reel.....	9
 <b>Quiet Games</b>	
Likenesses.....	10
Right and Left Spelling.....	10
Proverbs.....	10
Snip.....	10
My Father's a Merchant.....	11
Shopping.....	11
Watch Tapping.....	11

Quiet Games (Continued)	Page
Two-Part Cities.....	11
Word Choice.....	11
This and That.....	11
Guggenheim.....	12
Initial Fortunes.....	12
Word Buying.....	12
Stock-Exchange.....	13
Words and Things.....	13
Ships.....	14
Bibliography.....	15

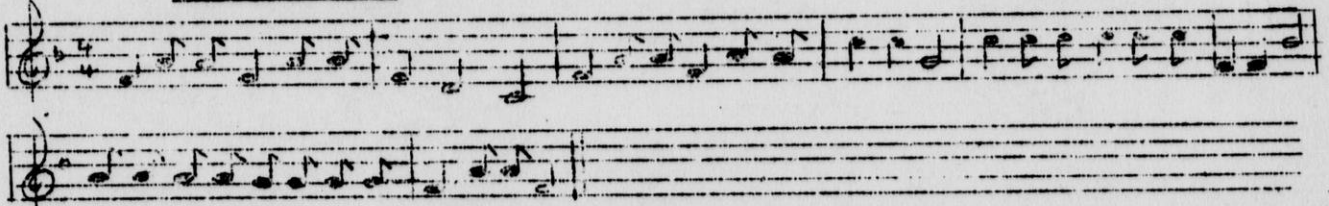
## SINGLE CIRCLE GAMES

Flying Dutchman - This is a running game played in a single circle. Everyone in the circle joins hands with his neighbors. Two players are "it". 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.

Have You Seen my Sheep - This is a running game played in a single circle. The player who is "it" is called the shepherd. He taps on someone's back and says "Good morning!" The tapped player who is a housekeeper says "Good morning." The shepherd says "Have you seen my sheep?" The housekeeper says "How is it dressed?" The shepherd then describes as his sheep a player, preferably one who is standing not far from the housekeeper. As soon as the sheep recognizes itself or the housekeeper knows who is being described, they begin to run. The housekeeper tries to catch the sheep before it gets back to its home. If this happens, the sheep must go into the center which is called "in the soup." Whether or not the sheep is caught the housekeeper becomes the shepherd for the next time. The shepherd does not chase. When he has described his sheep he steps into the housekeeper's place.

Come Along - 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 on to 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.

### Four in a Boat



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

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

Rig-a-jig-jig - "Twice 55 Games" - Tune "Rig-a-jig-jig"

As I was walking down the street,  
Heigh-ho, heigh-ho, heigh-ho, heigh-ho!  
A pretty girl I chanced to meet,  
Heigh-ho, heigh-ho, heigh-ho.

Chorus:

Rig-a-jig-jig, and away we go,  
Away we go, away we go;  
Rig-a-jig-jig, and away we go,  
Heigh-ho, heigh-ho, heigh-ho.

One boy is in the center of the circle. Several may enter it if the circle is large. He walks about inside the circle looking at the girls until the words "a pretty girl I chanced to meet" are sung. Then he bows to a girl and they skip off about the circle together. Both these players remain in the circle for the next time, and each selects a new partner. So the game continues. If the game following this is to be a couple game, Rig-a-jig-jig should be continued until everyone has a partner.

Slap Jack - The players stand in a circle, clasping hands. One player runs around the outside of the circle and tags 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 the next time. This is sometimes varied by having the players bow, shake hands as they meet and say "Good morning: good morning: good morning!"

COUPLE GAMES

One, Two, Three, Change - The partners stand back to back with elbows hooked together. An odd player who is "It" stands in the center and calls "One, two, three, change." He gets a partner and so does everyone else except one, who, becomes "It" next time. No pair is safe until both elbows are locked.

This game is not good for a mixed group of children, but is excellent for all boys or all girls.

Third Man - This game is a form of three deep. All of 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. To make a success of the game the distance between the couples should be considerable. Of the two odd players, one is runner and the other chaser, the object of the latter 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 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.

Rye Waltz - The music of "Coming Through the Rye," is played in 4/4 time for the first four measures and in waltz time for the next eight measures, going back to 4/4 time for the last two measures.

Partners stand in a double circle in waltz position. Ladies extend right toe, gentlemen left, touch floor (1), return to position (2), repeat (3,4), then slide right, close, slide, close and step (5-8). Repeat this in the opposite direction. Waltz for eight measures then touch, close, touch, close and slide.

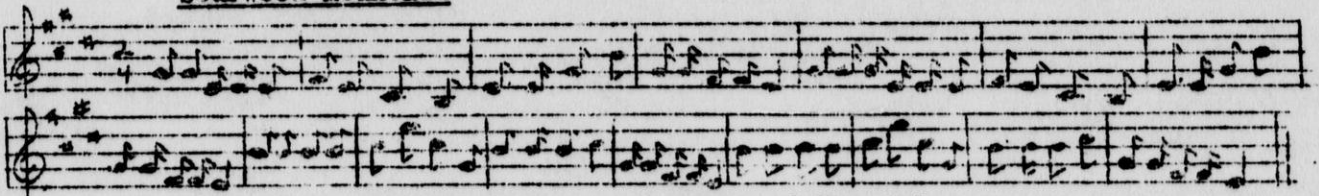
This may be used as a progressive game if the players finish the waltz in a circle and the girls move to the next gentleman on their right during the two sliding steps.

Jump Jim Crow - (Music in "Twice 55 Games")

Jump, jump and jump, Jim Crow!  
Take a little twirl and around we go;  
Slide, slide and point your toe,  
Then take another 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 takes two slides to his right and points. 4. Each player joins hands with the new partner he is now facing and turns him with four little running steps finishing turn with three little jumps in place. Repeat whole dance with new partner.

Sourwood Mountain



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

My true love's a blue eyed daisy,  
Hey dey ding, etc.  
If I don't get her, I'll go crazy,  
Hey dey ding, etc.  
Big dog'll bark and the little one will bite you,  
Hey dey ding, etc.  
Big girl will court and the little one'll slight you.  
Hey dey ding, etc.

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

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

1 & 2. "Walk with your partner" - couples walk about the circle, with inside hands joined - 16 counts.

3. "Right hand wheel" - the two couples that form a set make a right-hand wheel by joining right hands across the set, the man with the lady in back, the lady with the man in back - 8 counts.

4. "Left hand wheel" - turn and join left hands across the set - 8 counts.

Repeat indefinitely.

Brown Eyed Mary - (Tune - Polly Wolly Doodle adapted)

I. If by chance we should meet on a wild prairie  
In my arms would I embrace my darling brown-eyed Mary.

II.a. Turn your partner half-way round and turn the opposite lady  
b. Turn your partner all way round and take the forward lady.

I. Partners skip or walk beside each other (16 counts)

II. a. The boy gives his right hand to partner, makes a half turn (4 counts) gives his left hand to girl behind, and makes a whole turn with her (4 counts) b. He then gives his right hand to his partner, turns her all way round, (4 counts) and walks to girl ahead. (4 counts)

Fire in the Mountain - All the players but one form a double circle, facing inward, each player in the outer circle standing directly behind his partner. The extraplayer, who is "It", stands in the center of the circle. When he calls "Fire in the mountain! Run, men, run!" the players in the outside circle begin immediately to jog around while "it" and the players of the inside circle clap their hands. When he stops clapping he and the inside players hold their hands over their heads as a sign that "It" and the outside players are to try to get in front of an inside player. The one left out becomes "It", and the game proceeds.

Tucker - Fast march music is played. If there are more men than girls, they are told to go into the center while the girls make a circle around them and vice versa. When the music starts the girls walk in one direction while the men go the opposite way. When the whistle blows, everyone tries to get a partner and the ones left out walk about in the center. The leader calls various commands such as "Skip," "Hop on the right foot," "Skate," "Slide in, slide out." The couples take these commands until the whistle blows when the gentlemen bow, turn and walk the other way until the whistle blows again. This game leaves the group with partners and is a good one to use at the close of a group of single circle games if partner games are to follow. It is much like Popularity and should not be used on the same program with it.

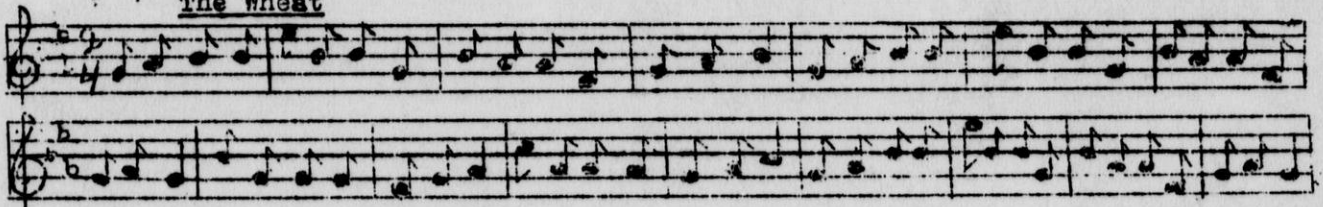


Captain Jinks - (Twice 55 Games with Music)

1. I'm Captain Jinks of the Horse Marines  
I feed my horse good corn and beans  
I dance with the ladies in their teens,  
For that's the style in the Army!
2. 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!
3. 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!

Partners stand side by side. Claspings inside hands. 1. All walk briskly around the circle during first verse of the song, man on the girl's right. 2. On second verse all skip around the circle. Partners face ready for third verse on "Army". 3. Man salutes and girl curtsies, both turn diagonally to the right thus facing crosswise a new partner. Each girl gets the boy from the couple behind her for her new partner while the boy takes the lady from the couple ahead. 4. Swing this one with four skip steps, finishing beside the new partner, girls on the left. All march around the circle.

The Wheat



- A. From the fair there came a farmer  
On his back a bag of bran  
And the bad boy shouted at him,  
"Let those pigeons out, old man!"
- B. "Let those pigeons out, old man!"  
Let those pigeons out, old man!  
And the bad boy shouted at him  
"Let those pigeons out, old man!"

Gentlemen take a lady on each arm and stand around the room in a circle. Beginning with the left foot, these sets of three walk briskly for 16 steps (thru). Man gives right hand to girl on his right and turns her with four steps. Then in his left hand he takes the left hand of the girl on his left and swings her around with four steps. During the last two lines of the song, the man stands with his hands on his hips while the girls run to the man ahead of them and start over.

### LINE GAMES

Clothespin Relay - Form relay teams of not more than 10 players each. The captain of each team holds 15 clothespins. At the signal to start, he puts all of them on the floor in front of player next to him. This one must pick them up, and place them in front of the one next to him. Each player must have all the clothespins in his hands before he can lay them in front of his neighbor. The side that can first pass them down its line and back to its leader wins.

Alphabet Scramble - Each team lines up facing a chair upon which has been placed a set of alphabet cards. When a word is announced such as "cat" the first three players (or more, if the word has more letters in it) dash up to the chair, search out "C", "A", "T" and line up facing the base line spelling the word by holding the letters before them. The team that first gets into correct position wins a point. The cards are replaced on the chair, the players go to the end of the line and another word is announced.

Alphabet Race - Divide the players into two (or more if there are more than 52 in the group) teams. Give each person a card with a letter of the alphabet on it. It is not necessary to use the whole alphabet. Words are given below for teams of 6, 8, 12 and 15 players. When a word is pronounced by the leader, the players holding the letters in the word hurry to the base line where each team tries to arrange itself in the proper order to spell the word before its opponents can finish. The leader should have a list of words ready so that the same letter will not be needed in several places in a word. If a letter is double, shake it back and forth.

#### Words using all letters in alphabet:

family	nervous	lock-step	juicy
zebra	children	quickly	womanly
foxy	social	education	article
urgent	paint brush		

Spoke Tag - The players stand in a single file facing a common center like spokes in a wheel. For a small group there may be 3 lines with 3 or 4 players in a line while a large group will adapt the length and number of its lines to the available space. "It" goes around the rim of the wheel and tags the last player in a line. This player tags the man in front of him and the tag is passed along until the whole line knows it is to move. As soon as a player sees that his line has been touched he tags the man in front of him, sets off after "It" and tries to get back as fast as possible to his line. The last one back is "It". The fun in this game is in keeping watch to make a quick start and also in pushing and trying to pass those in front of you on your way around the circle.

Go and Touch - The group is divided into teams that stand like spokes in a wheel, the captains forming the hub with their teams behind them. The leader commands "go and touch iron" or "a door" or any other object. Everyone except the captains dashes away to obey the command and then hurries back to his line. The line that is first in place, wins. The last command usually is to touch one of the players who runs away.

Bundle Relay - The captain of each relay team is given a ball of cord. The players stand shoulder to shoulder. At the command to go, the captain winds the end of the cord around his finger and passes the ball down the line to the end man who turns as does the rest of the team and passes it up the other side so that the whole team is bound around with cord. The second race is the one in which the ball is rewound in passing it back over the same route.

Over and Under Relay - The first player in each team is given a bean bag, ball, potato or other object. When the whistle blows he passes this object over his head to the second player, who passes it between his knees to the third, who hands it over his head to the fourth. Thus the object goes alternately overhead and between knees to the last player, who runs to the head of the line and starts it back over his head. The game proceeds until a line has regained its original order, with the first player at the head again. The line finishing first wins the race.

Fetch and Carry Relay - The first and second players in each team join hands. When the whistle blows they run to the goal line. The first remains there while the second hurries back and joins hands with the third player. These two run to the goal line, and the second player remains while the third returns for the fourth. The team that first transfers all its members to the goal line wins the race.

Put and Take Relay - Players are lined up in relay formation with the same number in each team. In line with each team 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 of each team is given a similar block. On the word "Go" he places his block in the first circle removing the block which was there, places it in the second circle, picking up the block already there, and repeats the performances in the third circle. This is done with the right hand. The player then runs to the base line, touches it with his foot, at the same time changing the block which he has taken from the third hoop from the right hand to the left hand. On the return trip he replaces the blocks with the left hand, gives the extra block to the next player in line, and goes to the end of the line. The game continues in this way until one team finishes. The team finishing first wins.

Hoop Relay - Have a hoop (see that nails are driven in safely) or a 5 foot length of rope or elastic with ends fastened together for each team of 8 or 10 players. At the signal "Go" the first player passes hoop over his head, around body and to the ground, steps out and hands it to next player who does the same thing. First line to finish wins.

For He's a Jolly Good Fellow

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

Repeat 1, 2, 3, 4.

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

Repeat 1, 2, 3, 4.

The players stand in two lines about 6 feet apart, men in one line, girls in the other, partners facing each other. This game falls into the following five figures:

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

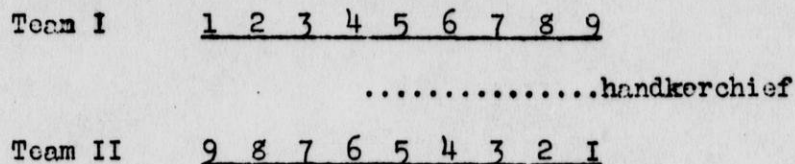
B. During lines 3 and 4, the line on leader's left drops hands. The line on the right raises hands to allow the left line to pass under. Both lines walk forward on seven counts and pass, each player keeping to the right of his partner in the opposite line. On count eight, turn and face other line. (This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

C. Repeat A and B, but this time the left line forms bridges and the right line passes under and turns to face partners. Lines 1, 2, 3, and 4 are repeated for this figure.

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

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

Snatch the Handkerchief - Players stand in two straight lines facing each other. Everyone has a number. One team begins to number from one end of the line, and the other team begins at the other end, as indicated in the diagram. A handkerchief is placed on the ground between the lines. The leader calls a number, for example, "No. 7". Each of the two "No. 7" players tries to snatch the handkerchief and get back to his own place



without being tagged by the other "No. 7." The game is scored thus: If a player gets home with the handkerchief without being tagged, his side makes 2 points, if a player tags his opponent before he is safely at home with the handkerchief the tagger's team makes 1 point. The players will find the game more exciting if they wait, pretend to snatch the handkerchief then quickly take it off home.

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 "hunters", or the "guns", or the "foxes". They then run down the line whispering to the rest of the line what they are to be. When the leader counts, 1, 2, 3, each line walks forward 3 steps, 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 signal each player stands erect with hands on hips and says "Oh". If "guns" all stand in position as though shooting a gun and say "Bang!" If they are "foxes", they put their thumbs in their ears waving their fingers at

the other line and cry "Yip, yip, yip." 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 a game.

Crows and Cranes - Players form in two lines, that face each other with a distance of about a yard between the lines. One line is designated as "Crows", the other "Cranes". If the leader calls "Cranes," the cranes will turn and run back of them to a base 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 their 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 drawls out the "r" in either Crows or Cranes. The base line varies in distance from the dare line according to the space, age of players and occasion. Ten yards is far enough in an outdoor game.

Virginia Reel - ("Twice 55 Games with Music") This is a community form of the old folk dance. Couples stand in two single lines, partners facing each other, ladies in one line and gentlemen in the other, preferably with not more than six couples in a set. The following movements are performed by all of the couples after the leader has given the call.

"Up and bow" - everyone walks forward 3 steps and bows to partner.

"Right-hand swing" - partners join right hands and turn each other.

"Left-hand swing" - partners turn with left hands joined.

"Both hands swing" - partners turn with both hands joined.

"Do so do, right" - fold arms on chest and walk around partner passing right.

"Do so do, left" - fold arms on chest and walk around partner passing left.

"Arm right" - partners hook right arms and swing around.

"Arm left" - partners hook left arms and swing around.

"Head couples lead your lines away" -

The "lead away" begins by the head lady turning to right, the head gentleman to left. The rest of the partners follow them. They march down, clapping hands in time to the music, to the foot of the set where partners meet. The first couple join hands and form a bridge, the other couples joining hands march under to their places. The second couple becomes the first, and the dance is repeated until all have acted as first couple.

## QUIET GAMES

### Brain Teasers

Likenesses - One player is "It". She says to each person in turn, "I am thinking of something; what is it like?" Even though he doesn't know what the thought may be, each player names some object such as, tree, tiger, streak of lightning. When all have answered, "It" tells her thought. Then each player must explain where the likeness comes in between the object he mentioned and the thing that was thought of. For example, "It" thought of her pocketbook. The player who named "tree" may say they are alike since both sometimes bear useful objects; the one who chose tiger, because they are covered with hide; the one who chose streak of lightning because the gold in them is very transitory.

Right and Left Spelling - The players may stand in line as for a spelling match, or they may be seated and spell around the circle. Those who miss drop out. The leader announces words that abound in A and T. He explains that neither of these letters may be said but instead A is indicated by raising the right hand, while T is shown by raising the left hand. Thus the word "cat" would be spelled C, right hand raised, left hand raised. In a group in which the players are not too young, other letters may be indicated by gestures, as follows: A, right hand raised, T, left hand raised, I, touch eye; O, point to mouth, U, point to leader, R, a brief whistle, S, shake head.

Proverbs - The player "It" withdraws. The other players decide on some familiar proverb, each taking a word of the proverb which she must use in answering the questions put to her by the player "It". "It" tries to pick out the significant word in the answers made to the questions she asks. After she has discovered the hidden proverb, she names the player whose answers gave her the first clue, who then becomes "It".

Snip - The players sit round in a ring, and one tosses a handkerchief across to another, at the same time saying a word of three letters, and immediately beginning to count up to twelve, finishing--"eleven, twelve, snip!" The one who received the handkerchief tries, before "snip" is said, to reply with three words, each beginning with one of the letters of the original word, in their proper order.

Thus, if "now" is called, the response might be "nuts, out, white."

When the reply is given in time the successful player throws the handkerchief himself to someone else; but if he fails and "snip" cuts him short, he must give the handkerchief back to the one who threw it to him that it may be thrown to someone else.

My Father's a Merchant - The players sit in a ring--some of them should know the game, and some should not--and the rounds continue until everyone has discovered the catch. The secret lies in mentioning objects which the players are actually touching at the time. Of course, this touching is done in a way that it will not be noticed.

The leader turns to his right-hand neighbor, and says: "My father's a merchant!

"What does he sell?" the second must inquire.

"Collars," the first may say, or eyelashes, or chairs, or watches.

The second player must now hold the same conversation with his neighbor, and if the second has not caught the secret he may mention "tea," or some other incorrect thing--incorrect because he cannot be touching it as he speaks.

Shopping - The player who is "It" stops before one in the circle, saying, "I am going to Denver," and then counts ten. If the player approached fails to name three things beginning with "d" (such as dishes, ducks, and dogs) before the "Traveler" counts ten, he becomes traveler. Any town may be used and the things bought must always begin with the initial letter of the town names.

#### Mystery Games

Watch Tapping - The group thinks of a number up to 12. The tapper tells them to begin with a number they have thought of and count each tap he makes until they reach 20, when they must tell him. He taps anywhere on the face of his watch, beginning to count at 1. When he reaches 8 he must be touching 12 and from there on he taps counter-clockwise until the group says "20", at which time he will be pointing to the correct number.

Two-Part Cities - Two players agree that the second city named after a city with a two-part name such as Los Angeles or Baton Rouge will be the city chosen by the group. One of these players leaves the room and the group selects a city, for example, "Baltimore." Then the player returns. His partner says, "Is it Boston?" The answer is "No." "Is it Sioux City?" "No." "Is it Philadelphia?" "No." "Is it Baltimore?" "Yes," for that was named second after Sioux City, the two-part city.

Word Choice - Four objects are placed in a row. A player goes away. The group select an object. The player returns and his partner indicates which object is selected by the number of letters in the first word of his question. Thus if the second object is chosen, he may say he points to any one of the four, "Do you think it is this?" Since "do" has two letters, the player points to the second and says "No" it's this." "I say it's this" indicates the first; "How about this?" the third, "What do you think of this one?", the fourth.

This and That - Four objects are placed thus:

•           •  
•           •

A player and his partner secretly name these objects as follows:

This           This one  
That           That one

The player leaves the room while the group selects one of the objects. When he returns his partner will indicate the object chosen by giving it its right name when he points to it. For example, he may point to the upper left object and say, "Is it that?" Because its name is "This" the player will answer "No." The partner asks, "Then is it this one?" point to the upper right object. The player replies "Yes" because the correct name was used in the question.

This game may be made more baffling if the player and his partner agree that after a certain number of questions have been asked the names of the objects shall be reversed. Still later the object selected may be indicated by the wrong name instead of the right one.

Paper and Pencil Games

Guggenheim -

Vegetables  
Cars  
Rivers  
Boys' Names

M	A	R	Y

Direction Card: Each player draws a chart like the above for himself, fill each space with a word beginning with the letter at the top of the column and belonging to the class of words at the side. Thus, the first line for Mary might read: "mushroom, artichoke, radish, yam." Score 4 for every entry selected by no one else and 1 for entries chosen by others.

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

- |   |                        |
|---|------------------------|
| 1. Q. Of what does she remind you?      | A. Happy Humbug        |
| 2. Q. How old does she look?            | A. Half (a) Hundred    |
| 3. Q. What is her chief charm?          | A. Happy Humming       |
| 4. Q. What is her chief wickedness?     | A. Hooking Hats        |
| 5. Q. What is her chief hobby?          | A. Highhatting Hugh    |
| 6. Q. What is her chief hope of heaven? | A. Hymns and Humility. |

Word Buying - Draw a chart like the following:

	cost
IT	
OF	
AC	
SB	
ID	
PA	
CL	
WU	
IR	
AD	
Total	

The letters in the spaces may be selected on any page of print by any system. A simple one is to put together the first letter in the first line and the first in the second, then the third and fourth and the fifth and sixth.

The point of the game is to add as few letters as possible before or after the pair to make a word. Thus "sit" in space one and "off" in space two would cost one point each while "asbestos" in space four would cost 6 points.



If no word can be thought of the penalty is 15 points. Proper names and abbreviations are prohibited and letters may not be inserted between the two that are given. In this game the player with the lowest score wins.

Stock-Exchange - The players sit round a table and each is given a sheet of paper and a pencil. Each draws a square and divides it up so that there are five small squares horizontally and a similar number vertically. Thus there are twenty-five small squares within the large one.

The game begins by somebody calling out a letter of the alphabet. Everybody has to put this chosen letter in one of the squares. It does not matter where it goes, and there are, of course, twenty-five possible positions for it. When all the players say "right," which means that they have taken down the letter, it is the turn of the person sitting on the left of the individual who called the first letter. He selects any letter he chooses, it may even be the same as the original one, and everybody has to put it down in one of the vacant squares. The game continues in this way around the table until twenty-five letters have been called and the whole of the large square is filled.

The aim of each player is to arrange the letters chosen so that words are formed, both in the horizontal rows and in the vertical ones. Naturally, it will hardly ever arise that all the lines will consist of actual words; but the aim should be to obtain as many as possible. A letter may not be changed once it is written down. Proper nouns are not recognized, nor are words of less than three letters. Naturally the letters in a row must be consecutive in the case of four- or three-letter words. The counting is done as follows: For a word of five letters, 5 points; for a word of four letters, three points; for a word of three letters, one point. Both horizontal and vertical rows are counted, but short words written within longer ones are not credited. Thus "Meats" may not be "eat" or "eats" also.

Words and Things - Each player is provided with a sheet of paper and a pencil. Someone is asked to select a word of six letters. If preferred, a dictionary can be opened at random and the first six letter word on the page is the one to be used. The word is then printed in a column on the left-hand edge of the paper and on the right-hand edge it is printed backwards. Thus, if "parted" happens to be the selected word, it is put down like this:

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

Each player writes a word beginning with P and ending with D and consisting of as many letters as possible, "predicted", for example. When P and D are disposed of, the longest word beginning with A and ending in E must be thought of. Similarly with R and T, T and R, E and A, and D and P. At the end of the allotted time everybody counts up the total letters used in making the six words, and the player with the highest number wins.

Ships - This game is played by two persons. On a large sheet of paper, each player draws the following charts:

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Enemy port

	A	B	C	D	E	F	G	H	I	J
1										
2	1									
3	2			1						
4				1						
5				1						1
6	1			1						1
7	1			1					1	1
8	1			1					1	1
9	1			1					1	1
10										1

Home port

2						
3						
4						
5						
6						

Score Chart

The two large squares are ports, the "Enemy Port" and the "Home Port." In his Home Port each player draws five ships, a 2-ton, 3-ton, 4-ton, 5-ton, and 6-ton, each covering the number of squares indicated by its weight. The ships may be placed horizontally or vertically. Neither player knows the location of his opponent's ships. The object of the game is to sink the enemy's ship by placing a shot in each of the squares it covers. To fire a shot call the number of a square by its letter and number, 5-J. If the enemy has a ship over this square, a hit has been made.

Either player may start the game by firing three shots at his opponent. If he says "A-3", he puts a figure 1 in the A-3 square of his Enemy Port chart. The other player puts 1 in his Home port chart. The next selection may be A-6 and the last J-9. If his opponent had the chart given above, the first shots would be marked as they are given and shots would be placed in the 6-ton and 2-ton ships. The player who fired the shots would ask if he had hit anything and would keep a record of his shots in the Score Chart by putting 1 in the 2 square and 6 square lines. Of course, the enemy does not tell in which square the shots hit his ships since he tries to keep their location a secret.

It is now the second player's turn to fire. He does as the first did, putting 1 in each square he selects in his Enemy Port and checking his results in the Score Chart.

For the second volley of shots, 2 is placed in the selected squares. If he has made a hit, the player tries to place his shots near the first in an endeavor to locate the ships. When a ship is sunk by having a shot in each square that it covers, it is customary for the aggressor to draw it in on his Enemy Port so that he will not fire more ammunition around it.

BIBLIOGRAPHY

Twice 55 Games with Music. C. C. Birchard & Co., Boston, Mass. Price 25 cents. (A very good small collection of singing games.)

Games and Game Leadership. By Charles F. Smith. Dodd, Mead & Co., New York City. Price \$2.50. (Indoor and outdoor social, picnic, paper and pencil, and home games given with excellent leadership suggestions.)

Let's Play. By Pauline Reynolds. Farmer's Wife, St. Paul, Minn. Price 25 cents. (A small collection of active and quiet games, with and without music.)

Indoor and Community Games. By Sid. G. Hedges. Lippincott Company, Philadelphia, Pa. \$1.50. (Many little known games that may be adapted for use by small groups.)

Homemade Games. By Arthur H. Lawson. Lippincott Company, Philadelphia, Pa. \$2.00. Directions for making and playing badminton, tether tennis, shuffleboard, puzzles, table games, etc.