

The Social Game



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The Social Game

The Social Leader

(Game Leadership)

When an activity offers variety, fun, adventure, and a sense of belonging with a group of wonderful people, it makes life worthwhile. Wholesome social recreation can bring us this companionship and joy, and add a real zest to living. Those who do the planning and leading work hard but have twice the fun. If you want to be a leader, here are a few tips.

Qualifications of a Leader

First you must like to play games. If you think games are fun, exciting, or challenging, you can help others to enjoy them also by the way you teach them. Just let your own gaiety and excitement show through, and the group will laugh and be interested with you.

Next, you must like people,—shy people, eager people, grumpy people, stolid people, gay people—all the wonderful people who come to the meeting or party and want so much to have a good time. If you like them, you will find a way to help each one have fun.

To get people to take part in the games, joke and laugh with them, “kid” them, and encourage them to play. Show that you want them in the group, but don’t be too insistent. Always leave a loophole so

that someone can come into the games later, if he wishes, or drop out gracefully if necessary.

Last, you must learn many games. The games suggested in this bulletin are a good start, but you will find many others in bulletins, books, and magazine articles. Study the games until you are sure you understand how to play them. As soon as possible, teach the game to a group of friends so you can see how best to explain and demonstrate it the next time.

Teaching a Game

To teach a game to a group, stand where you can be seen and heard by everyone. If the group is in a circle, be part of the circle. Then you don't have your back to anyone.

First, be sure that the players are in the correct formation, such as sitting or standing, circle or lines. If a leader, captain, or "It" is needed, have that person ready. Sometimes it is best to be "It" yourself until the game is clearly understood. Give out all properties needed.

Explain the first step or action, and demonstrate. Then have the group do it. Take each step in turn, and have the group try it. Explain the object of the game. If necessary, run through the whole game one time, so it is clear. Then play "for keeps."

If a player doesn't play the game correctly it is because the leader didn't make it clear. Stop the group, and explain the game again to everyone. Try to use words that will make the idea clearer. This way the slow player will not be hurt.

When selecting the first leader, or "It," or the first player to be caught, try to select an outgoing person who will not be embarrassed at being the center of attention right away. As the game progresses or other games are played, however, be sure that the captain or "It" changes frequently, and that shy players have just as much chance to be leaders as the showoffs.

Play with the group or stay on the sidelines and cheer, but be enthusiastic. Your attitude will have much to do with the fun the group has with the game.

Watch the group until you can "feel" when the game is most exciting. Then stop it, and start another game. One game played until the group is tired of it might spoil the fun for the evening.

To stop a group or to catch their attention, arrange a signal when you start teaching the game. Use a signal that will catch their attention without giving players the feeling of being bossed or pushed around. Remember that the social group is playing games for fun, not for scores. Therefore, try to get their cooperation. Here is a good signal to use. The leader raises his arms and is quiet. Each person who sees this also raises his arm and is quiet. Soon the entire group looks up and listens for the next direction.

Fit the games selected to the age and interests of the people attending, to the kind of meeting or party, and to the physical capacities of the place where it is held. For boys and girls, use more active games. Young adults like couple games. For older

adults, seated circle games which are fun without requiring much thought often are best.

Planning the Program

At an organization meeting where serious business is the primary purpose, have some short activity which will give people a chance to laugh, talk, and move around a little. Quiz games are too quiet and require too much thought to be good at a business meeting. Relays might be easy to organize if people are already sitting in rows. An exercise song or nonsense game also is good.

When you are planning a party, be sure to have something for people to do as soon as they arrive. Often some individual activity such as preparing a part of a costume or decoration, or getting names of people, etc., will keep the group from congealing into tiny segments of "those who belong" and "those who don't."

As soon as organized group activities are started, plan the sequence of games carefully. At the beginning do a game or two that is quick and easy—preferably one that gets people laughing and moving and breaks up any cliques that have formed. The game should be one the group already knows and enjoys, or one that is simple to teach. The fun response comes quickly then, and players warm up to each other. As more games are played they are relaxed and friendly and are anticipating still more fun. Then it is easy to teach more complicated games and make even the practicing fun.

Besides starting with the simpler games and working toward the more complex, remember also to keep the same group formation long enough to make the group feel like a unit that belongs. If you start with standing circle games, play two to five games in this formation (some active, some fairly quiet) before you shift to another type. Changing the group from circle to team, from single to couple, or from standing to sitting, causes some confusion and takes time, depending on the over-all size of the group. If too much time is taken, some of the excitement of the party quiets down, and the gay feeling must be built up again. Usually there should not be more than two changes of group formation during the program period. This will give variety to the program without spoiling the party fun.

As the evening goes along, try to make each game a little more fun and more exciting until a high point of hilarity is reached. Just before the group goes home, or before refreshments are served, be sure to play one or two quieter games, and perhaps get the group into formation for serving or for the "good night" activity as needed.

At the end of every party or evening of fun, there should be some concluding activity. Then everyone can go home with a wonderful memory of a good time. If refreshments are served they should be part of the party. The "good night" activity should follow the refreshments, so the group all goes home at the same time. People like to feel that the party is completed, and look forward to next time.

The Social Climber

(Get Acquainted Games and Icebreakers)

Autograph Hunt

This is a means of getting acquainted with others when the group is large. As guests arrive, give each player a pencil and a mimeographed sheet to see who can get the most signatures. Here are three ways that the mimeographed form might be worked out.

1. There could be a series of 15 or 20 general statements describing people who might attend. For example: Lady wearing red earrings; gentleman wearing size 11 shoe; etc. Each player gets acquainted with others and asks questions until he finds someone who fits one of the descriptions and gets his autograph.

2. The mimeograph could be divided into columns labeled by eye colors—blue, green, brown, black. The player getting the most signatures under each color would be the winner.

3. The form could also be printed in a series of columns with questions of "who," "from where," "why attending," etc., as though getting a news story for the paper back home. Each player tries to learn about as many people as possible.

At one occasion this idea of a news reporter was used, and as an extra inducement five of the guests were secretly decided on as "celebrities." These celebrities were given a supply of wrapped candies. When a player asked for their story and asked the

question "Are you a celebrity?," that player was given a piece of candy as quietly as possible so that others around them wouldn't be tipped off. A few players found all five "celebrities."

Bag Handshake

This game is fun at a large gathering. As each person arrives, a small paper bag is fastened over his right hand with a rubber band around the wrist. Each player introduces himself to others and shakes hands until the bag is worn out.



How Do You Do

Seat the players in a small circle. The leader turns to the player on his right and says "How do you do. My name is——." The second replies "How do you do," then turns to the third and says "How do you do, may I present— (1st person), and I am——." The third answers, "How do you do" before turning

to the fourth and introducing the leader, the second player, and himself—always using full names. This continues around the circle until the last player introduces everyone in the circle and himself to the leader.

If the group is large, divide it into several small circles. When each circle has been introduced, one player from each circle introduces his group to all the others.

What (or Who) Am I?

Prepare ahead of time slips of paper with the names of objects, animals, plants, celebrities, etc., or any category that fits in with the theme of the party or occasion. A slip is pinned to the back of each player as he arrives. Each one must then ask questions of others which can be answered by “yes” or “no” until he can identify the person or thing named on the slip. When a player is identified, the slip is taken from his back and pinned to the front of his clothes.

This game can be used to divide the players into teams, by having all those named for animals in one group, trees in another, birds, rivers, fish, cities, etc., in other groups.

Variation—Who Are You?

This will be enjoyed by younger groups. Pin a slip with a name to the back of each player. Give each player a pencil and paper. The object is to find out and write down the names of as many other players as possible without letting others read your name.

How is Your Neighbor?

This is a variation of the old game "Who are your neighbors?" Players are seated in a circle and one who has no chair is "It." "It" first asks a player "Who are your neighbors?" If the player cannot give the names of both neighbors, he changes places with "It." If the player names both neighbors, "It" asks, "How is — (naming one of the neighbors)?" If the answer is "All right," everyone shifts one seat to the right. If the answer is "All righteous," everyone shifts to the left. If the answer is "Not so good" everyone shifts across the room. During the shift "It" tries to get a seat.

Shake and Run

A loud signal is agreed on as the stopping point. All players except one stand in a circle facing center. One player starts around the inside of the circle, stops to shake hands with every fifth or seventh player, and introduces himself. As soon as names are exchanged, the first player continues on clockwise to meet others, and the second player walks in the opposite direction to introduce himself to someone else in the circle. After each two players introduce themselves, they go around the circle in opposite directions to meet other players still standing in the circle. Soon, a number of players are walking around in the circle seeking new people to meet. When the signal sounds, everyone runs for a vacant place. The one left out starts again.

Name Acrostics

As the players arrive, give each one a sheet of paper and pencil. The player's full name is to be written so that the letters are under each other as in the illustration.

Each player then goes around the room, introducing himself and getting names of other players. If a name has a letter in common with his, he writes it in by that letter. Each person tries to get another player's name for every letter in his name.

	M
	Arthur Jones
	R
Henry	Y Black
	Li
	Sle Carter
	M
	I
	T
John	Hanson

Donkey and Fiddler

The players stand in a circle facing the center. A stopping signal such as arms raised for attention is agreed on. Two hand motions are selected and practiced. One is to place thumbs at ears and wiggle fingers to represent "donkey." The other is to hold and "saw" on an imaginary "fiddle." The game starts with one player as "It." "It" goes up to a player in the circle and "wiggles ears." The player immediately "fiddles." In an uneven rhythm, "It" changes motion to "fiddling" and back to "wiggling ears" in an attempt to catch the player doing the same thing he is doing. As each player is caught, he helps to catch others. Signal for stopping is given when most players are caught. This game is good as a quick ice-breaker to get everyone moving and laughing.

Variation—Orchestra

The variation called Orchestra can be used in smaller groups. Select four or five instruments that have characteristic playing motions such as violin, piano, trombone, drums, etc. Give each group of players an instrument. The alternate motion is "wiggling ears." "It" starts by "wiggling ears" while the "orchestra" plays. "It" switches to one of the instruments. Immediately all the players imitating that instrument "wiggle ears" but the rest of the "orchestra" continues playing. If a player plays the same instrument as "It," or if he wiggles ears out of turn, he exchanges places with "It."

Hull Gull

As people arrive give each one 10 beans. In one hand the player holds a number of beans between 1 and 10, which is the number to be guessed by other players. The rest of the beans are held in the other hand. Player A goes up to player B. A holds out the hand containing beans to be guessed and says quickly "Hull Gull!" B replies "Hands Full!" A asks "How many?" and shakes his fist to make the beans rattle. B guesses. If B correctly guesses the exact number, he gets the beans from A. If B misses the correct number, he pays A the difference between his guess and the correct number. For example: A holds 4 beans and B guesses "6." B pays out 2 beans. Or, A holds 7 beans and B guesses "4." B pays out 3 beans.

If all the beans are lost, the player "borrows" 10 beans from the "banker" and continues to play. When

time is called the winner is the player with the most beans after repaying the "banker" for any loans.

Choo, Choo

This is good only for large groups. Have all players stand in a circle facing the center. Four or more players act as starters and come to the center. At the signal each starter chants "Choo-Choo" and runs to a player in the circle. He stops and says, "My name is——!" The player answers "My name is——!" The starter then repeats the name to a chant while putting first the left foot forward and then the right. For example:

Mary—Mary—Mary, Mary, Mary
L R L R L

The starter then turns around, the new player holds his waist, and they "Choo-Choo" to another player in the ring. When each new player is approached and gives his name, the first one in line calls the name over his shoulder to the rest of the line and every one in the line chants the name while shuffling feet in rhythm—left—right—left, right, left.

Then the players in line drop hands and turn to face the opposite direction. Each one including the new member, grabs the waist of the person now in front of him, thus reversing directions at each addition. The new leader, who was the last one in line before, leads as the group "Choo-Choo's" quickly to another player in the circle.

The object is to get the largest number of players in one line. This game can be used to divide the large

group into a number of smaller groups, if it is not necessary that the groups be equal in size.

Stampede

Players sit in two's around the room holding hands. There must be no extra chairs. One pair does not have a chair, and wanders around tapping with a stick in front of any pair they wish to have follow them. When they have quite a few players following along, the lead couple begins to go through all sorts of motions which the others must imitate. When they shout "stampede," all couples, without dropping hands, must try to find pairs of seats. Those who are left out, or who let go of hands, are "It" the next time.

Exercise Break

Here is a rhyming exercise which was written by Bruce Tom, Columbus, Ohio. This is fun as a break during a long meeting.

Hands on hips, hands on knees,
Put them behind you, if you please.
Touch your shoulders, touch your nose,
Touch your ears, and touch your toes.
Raise your hands high in the air,
At your sides, on your hair.
Raise your hands as before,
While you clap one, two, three, four.
My hands upon my head I place,
On my shoulders, on my face.
Then I raise them up on high
And make my fingers quickly fly.
Then I put them in front of me,
And gently clap them one, two, three.

In the Swim

(Games for Small Spaces)

Hen for Sale

Players are seated in a small circle. One player acts as leader. The leader turns to the player on one side and says "I have a hen for sale."

The second player asks, "Does she cackle, cackle?"

Leader replies, "Yes, she cackle, cackles!"

The second player turns to the third and says, "I have a hen for sale."

When the third player asks "Does she cackle, cackle?" the second turns again to the leader and asks "Does she cackle, cackle?" Leader to second player, "Yes, she cackle, cackles!" Second player to the third, "Yes, she cackle, cackles."

The third player passes the statement to the fourth and so on around the circle, but each time the question must be returned to the leader and the answer sent back around the circle to the asker.

This game can be varied by using any other animal whose sounds can be easily imitated by the group.

Variation—This is a Cat

In this variation pass any object such as a pencil and say "This is a cat (or any animal or object which the leader thinks of)." The second player asks, "What is it?" and the answer is "It's a cat." Again the ques-

tion and answer go to the leader and back around the circle each time.

A more complicated method would be to send one object one way saying "This is a cat," and another object in the opposite direction saying "This is a dog." Most groups will have a hilariously confusing time trying to get both objects completely around the circle and to the leader from opposite sides.

Buzz

The group is seated in a circle. One player starts the count by saying aloud "1." The next player says "2" and the count continues around the circle. When the number 7, a multiple of 7, or a number including 7 is reached, like 7, 14, 17, 21, etc., the player whose turn it is says "Buzz" instead of that number. The count would then be, 1-2-3-4-5-6- Buzz-8-9-10-11-12-13- Buzz-15, etc.

If any player says the number instead of "Buzz," or says "Buzz" when it should be the number, that player is out of the circle and "in the soup." Those "in the soup" can heckle those still in the circle. The next player starts with "1." The object is to see who will be the last one in the circle.

Once the game is started, insist that the count be done quickly. The players should not have too long to study whether their response is a number or "Buzz" so there is no slow spot in the game.

Variation—Fizz-Buzz

Fizz-Buzz is a variation which substitutes Fizz for fives and Buzz for sevens.

Variation—Zip

Zip is a complex variation of Buzz for groups that enjoy intellectual games and know the basic rules of Buzz. In Zip, use hand signals instead of sounds for the numbers which are not to be said. The numbers selected are both 4 and 7. Thus:

For 4, a multiple of 4 or any number having a 4 in it, such as 4, 8, 12, 14, 16, 20, 24, etc., pass one hand under the chin.

For 7, a multiple of 7, or any number containing 7, like 7, 14, 17, 21, etc., pass the hand over the head.

For those numbers which contain both 4 and 7, like 14, 28, 42, 47, etc., both hands are used, one to go over the head and one under the chin.

The count then would be 1-2-3-under chin-5-6-over head-under chin-9-10-11-under chin-13-both hands-15-etc.

When the pattern is learned going around the circle in one direction, introduce the next variation. The player who makes a hand signal for a number shows by the direction in which he moves his hand the direction in which the game will proceed. Passing the right hand either over the head or under the chin will send the count clockwise around the circle. Passing the left hand will send the count in the counter-clockwise direction to the person on the right. For those numbers needing two hands, both hands must go in the same direction either left or right. To do this, place palms together and pointed in direction desired. Then separate palms, and move one over head and one under chin at the same time.

Variation—Aan-Pon-Clap

This is a Japanese version of "Zip." Instead of counting, three things are repeated over and over.

The group is seated in a circle. One player starts by holding a hand under his chin and saying "Aan" (sound like "on"). The next player puts one hand on his head and says "Pon" (as in English "pon"). The next player claps his hands without saying anything. When these motions are learned the game is played back and forth around the circle, depending on which direction the player points when saying "Aan" or "Pon," and toward which side the player claps his hands.

A player who misses a cue to do the next action by failing to notice the direction his neighbor is pointing, a player who gets words or actions in the wrong order, or one who speaks when he claps his hands, is put out of the circle into "the soup." The player who missed has one more duty. He goes to any person in the group and starts the game again at any point in the rhythm he wants. The player to whom he points continues from there. From then on the players in "the soup" try to confuse those in the circle and get more thrown into "the soup."

Observation

A dozen or more objects are placed on a tray, which is set in the center of the circle of players for 10 or 15 seconds and then covered or removed. The players compete by writing the names of as many of the objects as they can remember.

Tearable Art

Players are seated, but not in any required order. Give each one a piece of paper of equal size. It may be colored to match the spirit of the occasion. Have



the players hold the paper behind their backs and tear out a simple object. For instance:

Easter time—a rabbit

Valentine—a heart or arrow

St. Patrick's—a pig, pipe, or shamrock

July 4th—a liberty bell

Hallowe'en—a cat or owl

Thanksgiving—a turkey

Christmas—a star, bell, or tree

The player cannot look at the object until he is finished. When everyone has finished, have a display of the "tearable" art. The players might vote on the most lifelike, the funniest, the fattest, or any other classification that seems to suggest itself.

Going Back East

There should be not more than 12 players seated in a circle. To get ready for the game, one player starts by saying "I'm going back east and I'm going

to take ——— (names an object or animal)." Each person in turn then repeats "I'm going back east and I'm going to take ——— (and names a different object or animal..." Players should never select a person to take along.

When each player has made a selection, the starter says, "When I go back east I'm going to ——— (says what he will do) with my ——— (object he took)." Each player in turn must then "do" the same thing with the object that he took.

For example:

Starter took a toothbrush, No. 2 took a purse, No. 3 took a rabbit.

Starter: "When I go back east I'm going to brush my teeth with my toothbrush."

No. 2: "When I go back east I'm going to brush my teeth with my purse."

No. 3: "When I go back east I'm going to brush my teeth with my rabbit."

When all the group have "brushed their teeth" with the object they took, the second player says what she will do with her purse and each does the same. Each time, the next player in line starts the game.

Shopping

The players are seated in a circle. "It" points to someone in the group and says, "I'm going shopping in———" (Let's say he names Boston.) The player at whom he points must say three nouns, each beginning with the same letter as the city named. For Boston he might name beans, bacon, and barley. As soon

as he names the city "It" starts counting to 10. If the player pointed to can say three words before "It" says 10, he is safe. If the player pointed out fails to names three nouns beginning with the first letter of the city named, he becomes "It." A word may be used only once during the game.

Variation—Snip

"It" points to someone in the circle and says a three-letter word. For example, if "It" says "Dog" the player pointed to must give one word beginning with D, one beginning with O, and one beginning with G. "It" counts slowly to 12 and says "Snip." If the player gives three words before "It" says "Snip," he is safe. If he fails, he is "It." No word may be used twice during the game.

Variation—My Friend Sells

The players sit in a circle. One player starts by telling where his friend works, and the initials for what he sells. For example: he says, "My friend works in a grocery store. The first thing he sold today was S. C." (Swiss Cheese). The player who guesses "Swiss Cheese" becomes leader. The new leader tells where his friend works, and gives the first letter of the first thing his friend sold.

A, B, C

Two to four players have a picture between them. The first finds something shown in the picture the name of which begins with the letter "A." It must be a concrete noun, and the object must be seen in the

picture. For example, he may say "Arm." The second player now has a turn and may say "Apron." Others in turn.

The second player now has first turn in finding an article beginning with "B," and the others follow in turn, ending with player No. 1. Thus they have first turns alternately. Neither may name anything that has been named by the others, even though there are two such objects in the picture. The player who completes the alphabet with the fewest omissions wins the game.

The length of time each may have to find the object may be determined by the players.

Instead of using a picture, the players may name visible objects, or even invisible ones, provided they are in the room.

Horse for Sale

This is a variation of "Poor Pussy." Players sit or stand in a circle facing center. Two people are in the center. One is the "seller" and one is the "horse." The "seller" takes the "horse" to a player in the circle and offers to sell the horse. The object is to make the "buyer" laugh while discussing the merits of the "horse for sale." The "seller" uses whatever sales talk he can think of, and the "horse" assists by appropriate actions and sounds. If the "buyer" smiles or laughs he then becomes the "horse," the "horse" graduates to "seller," and the "seller" takes a place in the circle. If the group is large, have two or more selling teams to keep interest and action going.

When My Ship Comes In

The players sit in a circle, and one begins by saying, "When my ship comes in I'll," but instead of saying "put on my shoes," for example, he puts on his shoes in pantomime. The next player repeats the words, "When my ship comes in I'll," he repeats the first player's pantomime, and then adds his own. Thus he will put on his shoes, and perhaps play a flute.

Each player repeats, in order, all that has gone before and adds his own. Any one who makes a mistake is out of the game. The game continues around the circle until a number are eliminated.

How is It Like Me?

One player is sent from the room while the group decides on an object, perhaps a chair. He returns and asks each in turn, "How is it like me?" Each answers truthfully, but indirectly. For example, the player may say, "It stands straight," "It has a nice back," "It is graceful," etc. "It" has three guesses to discover the object. If unsuccessful, he goes out again; if he guesses correctly, the player whose hint revealed the object becomes "It."

Musical Telepathy

The players are seated in a circle. One is selected to be "It" and leaves the room. While he is gone the rest decide on a particular action to be done by "It" when he returns. The action might be to pick up a certain object, or to shake hands with a certain

player. When "It" returns, the group either sings a well known song or claps hands to indicate where the player is to go and what he is to do. As "It" comes near the object or person the song or clapping gets louder, if he goes farther away it gets softer. When "It" is sure of the area, he tries several actions until he finds what the group wants him to do. Players who have done this before can often go through complicated acts with only this direction.

Wink'em

It is necessary to have a nearly equal number of boys and girls. Chairs enough for the girls and one extra are placed in a circle. A boy stands back of each chair. The boy back of the extra chair looks at one girl and winks. The girl immediately attempts to go to his chair. If the girl's partner can tag her before she can get away, she sits down again. If she gets away, her former partner now winks at a new girl.

City Chain

Players are seated in a circle. One person names a city. The next person names another city which starts with the last letter of the name of the previous city. For example: Portland, Detroit, Tacoma, Atlanta, etc. If a player names a city that has already been given, or if the player does not give the name of a city within a reasonable time, that person is out of the circle and "in the soup." Once "in the soup" a player may heckle those still in the circle. If one player misses, the next player continues the chain.

Earth, Air, Water, Fire

Players are seated in a circle. "It" stands in the center holding a small soft ball or knotted cloth. "It" tosses the ball to a player and at the same time calls either "earth," "air," "water," or "fire," and quickly counts to 10. The player catching the ball names an animal for "earth," a bird for "air," a fish for "water," or remains silent for "fire." If he fails to answer correctly before "It" counts to 10, or if he names an animal already named in the game, he changes places with "It."

Variation—Animal, Fish, Fowl, or Flower

"It" points to a player in the circle and names one category as "Fowl." Then "It" counts to 10. The player must give the name of a fowl that has not already been named before the count of 10 or become "It."

Jack's Alive

This game is popular while sitting around the campfire. A thin splinter of wood is needed, 6 or 8 inches long. The players are seated in a circle. One person in the circle lights the splinter, says "Jack's Alive," and passes it to the next player. Each in turn says "Jack's Alive," and passes the splinter on. As long as there is a glow on the stick, Jack still lives, but when the fire goes out, Jack is dead. The object is to pass the stick on while it is still burning, and not let it die on one's hands.

When at last the spark goes out, the player who held it at the moment is considered responsible and is given a black mark on his or her face with the charred end of the stick. For a more efficient marker, the leader may carry in his pocket a charred cork. A goatee, mustache, or similar decoration made by the cork adds to the fun.

Jack is now lighted and started around again. When a player gets two marks on his face he must pay a forfeit.

Elephant-Rhinoceros-Rabbit

The players sit or stand in a circle. To imitate any of the animals requires three players. It is best to start with one animal until the group is familiar with the game.

For elephant, the one in the middle holds both hands in fists at the end of his nose to imitate the elephant's long trunk. The player on each side of him holds one hand with fingers spread wide to one of the center player's ears to indicate the large ears of the elephant.

One player is "It." He points to a player in the circle and says "Elephant." To confuse the players he can count to 5 very rapidly. The player pointed to, and the neighbor on each side, do the actions to imitate an elephant. The slowest of the three takes the place of "It" in the center. In this way there is a rapid change of players and many get into the action.

When one "animal" is learned, add a second, and then a third.

For the rhinoceros, the player in the middle makes a nose with two fists on which the index finger of the second hand is held up to indicate the horn on the rhinoceros' nose. The players on each side indicate small ears with a closed fist held by his head.

For the rabbit, the middle player clasps both hands behind him to indicate a "cottontail," and the side players indicate long ears with the index finger held up.

Who's the Leader?

The players stand in a circle. One player is "It" and leaves the room. The rest of the group selects a player in the circle to be their leader. When "It" returns, the leader starts a motion and every member of the circle follows suit immediately. Without seeming to watch the leader or give any sign that he is the one who makes the changes in motion, each player in the circle does what the leader is doing as soon as possible after he makes a change in motion. "It" must identify the leader. If "It" fails in three tries, he must go out while a new leader is chosen. If "It" does guess the leader, the leader becomes "It."

Old Witch Died

Players are seated in a circle. The leader is the one in the "witch's chair." The leader says, "The old witch died," and everyone asks, "How'd she die?" Then the leader says, "She died doing this," and does some motion that's very distinct. All the others say "She died doing this," and follow the leader's

motion. Each new motion is added to the first ones given until the group is doing many things at once. This continues until the leader says, "The witch is alive," and everyone chants, "She's a livin' in the country—she's moving to town—she's ridin' on a broomstick—shove on down." On the last line everyone moves one seat to the right, which makes the person who was on the left of the leader the new "witch."

Bumps

Place chairs in a circle. The one who is "It" leaves his chair vacant and stands in the center of the circle. When "It" says "Slide right" each player moves to his right in turn to fill the vacant chair. "It" tries to sit in a vacant chair before someone moves into it. When "It" succeeds the player next in line is "It." "It" can change the direction the group is moving by saying "Slide left" or "Slide right" to help get the vacant seat.

Poison or Hot Potato

The players should sit or stand in a circle rather close together. "It" will stand in the center. A piece of cloth is passed from player to player around the circle. The cloth is called "poison" or "hot potato" and the players pass it in either direction as rapidly as possible. The cloth should not be thrown. "It" attempts to tag the player who is touching the "poison." If "It" succeeds in tagging a player before that player can get rid of the "poison," that player becomes "It."

Reuben and Rachel

Players stand in a circle and hold hands. A boy and girl are selected and go to the center of the circle. The boy is blindfolded. The boy tries to catch the girl. To help him know where the girl is, the boy may call "Rachel?" The girl must answer "Yes," Reuben." When the girl is tagged another couple is selected for Reuben and Rachel.



Eyewitness

Eyewitness makes an excellent game for a small group of older young people or adults. Have two or three players enter the room unexpectedly. They stage a scene, and commit a crime of some sort. A cardboard knife and a pop-gun may be used, a purse snatched, and a chair or two upset in the mixup.

There should be a few remarks and plenty of screaming.

After it is over, every other player is placed on the witness stand and asked to tell what happened. Curiously enough, the reports are often conflicting, and no one is able to tell accurately just what took place. All the descriptions pieced together may not tell the accurate story. After all, can the eyewitness of the crime as he testifies in court be depended on to describe exactly what happened?

Chase

The circle must contain an even number of players from 10 to 20. The players stand or sit close together. Number the group off by twos. All the number "ones" are on the first team and the number "twos" are the second team, with the members placed alternately around the circle. Have two pieces of cloth of different colors. Give one piece to a member of team "One." On the opposite side of the circle give the other piece to a member of team "Two." Each piece of cloth is passed clockwise around the circle from one team member to the next. In this way team "One" is chasing team "Two," but team "Two" is also chasing team "One." When one team overtakes and passes the other team the game is won.

Teakettle

The group is seated in a circle. One player is "It" and leaves the room. The other players decide on a word which has the same pronunciation for two

or more meanings—for instance, “see” and “sea.” “It” returns and asks questions about the “teakettle” or “teakettling.” In the answers or in statements the players make, the word “teakettle” is substituted for the words to be guessed.

For example: “I ‘teakettle’ (see) John is home today.”

“The ‘teakettle’ (sea) was calm last weekend.”

“It” has a certain number of guesses, usually three. The player whose clue suggests the correct word is the next one to be “It.” If “It” does not guess the word, he goes out while another set of words is chosen.

Rhythm

The group should be about 7 to 15 players, seated in a close circle with a break at one point to tell where the count begins. Number off around the circle, beginning at the break. No. 1 is the leader. No. 1 sets the rhythm and speed of movements. A common rhythm is—slap knees—clap hands—snap fingers. When the rhythm is set, the leader calls a number on the “snap.” The player whose number is called replies with another number the next time the group “snaps fingers.”

Example: Rhythm—slap-clap-snap

Player No. 1—slap-clap-3

Player No. 3—slap-clap-6

Player No. 6—slap-clap-2

If the player whose number is called gives another number on the wrong part of the rhythm, or fails to give another number on the “snap,” that

player loses his place. He goes to the foot of the line and each player below him moves up one place. Since it is the chairs that are numbered each player takes a new number when he moves. No. 1 again starts the rhythm and calls a new number. The object is to move to the head of the line and be the leader.

Barnyard

To divide a large group into teams, it is interesting to make a game of finding the other team members. One method is to write on slips of paper the names of common barnyard animals which are easily imitated. Have an equal number of slips for each animal, so that teams will be of the same size. Pass out the slips at random. On signal, each player imitates the call of the animal he represents and moves about the room to find the other players also imitating that animal. When all have gotten into teams, signal for quiet, and place the teams in position for the next game.

Variation—Puzzle Pieces

Cut pictures into as many pieces as team members wanted. Pass pieces out at random. Each player finds the group to which he belongs, and the first team to put the puzzle together wins.

Barnyard Treasure Hunt

Gather the teams in one part of the room for instructions. During this time, have assistants put many small piles of "treasure" all around the room, usually in plain sight. The treasure should be peanuts

in the shell, wrapped candies, or any small object that is wrapped in a protective covering.

Each team is named for an animal that can be imitated, as in "Barnyard" above. The players first select a captain who is a good runner. The captain has a sturdy bag to collect the treasure.

On signal, the players run to a pile of treasure and call the captain by imitating the animal they represent. The captain can pick up only the treasure to which a member of his team is pointing, but if two or more teams find the same treasure, the captain who is there first gets the treasure.

Up Jenkins

The players line up in two equal groups on opposite sides of a bare table, and appoint a captain for each group. One side takes a coin and passes it back and forth, with their hands hidden beneath the table. When the captain of the opposing side, across the table, commands "Up Jenkins" all hands are raised high with fists closed. Then the opposite captain says "Down Jenkins" and all hands, at one time, slap the table noisily with fingers extended.

Next the captain of the opposite team consults with his players. As they decide which is best, the captain asks different players to raise one hand at a time. The object is to leave the coin covered as long as possible. If he succeeds in selecting empty hands, leaving the coin under the last hand left on the table, his side gets one point for every hand on the opposite team.

Should the captain, however, uncover the coin, the side holding it scores one point for each hand still on the table. The winning score may be set at 25 or 50 points. The other team then hides coin.

Snatch the Handkerchief

The players stand facing each other in two lines 10 to 15 feet apart. Each player takes a number, one line beginning to number from one end, the other line from the other end. Thus, if there are 10 persons in each line, player No. 1 of one team will be opposite player No. 10 of the other team. A handkerchief is placed on the ground between the lines. When the leader calls a number, for example, No. 7, the two players numbered 7 run out, try to snatch the handkerchief and get back home (to their own places in the line) without being tagged by the other one.

If a player gets home with the handkerchief and without being tagged, his side makes two points; if he is tagged before he gets home with the handkerchief, the tagger's team makes 1 point.

Variation—Indoor Hockey

Young people in Germany use a strenuous variation similar to hockey. Each team has a chair or box as a goal on which is placed a stick. The teams are numbered as above, and a sturdy cloth is placed in the center between the teams. When a number is called the player runs to his goal, takes the stick, and attempts to push the cloth into the opposite team's goal with the stick.

Agile Adverbs

Divide the group into two teams. The team members get together and decide on an adverb. This is to be acted out for the other team to guess. When team A is ready, team B asks them to perform an action. For example, "How do you shake hands?" Team A then shakes hands in the manner of the adverb they have in mind; for example, "furiously." Team B calls for other pantomimes until they can guess the adverb. Then team B pantomimes an adverb for team A. The team guessing in the shortest time or fewest number of guesses wins.

Gesture Spelling

Divide the group into two teams. A leader is needed to give out the spelling words. The members of each team are given a word to spell in turn, and the rules usually governing spelling contests are followed. The team still having one or more members not "spelled down" when the other team is eliminated wins. However, the catch to the game is the method of spelling. Certain letters are selected which are not to be spoken. Instead, gestures are substituted. The usual list of substitutions is as follows:

a—raise right hand

t—raise left hand

r—whistle

s—shake head

i—point to eye

u—point to someone

Many groups will find it less confusing to take a few substitutions at a time, rather than all six at once. Use first the motions for "a" and "t," and give the group words containing these letters such as:

cat	attic	battle	state
fat	that	matter	flat
bat	team	plantation	yacht

Then add the gestures for "r" and "s" and use words such as:

beats	heater	royal	raft
runs	three	scatter	fast
chase	arctic	mortal	scrap
tart	root	stare	warts
fort	horse	amateur	armory
saw	shake	erase	person
heart	charter	mortgage	partner

If the gestures for "i" and "u" are added, words such as the following can be used:

route	bitter	suppress	nasturtium
turns	hostile	righteous	physical
wish	mischievous	capital	question
join	formation	physical	cupboard
price	picnicking	repetition	abbreviation
hurt	outrageous	ostracize	sacrilegious
circus	vaccinate	acquiesce	pneumatic
priest	obligate	enumerator	quotation

Hunter, Gun, and Fox

Divide group into two teams facing each other. Player at head of line acts as captain. Captain decides whether team should be hunter, gun, or fox. Captain goes down line whispering to teammates.

Captain stays at foot of line so on each turn there is a new captain. When teams are ready, leader gives signal and teams make noise and do action of character chosen. The sounds and actions are:

Hunter—beat on chest and say “Ah-h-h!”

Gun—raise arms to shoot and say “Bang!”

Fox—thumbs in ears, wiggle fingers, and say “Yip, Yip!”

Score is kept on number of wins per side. Decide ahead of time how many points is a game. To score:

Hunter wins over gun—because hunter holds gun.

Gun wins over fox—because gun can shoot fox.

Fox wins over hunter—because fox can run away from hunter.

Feather Volleyball

Two players hold a string about 6 feet from the floor for a “net.” One or two others act as referees. The rest of the players are divided into two “volleyball” teams. The “ball” is a small feather which is blown back and forth across the string. Game should be played by general volleyball rules, but players must never use hands except for initial “service” across net.

A point is scored for opposite team when: (1) the feather drops to the ground on one side; (2) the feather fails to go over the net; or (3) the feather is blown out of bounds by one side. Five points should be counted as game.

Uncle Joshua's Death

Divide the players into short lines, or sections of a circle, with not more than 7 in a group. A leader in each group starts the game by saying to the player next to him, "Have you heard of Uncle Joshua's death?" The second player replies, "No, how'd he die?" The leader answers, "With one eye shut and his mouth all awry!"

The leader then illustrates his words by closing one eye and holding his mouth out of shape. This pose must be held to the end of the game.

The second player repeats with the third player, and so on around the group. The last player tells either his group leader or the next leader in line. When everyone has "one eye shut and his mouth all awry," each leader starts the second part.

The leader again asks the person next to him, "Have you heard of Uncle Joshua's death?" Again the reply, "No, how'd he die?" Leader (adding new motions as he tells of them), "He died with one eye shut, his mouth all awry, his right leg up, and waving goodbye!" When all are "waving goodbye" it is a good time to close the meeting.

The Social Whirl

(Running Games)

Check-A-Berry

The players stand in a circle. The group should be about 10 to 20 players. The leader asks each player to select a motion which is large enough to be easily seen and copied, but is different from the motions of every other player in the circle. For instance: one player may pat his head; another, clap his hands; third, swing one foot; a fourth move hands up and down, etc.

Each player repeats his motion in rhythm while the entire group chants: "Check-a-berry, Check-a-berry, Check-a-berry, On." As each one does his own motion he is watching the motion made by the player on his right. When the chant starts a second time, each player does the motion which his right-hand neighbor had been doing. He still watches his neighbor. When the chant repeats the third time, he changes to the motion which the right-hand neighbor had just been doing. This is repeated until some person fails to change his motion at the next chant. The person noticing this shouts "whoa." The one who failed to change his motion is then sent to the center of the circle, and the game starts again. When the game starts again, each player goes back to his original motion, watching the player to his right as before.

Now the player in the center must also watch those in the circle to see if anyone fails to make the proper change, and he also may shout "whoa" and stop the group. This will place two or more players in the center. Each time the group is stopped, players start again with their original motion. The last one in the circle is the winner.

Chain Tag

For this tag game there are boundaries for the running area. For about every 7 to 10 players in the group, select a captain. There should always be two captains and can be more. All players stay within a general field area. Each captain attempts to catch as many players as possible by the following rules: Each player the captain tags holds hands in line and runs with the captain. The captain remains at the head of the line. The line of players may encircle a free player but the captain must tag him before he joins the team. The team having the most players when all are captured wins the game. Other captains are chosen, usually the last persons tagged, and the game starts again.

Three Deep

Each player gets a partner. The partners stand in a large circle facing the center with one in front of the other. A couple is selected and one becomes the runner and one the chaser. When the runner stops in front of another couple the one in back becomes the runner. If the runner is tagged, he turns and becomes the chaser.

Broncho Tag

This is a very active game that is excellent for picnics. It needs plenty of running area and the players must be comfortably dressed. The group should be large. From 2 to 10 players are "broncho riders" depending on the size of the group. The rest of the players form into lines of three, called "bronchos," each putting his arms around the waist of the one in front of him. Each "rider" attempts to grab on to the last player in one line. If he succeeds, the first player in line becomes a "rider" and must find another "broncho."

Mend the Wall

Two players are selected from the group, one to be the chaser and one to be the runner. The chaser may be called the "cat" and the runner, the "mouse." All other players stand in a circle with hands at their sides and a small space between them and their neighbors. The "cat" stands at the outside of the circle, and the "mouse" on the inside. Someone acting as leader counts to 10. During this time the "cat" stands still but the "mouse" starts to "mend the wall." Mending the wall means that each time the "mouse" goes between two people in the circle, they join hands, and thus close a hole in the wall.

The "cat" may run in or out of the circle through any hole not mended, but may not go through any of the mended places in the wall. The "mouse" may not only attempt to mend all the gaps in the wall, but he may go under those portions of the wall which have

already been mended in order to escape the "cat." If the "mouse" can mend all the gaps in the wall before he is tagged by the "cat," the "mouse" is the winner. If the "cat" is able to tag the "mouse" before the circle is completely mended, the "cat" is the winner.

Two other people are then selected to take the place of the "cat" and "mouse." Everyone else drops hands. The game begins again with all the wall to be mended.

Musical Arches

Each player gets a partner. Two couples form arches on opposite sides of circle. Rest of circle marches, by couples, under the arches as long as music plays. When music stops, arches are lowered in an attempt to catch the couple going underneath. If one or both players are caught or the couple going under the arch drops hands, they must then form another arch. The group again starts marching under the arches as soon as the music starts. When all but a few of the couples have been caught under the arches, the game is finished. The game can be repeated, using those couples not caught during the marching to form new arches to start the next game.

Fire in the Mountains

Players are in couples facing the center of the circle, one in front of the other. One player stands in the center of circle and is known as "It." "It" calls out "Fire on the mountain. Run, boys (or girls), run." "It" and the players in the inside circle clap and

stamp in rhythm, and the outside circle trots counterclockwise around the inner circle. They continue until "It" runs in front of one of the players of the inner circle, faces the center of the circle, and raises both hands high. All players in the inner circle stop clapping and raise their hands. This is the signal for everyone in the outside circle who has been running to try to stand in front of someone in the inside circle. One person will be left over, and this person becomes "It." "It" goes to the center of the circle, gives the call "Fire on the mountain. Run boys, run" and starts the clapping rhythm. This time the players who were in the inside circle are now in the outside circle and must run counterclockwise.

Flying Dutchman

The players stand in a circle holding hands. One couple runs around the outside of the circle. As this couple runs, the player nearest the circle slaps the clasped hands of two players in the circle. This couple immediately drops out of the circle and runs around it in the opposite direction. When the couples pass, the original runners have the inside track and the tagged couple runs to the outside to prevent a collision. The first couple to reach the gap in the circle stays, and the other runs on and tags another couple.

Crows and Cranes

Two teams are needed. Starting lines for the group should be about 5 feet apart at the center of the field. Base lines should be about 15 feet behind the

starting lines. The teams line up on the starting lines facing each other. One team is named "crows," the other "cranes." The leader stands to one side and gives signals. When leader shouts, "Cranes," the "cranes" run for base. The "crows" chase the "cranes" tagging as many as possible before they reach their base line. All "cranes" tagged then become "crows." If the leader calls "Crows," the "cranes" then chase the "crows." The winning team is the one with the most players when the game is stopped.

Streets and Alleys

All the players except two stand in several parallel lines making ranks and files with four or more players in each. These lines should be far enough apart so that the players in one line can just clasp hands with their neighbors in the next one in either direction. The two extra players act as thief and policeman. The players join hands across the ranks, forming streets. Then the thief runs and the policeman tries to catch him. When the leader says, "Alleys!" the players drop hands, face right, and join hands along the file, forming "alleys" at right angles to the "streets." To make the game lively, the command to change from street to alley and back to street should be given often. The thief and the policeman must keep to the streets and alleys. They are not permitted to break through the joined hands nor go under them. When the policeman catches the thief, two other players take their places, and the former thief and policeman step into the places left vacant.

Stealing Sticks

The field is divided into two parts by a well-defined line drawn or dug through the middle. At the center back of each side five or more sticks are placed in a pile. A prison about 4 feet square is marked off in one corner. The players are in two teams, each scattered over its own side. The object of the game is to get the opponents' sticks without being caught. As soon as a player crosses the center line, he may be caught and put in prison. If he can dash to the pile of sticks and secure one without being tagged, he is safe, and may bring the stick home to his own pile. A player may be released from prison if one of his teammates can touch his hand before the rescuer can be tagged. The prisoner and his rescuer may then come back to their own side without being tagged. The team that gets all the opponents' sticks and has all its members safely out of prison wins the game.

Sheep-Nanny

One player is the shepherd and the rest are sheep. A circle large enough to hold all the sheep is marked out on the floor or ground. The shepherd goes around the room calling to the sheep, "She-e-ep-nanny! She-e-ep-nanny!" The sheep follow in a bunch behind the shepherd calling "Ba-a-a!"

The shepherd turns quickly and tries to tag the sheep. They run for safety to the circle. The shepherd tries to pull the sheep out of the circle, one at a time. He may step one foot over the line of the circle as

he pulls at the sheep. Each sheep pulled out helps the shepherd pull the others out. Those inside try to pull the shepherd and the outer sheep back into the circle. Every so often, the shepherd and lost sheep repeat the call made at the beginning while circling the room, and all the inside sheep must leave the circle and follow. However, the sheep must watch for the shepherd to turn again quickly, at which time they should run back to the circle. The game is over when all the sheep are pulled out, or the shepherd and all the lost sheep are pulled in.

Last Couple Out

All players but one choose partners and line up in double file. The player without a partner is "It." He stands at the head of the file, facing in the same direction as the other players.

"It" calls "Last couple out!" Immediately the last couple runs toward the head of the line, one person on one side of the file and one on the other side. They make as wide a circuit as possible. If they meet and clasp hands before "It" catches either, they take their places at the head of the file and the play is resumed. But if one of them is tagged before they meet, the tagged one becomes "It," and the one who was "It" joins the other player of the couple.

Keeping Up With the Joneses

(Relays)

For a relay, the players must be divided into two or more teams of equal size. If a starting line and a goal line are needed for the contest, the teams usually line up in single file or by partners behind the starting line. As each player or couple completes the action they go to the end of the line and the next one moves into position. When all members have completed the action, the team should give a signal to the judges. Usually the players raise their hands high and shout as they finish. In playing several relays it is important that a new captain or leader is chosen for each contest to give every player a feeling of importance to the team.

Any action that can be repeated by each player in turn or that involves the entire team in a speed contest can be used as a relay. Following are suggestions for contests which groups have enjoyed. Each recreation leader can make variations in these patterns to suit the special occasion.

Because relays can be done in a relatively small area they are often an excellent method of handling very large groups indoors.

Man-Crab-Monkey

Name each player of the team in turn—man, crab, monkey. The “man” runs to the goal and back. The “crab” walks backward both ways. The “monkey” runs on all fours.

Crooked Man

Each player in turn walks to a goal by facing forward, but swinging one foot back of the other and as far ahead as possible. Run back to team from goal.

Newspaper

This is played in couples. One player places two pieces of newspaper on the floor. The second member of the team steps first on one piece, then the other, as the first player moves them alternately toward the goal and back. The second player can step only on the paper.

Muddy Road

Like "Newspaper," but played with boxes. Give each team two boxes large enough for a player to put both feet in. One player moves the boxes, the other steps into them.



Human Obstacle

Set up a human obstacle course for each team. Select three players for the human "obstacles." The first obstacle stands straight, the second stands astride, the third bends over for leap frog. Each player runs around the first obstacle, crawls under the second, and leaps over the third.



Turkey Walk

Each player in turn walks to the goal and back by placing heel of one foot against toe of other.

Endless Chain

This should be played only where there is plenty of room and little danger in falling. The first player runs around a goal and back. He takes the second player by the hand and both run around goal. The second player picks up the third, and soon the line is swinging wide around the goal.

Farmer and the Crow

Name each player in turn,—farmer, crow, farmer, crow, etc. Give the first “farmer” three small objects such as stones, twigs, short pencils, etc. These are the “corn.” The “farmer” runs toward a goal planting the “corn” at three places on the way. The “crow” hops to the goal and back, picking up the “corn” on the way. He gives the “corn” to the next “farmer” in line.

Egyptian Salute

Players stand in line. The first player touches his head, nose, and toe, then turns around and touches the next player on the head. The action is repeated down the line.

Thread the Needle

Players stand in line holding hands. Number the players. Leader calls two consecutive numbers—for example, 3 and 4. These two players hold up joined hands in arch. The two ends of the line go under the arch, with everyone still holding hands, and the entire line follows. The two in the arch “dishrag” under their own hands. Team shouts when back in a straight line.

Skill Relays

Any action which takes skill can be used as the basis of a relay.

Coat

Put a coat on your neighbor and button it.

Needle and Thread

Give the first player on the team a needle and length of thread. First player threads needle, second pulls thread out, third threads it, etc., down the line.

Necktie

Give each team a necktie or handkerchief. The first player ties it on the neck of the second. The second player removes it and ties it on the third, etc.

Pillow and Case

Put a pillow in a case and remove it.

Package Wrap

Divide each team into couples who hold hands. Place a table or steady chair at the goal. On the table put a box, a length of paper, and a length of string. A couple runs to the table holding hands and, with outside hands only, wraps and ties box. Second couple unwraps box and puts paper, string, and box in order.

Suitcase

Divide team into couples. Give team a suitcase containing several articles of clothing. One member of the couple opens the suitcase, helps other member put on clothes, then the suitcase is closed and carried as players run to goal. An umbrella to be opened and carried to the goal adds to the fun. At the goal the suitcase is opened, and all contest clothing articles are replaced. Then it is closed and the couple runs back to hand it to the next couple in line.

Passing Relays

Unusual methods of passing objects down the line can be interesting.

Spoon and Marble

Give each player a spoon to be held in the mouth. Place a marble in the first one. Pass the marble without using hands.



Bean and Straw

Give each player a small paper plate and a drinking straw. Give the first player 10 beans. By sucking on the straw, a bean can be held and moved to the plate of the next player in line. Any bean dropped must be retrieved by the one dropping it, by sucking up on the straw.

Toothpick and Lifesaver

Give each player a toothpick to hold in his mouth. Hands are held in back so they will not be used. A lifesaver, or ring, is placed on the first player's toothpick and passed down the line.

Matchbox Cover

A small, sliding box cover which is open on both ends, like the small safety match box covers, is placed on the nose of the first player and passed from nose to nose without using hands.

Hoop

Give each team a hoop, or a section of inner tube tied in a circle, which is just large enough to go around a player. Each player in turn goes through the hoop.

Peanut Pass

The team stands in a line. A chair or table is at either end of the line. Players face to the side so that the leader's right hand is toward the starting table. With his left hand, each player is to grasp the right wrist of his neighbor. The two tables should be far enough apart that the team must stretch arms a little to reach both at the same time. At the starting point put 10 peanuts, other nuts, hard cooked eggs, or any object which can be grasped easily. The leader picks up the objects one at a time, and passes them down the line as fast as possible. When all are on the goal table, the race is finished.

Chalk Board or Paper

In a schoolroom, have teams seated in rows. One at a time the players run to chalkboard and write their names, their birthdays, or words to form a sentence on the board and return to their seats. At a dinner table, a paper and pencil can be passed down the line or around the table for members to write on. First team to finish writing wins.

Alphabet Scramble

On a table or chair between each team and the goal line lay cards on which letters of the alphabet are written. The leader calls a word, for example, "store." One at a time the first five players of each team run to their table, select the next letter of the word, and run to the goal line. There the first team to hold the cards in the correct order wins.

Gimme

Each team get in a line. The leader calls "Gimme a ——" and names some object which a member of the team would have—for example, "a brown shoe." Whoever has the object hands it to the first player in line and he runs to the leader with the object. The first team to bring the object to the leader gets one point—or a graded series of points can be used, such as three points for first, two for second, and one for third. The next player in line then gets ready to take the next object called for.

Pantomime

Each team gets in a huddle in one corner. One player is chosen as captain to go to the leader for instructions. The leader gives the captains the name of an animal, bird, etc., which can be pantomimed. The captain runs back to the team. Without making a sound, the captain pantomimes the animal until the team guesses it. The captain can answer questions by nodding or shaking head to help team to get clues to animal. First team to guess is winner. A new captain is then selected for pantomime.

As players become more adept, the leader can give the captains other things to be pantomimed, such as titles of books, advertising slogans, song titles, proverbs, etc.

Artist

As in "pantomime," the team gets in a huddle and selects one player as captain. The leader gives the captains a word, a title, a saying, etc., to be drawn. The artist cannot write out or speak any words but must draw a picture to suggest the idea.

"The 400"

(Magic and Pencil-and-Paper Games)

Black Magic

Two players who understand the game work together. One of them is sent from the room while the group decides on an object. When the one player returns to the group, the other player asks whether the object selected is the table, the clock, etc. Immediately before he names the one selected, he names something that is black in color, thus indicating that the next object he names is the one the group selected. (An object having four legs is sometimes substituted for a black one.) The other players try to discover how the trick is done.

This, This One, That, That One

Two players who know the trick cooperate. The confederate leaves the room and the rest decide on one of four objects laid before the leader. The leader and his confederate have decided beforehand what each object shall be called. Usually starting from the left, the objects are correctly referred to as "This" for the first one, "This one" for the second, "That" for the third, and "That one" for the fourth.

When the confederate returns the leader points to one of the objects and says "Is it ——?" and uses one of the terms. If he uses the term that is correct for that object, it is the one selected by the group. If it is not the one selected he calls it by an-

other name. He continues until the object is given the correct name.

Variation—Numbered Objects

Place from 5 to 10 objects in a row. A leader and confederate are needed here also. While the confederate is out of the room, the group decides on one of the objects. The leader and confederate have decided ahead of time on one of two numbering systems. Either the numbers can always start from one end of the row of objects, or the numbering can begin at whichever end of the line the leader is standing when the confederate enters. Both players must concentrate on counting—silently—the number of times the leader points to any object, and the number of the object to which the leader points. When the two numbers are the same, that is the correct object. For example, the group chose “five.” The leader might point first to object 4, then to 10, then to 8, then to 2, and the fifth time to object 5.

Egyptian Writing

Two players who know the trick cooperate. One goes from the room while the group agrees on a word, for instance, “chair.” The player is called in, and his collaborator, who has a stick, spells out the word by starting his sentences with the consonants and tapping the vowels with the stick. Tapping for the vowels is as follows: one for “a,” two for “e,” three for “i,” four for “o,” five for “u.”

In spelling “chair” he may start off as follows: “Carefully observe every stroke, now.” He writes in

the air or on the floor and says, "Have you got that?" He then taps the floor once for the letter "a," writes again, taps the floor three times for "i," writes again and says, "Rather intricate, but he is a clever reader." The reader of Egyptian writing says, "Chair." The other players try to discover the trick.

Temple Reading

A player leaves the room while the group selects a number. When he returns he lays his hands over the temples of each of the players, stopping at each as if to meditate. When he does this with his partner, the partner secretly tells him the number selected by closing his teeth and relaxing, thus making the muscles in his temples move a certain number of times. He must be careful not to move his mouth and cheeks, because his method of conveying the information might then be observed.

Telegrams

Each player has a paper and pencil. The leader selects a word that has 10 to 12 letters. The letters are written down the side of the page as shown.

Then using each letter as the first letter of a word, write a telegram. The telegrams are read, and the better ones could be given simple prizes.

T	a	k	e	V	e	r	a		
H	e	a	v	y	A	l	w	a	y
A	n	c	h	o	r	L	e	a	d
N	e	a	r	E	d	w	a	r	d
K	a	n	s	a	s	N	e	v	e
S	t	o	r	m	s	T	h	i	n
G	o	i	n	g	I	n	c	i	d
I	n	t	o	N	e	e	d	s	
V	e	r	y	E	a	s	y		
I	n	t	e	r	e	s	t	i	n
N	e	w		S	t	a	r	t	
G	r	o	u	n	d				

Magic Money

Two players must work together. They need a large magazine, a quarter, and a penny. When one player leaves the room, the group decides on any number from 1 to 155. The leader then places the coins on the magazine and player is called back into the room. The confederates agree ahead of time on the sections of the magazine which will represent the numbers on a clock face as suggested here.

	11	12	1
10			2
9			3
8			4
7	6	5	

The quarter placed on any number means that number must be squared.

The penny placed on a number with heads up means to add that number; if placed with heads down, subtract that number.

If one of the coins is placed in the center of the magazine, it is not to be counted.

For some numbers there is only one combination of placing the coins that will make the correct number, but for many numbers there are two combinations, and for some there are three possibilities.

For example, the number selected is 16:

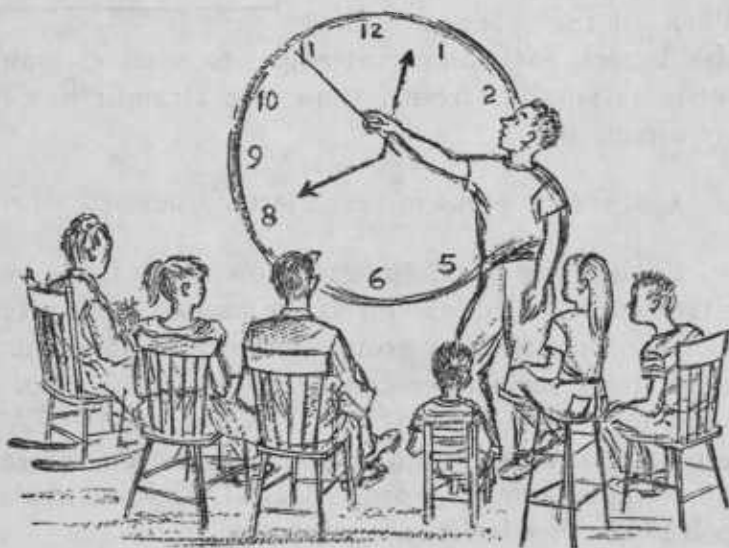
1. Place the quarter on 4 and the penny in the center. $4 \times 4 = 16 + \text{or} - 0 = 16$
2. Place the quarter on 3 and the penny heads up on 7. $3 \times 3 = 9 + 7 = 16$
3. Place the quarter on 5 and the penny tails up on 9. $5 \times 5 = 25 - 9 = 16$

Magic Clock

A large clock face is drawn on paper or chalk board, and a finger or pointer is used to indicate numbers. The players are seated where they can see the clock face. One player can do this "magic."

While the player is gone rest of the group select a number. When the player returns he explains that each time he points to a number on the clock the group is to silently add "1" to the number they have until they reach "20." When they reach 20 the group is to shout "20" aloud, and the player will be pointing to the number with which the group started.

The magic is in the sequence of pointing. The player may point to any number on the clock for the



first seven times. The eighth time the number must be 12, then 11, and so on backward around the clock until the group shouts "20."

Stock Exchange

This game is best for small groups of 3 to 7 players. Each player has pencil and paper. The paper should be marked with a square divided into five sections in each direction as shown.

In turn, each player calls out a letter. Everyone must place the letter called in one of the squares of the diagram, but each person chooses where it will be put in his diagram. When all the spaces are filled with letters, each player attempts to spell as many words as possible from letters in a straight line in any direction.

W	H	E	A	T
O	F	L	G	U
T	O	P	E	R
D	E	M	O	N
L	A	R	K	S

Score: One point for each letter used in a word.

Each group needs to agree how many times one letter can be called, as vowels are needed more often than consonants. The group should also agree how many times each letter can be counted as part of a word. For example: WHEAT can also spell HEAT and EAT. LARKS could be both singular and plural, and contains another word ARK. TOPER could also spell POT when letters are reversed.

Word Buying

Each player has a pencil and paper. In the center of each of a series of short lines, write two letters selected at random. For inspiration, use the beginning or ending letters of the lines of print in a paper or book. Beside each line draw another line on which to write the score.

The object is to complete a word by adding the fewest letters at the beginning or end of the two letters on the sheet. Do not insert between the two original letters. For example, in the list given **ATE** would cost 1 point. So would **URN**, but **UNTIL** would cost 3 points, and **HUSBAND** 5 points.

If some player fails to fill in a word using the letters as listed, he is given 10 points. The player with the lowest number of points wins.

Words	Cost
AT	_____
RN	_____
IL	_____
SB	_____

Shout "Five"

Each player has pencil and paper. Each draws five short lines. At the left end of each line put a letter—all lines use the same letter. At the right end of the lines put another letter, again all the same. On signal, each person tries to fill in five different words beginning and ending with the same letters. This is a speed contest. The first one through shouts "Five" and is the winner.

W	D
W	D
W	D
W	D
W	D

Categories or Guggenheim

Each player needs a sheet of paper and a pencil. The lines for the game can be drawn ahead of time, or each can draw his own. The number of categories, and the number of letters in a word that is used, can vary as the group desires, but it is usually best to limit each to four. The lines are drawn as shown.

The X in the upper left corner is to keep players from writing in this space.

X				

The categories are then listed in the left column, and on signal the leader gives the group a four-letter word, one letter to be written as the heading for each column as shown.

Each player then tries to fill in as many spaces as possible with names of something in each category that begins with the letter over the column.

Scoring:

Method one—5 or 10 points for each space correctly filled.

Method two—If only one player has a certain name, 15 points. If two players have same name, 10

X	M	A	R	T
Gifts	Mixer			
Rivers			Red	
Kitchen equipment				Towel
Honeymoon spots		Alp		

points. If 3 or more players have same name, 5 points. If the object named has two words both of which begin with the corrected letter, as "red radish," then double whatever score is received for that name.

Consequences

Each player has a pencil and paper and the group is seated in approximately a circle. The leader asks the group to write a statement. Then that part of the paper is folded back, and each sheet is passed one place to the right. Each person adds a statement and folds the paper back. After all statements are written, the papers go once more to the right before the stories are read. The statements are in the form of a connected story, but since each person writes only one part and does not know what the others wrote, the final story is an amusing hodgepodge of ideas.

The statements called for might include:

- | | |
|--------------------|-------------------------|
| 1. Girl's name | 7. What she said |
| 2. Boy's name | 8. What he said |
| 3. Where they met | 9. What she did |
| 4. What she wore | 10. What he did |
| 5. What he wore | 11. The consequences |
| 6. Where they went | 12. What the world said |

Optimist

This is a thought provoking stunt. Give each player pencil and paper. Ask them to write down the names of the first 10 people that come into their minds.

When everyone has completed the list, ask each one to score these people. To score place a plus sign (+) by each person they like, and a minus sign (—) by each one they dislike.

The players who put more plus signs are optimists, and those who put more minus signs are pessimists.

This game could be used at the start of a serious discussion on group and community relationships.

Intelligence Test

Have ready for each person a slip of paper with numbers from 1 to 20, arranged consecutively across the page. Read aloud the questions below, and ask the guests to write the proper letters under the proper numbers. Give this direction to the group: Write with a calm mind, and any kind of a pencil you can beg, borrow, or steal.

1. If you ever saw a cow jump over the moon, write "N" in spaces 1, 4, 14, and 16. If not, write "R" in these spaces.
2. If "X" comes before "H" in the alphabet, write "Z" in space 3. If it comes after "H," write "F."
3. If 31,467 is more than 12 dozen, write "E" in spaces 2, 5, 9, 15, and 17.

4. If you like candy better than mosquitoes, indicate with an "S" in spaces 6 and 12. If not, better consult an alienist at once.
5. Closing one eye and without counting on your fingers, write the eighth letter of the alphabet in space 7.
6. If Shakespeare wrote: "Twinkle, twinkle little star, How I wonder what you are!" put "O" in space 20. Otherwise write Y.
7. If white and black are opposites, write "M" in space 8. If the same color, write nothing there.
8. If 10 quarts make 1 pint, draw an elephant in space 10. Otherwise write "N."
9. If summer is warmer than winter, put a "D" in 19, and "T" in space 11.
10. If you think this is foolish, write the first letter of the alphabet in spaces 13 and 18, read the result, and follow me.

(The result reads: REFRESHMENTS ARE READY.)

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