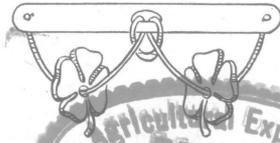
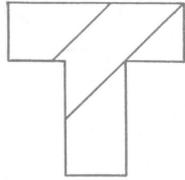
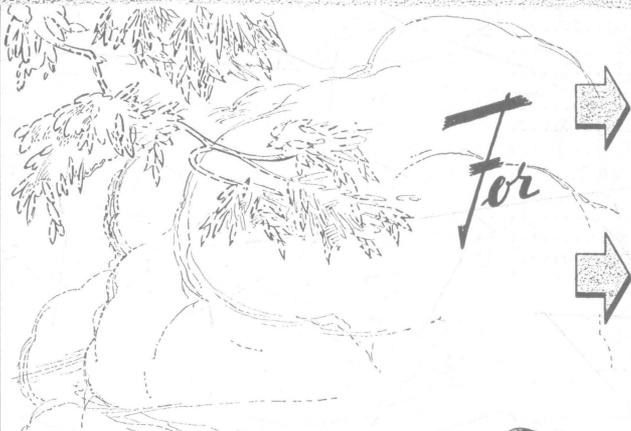


# R



# RECREATION



**FOUR-H CLUBS**

*and*



**OTHER GROUPS**



BULLETIN 210

of the AGRICULTURAL EXTENSION SERVICE, OHIO STATE UNIVERSITY

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# RECREATION

## For Four-H Clubs and Other Groups



Compiled for the office of Four-H Clubs

By

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### SOMETHING TO DO

|  |  |
|--|--|
| He is miserable and wretched<br>And ignorant too,<br>Who has nothing to do<br>When he has nothing to do. | He is rich and happy<br>And fortunate too,<br>Who has plenty to do<br>When he has nothing to do.<br>—Rev. O. O. Arnold, Germantown, Ohio |
|--|--|

What do the words amusement, play, recreation, leisure, mean?—To you as a 4-H Club Advisor? To you as a 4-H Member? To the parents of 4-H members? To the Preacher? To the Teacher? To the man on the street?

Are the words, play, amusement, recreation, and leisure in good standing in your community? What is the relation between play and work? Do the people of your community look upon recreation as “wreck-creation” or does it mean an opportunity for re-creation? These and many more questions must be faced if the rural community is to be a place to make a life as well as a living.

A brief statement as to the meaning the above words have may help to clarify our thinking in planning for an adequate leisure and re-creation program for a community.

*Amusement*—To entertain or occupy in a pleasant manner; state of being amused; pleasurable diversion; anything we do that pleases us. Values and standards need to be considered lest we destroy rather than build. Real amusement—a good time enjoyed in a sportsmanlike manner without injury to anyone or anything.

*Play*—The happy activity of childhood (traditional). Play is a mode of behavior, either individual or collective, involving pleasurable activity of any kind not undertaken for sake of reward beyond itself and *performed during any age period of the individual.*

*Recreation*—Re-creation of something that gets damaged in human beings. A program of recreation should provide opportunity for (a) Relaxation, (b) Active participation, (c) Creation.

*Leisure*—Freedom or opportunity. The Greek word “Scholes” meant both school and leisure. “Leisure,” says Dr. Irwin Edman, “is an affair of the mood and atmosphere rather than simply of the clock. It is not a chronological occurrence but a spiritual state. It is unhurried pleasurable living among one’s native enthusiasms.”

In other words, play and recreation are not necessarily activities, rather they are an attitude of mind.

## WHY PLAN FOR RECREATION IN 4-H CLUBS?

During the period of youth everyone should acquire a varied experience and skill in many recreational and other leisure pursuits for immediate satisfactions, and also to serve the hurried years of adulthood and age when new skills are seldom acquired. We can't turn on a capacity for enjoyment like a faucet. We have to develop it as we go through life.

Man must be taught even to play. When left to himself he is an idler. Or he becomes a victim of our modern American "flop houses" in the form of the average radio, and movie programs. Other "flop houses" bidding for his time as a spectator and not as a participant are the majority of high school and college athletics, run of mine organization meetings including the church, school, and farm organizations. We are not masters of our own time, unless some careful planning is done, but we are controlled by artful operators who have found our weak points and make capital out of them.

### SOME GUIDING PRINCIPLES:

1. Give leisure and recreation for the individual as respectable a place in our scheme of life valuations as we give to work.
2. Plan the use of time (24 hours each day) so that our minds and bodies may be re-created through a leisurely pursuit of the things that make for wholesome living.
3. Let us get over the shame of being caught idling, working in our gardens, reading a good book, listening to or producing fine music, or going fishing.
4. Let us remember that well used leisure is not a competitor of productive work. It is a life partner of work.
5. Let us provide every possible opportunity to train for a good use of leisure.
6. Let play opportunities be of every good kind.
7. Let us assist education in leading the human being to the discovery of his own powers.

### WHAT TO DO

In addition to the play activities described in this circular the following are recommended for 4-H Clubs and the rural community at large.

Games and Puzzles—Group, Team, Active, Quiet, Traditional, Outdoor, Sports, Athletics.

Music—"Sings," Instrumental, Quartettes, Choruses, Games.

Dramatics—Charades, Pantomimes, Tableaus, Short Plays, etc.

Reading—Books and Magazines, Stories.

Hobbies—Hobby Clubs—Shows.

Service to local community. Exhibits and demonstrations at Farmers' Institutes, Grange, Farm Bureau, and P.-T.A. meetings.

Conservation. Becoming familiar with natural surroundings and how they may be preserved and made more beautiful.

Amateur participation in civic affairs. Becoming familiar with local government, community beautification, development of community spirit and pride.

## SOME HINTS TO LEADERS

The successful recreation leader must: (a) be willing to undergo hard work, (b) have physical health to stand hard work, (c) have a clear cut purpose and aim, (d) be able to make use of obstacles, (e) know how to get along with others.

Plan in advance and plan about twice the number of events you will expect to use. Get other members of club to help in the planning and execution.

Speak not in tones of the tomb. No crepe hangers! Say it with a smile. Laugh with them, rather than at them.

Visualize—Organize—Deputize—Supervise.

Speak clearly, distinctly, and simply.

Get everyone in the fun. Spectators spoil the spirit of spontaneous play. Encourage the bashful. A compliment, a word of praise will help.

Insist on fair play. Don't overlook cheating.

Get group quiet before explaining the game. Memorize the rules and description of the game. Don't give all the steps in a complex game at once. Give just enough to get group into action. Explain and demonstrate as game progresses. Never become impatient if group is slow to learn. Start the fun with the explanation.

\* Know several games. Use a variety in your program. Start a new game before interest is lost in the old one. Adapt the game to suit the situation, time and place.

Practice courtesy—"The small courtesies sweeten life; the great ennoble it."



### Home-made Recreation

is a dynamic force waiting to be harnessed for the betterment of rural life. Acrostically speaking, it can help to:

**R**ecreate a community—intellectually, spiritually, morally, and socially.

**E**nlarge the vision of people for the better things of life.

**C**onserve "soul" fertility along with soil fertility.

**R**e-educate rural leaders for more complete living.

**E**ncourage each and every person to make his contribution to community living.

**A**ttain the objectives of democracy.

**T**each tolerance, through becoming better acquainted with one's neighbors.

**I**ntegrate the many phases of individual and group living into a "whole."

**O**rganize and use the resources to be found in every community.

**N**urture and preserve the real spirit of democracy.

## Personal or Group Combat Games

*If you want to influence a person, begin  
with the thing that person can do well.*

### HOP, STEP, AND JUMP

This game was one of the most popular of individual contests twenty-five or more years ago, and is one that should appeal to rural boys of today. The player stands on a starting line and with a hop, step, and jump endeavors to set a "mark" that will be difficult for the other boys to reach. The winner is the one who covers the greatest distance with his hop, step, and jump.

This game could be used as a relay race by having two or more members on a team, the next player starting at the point of the jump made by the previous player.

### SHOULDER PUSH

Standing on one foot, arms behind his back, each contestant shoulders his opponent, trying to make him put his other foot to the ground. Three out of five trials determine the winner.



PEG PLACING

### PEG PLACING

This game can be played by any number of boys in competition one against the other. Each boy secures a peg about 8 inches in length and from a given line, gives one hop; then stoops over, reaching out with one hand and sticks his peg into the ground as far as he can reach. This continues until one boy is considered the winner.

### BACK TO BACK PUSH

Two players stand back to back with elbows locked. Establish a goal line from 5 to 10 feet in front of each contestant. Each tries to push the other over his (opponent's) base line. Contestants are not allowed to lift and carry, pushing only is permitted. The one pushed over his own base line loses the bout.

### BACK TO BACK PULL

Formation as above. The contestant attempts to drag his opponent over his own base line. Either one pulled across his opponent's base line is the loser.

### SMUDGE BOXING

Provide each of two players with boxing gloves and an old sack with holes cut for the head and arms. The sacks are to protect the clothing from smudge. Daub the ends of the gloves with burnt cork. Every hit registers, a score for points being possible if desired. This could also be used by having the boys stripped to the waist. Of course some soap and water will come in handy after the combat.

### CHINESE GET UP

Two players sit flat on floor with backs to each other and elbows locked. The object is to get up without unlocking the elbows. Not so easy.

### BACKWARD BEND

Measure the length of your arm on a broomstick. Grasp the stick at this point with both hands and place even with your nose, with the stick projecting vertically above your head. Bend backward and touch the floor with the end of the broomstick. Straighten up again without losing your balance.

### DOUBLE JOINTED

Grasp a broomstick with both hands, palms down. Step over the stick without releasing the hands. Move the stick up your back, over your head and back to place. You'll do some twisting to complete the circuit but it can be done.

### ELBOW WRESTLING

The players on opposites of a narrow table. With elbows resting on the table and hands clasped, each tries to push the other's hand to the table.

### HAND SLAP

Opponents face each other. One holds the palms of his hands up and the other places his hands on top of them with palms down. The one with his palms up quickly withdraws one or both hands and tries to slap the back of his opponent's hands before they can be withdrawn. If he misses they reverse hands and the game continues. Play for three or five points.



## Relays

*To keep young and fresh and to possess eternally the spirit and habit of play is a "consummation devoutly to be wished."*

### ROPE SKIPPING RELAY

Form two or more teams as for any relay, and provide the leaders of each team with a piece of rope of the length and size of a child's jumping rope. On signal the leaders of each team jump the rope in the usual fashion to the goal about 25 feet away and return, then give the rope to the second member of the team who skips the rope to the goal and return. This continues until one team has completed the skipping. This team is declared the winner.

### FIRE ON THE MOUNTAIN

*Formation:* Two or more teams in single file behind captains and facing front of room. A chair or some other object is placed 30 feet or more in front of each team.

On signal the captain or No. 1 in each team runs around the goal and back to the starting line, takes No. 2 by the hand, and both run to goal. No. 1 remains standing back of goal and No. 2 returns to starting line and takes No. 3 to the goal. No. 2 takes his place behind No. 1, while No. 3 returns for more help in fighting the fire. The games continue in this fashion until one line has all of its players "fighting fire on the mountain."

### JUMP ROPE RELAY OR JACK RABBIT

Two or more lines form facing goal 15 feet in front of lines.

At the starting signal, the first player runs to the goal and gets a 5-foot rope which has been placed there, and returning to the base, gives one end of it to the second player. Both run back along their file holding the rope about 6 inches from the ground, and each player in the file must jump over it. The first player remains at the rear of the file. The second player keeps the rope, runs forward to the goal and, returning, takes the rope back through the file with the help of No. 3, and so on. The line first returning the rope to goal after all have run is the winner. A broom stick may be used in place of rope.

### WEAVERS' RELAY

Divide your group into two or more equal teams of not more than 10 in each. Each team joins hands and numbers off 1, 2, 3, etc., counter-clockwise, or to the right around the circle. On signal from the leader No. 1 in each group starts weaving in and out underneath the raised arms round the circle. When he returns to place No. 2 does likewise and so on until all have run. The team finishing first is the winner.

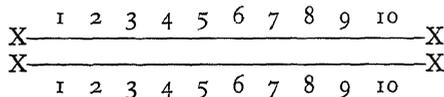
### TORTOISE RELAY

Divide group into two or more equal teams of not more than 8 to each team. Establish a starting line back of which each team must stand in single file. A goal about 15 feet in front of each line is marked and on signal the first player in each line runs to the goal and back and touches the second player, and then goes to the rear of the line. The catch comes in going to the goal and returning, the player progressing by alternately placing heel to toe. This will somewhat slow down his progress. The team is declared winner that is first to get back in original formation.

### DOUBLE-QUICK RELAY

*Formation:* Players are divided in two or more equal groups, which stand or sit facing each other with about 10 feet between lines. A box or square (X) is marked at both ends and in front of each line. A block or beanbag is placed in the box at one end of the lines.

Each player is given a name, the corresponding players in each line having the same name. For example, No. 1's are "Rock"; No. 2's "Snow," etc.



*Game:* The director calls for two players by announcing the first part of a phrase to which their name is an affinity, such as "hard as a... (Rock)" or "White as... (Snow)." The two players whose names were designated by the

director, race to the ends of their respective lines where the block has been placed, carry the block to the box at the opposite end of the line, and each returns to his own place in line.

The first player to reach his place in line scores one point for his side. The director keeps count of scores. Suggested names are:

- |                        |                           |                         |
|------------------------|---------------------------|-------------------------|
| 1. Fresh as a daisy.   | 11. Cool as a cucumber.   | 21. Swift as an eagle.  |
| 2. Right as rain.      | 12. Playful as a kitten.  | 22. Flat as a pancake.  |
| 3. Pleased as a pup.   | 13. Innocent as a babe.   | 23. Soft as velvet.     |
| 4. Heavy as lead.      | 14. Blue as indigo.       | 24. Fierce as a tiger.  |
| 5. White as a sheet.   | 15. Ugly as sin.          | 25. Worn to a frazzle.  |
| 6. Frisky as a colt.   | 16. Shy as a violet.      | 26. Light as a feather. |
| 7. Happy as a lark.    | 17. Pure as a lily.       | 27. White as snow.      |
| 8. Hard as flint.      | 18. Mad as a Hatter.      | 28. Cold as ice.        |
| 9. Slow as molasses.   | 19. Irish as Patty's Pig. | 29. Hot as fire.        |
| 10. Funny as a circus. | 20. Crazy as a loon.      | 30. Yellow as gold.     |

*Variation:* For couples—give partners in each line the halves of an affinity and as the leader calls either half, both run together. (Two beanbags should be placed in the end boxes.) Many affinities will suggest themselves, as:

#### *Affinities*

- |                     |                         |                       |
|---------------------|-------------------------|-----------------------|
| 1. Pen — Ink        | 11. Fair — Warmer       | 21. Slow — Steady     |
| 2. Ham — Eggs       | 12. Thunder — Lightning | 22. Dollars — Cents   |
| 3. Hat — Coat       | 13. Early — Late        | 23. Beer — Pretzels   |
| 4. Pork — Beans     | 14. Needle — Thread     | 24. Wieners — Kraut   |
| 5. Knife — Fork     | 15. Bright — Early      | 25. Preacher — Pulpit |
| 6. Day — Night      | 16. Watch — Chain       | 26. Shoes — Socks     |
| 7. Bread — Butter   | 17. Black — White       | 27. Light — Shade     |
| 8. Ice Cream — Cake | 18. Hammer — Nails      | 28. Sugar — Vinegar   |
| 9. Salt — Pepper    | 19. Cup — Saucer        | 29. Tire — Battery    |
| 10. Pencil — Paper  | 20. Gas — Oil           | 30. Mountain — Valley |



## Tag Games

Recreation is not a time filler or a time killer; rather its purpose is to make time a living vital thing.

### CROSS TAG

"It" chases another player. Some other player may run between "it" and the "chased," crossing out the one being chased. "It" then pursues this player until some other player "crosses out." Anyone tagged becomes "it" and may chase any player he chooses until someone "crosses out."

### JAPANESE OR SPOT TAG

The one who has been tagged must place his hand on the spot where he has been touched, whether it is on his arm, his chest, his back, his knee, or his ankle. In this position he must attempt to tag one of the other players.

### LARIAT TAG

Three players are "it" and they tag another player by joining hands and encircling him. The tagged player joins them and help to tag another player in the same manner. When a total of six are "it" they form two teams and the tagging continues as before. It is well to establish an outer boundary, beyond which the players are not allowed to run.

## BACK TO BACK TAG

Couples are scattered round the room standing back to back. There should be two or three extras without any back other than their own. When the whistle blows or the leaders calls "change" all must find new backs. This gives the "Extras" a chance. They should be on the alert to beat someone's time. Of course, if the group is equally divided between boys and girls, the laws of electricity should hold, unlike poles attract and like poles repel. Enough to say that this game is not based on the rules of "Emily Post." Play vigorously for just a few minutes. A good game for securing partners.

## WIBBLETY-WOBBLETY

*Formation:* Circle with each player placing toe of his right foot against a soft ball on the ground.

The leader starts the game by saying "Wibblety-wobblety—(insert name of one of the players) a pop!" At this point the players all scatter and the one whose name has been called gets the ball and calls "stop." The players all stop where they happen to be and "it" attempts to tag one of them by throwing the ball from the home base. A player may move his body to dodge the ball but must not move his feet. When "it" succeeds in tagging another player with the ball, they all return to the home base and the game starts again with the tagger as caller this time. Should he miss the one thrown at, the players are free to move as they choose until he regains the ball and again calls "stop." He then continues until he is successful.

It is well to limit the playing area for this game.

## BLACK AND WHITE

*Equipment:* A wooden cube about 4 by 4 inches painted with alternate sides black and white.

Divide group into two equal teams and line them up facing each other in parallel lines about 6 feet apart. Call one team "black" and the other "white." Back 30 or more feet from center line, designate a goal for each team. It may be a tree, building, or line designated by stones or sticks.

The leader rolls the cube down between the teams. If it comes up black the "whites" chase the "blacks," and if white the "blacks" chase the "whites." All persons tagged before reaching goal become members of the tagging group.

The game is won by the team having greatest number of players at end of playing period, which is usually 10 minutes.

## DUCK ON A ROCK

*Equipment:* Each player has a small stone of convenient size for throwing, called a "duck!" A large rock or post is selected as "duck-rock." 15 or 20 feet from the "duck-rock" a firing line is drawn.

A guard is chosen, who places his duck on the rock and stands guard nearby. The other players line up behind the firing line and take turns trying to knock the guard's duck from the rock. After throwing his duck at the rock, each player must attempt immediately to recover his duck and return behind the firing line.

The guard may tag a player any time he is within the firing line, except while he has his foot on his own duck, where it fell. A player may stand with

his foot on his duck until he sees a good chance to run, but may not put his duck down after he has once picked it up.

Any player tagged by the guard becomes the guard and must immediately place his own duck on the rock. The new guard may tag the old guard or any other player within the line, just as soon as his own duck is on the rock.

If a duck falls within a hand-span of the rock without knocking the duck off the rock, the guard may shout "span," and measure the distance. If the duck is within a hand-span of the rock, the thrower must become the guard.

### SNATCH THE HANDKERCHIEF

*Equipment:* A tall bottle, stake, or Indian club on which may be placed an open-handkerchief. If no support is available, place handkerchief on floor or ground.

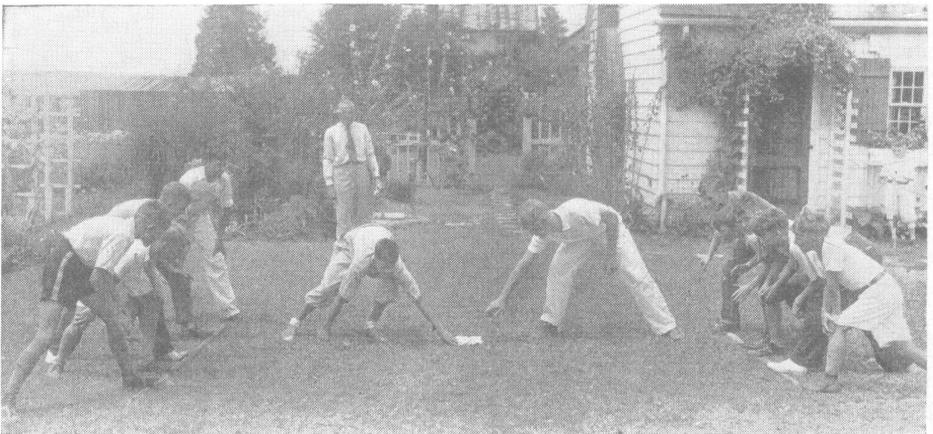
Two parallel lines are formed from 20 to 30 feet apart, with an equal number of players on each team. Both teams number off consecutively, starting at opposite ends. The handkerchief is placed midway between the two lines.



The leader stands at one end and calls a number. The player with that number on each side runs to center and quickly but cautiously attempts to either snatch the handkerchief and get back to his goal without being tagged, or to tag the other player while he has the handkerchief in his hand. Success in this game is not so much a question of speed as it is agility and alertness, and by feinting throw your opponent off guard.

Two points if player gets back of his goal with handkerchief without being tagged; one point for tagging player while he has handkerchief in his hand. Play for 15 or 21 points. Care should be taken by the leader to call the numbers at random and to call all numbers an equal number of times.

With more than 20 or 25 players use four teams instead of two.



SNATCH THE HANDKERCHIEF

## GOOD EVENING

This game is suitable for fifteen or more players in single circle formation. "It" moves around the outside of the circle and tags someone in the circle by touching him on the back. The one tagged starts around the circle in the opposite direction from "it." When they meet they shake hands and say to each other "good evening," "good evening," "good evening." Then each progresses around the circle in the direction they were going. The one back to the place in the circle first from which the tagged player left is the winner. The other player is "it" and tags another player as described above.



## Ball Games

"Getting into the game" is first a matter of getting into games. One should take time and make time to do this, for play is a duty. Be a participant, not merely a spectator.

### GERMAN BAT BALL

A playing space is marked off, the size being about 50 by 150 feet, it varies with the number taking part. Players are then divided into two teams, A and B. One team is "at bat" as in baseball, the other in the field. The team in the field scatters promiscuously over the playing field. The team that is batting numbers off for turns in batting, and each batter in turn stands on a designated spot or base and, throwing the ball (a volley ball is the best) up a little with the left hand, swings the right arm and bats it as far as he can. He then runs through the enemy territory, around a designated spot (about 50 feet away), and back again to where he started. He must not run outside the designated side boundary lines.

The opponents, in the meantime, try to hit him with the ball below the waist and if they succeed, he is out. If he gets back safely, he scores one run for his team. The players bat in turn until three are put out, when the teams change. The team with the highest score at the end of the playing time, wins. Nine innings usually constitute a game.

#### *Rules:*

1. The ball must go over a line, 15 feet from the batting base, in order to be a fair ball.
2. Players may not run with the ball or hold it, but at least three of the players in the field must keep the ball in motion all the time. Penalty for disregard of this rule gives one point to the batting side, even though the runner may be put out at the time.
3. Each runner must be sure to make a complete circuit of the post or tree or bench which serves as the base at the end of the running space, and then his course is optional the rest of the way in. Failure to do this makes the run illegal, and he must return and complete the circuit; he is liable to be hit by the ball all of the time.

#### Player is out:

1. If his batted ball fails to go over the 15-foot line.
2. If he is hit by the ball thrown by a player on the opposite side, while in enemy territory.
3. If his batted ball is caught by *one* player on the opposite side.
4. If his batted ball goes out of bounds on either side of the field.
5. If he runs beyond the side boundary lines.

## CLOCK GOLF

Make a course with twelve holes in a circle around a center hole. Use golf ball, croquet ball, or baseball with golf, "shinny" stick or croquet mallet. Size of course, 30 feet in diameter, if space permits.

Player starts at center and holes at 12. He then goes around the circle clockwise. After getting back to 12 he must hole center again. Fourteen is the perfect score.

The player requiring the least number of strokes wins.

As a team game, first player must hole from center to 12 and then back to center. Second player holes from center to 1 and back, and so on. Side with smallest number of strokes wins.

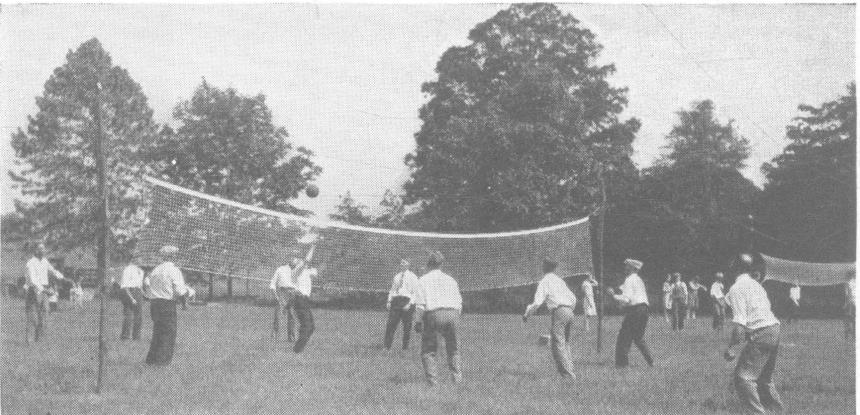
## STICK POLO

Establish a rectangular playing field, size depending upon age, skill, and number of players; 60 feet would be the minimum dimensions for playing area. Each player provides himself with a stick about 3 feet long (broom sticks are suitable). Divide the playing field into two equal parts, with a definite line marked through the center the narrow way of the field. Place a football, basketball or volley ball on this line; at a given signal each side tries to push the ball across their opponents' goal line. Kicking the ball, touching it with the hands or blocking it with any part of the body is not allowed. When the ball is forced over the side lines it is returned by the referee and placed in play at the point it went out.

After each goal the ball is again placed in play from the center of the field. Set a time limit of ten minutes. This game could be played in quarters or halves as in football.

## VOLLEY BALL

Volley ball deserves more attention in 4-H Clubs and other rural groups. Secure copy of official rules from any athletic supply house or from your school physical education teacher.



VOLLEY BALL

## SNATCH BALL

Divide players into two teams. Form them in lines and number as in "Snatch the handkerchief" (see Rules, page 9). Use volley ball or other similar ball. The leader stands in the center and tosses the ball into the air so it will alight near the center. As the ball leaves his hand he calls out a number. Each of the two players having this number tries to get the ball and to get back to his line without being tagged by the opposing player. If he succeeds in this, one point is won for his side. The leader then tosses the ball up again and calls another number. This continues until all numbers have been called. The team scoring the most points wins.

## BOUND NET BALL

The court is 30 by 60 feet, bisected at the middle point by a net or rope 4 feet above the ground. Divide the players into two equal teams and station each team on opposite sides of net, thus giving each a playing space of 30 by 30 feet. From 5 to 12 players may be used on a side.

The ball (a volley ball or large rubber ball) is put into play by bouncing it on the floor or ground so as to make it bound over the net. The opposing side receives the ball and bounces it among themselves to get it in an advantageous position for returning it back across the net. The ball is bounced back and forth across the net until one side fails to do so or a foul is made.

*Fouls:* (1) catching the ball; (2) volleying it back as in volley ball; (3) knocking it out of bounds; (4) ball or player touches the net; (5) player hits it more than once in service. Note ball may be hit as many times as there are players on a side before returning, provided it is hit by a different player each time.

*Score:* One point is scored by opposite team when any of the above fouls are committed, or a score is made when one side fails to return the ball.

## NORWEGIAN BALL

As a good diversion from recreation or soft ball try Norwegian Baseball. The same equipment is used in both games. For complete rules see Kit J, Handy II, Cooperative Recreation Service, Delaware, Ohio.



## Home-made Games of Skill

"Man is by nature and in essence a creative being. . . . Man is a skill-hungry animal, and never satisfied until that skill hunger is satisfied."

—Dr. L. P. Jacks

The games in this section can be enjoyed twice, first in the construction and second in the playing. Many of them will give worthwhile pleasure from the first. The more elaborate ones do not disclose their charm until after a period of courtship. The construction of these games would make an interesting and valuable craft project for a club to carry on as a part of their regular program.

## KNIFE BASEBALL

A soft wood board about 1 by 3 feet; a good knife with two blades at one end. The smaller blade is opened all the way; the other blade only half way. Player touches this latter blade lightly to the board with forefinger under end of knife handle, he then flips the knife over. If the small blade enters the board,

thus causing the knife to stick straight up with no other part of it touching the board, a home run is made and the player score 4 points. If the small blade sticks in the board, but the other blade touches the wood, it is a three-bagger, and 3 points are scored; if the larger blade supports the knife alone, a two-bagger, and 2 points; if the large blade and the handle touch the board, then a single and 1 point. If the knife lands on its back and stands up in that position no play, and the player tries again. If the knife falls over, no score.

#### PEANUT JACK STRAWS

A popular game in years gone by was home-made jack straws. This game has recently been revived and is sold commercially under the names of "4-5-6" and "Pick up Sticks." An excellent home made version that has been very popular with both adults and children is "Peanut jack straws."

The equipment consists of an ordinary drinking glass and enough peanuts with the shells on to fill the glass. Invert the glass of peanuts on the table and



PLAYING HOME-MADE GAMES AT CAMP

gently lift it up leaving the peanuts in a pile. It is well for some one other than the player to lift the glass, so as to leave the peanuts in a compact pile.

A mixture of lima and navy beans may be substituted for the peanuts. The game is to remove the peanuts, one at a time, without disturbing or moving another one. This may be done by using the fingers or a wire with a hook on the end. Allow five points for each peanut thus removed. Each player takes his turn and the one winning the most points in five rounds wins, or the one first reaching a predetermined score such as 300 is the winner.

#### BEAN SHOOTER

Provide each player with a soda straw and five matches of the penny box size. Place the match in one end of the straw and try to blow it to land in a small pan or dish about 4 or 5 feet away on top of a table. 10 points for each match landing in the pan and double the score if all are in.

## IT CAN BE DONE

The equipment consists of five clothes pins, a 1-quart milk bottle and a straight chair. The player kneeling on the chair and resting the right forearm on the back of the chair, tries to drop the clothes pins, one at a time into the milk bottle on the floor.

Score 10 points for each pin in the bottle and double the score if all are dropped in.

## RING ITS NECK

Suspend a brass curtain ring or other similar ring from the end of a 20-inch cord. The cord is fastened to the end of a small stick about 2 feet long. Try to get the ring over the neck of a pop or ketchup bottle. Not so easy. Score 100 points if done in 15 seconds, 75 if in 30 seconds, 50 if in 45 seconds, and if it takes a minute or more allow 25 points.

## TOSSEM AND CATCHEM

Games with action always arouse interest. Try this one for fun and skill. The equipment consists of a 2-foot stick about the size of a broom handle, one sponge rubber ball, an ordinary tin cup, and about 20 inches of heavy cord.

Attach the tin cup with two small screws to the side of the stick about  $\frac{1}{2}$  inch from the end. Bore a small hole through the end of the stick to which the can is attached and tie one end of the cord through this hole. Thread the other end of this cord in a large darning needle and force it through the rubber ball. Tie a large knot in the end of the cord so as to prevent its pulling out and you are ready to play.

Hold the stick in one hand and give it a quick jerk so the ball will come up and try to catch it in the cup. Allow each player five or ten trials and 5 points for each successful catch. Double the score if all trials are successful.

## TIP CAT

This game was quite popular among the boys in many of the rural schools of southeastern Ohio some thirty or more years ago.

*Equipment:* A piece of broom handle about 4 inches long, tapered to a point on each end, paddle or bat about 2 feet long including handle, and about 6 inches wide. The paddle was usually made from shingles or other similar material. Laminated wood or three-ply would make a very satisfactory paddle.

The players select two captains to choose sides. After sides are chosen another choice would be made for bats. The only base required is a home base, a circle on the ground about 6 feet in diameter. The players number off for turn at bat.

The fielders scatter themselves over the playground and the game is on. Batter No. 1 steps into the ring and bats the "cat," as the pointed stick is called, out into the playing field. The more "nervy" players make an attempt at catching it. If one succeeds the batter is out and batter No. 2 takes his turn.

If the cat is not caught the fielder throws it toward home plate. If he succeeds in throwing the "cat" so it lands within the limits of the circle, the batter is out; if not, the batter has the privilege of tipping the cat by striking it on one of the pointed ends so it will fly into the air. While it is in the air he strikes it with his paddle and knocks it as far as he possibly can. This process is repeated two more times.

Scores are made by taking the number of paces or lengths of paddle from the position of the "cat" to the center of home plate. This is usually guessed at by the batter, and if any of his opponents doubt his guess the distance is measured. If the actual paddle lengths are more than the guessed distance the batter is safe, if less he is out. After three outs, sides change. Nine innings usually constitute a game.

#### WASHERS

*Equipment:* Iron washers  $1\frac{3}{4}$  inches in diameter; two tin cans,  $2\frac{1}{2}$  inches in diameter. The cans are sunk in the ground with the top level with the surface, and are placed 12 to 15 feet apart. Holes of similar size may be used in place of the tin cans.

The rules are the same as horseshoe rules. The game has many advantages—washers are cheap and the court occupies little space. The game has proved to be very popular with 4-H Clubs, and is a good game for camp as well as club meetings. It could be adapted for indoor use by fastening the cans on to a strip of wood 2 by 4 inches and 1 foot long, or by boring a hole of the proper dimensions in a piece of 2 by 4 inches. Use an expansive bit for boring holes. The edges of the holes could be beveled slightly to permit the washers to slide in more easily.

#### FUNNEL CATCH

Funnel catch is one of the best of the simple equipment skill games. One 5-cent funnel and one 5-cent or 10-cent rubber ball or an old tennis ball constitute the equipment.

The object is to bounce the ball on the floor so it will strike a smooth wall space and then catch it in the funnel as it rebounds from the wall. Great skill can be developed in throwing and catching the ball where space permits for throwing distances of from 15 to 30 feet. In throwing use the right hand and catch the ball with the funnel in the left hand. Aim to make the ball strike the floor from 2 to 3 feet from the wall. The harder you throw the ball the easier it will be to catch.

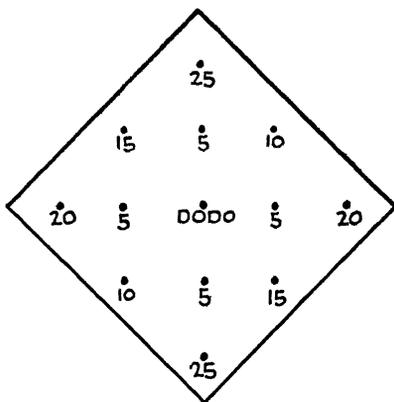
Allow each player five trials. Five points for each successful catch. Double score if all trials are successful.

#### DODO

*Equipment:* (1) Board, 18 to 24 inches square and  $\frac{3}{4}$  to  $\frac{7}{8}$  inch thick, with curtain rod hooks or six-penny nails at points indicated on the diagram; (2) one-half dozen jar rubbers or home made rope quoits. A screw eye can be used to hang up the board.

The object is to toss the rings one at a time to land over the hooks or nails. Players stand back 6 to 10 feet, depending upon the skill of players.

*Score:* Since Dodo is an extinct bird, should a player ring Dodo he loses his entire score and will have to start anew.



## DART BASEBALL

Dart baseball is a very popular game for both young and old, and the same interest can be developed in the game as we find in the popular national sport.

*Equipment:* One board of proper dimensions and one dozen needle point feathered darts. Cost of board and darts, not counting labor, should be not more than \$2.50.

The playing field may be marked out on a board 24 by 24 inches, 30 by 30 inches, or 42 by 42 inches. A very popular size for 4-H clubs and other similar groups is 30 by 30 inches. The board should be placed on an easel and raised a few inches from the floor.

To construct use 1-inch pine, cypress, or other similar wood. Reinforce board by screwing lattice strips to the back. This will prevent the board from pulling apart. Color the squares 1, 2, 3, and H with red and the boundaries and lettering black. Use crayon or paint.

Dimensions are: 1st base 7 inches square, 2d base 6 inches square, 3d base 5 inches square, and home plate 4 inches square. D., S., and E each  $1\frac{1}{2}$  inches square. See diagram for dimensions of other spaces.

### Rules:

1. Each player is governed by the same rules as in real baseball. Each dart thrown represents a pitched ball and the player throwing the dart is the batter. May be played with from one to nine players to a side.

2. The throwing distance is determined by the age and skill of players. From 15 feet to 25 feet is suggested.

3. The umpire is in complete charge of the game. He calls the plays and advances the darts on the board as it becomes necessary.

4. *Outs:* The batter is out: (a) If he strikes any of the areas marked out, (b) if dart misses the board, (c) if dart hits board and falls off, (d) if dart touches line, (e) if dart hits D., (f) if dart hits S it is a sacrifice hit, batter is out and same rule applies as in baseball, that is, a batter progresses one base or a man is placed on first in case no base contains a dart or "runner." Three outs and change sides.

5. Batter hitting E, error, takes his base and any runner advances one base. If batter makes hit, strikes spaces 1-2-3, with man on base, the runner advances an equal number of bases (darts are moved forward).

6. Batter making four balls takes his base.

7. Score is made by hitting H (home run) or by forcing players home.

8. Play regular innings as in baseball. Keep score. Work up tournaments between teams of your club.



## GEM PAN POLO

Mother's gem pan can be utilized as a part of the equipment in this game. This, together with six wooden 1-inch cubes made from hardwood, constitute the necessary equipment. Place the pan on a chair or table and from a distance of 5 to 10 feet each player tosses the six cubes so as to land them in the compartments of the gem pan. Ten points are scored for each cube remaining in the pan. More than one cube may be in a cup.

The cubes may be numbered if desired, by printing one of the following numbers on each side of the cube—0, 5, 10, 15, 20, 25. In this case the score would be the total of numbers facing up within the cups of the pan.

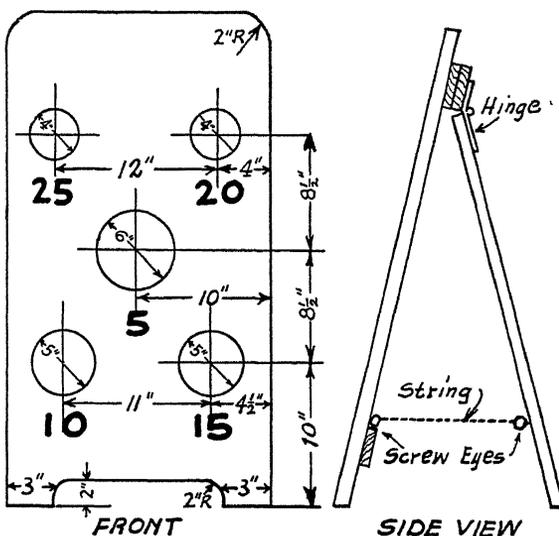
## FABA GABA

*Equipment:* One board, 20 by 36 inches; holes cut as indicated in diagram—center 6 inches, top 4 inches, bottom 5 inches. Five bean bags, 3 inches square.

To prevent tearing, double stitch bean bags around edges. Material can be denim, ticking, or khaki cloth. Bags can be filled with beans, corn, or wheat. Stand the board on a home made easel (see diagram for making).

The object is to toss bean bags through openings in board, standing at a distance of from 8 to 15 feet.

Zest can be added to this game if the board is made in the shape of a man's face—the eyes round, the nose triangular, and the mouth oblong. The score could be eyes 25, nose 5, and mouth 15.



## HOME MADE ROPE QUOITS

Home made rope quoits are easily constructed and have many uses in games. To make a 6-inch quoit take about 42 inches of rope (the rope may be  $\frac{1}{4}$  to  $\frac{3}{4}$  inch in size), unlay the strands, and you will have enough for three quoits. Take one strand and form a loop 6 inches in diameter by laying one end of the rope back on itself. By weaving the long end of the rope into this ring, going around it twice and filling in the turns of the rope, you will have a ring that has the appearance of a three-strand rope when finished. Cut the raw ends of the rope so they will fit together and tape over the joint so as to prevent unraveling.

Rope quoits made this way and of proper size can be used in ring toss, quoits, ring the chair leg, dodo, and many other games.

## HOME MADE RUBBER QUILTS

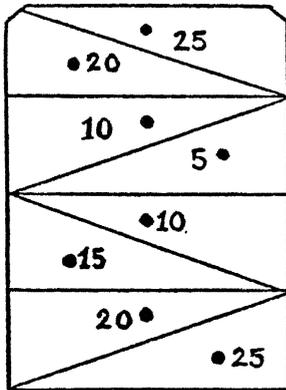
Quoits is an old-time game that requires a certain amount of skill. Very good home-made quoits can be built by using old garden hose. Cut hose into 30-inch pieces. Bend each piece so as to form a circle, insert a wooden dowel into the ends and tack to prevent pulling out. Tape over the joint with ordinary friction tape and you have a first class quoit. Quoits of various sizes may be made by using different lengths of hose.

To use the quoits drive stakes in the ground as in horseshoes, or use the top of a fence post for the mark. Play according to horseshoe rules.

A good pair of portable stakes can be made by taking the axle housing of an old Ford. Remove the bolts and clean out the grease by burning. Fit a round piece of wood about 1 foot long into the housing, and you will have two stakes that can be moved and at the same time heavy enough to prevent upsetting when struck by the quoit.

## PEG QUILTS

Construct board and mark as per diagram. Board may be mounted on easel as in Faba Gaba (page 19). The board can be made out of 3-ply or packing crates and is 18 by 30 inches. Six-inch pegs are attached by drilling holes in the board. Paint the sections different colors and give each peg a value as indicated.



From a distance of 8 to 15 feet toss rope quoits and have them land around pegs. Score as indicated. Play innings or for a score of 500.

Construct the quoits as described in the preceding paragraphs.

*Variation A.* In the absence of a peg quoit board invert a kitchen chair and toss rings around the legs of the chair. Each leg could be given a value or five different size rings could be used, allowing 100 points for smallest ring and 75, 50, 25, 10 for the others, the score decreasing as the size of rings increased. These rings could be 3, 4, 5, 6, or 7 inches in diameter.

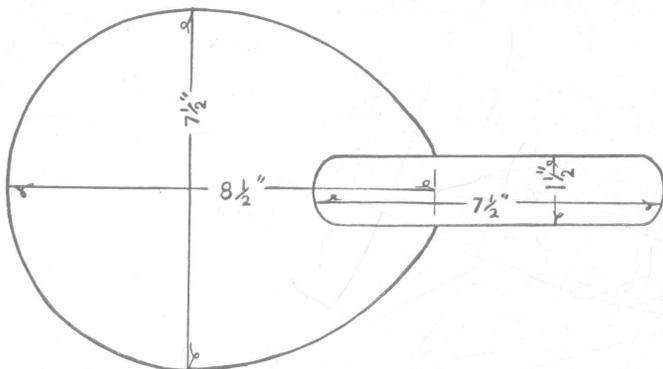
*Variation B.* Another variation to peg quoits would be to place from 8 to 12 clothes pins around the top of a cardboard carton, wastepaper basket, or bucket and toss rubber jar rings. Score 10 points for each pin rung.

## TETHER BALL

Tether ball has proven to be one of the most popular games for home, community, and camp. Small portable poles are being used by many leaders and this game is fast becoming popular as a part of a social recreation program during the winter months indoors.

In spite of its popularity few leaders know how to lace the cover on the ball, or the rules for playing. In view of this the making of the paddles, the covering of the ball and the learning of the skill in playing will make a good craft for camp or 4-H Club.

*Making the Paddles.*—A piece of  $\frac{1}{4}$  or  $\frac{3}{8}$ -inch three-ply or laminated wood 16 inches square will make two paddles. These could be cut to size at the



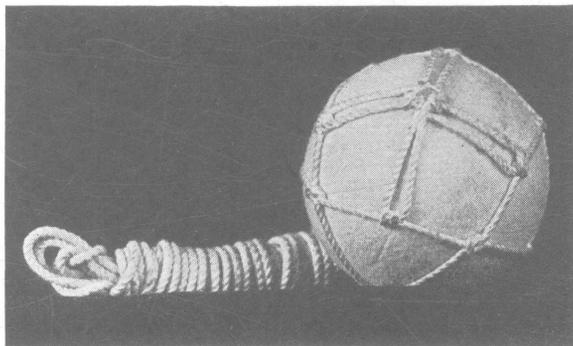
PADDLE FOR TETHER BALL

lumber yard. See diagram for dimensions. The handle is reinforced, using lattice strips, extending about 2 inches on to the head of the paddle. These strips are fastened by means of glue and  $\frac{3}{8}$ -inch brads. Round the ends of the strips before fastening to paddle.

*Covering the Ball.*—

Use a sponge rubber ball or an old tennis ball.

1. Take 10 feet of carpenter's chalk line or similar cord and cut into 4 pieces each 30 inches long. Lay the strings side by side and at the middle point tie one string around the other three with a simple knot. Take one end of string used in tying first knot and the next string to it and tie in simple knot. Tie the three remaining pairs in the same manner and you have four pairs, each pair being approximately 15 inches in length.



METHOD OF COVERING THE BALL

2. Lay the cord over the ball and have a helper hold the cord on the ball. Tie a square knot in each pair of cords about 1 inch from the center or master knot.

3. Make new pairs by taking strings from adjoining knots. Tie square knots in these pairs, forming diamonds with sides about  $\frac{3}{4}$  inch each. Continue this process, keeping the net drawn tightly over the ball. Narrow these diamonds down as the net closes over the ball. See illustration.

4. After the net has completely covered the ball tie the cords into a loop using a square knot. Attach a light clothes line  $7\frac{1}{2}$  feet long to this loop and suspend from the top of the pole.

*The Pole.*—The pole can be a sapling measuring about 15 to 20 inches in circumference at the ground and tapering toward the end. This pole should be about 13 feet long with 10 feet above the ground. A piece of 2-inch gas pipe set in concrete makes a very satisfactory pole. A screw eye in the top of the pole is used to fasten the cord. If a pipe is used drive a wooden plug in the top.

*The Game.*—Set the pole on a level spot, the top being 10 feet above the ground. Suspend the ball so that it hangs  $2\frac{1}{2}$  feet from the ground. Paint or cut a mark around the pole 6 feet above the ground.

On the ground around the pole make a circle 3 feet in radius. This is the foul line and the players must not step in this circle. Bisect this circle with a line 20 feet in length. This divides the playing space into two distinct sections.

The players choose for first serve. The first player draws the ball back to the full length of the cord, striking with his paddle and attempting to wind the ball around the pole above the mark. The opponent tries to prevent this by striking the ball to reverse the direction and to wind it around the pole in his direction. This batting back and forth continues until one player succeeds in wrapping the ball around the pole above the mark.

Fouls: (a) If player steps over line into opponent's field; (b) if player steps into circle around pole; (c) if string winds around racket of a player; (d) if string winds around pole below mark; and (e) if the pole is struck with paddle.

Penalty for any of the above fouls is allowing the opponent a free hit at the ball. The ball is wound or unwound one turn, whichever would be to the best advantage to the server, and he is allowed a free hit at the ball.

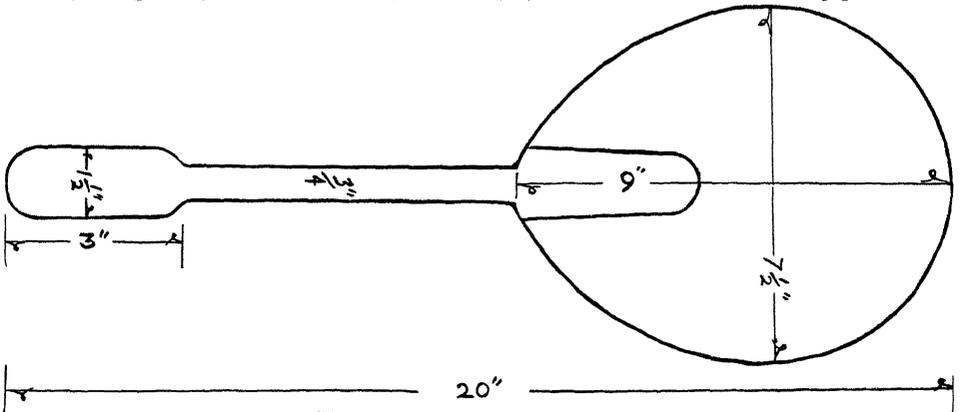
A game is won when one player succeeds in wrapping the cord and ball completely around the pole above the mark.

#### PADDLE BADMINTON

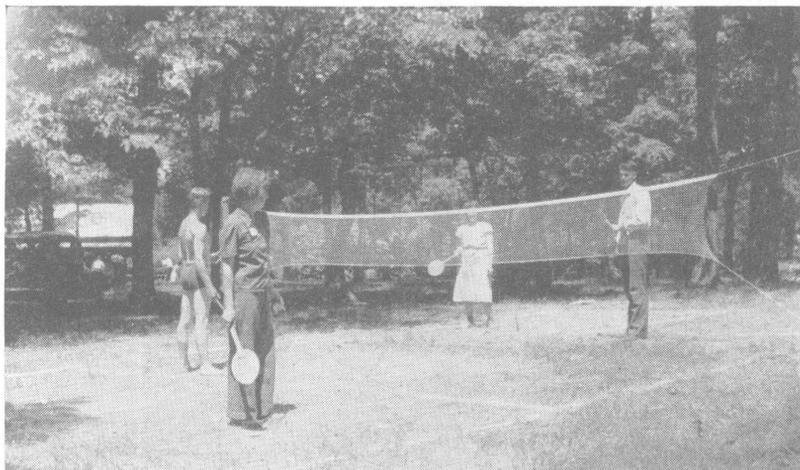
From the Encyclopedia Britannica we learn that "Badminton is a game played with racket and shuttlecocks." The game appears to have been known in England about 1873, but before that time it was played in India, where it is still very popular.

There are ways in which Badminton or an adaption of it can be played without the use of expensive rackets and birds or shuttlecocks. Also it can be adapted for more people than the regulation 2 or 4 players.

The object of the game and position of players are the same as volley ball. By using volley ball rules, from 3 to 8 can play on each side; the score is 15 points.



HOME-MADE PADDLE FOR BADMINTON



PLAYING BADMINTON IN CAMP

|                            |        |        |        |
|----------------------------|--------|--------|--------|
| Size of court—Length ..... | 36 ft. | 36 ft. | 36 ft. |
| Width .....                | 10 ft. | 20 ft. | 30 ft. |
| Players in game .....      | 2      | 4      | 8      |

The net is hung so the top is 5 feet from the ground and it bisects the length of the court at the center, making each section 18 feet in length.

Line shuttlecock—a shuttlecock striking boundary line is equivalent to one in court.

*Rules for Server:* (1) Each member of team serves in turn from back of 18-foot line; underhand serve is used, holding shuttlecock in left hand. (2) One serve only. (3) No relaying over net. (4) A net shuttlecock is re-served. After service players may use any stroke to return but must not touch the net.

*Equipment:* “Birds” or Shuttlecocks, costing at the rate of from 30¢ and up, can be bought commercially. A satisfactory homemade one can be made by using a sponge rubber ball (size used for jacks is good) tied into the center of an 8-inch to 12-inch piece of cloth. The points of the cloth serve for wings.

“Paddles” can also be purchased at the cost of \$2 and up per paddle. Satisfactory substitutes for the regulation racket can be made of 3-ply material with a round head 7½ inches in diameter and the handle extended 12½ inches, making the total length of the paddle 20 inches. See diagram for shaping handle. These paddles should not exceed 25¢ each.

*Materials Needed for each Paddle and Construction* (each person should make two). Paddle should be cut to shape; have this done at mill where material is purchased. Two 15-inch strips of lattice for reinforcing the handle. Glue and ⅛-inch brads for fastening on strips. Light hammer, wood rasp (shoemaker’s rasp can be purchased for about 25¢); sandpaper; equal parts clear shellac and linseed oil and old cloths for polishing. Have each member select paddles, sandpaper, and give them instruction as to method of using. Sand the paddle to a fine finish. Shape end of strips that go on to head of paddle. This is done by rounding of sharp corners and edges, using a shoemaker’s rasp.

Use either the ready mixed carpenter’s glue or mix your own as needed, using the “casco” powder. Glue and nail strips in place being careful to get them lined up on the head. Shape handle to proper size and polish.

## Group and Team Games

Team work is work done by a number of associates, usually each doing a clearly defined portion, but all subordinating personal prominence to the efficiency of the whole.—*N. Webster.*

### SNAP THE CORK

Did you ever try snapping an inverted cork from the top of a bottle? It is not so easy. Line up the group in single file and have them trot or march rapidly by the table upon which the bottle is standing and try to snap the cork off the bottle. A lively song or march tune will add zest to the game.

The leader should be ready to replace the cork on the bottle in case any members are successful in their effort.

### THIS IS MY NOSE

Circle formation with not more than eight to each circle. "It" points to someone and at the same time takes hold of his ear and says, "This is my nose." The person to whom "It" points must then take hold of his nose and say "this is my ear." This must be done before the leader counts 10. The game continues using such parts of the anatomy as the ingenuity of "it" may dictate. The person failing to reply correctly and within the count, exchanges places with "It."

### PIPETY-POP

A circle is formed. Players may be either sitting or standing. "It" takes his place in the center of the circle and points his finger at some player and at the same time says either "Pipety-Pop" or "Popety-Pip." If the word "Pipety-Pop" is used, the player in the circle must respond by saying "pip" before "It" completes the word "Pipety-Pop." If "Popety-Pip" is hurled at the player by "It" the player must reply with the word "Pop" before "It" completes the word "Popety-Pip." If "It" succeeds in saying his word before the player replies, they exchange places and the game proceeds with a new "It."

*Note:* The first syllable of the word indicates the answer which must be given by the player addressed by "It."

A modification of this game may make it just a little more complicated. For instance: instead of using the first syllable of the word, the player in the circle may be requested to supply the last syllable—if "It" says "Pipety-Pop" the player in the circle must say "pop" before "It" does. The same thing is true where the word "Popety-Pip" is used by the one who is "It." That is, the player must say "pip" before "It" does.

### HURRICANE

Divide the players into two equal sides. Have them grasp a sheet and hold it level with their chins. Teams are on opposite sides of the sheet. Place a light feather in the center and the players provide the "hurricane," without any assistance from the hands. The object is to blow the feather off the sheet on the opposing side. A point is scored each time one team succeeds in doing this.

*Variation:* A ping pong ball may be used in place of a feather and a table top may be used in place of the sheet. The players seat themselves around the table in this case.

### PRINCE OF PARIS

A player is chosen as leader; the others are numbered consecutively from 1 up, and all are seated. The leader, standing in front, says, "The Prince of Paris has lost his hat. Did you find it, No. 4, sir?" whereupon No. 4 jumps to his feet and says:

"What sir! I, sir?"      Leader—"Yes, sir! You, sir!"  
No. 4—"Not I, sir!"      Leader—"Who then, sir?"  
No. 4—"No. 7, sir."

No. 7, as soon as his number is called, must jump at once to his feet and say:

"What sir! I, sir?"      Leader—"Yes, sir! You, sir."  
No. 7—"Not I, sir!"      Leader—"Who then, sir?"  
No. 7—"No. 3, sir!"

No. 3 immediately jumps to his feet, and the same dialogue is repeated. The object of the game is for the leader to try to repeat the statement, "The Prince of Paris has lost his hat," before the last player named can jump to his feet and say "What, sir! I, sir?" If he succeeds in doing this, he changes places with the player who failed in promptness, that player becoming leader.

Should any player fail to say "Sir" in the proper place, this also is a mistake, and the leader may change places with such player.

This game has much sport in it for 4-H Club meetings.

### ELUSIVE HANDKERCHIEF

An ordinary handkerchief is about the most elusive object you can imagine. If you don't believe it, provide a man's handkerchief, (a square of cloth of similar size and weight will do) for each circle of 7 to 10 players. With "It" in the center the players pass or throw the handkerchief back and forth across the circle. If "It" succeeds in catching the handkerchief he changes places with the one who last threw it.

### GROCERY STORE

Divide the players into two equal groups. The leader calls out a letter of the alphabet or holds up a card on which a large letter is printed. The group responds by naming some article that may be purchased in a grocery store that begins with the letter called. The fun really starts when someone shouts "onion" when the letter U is held up. The side that first calls out a correct article wins a point. This game may be adapted to any of the projects in 4-H Club work.

### FLOWER SENTENCES

Assign each player the name of a flower. He must compose a sentence, using the letters in the name in correct order as the first letters of the words in a sentence. The sentence could pertain to gardening, 4-H Club work, or whatever you choose. Thus lilac might be "Lily is leading a calf." Names of other 4-H or farm objects could be substituted for flowers.

### ALIBI

Since one of the great American games is that of "Alibi" why not have some fun out of it? Each player is to give a reason for not doing something, say attending the club meeting by using the letters of his initials as the initial letters in the answer. Thus—suppose the initials are W.H.P. the answer could be "Because I *was hoeing potatoes.*" or C.C.L. could be "because I *couldn't convince Lizzie.*"

### MY GRANDMOTHER

My grandmother is a peculiar person, she likes coffee but she doesn't like tea, or she likes cabbage but she doesn't like carrots. Can you guess why she is peculiar? Well, after giving several statements similar to the above, some bright player may discover that she doesn't like anything with T in it.

### SHOPPING

Divide players into groups of not more than eight to a group. Form a circle with "It" in the center. The game is started by "It" pointing to a player in the circle and saying "I am going to Zanesville (or any other city) shopping, what can I bring you 1-2-3-4-5-6-7-8-9-10." Before "It" counts to 10 the player pointed at must give three things that may be purchased commencing with the initial letter of the city named. In this case the answer might be zebra, zinnia, zinc. If the player fails he changes places with "It."

### THAT'S RIGHT—YOU'RE WRONG

This may be played by two people or by two teams in the form of an old fashioned spelldown. The leader starts by naming a State Capital, but placing it in the wrong state. If the first member can correct him he has "spelled correctly" and remains in line, if not the question is passed to the first member on the opposing team and so on. For example the leader may say "Frankfort is the capital of Missouri." The member would reply if he knew, "Wrong, Frankfort is the capital of Kentucky." The team with the most correct answers at the end of playing period is the winner.

A variation would be to use the counties and county seat towns in Ohio.

### I HAVE AN IDEA

The players are seated and "It" leaves the room while the remaining players choose some object, say a chair with red upholstery. "It" returns and the game is started by one of the players who says to "It,"

*Member*—"I have an idea"

*"It"* —"What is it like?"

*Member*—"Just like you."

*"It"* —"How is it like me?"

*Member*—"It can be moved," or "it has some red in it" or any other similarity.

Other members come along with ideas, using the above form of conversation. As many ideas can be expressed as desired but "It" must guess the object in not to exceed three guesses. He may delay his guesses, however, until several ideas are expressed.

### ANIMAL, MINERAL, VEGETABLE

Circle formation with "It" standing in center. Players may be seated on chairs or on the floor. "It" points at some player in the circle and says quickly "animal, mineral, vegetable—mineral." The player must reply with some mineral before "It" counts ten, or change places with him. "It" may call any one of the group as he chooses.

Variations—Crops, Livestock, Machinery; Air, Land, Sea; Birds, Beasts, Fish; or Red, White, and Yellow may be used.

## DUMB SPELLING BEE

Players are lined up in two equal lines in the usual way for a spelling contest. Words are called by the leader and are spelled in the regular way except that a substitution is made for the vowels:

For "A" the player holds up the right hand.

For "E" the player holds up the left hand.

For "I" the player points to his eyes.

For "O" the player points to his open mouth.

For "U" the player points to another player.

If any of these letters are spoken or the wrong sign given, the player is sent to the foot of the line, or a point may be given to the side for each word correctly spelled. Play for 15 points.

## LAWYER'S PUZZLE

Divide the players into a number of equal groups, which sit in circles in different corners of the room. Each group selects a representative. The representatives from the groups all meet in the center of the room and select some object or idea to be guessed. Each of the representatives then goes to a group other than his own.

As soon as the representative from another group comes to the circle, all players shoot questions at him, to which the representative is permitted to answer only, "Yes," "No," or "I don't know."

(For example, the object selected might be the "shadow of the cross on top of St. Peter's in Rome." The players might ask such questions as "It is an animal? It is living? Is it in America? etc.")

The group guessing the object first wins a point. They announce this fact by clapping their hands. The representatives select another object and the game continues.

## SINGING PROVERBS

The players are divided into two groups. One group secretly selects a proverb or any old saying and gives one word to each player, or to more than one if the group is large. At a signal the group sings the words to a given tune while the other side tries to guess them. When the proverb is guessed, the singing group must run toward the goal, and any who are caught are taken on the other side. The groups take turns in choosing a proverb.

When there are a few players, have them sit in a circle and send one player out of the room while the group decides on some proverb. The extra player tries to guess the proverb, and as soon as he does he sends some one else out in his place.

## SHOUTING PROVERBS

Divide the players into two or more groups. Each group then selects a proverb without letting the other groups know what they select. Assign each member of the group one word of the proverb: example "Make hay while the sun shines," is selected. No. 1 would be, make; No. 2, hay; No. 3, while, and so on. Repeat the proverb until each member of the group has a word.

The groups then take turn shouting their proverbs while the others guess.

## ANIMATED ALPHABET

*Equipment:* Two duplicate sets of cardboard letters of the alphabet in two colors for the players, and a carefully prepared list of words or questions for the leader.

The players are divided in two equal teams and stand facing in two long lines about 20 feet apart. Mark a spelling base at right angles to the head of each line. Appoint a captain for each line and have the captains give each player a letter.

After the sides are in position and it is clearly understood where the letters from each side are to go, a word is announced clearly by the director. Make up a list of words pertaining to country life. The players from each side who hold the required letters, run to the spelling base at the head of their line, and, facing the center, hold the letters up to spell the word. The captains may assist the "letters" in arranging themselves.

One point is given to the side which first spells the word correctly with all letters held up in plain sight. A careful score is kept by the director and announced from time to time to keep the interest at a high pitch.

When a word is pronounced with a double letter, instruct the captain to have one of his players turn a card wrong side out for the second letter. Example: In the word "ball" three players will hold out their cards B A L and a fourth will hold a card wrong side out for the second L.

## ALPHABET LIMITED

Animated alphabet can be adapted for use for as few as three players, one to pronounce the words and the two to spell them.

Place the cards in two separate piles face up on a table. As the words are pronounced by the leader the players shuffle through the cards, select the proper letters and place them in order on the table.

Another method of using animated alphabet is the asking of questions.

1. Who is your county leader of 4-H Club work?
2. Who is president of the County Farm Bureau?
3. Who is Deputy Master of the Grange of the County?
4. Who is Dean of the College of Agriculture, The Ohio State University?
5. Who is State 4-H Club Leader?
6. Who is Governor of Ohio?
7. Make up other questions about people.
8. Make up list of questions about 4-H Club project work.
9. Make up list of questions about flowers, birds, trees, etc.
10. Use this game as a teaching method.

## OLFACTORY CONTEST

*Equipment:* A number of small bottles containing different odors. Number each bottle and keep the list secret from the players. Provide pencil and paper for each player. The one identifying the largest number of odors is winner.

*Suggested odors:*

|            |              |          |            |             |
|------------|--------------|----------|------------|-------------|
| Allspice   | Bay rum      | Ether    | Onion      | Tobacco     |
| Alcohol    | Camphor      | Garlic   | Orange     | Tea         |
| Anise      | Cinnamon     | Gasoline | Rose water | Vanilla     |
| Ammonia    | Coffee       | Ginger   | Pepper     | Vinegar     |
| Asofeotida | Cloves       | Lemon    | Peppermint | Wintergreen |
|            | Cocoanut     | Lime     | Sage       |             |
|            | Codliver oil | Mustard  | Turpentine |             |

### OBSERVATION GAME

Do you go around with your eyes open? Here is a good test for observations and memory. Secure from magazines or catalogs the pictures of at least twenty different common articles. Paste them on a piece of 9 by 12-inch cardboard or heavy paper.

Give each player one minute to look at the pictures and then remove from sight. Allow three minutes for them to write the names of objects remembered. Comparative scoring may be done by allowing one point for each object. At least 12 is average; 16 is fine, and more is excellent.

The following list is merely suggestive of the many pictures available. Ax, apple, ball, book, boy, cat, chicken, cow, dog, dress, egg, fork, fish, girl, gun, horse, hog, horn, iron, and so on through the alphabet.

A variation of the game is to place twenty common articles from the kitchen on a table and proceed as with the pictures.

### CRICKET

Have the group seat themselves in a circle on the grass, floor, or on chairs. Provide one of the players with a metal cricket such as is used by drill masters. One of the players is chosen as Frog, who stands in the center of the circle. The Cricket is passed around the circle so as to prevent the Frog from knowing its exact location. The holder of the Cricket watches an opportunity to snap it when the Frog is not looking in his direction and then hastily passes it on to another player. If the Frog succeeds in detecting who has the Cricket, they change places and the game proceeds.

### GRAMBO

One says, "I am thinking of something (in or not in this room) that rhymes with 'care'." The others ask, "Is it chair?" "Is it hair?" etc. The one who guesses correctly has the next turn.

### 4-H CLOVER OR CATEGORIES

Draw one chart like the following for each player:

|                | C | L | O | V | E | R |
|----------------|---|---|---|---|---|---|
| Vegetables     |   |   |   |   |   |   |
| Farm Implement |   |   |   |   |   |   |
| Household Tool |   |   |   |   |   |   |
| Farm Crop      |   |   |   |   |   |   |

Divide the group into two or more teams of about seven or eight to a team. Provide each team with a card as above. As a team they fill in the spaces as indicated. Have a member from each team give the entries. Score 10 points for an entry no other team has, 5 points if two teams have the same. No score if three or more have the same. Make up other combinations suitable to the group with which you are working.

## MAGIC MUSIC OR MUSICAL TELEPATHY

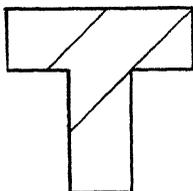
Have "It" leave the room and the rest of the group choose something for him to do on his return. For example they may decide that he is to take the broom and sweep the floor. As "It" comes near the thing he is to do the group sing softly, as he gets farther away the loudness of the singing increases. When the chosen duty is actually performed the singing ceases altogether. This game presents a fine opportunity for the singing of the 4-H Club songs.

◆ ◆

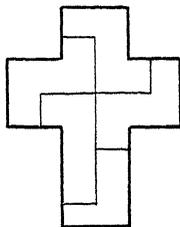
## Puzzles for Pleasure

Not being able to find enjoyment for one's self or to engage in creative activities, and being obliged to become a mere spectator, is a serious defect of personality.

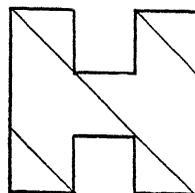
Construct these letter and cross puzzles from heavy cardboard, presswood, or veneered wood. Provide a small tray on which to hold the puzzle made of the same material with a  $\frac{1}{4}$ -inch wood trim. Lay out the diagram and cut on indicated lines. Several of these puzzles will provide an evening's fun for 30 or 40 people.



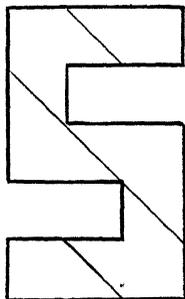
LETTER T  
(4 pieces)  
 $4\frac{1}{2}$  by  $4\frac{1}{2}$  inches  
or 6 by 6 inches



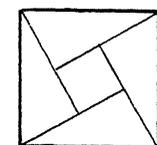
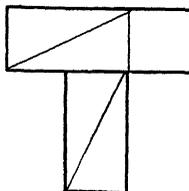
ROMAN CROSS  
(5 pieces)  
3 by 4 inches  
or 6 by 8 inches



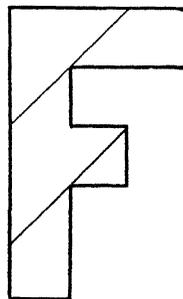
LETTER H  
(6 pieces)  
 $4\frac{1}{2}$  by  $4\frac{1}{2}$  inches  
or 6 by 6 inches



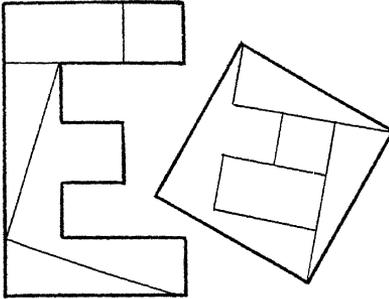
LETTER S  
(6 pieces)  
3 by 5 inches



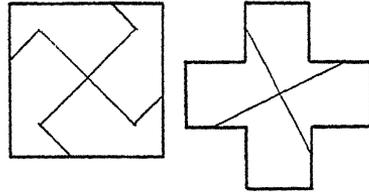
LETTER T—SQUARE  
(5 pieces)  
 $4\frac{1}{2}$  by  $4\frac{1}{2}$  inches  
or 6 by 6 inches



LETTER F  
(5 pieces)  
3 by 5 inches



LETTER E AND SQUARE (5 pieces)  
3 by 5 inches



GREEK CROSS AND SQUARE (4 pieces)  
4½ by 4½ inches or 6 by 6 inches

### HUMAN CHECKERS OR SHUTTLE PUZZLE

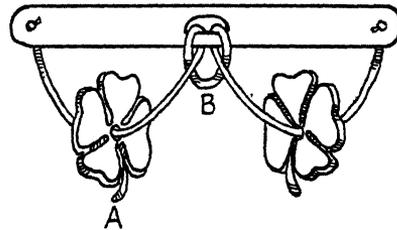
Place seven chairs in a row and seat 3 boys and 3 girls as indicated: B-B-B-O-G-G-G. The object of the game is to move the boys and girls to opposite seats, like checkers, moving or jumping one at a time. No player may move backward, jump over two, or girl around a girl or boy around a boy. All may start over again if they get stuck. The final result will be G-G-G-O-B-B-B.

Fix rows of seven chairs for the entire crowd, divide them into groups of six, and have them race to win. Chairs may be placed back to back for two groups. A good competitive game. (Hint to solution—After a person has moved do not let two players on the same side get together.)

*Note:* The above puzzle can be used as an equipment puzzle in the following manner: Secure a piece of hardwood 11" by 1½" by ¼" or ½" and drill or countersink 7 holes in it. Use golf tees, small colored sticks or marbles for counters, 3 each of two colors.

### 4-H CLOVER OR LOVERS' PUZZLE

This puzzle was originally called the Lovers' Puzzle, and had hearts where we have the 4-H Clover. It was considered a good omen if lovers were successful in getting the hearts on same loop. Cut a thin piece of wood from 4 to 8 inches long and about ¾ to 1 inch wide, perforate it with three holes as indicated. Cut out pieces of wood into form of four-leaf clover (buckeyes make excellent beads for this puzzle.) The puzzle is to get both clovers on the same loop.



*Solution*—First draw the clover A along the string through the loop B, until it reaches the back of the center hole, then pull the loop through the hole, and pass the clover through the two loops that will then be formed; then draw the string back through hole as before and the clover may be easily passed to other loop.

### JUMP TWO—ONLY TWO

Lay ten matches, nails, coins, washers, etc., side by side and about 1 inch apart. The puzzle is to jump one over two and leave in piles of two.

To construct this puzzle from wood use a narrow strip of wood and drive ten brads or finishing nails into it at intervals of  $\frac{3}{4}$  to 1 inch so they extend about  $\frac{1}{2}$  inch or more above the surface. Number each nail. Place a washer or small wooden bead or other object over each nail and proceed as above.

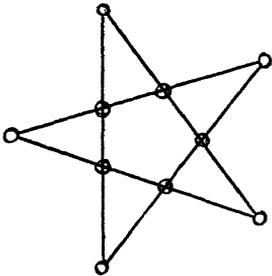
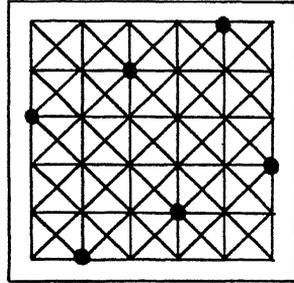
Solution—5 on 2, 7 on 10, 3 on 8, 1 on 4, and 9 on 5.

### HOUDINI'S PUZZLE

1 piece of wood 6" by 6" by  $\frac{1}{4}$ ". 6 golf tees or marbles for counters.

*Puzzle:* Place the six counters on the board so no two are in same line vertically, horizontally, or diagonally.

*Solution:* Indicated by diagram.



### STAR PUZZLE OR COUNT 3

1 piece of wood 4 by 4 inches or 6 by 6 inches by  $\frac{1}{4}$  inch, 9 golf tees or marbles for counters.

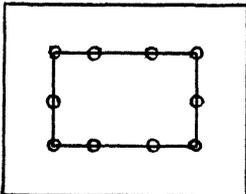
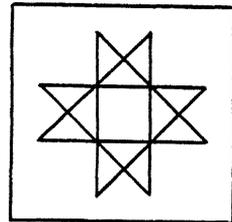
*Puzzle:* Start at any vacant hole, count 3 in straight line and place counter. The filled hole may be counted as one but cannot be used as starting point. Get the 9 counters on the board.

### EIGHT POINT STAR

1 piece of wood  $4\frac{1}{2}$  by  $4\frac{1}{2}$  inches or 6 by 6 inches.

Seven golf tees or marbles for counters. Counter-sink or drill holes at the eight outside points of the star.

*Puzzle:* Get the seven counters on the board by starting at a vacant hole and moving in a straight line, placing counter at the end.



### COUNT 4 OR NINE ON TEN

1 piece of wood  $\frac{1}{4}$  by 4 by 5 inches. Countersink or drill holes. Nine golf tees or marbles.

*Puzzle:* Get nine counters on board by starting at vacant hole, count four and place counter. Filled hole may be counted but not used as starting point.

*Solution:* The key to the solution of these three counting puzzles is always fill the hole the next time that was used as the starting point on the preceding play.

## Relaxers—Mixers

"The man who carves so steadily that he has no time to sharpen his knife always works with dull tools and therefore cannot make for efficiency."

—Henry Ward Beecher

### AVIATOR'S TEST

How many have ridden in an airplane? How many of you would like to ride in one? How many would like to drive one? All right, if you can pass the following tests in coordination you have made the first step in becoming a full fledged aviator.

1. Place knuckles of both hands together with right palm on top. By rotating the hands turn left palm to top, still keeping knuckles together. "Remember, both ends of your automobile stop when you shut off the gas and apply the brakes; both hands will turn around."

2. Close left fist and extend tips of right fingers so as to touch left fist on little finger side, both palms up. Now reverse the process and extend fingers of left hand to little finger side of closed right fist palms up. Repeat several times, increasing the speed with each change.

3. Place tips of fingers of both hands together; close fingers of right hand into cluster and place in palm of left hand; tips together again. Then close fingers of left hand together and place in palm of right hand. Repeat this several times, increasing in speed with each repetition. Remember to place finger tips together after each change of palm.

4. How many are right handed? All right, how many can always find what you look for? How many know where your nose is? Not sure. Well, try this: Place your right hand on your nose and your left hand on your right ear, crossing your arms in front. On the command of *change* release your hands and quickly clap them together in front of your face, then grasp your left ear with your right hand and your nose with your left. "Ready! Go! Change." There, I see one person who has both hands on his nose and another with a hand on each ear. Now let us do it five times in succession.

5. Have your group stand with arms hanging loose at side and not leaning on anything or anyone. Close both eyes, raise on tiptoes and stand still; now raise right foot from floor and stand still. Not so easily done as you might think.

6. With group still standing try this one. Make a clockwise circle with the right foot on the floor and at the same time describe a figure six in the air with the right hand.

7. The leader secures some object such as a penknife or a ball, and tosses it into the air. The players are told to shout as long as the object is in the air but are to stop the instant it is caught by the leader. After three or four times the leader can make as though he is going to throw the object into the air and then not do so. Some will be sure to yell and this will always bring a good laugh.

8. Solo Flight. Now we are ready for our first solo flight. Place tips of forefingers and tips of thumbs together so as to form a diamond. Raise the right thumb to the tips of right and left forefingers. Then extend right forefinger upward, raise left thumb to tips of left forefinger and right thumb, extend left forefinger to tip of right forefinger, thus forming the second diamond. Proceed on upward in this fashion until your arms are extended in the air as far as you can reach. By reversing this procedure you can come back down to normal position.

*Note:* Start all of these movements slowly, gaining speed as you progress.

## WEATHER FORECAST

This can be used in either a large or small group. As the leader calls out the points of the compass the members respond with the actions described.

South wind—Face south and wave arms gently up and down.

East wind—Face east and wave sideways.

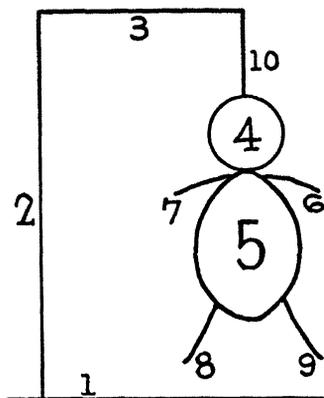
North wind—Face north and clasp arms in front and shiver.

West wind—Face west and wave arms in circle.

Cyclone—Whirl body around and wave arms vigorously.

## HANGMAN

*Equipment:* Blackboard and chalk or large sheet of wrapping paper pinned on wall, and wax crayon.



Game can be played by dividing players into two groups, or in small groups. The leader can choose the word and attempt to hang the players. In either case a word is chosen and a leader draws as many spaces on the blackboard as there are letters in the word, thus - - - - - if the word chosen is CLOVER. Each player on opposite sides has one chance to guess a letter of the word. If he guesses correctly the leader writes the letter in its proper space. If he is wrong the leader makes the first stroke of drawing the gallows with a man on it. Each mistake adds another stroke to the gallows.

The guessing continues until the word is discovered or the gallows is completed. The drawing is done in the order indicated by the sketch. If played on sides they alternate in choosing words. If with one leader he continues until the group guesses his word or he hangs them.

## THE TEN FINE BIRDS

The club sits in a circle and the game begins by the leader saying "A good fat hen." This is repeated by the whole club in turn, but only one speaks at a time. When all have said "a good fat hen" the leader begins again: "Two ducks and a good fat hen." This is also repeated by the whole club as before. The following are added, always beginning with the highest and descending to "a good fat hen."

3. Three squawking wild geese.

4. Four plump partridges.

5. Five pouting pigeons.

6. Six long-legged cranes.

7. Seven green parrots.

8. Eight screeching owls.

9. Nine ugly turkey buzzards.

10. Ten bald eagles.

Of course the last one would be "Ten bald eagles, nine turkey buzzards, eight screeching owls, seven green parrots, six long-legged cranes, five pouting pigeons, four plump partridges, three squawking wild geese, two ducks, and a good fat hen."

All this must go around the whole club every time, and be repeated separately by each. If anyone leaves out anything or makes a mistake he should be made to pay a forfeit.

## SETTING UP

Use the following game as a relaxing stunt or as a game of coordination. Repeat it two or more times increasing the speed with each repetition.

Hands on your hips, hands on your knees,  
Put them behind you, if you please.  
Touch your shoulders, touch your nose,  
Touch your ears, 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.

## COMMUNITY

Circle formation. Give the various members names of the organizations found in the community; the first three could be Grange, the second three Farm Bureau, and so on. Four or five organizations would be enough in the average group. Repeat the names so members of each organization would be scattered about the hall. The leader then calls for organizations to change—such as “Grange and Church change.” When “Community Change” is called all persons exchange places. The leader endeavors to get a chair on any change and the one left out is leader next time (3 minutes.)

## FLOWER GARDEN

This is a variation of Community. Name the groups “Daisies,” Pansies,” “Roses,” “Lilies.” The leader says “I go out into my garden to pick a bouquet and I want some — — —.” All change when the call “There is a frost” is given. (3 minutes.)

## BLOW OUT

*Equipment*—A list of automobile parts copied on a card. The following are suggested:

- |        |        |         |         |                |
|--------|--------|---------|---------|----------------|
| 1. Fan | 3. Nut | 5. Horn | 7. Axle | 9. Gear        |
| 2. Cap | 4. Key | 6. Seat | 8. Pump | 10. Door, etc. |

Players are seated in a close circle with one extra player, the “Mechanic” in the center. The “Mechanic” gives each player in the circle the name of an automobile part. The game starts by the mechanic walking around the circle in front of the players, calling out the names of parts with which to build a car.

Names of parts are called at random, and as a player hears his name called, he jumps up quickly and follows around the circle behind the “Mechanic.” When the word “BLOW OUT” is called, all the parts including the “Mechanic” dash for a seat.

The player left without a seat becomes the new “Mechanic,” takes the list, and assembles another car. Play fast for only a few minutes.

## HOW DO YOU LIKE YOUR NEIGHBORS?

Players sit in a circle around the room. One is "It" in the center. "It" points to someone in the circle and asks: "How do you like your neighbors?" The answer is "Not at all." "Whom would you like?" "Helen Thorn and John King."

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

## AM I A GOAT?

*Equipment:* A pin, a slip of paper and a pencil for each player.

*The game:* Circle formation. Suggest to all the players that they write the name of some object, person, place, or date pertaining to 4-H Club work on the slip of paper and pin it on the back of their right hand neighbor without said neighbor knowing what is written.

Each player is to find out by asking direct questions of the other players (that is, questions that can be answered by "yes" or "no") what name is pinned on his back. As soon as the player has found out the name on his back it is to be removed and pinned on in front.

*Variations:* The leader may have these slips prepared and pass them out to the players. Names of animals, trees, flowers, vegetables, etc., may be used instead of those pertaining to 4-H Club work.



## Pencil and Paper Games

Real fun is where you enjoy yourself thoroughly while playing the game honestly and in such a form that no one is left out or slighted.

There are many ways of using pencil and paper games. The following methods have been successfully used by many groups. Try them in your club.

1. Divide the group in two teams or sections. The leader asks the questions and whoever thinks of the answer speaks up. The person first giving the correct answer wins a point for his side. Keep score.

2. Use as in animated alphabet described in the group and team game section. The answers are spelled out by the group.

3. Divide the group in two or more teams of not to exceed seven or eight persons to the team. Have a secretary and "runner" in each group. The leader asks the question and the group decides the answer. Then the secretary writes it down and the runner rushes it to the leader. A point is won by the group getting the first correct answer to the leader.

## SYMBOLS AND EMBLEMS

- |                  |               |                       |                          |
|------------------|---------------|-----------------------|--------------------------|
| 1. Shamrock      | .....Ireland  | 11. Bear              | .....Russia              |
| 2. Thistle       | .....Scotland | 12. Bald Eagle        | .....United States       |
| 3. Maple Leaf    | .....Canada   | 13. Rising Sun        | .....Japan               |
| 4. Fleur-de-lis  | .....France   | 14. Dragon            | .....China               |
| 5. Chrysanthemum | .....Japan    | 15. Crescent and Star | .....Mohammedan religion |
| 6. Wheel         | .....Rotary   | 16. Cross             | .....Christian religion  |
| 7. Red Triangle  | .....Y.M.C.A. | 17. White Ribbon      | .....W.C.T.U.            |
| 8. Blue Triangle | .....Y.W.C.A. | 18. Horn of Plenty    | .....Bounteous harvest   |
| 9. White Feather | .....Coward   |                       |                          |
| 10. Lion         | .....England  |                       |                          |

## TOOLS AND JOBS

In each case the descriptive word is a tool, gadget or contrivance used in one of the vocations shown. Can you make the correct association?

| <i>Descriptive Words</i> | <i>Vocation</i>     | <i>Correct Association</i> |
|--------------------------|---------------------|----------------------------|
| 1. Pestle                | a. Painter          | Spatula                    |
| 2. Chain                 | b. Electrician      | Conduit                    |
| 3. Sextant               | c. Apothecary       | Pestle                     |
| 4. Blacksnake            | d. Mason            | Trowel                     |
| 5. Cant hook             | e. Logger           | Cant hook                  |
| 6. Spatula               | f. Cadet            | Shako                      |
| 7. Conduit               | g. Musician         | Flageolet                  |
| 8. Shako                 | h. Ship's navigator | Sextant                    |
| 9. Spurs                 | i. Muleteer         | Blacksnake                 |
| 10. Burette              | j. Surveyor         | Chain                      |
| 11. Flageolet            | k. Lineman          | Spurs                      |
| 12. Trowel               | l. Chemist          | Burette                    |

## WHAT ARE LITTLE BOYS MADE OF?

These questions are answered by parts of the body.

- |  |   |
|--|---|
| 1. A farm animal . . . . . Calf            | 12. Part of a wagon . . . . . Tongue                |
| 2. Tall tropical trees . . . . . Palm      | 13. Weather cocks . . . . . Veins                   |
| 3. Used by an artist . . . . . Palette     | 14. Hotel steps . . . . . Insteps                   |
| 4. Weapons of war . . . . . Arms           | 15. Large wooden box . . . . . Chest                |
| 5. Worn by a king . . . . . Crown          | 16. A student . . . . . Pupil                       |
| 6. A garden flower . . . . . Tulips        | 17. Used by Negro minstrels . . . . . Bones         |
| 7. Worn on the head . . . . . Cap          | 18. A great accomplishment<br>. . . . . Feet (Feat) |
| 8. Used by a carpenter . . . . . Nails     | 19. A spendthrift . . . . . Waist (Waste)           |
| 9. Part of a clock . . . . . Face or Hands | 20. Part of a loaf of bread . . . . . Heel          |
| 10. Part of a tree . . . . . Heart         |   |
| 11. Edge of a saw . . . . . Teeth          |   |

## NAME CALLING

The following list of monikers have been selected from the many that have become a part of the language of our people over the past decades. How many can you identify?

1. Old Glory . . . . . The flag of the United States
2. Big Ben  
. . . . . The clock in the tower of the Parliament Building, London
3. The Wizard of Menlo Park . . . . . Thomas A. Edison
4. The Great Emancipator . . . . . A. Lincoln
5. The Bard of Avon . . . . . Shakespeare
6. The March King . . . . . John Phillip Sousa
7. The King of Swing . . . . . Benny Goodman
8. The Father of American Football . . . . . Walter Camp
9. The Waltz King . . . . . Johann Strauss
10. The Steel City . . . . . Pittsburgh
11. The Brown Bomber . . . . . Joe Louis
12. Black Maria . . . . . Police Patrol Wagon
13. The Man of a Thousand Faces . . . . . Lon Chaney
14. The Swedish Nightingale . . . . . Jenny Lind
15. Buffalo Bill . . . . . William Cody

## SPEAKING OF ANIMALS

There's an exact word in answer to each question in this test. A score of 50 is good and over 60 is excellent.

| Name of the Male of the Species<br>(For example, lioness: "lion") | Now the Young:<br>(Continued)                        | And now, Groups: (a "pack of hounds")         |
|---|--|---|
| 1. Cow . . . . .  | 22. Cat . . . . .                                    | 43. A . . . . . of sheep                      |
| 2. Hen . . . . .  | 23. Goose . . . . .                                  | 44. A . . . . . of cattle                     |
| 3. Goose . . . . .  | 24. Bull . . . . .                                   | 45. A . . . . . of lions                      |
| 4. Doe . . . . .  | 25. Cow . . . . .                                    | 46. A . . . . . of wolves                     |
| 5. Duck . . . . .   |  | 47. A . . . . . of snipe                      |
| 6. Sow . . . . .  |  | 48. A . . . . . of fish                       |
|   | What do you call the Sounds they make? (Dogs "bark") | 49. A . . . . . of quail                      |
| Now the Female:   | 26. Lions . . . . .                                  | 50. A . . . . . of geese                      |
| 7. Tiger . . . . .  | 27. Pigs . . . . .                                   | 51. A . . . . . of bears                      |
| 8. Ram . . . . .  | 28. Sheep . . . . .                                  | 52. A . . . . . of bees                       |
| 9. Stallion . . . . .   | 29. Cows . . . . .                                   | To shelter, we Build (a "stable" for horses)  |
| 10. Fox . . . . .   | 30. Ducks . . . . .                                  | 53. A . . . . . for dogs                      |
|   | 31. Wolves . . . . .                                 | 54. A . . . . . for chickens                  |
| Now the Young:<br>(Dog: "puppy")                                  | 32. Crows . . . . .                                  | 55. A . . . . . for sheep                     |
| 11. Bear . . . . .  | 33. Snakes . . . . .                                 | 56. A . . . . . for rabbits                   |
| 12. Sheep . . . . .   | 34. Donkeys . . . . .                                | 57. A . . . . . for cows                      |
| 13. Duck . . . . .  | 35. Geese . . . . .                                  | 58. A . . . . . for pigeons                   |
| 14. Frog . . . . .  | 36. Wild Geese . . . . .                             | 59. A . . . . . for pigs                      |
| 15. Swan . . . . .  | 37. Hens . . . . .                                   | 60. A . . . . . for fish                      |
| 16. Chicken . . . . .   | 38. Cocks . . . . .                                  | We call their Natural Homes (a bird's "nest") |
| 17. Hen . . . . .   | 39. Frogs . . . . .                                  | 61. A lion's . . . . .                        |
| 18. Horse . . . . .   | 40. Doves . . . . .                                  | 62. A beaver's . . . . .                      |
| 19. Mare . . . . .  | 41. Elephants . . . . .                              | 63. An eagle's . . . . .                      |
| 20. Deer . . . . .  | 42. Owls . . . . .                                   | 64. A rabbit's . . . . .                      |
| 21. Elephant . . . . .  |  | 65. A bee's . . . . .                         |

### Answers to Test

1-Bull. 2-Rooster, Cock. 3-Gander. 4-Buck. 5-Drake. 6-Boar. 7-Tigress. 8-Ewe. 9-Mare. 10-Vixen.

11-Cub. 12-Lamb. 13-Duckling. 14-Tadpole, polliwog. 15-Cygnets. 16-Chick. 17-Pullet. 18-Colt, foal. 19-Filly. 20-Fawn. 21-Calf. 22-Kitten. 23-Gosling. 24-Bullock. 25-Heifer.

26-Roar. 27-Squeal. 28-Bleat. 29-Moo, low. 30-Quack. 31-Howl. 32-Caw, croak. 33-Hiss, blow. 34-Bray. 35-Gaggle, gabble, cackle, hiss. 36-Honk. 37-Cackle, cluck, chuck. 38-Crow. 39-Croak. 40-Coo. 41-Trumpet. 42-Hoot, screech.

43-Flock. 44-Herd. 45-Pride. 46-Pack. 47-Wisp. 48-School, shoal. 49-Bevy. 50-Gaggle, flock. 51-Sloth (sleuth). 52-Swarm, hive, colony.

53-Kennel. 54-Coop. 55-Fold, pen. 56-Hutch, warren. 57-Cowshed, byre, barn, cowyard. 58-Dovecote, columbary. 59-Sty. 60-Aquarium.

61-Den, lair. 62-Lodge. 63-Aerie. 64-Burrow. 65-Hive.

Harold Hart in *The American Magazine*  
Copied in *The Readers Digest*, October, 1939

## LEARNING THE ALPHABET

Have each individual member write the alphabet from Z to A. The one finishing first without any errors is the winner. This game could also be used as a relay race where a blackboard is available.

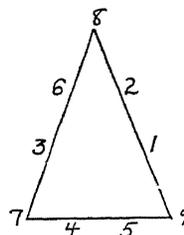
## MATHEMATICS

### The Nine Digits

|   |   |   |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

- Rearrange the nine digits in the square in such a way that, adding them eight different ways, the result will always be 15 to a row, vertically, horizontally, and diagonally.

- Rearrange the nine digits on the sides of the triangle so each side will total seventeen.
- Rearrange the nine digits on the sides of the triangle so each side will total twenty.



### Addition

- Add eight 8's so as to = 1000. Ans.— $888+88+8+8+8$ .
- Add 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 so as to = 100. Ans.— $49\ 38/76+50\ 1/2=100$ .
- One mile run—Contestants are required to add a column of figures the total of which will be 5280. This makes a good relay race where a blackboard is available, with each contestant putting down one row, and the last adding or subtracting from the result so as to make 5280.
- Add five and six and get nine. Ans.—To six vertical lines, add five lines to make letter NINE.

### Subtraction

- Make three squares with twelve matches  
Take away three and leave ten. Ans. TEN.
- Make three squares with twelve matches  
Take away two and leave two. Ans. T W
- From 6 take 9  
From 9 take 10  
From 40 take 50  
And six will remain.

Solution—

|       |    |    |
|-------|----|----|
| SIX   | IX | XL |
| IX    | X  | L  |
| <hr/> |    |    |
| S     | I  | X  |

## READING LESSON

- An United States Post Office received a letter as follows:  
Wood  
John  
Ohio

It was delivered to the right man. What is his name and address?

Ans.—John Underwood, Andover, Ohio.

- King BBBB sent his CCCC to the  
Ans.—King Forbes sent his forces to the West Indies  
(West in D's).



3. BBBBBB  
 Do We *Ans.*—Sixbee sent (scent) Dewey some (sum)  
 Limburger cheese. Of course the “sent”  
 is in the cheese.  
 32541  
68976  
 101517  
 Limburger Cheese
4. Punctuate and read:  
 It was and I said not or. *Ans.*—It was *and* I said, not *or*.  
 That that is is that that is not is not is not that it it is. *Ans.*—That, that is,  
 is; that, that is not, is not. Is not that it? It is.
5. stand take to takings  
 I you will throw my  
*Ans.*—I understand, you will undertake, to overthrow, my undertakings.
6. Bruises hurt. Erased a Ford. Erected it. Analysis hurt. Infectious dead.  
*Interpretation*—Bruce is hurt. He raced a Ford. He wrecked it. And Alice  
 is hurt. In fact, she’s dead.

#### ENGLISH LESSON

1. Slangage—Have each person write down as many slang phrases as they can think of in a stated time. The winner is the one with the fewest number.
2. Association of ideas—Ask the group to give ideas thought of as you read the following list of them. Pause after each one for the group’s reaction.
 

|                  |                |                                  |
|------------------|----------------|----------------------------------|
| 1. Watermelon    | 5. False Teeth | 9. Cucumbers                     |
| 2. Camp          | 6. Kodak       | 10. Make up list of<br>your own. |
| 3. Swimming Pool | 7. Moonshine   |                                  |
| 4. Silk Hat      | 8. Billy Goat  |                                  |
3. Telegrams—Have each member of group write a telegram home using the letters in the word “recreation” as the initial letters of words in the telegram.  
*Example:* R-ise e-arly c-lean r-eligiously e-at a-t t-imes i-n o-ur n-ighties.

#### SPELLING LESSON

1. With twelve matches make letters and spell the material from which matches are made. *Ans.*—L O V E
2. Rearrange the following letters so as to make just one word—  
 D E J S T O R N U W O. *Ans.*—Just one word.



MY OHIO — Do you know your Ohio counties?

1. The name of a noted woman judge. (Allen)
2. The way a good cook likes her bread. (Brown)
3. Something found in the homes of rich men. (Butler)
4. A man noted for his wise sayings. (Franklin)
5. A famous elm tree in Ohio. (Logan)
6. The secret of success in good farming. (Richland)
7. To what does every woman look forward. (Union)
8. An apple common to Ohio. (Stark)
9. A famous breed of horse. (Morgan)
10. What a small boy dreads to receive. (Licking)
11. A breed of cattle. (Guernsey)
12. Sung at Christmas time. (Carroll)
13. An angler’s prize. (Pike)
14. Name associated with American flag. (Ross)

## Nature Games

“To him who in the love of Nature holds  
Communion with her visible forms, she speaks  
A various language; for his gayer hours  
She has a voice of gladness, and a smile  
And eloquence of beauty, and she glides  
Into his darker musings, with a wild  
And healing sympathy, that steals away  
Their sharpness, ere he is aware.”

—William Cullen Bryant in *Thanatopsis*.

The following games are suggested for use at camps and on hikes:

### NATURE TREASURE HUNT

This game may also be used for flowers, trees or nature objects. It is played in the same manner as the regular treasure hunt, except that the notes are found by the descriptions of flowers or trees: for example, “The next note will be found forty paces north of this note at the foot of a large elm tree, also beneath a Jack-in-the-pulpit.” The variation of the notes can be worked out just the same as in a treasure hunt. Also, the names of the flowers or trees can be mixed up in spelling, as “next note in a rrrchye eter” (cherry tree). This makes it more interesting.

### HIDDEN FLOWERS

The two following games may be used by dividing your group in two sections and see which side can answer first as questions are read. This game may be played as in animated alphabet.

Players are provided with paper and pencil and a list of the following questions, the answers to which are flower names, or questions may be asked and players write the answers.

1. Flowers often sought in vain by young gentlemen. (Tulips)
2. A fashionably dressed man and a beast of prey. (Dandelion)
3. A flower much used by cooks. (Buttercup)
4. What a lover called his rival. (Coxcomb)
5. A boy's delight in winter. (Snowball)
6. A warm weather friend. (Palm)
7. What young women are said to be anxious to wear. (Orange blossoms)
8. What women tread under foot. (Lady Slipper)
9. A token of remembrance. (Forget-me-not)
10. A way for a poor man to get rich quick. (Marigold)
11. Late afternoon. (Four o'clock)
12. A balm of sorrow. (Heart's ease)
13. What a father said to his son early in the morning. (Johnny-jump-up)

### NATURE SCAVENGER HUNT

Send the members out on a nature scavenger hunt. Give them a list of nature objects to be brought in. Avoid asking for plants that need be conserved.

Some suggestions are: mushroom, three kinds of grass, three seed pods, lichen, bur clover, gall, leaf with parallel veining, red oak leaf, maple leaf, stick shaped like an animal, etc., etc. An identification contest could be worked out using the objects that the members collected.

## PRAYER MEETING

This game is good for a rainy day.

Divide the group into two or more teams. The game is played by listening to bird calls. Phonograph records may be used if the actual birds are not performing. All players close eyes. When the song or call of a bird previously decided upon is heard, each player raises his hand. The leader keeps score and credits each side with the number of correct responses. A second bird may be introduced, players raising the right hand for the first bird and the left hand for the second.

The leader may need assistance in counting the score, in which case it is advisable to have a captain for each team. A wrong answer deducts one from the score. If players have a tendency not to raise hands for fear of lowering the score of their side, failure to respond when the bird sings is also counted as deducting one from the score.

## WHAT TREE AM I?

Paper and pencils are given to the group, with the following questions to answer in twenty minutes:

1. What is a double tree? (Pear)
2. What tree is nearest the sea? (Beech)
3. Name the languishing tree. (Pine)
4. What tree will hold things? (Box)
5. What tree will keep you warm? (Fir)
6. The Egyptian plague tree. (Locust)
7. The tree we offer friends in greeting. (Palm)
8. The tree found in some churches. (Elder)
9. The tree used in wet weather. (Rubber)
10. The tree used in kissing. (Tulip)
11. The tree used in a bottle. (Cork)
12. The fisherman's tree. (Basswood)
13. A tree that belongs to the sea. (Bay)
14. A tree used to describe pretty girls. (Peach)
15. An emblem of grief. (Weeping willow)
16. The sweetest tree. (Maple)
17. A tree used by carpenters for securing straight lines and by sailors for sounding. (Plum)
18. A tree worn in oriental countries. (Sandal)

## FROM WHERE I SIT

This game may be played in a woods or near a garden. The players are seated in a circle. The first one says, "From where I sit I see a ....." naming a flower in sight. The second player says, "From where I sit I see a (naming the first player's flower) and a ..... (adding one seen by him). The next one names the first player's flower, then the second player's flower, and adds one that he sees. This continues, each player adding a name to the list. Any player who makes a mistake in listing the flowers becomes a third of a "flower." If one player doubts another as to the correctness of order of flowers or names of flowers chosen, and the one doubted is right, he (the doubting player) becomes a third of a "flower." If his doubts prove the player incorrect the one doubted becomes a third of a "flower." As soon as a player becomes a whole "flower" he is dropped from the circle. The one to remain in the circle longest wins.

## A BOUQUET OF FLOWERS

1. A crowd of people ..... Phlox
2. A bird and what a rider uses ..... Larkspur
3. A fashionably dressed man and king of beasts ..... Dandelion
4. A friendly man ..... Sweet William
5. A time of day and an exclamation ..... Morning-Glory
6. Something used on bread and a kitchen utensil ..... Butter-cup
7. Where one places a kiss ..... Tulips
8. A boy's name and the minister's desk ..... Jack-in-the-pulpit
9. What an impecunious suitor tries to do ..... Marigold
10. What a child calls his father ..... Poppy
11. A boy's name and something to write with ..... Jonquil
12. A time of day ..... Four o'clock
13. Part of a lady's costume ..... Lady's slipper
14. What children make in winter ..... Snowball
15. A girl's name ..... Marguerite  
or Daisy

Sometimes the players are divided into two teams and the contest becomes a race to see which team can give the greatest number of correct answers.

## Dramatics

“All the world's a stage,  
And all the men and women merely players;  
They have their exits and their entrances,  
And one man in his time plays many parts.”

In addition to using plays and playlets as a part of an achievement program and at other meetings for entertainment, there is a place to use some very simple forms of dramatics as a part of the social program. Simple and easy pantomimes, charades, and dramatizations can be used with no rehearsal and without any equipment other than that available at the club meeting place. The suggestions that follow are just a few of the many available.



INFORMAL DRAMATICS AT CAMP

## WEEK DAYS

Divide players into seven groups, one for each day of the week. Each section to demonstrate their day in pantomime or playlet. One group may demonstrate more than one day if the group is small.

*Example:* Monday, wash day—a person curled around two chairs could be the wash tub, two more facing each other seated on ground, with arms clasped could be the clothes basket. Others may be clothes rope, clothes pins, etc.

## SHADOW PICTURES

A large sheet and a lamp, candle, or flashlight. Fasten sheet between two poles or in open doorway, with audience on one side and actors on other. Place light about 6 feet back of center of sheet. The more distant the light from the sheet, the smaller the shadow. The actor can perform all sorts of capers, such as jumping over light; this is done by moving light. Have some members perform a dance to music.

Playlets may be successfully acted out in shadowgraphs.

## CHARADE

The charade or pantomime offers many opportunities for discovering the talent of the club members. In presenting your charade announce the number of acts or scenes, part of speech, and other facts that will make it interesting. Utilize what costumes are available. Make the production snappy.

The charade may be presented in different tempo—

1. Natural tempo. 2. Slow motion. 3. *Accelerando* tempo.

Your group should get an amount of fun in preparing a charade. One club group put on a very elaborate presentation of "Canterbury Tales." They announced that their charade was the title of a collection of stories and it would be presented in three scenes.

Scene 1. All the players cantered around the room.

Scene 2. A burial ceremony. Old man Grouch was buried. One very apt member gave an elaborate discourse on the life of the departed and how much better they were going to feel after his burial.

Scene 3. Have some one or more impossible "tales" told by the group. Or depict the "tale of the mule's tail."

## CHARADE SUGGESTIONS

### a. Words:

- |                                   |                               |
|-----------------------------------|-------------------------------|
| 1. Attenuate (At-ten-you-ate)     | 15. Penitent (Pen-i-tent)     |
| 2. Antidote (Ant-i-dote)          | 16. Pantry (Pan-tree)         |
| 3. Bridegroom (Bride-Groom)       | 17. Purple (Purr-pull)        |
| 4. Bandage (Band-age)             | 18. Rainbow (Rain-bow)        |
| 5. Catering (Kate-he-ring)        | 19. Shylock (Shy-lock)        |
| 6. Cipher (Sigh-fur)              | 20. Sun Kist (Son-kissed)     |
| 7. Definite (Deaf-in-ate)         | 21. Sackcloth (Sack-cloth)    |
| 8. Football (Foot-ball)           | 22. Sweepstake (Sweep-stake)  |
| 9. Heroes (He-rows)               | 23. Sunday (Sun-day)          |
| 10. Horsemanship (Horse-man-ship) | 24. Snowball (Snow-ball)      |
| 11. Handicap (Hand-eye-cap)       | 25. Infancy (Inn-fan-sea)     |
| 12. Handkerchief (Hand-cur-chief) | 26. Penmanship (Pen-man-ship) |
| 13. Ingratiate (In-gray-she-ate)  | 27. Pupil (Pew-pill)          |
| 14. Necklace (Neck-lace)          |                               |

A good method of presentation is to act out each syllable separately and then put the whole together in one scene. For example pupil may be done as follows:

1. Pew—group of people in pew singing or praying.
  2. Pill—Act of swallowing a bitter pill.
- The whole—Child and teacher in classroom.

*b. Titles of books—magazines—stories:*

- |                         |  |
|-------------------------|--|
| 1. Country Gentleman    | 7. Merchant of Venice  |
| 2. Farmers' Wife        | 8. Last of Mohicans (none following)                                 |
| 3. Readers' Digest      | 9. Selling of Joseph   |
| 4. Good Housekeeping    | 10. Make up your own using songs, colors,<br>historical events, etc. |
| 5. Ladies' Home Journal |  |
| 6. Time                 |  |

*C. Games—Stunts:*

HUNTER, FOX, AND GUN

Occasionally we can inject the spirit of friendly competition into our informal dramatics. This game is a very good example.

Two lines of players stand on opposite sides of the room facing each other. The end players from each line decide whether their line shall represent the "hunter," the "guns," or the "foxes." The decision is whispered to the rest of the line to prevent the other side from hearing. Upon a given signal from the leader each line falls into the position and makes the noise of the object it is representing. For example, if a line has decided to be "hunters," upon the given signal each player stands erect with hands on hips and says "Oh!" If "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 to "foxes." Five or ten points constitute a game.

LAUGH

Musical; up and down the scale; giggly; like a witch; like a silly girl. Have group guess what is being imitated.

SHOPPING

I went to New York and bought

A pair of shoes—shuffle feet.

A pair of gloves—open and close right hand.

An umbrella—open and close left hand.

A hat—nod head.

A pair of glasses—open and close eyes.

A set of false teeth—open and close mouth.

*d. Tree charades:*

1. Young man neatly and fashionably dressed .....Spruce
2. A young lady with a sad forlorn expression .....Pine
3. A little girl with a pail of sand and shovel .....Beech
4. A person representing an old man .....Elder
5. Young lady surrounded by a number of young men.....Poplar
6. A person consulting a calendar .....Date
7. A gypsy reading a palm .....Palm
8. Maid carrying out ashes .....Ash
9. One or several persons walking very stiff and erect.....Plum
10. A young lady and young gentleman walking together.....Pear
11. One or more persons violently chewing.....Gum

DRAMATIC STUNT

Have two or more persons repeat the following lines through three times in unison. A good method would be to do it very slowly and dramatically the first time through, and then increase the speed and volume each succeeding time.

"Twas a dark and stormy night.  
Just outside the gates of Paris.  
I had my rusty, trusty pistol.  
I aimed, I fired, my opponent sank into the arms of his second.  
I rushed to a nearby Cafe, where a tall and distinguished gentleman  
approached me.

"I have killed a man," cried I.  
"Killed a man?," cried he,  
"Killed a man," cried I.  
"His name?," said he,  
"His name?," cried I,  
"His name?," said he,  
"His name," cried I, "is Zanzabar."  
"Zanzabar!" cried he, "you have killed my brother, we must meet."

NURSERY RHYMES

Have some well known nursery rhyme done as the following people might do it:

|                      |                       |              |
|----------------------|-----------------------|--------------|
| A four-year-old      | Grandma with no teeth | A forgetter  |
| A man with no palate | Train announcer       | Bashful boy  |
| A stammerer          | Jitter bugger         | Society girl |

## Recreation References

The following books and pamphlets will be helpful to the 4-H Advisor and the 4-H recreation leader. Plan to secure some of them for your club.

### *Principles and Leadership*

- Rohrbough, Lynn—Kit Recreation Magazine
  - Kit A. Guideposts
  - Kit B. Leadership Plans.
- Jacks, L. P.—Education Through Recreation, Harper Brothers.

### *Programs—Parties—Games*

- Rohrbough, Lynn—Handy I. Handy II.
- National Recreation Association
  - Monthly Bulletin Service on programs, parties, games, etc.
- Gardner, Ella—Handbook for Recreation Leaders
  - Superintendent of Documents, Washington, D. C.

### *Rhythmic Activities*

- Rohrbough, Lynn—Kit Recreation Magazine
  - Kit O Treasures from Abroad
  - Kit P Play Party Games
  - Kit R Singing Games
  - Kit T American Quadrilles
  - Kit 44 Singing Games
  - Kit 47 Mountain Dances
  - 49 Country Dances.

### *Traditional Games and Puzzles*

- Rohrbough, Lynn—Kit Recreation Magazine
  - Kit N Traditional Games
  - Kit S Games of Skill
  - Kit U Puzzle Craft
  - Kit 31 Fun With Tools
  - Kit 36 Equipment Activity
  - Kit 37 Games and Puzzles
  - Kit 48 Fun at Home.



Addresses of sources for materials on play and recreation:

- Rural Sociology Extension, College of Agriculture
  - The Ohio State University, Columbus, Ohio.
- Lynn Rohrbough, Cooperative Recreation Service, Delaware, Ohio.
- National Recreation Association, 315 Fourth Avenue, New York City.

### 4-H Club Work Should Provide:

- Some music along with meat.
- Some play along with pork.
- Some drama along with drapes and dishes.
- Some art along with alfalfa.
- Some concerts along with clothing.
- Some dancing along with dairying.
- Some fun along with food.
- Some beauty along with better bulls.
- Some contentment in rural life along with cows.
- Some reading along with reforestation.
- Some "soul" conservation along with soil conservation.
- Some art in living along with making a living.