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Willa E. Morava
Assoc. State 4-H Leader

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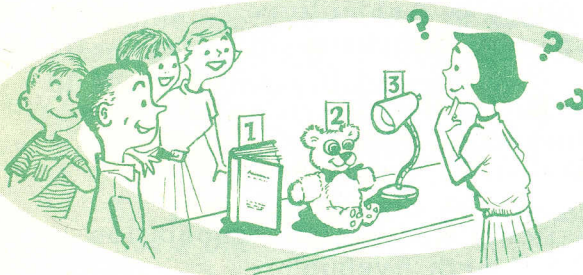
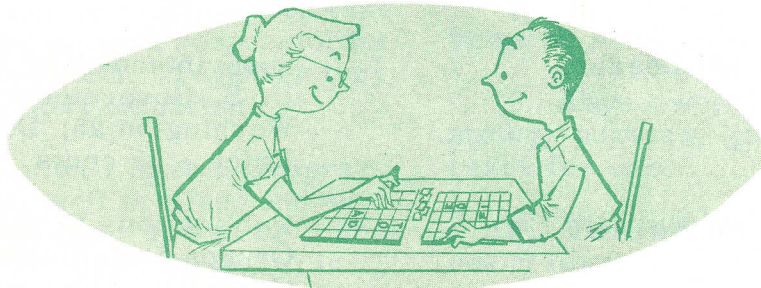
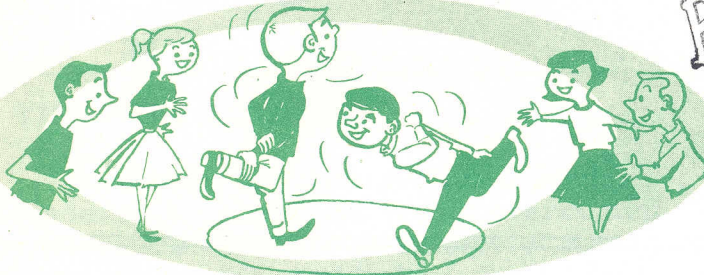
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fun for folks
SERIES 4

GAMES

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CONTENTS

Tips for Leaders	3
Mixers	4
All Evening Gags	6
Line Games	7
Circle Games	8
Large Groups, Intermission-stretchers	11
Mystery Games	12
Challenges	14
Relays	15
Quiet Games	18

RESOURCE MATERIAL

Handbook for Recreation Leaders	Superintendent of Documents U. S. Government Printing Office Washington 25, D. C. Price - 35 cents
The Social Game - PNW Bulletin 17	Publications Department Oregon State College Corvallis, Oregon
The Great Plains Recreation Leaders Manual	State 4-H Office College of Agriculture Lincoln, Nebraska
The Fun Encyclopedia	by E. O. Harbin Cokesbury Press Nashville, Tennessee
Games for Quiet Hours and Small Spaces	National Recreation Association 315 Fourth Avenue New York 10, N. Y.
Games for Boys and Girls	by E. O. Harbin Handcrafters Waupum Wisconsin Price - \$1.35
A Guide to - Books on Recreation - Third Annual Edition	National Recreation Association 8 West Eighth Street New York 11, N. Y.



GAME Leadership

BY
WILLA E. MORAVA
ASSOC. STATE 4-H LEADER

TIPS FOR LEADERS

Successful social recreation depends on leadership. Good leadership overcomes difficulties with size and shape of room, poor equipment, and bolted-down seats. An enthusiastic, alert and imaginative leader can overcome many obstacles. In such an atmosphere, difficulties that persist become the group's responsibility rather than the leader's. Together they make the best of their situation.

A good leader will have a program planned in advance, well in mind, and supported by alternatives. It will be more than games. There will be music, drama, dance, and perhaps some simple craft activity.

Some characteristics of social recreation leaders suggested by Arden Peterson of Michigan State University are:

1. Radiate enthusiasm.
2. Plan and work with committees - it's not a one man job.
3. Have and develop a good sense of humor.
4. Be aware of needs of different age groups.
5. Know what to do with those who do not take part, as well as the over-enthusiastic.

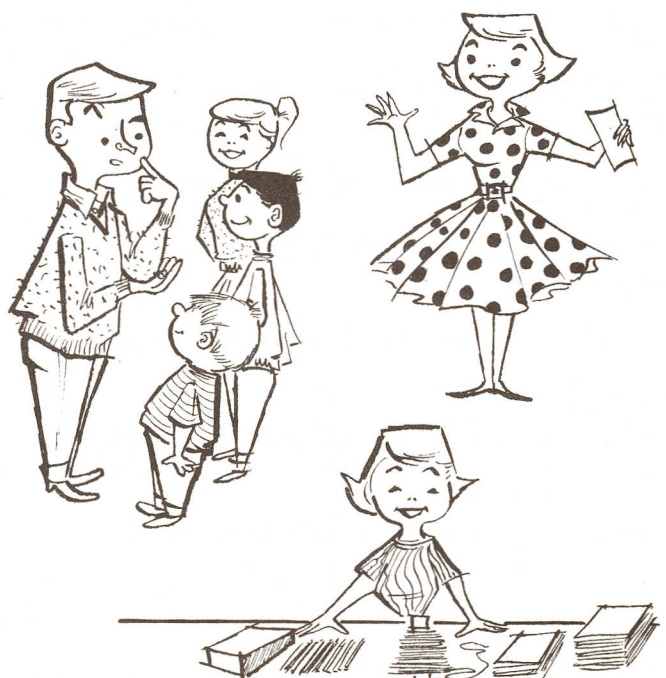
6. Know rules and procedures, and be a good player in at least one activity.

7. Have a working library of books and scrapbooks for ideas and resources.

8. Be able to direct programs for large or small groups.

9. Have a work-bag of cards, pencils, string, puzzles, games, and equipment ready for use.

10. Have everything needed at hand and ready for use.



An evening can be made or marred in the first 15 minutes while the party group is assembling. If the ice is allowed to form at the beginning, valuable time and effort must be spent in thawing it. With a good committee to introduce arrivals, to keep a group singing at the piano, playing easy games, and occupied in guessing contests and such informal activities, nothing else is needed.

However, committees of such caliber are not always available, and simple preliminary games and contests that almost

run themselves are then necessary as "mixers." As soon as all the group have arrived, the winner should be announced and the regular program started. The following section describes useful mixer games and contests.



HOW BIG

Equipment needed: Paper and pencil

Ask the players to draw the following without measuring:

1. A line 2 inches long.
2. A line the length of an average common pin.
3. A line the length of a standard cigar.
4. A rectangle the size of a standard playing card.
5. A circle the size of a penny.
6. A circle the size of a 50-cent piece.
7. A line the length of your foot.
8. A line the length of the pencil you hold up.
9. A rectangle the size of a Washington one-cent stamp.
10. A circle the size of an electrical outlet.

The most accurate draftsman wins.

NAME BINGO

'Name Bingo' is a never-fail icebreaker for almost any age group. As each guest arrives, hand him a paper marked off in an appropriate number of squares and tell him to get the signatures of the other guests in the different squares. Then have a person read off a list of the guests present. Each person draws an X through each name on his paper as it is called. The first person to have a complete line of X's in any direction calls out "Bingo" and wins the prize. Two or three prizes will make the game last longer.

BALLOON MIXER

Name in balloon mixer - balloon burst mixer. When each person enters the room or party, they sign their name on a small slip of paper. The boys' names are put in balloons and given to the girls to blow up and keep. Girls' names are put in balloons and given to the boys. At the certain time, everyone breaks his balloon and finds the person whose name is in it.

FACE PAINTING

Especially adaptable for 4-H or younger groups. Two or three volunteers with cardboard or heavy paper tied over their faces stand in front of the group. They are supplied with a water color paint brush and a bottle of ink or other dark paint. They are asked to draw their own features. The secret of the game is to get paper heavy enough so the culprits cannot feel through it. Use brushes instead of pencils for the same reason.

WHO AM I

Before the meeting, prepare some slips of paper with names of famous people or objects. Pin one name on the back of each person as he arrives. Each one tries to learn who or what he is by asking questions which can be answered only by "yes" or "no." When a player learns who he is, he may pin the slip of paper on the front of his clothes. Use some funny names. (Equipment - 3" x 5" cards, straight pins)

COOPERATIVE SPELLING

Each guest is given a large card bearing a letter of the alphabet. The card is fastened to his arm. He is given also a small card and a pencil. The guests get together to spell words. Each word spelled by an assembled group is to be written down on the cards; then the group separates and the players seek new combinations. A prize may be given to the person having the longest list, or to the members of the group that formed the longest word. This is an especially good mixer for a large group.

INTRODUCTIONS

First person says, "Hello everybody, my name is Jane." The second person says, "Hello, Jane, my name is Sue." The third person says, "Hello, Jane and Sue, my name is Jim." In this way, everyone greets each person before him by name, and gives his own name.

LOVER'S KNOT (String Game)

Provide a 40-inch piece of string for each player. Have a few assistants to help tie up the couples. Divide the players as they arrive into couples. First, handcuff the girl by tying an end of her string to each wrist. Then, tie one end of her partner's string to his right wrist, loop the loose end within her string and tie it to his other wrist. Make two complete links. The partners then try to get apart without breaking or untying the strings.

The trick is simply to slip the loop of one of the strings between the wrist and the loop of string tied around the other's wrist and over the hand. This leaves the strings tied as before, but the partners are separated.

DOG HOUSE

The center person moves around the circle of players and points to someone either with his left arm or right arm and counts quickly to five (or ten when they first start). If "it" points with his right arm, the person pointed to must name the person on his right before the end of the count. If "it" points with his left arm, the person pointed to must name the person on his left before the count is ended. If the person pointed to names the wrong person or gets the name out too late, he changes places with "it."

With a large group more than one person in the center keeps more people actively engaged. When a single person is in the center and players are seated, the center person can call out "doghouse" and everybody has to change seats while the center person tries to take one.

APRIL FOOL

Even if your meeting isn't on April first, one April fool stunt won't be out of place. Lay two milk bottles or jars on the floor and let the members take turns trying to stand on the bottles, and at the same time writing "April Fool" or their own name on a piece of paper. It's not easy; the room will soon rock with laughter.

OLD SAYINGS

As poor as a (churchmouse)
As thin as a (rail)
As fat as a (pig)
As spry as a (cat)
As red as a (beet)
As brave as a (lion)
As firm as a (rock)
As mad as a (March Hare)
As plump as a (partridge)
As calm as a (clock)
As bright as a (dollar)
As weak as a (cat)
As neat as a (pin)
As black as your (hat)
As brown as a (nut)
As flat as a (pancake)
As deep as a (well)
As cross as a (bear)
As hard as (flint)
As bitter as (gall)

STRETCH AND STRAIN

Put a rubber band (about 2-1/2" long) around the little finger at its base, twist the band once and a half, then draw it across the knuckles of the hand and place the other end over the thumb and up to its base. The object is for the player to remove the rubber band from his hand without touching anything or using the other hand. If you stretch the band and the thumb when you put the end over it, it will be easier to get off. However, with patience and a few contortions it can be done.

HUMAN CHECKERS

Place seven chairs in a row. Have three girls sit on one side and three boys on the other with a vacant chair in the middle.

Diagram:

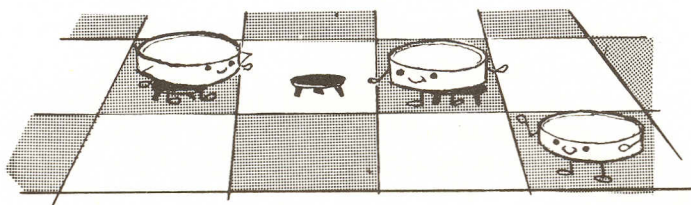
Players	B3	B2	B1		G1	G2	G3
	C1	C2	C3	C4	C5	C6	C7

The girls and boys attempt to exchange places in the least number of moves by having boy number one (B1) slide to the vacant chair (C4) having girl number one (G1) go around him and continuing individual moves to a vacant chair next to a player or around one player. This can be done in fifteen moves.

Variations: (a) Use this as a contest by having each of two or more teams of six players attempt to do this first in fifteen moves. (b) Use this as a puzzle by drawing seven rings on a cardboard or paper and by placing three pennies or red checkers on one end and three nickels or black checkers on the other end.

Solution:

B1 to C4	B3 to C2	B2 to C6
G1 to C3	G1 to C1	B3 to C4
G2 to C5	G2 to C3	G2 to C2
B1 to C6	G3 to C5	G3 to C3
B2 to C4	B1 to C7	B3 to C5



PAPER HEADS

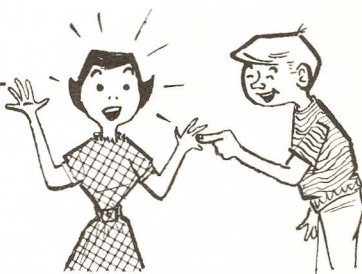
A numbered slip, a card, a pencil, and a large paper sack are given to each person as he enters. He pins the slip on his chest, then tears eyeholes in the sack, slips it over his head, and goes forth to recognize as many of his friends as possible, writing their numbers and names on his card. Of course each person, while trying to discover the identity of others, endeavors to keep his own a secret.

TOY SHOP

Each man draws from a box the name of some toy shop article. He lets no one see it. The ladies draw duplicate slips from another box. The men act out their toys, each in his turn. As soon as the lady who has his slip recognizes her toy, she claims it and they become partners for the next feature.

The toy dog barks, Donald Duck waddles and talks through his nose, the elephant has trouble with his trunk, the crying mama doll puts on her plaintive act, the drum major struts and beats time, the soldier marches with a gun on his shoulder, the camera takes candid shots and the hobby horse rocks back and forth. The player who drew football pretends to catch a punt and get away with it or he pantomimes getting off a kick. The player who draws baseball pantomimes a ballgame. The horn toots, the gun shoots, the electric train "choo choos" around, the automobile "chug-chugs" and blows its siren, and so it goes until each toy has found its proper owner.

All Evening Gags



An "All Evening Gag" is a device which suddenly and without warning requires -an expected action; -an expected accounting; -an anticipated order, for which instructions have been given but for which the command to do may come at the most unexpected time. Response must be instantaneous regardless of what other activity may be taking place.

These "gags" can be used to reassemble teams; to stimulate a group; and/or to get the leader out of a difficult situation. Inasmuch as the "All Evening Gags" must contain an element of competition, the leader should have a large blackboard showing the team numbers so that each reward or penalty for or against a team can be recorded.

LUCKY SPOTS

The leader selects a "lucky spot" - a definite and specific spot - for each time he anticipates using the gag. The leader then explains that any time he calls for a "lucky spot," everyone is to select a location anywhere in the playing area and stand on, near, over, or under. The player occupying the "spot" or closest to it gets one point for his team, and any other person he can touch without moving his feet is penalized one point for his team.

HOMESTEAD

Homestead is family feuding at its best. In preparation, the leader draws a chalk circle on the floor for each team. Each circle must be just large enough to hold the team but small enough so that it is possible that one member of the team will have difficulty getting inside. All the circles should be spaced around the edge of the playing area. To play - or know how to play - the leader assigns each team to one of the "homesteads." When the leader, at anytime during the evening, yells "homestead," everyone runs to and tries to get inside the circle assigned to his team. The last team to assemble inside their circle is penalized two points.

WHO HAS THE CLOTHES PIN

Give a dozen people a single spring-type clothes pin. From the moment these are given out, the pins are to be considered as dangerous and must be gotten rid of as quickly as possible. This is accomplished by secretly attaching the clothes pins to the clothing of any player other than a teammate. Passing of the clothes pins continues regardless of what is going on until the leader calls "clothes pins." Anyone wearing a clothes pin at the time is penalized a point. The gag can be continued until the leader cancels the game.

RACE ON FLOOR

Using full sheets of newspaper, cut out large faces and "wash" with showcard paint. Complete the faces by using black showcard paint and painting in the features. Scatter these faces around the floor, making certain there is one for each player. In play, the faces are left on the floor and not used until the leader blows a whistle. With the whistle, each player races for a face and stands on it; Penalize the last player on a face one point.

Line Games



GERMAN FOOTBALL

Equipment:

1. One broom or stick for each team (minimum, 2 brooms).
2. Chairs-enough for everybody plus 2 extras to serve as goals.
3. Rag tied in knots or stuffed sock. Two equal teams seated, face each other, each team numbers off, starting at opposite ends.

Each team has a chair for a goal at one or either end. The stuffed sock or rag tied in knots is placed in the center or middle of the two teams.

The leader calls out a number, such as, "No. 3." Each "No. 3" runs to the opposite team's goal, grabs the broom or stick and rushes to the center trying to push the object (sock) to his own team's goal. A point is scored if he gets the object between the legs of the chair of his own goal.

If a "stall" occurs, the leader tells the runners to lift their brooms above their heads and throw the rag or sock between them, for a restart.

BALLOON BATTING (SEATED)

Five or more players on a team sit facing the opposite team, with the two lines of chairs about four feet apart. Each player must hold the edge of his chair seat with one hand throughout the game. A balloon is tossed between the two teams, both of which try to bat it over the heads of their opponents so that it touches the floor behind the opposite team. Each "touchdown" scores a point. A scorekeeper behind each team also acts as retriever,

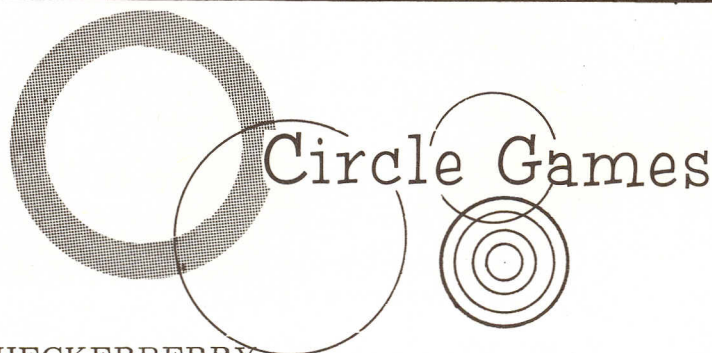
In putting the balloon into play each time, toss it in at alternate ends of the line, to keep the action from concentrating among a few players. Two balloons can be used for larger groups.

PING PONG SOFTBALL

This game can be played indoors or outdoors with a ping pong ball and paddle. The rules for softball are followed with any small variations the players may care to use. When playing outdoors, the base lines are shortened and the pitcher's mound is lengthened. Obstacles, such as posts in the room or basement, add to the excitement of this game.

OLD CAT

Nine chairs or pieces of paper are lined up in a square formation, three each way, between the two opposing teams. The object of the game is for one team to get three of its own players in a straight line before the other team does - just as in the old pencil and paper game tit-tat-toe. Each team has a captain who calls out the next players and, of course, there should be no coaching on either side.



CHECKERBERRY

This game takes concentration and keen observation. All players stand in a circle facing the center. Each one thinks of some motion to do with hands or feet that might be performed to the rhythm of the following little chant which they all say together: "Checkerberry, Checkerberry, Checkerberry On." They practice saying the words and doing the motion together.

It is important that two people standing together do not have the same action. Everyone watches his own right hand neighbor and no one else all through the game. They all begin the game by doing their own motion. Then as soon as they all say "On" everyone takes on the motion of his right hand neighbor. Thus, everytime the group says, "Checkerberry, Checkerberry, Checkerberry On" all players do the motion



their right hand neighbor just completed doing. On "On" that motion is dropped and the next one is copied. No two people are ever doing the same motion at the same time. Anyone who breaks the sequence must drop out of the game.

HOLD YOUR HAT

All you need is a hat for every person. Group the players in a circle, fairly close together, and have each person put on a hat. At the count of "one," each person places his right hand on the hat of the person at his right; at "two," he takes that hat and puts it on himself, but keeps his hand on it; at the command "change," he drops his right hand to his side and puts his left hand on the hat.

Then "one" is called again, and this time he takes his left hand from his head and takes the hat from his neighbor on the left and the game continues around. Alternate men and women and tall and short people to make it really interesting.

SCAVENGER ROUND-UP

Hand each color group a list of items which should - within reason - be found within the group.

"Within reason" means that the items are in the player's purses, wallets and pockets or concealed within or around the playing area:

1. An orange shoelace
2. Yellow thread
3. Blue-white button
4. 10 safety pins
5. A rock
6. Two marbles
7. 1924 penny
8. Horse hair
9. Movie star picture
10. Membership card
11. 12" green ribbon
12. Foreign money

Blow a whistle and let them go! Blow again in 12 minutes and find out what happened.

MY AUNT SALLY WENT TO CHICAGO

Select about five people to come up front to participate in this stunt. The leader begins by telling them that each action started by the leader during the course of the game is continued for the rest of the game - each person turning to his or her neighbor and repeating in turn what the leader says and does.

The leader turns to the first player and says, "My Aunt Sally has just come back from Chicago and guess what she brought me?" The second player says, "No, what" And the leader says, "A Pencil Sharpener" and begins making that motion with his right hand. When this has been repeated the rounds, he adds various other things, and motions to go with them such as:

An electric milker-(milking motion)
Some bubble gum-(chew and blow)
A new hat-(nod head up and down)
Some gum boots-(slide feet)
A spring seat-(bounce up and down)
A cuckoo clock-(sing out "cuckoo")



CONFUSED ANATOMY

The leader stands before some player in the circle and points to one part of his body as he names another part of himself, then he counts to 10. In that period of time the other player is to do just the opposite - point to the part he named and name the part he is pointing to. If "it" points to his knee and says "This is my nose," then the other must say "This is my knee" and point to his nose before the count of ten is reached. If he fails they exchange places.

ALPHABET CHOO CHOO TRAIN

Captain is locomotive, rest of train falls in behind as quickly as possible, in alphabetical order. Each calls out his name as he joins in. Ending in circle when completed.

CIRCLE RELAY

Players stand in a circle and number off by two's. The 1's are designated as cats and the 2's as mice. An object is given to one cat and another object to a mouse who is located several players to the right of this cat. At a signal the objects are to be passed from one cat to another, and from one mouse to the other around to the right. This means that the objects must be passed in front of one person from the other team each time. If an object is dropped, the person dropping it must retrieve it, get back into place and pass it once again. Of course the cats try to move the object fast enough to try to catch up with the mouse object. After a time, even if the cats are unsuccessful, have the teams change from cat to mouse and vice versa and play the game once more.

SLIDE KELLY SLIDE

One person is in the center, but his vacant chair is left in the circle. His object is to try to sit in some vacant chair and not on someone's lap. The game begins when he calls out "Slide Kelly, Slide Right (or left)." At this point the players move to the right as "it" tries to sit on some vacant chair before the left hand person occupies it. This is not as easy as it sounds. He may have a better chance of causing someone to hesitate long enough if he will suddenly call out for them to reverse direction by saying "Slide Left." When he finally succeeds, the person who is to the far side of the line of direction called, becomes "it."

DICK TRACY OR FBI

Players sit in a large circle in the center of which is drawn in chalk, a circle about four feet across. In the center of this circle are four objects. One player is selected to be the "Thief" and leaves the room. While he is gone another player is selected by the group as the "Detective." When the first player returns to the room, he tries to get all four objects out of the circle of chalk at one time before being tagged by the Detective. The fun lies in fact that the Thief never knows from which direction the Detective may come.

GIVE

The leader stands in the center of the room and asks for objects to be handed to him when he calls for them (bobby pin, grey hair, shoe, belt, 10 cents, etc.). Each team is to choose a runner and he is the only one that can bring the item to the center. Score points for this.

ELEPHANT, RHINOCEROS AND RABBIT

Players are seated in a circle and the leader explains that the proper placement of the hands to indicate the animal he calls must be made before he counts to five.

For Elephant, the one pointed to must put his two fists together and up to his nose and those on each side of that person must cup their hand at his ear to make big elephant ears.

For Rabbit, the one pointed to puts his fists together and puts them behind him to make a cotton tail; the players on either side put their hands to the side of his head with fore and middle fingers up to make rabbit ears.

For Rhinoceros, the one pointed to grabs his left thumb with his right hand, puts his right thumb to his nose and points the two forefingers up (other fingers down) to make the two horns; those on either side of that player make a little curled ear on each side by putting up a bent forefinger.

The player who fails to do the right motion or is too late becomes "it" and must go into the center. For a larger group it is well to have two or three people "it." This game should be demonstrated a few times before the playing starts in earnest.

BUZZ

One player starts the game by counting "one." Others, in turn, count, "two," "three," "four," "five," and "six." When "seven" is reached, that player must say "Buzz." The counting continues, but any time there is a multiple of seven or any number with seven in it, the player must say "Buzz." Thus 14, 21, 28 and others that are multiples, and 17, 27, 37, and others containing seven must not be repeated. "Buzz" is substituted in their place. Penalty for infraction of rule is paying a forfeit or leaving the game.

Variation:

"Fizz-Buzz" more complicated - use "Fizz" for the number five or multiple and "Buzz" for seven and play as above.

CHARADES

Charades can be played by dividing the group and having each group write on a piece of paper a song, saying, event or any other activity. One person from the other group takes the piece of paper, acts out the title of the song or whatever is being used for the game.



Large group Intermission- Stretchers

HOW TO TELL A PERSON'S AGE

The person whose age is to be discovered does the figuring. Suppose the age in question is 15 and the birthday is in August. The solution would be as follows:

Number of month	8
Multiplied by 2	16
Add 5	21
Multiply by 50	1,050
Add the age (15)	1,065
Subtract 365	700
Add 115	815

The two figures on the right will always indicate the age, and the remaining figures will indicate the month of the birthday.

TRIP THROUGH A DEPARTMENT STORE

As the leader tells the story, he performs certain motions to illustrate it. The players imitate the leader. Each motion performed is continued throughout the story until all motions are being performed at the same time.

The leader tells the story of a trip he has recently taken through a department store where he wanted to buy a number of articles. He buys first a pair of scissors which he demonstrates by opening and closing the first and second fingers of his right hand as he would a pair of scissors. The players do the same. The leader next buys a fan (everyone waves a fan with the

left hand). The leader next becomes thirsty and can find no water, so he buys a package of chewing gum (everyone chews). The leader then notices a woman giving a demonstration of the art of running a sewing machine. It is very infectious and he starts to run the sewing machine (all guests peddle the machine with both feet). A very persistent sales person then tries to sell the leader an article he does not want and he shakes his head and refuses. (All shake their heads in refusal.) The leader then becomes quite tired, goes down to the furniture department, seats himself in a rocking chair and rocks (all rock in their chairs).

FLASH

Players compete in two teams. There is a scorekeeper and a judge whose decision on each point is final. The leader holds in front of him a mixed set of alphabet cards. He will call for something from the list below, then flash a card. Everyone tries to answer with the thing called for, which begins with the letter on the card. The first person to call out a correct answer scores one point for his side.

(Example: The first thing called for is a boy's name. Suppose the letter "C" is flashed. The first one who calls out any boy's name beginning with "C" scores one point for his side.) Other classifications may be added:

1. A boy's name
2. A girl's name
3. A fruit
4. An animal
5. A bird
6. A color
7. A city
8. An inventor
9. An actor
10. A vegetable
11. Something found in a hardware store
12. Something sold in a grocery store
13. Something that can be bought in a dry-goods store
14. A famous person (living)
15. A famous person (dead)
16. A person identified with sports
17. A kind of fish
18. A kind of tree
19. A kind of flower
20. A kind of insect



SETTING UP EXERCISES

Everyone stands and follows the leader as he repeats the following verses and performs the indicated actions:

- (1) Hands on your hips,
Hands on your knees,
Put them behind you,
If you please.
- (2) Touch your shoulders,
Touch your nose,
Touch your ears,
And touch your toes.
- (3) Raise your hands high in the air,
At your side, on your hair.
Raise your hands as before,
While you clap, 1-2-3-4.
- (4) My hands upon my head I place,
On my shoulders, on my face,
Then I raise them up on high,
Make my fingers quickly fly.
Then I put them in front of me,
And gently clap them 1-2-3.

I SAW A BEAR

Call about 10 men to volunteer for the stunt. They stand in a line shoulder to shoulder facing the group. The leader stands at the left of the line and says, "I saw a bear"; the second person asks, "Where?" The leader says, "Right up there," and points to the left with the right hand as he looks that way. This action is repeated down the line.

The leader then says, "I saw a bear." The second person asks "Where?" and the leader answers "Right over there," and points to the right with left hand. This conversation and action goes down the line. The leader says "I saw another bear." "Where?" "Right over there," etc. and kneels on right knee and looks to the right. When the action gets about to the end of the line, the leader pushes the man next to him and they all go tumbling down like blocks.

Mystery Games



Mystery games usually depend upon two players, the leader and a partner who knows the secret. If the game is explained after it has been played for awhile, it is of no more use in that group. If, on the other hand, a player is tested when thinking he understands the secret and is pledged to secrecy, these games may be used over and over again.

TEMPLE READING

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

THUMB CHOICE

A player goes out of the room and the group selects one of three objects placed on the floor. When he returns he may pretend to make the right choice among these objects by studying them profoundly, making passes over them, or otherwise distracting the players' attention. In reality, he has been observing his partner, who has indicated the position of the object chosen by crossing his right thumb over his left thumb to indicate the first one, crossing his left thumb over the right one to indicate the third, and placing his thumbs side by side to indicate the center object.

NUMBER CHOICE

About 10 books or other objects in a row are used. A player and his partner number them from left to right, in their minds only. The player goes away while the group selects one of the objects. When he returns he must notice carefully how

many questions his partner asks. When the number of questions asked corresponds to the place in line of the object to which he points, he is indicating the one chosen.

For example, if he immediately points to any except the first and asks whether it is the right one, the answer should be "no." If he points to the fifth one next and inquires whether that is the right one, the answer again should be "no." If the third question concerns the third object, however, the player knows it is the one selected.

This game requires considerable concentration on the part of the player and his partner as they must keep in mind both the number of questions asked and the position of the books or other objects.

BONG BONG WHO DID IT

An informed person readily offers to help when a leader asks for two people to leave the room. What the other person does not know is that the informed person bongs himself and his partner on the head with a pie tin or other substitute that makes a lot of noise and won't hurt anyone.

The other person will try to guess who hit him, never suspecting his own partner. These two people are both hidden under a sheet that has been thrown over them while sitting back to back on chairs. The informed person has to do his hitting and quickly hide under the sheet and come up at the same time as his partner, guessing who did it also. Guests in circle stand with hands behind them so unsuspecting person doesn't know where the pie tin is. Stunt is repeated until other person catches on.

FIND THE LEADER

Players sit in a circle. Someone chosen to be "it" leaves the room. The players then name one of the group to be the leader. All watch secretly and imitate every movement of the leader, who starts by clapping as a signal for "it" to return. "It" tries to discover the leader. The leader changes frequently from one motion to another, looking as innocent as possible. He may wink, smile, make faces, move hands or arms or legs in some definite

way. Eventually "it" discovers the leader who then becomes "it."

TILLIE WILLIAMS

She likes coffee, but not tea; she eats lettuce but not spinach; she'll wear a dress, but not slacks; she'll live in the street but not in a house. Sit in a circle or any convenient setting so that each person can in turn tell what Aunt Tillie likes and does not like. The "catch" to this game is that Aunt Tillie likes anything with a double letter appearing in the spelling of the word.

CRAZY CANE

Provide a cane, wand, or broomstick. Each player in turn places one end of the cane on the floor, with both hands over the upper end. The forehead is brought to rest on the back of the hands. With eyes closed, walk around the cane in this position twice, then stand up, count to five, and walk a straight line across the room. Anyone failing to walk a straight line is eliminated. This may be used as a relay.

SPIRITS MOVE

The leader needs an accomplice. He then informs the group that if everybody will concentrate very hard on the name of the person the other player stands in front of, he will be able to tell who it is even when he is not in the room. The accomplice then moves over to one of the players and says mysteriously, "Spirits move and now rest upon." The leader in the other room, or with back turned from the group, then completes the sentence by giving his name.

The trick is simple, for the person the accomplice stands in front of is the last one who spoke before the leader left the room.

THREE JEALOUS LOVERS

Story: Once upon a time three fond couples, on returning from a picnic, found the toll bridge closed and the only means of crossing the river, a rowboat which could carry only two at a time. All of the party could row equally well, but each man was so jealous he would not permit his sweet-

heart to be with another man. How can these six persons cross the river without any girl being found in the company of either or both of the other men without her sweetheart being present?

Formation: Two rows of chairs, six in each row. Distance between representing river. Solution: Man 1 and Girl 1 crosses - Man 1 returns. Girl 2 and Girl 3 crosses - Girl 1 returns. Man 2 and Man 3 crosses - Couple 2 returns. Girls 1 and 2 cross - Man 3 returns. Man 3 and 1 cross - Girl 2 returns. Couple 2 cross.

PLOT

This game can be played only once with the same group unless someone who hasn't played it comes along. The victim is

instructed (two trying to guess often make for some hilarious comments as they consult each other) that the group is going to choose a plot for a story and that he is to try to guess what it is by questioning the various members of the group.

After that person leaves the room, the leader announces that there isn't any real plot other than the one the victim himself will be developing as he goes around. The instructions for the group are that the first person he asks a question of must answer yes (after some apparent deliberation), the second person must answer no regardless of the question, the third yes, the fourth no, etc. This will lead to some very confusing contradiction and to the development of a weird plot.



ROOSTER FIGHT

Two players stand in a circle drawn about 6 feet in diameter. Each puts his right hand behind his back, clasps his left foot with it, and then grips his right arm with his left hand behind his back. In this position they hop at each other when a signal is given, and each tries to force the other out of the circle and out of position.

As soon as a player lets go of foot or arm or leaves the circle, he loses the game. Instead of holding his left foot, each player may fold his arms over his chest, grasp his own elbows, and hop after his opponent. Releasing the elbows, lowering the foot, and leaving the circle are counted against the contestants.

A challenge may be issued by an individual or by a team. It may be general or it may be directed toward some particular group. For example, a member of the Grays may challenge any wearer of the Green. When a challenge is accepted, the challenger may put the first test. If a challenge is a part of a series of meetings or camp program, a score keeper should accumulate the various scores for the teams. Sometimes a champion or two may be discovered, but for the most part, an effort should be made to bring in as many different challengers and accepters as possible, rather than to develop champions.

BULLDOG PULL

Two players get on their hands and knees, and a strap is placed around their heads. A line is drawn between them. At the signal, each tries to pull the other over the line or to force him to lower his head so that the strap will slip off.

HAND WRESTLE

Two players face each other, grasp right hands, and place the outer edges of their right feet together. They brace themselves by putting their left feet back. At the signal, each player tries to throw the other out of balance. As soon as either foot is moved, a fall is counted.

LEG WRESTLE

Two players lie side by side on their backs with their heads in opposite directions. They hook right elbows. When the referee counts "one" they raise their right legs and touch them together. At the count "two" this is repeated. At "three" they hook their right knees and each tries to turn the other over. The player who does a back somersault is the loser.

ROAD TO ERIN - Individual Competition

Equipment - yardstick, penny and toothpick for each player. Place the yardstick on the floor, putting the penny on the end. Push the penny to the other end of the stick, using the toothpick as a pusher, without tumbling the penny from the end of the yardstick.

PINNING UP STARS

A yardstick, a large safety pin or clothes pin with star attached is all the equipment needed. Each contestant takes turns pinning the pin to the back of his clothes by going down between his legs, reaching up backwards and pin as far up as possible. Winner is the one who pins it up the highest - using the yardstick to measure.

LARGEST BALLOON

Give each person a balloon, preferably the same kind and size. On the signal, "Go," each person starts blowing up his balloon. After a certain time limit, the largest unbroken balloon wins. Before the leader says "Go," it is a good idea to tell the contestants how long they have to blow on it.

INTRODUCTION CONVERSATION

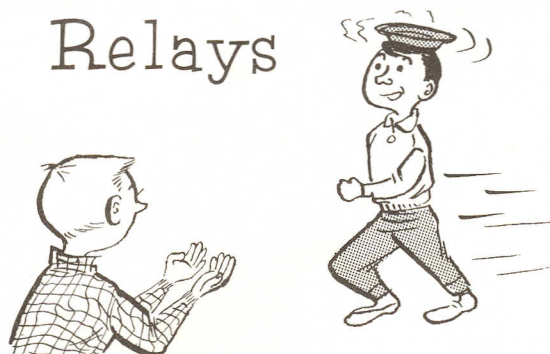
Send two people out of the room. Have the remaining guests concentrate on inventing two thoroughly impossible sentences. Something like "I never go motor-ing without my ear muffs," or "Oh, that was the man with the pet whale." Write each sentence on a separate slip of paper and fold it. Call the two players in, give one of the folded slips to each, with instructions not to let the other player see

what is written. Seat them facing each other.

"Now" says the leader, "you each have a sentence. The idea is to see which of you can first introduce your sentence into a conversation with each other in such a natural manner that you won't be challenged by the other." "You have just met on an airplane," or "Monkeys are the craziest peoples." Explain to them that each time you blow a whistle, the other will continue the story, trying to work in his sentence without the other knowing.

This can also be used by dividing the group and having each group select a representative to compete with the other group. Then have the group try to guess the other groups sentence.

Relays



HEAD BALANCE RELAY

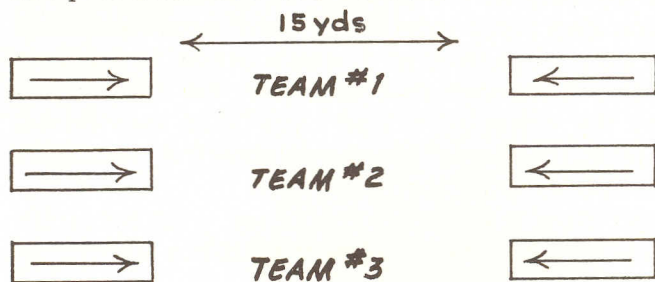
Each team lines up in single file with the captain at the head of each file. The first man in each file is given a tin plate. The plate must be balanced on the runner's head before leaving the starting line and must remain balanced to the goal and back where it is passed on to the next contestant. If the plate drops off, the runner must stop, replace the plate on his head and then resume the race.

SOUVENIR RELAY

Each team lines up in single file. A circle is drawn at the goal of each team. Each team member runs to the goal and leaves a souvenir such as a handkerchief and returns to the end of the line. After all have left souvenirs, without signal, each man runs again and picks up his souvenir. The first team to finish with all members having their own souvenir is the winner.

MESSENGER RELAY

Each line of players forming one team is split and face each other:



The instructor gives, orally, a message to the head man of each team. Messages should be short such as "The ox and the mule fell in the well." At the go signal the head man in each team runs to the opposite side of his team and gives the message to the head man. After the runner has given the message to the next man, he goes to the rear of the line. This means that each player changes sides. Don't tell this to the teams, but the team (whether first or last) whose last runner can most accurately give the message is the winner.

PAUL REVERE RELAY

Teams line up in single file and select the smallest man who is "Paul." All other players on each team are Paul's horses. On the go signal "Paul" mounts the first pony and rides him to the goal where Paul is left. The pony returns and touches off the next player who runs to the goal; picks up "Paul" and returns to the head of the line. The next player carries Paul to the goal again, etc.

TIN CUP RELAY

Each team lines up in single file with a full bucket of water and an empty bucket and a tin cup at the goal about 20 feet in front of the line. On the go signal the No. 1 man in each line runs to the bucket and dips out one cup full, pouring it into the empty bucket. He returns to the starting line and the second goes and does the same thing. This continues until all the water has been dipped into the original empty bucket. Caution - be sure that each team's bucket has the same amount of water to begin with and be sure that each individual dips only one cup of water on each trip.

OVER AND UNDER RELAY

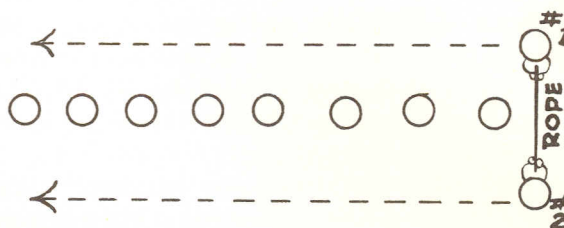
Each team is lined up in single file. The lead man in each line is given a ball and on the "go" signal the first man passes the ball over his head to second, the second between his legs to the third, the third over head to the fourth, etc. After each man passes the ball on to the man in rear he turns about to face to the rear. When the ball reaches the end of the line it is started "over and under" back up the line with each man again turning about after passing the ball. The first team with the ball back at the head of the line again is the winner.

2 AND 1 RELAY

Each team lines up in single file. On "go" signal the first man in the line starts to the goal and back. Instead of running he takes two steps forward and one back and two steps forward and one back, etc., to the goal and return.

HURDLE RELAY

Each team lines up in single file. The No. 1 and No. 2 man in each line are given a short rope, one man holding each end. On the "go" signal the men with the rope hold it tight about six inches from the ground and run to the end of the line, one man on one side of the line and the other man on the other end. This means that as they run each member of the team has to jump over the rope. When they reach the end of the line, the No. 1 man stays there and the No. 2 man brings the rope back up to the head of the line where the No. 3 man takes hold of the other end and the process is repeated until the No. 1 man is again at the head of his line.



A MURPHEY RELAY

Arrange potatoes as for an ordinary potato race, with not more than six in each line. Give each contestant a length of ribbon about 1/4 inch wide and 18 inches long. The potatoes must be picked up by slipping the ribbon under them, lifted in this ribbon sling and carried to their destination with one hand only. Failure requires starting all over.

ANKLE PASSING

This is a relay race in which all players are sitting side by side. A rubber mouse or small object is placed on the ankles of the first person in line who must then pass it to the ankles of the second player and so on down the line. If the mouse is dropped enroute, the person dropping it must pick it up with the feet and continue.

HORSE RACE OR BLOODHOUND

Give each team a large piece of construction paper and another stiff piece of paper to use as a fan. Tell them they have five minutes to construct a "horse" to enter in a race in which the horses will be fanned across the room. No scissors can be used, but tearing and folding of any kind is legal. The horse from each team and its "rider," are lined up along one goal, and on the signal to "go" the horses are fanned across the room.

DELAYED PASS RELAY

Each team lines up in single file with the head man in each line having a ball. On the "go" signal the head man runs to the rear of the line and the second man turns about. As the head man reaches the rear of the line he calls "Annie" and the second man who has turned about at the head of the line calls "over" at which time the head man, who is now in the rear, throws the ball over the heads of the team to the No. 2 man. When the No. 2 man catches the ball he runs to the rear and the next man turns about at the head of the line. The calling and ball throwing are repeated until the original head man is back in the lead and has caught the ball.

WALKING THE WALL

The walls are two parallel tapes, thumb tacked across the floor. Two people compete at one time to see which one can walk backwards along the tape in the shortest time. The winner then races with another one of the competing group until all in the relay have been used. There must be a judge to disqualify any contestant who falls off the wall.

BOTTLE AND BALL RELAY

Players line up in relay formation with an equal number of players in each line. Ten feet from the starting line an empty bottle is placed. Five feet from the first bottle two more bottles are placed side by side. Five feet beyond these bottles place two more empty bottles and place last bottle five feet beyond these.

Ten feet from the last bottle draw the base line. On the top of the first bottle and the tops of right hand bottles of the sets of two, place table tennis balls.

The first player on each team, at the signal go, runs to the first bottle, removes the ball and races on to place it on the left hand bottle of the next two bottles. At the same time he removes the ball from the right hand bottle of this set and places it on the left one of the next two bottles. At the same time, he removes the ball on the last bottle. All this is done with the right hand.

The player then runs to the base line, and starts back on the course. On the return trip, the balls must be returned to their original positions. With the balls in their original position, player races to tag off the next player. All players in the team must follow the same procedure.

MIX UP RELAY

Each team lines up in single file with a candle as the goal about 20 feet to the front. A supply of matches is beside the candle. On the go signal the No. 1 man in each team runs to the goal, lights the candle and returns to the rear of the line. The No. 2 man runs to the goal and blows out the candle, No. 3 man runs to the goal and lights the candle and No. 4 blows it out, etc.

Quiet Games



Quiet games help to fill in the empty minutes at group gatherings. Often the family will enjoy playing them in the evenings. They are also useful for combining with Mystery games for adult groups.

SHOPPING

A player who is the shopper walks around, stops before one of the group, and says, "I'm going to Denver. What can I buy?" He then counts to 10. Before he finishes counting, the player before whom he is standing must name three objects that begin with "D" (as "dishes," "dogs," "doughnuts"). If he fails, he must take the place of the shopper. Any city may be named. The things to be bought must always begin with that city's initial.

SCENTS

Four blindfolded players sit at a table facing the rest of the group. A "smelly" item is brought in. Use flavoring, cold cream, onion, cheese---anything with a scent. A scent-bearer approaches each player from the back and passes the scented object under the nose. Everybody watches the facial expressions. Scent-bearer goes down the line of players, one by one, giving each player sufficient time to try to think what the scent recalls to his mind. The blindfolds are then removed, and the four players sketch the smell-association idea on blackboard or paper.

Identification of scent has nothing to do with the game; it is the humor or cleverness of what the scent stimulates each player to draw. For example; if the scent is like cheese, one player draws a mouse, another a cow. Both are equally correct. Use about five different scents and perhaps change players for each. It's fun to hear a little explanation from players as to why they drew their sketches.

HUNT BY HINTS

Before the group arrives place various objects about the room, some of them inconspicuous to the hunter only because he doesn't realize that they are objects to be discovered. They should not be numbered or other wise identified except for the description suggested by the phrase that is listed on their sheet. Each player is to write the object that he thinks fits beside the description. Here are some suggestions that you might use along with some of your own:

A place for reflection (A mirror)
An old boyfriend (Old ribbon bow)
Our favorite band (Rubber band)
A letter from home (Letter "m" on a card)
A perfect foot (Ruler)
A pair of slippers (Two banana peels)
Cause of the American Revolution (Box of tacks "tax" on box of tea)
Where peace is found (Dictionary)
Headquarters (Pillow)

INITIAL FORTUNES

Equipment needed: paper and pencils.

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

1. Of what does he and she remind you?
A. Happy Humbug
2. How old does he or she look?
A. Half (a) Hundred
3. What can he or she do best?
A. Hunt Hares
4. What is his or her chief wickedness?
A. Hiding Hats
5. What is his or her chief hobby?
A. Hiking Home
6. What will his or her work be?
A. Hiring Helpers

The papers are returned to the owners and each in turn reads his fortune aloud.

PENNY WISE

Each guest is provided with a penny and a list similar to the following. In a stated time the questions must be answered with the name of the object that appears on a penny. It is more difficult if the guests merely study the pennies for a few minutes, then answer the questions without the penny before them.

Slang for conversation
Part of a needle
What spans a river

A wreath
In favor of, and to rasp
Bright flowers
What Patrick Henry wanted
Has knowledge
A narrow piece of land
What "fresh" people have
What burglars pick
Part of a hill
Part of a river
Conditions
Parts of a book
A perfume
Solitary
A tavern
A connection
An animal
Layer of paint
Book of the Bible
Part of harness
A numeral
Found in a post office
To take up weapons
Reverse of dog
Big industrial concern
A policeman
A weapon

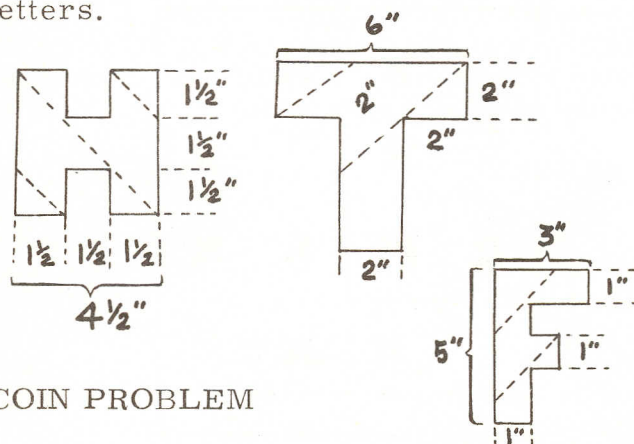
Chin
Eye
Bridge
(of nose)
Garland
Ro-file
Tulips
Liberty
Knows
Neck
Cheeks
Locks
Brow
Mouth
States
Leaves
Scent
One
Inn
Tie
Hare
Coat
Numbers
Collar
Figure
Letters
Arm
God
Trust
Copper
Bow

TWENTY QUESTIONS

The one (or two) chosen to be "it" leaves the room while the others decide upon some object or famous person that would be known to the player. Only twenty questions are allowed to be asked of the various members of the group in the attempt to find out what has been chosen. To be successful it is important to establish certain general fields or areas, such as "Is it a person?" "Is it in this room?" "Is it fictitious (or real)?" It is amazing how quickly some things can be guessed.

CUT-OUT PUZZLES

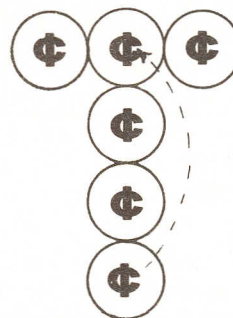
These appear to be very simple puzzles, yet they are confusing and difficult even to those who have solved them several times before. Cut out the letters of the dimensions in the diagrams and cut them into the sections indicated by the dotted lines. The puzzles consist of fitting the pieces together into the particular letter. It is suggested that different colored cardboard or paper be used for the different letters.



COIN PROBLEM

Arrange six coins or checkers in the form of a "T." Move one coin and have two rows of four coins.

Solution: Place the lowest coin on top of the center coin of the top line.

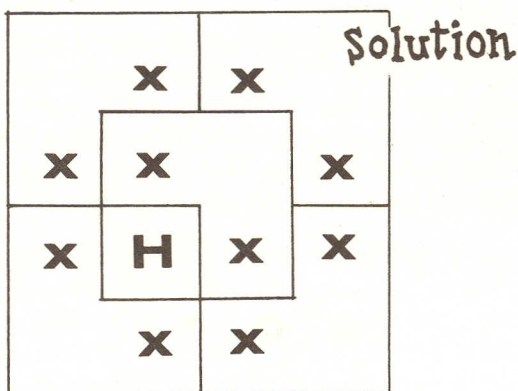
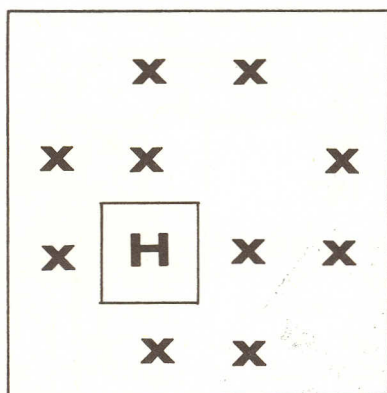


DRAWING IN THE DARK

Give each player paper and pencil and a magazine or hard surface to draw on. Turn out the lights and have the players draw a designated scene part by part. If it is to be a man on a horse by a lake in the moonlight have them draw the horse's body, then the man, the moon, the horse's tail, the man's hat, the lake, the face in the moon, the horse's nostrils and eyes, etc. Turn on lights and let them see the results of their efforts.

DIVIDING THE FARM

An Indiana farmer died, leaving five sons. His will said that his farm, shown in diagram, should be divided into five equal parts of similar shape, each having two trees (indicated by X) growing upon it. All were to live in the house, marked by an H in the diagram. How was the farm divided?



WEIGHT LIFTING

Cut small dumbbells out of paper. Three different sizes can be used. The larger size counts 15 points, the medium size 10 points, and the small size 5 points. Have enough cut so that there is one of each size for each contestant. Place all the paper dumbbells on a table.

Give each contestant a straw, and at the signal, the contestants go to the table and carry the dumbbell back to the starting place by sucking it against the end of the straw. If the dumbbell falls off the straw, it must be picked up without the use of the hands. When all the dumbbells have been carried to the starting line the total points are counted.

A NEBRASKA TRAGEDY

Fill in the names of the counties to make a complete story. This will need to be mimeographed so that each participant will have a copy. For a group that is not familiar with the counties of Nebraska it might make the game more successful if they are provided with a map that includes the county names.

Once upon a time George _____ and Abraham _____ were _____ down the _____. When they met Daniel _____ who was returning from the _____ where he had been hunting for _____ and _____. His _____ were bleeding and his clothes were covered with _____.

They walked along each telling about the hard _____ he had gotten when they came to the home of _____. They were asked to stay to dinner and _____. George walked over to the _____ and warmed his hands, while Abe picked up a _____ and tested the rainfall of the night before.

The _____ took them to a small _____ of ground by a _____ in the river where Tom had his _____ planted. The _____ trees were in bloom and the _____ berries were growing in profusion.

Daniel had his hounds with him. On their way back a rabbit jumped up and the dogs gave quite a _____. Daniel picked up a _____ to kill the rabbit. It tried to _____ but was unsuccessful.

They hung the rabbit before the _____ to cook. After a while, Daniel tried to _____ it with a knife. When it had turned a golden brown the two sat down on a bench made of _____ log and began eating, but soon started quarreling. Finally Dan challenged Tom to a _____. _____ being a great hunter, shot _____ with his new _____ rifle. _____ was a very heavy man so Daniel put him into a _____ took him to a house with a dark _____. On the way he met _____'s sister _____.

There is a _____ to this story. Never _____ a favor unless you are ready to wave a white _____.