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## Games that People Play : Extension Circular 0-04-69

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# GAMES

THAT  
PEOPLE  
PLAY





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## 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  
Waupun, 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.



By  
John D. Orr  
Assoc. State 4-H Leader

### RECREATION AS A TOOL FOR LEADERSHIP TRAINING

If you look at recreation as a "time killer" or "busy work" to keep kids off the street, you may be right. It can be just that.

But, many look to recreation to help young adults learn and practice the theory of leadership. It demands that the leader communicate ideas either verbally or through demonstrations. The leader has an opportunity to study people and their reaction to him as a person as well as to his direction. Recreation offers success if attention is paid to preparation, practice, and followthrough. Recreation leadership can offer real satisfaction of the social motives, drives, and dispositions common to the human race such as belonging, self-esteem, and the need for achievement.

People "play games" more than they realize. We refer to the "game of life"; "that's the way to play the game"; or "It isn't if you win or lose it's how you play the game."

### RECREATION AS A TOOL FOR GROUP MANAGEMENT

Recreation helps break through the barriers of inter-personal relationships. Chairmen who start their meeting with icebreakers, group singing, skits, etc., find that the meetings are shorter and more friendly, members much

more alert, motions made and discussed by more members, and attendance and punctuality improved.

Recreation also involves the total group. People feel they are part of the group.

### RECREATION KIT

A recreation kit is not absolutely necessary but is very practical for the leader. It is a collection of simple equipment that can be used for many purposes. It could include:

Balloons	Marbles
Beans	Newsprint
Beater (boy's sock with crumpled paper in toe)	Paper and pencils
Bottles (milk, soft drink)	Paper bags
Cards (alphabet, playing, postal)	Ping-pong balls
Checkers	Pins (clothes, straight, safety)
Crayons and chalk	Rope or heavy cord
Dominoes	Scissors
Gloves (canvas)	String
Handkerchiefs or scarves	Tin cans
Homemade games	Whiskbrooms
Jar rings or quoits	Yardsticks



# Active



# Games

## Get Acquainted Musical Chairs

The players arrange their chairs, or sit on papers, in a circle facing out. A certain number of players are asked to rise and are introduced to the group (four players in a group of 60). Everyone rises and these four sit. As the music plays, the players walk around the circle. When they pass one of the seated persons, they must call him by name. If someone forgets to speak to the one sitting down, he must sit down, too.

When the music stops, everyone finds a chair and seats himself. The last four to find seats stand and introduce themselves. The number marching keeps getting smaller as everyone caught must remain seated. The group needs to speak only to the last four caught each time.

## Balance and Twirl

Equipment: A paper plate and two pieces of string (about 24 inches each) with a paper cup fastened at one end of each. At the signal "go," the first player of each team places the plate on the top of his head and with string of paper cup in each hand, walks to a given goal and back, twirling the cup and balancing the plate. If a player drops the plate, he must replace the plate and continue. The first team to complete the trip wins the game.

## Bundle Race

Rules: The first player in each line is given a ball of string. When the signal is given, he passes it to his neighbor but holds the end. The ball is passed from player to player, unrolling as it goes. When it arrives at the lower end, it is passed up the line behind the backs of the players until it reaches the first player again. The team that first wraps itself into a bundle is the winner. The second part of the race consists of untying the bundle by reversing the process and winding up the string.

Variation: Each person wraps the cord all the way around his body before passing it on.

## April Fool Race

Select two players. Place a number of obstacles in the race course—upturned chairs, buckets, ropes tied from side to side, pots, etc. Let the two players walk through the course first with their eyes open. Then blindfold them and tell them they must make their way to the end of the race

course. In the meantime someone has quietly removed all the obstacles from the course. The two players are not allowed to run. Tell them that every obstacle touched will count a point against them.

## Circle Stride Ball

All the players but one stand in a circle, legs apart so that there is no space between one player's feet and his neighbor's. The odd player is "It" and stands in the center of the circle. He attempts to throw or roll a soccer ball or a volleyball between the legs of one of the players. The player in the circle may use only his hands to stop the ball. He cannot bend his knees or bring his legs together. Any player who allows the ball to go between his legs exchanges places with "It."

## Hurrying Hats

Group members stand in a circle. Each player must have a hat of some sort on his head—the funnier the better. It is fun to use both men's and women's hats. At the count of "one," each player reaches for the hat on the person on his right. At the count of "two," he puts it on his head. The leader keeps on counting "one," "two," "one," "two," and so on until someone is out of count and does not have a hat on his head when "two" is counted. This person drops out. The object is to see who is the last one down. This may be varied by having the leader call "reverse." The action then proceeds the other way around with the left hand.

## Barnyard Medley

Before a group arrives, scatter beans or covered candy where they will not easily be seen. Separate the group into teams, give each team the name of a farm animal or bird, and ask each to choose a captain. When the contest starts, only a captain may pick up a bean, but any player can hold it by standing over it and giving the animal call of his team. If such a player is a "Sheep," he should "Ba-a-a" until his captain gets the bean. The team which collects the most beans wins.

## Don't Lose Your Marbles

Have everyone pair off to play this one or let two people play while the others cheer from the sidelines. You'll probably need a couple of marble chasers small enough to fish marbles out from under the sofa. Two contestants sit

cross-legged on the floor facing each other over a bowl of a dozen or so marbles. Each player balances a pie tin on his head and at the word "go" picks up a marble with a spoon and tries to transfer it to the pie tin.

If the tin slides off or is touched by the player's other hand, the player must put all his marbles back in the bowl and start over. The player with the most marbles in his pie tin after 5 or 10 minutes wins.

The players usually end up practically lying on the floor with the pie tin perched on an ear.

### Human Alphabet

Each team is composed of five or more players and a captain. The leader stands at an equal distance from all teams participating and shouts a letter of the alphabet such as "v" or "k". The captain then quickly arranges his players on the ground to look like the letter called. If necessary, the captain may be a part of the letter. The first team to complete the letter scores a point.

### Slipper Tap

About 12 players stand shoulder to shoulder in a small circle, with one player in the center. The players on the outside have a sock stuffed with paper, an old slipper, or similar object which they pass from hand to hand behind them. Once in a while one of them taps the center player on the back with it. The center player tries to discover who has the sock and, if he does, that person must take his place.

### Called-Letter Crossword

Each player is given a sheet of paper and draws a large square, then divides the square into smaller squares so that there are five small squares across and five small squares up and down.

One player begins the game by calling a letter of the alphabet. Each player puts the letter in one of the squares. After the letter has been written it cannot be changed. When each player has the letter written he will say "right" and the next player calls a letter. He may call any letter he chooses, being allowed to repeat any letter called. The play continues until all squares have been filled.

Each player tries to place letters so that words may be spelled across or up and down. The letters in the word must be next to each other.

Scoring: A five letter word, five points; four letter word, 3 points; three letter word, 1 point. Short words within a longer word do not count.

### Nothing but the Truth

Players sit in a circle. "It" in the center swings around unexpectedly and points to someone in the ring and cries, "Who did it?" That player must immediately notice whether "It" is pointing with right or left hand. If with the right, he must say, "I cannot tell a lie, \_\_\_\_\_ did it," mentioning the player on his right. If the left hand is pointing, he must blame the whole thing on the neighbor on his left. In any case, he must reply before "It" counts ten, or he becomes "It". In a large circle have two or more "Its."

### Square Race

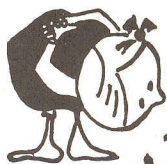
Divide participants in four equal teams. Each team sits on one side of a square facing in. Place a small table or heavy stand or chair in the center of the square. Give the player sitting in the extreme left seat of each line an object, possibly a rubber ball or beanbag.

At a signal from the leader, the player passes the object quickly to the right. Each player must touch the object as it goes down the line. When it reaches the person in the end seat, he rises and runs forward, passing around the chair or table in the center of the square. As he does this, each player in his line rises and shifts one seat to the right.

The first player returns to the end seat on the left which was vacated when the players moved one position to the right. He passes the object up the line again. The player who is now on the end seat on the right takes it and runs around the center stand.

Beginning at the leader's signal, all teams carry on this action. The first team to have all of its players complete the action is the winner. When all four lines are in action at once, traffic jams occur as the players run around the center stand. To involve more players and have more activity going around the center stand, use a hexagon or octagon instead of a square.





# Circle Games

## Monkey

The players form a circle. The leader announces that he will give each in turn the name of an animal and that there will be two with the same name. A circle is indicated as the center of the ring with an apple in it. Those whose names are called are to see who can grab the apple first. The leader has given the name of monkey to each of the players and when he calls "monkey," all dash for the apple.

## Shopping

Players sit in a circle with "It" in the center. The game is started by "It" pointing to a player 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 ten, the player pointed at must give three things that may be purchased, each beginning with the first letter of the city named. In this case the answer might be zebra, zinnia, or zinc. If the player fails, he changes places with "It."

## Find the Leader

Players sit in a circle. One person is chosen to leave the room. Then one of the remaining players is selected to be the leader who is to make various motions, such as folding hands, crossing legs, smoothing hair, etc., each of which the group does with him, changing as he changes. The person who left the room tries to locate the leader. If he is caught, the leader becomes the next person to leave the room.

## Concentration

Players are seated in a semi-circle. They number, beginning with the first chair, 1 through 10 (or more). All players keep the following rhythm throughout the game: Clap knees, clap hands, snap right fingers, snap left fingers.

After the rhythm is started the player in chair No. 1 begins by calling his number on the first snap and another number on the second snap, i.e., on the first snap the number one player calls "1" on the first snap and "4" on the second snap. The No. four player would call "4" on the first snap and another number on the second snap. If a player fails to respond or loses the rhythm he will go to the last chair and the players will move up, thus getting a new number. Whenever there is a mistake the number one player starts the game again.

The object of the game is to work to the number one chair and remain there.

## This Is a Cat

Pass any object such as a pencil and say "This is a cat" (or any object or animal which the leader thinks of). The second player asks, "What is it?" and the answer is, "It's a cat." Again the question and answer go to the leader and back around the circle each time.

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

## Find the Dollar

Players sit in a close circle. "It" stands in the center. Each player places his left palm on his left knee. One player holds a coin or other small object in his right hand. All sing or chant these words: "Dollar, dollar, how you wander from the one hand to the other! Is it fair? Is it fair to keep (It's name) standing there?" Everyone keeps time by placing his right hand on his own left hand, then on his neighbor's left hand. The object is to pass the coin so cleverly that "It" cannot tell its whereabouts. If he does guess correctly, the person holding the coin is "It."

## Plug

Old Plug is made up of five players who stand in a row, each firmly holding on to the shoulders of the one in front. The one in front is the head, the one on the end is the tail of the horse. The other players stand in a circle and attempt to hit old Plug on the tail with a large ball or beanbag. Old Plug avoids being hit by keeping his head toward the ball. The player who hits Plug's tail becomes the head. The tail drops out and takes his place in the circle. In a large circle, there may be two horses.

## Human Tic-Tac-Toe

Put nine chairs or pieces of paper in a square formation (three each way). Place the square between two opposing teams. Each player has a number. As the leader calls the number, players come out and take a seat or stand on the paper.

The object of the game is for one team to get three of its players in a straight line before the other team does. If one team places something on their heads, it helps to keep track of teams.



### Scrimmage

This is a game of impersonations in which the boys and girls form separate lines facing each other. First, the boys may impersonate book agents and try to sell the housewives a set of books. On signal the boys shift to different partners. Now the boys may be grocers and the girls housewives. The housewife received only 11 eggs for a dozen and 3 of them were bad. The housewife gives the grocer a "calling down." Continue with other suggested impersonations.

### FBI

This game is for a large circle of players. In the center of the circle, draw a circle about 4 or 5 feet across with chalk. In this circle, scatter four objects. One player, the "bad man" or robber, leaves the room. While he is gone, another player volunteers to be the "FBI." When the first player returns, he tries to get all four objects out of the small circle at one time before being tagged by the "FBI." The thief may take as much time as he likes, and even pretend to get into the small circle. Once he sets one foot inside it, however, he must pick up the objects. The "FBI" player must stay in the outside circle until the thief commits himself.

### The Lost Christmas Cord

Before the guests arrive, cut several balls of inexpensive colored Christmas wrapping string into small lengths and hide them all over the party hall. Players are told to hunt for the cord in couples. As they find the pieces, they are tied together at one end. At a designated time, the couple with the longest string are declared the winners. The amount of cord to be cut up and hidden will naturally depend upon the number of people attending the party. Caution! Make it clear that the pieces of string are hidden in plain view and that one will not have to move or uncover things to find them. Hide a single short piece of gold cord. The couple having it at the close of the game is awarded a small prize.

### Ghosts

This is fine for a small group who know each other and who want to think a little. Not more than 12 or 15 players should attempt this, for all must be able to sit close together and hear each other.

The first player begins the game by saying a letter. The second player adds another letter, the third another, and so on until someone ends a word. That player then becomes one-third of a ghost, and the next player begins a new word. Each player, as he adds a letter, must have in mind a word that it will spell, for at any time he may be challenged by anyone to name the word. If it isn't legal he becomes one-third of a ghost. When anyone becomes a whole ghost, the game may end, or he may sit on the floor and be joined by other ghosts in the "graveyard." Two letter words do not count.

### Uncle Joshua Died

The leader turns to the player on his right and says, "you know, poor old Uncle Joshua died last night!" To which the next player remarks, "Naw, How'd he die?" The leader then replies with appropriate actions in order to

illustrate, "He died with one eye shut (close eye) and his mouth awry" (pull down corner of the mouth). As he continues to hold his face in this position the second then turns to the third and proceeds to go through the same order, until all the people in the circle have one eye shut and their mouths pulled down in the corner. The leader then turns to his right hand neighbor again and says, "You know what else?" to which he replies, "No what?" The leader then says and does, "Old Uncle Josh died with his one eye shut, his mouth awry, with leg up (raise leg) and waving goodbye (wave)". This then progresses down the line.

### The Leaning Tower

Prepare for the game by packing a coffee cup full of flour. Pack firmly. The cup must have straight sides or slant to a narrow bottom. Turn the packed flour onto a dinner plate or pie tin by placing the plate on top of the cup and then turn over. Place a ring on top of the mound.

The players sit in a circle and the plate is placed on a stool. The players in turn go to the plate and with a table knife, make one small cut on the side. The object is to make a cut and not have the mound of flour topple over. The suspense builds up as the mound can be undermined slightly and still stand. If desired, the person who makes the cut causing the ring to fall, may be asked to pick up the ring with his mouth.

### Horse for Sale

Two people start the game by one being the seller and one the horse. The seller, followed by the horse, goes to someone in the circle. The seller says, "I have a horse for sale," and may add a short sales talk. The buyer asks very gravely if the horse can perform some action. The seller repeats the order and the horse proceeds to demonstrate. If the buyer smiles or laughs, he then becomes the horse, the horse takes the place of the seller and the seller takes a place in the circle. The new seller must then attempt to sell his horse to another person.

### Still Pond

One player is blindfolded and placed in the center of a group of players. They walk around until the blindfolded player shouts, "Still Pond," and they must all stand still. After this, each player may take three steps to avoid being caught. The first player to be caught becomes "It."

### Checkerberry On

The game takes concentration and keen observation. All players stand in a circle facing the center. Each one thinks of some distinct 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 through all the game.

The game begins with everyone simply clapping hands. As soon as they all say "on," each begins doing his own motion. Then, on the next "on," all players begin doing the



motion of the right-hand neighbor. No two people are ever doing the same motion at the same time. Anyone who breaks the sequence drops out of the game (usually his "watching" neighbor calls a halt), and becomes a heckler. Each time the game must begin with player's original motion.

### Holly and Mistletoe

When all the guests are seated, present each with a bag containing 10 candy kisses. Hand one of the guests also a sprig of mistletoe and then give to the person sitting directly opposite him a piece of holly. Then take your place, standing a few feet from one end of the table and explain that when you say "ready" you will close your eyes and proceed to count up to 10. While you are counting the holly and mistletoe must be passed rapidly to the right. (The counting may be slow or rapid, but it is better to count unevenly, in order that it may be harder to gauge the time for passing.) At the count of ten, open your eyes and look for the person holding the sprig of holly. He must give a kiss to the person who holds the mistletoe. The game may continue until someone has succeeded in doubling his kisses (i.e., has 20 in his possession.) That person is the winner and entitled to a prize; or the game may be permitted to continue for 10 minutes and the prize awarded to the person who has the most kisses in his possession at the end of that time.

### Ping-Pong Soccer

About 15 to 20 people sit on chairs in a close circle. The person who is "It" stands in the middle with a ping-pong ball. He kicks the ball along the floor at any of the players. Any player may kick the ball in another direction. If the ball bounces over anyone's head and out of the circle, the one who kicked it is "It." If the ball rolls under anyone's chair, that person is "It."

### Poppity-Pop-Pop-Pop

All players stand or sit in a circle. "It" approaches a player. If "It" says "Poppity-Pop-Pop-Pop," the player must say "Pop" before "It" finishes saying "Poppity-Pop-Pop-Pop." But if "It" merely says "Pop," the player he approaches remains silent. If a player fails to respond as directed, he becomes "It." In most groups three or four can be "It" at once.

### Rakan-San (Japan)

Each player decides on a pose he wants to take for this game. (Hand on ear, scratching head, etc.) Game begins with leader saying, "Rakan-san, 1-2-3-Pose!" Each player strikes his own pose. Again the leader says "Rakan-san, 1-2-3-Pose!" This time the players must strike the pose of the player to the right. As the game proceeds, it is speeded up. If you wish, you can eliminate players who make mistakes until all are out.

Note: Rakan-San was an ancient Buddhist priest.

### French Can-Can

The group sits in a circle with two empty chairs—one directly opposite the other. Blindfold two players. (Might be

better to select boys.) Distribute six cans of canned food within the circle. The blindfolded players must find the cans and take them, one at a time, to the empty chair designated as their home base where they put the can under the chair. They can steal from each other if they wish and even take a can away from the other player if they don't get too rough. First player to get four cans under a chair is the winner.

### Rhyme Before Ten

Jim says, "I'm going to town," and counts quickly to ten. Mary, whom he has challenged, must give a rhyme (to get me a gown) before he counts to ten.

### Hypnotism

The player needs an accomplice who will go out of the room while the group decides some action that they would like to have him perform after he is hypnotized. Suppose the action was "sing." The accomplice would come in and be seated in the special chair. The leader would then approach and say something like "Slumber will begin soon." Then he would stroke his forehead three times using both hands. Following this he might say "Now do you feel the urge within to do something" then after a pause he would say "Go, do that which your subconscious bids you." The one in the chair with eyes closed as in sleep and with arms extended now rises and moves slowly about; then he starts to sing. When the hypnotizer snaps his fingers at his ear he makes believe he wakes up and stops his action. The trick is to have the first word of each sentence give the consonants and the number of strokes on the forehead give the vowels—1 stroke for "a", 2 for "e", 3 for "i", etc.

### Buckets

This is a pantomime game, and if presented with spirit, the players will carry their buckets around with them all evening.

Ask everyone to sit in a circle. The leader explains that each person must pretend there is a bucket on the floor directly in front of him. Each guest in turn describes his bucket by using gestures showing the height, size, and other dimensions. From this point on, there may be many variations in the game. Ask everyone to show the contents of his bucket by the way he lifts it out with his hands. Then have each pass a handful to his neighbor and ask him to hold it until he can guess what it is.

### A What?

The leader can be in any position in the circle. He has two objects which he is going to start moving around the circle—one to the right and one to the left. He should demonstrate the method of moving the articles around the circle with three or four persons before beginning the game. For example: he starts the article to the right by first saying, "I have a big black bug." That person then replies "A What?" The leader replies, "A big black bug." Only then does he pass the object to the next person. This second person then turns to the third player and repeats, "I have a big black bug." The third player says, "A What?" At this point the second player does not give the answer, but turns back to the leader and says, "A What?" to which the leader replies, "A big black bug" which the second then passes on



to the third. Each time then before the final answer to the question "A What?" can be given and the object passed on the "A What?" statement must make its way from person to person all the way back to the leader. At the same time the leader has his other object moving to the left with a statement something like this: 'I have a slick sickly sow', to which the statement "A what?" must always come all the way back to the leader before the final statement "A slick sickly sow" is given and the object passed on to the next. The real fun begins when the articles meet at the bottom of the circle and start up the opposite sides.

### Spin the Platter

This is a good way to learn people's names. All players sit in a circle. "It" calls out a person's name, then spins the platter. The person called on must catch the platter before it stops, otherwise he is "It".

To make the game more interesting, the person spinning the platter can call out a category also, such as "automobile," "bird," "cow," and the player called must name something in that category before catching the platter.

### Which Reminds Me

One player in the circle begins by saying anything that comes to his mind. For example he might say, "I was just thinking about school starting." The second in line then says whatever comes to his mind that is suggested by that statement. He might say, "Which reminds me of exams;" and the third might say, "Which reminds me of studying late at night," etc.; until all have been given a chance to give their thoughts. It is interesting to see how far from the original it gets.

### Self Portrait

Players are seated in a circle or around tables. Give each a sheet of paper with instructions to fold over 1/5 of it. On this section he draws the funniest hat or hair he has ever seen, extending the hair a little down over the fold. Then he folds the paper over once more to hide his drawing and passes it to the person on his right. This person draws the face, extends the neck over the fold, turns up the paper once more, and hands it on. The third person draws the top of the body, the fourth draws down to the knees, and the fifth draws the legs and feet. The pictures are unfolded and passed around the circle.

### Plots Plus

One player is sent out of the room. The others "choose a plot" and it is the job of the missing player to determine what that plot is by asking questions that can be answered "Yes" or "No." For example, a plot may be that three boys went fishing early yesterday morning and caught a whale. For a little variety, choose no plot but agree that every fourth person will answer "No," while the others answer "Yes"—and then see what plot comes forth from the questions asked.

### Jive On

This game is usually done in circles, but can also be done in lines. The whole group learns this rhyme:

Jive on, down the line.  
Saw you last night out eatin' cheese.  
If you wasn't eatin' cheese,  
What' cha doin' on your knees?  
Who, sir?

Then someone's name is called. That player gets to his feet and says, "Who, me, sir?," and the group says, "Yes, you, sir!" The player says, "Not me, sir," and the group says, "Then, who, sir?" The player names someone else such as, "Irene, sir" and sits down. The player whose name was called must do the same thing. Anyone breaking the rhythm or failing to reply in just the way described must "jive" down to the end of the line while the rest say the "Jive On" jingle.

### Orchestra

The players are seated in a circle. Each chooses an instrument and prepares to pantomime the playing of it. "It," who is in the center, is the fiddler. He approaches one of the seated players and begins to "play" his fiddle. The seated person must play his instrument. "It" then switches to the other's instrument. The seated player must then play the fiddle. When "It" switches back to his own fiddle, the seated player again plays his own instrument. They keep switching back and forth until "It" catches the other playing the same instrument he happens to be playing at the time. The seated player then becomes "It" and tries to catch someone else in the same manner. Adding the "music" of each instrument to the game...you must make the appropriate music for the instruments as you play them...adds to the fun.

### Aunt Sally Went Shopping

This is for paying off forfeits or to do with the whole group! The leader begins by telling them that each action started by him during the course of the game is continued for the duration, each person turning to his or her neighbor and repeating in turn what has been told him.

The leader turns to the first player and says, "My Aunt Sally has been shopping and guess what she bought?" The second player says, "What?" The leader says, "A pencil sharpener," and begins making the motion of a pencil sharpener with his right hand. When this has made the rounds, he adds various other things, and motions to go with, such as:

an electric milker	(milking motion)
some bubble gum	(chew and blow)
a new bicycle	(bicycle with feet)
a spring seat	(bounce up and down)
bite of a flea	(scratch self with elbow)
a cuckoo clock	(say "cuckoo")

### Jacqueline

Players stand in a single circle facing the center an easy arm's distance apart. All repeat, "Zing, Zing, Jacqueline" (arms extended out to the sides swinging them around four times). The first player then says No. 1 and as he does so he claps the hands of the player on both sides and bends knees



at the same time. Second player in rhythm says No. 2 and all players clap hands of the players on both sides and bend knees at the same time. The third player says No. 3, etc., around the circle. Continue to clap the knee-dip throughout the game until someone breaks the rhythm. The last player in rhythm says, "Jacqueline." Then the last player who is the leader or Jacqueline says, "Who stole the cookies from the cookie jar?" "No. 3, or any number, stole the cookies from the cookie jar." No. 3 answers, "Who me?" Jacqueline says, "Yes, you." No. 3 says "Couldn't be." Jacqueline says, "Then who?" No. 3 then says, "No. 7 stole the cookies from the cookie jar." No. 7 answers, "Who me?" No. 3 says, "Yes, you" etc.

The rhythm is important inasmuch as it is done in jive tempo and whoever breaks the rhythm is "It" and moves down to the foot or next to Jacqueline who is at the top. The foot and the top are side by side. All players are trying to become Jacqueline and obviously are trying to upset Jacqueline and get her to break her rhythm. The game then starts over after all players renumber in the fashion

described here.

### Ring on a String

Equipment: Ring and a string.

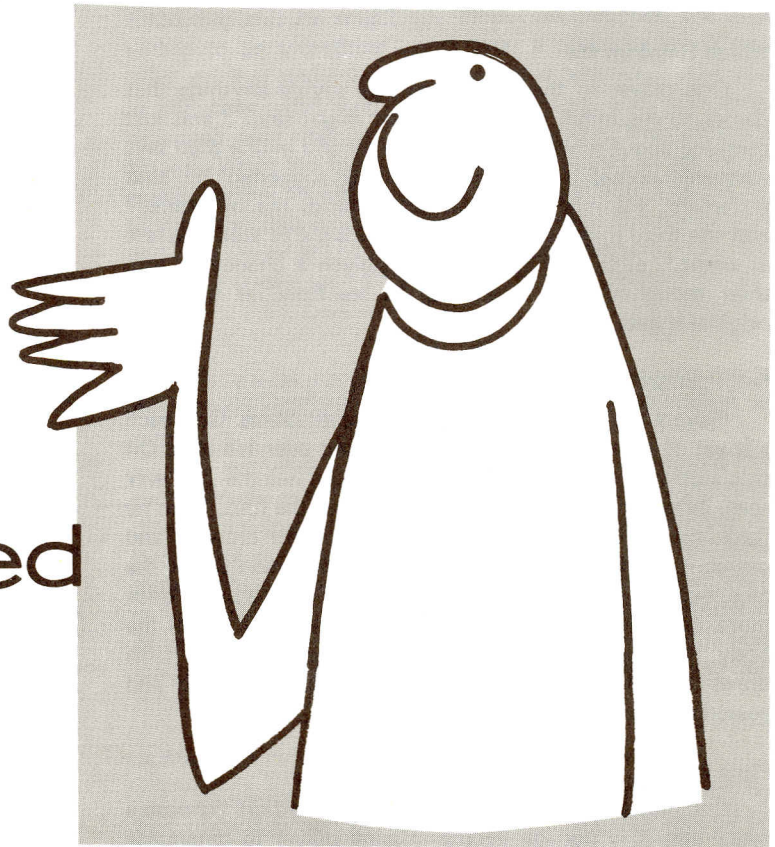
A ring is slipped onto a cord long enough to extend completely around the circle of players. The players hold the cord loosely in both hands and slip the ring from one to another while the one in the center tries to locate it. If he succeeds, the one under whose hand it was discovered exchanges places with him.

### What Dropped?

Equipment: 20 or so unbreakable objects, paper, and pencils for the players or teams.

Behind a screen or a sheet held by two friends, drop the various objects you have chosen. Have the others write down what they think they are. Some good choices for dropping would be tin can, keys, ball, wet washcloth, a kitchen pan, shoe, and so on.

# Get Acquainted Games



### Initial Fortunes

Each player writes his initials at the top of a sheet of paper. The papers are collected and redistributed so that no one gets his own. Using the initials, (H. H.) each person answering the following questions might answer like this:

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

### Seeing and Remembering

On a table are placed several articles which are kept out of sight or covered until the game is started. The participants form small groups of three or four and walk past the uncovered table in a single file. The players now find seats in their groups and the table is covered again. At a given signal players name the objects which they remember and the group secretary writes them down as fast as possible. When a signal is given for the secretaries to stop writing, they check their lists as the objects are enumerated by the leader. The group with the longest and most correct list wins. This also may be used as an individual game.



## Zip, Zap, and Zoop

The players are seated in a circle with an extra person in the middle. The players must learn the first names of the person sitting on either side of them. When the person in the middle points to a seated player and says "Zip," that player must give the first name of the person to his right. If "It" says "Zoop," the seated player must give the name of the person on his left. If "It" says "Zap," the seated player must give his own first name. If he misses, he must take the place of "It."

### "Yes" and "No"

Each player is given a handful of beans or corn when he enters the room. He must try to make conversation with others in the group but must not say "yes" and "no." Whenever a person mentions either of these words, he must give up one bean or kernel of corn to the person making him say it. The winner is the member having the most beans or corn, and a "booby" prize goes to the one having the fewest.

### Consequences

At the leader's direction each person writes on a piece of paper an adjective describing a woman. Then he folds the paper about 1/2 inch and passes it to the player on his right. Each player now writes a man's name, folds the paper again, and passes it on. This procedure is repeated until the following items are set down in order:

An adjective describing a woman	What she said
A man's name	What he said
Where they met	The consequences
What she did	What the world said
What he did	

The lists should be read aloud by either the leader or the players. In reading the lists, words may be inserted to give continuity to the story.

### Guessing

Have on a table pencils, cards and some of the following:

- (a) A glass jar of beans (Guess how many)
- (b) A large dictionary (What is the weight?)
- (c) A small ball of cord (How long?)
- (d) An apple or orange (How many seeds?)
- (e) One-fourth of a page of a newspaper (How many words?)
- (f) A photo of a child or an animal (What is the age?)

### Millionaire

Secretly give a small coin to several persons. Then on a signal announce that the 15th, 20th (more or less — as may fit the occasion) person to shake hands with the holders of the coins, get the coin. During the handshaking, players may be instructed to give each other the following information about themselves: name, what they dislike most, telephone number, why they are here, and so on. The person receiving the penny is designated as the future millionaire of the group.

## Name It

Previous to the arrival of the guests, the leader puts on the wall, on curtains or in any other prominent place several articles to be identified by the guests. Each article has a number in plain sight. As each person arrives, he is given a card with numbers corresponding to numbers on articles to be identified and told to proceed at once to write in the proper blank the name of each article. When all guests have arrived, the correct list will be read and the winner recognized. It is often advisable to have partners for this identification. Things to be identified may be:

- (a) The baby picture of each guest or of people in the community.
- (b) The jumbled names of persons, places, or articles such as "Ryam Hitsm"—"Mary Smith".
- (c) Different kinds of leaves, flowers, or nuts.
- (d) Advertisements with the names of advertised articles removed.
- (e) Cartoons to represent persons or things. These might be cartoons of local persons or newspaper caricatures of public men and women.
- (f) Articles to represent various countries — a wooden shoe for Holland; an Irish potato for Ireland; spaghetti from Italy; a picture of the sphinx for Africa; rice for Japan, etc.
- (g) Pictures of birds and wild animals.
- (h) Small bottles of common liquids — vinegar, water, hand lotion, etc., to be identified by the odor.
- (i) Pictures to represent well-known songs or books.
- (j) Use your ingenuity — you can think of many more.

### Silent Quaker

The players are sitting in a circle. Each tells his right-hand neighbor some very absurd thing to do. Then the leader says, "Quaker meeting has begun. No more laughing, no more fun!" All solemnly shake hands after which no one may speak or laugh but each in turn must perform his act with great solemnity. No laughing or speaking. All acting is done in pantomime. Those who break the rule must pay a forfeit.

### The Foot That Comes Off

Have girls seated in a row with one leg across other knee. The boys, one at a time, go down the row shaking the girl's foot instead of her hand. Let the last girl have an artificial leg, which, when shaken, comes off. This might be made by stuffing a stocking and putting a shoe on it and arranging so that the real leg and foot will be concealed. The room should be darkened.

### Find Your Partner and Stoop

Partners march in a double circle. The leader of the game blows a whistle, which is a signal for the inside circle to reverse and march in the opposite direction. The whistle is blown a second time and all players in the inside circle make a dash to join their original partners. As partners are rejoined, they face each other, clasp hands and stoop.

Variations: 1. When the girls are on the inside, have each fellow kneel on one knee so that as his girl returns she may sit on his knee. 2. Have circle march in opposite directions. 3. Have couples find chairs together or line up for refreshments.



### Mysterious Millionaires

Ahead of time arrange with two people, preferably a girl and a boy, to be the millionaires and give to each of them a penny or a dime to represent their wealth. This money makes them millionaires. As people come to the party, have them couple off and tell them to go ask any two people who are walking as a couple if they are millionaires. Unless both

of them are, they will reply, "no," and then they will exchange partners and go off to ask someone else. In this way everyone keeps mixing and exchanging partners until quite by coincidence the millionaires get together as a couple. The first two people who come up and ask them if they are millionaires are the winners of the game and get the treasure or some other suitable prize.



## Games to Play Outside

### Snow Sculpture

Divide into groups of five to ten depending on the age and number of children. Give instructions which include suggestions of objects to be sculptured. Set a time limit, at the end of which the works of snow art will be judged.

### Snowball Dodge Ball

Players within a circle throw snowballs at those making up the circle. When anyone is hit he must assist those within the circle. A wide path should be trampled down for the outer circle and players dodging should remain in it. Likewise an inner circle should be trampled to confine throwers. A player should not be required to enter the ring when hit above the shoulder. Do not permit hard, icy snowballs.

### Tractor Pull

This game requires at least four boys. Two larger boys assume the roles of competing tractors by facing in opposite directions and by getting down on their hands and knees. A smaller boy straddles each tractor, facing in the direction of his tractor. Holding on with his legs, each rider reaches both

hands back to grip the hands of his opponent. When the pull is made, the rider which is unseated loses.

### Tire Horseshoes (outside)

One use for old tires is tire horseshoes. Place a foot high stake about 25 feet away from the goal line in the center of an open area. Contestants roll the tires at the stake in an attempt to ring it or at least drop the tire close to it. Remove the tire from the area after each roll and mark the location with numbered golf tees.

Variation: Form a line of people standing two feet apart. Contestants attempt to roll the tires between them. Count only those tires which pass between the people without touching them.

### Rabbit

Players are divided into groups of threes and scattered around in the snow. Two of the three form a "home" by clearing a place in the snow and facing each other and joining hands. The third one will be the rabbit and will simply stand in the house. In addition to the groups of threes, there should be two extra players, a homeless rabbit and a hunter. The hunter starts the game by chasing the

homeless rabbit around and around in and out of the groups. When the rabbit has grown tired, he may go into one of the homes and at once the rabbit who was already there must leave, then this rabbit is chased by the hunter. When the hunter catches a rabbit, the two change places.

### Balloon Football

Two teams are seated facing each other with lines about four feet apart. Balloon is thrown in air and players attempt to bat it over the heads of the opposing team and behind them. Whenever the balloon lands on the ground behind one team, the opposing team scores. If there are more than five members on a team, use more balloons. Remember: Each player always has one hand on the chair.

### Steal the Bacon

Form two lines. Number the players in each line, starting right to left (or diagonally). Place the bacon (small object, knotted rag, bottle, etc.) between the two lines. Leader calls a number and the players with the number advance toward the bacon.

The object is for one to snatch the bacon without being tagged by the other player before getting back to his own line. A point for each successful snatch, 11 points make a good game.

### Grabit

A large balloon is inflated and the stem tied in a knot. The players are divided into two groups, one the defenders, and one the destroyers. The defenders try to protect the balloon by batting it in the air, the destroyers try to burst the balloon by grabbing it or stepping on it. When the balloon has burst another one is put into play and the destroyers become the defenders. If scores are kept, the minutes it takes to burst the balloon are counted.

### Bronco Tag

The players stand in groups of threes, arms around the waist of the person in front. One player is being chased by "It," who tries to tag him before he latches on to the rear end of a "bronco." As soon as he does, the front end of the bronco must break loose and run. The idea is to keep anyone from "latching" on to your bronco, so there is much whipping around of players.

### Crows and Cranes

This is a game similar in nature to "Black and White," but more popular among those familiar with both games. Establish two goals 60 to 80 feet apart and line up one team behind each goal. One team is known as "Crows," and the other as "Cranes." The leader stands in the middle and gives the command, "Forward March," whereupon the teams march forward. Just after he gives the command, the leader calls "Cr-r-r-rows," or "Cr-r-r-ranes," holding the word until the teams are close together. If the call terminates in "Crows," the Crows dash back to their goal with the Cranes in pursuit. If the call is "Cranes," the Cranes run back. All who are tagged join the other side.

Much of the fun element in the game depends upon the cleverness of the leader. The calls should be drawn out as

long as possible, thus adding to the suspense and uncertainty of the players. Occasionally, after starting the call the leader terminates it with either "Crackers" or "Crawfish," which confuses the players momentarily; he then immediately calls the proper word. In order to satisfy the players that the teams are being called by chance, the leader often tosses a coin just as he gives the command, "Forward, March," examines it quickly and if it shows heads, he immediately starts to call "Crows."

### Softball Stride Tag

"It" stands at stride and places a softball on the ground between his legs. The players maneuver around "It" in an effort to kick the ball while "It" tries to defend it. When a player kicks the ball, "It" chases him. However, if another player kicks the ball again before "It" tags the runner, "It" must chase that player rather than the original runner. When "It" tags the runner, the runner becomes "It" and stands astride over the ball.

### Farmer's Sheep

Equipment: Bells or cans with stones in them.

Players form a circle with the farmer in the center blindfolded. The farmer's sheep, two or more in number, join the farmer in the center. They are equipped with bells—real or tin cans with stones in them. The farmer pursues his sheep, who must respond by ringing their bells, whenever he asks "Where are my sheep? When the farmer catches a sheep, a whole new set of characters is chosen. If the caught sheep becomes "It," the sheep may try to be caught. The players in the circle hold hands and prevent the farmer or his sheep from leaving the circle.

### Dodge Ball

The players are divided into two equal groups. One group forms a circle. The other group stands within the circle. The object of the game is for the players in the circle to hit the center players with a basketball or a volleyball. The center players dodge to evade this. They may jump, stoop, or resort to any means of dodging except leaving the ring. Any player hit on any part of his body joins the circle. The last player to remain in the center is considered the winner. The groups as originally divided then change places and the circle players go to the center. Center players merely dodge the ball. The ball is returned to the circle either by a toss from a center player or by a circle player stepping in for it if it does not roll within reach. When two of the players are hit by one throw of the ball, only the first one hit leaves the center.

### Call Ball

The players number consecutively in a circle. One goes in the center and throws the ball directly upward, calling a number as the ball leaves his hand. The player having this number runs to the center and tries to catch the ball before it touches the ground. If successful, he throws the ball up in the center. If not, the first player continues until someone catches successfully.

### Driving the Pig to Market

Give the first player in each line a stick and an empty tin



can, "the pig." On the signal, the players drive the pigs (rolling the tin can with the sticks) up to the designated goal, around it, and back again. The second player repeats the process, and so on until every member of the team has had an opportunity to play.

### German Football

Line up all the players in two long rows—an equal number on each side. At each end between the rows, place a single chair, and on it place a broom. Midway between the teams put a ball, can, or old sock. This is the "football." Now, have the players on each team number from "one" up the line on one team and down the line on the other. When the leader calls a number, players on both teams with that number run to get their broom (which is at the opposite end from their goal), and with the "stick" end try to push the sock, ball, or can under their own "goal" chair, scoring a point each time they do it.

### Dub Statue

Establish a starting line about 40 feet long. Select an "It" and place him 60 feet in front of the starting line, facing away from it. At a signal, he counts to ten. While he is counting, the players on the line advance toward him, but become still when he counts ten. At the count of ten, "It" turns around rapidly. If he sees anyone moving, he calls the player by name and asks him to turn back and start again. "It" faces about and counts to ten again. The game continues in this manner until one of the players reaches "It" and tags him. He is safe then. The last player is a "Dub" and must pay a penalty.

### Duck-on-the-Rock

Each player has a small stone called a "duck." A large rock or block of wood is selected as the "duck rock." Fifteen to twenty-five feet from the duck-rock a firing line is drawn. A "guard" is chosen by having each player stand behind the firing line and throw his duck at the duck-rock. The player whose duck stops farthest from the duck-rock becomes the guard. The guard places his duck on the duck-rock and stands 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 in front of the firing line, excepting 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 a 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 in front of 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. In case the duck is within a hand-span of the rock, the thrower must become the guard. This game may be played indoors by using beanbags as ducks and a stool as the duck-rock.

### Prisoner's Base

The players are divided into two teams—A and B—and stand behind their own goal lines at either end of a field one hundred or more feet long. The game starts as one player gives a dare by running out into the field. Let us say an "A" player does this. A "B" player may run out to tag him, a second "A" may come out to tag "B," whereupon the first "A" must return to the goal, since one may tag only those who came out before he did.

When a player is tagged, he is put in prison and must keep one foot anchored in the prison until a second prisoner is brought in. The new prisoner must now stand with one foot in the prison, but the first one may stand outside the prison, provided he keeps one hand joined with the new prisoner. Thereafter, the last prisoner brought into prison must anchor the line of prisoners by keeping one foot in the prison. The other prisoners may stretch out in a line from him in the order they were captured.

Prisoners may be rescued by their teammates' running through the opponents' field and getting one foot in their goal or by running into their field and reaching the end prisoner farthest from the prison without being tagged. In either case, this end prisoner must be rescued first. Both the rescuer and the prisoner may go back to their own goal in safety. Also, any player who makes a run completely encircling both fields and prisons without being tagged, thereby frees all the prisoners belonging to his side. The object of this game is to get all opponents in prison at one time.





# Relays

## Pass and Squat Relay

Players stand in a line behind a starting line. The captain of each team stands 10 feet in front of his line facing the players. Give each captain a ball or beanbag. At a signal from the leader, the captain throws the ball to the first player in his file. This player catches the ball, throws it back to his captain, and squats. This continues until all players are in squatting position. Any player dropping a ball must recover it and return to his position before throwing it. The first team to get all members, including the captain, squatting wins. The captains squat after the last player returns the ball. Throws may be made in any manner.

## Ankle Relay

Each team is seated in a row, with legs straight out and feet together. An object, such as a small paper plate, a ball, or other small article is placed on the ankle of the leader, who passes it to the ankle of the next person without using the hands and so on down the line. If the object falls to the floor, it must start again and pass down the line, completing the trip without falling and without being touched other than by the ankle.

## Artists Relay

White paper on floor or blackboard is needed for this event. Arrange the teams in parallel files in front of it. The leader assigns each team an animal or bird. At the signal the first player runs to the board, outlines the animal roughly, returns, and gives the chalk to the second player, who adds his contribution to the drawing. Continue until the last player's turn comes—it is his duty to finish the drawing. The team wins that presents the best drawing in the estimation of the judges.

## The Family Takes a Walk

Divide the group into equal lines or "families" with a "father," a "mother" and "children." The first player of each team (the father) walks as fast as he can up to and around a designated goal. When he returns to the starting line, he takes the mother's hand, and both of them walk around the goal. They return to the starting line, and one of the children joins them, clasping hands with the mother. The trips around the goal continues until the whole family makes the last trip. The family that finishes first wins.

## Balance Stick Relay

Players are divided into two teams and the first person of each team is given a stick or pencil and has to balance it horizontally on the forefinger of the left hand (palm up), run to the goal and back, passing it on to the next person. When the stick falls off, the person must stand in place, balance it on his finger and continue the race. The first team to finish is declared the winner.

## Getting up Steam

Teams stand in close groups. A napkin or thin piece of paper is cut round, and slit on the edges. This is held high by one person in each competing group. On the signal to start, each team blows up its "steam," trying to keep it in the air the longest.

## Balloon Kicking Relay

Arrange the teams in a file at one side of the room and place a balloon in front of the first player on each team. At the signal the first player kicks the balloon across the room to some designated line and back to the next man on his team. Each player repeats the performance. The balloon cannot be touched with any part of the body except the feet and legs.

## Lighting Candle Relay

The teams are arranged in parallel files. Opposite each team on the turning line, place a lighted candle on the floor. Give the first player on each team a box of matches. At the signal the first player runs to the candle, puts it out, lights it again, returns, and gives the matches to the second player who repeats. Continue until all have run. The team finishing first wins.

## Chariot Race Relay

Chariots are made by two men (with inside elbows joined) standing side by side and with free hands extended backward to a girl who is the driver. Blindfold the two men. All chariots line up at a starting line.

A bridge is formed about 20 feet in front of the chariots by two men raising hands. A balloon (inflated) is placed behind each chariot.

Object is to drive the chariot over the bridge and back to stomp on their own balloon.



### Fan Race

The group divides up in even teams behind a starting line. The first man on each team is given a ping-pong paddle and a ping-pong ball. The ball is laid on the starting line. At a given signal the first player fans the ball across the room to some designated line or spot. He isn't allowed to hit or touch the ball in any way. Locomotion of the ball is created by the fanning of it. If the ball is hit, the player must run, get the ball and return it to the spot where he hit it and continue from there. After he gets it across the line, he must get behind it and fan it to get it to stop for the return trip. When he crosses the starting line, the next player repeats the performance until every player has had a turn. The first team through is the winner.

Variation: Use a whiskbroom and a feather, tissue paper or a cork.

### Straw and Bean Relay

The teams form in lines. Each player is given a straw. Number one also is given a bean. At a given signal, number one places the bean on the end of the straw and by sucking in, holds it there. Number two takes the bean off the straw of number one without using his hands and repeats as number one. The team finishing first is the winner. One hand may be used to steady the straw.

### Hummer

This nonsense contest can take place at intermission. All players are on the floor in pairs. When the leader says "go," they look each other in the eye and start to hum. Hum until one of them has to stop. The loser sits down. The winner pairs up with another winner and the contest is resumed. This contest lasts until the champion hummer is discovered.

It is perfectly proper to try to make the other person laugh, but it's not fair to tickle.

### Highway Patrol

Have each group draw a picture of "Wanted Man" by Highway Patrol in the following way: On wall in front of each team tape a large piece of wrapping paper or newspaper. Give first person in line a black crayon. On word "go," first person runs to his team's paper, draws an outline of head, comes back, gives second person crayon. They draw eyes, next people in order draw nose, mouth, ears, scar, hair, eyebrows. Tell order of parts to be drawn beforehand, so you can see which team finishes first.

### Cranberry Carry

Each player dips his hand palm down into a bowl of cranberries, beans, or other small objects. He carries as many cranberries as he can hold on top of his hand, runs around the room and back to the bowl. Where desired, there may be two sides and two bowls for each group, one from which the player dips and one into which he drops all of his returns. The side that has the most cranberries in its bowl when the last runner completes his turn is the winner.

### Newspaper Race

Each contestant is furnished with two newspaper pages. Each step in the race must be made on the newspaper. Thus

he puts down a sheet, steps on it, puts down another sheet, steps on it, reaches back to get the first sheet and move it forward, and so on until he reaches the goal line.

### Knee Ball Relay

You will need a large rubber ball or balloon for each team. Players line up in teams of five or more players. First player of each team places ball between knees and without dropping it, walks to the finish line. He runs back to the next player with the ball in his hand, who in turn does the same thing. Variation — carry an unsharpened pencil between knees and pass to the next without using hands.

### Medley Relay

The first player in the team runs to the goal, unfolds a chair, sits down, puts up an umbrella, unscrews a bottle cap, takes out a horn, blows it, puts the horn back in the bottle, screws on the cap, lets down the umbrella, folds up the chair, and runs back to tag off the second player. Use a horn that can be squeezed to make a noise.

### Hoop Relay

A hoop is started at the head of each line. Each person has to put the hoop over his head and step out of it. The hoop continues down the line in this fashion. The team that completes this movement first wins.

Variation: Couples run to a line, pick up the hoop, put it over their bodies and run to tag off the next couple.

Hoops are made by tying the ends of 1/4 inch cotton rope together to form a hoop just large enough for two people to go through at the same time.

### Fifty-Cent Relay

If the group is large, run as a couple. The man holds a balloon between his knees, a beanbag on his head, a 50 cent piece in one eye and his hands behind his back. His partner walks along beside him to replace the balloon, or beanbag, or 50 cent piece if they should fall. She may hold them in place while he hobbles along but if they fall the progress must stop until they are in place again. Each couple moves to a line 10 to 15 feet away and returns to the starting point. If the group is male, participants run one at a time. This relay is more fun for the watchers than the performers.

### Pin Up

Equipment: A clothesline string at goal line, a handkerchief for each team, a spring clothespin for each player. Each member must pin the handkerchief on the line without touching it with his hands, remove it, and pass it on to the next person in the line who takes it with his clothespin and pins it on the line, etc. If the handkerchief is dropped, it must be picked up with the clothespin again without using the hands.

### Rainy Day Track Meet

An indoor track meet can be held in a very limited space. The group is divided into teams—a small number of players on each team. The events in the track meet may include:

*Shot Put* — Shot is blown up paper bag or balloon.



*Javelin Throw* — Javelin is a piece of broom straw.

*100 yd. Dash* — Dash over marked area hopping on one foot.

*High Jump* — On one foot.

*Broad Jump* — On one foot.

*Discus Throw* — Discus is a paper pie plate or cardboard disc.

*Relay Race* — Hopping on one foot.

*Medley Race* — Crab walk, backward walk, and snake walk.

*Pole Vault* — Standing pole vault for distance, using broomstick for pole.

*Hammer Throw* — Hammer is blown up paper bag with string attached.

*Aquatic Event* — Equipment: Four glasses filled to the brim with water. With the left foot held by the right hand, and a glass of water carried in the left hand, hop from the starting line to the finish line. Contestants with the most water left in the glass receive 5 points; second, 3; and third, 1—in addition to points awarded for order of finish.

*One-Yard Dash* — Equipment: Eight marshmallows and eight pieces of string, one yard long. A marshmallow is tied to one end of a string. Contestants chew up the yard of string until the marshmallow is reached. Hands must not be used to help.

*Shot Put* — Throw beanbags, sticks, stones, and the like through a rolling hoop. Variation: Equipment—five agates and an empty milk bottle. Standing on a chair, without bending knees or back, drop the agates into the bottle. Agates bounding out after hitting the bottom of the bottle are counted as in.

*Standing Broad Grin* — Grins are measured from mouth corner to mouth corner with a measuring tape.

*Hopping Race* — Hop on one foot to a given point and back without changing feet.

*Bean Race* — Each contestant is given a knife. He runs to a pile of navy beans and brings back as many as he can on his knife. This is repeated three times. The person having the most beans is the winner.

*Heel and Toe Race* — Walk to a given point and back, the heel of one shoe touching the toe of the other at each step.

### **Social Relay**

Each player must go to the goal using a DIFFERENT means of locomotion. You can use a large number of people for this one.

### **Weaver's Relay**

The teams stand in a circle. Number 1 weaves in and out of the team members, returns to the starting place, touches the person on the left to tell him to start.

### **Broken Car Relay**

Use the following actions to signify broken car parts. Broken steering wheel—zig-zag to the goal and back. Flat tire—crawl on hands and knees. Water in gas—two steps forward, one step backwards. Only reverse shift works—must walk backwards. Dead engine—team member must push another to goal.

### **Siamese Twins**

Two team members lock elbows back to back. They walk to the goal, one walking forwards, the other necessarily backwards. Return home without turning around.

### **Shoe Relay**

Run to the goal, remove the right shoe and leave it at the goal. Return home, take off the left shoe. Return to the goal, put on the right shoe, return home, and put on the left shoe. Then the next team member starts.

### **Man, Monkey, and Crab**

The first player runs to the goal, the second crawls on all fours, the third runs backward to goal . . . and so on.

### **Wheelbarrow Relay**

One team member gets on his hands and the second holds his feet. Run to the goal in this fashion. Return to the goal to start off the second group of two from the team.

### **Light Your Way**

Carry a lighted candle to the goal and return.

### **Potato Parade**

Carry a potato in a spoon to the goal.

### **Balloon Blow**

Run to the goal, blow up a balloon (or bag), and return.

### **Caterpillar Relay**

The front man in each column places his hands on the ground. Each man behind him bends forward and grasps the ankles of the man in front. In this fashion the team must run to the goal.

### **Peanut Passing**

Pass five peanuts down the line, one at a time. The team members must have their little fingers linked at all times.

### **Corn Passing**

Pass corn, three kernels at a time, in teaspoons from one team member to another.

### **Feathers on a Plate**

Go to the goal without feather falling off.

### **Blow**

Blow a piece of tissue paper to the goal.

### **Peanut Push**

Push peanuts to the goal with a toothpick.

### **Glove, Gum and Chew**

Wear gloves to open a piece of gum, start chewing the gum before passing the package and the gloves to the next player.



**Team Scavenger Hunt**

Give each team a list of things to do—each must do list in order—one person doing each item. One cannot start before other returns.

**Twine Wind**

Wind up a ball of string, give it to the next player who unwinds it, and so on.

**Package Relay**

Wrap and unwrap a package before passing it on to next player.

**Necktie Relay**

First player ties a necktie on the next player, who must take it off and tie it on the next player.

**Folding Chair Fun**

Carry a folding chair to the goal, sit down, click heels, and return the chair for the next player.

**Keep 'em Clean Relay**

One team member sits at the goal. The first must wash

his ears, the second must wash his face, the third must wash his hands, and the fourth must wash one foot. Don't let him forget to put his sock and shoe on again.

**Ummm, It's Good Relay**

Put cookies at the goal for each team. The first player runs to the goal, eats a cookie, and must whistle before he can return to his team.

**Fill 'er Up Relay**

You'll need an empty milk bottle, water, and cups for each team. The first team member takes his cup, fills it with water, runs to the bottle and pours it in, and returns. The first team to fill the bottle wins.

**Knotty Knots**

Tie as many knots as team members in a cord. The first team to have their cord untied wins.

**Suitcase Relay**

Have a bag of old, funny clothes for each team. Each team member must run to the goal, put on the clothes, take them off, repack them, and return for the next player to do the same.





# Forfeits

## Forfeits Are Fun

Forfeits are fun if they are used as a fun activity. They should be presented as an opportunity rather than a penalty. A traditional game for forfeits is spin-the-bottle with the person the bottle points to getting the chance to pay a forfeit. Forfeits are fun when the meeting is ready to start. Have each person draw a forfeit from a hat. Here are 22 ideas.

1. Give the player two words that rhyme and have him make a poem using them.
2. Yawn until you succeed in getting another to yawn.
3. Pay a compliment to four people in the group.
4. Say three nice things about yourself.
5. Have a boy (blindfolded) try to catch a girl (blindfolded) around a table by he calling and she answering. Remove girl's blindfold without his knowing.
6. Dance a jig; sing a song or up the scale; tell a joke; give a Mother Goose rhyme like a sermon; imitate three barnyard noises; pose as a statue, etc.
7. Answer truthfully four questions asked by members of the group.
8. Answer "no" to any four questions asked.
9. Make an imaginary figure eight with your hand then add figure six with foot.
10. Rub your stomach in circular motion with one hand — pat head with the other.
11. Stand against the wall (backside) and pick up a coin from the floor without bending your knees.
12. Sing a sentimental love song to a pillow in your arms and kiss it goodnight.
13. Place a booklet or folded newspaper upright on the floor. Grasping your left foot with the right hand and placing your left hand behind your back, now lean over and

pick up the object with your teeth.

14. Sit on a chair and pose as if your photo is being taken.
15. Pronounce some short, famous phrase as many times as there are words, putting in exaggerated emphasis first on the first word, then the second, third, fourth, etc.
16. Two players start chewing on a string (no hands) with candy tied in center.
17. Have two players, blindfolded, feed each other a banana. Without blindfolds have a couple using spoons tied together with six-inch spacing, feed each other.
18. Fold the arms, lie on the floor, and get up without using elbows or hands.
19. Repeat rapidly three times one of the following phrases:
  - a. "A box of mixed Bisquick biscuits and a biscuit mixer." "Sheep soup-shoot sheep."
  - b. "Sickly Sam Slickly sawed six slim slippery slender sticks."
  - c. (Read just once) "Theophillis Thistle, the successful thistle sifter, thrust a shifty thistle through the thick of his thumb. Poor thistle sifter Theophillis."
  - d. "Strict Stephen Stringer snared slickly six sickly silly snakes."
20. Sing a familiar chorus counting between each word that is sung; for example, "Clementine" — "O (one) my (two) darlin (three), O (four) my (five) darlin (six), O (seven), etc."
21. Have a boy imitate a girl; a girl imitate a boy. (One of a variety of poses.)
22. Say "Neddy Noople nipped his neighbor's nutmegs" six times in one breath.



## CAREERS IN RECREATION

Recreation is a challenging and satisfying professional career for both men and women. Persons with a liberal educational background and with special studies in recreation will find many career opportunities within the field of recreation, such as:

1. City Recreation Departments: superintendents, supervisors, center directors, playground leaders, specialists and others.
2. Youth-serving Agencies: executives, assistants and specialists in such organizations as the Boy Scouts, Girl Scouts, YMCA, YWCA, 4-H and others.
3. Government Interests: Federal, state and local governments offer varied opportunities for employment through their numerous departments.
4. Industrial Recreation: An ever-increasing number of industrial plants are promoting recreational programs.
5. Camping: Camp executives, assistants and counselors.
6. Church Recreation: Directors, supervisors, co-ordinators with religious-education workers and others.
7. Institutional Recreation: Opportunities in private and public institutions.
8. Teaching, Research, Recreation Therapy and Specialization: Institutions and recreation departments are in need of persons trained in these areas of recreation.

### Commercial Recreation

This is recreation usually operated by an owner or corporation for the enjoyment of customers. Examples are: theatre, skating rink, bowling lane, dance hall, golf course, radio and TV station, airport, riding stable, race track, swimming pool, camp, etc.

You may wish to run a crafts store. One company has over 150 stores.

### Rural Recreation

Good jobs are available for people with a major in recreation. Contact the Department of the Interior, Bureau of Outdoor Recreation; the Soil Conservation Service; Forest Recreation Development; Forest Service, United States Department of Agriculture; Agricultural Stabilization Conservation; Small Business Administration; and Farmers Home Administration.

### Teachers

The University of Nebraska offers a major in Recreation, as do several other colleges and universities. Good teachers are always needed.