1. **Jump the Rope Relay:** Suitable for team competition. Members of each team form in file formation, arms length distance apart. Equipment: Wand—Broomstick—or a rope about four feet long. Two members of each team stand at the head of the file, holding either of the objects named above, they face toward the end of the file. On the signal, "Go", they run down the file carrying the wand about a foot from the ground... the members of the file jump over the wand as it passes under them. When they reach the end of the file... one member places himself on the rear of his file while the other carries the wand to the front where the next file member takes hold of it and the process is repeated. The team or file finishing first wins.

2. **Dizzy Lizzy or Volstead Race:** As many may play as you have wands or Indian clubs. On the signal, "Go", the contestants run to a line where each one picks up an Indian club, places the same to his forehead, bends forward, turns around at least four times, then he stands erect, faces the starting point and walks back to it holding the Indian club forward horizontally.

3. **Black and White:** Line up two teams, facing each other, and about a yard apart. Name one team White, and the other team Black. Mark off a base line about fifty feet behind each team. The leader calls either Black or White on which signal the team called runs to its base, the other team in pursuit, all members of the team caught, i.e. tagged go over to the tagging team.

4. **Fox and Chickens:** Players line up in file formation, one behind the other. One player called the "Fox" stands some distance in front of the file, facing toward it. One player who is leading the file is called the Mother-Hen while the others are called chickens. Mother-hen's arms extended sideward, and on the signal, "Go" the fox runs either left or right of the file trying to get past the mother hen in order to catch the last chicken in the file. Change the players around after every try.

5. **Milling the Man:** Ten to fifteen players to a circle. All of the players except one, seat themselves in a circle formation shoulder to shoulder with feet stretched forward so as to leave a small circle about a foot in diameter. One player stands in this small circle, arms folded across his chest.
5. **Milling the Man:**
On the signal, he falls either forward or backward...keeping his body straight...the players sitting now pass him from one to the other, in either direction, occasionally turning him around. Any player who lets the player being milled fall takes his place in the center of the circle.

6. **Milling the Man:** The players form two lines facing toward each other and join hands with the player standing opposite or better, they join hands so that all arms are crossed. The player to be milled stands about twenty feet away and taking a running start he runs toward the line and when about three feet away he leaps onto the arms of the players who stand facing each other. These players now roll the man to the end of the line, tossing him as high into the air as possible and occasionally turn him over. The next two players in line now go to the mark and the game continues until everyone has had his turn at being milled.

8. **Beast, Bird, or Fish:** May be played anywhere. Any number of players. A leader stands in front of the group who may be seated or in the center of a circle and begins by saying loud enough for every one to hear...Beast, Bird, or Fish...and then pointing at a player he quickly says either...Beast, Bird, or Fish, and then counts ten quickly. If the player pointed at does not name either a Beast, Bird, or Fish as called for before the leader counts ten, he takes the leader's place.

8. **Nose and Foot Tag:** Any number of Players.

The player who is it may tag any player who is not holding his nose with one hand and his foot with the other hand when tagged.

9. **Score Spot Tag:** Any number of players. The tagger in chasing the players must keep one hand at the spot where he was tagged. Thus if a player has been tagged on the hand he must keep one hand over the spot where he was tagged while chasing any player of the group.
10. **Back to Back Tag:** Any number of players. The tagger tags anyone who is not standing back to back with another player. This game may also be played with this variation: The tagger chases another player who must get back to back with another player or be tagged. Another variation is to have a leader and several taggers; when the leader blows a whistle all players must get back-to-back with a different player each time. Thus every player is in action every time and seeks a new partner.

11. **Lamoose:** Any number of players may participate. Mark off a base about five feet square or a small circle will do as well. A player who is the goose takes his place within the circle or base. After three running stops the goose must hop on one foot and tag one of the players. When a player is tagged by the goose he is chased by other players who are permitted to slap him on the back until he reaches the base. Should the goose or tagger in his attempt to tag a player permit the other foot to touch the ground, he too may be slapped until he returns to his base.

12. **Buzz:** A quiet game. Any number of players. The players seat themselves in a line or circle. One player begins by saying, "One the next "Two," the counting continuing around the circle; but whenever any number is reached such as 7 or any multiple of seven, as 28, 35, 42, or any number having a seven in it, as 37, 57, 87, it must not be given, but in its place the player says "Buzz," and the following number is given by the next player. On the failure of any player to say "Buzz" at the proper time, he is dropped from the game. Thus the game proceeds, usually commencing with "One" every time a player drops out, until one player is left who is the winner.

When counting in the seventies... the player after 69 should say "Buzz" the next "Buzz-One," the next "Buzz-Two," etc.

Sneezing, clapping hands, laughing, etc., may be substituted for the word "Buzz."
13. **Simon Says-Kelly Says-Grady Says.**

The leader may command any activity such as arms-raise, left face, in place - run, bend knees, trunk - forward - bend, etc.

The players only respond to a command when the leader uses the prefix "Simon Says".

Any player who responds to a command when the prefix is omitted drops from the game, or he may be asked to perform some stunt or tell a story.

14. **Third Slap and Run:**

Players stand in two lines, about twenty five feet apart, the lines facing each other.

The leader of one side advances to the other and gives three slaps, then turns and runs back to his side, pursued by the player receiving the third slap.

If caught before reaching his own side he becomes either a player or a prisoner of the side that tagged him.

Note: Usually all players of the side approached by the tagger hold both hands forward but the tagger may tag any part of the person instead.

15. **Spoke:**

Players stand in a circle formation...four or five deep, forming concentric circles, all facing toward the center.

The player who is "it" runs around the outside of the circles and slaps one of the players on the end of a file....the player slapped slaps the player in front of him....the slap is passed to the front...thus four or five are slapped...all players slapped turn and follow the original slapper or tagger once around the circle...the last one around becomes it and the game continues.

The tagger may start either way in going around the circle but the others must run in the same direction.

16. **Horse and Rider: Mount Ball:**

Group forms in a double circle facing in; players of the outside circle four feet apart, outside circle covering off inside circle.

Outside circle are "riders"; inside circle are "horses". Riders mount on hips of horses, horses must hold riders firmly. Riders pass a basketball about. Horses endeavor to make riders drop the ball. Horses must stay in place. Bucking, shaking, side-stopping, wriggling are methods which may be used to make riders drop the ball.

Horses become riders and riders become horses whenever the riders drop the ball; or, any "horse" may hit a rider with the ball...the riders being permitted to run as far as they can until the ball is in possession of a "horse" and he commands "stop".

17. Animal Blind Man's Buff: One player is blindfolded and given a cane, wand, broomstick, etc. The other players form a circle and move either left or right until the blindfolded player taps three times when they stop. The blindfolded player points with the cane at some player in the ring. The player pointed at must grasp the end of the cane, etc. The blindfolded player tells the player to imitate some animal - then he attempts to guess the player. If he succeeds they change places - if not they continue. Suggestions for imitations are - Bark like a dog - meow like a cat, - moo like a cow, etc.

18. Keep Away or Keep the Ball: Equipment - A basketball. Formation - Players take any position on the floor and as sides are played one side should wear something to distinguish them from the other side. If indoors have one side remove gym shirts. As said above the players take any position on the floor and may move wherever they please. The object of the game is for one side to keep possession of the ball. Rules - A player must throw the ball from where it is caught, except that he may pivot and pass or step forward and pass - the ball must leave his hand or hands before the pivot foot leaves the floor. This is good preparation for basketball.

19. Ball Pass Tag: Equipment - An indoor baseball, volleyball, or basketball. Players 10 - 30. Players may stand or move anywhere. The object of the game is to tag a player in possession of the ball or make a player drop a pass. One player is designated as "it" who chases after any player who has possession of the ball. A player becomes it if he is tagged when he has possession of the ball or when he drops the ball either when catching, handling, or throwing the ball.

20. Snatch Club or Snatch the Handkerchief: Equipment - An Indian Club, Bottle or a Bottle and a handkerchief. Players form in two lines facing each other, about 15 - 20 feet apart. Have each line count off beginning at the right or if well acquainted with the group call one player from each side. Place the Indian club, bottle or handkerchief midway between the lines. The object of the game is to run out, snatch the club and return to your own side without being tagged. If successful the side scores 2 pts. if not the side which succeeds in tagging an opponent scores one point. The game may be set at 11 - 15 - 21 pts, etc. It may be well to suggest that a pause be taken before snatching the club otherwise the player taking the club is at a disad-
20. Cont. vantage because he has to stop, turn, and return to his side while his opponent merely tags him after reaching the club.

21. Chariot Pursuit Race:— As many chariots can run at one time as is desired. Having laid out a circular race course, or, if run indoors standards are placed at the corners of the gym—far enough from the walls, of course, to prevent running into them. The chariots are lined up equidistant from each other. The rules are as follows: Any chariot that is overtaken drops out of the race when it is tagged or, if the race is run in a number of laps, the team that has gained the most ground wins.