SINGLE CIRCLE GAMES

Flying Dutchman - This is a running game played in a single circle. Everyone in the circle joins hands with his neighbors. Two players are "it". They join hands and walk around the outside of the circle and tag the joined hands of two players. These players immediately chase the taggers around the circle, trying to catch them before they get into the space once occupied by the couple that was tagged. Partners must keep their hands clasped while running. This game is like Slap Jack except that instead of tagging one person, the joined hands of two players are tagged. There are no partners since a player may have to run with his neighbor on either side.

Have You Seen my Sheep - This is a running game played in a single circle. The player who is "it" is called the shopherd. He taps on someone's back and says "Good morning!" The tapped player who is a housekeeper says "Good morning." The shepherd says "Have you seen my sheep?" The housekeeper says "How is it dressed?" The shepherd then describes as his sheep a player, preferably one who is standing not far from the housekeeper. As soon as the sheep recognizes itself or the housekeeper knows who is being described, they begin to run. The housekeeper tries to catch the sheep before it gets back to its home. If this happens, the sheep must go into the center which is called "in the soup." Whether or not the sheep is caught the housekeeper becomes the shepherd for the next time. The shepherd does not chase. When he has described his sheep he steps into the housekeeper's place.

Come Along - The players learn the names of their neighbors then stand with their left hands extended into the circle. "It" walks around the circle and takes someone's hand. That person catches on to someone else and so a line continues to grow until the whistle blows then everyone must hustle back to his own place and greet his neighbors by name. The last man home is "It" for the next time. If the circle is large several lines may be started from different points.

Four in a Boat

\[ \text{\textbf{1.} Four in a boat and the tide rolls high} \]
\[ \text{" " " " " " " " " "} \]
\[ \text{Waiting for a pretty one to come by and by.} \]

\[ \text{\textbf{2.} Choose your partner stay all day} \]
\[ \text{" " " " " " " "} \]
\[ \text{We don't care what the old folks say.} \]

\[ \text{\textbf{3.} Eight in the boat and it won't go round} \]
\[ \text{" " " " " " " " " "} \]
\[ \text{Swing that pretty one you just found.} \]
Four boys make a small circle inside the big circle of players. During the first verse, they move around in the opposite direction from the big circle. During the second verse, each boy chooses a girl and the four couples make a circle, moving around until the last verse when the boys swing the girls and then leave them in the circle to start the game.

**Rig-a-jig-jig** - "Twice 55 Games" - Tune "Rig-a-jig-jig"

As I was walking down the street,
Heigh-ho, heigh-ho, heigh-ho, heigh-ho!
A pretty girl I chanced to meet,
Heigh-ho, heigh-ho, heigh-ho.

Chorus:

Rig-a-jig-jig, and away we go,
Away we go, away we go;
Rig-a-jig-jig, and away we go,
Heigh-ho, heigh-ho, heigh-ho.

One boy is in the center of the circle. Several may enter it if the circle is large. He walks about inside the circle looking at the girls until the words "a pretty girl I chanced to meet" are sung. Then he bows to a girl and they skip off about the circle together. Both these players remain in the circle for the next time, and each selects a new partner. So the game continues. If the game following this is to be a couple game, Rig-a-jig-jig should be continued until everyone has a partner.

**Slap Jack** - The players stand in a circle, clapping hands. One player runs around the outside of the circle and tags another as he runs. The player tagged immediately leaves his place and runs in the opposite direction. The object of both runners is to get back first to the vacant place. Whoever succeeds, wins, and remains in that place; the one left out becomes runner the next time. This is sometimes varied by having the players bow, shake hands as they meet and say "Good morning; good morning; good morning!

**Couples Games**

**One, Two, Three, Change** - The partners stand back to back with elbows hooked together. An odd player who is "It" stands in the center and calls "One, two, three, change." He gets a partner and so does everyone else except one, who becomes "It" next time. No pair is safe until both elbows are locked.

This game is not good for a mixed group of children, but is excellent for all boys or all girls.

**Third Man** - This game is a form of three deep. All of the players but two take partners and scatter in any irregular way. The players forming each couple stand facing each other, with the distance of a long step between them. To make a success of the game the distance between the couples should be considerable. Of the two odd players, one is runner and the other chaser, the object of the latter being to tag the runner. The runner may take refuge between any two players who are standing as a couple. The moment that he does so, the one toward whom his back is turned becomes "third man" and must try to escape being tagged by the chaser. Should the chaser tag the runner, they exchange places, the runner immediately becoming chaser and the chaser becoming runner.