

**Paper Bag Masks**

Each player is equipped with a large paper bag that will fit over his head and a crayon. Players place bags over their heads and attempt to draw a face on the bag. Eyes, nose, mouth, mustache, etc. After all are finished, points are awarded for the funniest face.

**Squat Tag**

One person is chosen to become "It." The players scatter around the room and "It" tries to tag them. The players may become safe from being tagged by assuming a squatting position. When "It" is not close by, they stand up and run again. Each player may use this method of escape three times, and then may escape only by running. If "It" retreats five steps from a player who has escaped by assuming the squatting position, and then returns, the player must run or is liable to be tagged. Anyone who is tagged becomes "It" and the game continues.

**Do This, Do That**

Players can be in spread-out relay formation, or in a circle three or four deep--so that all the boys can see the game leader. Leader says, "Do this." and touches his nose, claps his hand or some other action. All players must repeat his action. Suddenly saying, "Do that," he performs an action. No player must move on a "Do that" action. If a player misses, instead of dropping out of the game, have him squat and count to twenty-five and re-enter the game.

Variation: When a player misses, have him run to a designated spot, touch something or do a somersault and run back to re-enter the game.

**Bawl Game**

Player who makes the most noise for a given period of time wins.

**Hammer Throw**

Participants hold an inflated balloon tied to the end of a string. Each player throws the "hammer" by the end of the string. The one throwing the farthest wins.

**Fifty-Yard Swim**

Players hop on one foot carrying a glass of water. The first one over the finish line with the most water in his glass wins.

**Discus Throw**

Players lie on their backs and throw a shoe over their heads with both feet. Another method is to throw a paper pie plate from a chalk line. The plate should be held flat in the hand rather than sailed with thumb and fingers.

**Sixteen-Pound Put**

An inflated bag is "put" for distance, as though it were shot from the shoulder.

**Hold-'Em Ball**

The players stand in a semi-circle facing the man who is "It," at a distance of about ten yards. "It" throws a ball to any one of the players, calling "Hold-

'em!" If the player misses he goes to the "low" end of the line. The ball is thus thrown back and forth between "It" and the others until "It" misses. Then he goes to the "low" end of the line and the man at the "high" end becomes "It." A soft ball is used.

**Object-Passing Tag**

Fugitives pass an object. If a handkerchief is the object used, "It" can tag only the person who is carrying the handkerchief. To free himself the player carrying the handkerchief hands (not throws) it to any other fugitive.

**Circles**

Players scatter throughout the room. Leader blows several blasts on a whistle. If there are four blasts, the players must get into groups of four, hands joined and held high.

**Baseball In Sacks**

An ordinary game of baseball is played with each member wearing a sack.

**Stand Wall Ball**

This game requires a soft rubber or tennis ball and a high smooth wall or very high board fence. Before starting the game one of the players is selected to be "Thrower."

The players stand in front of, and at any distance chosen, from the wall. The Thrower throws the ball against the wall between two real or imaginary lines parallel to the ground. As he throws the ball, the Thrower calls the name or number of one of the players who must catch the ball either on the fly or first bounce. The others try to block him just as football players block each other from receiving a forward pass, but they are forbidden to touch the ball. When the player called fails to catch the ball the others scatter. He calls "Stand" when he picks up the ball. He takes aim and tries to hit a player. If he hits an individual they exchange places. If he fails he continues as Thrower.

**Tractor Pull**

The "tractor" kneels on hands and knees with a "driver" astride. The driver holds on with his legs. Two tractors back up to each other and the drivers reach back and grasp each others hands. On a signal, each tractor starts pulling in an effort to pull the other over a line or unseat the driver. Success in either attempt scores one point for the winner. Two points out of three wins the game.

**Balloon Busting**

Give each player a balloon, inflated to standard size. These are tied onto a rear belt loop of each player with a piece of string about 6" long. Each player has a newspaper which he rolls up tightly. The players pair off and on the signal, each player tries to burst his opponent's balloon by hitting it with his newspaper, When half of the original players have busted balloons, the winning players again pair off. This continues until only one player remains.

**Boxing Blindfolded**

### Steam Off Games /2

For this game, you need two pair of boxing gloves, two blindfolds and two people to prepare the two boxers.

Take the two boys to the centre of the ring, let their gloves touch, back them up a couple of paces, turn them around and let them go to it.

The referee can tap either opponent on either shoulder and he will swing in that direction. This continues until all the boys have had their Turn.

### A Trip To Rome

The player who is "It" walks around saying, "I am going to Rome. Haven't you a gift for me? The other players each hand him some awkward object, e.g. lamp, umbrella, shoes, cartons, coats. "It" must now walk across the room without dropping anything.

### Poison Tag

The player who is "It" must keep his hand on the spot where he was tagged.

### Folding Clothes

Boys remove their shirts and shoes, folding them neatly in a pile. They pretend to sleep, with the light turned out. When leader calls "Fire," all boys must dress in the dark and squat outside their corner. The first group finished wins.

### Birds Fly

The leader tells the boys to flap their arms up and down when he names something that flies. When he mentions something that doesn't fly, they must hold still. Those who make a mistake must drop out. To confuse things, the leader flaps his arms at every command. The commands should be given in quick succession, e.g. ducks fly, geese fly, pigs fly.

### Ostrich Tag

To be safe, a player must stand with his right arm under his left knee (raised). The fingers of his right hand grasp his nose.

### Wood Tag

The runner must touch wood to be safe.

### Ball Tag

"It" must touch the other player by throwing a ball. "It" must pick up the ball himself after it has been thrown.

### Blind Man Hop

This is played like Blind Man's Bluff, except that all but the "blind man" must hop. Any player who puts both feet to the ground becomes the "blind man".

### Catch The Snake

The snake is a piece of rope several yards long. One player who is "It" holds an end and drags the rope about, so that the snake writhes over the ground. The other players give chase and whoever succeeds in catching the snake becomes "It."

### Pyramids

A bucket is turned upside-down, partly buried to make it firm. On it place a pyramid of pebbles. The players throw pebbles or balls at the pyramid and the

winner is the one who knocks the last pebble from the bucket.

### Chinese Laundry

Hang small articles of clothing on a clothesline, fastening them with ordinary clothespegs. Players toss rings at the pegs. If they succeed in circling one, they win the suspended article.

### Last Man Across

Players line up and race to the finish line. The slowest drops out. The others race back to the starting line. Again the slowest is eliminated. This continues until only one person remains. He is the winner.

### One Out

Players stand behind a line about 40' from a line of objects. These objects should be about 2' apart and there should be one object less than the number of players. All players race toward the objects, trying to pick up one. The player who doesn't get one, drops out and one object is discarded. This continues until only one player remains

### The Midnight Game

Players acting as sheep are in a safety circle or fold at one end of the play area. The fox has a den in the opposite corner and comes out looking for food. The sheep come close, asking "What time is it?" They are safe until he says, "Midnight." Then they must escape to the safety circle before they are tagged.

### Colour Blind

Put out all the lights and ask all players to find an object of a certain colour. Set a time limit,

Points are awarded on basis of correctness of colour of objects collected.

Variation: Try objects of different shapes -- round, square, etc.

### Dark Square

Mark a square on the floor about one yard square or use designated marks on floor (definite areas of tile design markings of basketball courts, etc.).

Teams are at opposite ends of room and when lights are put out they must try to get all the team in the designated area.

Set a definite count for duration lights are out and do not allow any movements after lights are switched on.