



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>

NYPL RESEARCH LIBRARIES



3 3433 06658642 5



Beard
of V.F.

**THE OUTDOOR
HANDY BOOK**

THE BEARD BOOKS FOR GIRLS

By **LINA and ADELIA B. BEARD**

Things Worth Doing and How to Do Them. Illustrated by the authors. \$2.00.

Recreations for Girls. Illustrated by the authors. \$2.00 (postage extra).

What a Girl Can Make and Do. New Ideas for Work and Play. Illustrated by the authors. \$2.00.

The American Girl's Handy Book; or, How to Amuse Yourself and Others. Illustrated by the authors. \$2.00.

THE BEARD BOOKS FOR BOYS

By **DANIEL C. BEARD**

The Field and Forest Handy Book. New Ideas for Out of Doors. Illustrated by the author. \$2.00.

The Jack of All Trades; or, New Ideas for American Boys. Illustrated by the author. \$2.00.

The Outdoor Handy Book. New and Cheaper Edition of The American Boy's Book of Sport. Illustrated by the author. \$2.00.

The American Boy's Handy Book; or, What to Do and How to Do It. Illustrated by the author. \$2.00.

Not in 1907
1910



For
Playground
 Field
 and
 Forest

•• **THE : OUTDOOR** ••
 •• **HANDY : BOOK** ••

BY
D.C. Beard

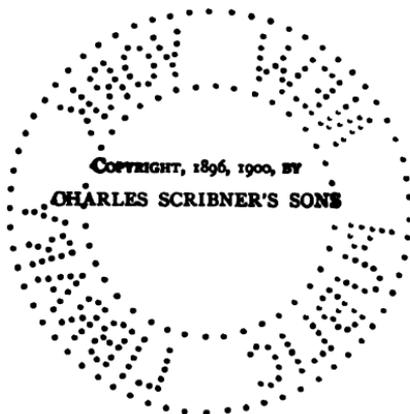
New York
**Charles
 Scribner's
 Sons.**



1907



THE NEW YORK
PUBLIC LIBRARY
653833
ASTOR, LENOX AND
TILDEN FOUNDATIONS
R 1914 L



SPECIAL NOTICE

The publishers hereby give warning that the unauthorized printing of any portion of the text of this book, and the reproduction of any of the illustrations or diagrams, are expressly forbidden.

9702
PROPERTY OF THE
CITY OF NEW YORK.

J
796
B10

PREFATORY NOTE TO THE NEW EDITION

IN the belief that a new title will neither mislead the reader nor impair the popularity gained by the earlier editions, it is thought best to issue this latest edition of "The American Boy's Book of Sport" under the title of "The Outdoor Handy Book.

This seems to fit the volume better than any other arrangement for the place it is designed to occupy between "The American Boy's Handy Book" and "The Jack of All Trades."

FLUSHING, June 10, 1900.

PREFACE TO THE FIRST EDITION

ALTHOUGH the present book is addressed to the same class of readers, it is neither a substitute for nor a supplement to "The American Boy's Handy Book," from which it will be found to differ in scope and character. "The American Boy's Book of Sport" is not intended as an encyclopædia of games. The purpose of the book is to deal only with subjects whose novelty or practical character meets the especial need of the up-to-date American boy who demands explicit and intelligent explanations of what is of use to him.

The many years spent as a member of the Board of Education in Flushing, Long Island, and as a teacher of art in New York, have impressed upon the author the importance of early training for children in the use of their hands. It is with the purpose of stimulating this sort of schooling that the author appeals to parents and boys to encourage the home production of kites, boats, and sleds, etc.; for the ingenuity and self-reliance thus developed are valuable qualities in a boy or man.

Moreover, a lack of the proper sort of play unfits a boy for the battle of life, and there is scarcely room to doubt

that the most successful men of to-day in business, statesmanship, art, and science are those willing to undergo and capable of enduring the most severe and continued application ; and as this power is dependent upon a robust physique and a strong, well-balanced mind, there is no doubt that well-directed boyish sport is the best school for the attainment of such results.

While this work represents many curb-stone interviews with boys, and years of observation and study of the subjects that have never lost for the writer the interest they held for him in his boyhood, it also includes the results of many carefully conducted personal interviews with experts in the various sports described, and investigations of obscure legends, written and unwritten, connected with games whose origin is older than history itself.

Golf and foot-ball are at the present time engrossing so much of the attention of our American boys that their claims have been found too important to be disregarded, while in the necessary exclusion of material in making a volume of suitable and convenient size, base-ball, tennis, and cricket, possessing an extended literature of their own, have not been described.

In many cases subjects heretofore thought worthy of little or no attention on the part of authors who write for boys, are here treated of at length. It would not be difficult, for instance, to fill a library with good books on fishing ; yet in the numerous boys' books consulted there appeared to be nothing modern, American, and practical,

or that answered the numerous inquiries the author has received from his juvenile friends on the subject of still fishing; and this led him to believe that a popular demand for enlightenment on this matter necessitated a chapter on bait.

The novel and interesting developments in kite-making and kite-flying that have taken place in the last few years merit, and have obtained, extended description.

The great popularity of "The American Boy's Handy Book," and the favor with which its successive editions have been received, encourage its author to hope that "The American Boy's Book of Sport" will be welcomed by all the readers of the first book and will make many new friends.

FLUSHING, LONG ISLAND, N. Y.,

October 15, 1896.

CONTENTS

SPRING.

CHAPTER I.

	PAGE
MARBLES	3
Marble Time—History of the Game—Sakya-Muni and Humphrey Potter —How Marbles are Made—Marble Names, Marble Terms, and Ex- pressions—Games from Bull Ring to Long Ring.	

CHAPTER II.

" FAT " AND OTHER FAMOUS GAMES OF MARBLES	29
The Uncertainties of " Fat," Sometimes Called " Yank " or " Yankey "— Stand-up Marbles—Follerings—Knucks, the Long Ring, and Patter- son—The Scientific Bull Ring—Duck in a Hole.	

CHAPTER III.

TOP TIME	37
Whip Tops—Home-made Tops—Peg Tops—Plug in the Ring—Chip Stone—Racing Tops.	

CHAPTER IV.

LATEST THINGS IN KITES	46
For Practical Uses—Steering Kites—Life Savers—Men Lifters and Other Novel Forms—Kites as Motive Power—The Malay Variety.	

CHAPTER V.		PAGE
MALAY AND OTHER TAILLESS KITES.....		67
Some Famous Experiments—How the Malays and Other Oriental Kites are Made—Kites in Tandem—Cannibal and Chinese Butterfly Kites.		
CHAPTER VI.		
AERIAL FISH AND DRAGONS.....		90
Paper Dragons or Fish for Kite-strings—A Live Man Kite.		
CHAPTER VII.		
HOOPS AND WHEELS.....		95
The Old and the New Fangled Hoops—How to Trundle a Wheel— Sport with Tin-Can Covers.		
CHAPTER VIII.		
HOW TO MAKE THE SUCKER.....		99
Leather Suckers and Live Suckers—Turtle-Fishing with Suckers.		
CHAPTER IX.		
UP IN THE AIR ON STILTS.....		102
How to Make all Kinds—Stilt-Walking Shepherds—Hand or Arm-Stilts are Best for Beginners—Queer Stilts Used in Various Countries.		
CHAPTER X.		
BAIT, LIVE AND DEAD.....		115
Salt-Water Worms that Live on Land—Angle-Worms, Helgramites, Minnows, Crawfish, Grasshoppers, Crickets, Frogs, and "Lampers"— How to Catch and How to Keep Them.		
CHAPTER XI.		
COMMON-SENSE PRECAUTIONS IN FISHING.....		145
Why and How Fish are Easily Frightened—The Lessons of Nature and of Experience.		

SUMMER.

CHAPTER XII.

	PAGE
AQUATIC SPORTS.....	151
Rowing Clothes—How to Make a Bathing-suit—How to Avoid Sunburn—Points about Canoeing.	

CHAPTER XIII.

THE LAND-LUBBER'S CHAPTER.....	156
Common Nautical Terms and Expressions Defined—How to Sail a Boat—Boat Rigs.	

CHAPTER XIV.

RIGS OF ALL KINDS FOR SMALL BOATS.....	176
How to Distinguish between a Ship, Bark, Brig, and Schooner—Merits and Defects of Cat-Boats—Advantages of the Sloop—Rigs for Canoes—Buckeyes and Sharpies.	

CHAPTER XV.

A "ROUGH AND READY" BOAT.....	187
Just What an Ingenious Boy Must Do to Build It—Detailed Instructions as to How to Make the Boat and How to Rig It.	

CHAPTER XVI.

A RAFT THAT WILL SAIL.....	197
And a Home-Made Catamaran—The Raft is Just the Thing for Camp Life—Pleasurable Occupation for a Camping Party Where Wood is Plentiful—You Will Need Axes and Hatchets and a Few Other Civilized Implements.	

	PAGE
CHAPTER XVII.	
SINGLE SHELLS AND UMBRELLA CANOES.....	213
How Old Shells can be Turned into Boys' Boats—The Cause of Upsets—Landing from and Embarking in a Shell—What an Umbrella Canoe is and How It is Made.	
CHAPTER XVIII.	
HINTS FOR COLLECTORS.....	222
How to Capture and Preserve Moths and Butterflies—A New Cabinet.	
CHAPTER XIX.	
HONEY-BEE MESSENGERS.....	234
How to Send a Cipher Message by the Bee Line—The Key—Bee Stings and How to Avoid Them.	
CHAPTER XX.	
A "Zoo.".....	239
For the Housetop or the Backyard—How to Build a Coop for Animals on the Roof or in the Yard—The Way to Provide Homes for Various Kinds of Pets.	
CHAPTER XXI.	
CHOOSING UP AND "IT.".....	245
"Which Hand is It in?"—"Pick'er Up, Wipe'er Off, and Stone-holder"—"Last One Over"—Short Straw—Handy, Dandy, Riderly Ro—"Whole Fist or Four Fingers"—"Odd or Even?"—"Wet or Dry?"	
CHAPTER XXII.	
COUNTING OUT RHYMES.....	252
How the Game is Played—Various Rhymes—An American Version of an Ancient Rhyme—Causes of Variations—Rhymes of Different Nationalities.	

CHAPTER XXIII.

	PAGE
IN THE WATER.....	264
How to Swim—A Wooden "Swimming Master"—Suspension Bridge— Chump's Raft, and Tub Races.	

CHAPTER XXIV.

GAMES OF TAG.....	279
Origin of this Sport—King's X—Last Tag—Iron Tag—Cross Tag— Old Bloody Tom—Black Man—Prisoner's Base and Other Variations.	

CHAPTER XXV.

I SPY.....	304
With Instructions also How to Play Hunkety and Kick the Wicket.	

CHAPTER XXVI.

LEAP-FROG.....	310
Teaching the Game to the Esquimaux—Foot-an'-Half—With First Back and a Leader—A Game Requiring Skill—Spanish Fly—The Danger of Quarrelling—Dick's Hat-band.	

CHAPTER XXVII.

VARIOUS SPORTS FOR HOT DAYS.....	320
"Jack's Alive!"—Spirit Tortoise and Dead Turtles—Jack and the Candles—Bowlder On, or Duck on a Rock—Nine and Ten Pins— Skittles, Ancient and Modern.	

CHAPTER XXVIII.

TIP-CAT.....	332
How the Cat is Made—English-Cat—Country-Cat—American-Cat— A Game Requiring Skill and Quickness.	

CHAPTER XXIX.

	PAGE
GAMES OF BALL.....	336
How Town-Ball is Played—One or Two Old-Cat—House-Ball—Hand Up—Ballie Callie—Crackabout—Over the Barn—Stool-Ball—Corner- Ball—Black Baby—Hat-Ball.	

CHAPTER XXX.

MUMBLY PEG, HOP-SCOTCH, AND JACK STONES.....	350
The Motions of Stick-Knife—Universality of the Game of Hop-Scotch— As Played in Different Countries—Different Games with Jack Stones.	

CHAPTER XXXI.

PRACTICAL HINTS FOR BICYCLISTS.....	365
Regarding Baggage and how to Carry It—A Photographer's Outfit on a Wheel—A Collector's Box—How to Deal with Punctures—An Ex- temporized Handle Bar—A Rope Tire—A Cleaning Rack, and a Bicycle Stand.	

AUTUMN.

CHAPTER XXXII.

POINTS ON CAMPING OUT.....	377
How to Make a Fire in the Woods on a Rainy Day—To Get a Light Without Matches—The Diamond Hitch, and a Home-made Cinch.	

CHAPTER XXXIII.

THE BOYS' BABY BALLISTA.....	391
How to Build this Warlike Engine, and the Fun that can be had With It—Blow-guns and Their Use—Blow-gun Parachutes—The Lariat, How to Make and Throw It.	

CHAPTER XXXIV.

	PAGE
"TALLY-HO" AND OTHER CRIES.....	407
The Origin of "Hello" and "Tally-ho"—Indian War-whoops and College Yells—Boys' Cries.	

CHAPTER XXXV.

INDIAN GAMES ADAPTED FOR BOYS.....	419
Squaw, Saddle-bags, or Sky Shinny—The Way the Game is Played—An Exhilarating Sport—Mandan Ring—A Fine Game for Autumn or Winter.	

CHAPTER XXXVI.

ON THE FOOT-BALL FIELD.....	428
The Antiquity of the Game—The General Principles of the Game as It is Played by the College Teams at Present.	

CHAPTER XXXVII.

GOLF, HOCKEY, AND SHINNY	442
How to Lay Out Golf Links and Play the Game—Explanation of the Terms Used in the Game—How Hockey and Shinny are Played.	

WINTER.

CHAPTER XXXVIII.

TURTLE HUNTING.....	455
Methods of Capturing "Snappers" and Terrapin Described—The Implements Necessary and Where to Search.	

CHAPTER XXXIX.

	PAGE
ON THE ICE.....	460
Plain and Fancy Skating—Begin to Learn Young—Cutting a Circle— The Spread Eagle—The Bull Frog—The Grapevine Garland—The Danger of "Follow the Leader."	

CHAPTER XL.

STUNNING MUSK-RATS AND FISH.....	470
Sport for Boys on Skates when the Ice is Thin and Clear—How Cat- fish and "Suckers" are Stunned and Captured.	

CHAPTER XLI.

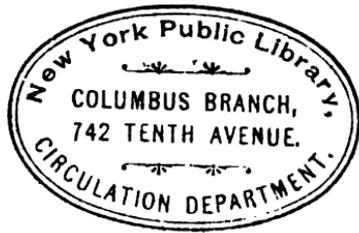
SNOW-BALL BATTLE AND SNOW TAG.....	475
The Rules of Snow-ball Battle—How Rome and Carthage is Played in Cuba—The Ingenious Game of Snow Tag.	

CHAPTER XLII.

THE "GET-THERE" AND DOUBLE-RUNNERS.....	478
Instructions as to How to Build these Famous Sleds—A Safety Double- Runner.	

Spring





The Outdoor Handy Book

CHAPTER I

MARBLES

Marble Time—History of the Game—Sakya-Muni and Humphrey Potter—How Marbles are Made—Marble Names, Marble Terms, and Expressions—Games from Bull Ring to Long Ring.

Marble Time.

IN the early spring time, while the white frost still jewelled the grass in the mornings and the ground was alternately frozen at night and thawed by the morning sun, marble time used to begin, and on Long Island the custom of playing marbles as soon as old winter has taken off his coat of snow is still in vogue.

How my knuckles used to smart where the cold wind had chapped them and "knuckling down" had ground the mud into the raw places. But, pshaw! What did I care for raw knuckles, as with a pocketful of assorted varieties of marbles I watched eagerly for a playmate, and as soon as one appeared, shouted, "First for keeps!"

In those days I thought that gambling consisted only in playing games for money.

Four hundred years before the first incidents occurred that are written of in the New Testament, old Sakya-Muni

was dead and buried, but, like John Brown, his spirit keeps marching on.

Sakya-Muni was a great man, but I doubt if any of my young readers would like him. Mr. Muni founded a great religion, but he was narrow-minded. Boys in those days were just like the boys of this day—they were fond of fun, fond of games, and they made little windmills, and they enjoyed seeing the wheels buzz in the breeze.

Old Sakya-Muni thought this sinful and silly. He forgot that he was ever a boy himself, so he forbade windmills as "detrimental to progress in virtue." Sakya-Muni, or Gautama Buddha, was an ancient Puritan; he was down on chess or checkers, hop-sotch he abhorred, jack-straws to him were the invention of the evil one, ball was a game of perdition, drawing pictures, blowing horns, racing, archery, and marbles, were equally bad and forbidden sins.

There are many estimable, narrow-minded, half-developed people of to-day who think just as Buddha did so long ago, but fortunately for the young people no one now takes them seriously.

Sakya-Muni had no intention or desire to be of assistance to the author of this book. No doubt if the old pagan were alive he would forbid its publication, but nevertheless he is introduced to the reader because his denunciations of these games prove that the youngsters of his day found entertainment in the same games that occupy the leisure of the school-boys at the close of the nineteenth century.

Not many years ago there was a boy named Humphrey Potter, who, sad to relate, in spite of Mr. Muni's harangue against games, would rather play marbles than work; but he was a poor boy, and he would rather work than see his parents deprived of the comforts that his little earnings

could procure. Humphrey was only a boy; he did not know anything. Not one of the great men who had invented the awkward, puffing old steam-engines that were used in those days would have condescended to consult Hump in regard to his invention.

The poor little chap had to sit all day on a stick of wood for a stool, and, with one hand on the steam-cock and the other on the water-cock, alternately turn on steam and water. When he turned on the steam this vapor rushed into the cylinder and forced a heavy piston up; when he turned on the water, that fluid rushed in, cooled off or condensed the steam and down came the piston. So that without a boy at the steam and water cocks this great invention of full-grown men would not work.

But Hump had a better head than these men, and the lad wanted to play marbles. So down went his hand into that junk-shop which every boy has, but which he calls his pocket, and out came a piece of string—most likely it was a top-string—and Hump harnessed up the piston to the valves.

It was as simple as falling off a log. The piston opened and shut the valves itself, and Humphrey played marbles and drew his pay at the same time.

Simple as falling off a log, but like many things it was too simple for a man to think of, and yet simple as it was Humphrey Potter's invention lifted the steam-engine from the plane of a clumsy machine chiefly used for pumping purposes to the higher field where its uses are so manifold as scarcely to be numbered, and Humphrey was only a boy and an inveterate marble-player at that.

Boys, when you hear the thunder of the railroad train, the hum of the factory wheels, or the whistle of the big steam-boats, rattle the marbles in your pockets, and say,

“ Well, if it were not for one of us, where would all your wonderful inventions be, you great, big, bald-headed, bearded boys that build your cities without leaving us room for a Bull Ring?”

Terms Used in the Game.

Before going any farther, I might as well give the meanings of the principal terms used in marbles—the phrases which mean so much to boys and so little to those who are unfamiliar with them.

The Taw or Shooter, is the marble used for shooting.

The Taw Line or Tie Line, or Scratch, as it is often called, is the line drawn for a starting-point in games like the Long Ring.

Ducks are the marbles to be shot at.

Dubs* means that you take all the marbles knocked out of the ring by one shot.

Fen Dubs† means that you must put back all but one marble.

Lofting means shooting through the air. When you loft you knuckle down and your taw goes through the air and does not strike the ground until it hits the duck aimed at, or a spot near it.

Knuckling down means what the name implies, resting the knuckles on the ground during the act of shooting.

Hunching means shoving your hand over the mark as you shoot. Hunching is unfair, and if a good shot is made and the player making it is caught in the act of hunching he should be made to shoot over again and shoot fair.

Histing is holding the hand some distance above the ground. Histing is not allowable in the Bull Ring or in Meg-on-a-String.

* An abbreviation of doubles.

† An abbreviation of defend doubles.

Roundsters means taking a new position on one side or the other of some obstruction. This is not fair in Bull Ring.

Sidings means to move your taw from one side to the other in a straight line when about to shoot, and is not allowable in Bull Ring.

Burying is the term applied to the act of placing your taw in a good spot and then forcing it into the ground with the heel of your shoe. Burying is sometimes allowed in all games of marbles, but only by unskilled players; with the others "Fen burying" is the unwritten rule of the game.

Laying in is similar to burying, with the exception that your taw is left on top of the ground. This is also a "baby" game and not often resorted to. "Laying in" also means placing the marbles in the ring.

Clearances means removing stones, sticks, or other objects between your taw and the ducks.

Sneaking is the act of shooting for a position.

Babying is shooting with little force, so as not to knock the ducks far or to cause your taw to fly far. Babying is not of much use in large rings, but is often resorted to in small rings and in such games as Follerings. There is no rule that can make you stop babying, so the other players always try ridicule. This never succeeds to any extent, though it eases the minds of the unsuccessful players when another boy is "skinning" the ring by babying.

Playing for Keeps is a game in which all the ducks won are kept. **Playing for Fair** is an Eastern term with the same meaning, and **for Fun** means of course that all the marbles are returned to their original owners when the game is over.

The Right Spirit.

It is not necessary to gamble with marbles, as many suppose, and in fact there is little doubt that the game was first played "for keeps" centuries ago when pebbles were used for marbles and the pebbles won were only valued as trophies or counters. In reality a marble won is a point won in the game, and it is not necessary to keep the marbles after the game is over, any more than it is necessary to keep the balls and bats of the defeated base-ball players or the balls and rackets of the defeated lawn-tennis players or the foot-ball of the defeated foot-ball players. What the American boy plays for is to *win the game*, not the implements of the sport. It is only the occasional "tough" who manages to get into the game who has the real instincts of the gambler, and he is the boy who always cries "grinder," and "snatches up" or "swipes" the marbles of smaller or more timid lads. Such a boy should be avoided just as respectable men avoid the gambler and black-leg.

Knuckle Dabsters.

Every boy who plays marbles should possess a knuckle dabster; these can be made from bits of soft woollen cloth,

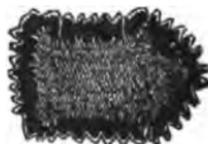
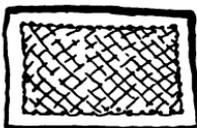


FIG. 1.—A Quilted "Knuckle Dabster."

FIG. 2.—Mole Skin "Knuckle Dabster."

felt, or the skin of small animals. Mole skins make the softest and prettiest of knuckle dabsters, but any piece of fur will answer. Some boys wear them fastened to the hand,

but the most expert players seem to prefer to throw them down at the spot from which they are about to shoot and then knuckle down on the soft fur or woollen cloth.

A knuckle dabster prevents one's knuckles from becoming sore and raw, and adds greatly to the comfort of the player.

Your sister, mother, aunt, or grandmother can in a few moments stitch two pieces of thick, soft cloth together for you when marble time arrives, and if they will add to this favor by making you

A Marble Bag

with strings to draw the mouth together, you are ready for the season. The marble bag should be small enough to slip into your pocket, where it will prevent the loss of many marbles that might work their way through that hole that is always to be found in a boy's pocket after he has worn his clothes for a short time.

FIG. 3.—Marble Bag.



FIG. 4.—Same with Strings Drawn.



I remember how I used to plan leather and buckskin pockets that would not wear out, and I made up my mind that when I was old enough to make money and buy my own clothes the tailor should be instructed to put in leather pockets.

Alas! when I reached that age it took so much cash to buy the clothes that there was never enough in the pockets to wear them out.

Whom to Play Marbles With.

If Little Lord Fauntleroy had been born in a Western town his life would not have been worth living. He was a gentle little "sissy" aristocrat, who would never have been tolerated by the "Huck" Finns and Tom Sawyers inhabiting the valleys of the Mississippi and its tributaries.

Imagine, if you can, such a little chap wearing the clothes with which Mr. Birch, in his beautiful illustrations, so appropriately dressed him; imagine him down on one knee, with his girlish hand chapped with the wind and the cracks filled with grime, knuckling down and lofting on the ducks in the middle of a bull ring, or with doubled fists standing over his marbles, defending his property against some young highwayman from the rolling mill on the river bank!

As the New York boys would say, "He wouldn't be in it." No, the house is the place for him. This is a rough world, and it requires experiences outside of a gentle, loving mother's care or the sweet lady-like tuition of a governess to fit a lad for the battle of life.

What we want for a playmate is a fair and square fellow, who will stand by a friend through thick and thin, and, without being quarrelsome, defend his rights and never "weaken." It is unnecessary to say that such a lad's love of justice will always prevent him from imposing upon smaller boys and his manliness will cause him to treat his companion and the girls with courtesy. You need not watch him in any game, for he will not cheat. Among my old schoolmates I have known many such fellows, and, to a man, they are all good fellows now; good citizens, good fathers, and they still enjoy watching the boys play the games in which they used to excel themselves.

How Marbles Were First Made.

With the aid of frost and sun nature splits the rocks, dropping the fragments into the water, and the ever moving water rolls the fragments over each other and against other stones until they become smooth pebbles, many of which are almost as round as the marbles sold in stores. Away back before history was written the children used these natural marbles to play with, but there is nothing to tell us whether they used a "long ring" or a "bull ring," or what rules governed the game.

When the Tammany Halls of Rome and the citizens in general became wicked and corrupt it made nature very ill, and she broke out in volcanoes. While the terrible fires from the bowels of the earth were spouting and scattering their ashes and lava over towns and cities, Pompeii was buried with all its streets and houses and with some of its people and dogs. Among the many curious things found in the ruins by the antiquarians who have unearthed the old cities were—what? Marbles left by the boys in their flight from the doomed city, and, I think, if the truth were known, some of the little rascals delayed their departure long enough to secure and carry away with them their "megs," as the New York boys would call the ancient marbles.

Marbles in America.

One hundred and twenty-eight years after Columbus discovered America, and when many of the ancestors of this generation of boys could call themselves Americans, the Dutchmen imported marbles to England, and it is very probable the old Knickerbockers introduced them here, but it matters little who had the honor of introducing them to

America. They came to stay, and now, from California to Maine, and from the Calumet and Hecla mines at Red Jacket, Mich., to New Orleans, the boys all play marbles.

Made Abroad Nowadays.

Where do they all come from? Some of you win them, some of you trade postage-stamps for them, but some person bought them, probably, at the little store around the corner.

When I attended the Eighth Street District School in Cincinnati we used to replenish our stock from "Malaney's." I do not recollect the real name of the proprietor of the little store, but that is the name it went by among the boys. There we bought our butterscotch and bull's-eye candy; our match-sticks for kites, our elastic bands for slings, our tops and top-strings.

Local Names of Marbles.

But Malaney must have secured his supply from somewhere, because I know he did not make them himself, and he always had a quantity on hand of "potteries," "plasters," "chinas," "crystals," "agates," "alleys," and "com-mies."

Atlantic coast boys do not use these names, but they use the same marbles. We had a tradition that the potteries were made at a pottery near the Brighton Hotel in the suburbs of Cincinnati. What truth, if any, there is in this tradition I am unable to state. In New York I seldom see this rich brown mottled marble, whose glossy surface is marked by three rough dots.

The "crockery" never had the splashes of white that distinguished the "burned agate" of New York, nor the green of the "moss agate" of the same place. Both of the

latter were unknown to the Western boys twenty-five years ago.

At the beginning of this century marbles were sometimes called "bowls," and all came from Nuremberg, down the Rhine to Rotterdam, and thence to all other parts of Europe.

How Marbles are Made.

They are now manufactured in immense quantities in Saxony for exportation to the United States, India, and China. The common marble is manufactured of hard stone quarried near Coburg, Saxony, and the process is practically the same as that used by nature in grinding out the little round pebbles originally used by the children of long ago.

Nature, though constantly busy, is slow. We do not want to wait a thousand or maybe a million years for her to get our marbles ready. Our fingers might be too old to shoot with them, so we adopt nature's principles, but make more haste. In place of frost man uses a hammer to break the stone into fragments.

The hammer breaks the hard stone into small squares, or, more properly, cubical shaped blocks. These are placed on a large millstone one hundred or two hundred at a time. The millstone has several grooves cut in it in the form of rings, one ring inside another, or, as your Geometry would put it, in the form of concentric circles. Over this a block of oak of the same size as the lower stone rests on the small square fragments and is kept turning while water flows upon the bottom stone.

Power is supplied by a water-wheel, and when the machinery is set in motion the little cubes are compelled, by the pressure and motion of the upper piece, to roll over and over in their circular tracks, and round and round and

round they travel like circus horses in a ring. In fifteen minutes' time the mill does what nature takes years to accomplish, and the little blocks of stone are turned into small stone balls. These are the unfinished marbles and need smoothing.

One such mill can turn out two thousand marbles a week, and if there are four or five sets of millstones running, eight thousand or ten thousand a week can be manufactured.

In another part of the establishment the water-wheel turns a number of wooden barrel-shaped receptacles, something like the copper ones used for making candy in this country. Inside the wooden casks are hard stone cylinders. These revolving cylinders smooth the marbles, which are compelled by the motion of the machinery to keep up a constant rubbing against each other and against the stone cylinder. When they are smooth enough the dust made by the last process is emptied from the casks and fine emery powder substituted. This gives finish and polish to the marble.

Common Marbles.

The small, gray marbles are what the Western boys call "commies" or "combos." They are often painted bright colors, but the paint soon wears off and they look like little dried clay balls. They are not much valued, and five "commies" usually represent the value of one "plaster."

The Century Dictionary gives an "alley" as one of the definitions of a marble. On what ground it bases this information I am unable to state. "Agate," "meg," "duck" or "real" would be just as good a definition. "Meg" or "duck" would be better, inasmuch as, in different sections of the country, both of these terms are

used to define marbles of any description; while "alley" in almost all parts of the country means a particular kind of marble.

The Alley.

In some parts of Ohio and Kentucky the marble designated by the latter name is a small, hard sphere with a yellowish-white ground, streaked with wavy lines of bluish green. These are not the same as the "Croton alley" or "Jasper" of New York. The latter, I believe, are made of glazed and unglazed china marbled with blue, and are generally larger marbles than the so-called alleys of the West.

The China and Plaster.

In Cincinnati and the adjoining cities of Covington and Newport, Ky., a china is what its name implies—china. This term, when I was a boy, was used only to designate a glazed china; the unglazed ones we called plasters, from their resemblance to that substance.

Both of the latter marbles are decorated with lines of various colors, sometimes crossing each other, forming plaids, and again arranged in circles and called bull's eyes. They are made in wooden molds and are dried, baked, and painted like any other chinaware.

The Bumbo and Peawee.

"Bumbo," "bumboozer" or "bowler" are names applied to very large marbles of any description. A "peawee" is the name used for any very small marble.

Crystals

is a general name applied in many parts of the country to all glass marbles, including "opals," "glimmers," "bloods," "rubies," etc. They are all very beautiful, but their beauty

is only skin deep, and when used much they become dull and full of nicks. Some of these glass marbles are called "agates" in the East, and hence the genuine agate is called a "real," to distinguish it from the counterfeit glass one. Glass marbles are made by melting the glass and pressing the hot substance in polished metal molds, the halves of which fit so neatly that no trace of a seam or line is visible on the glass to mark where the parts of the mold join.

The "Lucky Taw."

Our lucky taw, or the marble we used when a skilful shot was required, was carefully selected for its weight and symmetry, and was generally an agate or real. Agates are beautiful gems of agate or carnelian, varying in color from a smoky gray to a blood red, or variegated with mottlings or stripes of different colors. Agates are made into marbles at Oberstein. The workmen are very skilful. The stone is first broken into fragments of the proper size, and then, by means of a hammer, clipped into rude balls; these

balls are then worn down on the face of a large grindstone, and are managed with great dexterity by the workmen, who in a few minutes bring them into perfect spheres, after which they are polished by hand on lapidary wheels.



FIG. 5.—"Cunny Thumb."

Cunny Thumb or Scrupy Knuckled.

If Little Lord Fauntleroy played marbles, any boy could tell you how he would shoot. He would hold his hand vertically, place his taw or shooter against his thumb-nail and his first finger. He would shoot "cunny thumb style," or "scrumpy knuckled." The thumb would

flip out weakly (Fig. 5), and the marble would roll on its way.

Tom Sawyer would lay the back of his fist on the ground or on his mole-skin "knuckle dabster," hold his taw between the first and second joints of the second finger and the first joint of the thumb, the three smaller fingers closed and the first finger partially open (Fig. 6). From this animated ballista the marble would shoot through the air for four or five feet, alighting on one of the ducks in the middle of the ring, sending it flying outside, while the taw would spin in the spot vacated by the duck. Tom or Huck Finn would display as much skill with his taw as an expert billiard player would with the ivory balls.



FIG. 6.—As Tom Would Shoot.



FIG. 7.—Western Reserve and New York.



FIG. 8.—Another and Better Style.

A Southern Way.

Down in Dixie I have frequently seen grown men, white and black, playing marbles, and one or two of the expert players held their taw on their second finger, holding the second finger back with their thumb; then suddenly removing the thumb and straightening out the finger, they sent the marble, like a bullet, straight to the mark. This manner of shooting must require much practice, and I doubt if it is more accurate than the one just described as Tom's method. Some boys, skilful in the game, squeeze

the marble they shoot with between the thumb and the forefinger, wetting it with their mouth to make it slip quickly.

The Arabian Way of Shooting.

The dark-faced little Arabs have a curious manner of shooting. They place their *taw* in the hollow between the middle and the forefinger of the left hand, the hand being flat on the ground with the fingers closed. The forefinger of the right hand is then pressed firmly on the end joint of the middle finger, which pushes the middle finger suddenly aside, and the forefinger slips out with sufficient force to propel the shooter very accurately.

There are innumerable games of marbles in vogue in different sections of the country. I have watched the boys play in every State east of the Mississippi River, and between the Gulf of Mexico and the Great Northern Lakes, and will describe the most popular games.

CHAPTER II

"FAT" AND OTHER FAMOUS GAMES OF MAR- BLES.

**The Uncertainties of "Fat," Sometimes Called "Yank" or "Yankey"
—Stand-up Marbles—Follerings—Knucks, the Long Ring, and Pat-
terson—The Scientific Bull Ring—Duck in a Hole.**

Fat.

MAKE a ring that will measure a foot and a half or two feet across the centre. Then draw a straight line through the centre from top to bottom, and another straight line from right to left at right angles to the first through the centre of the ring, thus dividing it into quarters (Fig. 9).

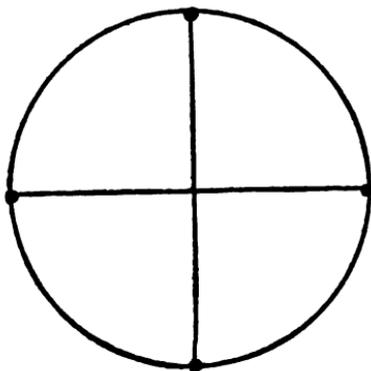
Each player lays in a duck, that is, puts a marble in the ring. Where only two play, place one duck on the right and the other on the left hand side of the ring. If four boys play, place a marble at the end of each cross line, and if more boys are in the game put the marbles around the ring, one for each player.

Beginning the Game.

About ten feet away from the ring scratch a taw or tie line to shoot from. Here the first player places his knuckle dabster, knuckles down and shoots at the marbles. If he is a good marksman and knocks a marble out of the ring he shoots again from the spot where his taw or shooter rests

and so continues to shoot until he makes a miss, pocketing all the ducks he knocks out.

When he has failed to hit and knock out a marble, his turn is over and he must allow his shooter to lie where it rolled.



Number Two's Play.

Number two now takes his turn. Knuckling down at the taw line, he shoots as number one did, or if number one's taw is within range, he shoots at that, and if he is fortunate or skilful enough to hit number one's taw, then number one must hand over to number two all the ducks he (number one) has knocked out of the ring. If number two's luck still continues and he is able to hit number one's taw again, then number one is considered "killed," that is, he must put his taw in his pocket and quit playing until another game is started.

When number two misses, number three knuckles down at the taw line and shoots at the ducks in the ring, or at his

opponent's taw, if that marble is within range.

TAW LINE.

FIG. 9.—Fat Ring.

"Killing."

When only two boys are playing if one "kills" the other, of course the killer wins the game, and more ducks are laid in and a new game started. The first man killed is the last to shoot in the next game, and the second man killed is next to the last to shoot, etc. In some sections of the country when three boys are playing the third boy is required always to shoot his taw across the ring, whether he shoots at the other taws or at the ducks.

The Uncertainties of "Yank."

It will not take a beginner in this game long to learn that his safety lies in keeping his own taw as far as possible away from his neighbors', and when he shoots in their direction he will shoot hard. One player may secure all the ducks but one and then miss, and the next player by striking the first's taw compel him to turn over to him all the ducks he has knocked out.

It does not require much wit to see that there is more to be gained by shooting at your neighbor's taw if the neighbor has been lucky than there is shooting at the one lone duck in the ring.

It sometimes takes good players a half, three quarters, or a full hour to finish one game. Often two or three unlucky players will combine against a lucky one and peg away at the lucky one's taw until he is compelled to give up the ducks he has knocked out. Another way to play this game is to make the player whose taw is hit replace in the ring all the marbles he has previously succeeded in knocking out.

Stand-up Marbles.

There is no skill required in this game, and the only excuse for its existence is that the rapid growth of our big cities has had the effect of so covering the boys' play-grounds

with buildings and other obstructions that the boys are compelled to adopt such games as they can play under the existing conditions. So "Stand-up Megs" has become popular in many places.

Make a two-foot ring about six inches from a convenient house or fence. Use a "bumboozer" for a taw and stand at the taw line about six feet from the ring. Hold up your taw and take aim with your right eye, and shoot by hunching at the marbles in the ring. If you miss, pick up your big taw and let the next boy shoot. If any one knocks one or more ducks out, he continues to shoot until he fails. Each boy takes his turn until all the ducks are knocked out of the ring. Another way to play the game is to make a hole in the ground and place a duck for each player in the hole, then standing at the taw mark the players with their "bowlers" or "bumboozers" shoot as already described. If a player's taw or shooter fails to knock out any megs and remains in the hole, then he must put in as many ducks as "are up" before he is allowed to remove his taw.

"Follerings," or Followings,

is a travelling game, generally played by the boys on their way to school, or often, I am afraid, when they are sent on errands by their mothers. Although this game is a travelling game it is unnecessary to say that it does not lend haste to the traveller. In fact, it must be acknowledged that more speed can be made by a boy on an errand if he omits to play the game on his way.

The rules of "Follering" are simple. "First" shoots his marble in the direction he wants to travel, and "Second" shoots his marble at the "First's" taw. Thus they shoot each in turn until one boy is lucky enough to hit his opponent's taw. That means a duck for the fortunate one, or

else a point in the game and another shot at his opponent's marble. He continues to shoot until he misses, and so the game goes on.

"Everything," and "Fen everything!" are the cries in this game. If one player before he shoots cries "Everything" before his opponent can cry "Fen everything," then the shooter may "hist," that is, as already explained, hold his marble up and shoot, or he may remove a brick, can, old shoe, or whatever object accident may place between him and his opponent's marble, or he may take "roundsters," going one side or the other of any object that may be in the way. But he cannot go any nearer the other boy's marble than his first position. If, however, the other player cries "Fen everything!" first, then the shooter must knuckle down and make the best of it.

The Art of Babying.

If one player hits his opponent's taw and knocks it into a gully, a hole, or the gutter and his own taw does not fly far away, he shouts "Everything!" if possible before the other player can say "Fen," and then he commences a series of soft, easy shots, each of which counts just the same as a long, difficult one. With care a good shot can baby away until his opponent shouts himself hoarse with cries of "Fen babying! Fen everything! Fen histing! Fen roundsters! Knuckle down." To all these cries the player pays no attention, but continues to shoot until he carelessly makes a miss. Then the other player has his revenge and babies away, to the great discomfort of his opponent.

Follerings starts where the two lads meet and lasts until the school-house or some other objective point is reached. It can be played almost anywhere, and is quite exciting enough to meet the approval of most boys.

Knucks.

This is a game of give and take. One boy, called "knucks," places a small marble between his knuckles and rests his hand on the ground. The other player knuckles down at the law line four or five feet away and shoots at the marble between the fingers of his playmate. It is customary to knuckle down and loft, or shoot through the air, and not bowl along the ground. The law marble or shooter used is of medium size. Every time the marble in "knucks'" hand is hit it counts one; every time "knucks'"



FIG. 10.—A Game of Knucks.

knuckles are hit it gives "knucks" a shot at the first shooter.

Suppose that it is agreed that each player should have three shots, and there are two in the game. Number one shoots three times, hits the marble once, and the knuckles twice. Then number one wins one count, and number two, who has been "knucks," takes his three shots, and two shots to pay for the two raps he had on his knuckles. That makes five shots he has at number one.

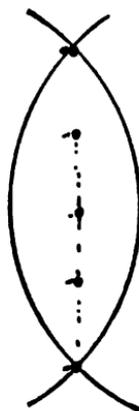
Unless number two is an expert he is going to hit number one's knuckles a number of times in his five shots, but number one grins and bears it, as he knows that the rules of the game will give him satisfaction. There is no

end to this game, and it only stops when both boys agree that their knuckles demand a rest.

If one boy is a good player and the other a poor one the good player wins the most points, but the bad player makes the other's knuckles suffer for their skill.

The Long Ring.

About eight feet beyond the taw line, make a ring composed of two parts of a circle crossing each other at the ends (Fig. 11), a fish-shaped ring with its head toward taw line. Draw a straight line through the centre of the long ring to lay the marbles on. If only two boys are playing and each lays in a duck, one marble should be at each end of the ring. If more than two play, or if more than one duck apiece is laid in, then they should be placed along the line in the centre of the ring.



When number one shoots, if there are only two marbles he generally "sneaks," that is, he bowls, as some call it, or shoots his marble with just sufficient force to cause his taw to roll slowly along and come to a rest as near as possible one of the marbles in the ring.

In doing this number one runs the risk of being killed by number two, whose turn it now is to shoot, and if there are only two in the game, and number two kills number one, this gives the game to number two, but if there are more in the game it puts number one out, and number two has another shot at the ducks in

TAW LINE
FIG. 11.—The Long Ring.

the ring, and continues to shoot until he misses. Then number three shoots, or if number one is not dead, and only two are playing, number one shoots from the spot where his taw lies.

Any player can sneak whenever he thinks he dare risk it. Of course a sneak is a shot and he must run the chance of being killed; but if he is killed he can, when his turn comes around, lay in as many ducks as he did at first, and then placing another duck near the taw line, knuckle down and shoot, hitting the near duck on one side so as to cause his taw or shooter to fly down toward the ring. It often happens that in this way he can make up for what points he lost by being killed. If he makes a miss he leaves his taw where it rests, and the next player takes his turn.

Patterson.

This game is played like "Fat," previously described, and often goes by that name, but in place of the round ring used in real Fat the Patterson boys use the taw line and the oblong or fish-shaped ring of the Long Ring game. The principal difference between Long Ring and Patterson is that you must hit your opponent's taw twice to kill him, and he cannot come to life again by laying in when his turn comes and shooting at a duck near the taw line. The first time you hit his taw you win all the points he may have made, the second time you strike his taw you put him out of the game and there is one less to fight against; hence there is not much sneaking in Patterson.

Gambling Games.

"Sports" among boys may frequently be seen trying to entice other boys to pay a stated number of marbles a shot at a notched and numbered shingle. The "sport" holds the

shingle with his hand and rests the edge with the notches in it on the ground, while the player shoots from taw at the notch with the biggest number. He seldom goes through, but if he succeeds, the "sport" pays him back as many marbles as are designated by the number over the notch his marble went through. This is a great game for cheating; a slight movement of the shingle from one side to the other will make the best shot miss, and, like all gambling games, create ill feeling, and frequently the game is only decided by the fists of the players.

The Bull Ring.

One of the really scientific games is the old-fashioned Bull Ring, which is from four to ten feet in diameter. The ducks are placed a few inches apart on a cross scratched in the middle of the ring. The number of ducks varies according to how many "a whack," or how many "up" or to "lay in" may be agreed upon. If four or five boys are in the game, "one up" makes a nice pot of ducks to shoot at.

If but two boys are playing they sometimes lay in three, four, or even more ducks apiece, according to their wealth. The boy who cries "First" soonest is accorded the first shot, and the others in their order. In case of dispute they "lag" for turn. Each player knuckles down and shoots for the opposite side of the ring, and their turns come in the order of their success; the nearest first and the most distant last.

Of course the object of the game is to knock out all the ducks if possible. Sometimes the first player, by a combination of luck and skill, will "skin the ring" before the others have had a shot. The first player knuckles down and lofts at the ducks in the middle of the ring. If he strikes one properly, his taw should stand or spin in place of

the fleeing duck. The duck must reach or pass the line that makes the ring to be out and pocketed by the player, who now shoots from the place where his taw stands.

Sometimes his shooter will fly out of the ring, but if the duck is knocked out he continues to shoot, again knuckling down on the ring. In case he misses one shot, number two takes his turn. Whenever a slip is made or a hit fails to knock the duck from the ring and the shooter comes to



FIG. 12.—A Game in a Bull Ring.

rest inside the bull ring, it must remain where it is until the player's turn comes again or until the shooter is knocked out by one of the other players. If the shooter or taw in the ring is knocked out by another player's taw, the owner of the latter is out of the game, or killed, and there is one less to fight against. The player who knocks the taw out not only has another shot, but is entitled to pick one of the ducks from the ring as a reward for his luck. He continues to shoot until he misses.

In case two or more ducks are knocked out at one shot, if the player succeeds in crying "Dubs!" before the others

cry "Fen dubs!" he is entitled to all he knocks out, otherwise he must replace all but one marble, but continue to shoot until he fails to knock out a duck. If a player is caught "hunching," that is, shoving his fist beyond the ring while shooting, and makes a lucky hit, he must replace the marble and shoot over again. "Histings" and the use of "bowlers" are debarred in the bull ring.

Sneaking or Dribbling.

Sneaking is allowed; that is, shooting the *taw* slowly, so that it will stop in or near the centre. This counts as a turn, and the marble is allowed to rest there until the sneaker's turn comes round again, in which case, if he has not been killed by some other player, he shoots from the spot occupied by his *taw*.

If a dead man's turn comes around and there are enough ducks in the ring to warrant the risk, the dead man may re-enter by laying in the middle twice as many ducks as the game required at first and placing still another duck near the edge of the ring to carom on. He shoots at the carom duck with the hopes of knocking it out and flying in the centre, where, if he is "any good" he will "skin the ring." Often the dead man is unsuccessful and the game goes on.

Duck-in-a-Hole.

This game is played with three shallow holes in a line at right angles with a *taw* line which should be about ten feet distant from the first hole. The holes are three feet apart. The object of each player is to shoot his marble so that it will go in and remain in the first hole. If successful in this he is allowed to place his thumb on the edge of the first hole, and using his hand as a pair of dividers, by a twist of

the wrist he describes, that is, traces with the ends of his fingers, a curved line on the ground.

This is called taking a span, and the player then knuckles down on the span line and shoots for the second hole. Taking another span he shoots for the third, and if successful he now takes a span back toward the middle hole and shoots for that. If he again succeeds he takes a span and shoots for the first hole, and if he fails not in this he is a "duck" and can take two spans from the spot where his marble lies every time he shoots. When he has gone forward and backward twice he is allowed three spans, and when he has gone backward and forward three times he is a "King Duck" and can take four spans.

If the first player misses the first hole, player number two shoots. If number two's marble rolls in the first hole and stays there he looks around for the first player's taw, and when he discovers it, if he feels certain he can hit it, he takes a span, knuckles down and cracks away at number one's taw. If he hits it he places his own marble in the second hole and proceeds to try for the next until he misses. Then the next player tries his luck.

When number one's turn comes around again he shoots for the first hole, knuckling down on the spot to which number two knocked his (number one's) taw.

King Duck.

Each player strives to be King Duck first. Each time one player hits another player's taw the lucky player counts one point, and the one hit loses a point.

When one player is King Duck it is hard on the others, because as soon as they miss a hole he is on them. For his four spans from the nearest hole will almost always bring him within short shooting distance of any marble that has

missed a hole, and when he hits that marble he generally manages to hit it hard enough to send it flying.

By the time three boys have won the title of King Duck the game is over. At the advent of the second King Duck the first monarch divides with him and gives him one of the end holes to command, and he keeps the other two. When the third man is King the first King assigns him the remaining end hole and retains command of the middle hole, but by this time the boys are ready to stop for a rest. Each time a player hits a marble it counts one point, and the game may be for ten points or ten thousand points.

Meg-in-a-Hole

differs from the preceding game of Duck-in-a-Hole, first, in the fact that there is no taw line. The first player shoots from one end hole at the middle hole. After he succeeds in shooting into the middle hole he is entitled to a span, but he has no more than a span until he is King, having gone backward and forward three times.

The King can take one foot (his own foot for a measure) and a span from the first hole, two feet and a span from the second hole, and three feet and a span from the third hole before shooting at any other player's marble that has made a miss.

This gives the King great power, and it is hard to escape him. It often happens that the King knocks the other marbles fifteen or more feet away from their holes, and it is no easy matter for the unfortunate player to approach the holes again.

If a second player wins the title of King, the first King assigns him the first hole to guard, because there is less shooting for it, for the players only go in it three times, while they go six times in the middle hole. The third hole

is next best to the middle, or, as I heard one boy put it, "next worse to the first hole." If a player misses it and a King is loafing around, the player does not stand much chance of getting near it again. When all have become Kings the game is over.

Meg-on-a-String.

This is a game of skill, and at this day finds little favor. The boys seem to prefer the less skilful and ruder games, such as Stand-up marbles, a game I notice the lads playing under the lamp-posts after dark ; and so primitive has the sport become in the great cities, that in place of the beautiful agate for a taw these boys use stones, which they hold up to one eye, then pitch at a group of shamefaced marbles huddled together in a hole in the ground.

But Meg-on-a-String requires a higher sort of skill to play, and the successful player must be a good shot at fair knuckling-down shooting.

In a crack in a friendly fence a small stick is so thrust that its free end is about three feet outside the fence line. From near the end of the stick threads are hung about three inches apart, and on the ends of the threads are small lumps of shoemaker's wax. By pressing the wax against a small alley, commie, crystal, china, plaster, or agate, the marbles will adhere and swing from the ends of the threads. The latter should be so adjusted that the marbles clear the ground by an inch or two.

There is no ring in this game, but a taw line is scratched about four feet from the meg stick, and a marble for each player hangs from the stick. It is all knuckling down and lofting in this game, and the swinging marbles are kept in motion, it being against the rules for any boy to shoot at a stationary duck. He is only allowed to wait until the

marbles cease to strike against each other, then he must shoot.

When the first player misses, the second player shoots. If the first player's taw is within reach he may shoot at that, and if he hits it then the owner of the unlucky taw is dead and out of the game, and the boy who killed him has another shot at the swinging marbles, or if there are only two players, he wins the game.

What Counts.

To make a successful hit it is deemed necessary to knock the swinging duck off the string, otherwise the shot does not count. When a player's taw is too near the fence he can cry "Sidings," and move to one side far enough to enable him to shoot with comfort. But if the other boys cry "Fen Sidings" before he cries "Sidings," then the player must make the best of his ill luck and shoot. It is allowable to sneak, that is, to shoot with so little force that your taw will only roll to the spot near the swinging marbles and rest there, but a sneaker always runs the risk of being killed and put out of the game by the next in turn.

"Dubs" and "Fen dubs," "Sidings" and "Fen sidings" are all the cries in this game, because the rules of the game are "Fen histings," "Fen clearances," "Fen, fen everything," except sidings and dubs, and it is even fen to these if a player shouts the word in time.

The reader can readily see that no bad shot at marbles need try this game with any hope of success, but to the real sportsmen among the boys the game will be popular. Old players try to get a position flanking the swinging ducks, as this position has a double advantage. First, if the player misses the first marble, he is liable to hit one of

the others, and second, as it is necessary to loft and shoot hard in order to knock a marble off the string, if he misses his taw he strikes against the fence and bounds back to practically the same position he shot from, in place of hurtling off ten or twelve feet, or away or back over the taw line.

For over two thousand years boys have been playing marbles, and have developed some really scientific games, which much older people might play without loss of dignity. But since the game is confined practically to the youngsters, it behooves them to see to it that the noble and ancient games of marbles are not degraded into shingle gambling boards and pitch rock.

Injun, Block, or Square Ring.

After reading over the preceding description of marble games to a young Brooklyn friend of mine, he exclaimed, "Well! You have left out Block. We play Block in Brooklyn."

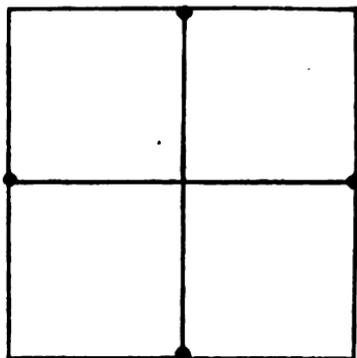
Now it is not the intention of the author to slight Brooklyn in this book, and a game that they can play there must be adapted to any large city. Block is played with a square ring, if we may be allowed to call a square a ring, and the ring is quartered as it is in Fat, a game to which Block is akin. As in Fat, the marbles are laid in on the intersections of the cross lines, but the taw line is about thirty feet away.

This game is sometimes called Injun, a corruption of Indian, probably because the game is a game of extermination. For, in order to win, you must kill all the other players. Hence, you can see that "First" plays at a disadvantage, there being no one for him to kill; if he knocks out a duck he must replace it. If a taw stops inside the ring, that is a fatal shot, for he has killed himself and is out

of the game. So when the first player shoots he does not knuckle down, but toes the taw line and tosses his taw for a good position near the ring.

For good and sufficient reasons the second player has no desire to get near the first, so he throws his marble with sufficient force to send it through the ring out of reach of First, hoping that his taw may be fortunate enough to knock out a duck on its way. Because if number two knocks out a duck, he can, before replacing the duck, go back to taw and holding the duck in his left hand shoot his taw with his right so that it will strike on the top or side of the duck and fly off near First's taw, which he may then hit and kill.

If number two misses the duck, number three pitches his marble off to one side, and thus the game goes on, each boy doing his best to guard his own taw and to hit and kill his neighbor's taw, knocking out ducks when the opportunity comes for the sake of the privilege of going back to taw and making a flying

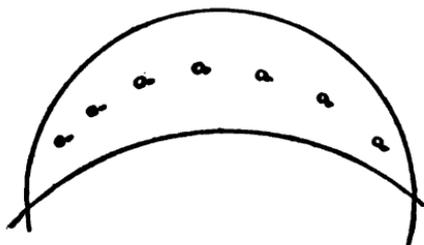


TAW LINE.

FIG. 13.—The Block or Square Ring.

shot from the duck to the neighborhood of his playmate's marble.

At the end of the game the same number of ducks of



course remain in the ring that were placed there. If any player misses the duck that he is trying to make a fly shot on he loses his turn, and has the mortification of seeing his taw roll dangerously near an opponent, where he must allow it to remain and run the chance of being killed. When all but one are killed the survivor is "Big Injun" and has won the game. A similar game is played in other places with the moon ring (Fig. 14).

There are numerous other games played in the cities which are the outgrowth of the cramped spaces the boys have for play-grounds, but as they

TAW LINE.

FIG. 14.—The Moon Ring.

differ in different cities and also in different parts of the same city and are only modifications of the games given here, they will be omitted.

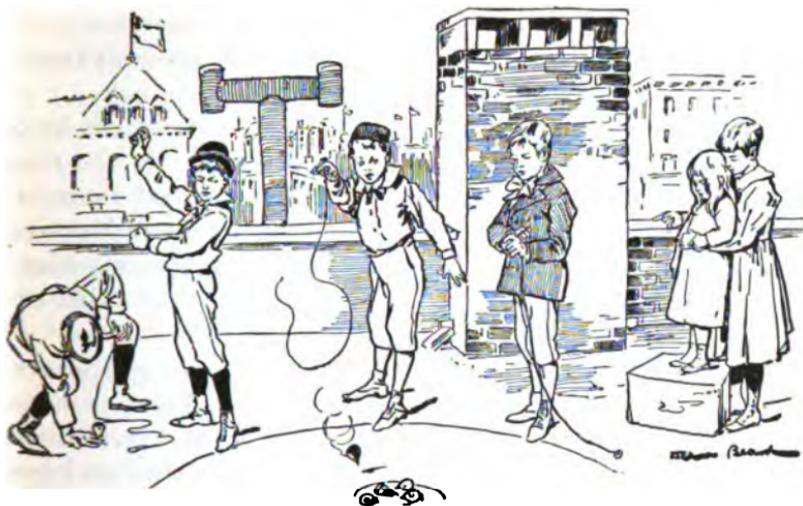


FIG. 15.—Top Time in the City. A Game of Plug in the Ring on the Housetop.

CHAPTER III

TOP TIME

Whip Tops—Home-made Tops—Peg Tops—Plug in the Ring—Chip Stone—Racing Tops.

THERE is no doubt about it—boys are the most conservative people in the world. Nations have been born, grown great, and died, leaving only mouldering ruins to tell of their former grandeur, but when those nations were young, boys were whipping tops, and to-day boys are belaboring their tops with a lash of soiled rags with as much vigor and enthusiasm as if the latter were newly discovered toys.

In fact the boys are more enthusiastic than they would be over a new toy. No game or toy is considered respectable unless its ancestry is lost in the murky atmos-

phere that covers the pre-historic past. Ever since I can remember each season has brought forth some novelty in tops, but the whip-top and the peg-top still hold their own and the novelties are lost and forgotten.

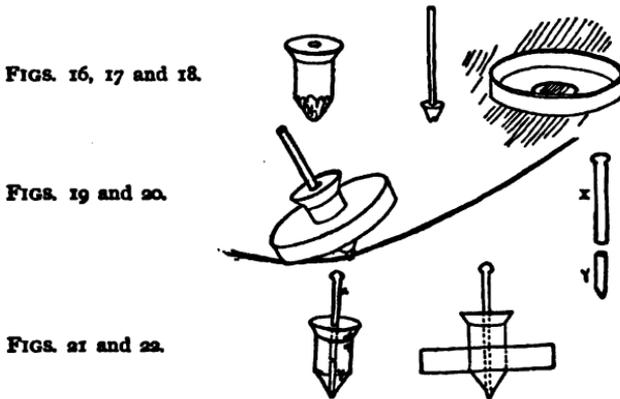
In the house, an American boy will occasionally condescend to spin a musical top or a whistling or humming top to amuse his little sister, but he never thinks of taking such toys on the play-ground or in the street to spin before his comrades and school-fellows.

With all these facts before me I dare not propose a new style of top or suggest a new game, because both would go to the land of useless toys, a land grown-up men spend time and labor to supply with toys which boys will not use and games which boys will not play. I say a land for lack of a better name. No one knows what becomes of all the wonderful inventions for boys that boys do not want unless they go to a place where very bad boys go who are compelled to play these new-fangled games and spin these wonderful tops as a punishment for sins committed in this glorious world, where good boys have the old reliable peg-top and its even more ancient brother, the whip-top.

Home-made Tops.

As for home-made tops, those made of a spool are the favorites, and are usually made to spin by a twist of the finger and thumb. To make one it is only necessary to whittle a stick to a diameter a trifle greater than the hole in the spool, and hammer it in so that a part of the stick will protrude at both ends. Then whittle off one of the flanges of the spool, and bring the stick at that end to a point for a peg. Cut off all but about an inch of the stick from the other end, and your spool top is finished.

A boy that I had in my studio made a top with an old tin blacking-box and some lead pipe, which he melted and poured into the mould. When it was cool he had a flat leaden disk. But first he took a wooden spool, and cut off one flange and whittled the end to a blunt point. Next he cut a hole in the blacking-box, so that the spool could be forced in, and made to stick there.



CONSTRUCTION OF HOME-MADE TOPS.

FIGS. 16, 17, 18, 19, and 22 show construction of slack-rope dancing top; x and y, Figs. 20 and 21, show parts of top with double peg. FIG. 22 is a top with a solid peg for spinning on the table.

I asked him what sort of top he was making, and he replied, "A slack-rope dancer."

This proved to be the case, for he made a peg for the top with a notch in one end, and he spun the top for me on a string for a slack rope. Figs. 16, 17, 18, and 19 show the construction of this ingenious toy.

Afterward he made another somewhat similar top with a movable stick and fixed peg, spun it, removed the stick, and inserted pieces of bent wire, which, when the latter

were whirled around, looked like glass goblets, vases, and various other objects.

The materials are cheap, and the labor light, in making this top. Try it!

Plug in the Ring.

The "plugger" is the top you spin, the "bait" is the top or tops you try to strike with your "plugger."

A top is "asleep" when it stands perfectly erect and apparently motionless while spinning. A "gigler" is a top that goes dancing and hopping about. "A dead top" is one that has ceased to spin; all bait tops are necessarily dead tops.

Boys use as much care in selecting their pegger or plugger as they do in choosing their taw or shooter in marbles. Some prefer a rather long spindle top, others a short, heavy boxwood plugger. All tops should have screw pegs, for these are rarely driven up through the top so as to split them. Besides, the screw top is not so apt to drop out as the common ringed peg.

Get a Good String.

As a rule, I think, the string sold for top string in New York is too light. A cord half as thick again gives better results.

Select for a string a rather heavy cotton cord, about a yard long. At one end fasten a wooden button mould, or, better still, an old bone button. About an inch and a half from the other end tie a hard knot in the string and allow the end to fray out below the knot (see Figure 23). Wet the end of the string and plaster it diagonally up the side of the top. Then wind tightly until the string covers the bottom nearly to the top of the top, leaving enough string

to wrap around the hand. Slip the string between the first and second fingers, so that the button fits on the outside of the hand; then wind the slack around the hand until the top fits tightly, with the big end grasped by the first finger bending over it. The peg should rest on the outside of the thumb between the first and second joints.

To spin the top, raise your hand above and back of your head (see second boy, Fig. 15); bring it down forcibly and throw the top six or eight feet in front of you (see third boy, Fig. 15). Don't jerk back. If you have made a proper throw the top will spin "for all it is worth."



FIG. 23.—Winding a Top.

Now for the game: Mark out a bull ring about six feet in diameter and in the centre mark a smaller ring about a foot in diameter. Put as many tops in the centre as there are players, and toss up for first shot or decide your turns in any manner you may agree upon. Many boys play without turns, each spinning his top as soon as he can wind it.

The first player winds up his pluggger with care and grasps it firmly in his hand, then with his left toe on the outside ring he tries to hit the tops in the centre. If he misses and fails to spin, or if he strikes outside of the centre circle, he must put another top in the middle and await his next turn. If he strikes the tops with the big end of his pluggger

it counts a miss, and all he knocks out must be replaced; but if the peg of his plugger strikes a top and sends it out of the little centre ring he pockets the bait top and spins or plugs again.

If his plugger strikes in the small ring and spins there, and by knocking against the tops knocks them out, it is called a hit—he wins the tops knocked out and has another turn. A good player will sometimes spin his plugger in the small ring and fail to knock out any tops. In this case the player must allow his top to stop spinning before he touches it, and if, when it tires out, or “dies,” as the boys call it, it fails to roll out of the ring, he must place another top in the centre.

A Great Honor.

Good players will often split one of the tops in the middle ring by the force and accuracy with which their plugger's peg strikes the “bait.” This is considered a great honor, but, of course, it ruins the bait top.

You cannot play Plug in the Ring until you learn to hold and throw a top as described above. The baby manner of spinning by jerking back the string is never accurate and has not enough force to split a pea. Neither must you hold your top like a girl, with the greater part under the forefinger and the peg sticking into the ball of the thumb.

I have frequently seen this game played “for keeps,” but the bait was composed of toothless, battered wrecks of tops that had no other value than as trophies of victory. The proper game is to use the bait you win as marks or scores, and after the game is finished return them to their proper owners. The object of the game is not to win tops, but to derive pleasure from a test of skill.

Chip Stone.

In the gravel-pit or somewhere along the river, creek, lake, or sea-shore may be found disk-shaped stones called "skippers" or "sailors," because the boys can make them sail through the air or skip over the surface of the water. These stones are used for counters in the game of Chip Stone. The pure white or semi-transparent skippers, about the size of an old-fashioned copper cent, are the kind selected.

A bull ring about five feet in diameter is made on the ground, or two taw lines about five feet apart are drawn on the sidewalk, and each boy, as in marbles, "lays in" a counter. If the game is on the sidewalk the skippers are placed in a row between the two taw lines. If in a bull ring the stones are placed in a small circle in the centre of the ring.

In turn each player spins his top and plugs at the skippers in the ring or between the taw lines; if his top fails to spin he "lays in" another skipper.

If his top "dies," that is, stops spinning inside the ring, he "lays in" another stone. But if his top spins as it should he takes it up on a little wooden shovel and drops it so that the peg hits the edge of a counter; he continues to scoop up and drop the top so long as it will spin, or until it has knocked a counter over the taw line or outside the ring, in which case, as in marbles, he has another turn.

Chip Stone is really a game of marbles in which sailors or skippers are used for ducks and tops are used for taws. Of course each boy takes great pride in his collection of trophies, each of which he considers as a medal won by his superior skill as a top spinner. No clumsy, awkward

top spinner can hope to have many sailors in his pocket unless he hunts them in the gravel-pit in place of competing for them at the bull ring or between the taw lines.

Fig. 24 shows the wooden shovel or spoon which each player should make for himself with his own pocket-knife. Sweet smelling red cedar is the choice wood, but almost any other kind will answer.

Whip-Tops—Eel-skin Whips the Best.

As a rule boys use old rags for their whips. These soon become very much soiled and look untidy, but the real



FIG. 24.—The Wooden Chip Stone Shovel.

sportsman, be he man or boy, takes great pride in his guns, fish-rods, skates, golf-sticks, or top-whips; and such boys prefer for a top-whip an eel-skin fastened to a short wooden handle.

Country boys catch their own eels, city boys get the skins at the fish market.

A whip-top can be made of any sort of wood, and in place of a peg a brass hollow-headed furniture-tack is driven into the point where the peg of an ordinary top is located.

To Spin the Top.

Put your whip under your left arm and take the top in your right hand, and grasping it with your thumb and second finger give it a smart twirl. If this is skilfully done the top will spin long enough for you to grasp the handle of your eel-skin whip and give it a lash, striking outward and drawing the whip toward you at the end of the stroke.

Fighting Tops.

At the word "Go!" two boys spin their tops and then thrash the poor things until they bump together. The top that knocks its opponent out of the bull ring in which they are spun is the King Top. It is considered a foul for one boy to strike his opponent's top with his whip or in any way interfere with it except by guiding his own top in the path of the other. A top that stops spinning is beaten, not with the whip, but by the other top that keeps alive.

Racing Tops.

Two taw lines are drawn on the hard ground or sidewalk, and at the word "Go!" all the boys in the game spin their tops and belabor them with might and main, endeavoring at the same time to compel them to travel over the space between the taw lines before their opponents can cover the distance. It requires no little skill to drive a successful race.

Whipping tops, like most of the favorite games of boys, is a very old sport. The little boys in Old Testament times played the game just as you are playing it now. West of the Allegheny Mountains the whip-top is not as often seen as in the neighborhood of New York City.



FIG. 25.—Kite Time.

Though marble time can't always last,
Though time for spinning tops is past,
The winds of March blow kite time here,
And April fools' day, too, draws near.

CHAPTER IV

LATEST THINGS IN KITES

For Practical Uses — Steering Kites — Life Savers — Men Lifters and Other Novel Forms—Kites as Motive Power—The Malay Variety.

KITE time begins with March, or used to when the writer was a boy, in Cincinnati. Even the blustering March wind must be weaker in the Ohio River Valley than here on the coast. If some one had imported an ordinary New York kite into Ohio and shown it to the boys there they would have told him to go and get a shingle and it would fly better, but now the author must modify his judgment and admit that the heavy sticks and apparently careless pasting

on the Atlantic-coast kites are necessary to give them strength to brave the gales from off the ocean. In place of the twine used in New York we flew our kites with cotton thread, and it was only an extra large kite that required white cotton string. The dainty tissue-paper covered kite, with its framework of delicate match sticks that is used in the interior of our country, would be wrecked by the first blast of the boisterous March wind on the coast.

Grave professors and men of dry scientific minds often take to boys' sports in a heavy, ponderous fashion, and try to demonstrate some pet theory of their own by means of the boys' playthings. Old Ben Franklin did not think it beneath his dignity to fly a kite. Had Benjamin consulted the modern American boy he would have been told not to use the European bow kite, but to take the coffin-shaped or American hexagonal kite for his experiment, or one of the tailless kites that have lately become so popular with grown-up scientific kite flyers.

Kites for Practical Uses.

The engineers who constructed the first bridge across

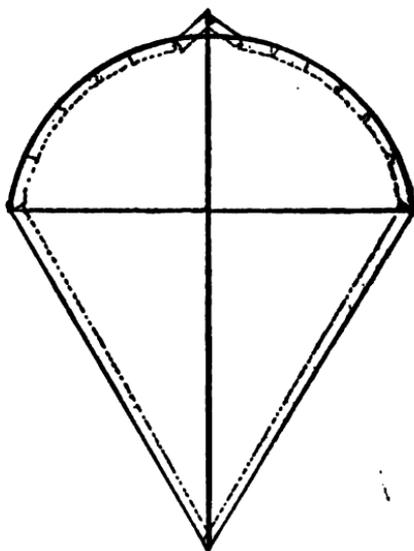


FIG. 26.—The Inevitable Bow Kite. Sticks are Represented by Thick Lines. Strings are Represented by Thin Lines. Where the Paper is Folded and Pasted the Edges are Represented by Dotted Lines.

Niagara River did not refuse to accept as a means of communication between the shores a line placed there by a kite. Sixty years ago an Englishman by the name of Ward suggested the use of a kite as a means of establishing communication between vessels wrecked upon the off-lying rocks of a lee shore and the mainland. Being an Englishman, he selected, of course, the inevitable bow kite (Fig. 26), with its tail festooned with bunches of paper in the manner made respectable by ages of use.

I give his method because it may be of use to boys in accomplishing some other object, such as stretching a home-made telephone line across the intervening space between

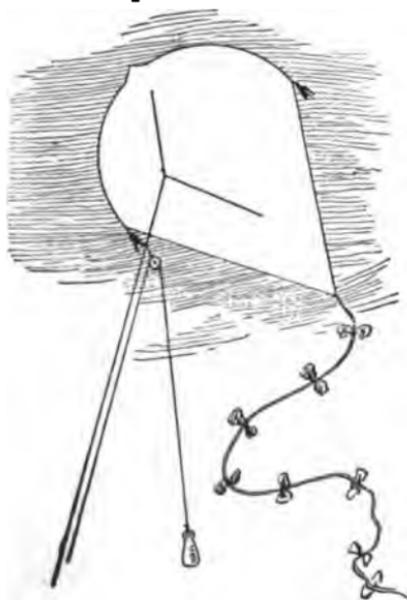


FIG. 27.—The Pulley and Weight Kite.

two big apartment houses, or across a river or lake in the country, or for a thousand other purposes dear to a boy.

The Pulley and Weight Kite.

Mr. Ward's method of using a kite as a means of suspending and conveying a line ashore is as follows:

At a short distance below the kite's bellyband, attach to the kite-string a loop and suspend from the loop a pulley light enough in weight not to impede the flight of the Weight and

Pulley Kite. Over this pulley pass a second string and fasten the weight to the end, the other end of the string being

aboard the ship. When the kite has sailed through the storm until it floats over the land, no more line is given out, and the kite becomes a stationary point, from which the weight attached to the end of the line is allowed to drop, and thus form a communication between the ship and the shore. In an experiment made by the inventor, the kite was found to fly best with the weight hung at least ten yards below the kite. (See Fig. 27.)

In 1893 the New York underwriters took to flying immense star kites covered with oil-cloth. These kites had two bellybands and two strings to guide or steer the kites by, and tails of jute, with a life buoys attached.

The two-stringed star kite is an invention of Professor J. Woodbridge Davis of New York. (See Fig. 29.)

Steering Kites.

Seven years ago the professor began to experiment in flying kites, and being displeased with the stationary position ordinarily assumed by them, and not satisfied with the wig-waggle of the short-tailed or the darting of the light-tailed variety, which imparts so much excitement to the young novice, he added two bellybands and two strings, by means of which after a little practice he was able to steer his kite around the sky and make it perform all manner of queer and absurd antics, to the great delight of the small boys.

It is said that the professor became so proficient with his kite that he could make it cut out letters in the sky, dance and dive, and do other marvellous things. He also found that he could make it go off the wind many degrees. In speaking of what he could now make the kite do, he said it would not sail upon the wind as the *Vigilant* and *Valkyrie* did, but it could make some very remarkable tacks.



fences and through back-lots of the city; or, if the ring is in the country, through pasture-lots, where real bulls gaze in wide-eyed wonder at the scampering boys, through the woods, with the rabbits and gray squirrels flying ahead, and over the brooks, where the speckled trout hide under the banks. Over fences and ditches, with never a stop, the bull rushes on until he is at last headed off and caught.

Then all go back to the playground, and a new ring is formed with the victor for a new bull, and new locks of brass and iron are forged to keep him in the ring.

CHAPTER XXV

I SPY

With Instructions also How to Play Hunkety and Kick the Wicket.

WHEN the world was young the little folks played I Spy, and the game is still popular, and will be, I venture to say, as long as there are young people to play it, even though the world becomes old and gray in the meantime.

And, if there are no children left, the young beasts of the forest will play it as they do now. A pair of young foxes once owned by the writer never seemed to tire of playing I Spy. First one would hide and then the other, and great would be the race when the hider was discovered. The race generally ended in a rough-and-tumble fight and then the game was started afresh. They had no rules determining which should be "It" that I could discover, nor did "It" count a hundred with his eyes shut to give the other a chance to hide as a boy does. Nor was the young fox intelligent enough to use the unfair methods of counting sometimes employed by boys. For instance, when "It" agrees to count one hundred, and the other boys are seeking a hiding-place, they are sometimes caught unaware when "It" shouts "Ten, ten, double ten, forty-five, and fifteen!" opens his eyes and goes in search of his half-hidden playmates. Any hider gaining home before "It" can do so is in free, and generally announces the fact by shouting as he runs, "In free! in free!" But if "It" spies

a boy, calls his name, and reaches home first, the boy is caught. The game goes on until all are in free or caught. If "It" fails to catch one, then "It" must be "It" for the next game, but if he catches one or more boys, the first one caught is "It" for the next game.

As Played in the Evening.

As this game is played in the evening, or after dark, it is frequently difficult for "It" to distinguish one boy from another. This difficulty is often increased by those hiding turning their caps and coats inside out or exchanging caps and hats, and purposely allowing the disguised heads to appear from behind a tree or the front steps of a house. When the boy who is "It" sees the head and recognizes the covering, in nine times out of ten he will be deceived, and cry out, "I spy Tom Jones!" when it is really Billy Smith with Tom Jones's hat or cap on. In this case both Jones and Smith are free. Usually, while this affair is going on, several others slip in crying, "In free!" and "It" learns by experience to be more cautious the next time. The exchanging of hats and coats or the turning of them inside out adds greatly to the difficulty of detection and to the interest of the game.

Freeings.

If the last hider to come in succeeds in reaching home without being caught and cries "Freeings!" then all go out and hide again, and "It" is "It" for another game.

Hunkety : A Long Island I Spy, with a Wicket.

After "It" has been chosen by one of the usual methods he selects a tree, fence, lamp-post, or the corner of a house for his den, home, or goal. First leaning a stick against

home, "It" turns his face to his den, and, covering his eyes with his hands, counts five hundred by fives as rapidly as possible, while the other boys run and hide.

At the end of the count he shouts "Five hundred, com-



FIG. 262.—Long Island Hunkety.

ing, ready or not!" As in ordinary I Spy, or Hi Spy as the boys term it, "It" searches for the other boys, and when he discovers a playmate he rushes home to his den, and, placing his hands upon the goal, shouts "One, two, three!" and calls the boy's name that he has spied. If the

hider discovered by "It" does not reach home or kick the stick over before "It" finishes his sentence the hider is caught, and "It" goes out to seek the others, and the game goes on.

"It's" power to move is governed by the stick, for, while that is down, he is not allowed to spy any one. Consequently he guards the stick with great care for fear some hider-out may rush in and kick it over. When a hider-out succeeds in kicking the stick over without being caught, then those who have previously been caught are free, and all that are in go out and hide again while "It" is fixing the overthrown stick.

Often one of the players will hide within ten paces of the den, and as soon as "It" leaves his goal the boy inside the ten-pace limit rushes in, kicks over the wicket, and is free. To guard against this last move "It" sometimes shouts "Anybody hiding around my den is 'It.'" The boy, if there is one, who is hiding within the limit of ten paces is now "It," and the former "It" goes out and hides. Frequently it happens that the last boy out succeeds in knocking over the stick before "It" can prevent him. This, of course, frees all that have been previously caught, and all rush out and hide again.

When at last all the boys are caught or in free a new game is started with the first one caught in the last game for "It."

Kick the Wicket.

This is a game of Flushing, Long Island. The boy who is to be "It" is decided upon after the manner in vogue with the boys, and the rest take their numbers according to the order in which they call them. "I choose number one!" shouts one boy. "Two for me!" cries another, and so it goes until all are numbered.

Then "It" places the wicket, which is simply a stick, against a tree. Three other trees are selected for bases. Number One gives the wicket a kick and sends it as far as possible and runs for the first base, while "It" hurriedly chases the wicket and replaces it with all possible speed. As soon as the wicket is in place the runner is supposed to be suddenly stricken with paralysis, or is enchanted, so that he can move neither hand nor foot. If perchance the runner is detected by "It" in lifting a toe, he must take "It's" place.

The enchantment can only be broken by Number Two kicking the wicket. When Number Two has sent the wicket flying he runs for the first base and Number One for the second, provided he has reached the first base before he became enchanted, and both continue to run the bases until the spell is thrown over them by the magic wicket being again replaced against the home-tree by "It."

The object of the players is to run all three bases and home again, and the object of "It" is to prevent them from moving at all. Often it happens that all the boys are bewitched at one time between the first and home base. In this case they must endeavor to steal along until one reaches home without being detected by "It," in which case he kicks the magic wicket, and sets all his comrades in motion again. But this is a very difficult feat to perform, because "It" is lynx-eyed and he will if possible keep close watch and as soon as he sees a boy move cry,

" I saw you stir,
Yes, sir!
Don't say nit,
You're 'It.' "

Nevertheless it sometimes happens when the boys are well scattered that little by little they will steal ahead until

one can reach the wicket and give it a kick, which he is entitled to do if he touches home base before being detected by "It."

In Brooklyn, when all the players are enchanted between bases, "It" is compelled to kick the wicket himself. This he does reluctantly, making many false passes first in order to deceive the players and cause them to move.

This interesting and queer game is new to the writer, though without doubt it is as old as all the others, and only chance has prevented him from becoming acquainted with it until he took up his residence in the old Quaker village of Flushing. The game savors distinctly of the old times, when people believed in fairies, gnomes, witches, and magic spells.

CHAPTER XXVI

LEAP-FROG.

Teaching the Game to the Esquimaux—Foot-an'-Half—With First Back and a Leader—A Game Requiring Skill—Spanish Fly—The Danger of Quarrelling—Dick's Hat-band.

WHEN Mr. Landon Gibson was with Lieutenant Peary on his polar expedition he often had very jolly times with the hardy, good-natured, flat-faced natives of those cold climes. Among other things the explorers taught the natives the game of leap-frog, and used to have great fun allowing the little fur-clad, laughing Esquimaux to go straddling over their bent backs. It is possible that all of those in the polar region now know how to play the game, for the sport pleased them beyond measure, and no doubt they took advantage of the first opportunity to teach it to all their neighbors.

How to Play Leap-frog.

However, the Esquimaux will not read this book, and there may be some poor little chap so unfortunate as to be born and bred in one of our big cities, whose careful parents have had tutors for him in place of sending him to school, and whose life has been narrowed in various ways by his surroundings, so that he has never taken part in a game of leap-frog, or seen it played. For this unfortunate, possible boy it is well to explain that this simple

game is performed in the following manner: One boy, with his back to the player, stoops down and rests his hands on his knees. This is called

“Giving a Back.”

The other boy places his hands on the first boy's back and leaps over him by straddling his legs wide apart on each side like a frog. The second boy then assumes the stooping posture and the third boy leaps over the first and second, and the fourth over all three, one at a time, of course.

This goes on until there is no boy left who is not stooping. Then the first boy's back straightens up and he goes leaping over his fellows and again gives a back, while the second one follows, and so on until they are all tired and the game ceases.



FIG. 263.—Leap-frog.

**Foot-an'-Half, or
Foot and One-
Half.**

The foot mentioned in this title is not the foot marked on a United States standard rule, but a boyish foot enclosed in a rusty shoe and owned by the leader in the game. The boy who is

"It" in this game is called First Back. He stands at a taw line and gives a back. The leader is supposed to be the best jumper in the game, and is selected by the First Back for this reason. He tells First Back the height to hold his back and places his hands on First Back's shoulders, gives a leap, spreading his legs, and over he goes. Where the leader's heels strike he makes a mark, and First Back takes his position at this line, astride the line and with his side toward the taw and the other players. All the other boys stand at the taw line and one after another jump over First Back.



FIG. 264.—Foot-an'-Half.

When the leader's turn comes around again he makes another jump, not from the taw line but from a point a foot and a half in advance of the first starting point, measured with his own feet. Again he marks where his heels strike, and First Back takes his position at this mark.

This goes on until one of the players fails to clear First Back, usually tumbling him over and rolling both together on the ground. The player who fails is "It," or First Back, for the next game. Any player may direct First Back to give him a high, low, or medium back before he jumps. Usually each boy calls for as high a back as the leaper thinks he can possibly jump, each player taking pride in making good jumps and being loath to call for a low back unless the distance is great.

Any jumper is allowed to place the middle of his foot on

the line, but more than that in advance of taw is called "toeing over the line." If a boy alights with one heel on the taw side of the line which First Back is straddling, it is called "heeling behind the line." Any one of these errors, or jumping out of turn, may "bring a player down." Generally some one shouts "Something up," and if he first names the error the boy who is caught becomes First Back. If the right error is unnamed the game proceeds.

Foot-an'-Half, with a Leader and a Foot-an'-Half

Count out to find who shall be "It," or First Back. The First Back then selects the *poorest* jumper for leader and a good player for Foot-an'-Half, or "header" and "footer." The object of this arrangement is evident when the game proceeds, for it soon becomes plain to the dullest observer that Foot-an'-Half is First Back's friend and is doing his best to set tasks that it will be beyond the powers of the leader to perform.

First Back stands with one foot on each side of the taw line, with his side toward the players, and "gives a back." The leader, followed by all the other players in turn, jumps over First Back. Foot-an'-Half, coming last, jumps as far as he can and marks the spot where his heels strike by a line drawn parallel to the taw line. First Back moves to the line drawn by Foot-an'-Half, and, placing a foot on each side of the line, again gives a back.

The leader may now take a foot and a half measured by his own feet from taw, or take a step beyond the taw line, if he deems the distance too great for a single jump. But should any one of the players following the leader be able to make the jump from taw, the leader becomes First Back and the game commences over.

With good players and a good Foot-an'-Half the dis-

tance of First Back from the original taw line sometimes becomes so great that a successful jump is only accomplished by taking a hop, skip, and a jump from the starting point, marking the spot where the heels strike, or three jumps and a hop and making the final jump over First Back from this mark. First Back stands high or low as he may be directed by each player in turn.

Par

is a game of Foot-an'-Half in which the leader marks his jump, which each boy following must equal or exceed. After all have marked their jumps, First Back measures a foot and a half from taw line and takes his position at this point; the leader now jumps from taw over Foot-an'-Half and he must surpass all previous jumps. Failures bring the culprits "down."

Spanish Fly.

After settling who is to be leader the boys start the game as in the preceding by the leader placing his hands on the shoulders of First Back and leaping over. As the boys go over in turn some good player, desiring to win glory for himself and to increase the fun, shouts "Spanish fly!" before he touches.

Up to the moment that the player makes this announcement it is supposed to be an ordinary game of Leap-frog or Foot-an'-Half. But now all realize that excitement and difficult feats are ahead of them. The next time the self-appointed leader goes over First Back he cries

"Torchlight!"

and jumps with only one hand on First Back's shoulders, while with the other he waves his cap for a torch. All the

other players follow suit, and encouraged by their applause the leader selects more difficult feats to perform.

“Hats on Deck!”

he now shouts, and placing his hat or cap on First Back's shoulders he leaps over without disturbing his head-gear. The next player places his cap on top of the leader's and leaps over it. The last boy in “Hats on deck!” or “Hats in a pile,” as some call it, has the most difficult part to perform, often having five or six hats to jump over. Now the last boy makes another jump and takes his hat off the back without disturbing the others, and all the other players follow suit.

If none fail the leader next cries

“Hats Full of Water!”

and picking his hat up he balances it upside down on his head and makes the jump without jostling it off his head. This act being performed by all the players, the leader next cries

“Hats in the Water!”

and jumping over First Back he deftly shakes off his hat on the other side. Each player following must do likewise, without touching another hat with his feet or with his own hat.

When the hats are all in the water the leader must jump over First Back and alight on one foot without touching any of the hats scattered around; and still without coming in contact with hat or cap, or touching his uplifted foot to the ground, he must manage to hop to his own hat, kneel down and pick it up with his teeth, and hop back to First Back, turn his back to taw and First Back, and with a

toss of his head send his cap backward over his own head and clear of First Back, toward tau. The touching of another hat or of the uplifted foot to the ground before the last feat is performed, will bring the leader down, or if he touches his own cap with his hands, or if his cap strikes First Back in going over, the leader "comes down, that is, takes First Back's place."

Each of the players must perform the same feat in turn. A failure to perform the part in accordance with the prescribed rules brings the player down and the game begins over. Generally some one fails before the hats reach the water. If not the leader taxes his memory and invention to its utmost for difficult acts to perform, until some one fails, and the game starts afresh.

Spanish Fly is a jolly game, full of fun and noise, two elements that seem inseparably connected; but sometimes the rougher boys introduce rowdyism into the game that eventually results in doubled fists, blows, or bad names. This is the invariable result of such deportment wherever it may be found, and all such acts as "spurings," "knucks," and "ramming the cannon" are to be tolerated only by toughs.

Effect of Bad Names.

Speaking of bad names, which with boys as well as with men are the invariable prelude to a fight, I once saw a little fellow in Kentucky close up the mouth of a low, vulgar bully in a truly boyish, but to me, a most novel and effective manner. Many of the horrid names that a retentive memory had stored in fifteen years of life among the "river rats" were hurled by the bully at the little Kentuckian. The latter turned pale, hesitated a moment, while a crowd of boys looked curiously on to see the result. It was evident to all.

that the little fellow would stand but a poor chance for victory in a scuffle with the bandy-legged, broad-shouldered young tough from the levee on the river front. Yet, at first, it appeared as if the smaller boy meant to fight, for his little fists were clenched as if he intended to resent the insult with a blow ; but it was only a natural impulse of a brave boy, and was but momentary.

Soon his little fingers unclasped and his hands were thrust carelessly into his trousers' pockets, the color came back to his cheeks, and with a bright smile on his lips, he gently said, "Fen for me, all on you, twice as many as you call me."

This reply was greeted with a roar of applause and checkmated the levee bully, who, low as he was, did not care to call himself all the vulgar names he had applied to the little Kentuckian, and according to boys' etiquette it was evident that the only way he could prevent the names reverting to himself with doubled intensity was by keeping his bull-dog jaws closed.

Dick's Hat-band.

One of the players consents to act the part of Dick ; the others are his band, and since all their hats are used in the game the other boys are called his hat-band. Dick's own hat is placed in front of a row of those of his band, which are ranged in a line parallel to a board-fence or dead wall, at a distance of about a foot from it and a couple of inches or thereabouts from each other.

The game is begun by Dick, who, placing the heel of one foot against the toe of the other, and then the heel of the latter against the toe of the other, alternately, measures off from twelve to fifteen of his foot-lengths directly away from the line of hats. At this distance he marks his

taw line. He then measures off five more of his foot-lengths and marks the distance line.

Standing upon the taw line Dick tries to toss a ball into his own hat. If he succeeds in doing this he cries "Even score," which is twenty points, the game being one hundred; if he fails, the other players shout "Odd," and each gains a point, while Dick gets a "scratch," which is one against him. Whether he wins or loses, however, he puts his hat on his head and throws the ball a second time, trying to make it drop into the last hat in the row on the right. If he fails, the boy to whom the hat belongs, together with all the players but Dick, again shout "odd," and gain a point, Dick losing one, and the said owner of the hat becomes "Dick," while he who was Dick places his hat to the left of the others. If, however, Dick succeeds in making the ball fall into the hat, he puts it on his head on top of his own, while the owner of the former hat gives a back, as in Leap-frog, at the distance line, and Dick, standing at the base line, tries to leap over him without jolting off either one or both the hats from his head. Should he do this he shouts "Even score" and gets twenty more points; should he fail, the band shout "Odd," and get a point apiece, while Dick has a scratch and loses one, and becomes one of the band, the owner of the extra hat becoming Dick. If, however, Dick gets his "even score," he tries to make the ball rebound into the next hat on the right from the one in which the ball was last, and, succeeding, puts this hat on his head in addition to the two already there, and again attempts the same feat with the owner of the third hat he has successfully performed with that of the second.

And thus the game goes on. As Dick's hats increase in number the other boys try to disconcert him by shouting

“Wig, wag! wig, wag! Dick with a hat-band!” Dick cannot very well carry more than half a dozen hats on his head, and consequently the game is generally limited to that number of players, the odd number, five, being the band, and the extra one Dick.

Much sport may be had at this game. It is simple and yet requires considerable skill and activity to play it well. An ordinary tennis ball, or, better still, a child's rubber ball, is the best one to use. The score may be kept by marking it down on the wall or fence with a bit of chalk, or each player may have a shallow hole in the ground in which a bit of stick is put for a point and a stone for a scratch.

CHAPTER XXVII

VARIOUS SPORTS FOR HOT DAYS

' Jack's Alive ! '—Spirit Tortoise and Dead Turtles— Jack and the Candles—Bowlder On, or Duck on a Rock—Nine and Ten Pins—Skittles, Ancient and Modern.

HAVING built a small bonfire in some vacant lot, all the boys squat around it like so many Indians about their campfire. A cork on the end of a stick is thrust into the blaze and allowed to remain there until it becomes well lighted. Then by using the stick for a handle one of the boys withdraws the cork and, blowing out the flame but leaving the red glowing end of the cork, exclaims

" Jack's Alive ! "

and passes it to the next boy to the right. This boy blows the cork to see that the end still glows and repeats the words, " Jack's alive ! " as he hands it to his companion at his right.



FIG. 265.—Been Playing
Jack's Alive.

As the hot end becomes duller the boys pass it with greater haste, each repeating, " Jack's alive," until the time arrives when no amount of blowing will bring to life the dead embers on the cork. Then " Jack is dead," and the boy holding the dead Jack must submit to having the score marked on his face. One black mark only can be made for one dead Jack. The first mark may be on one side of the player's upper lip representing one-half of a mustache.

The cork is then again placed in the fire while the boys sit around and wait for Jack to come to life again. Then the cork is again passed around with the same remarks, until Jack again expires and another lad is decorated with the half of a mustache or a big black eyebrow or a round black dot on his cheek.

When Jack shows a ruddy red light he is passed along carelessly, but as his light pales it is laughable to see with what haste the boys shout "Jack's alive!" and pass the dying ember on to the next player.

Spirit Tortoise and Dead Turtles.

There is no necessity of counting out in this game, for all are "It." The game commences by each lad choosing what sort of turtle he intends to represent. "I'm a soft back!" "I'm a snapper!" "I'm a mud turtle!" "I'm a diamond back!" "I'm a red belly!" and "I'm a land tortoise!" they shout. Then they all squat down in a row, resting their chins on their knees and crossing their hands, each holding his right foot with his left hand and his left foot with his right hand.

A short distance from the line of boys is some object, a fence or wall, which they have decided upon as their law line or goal. It is the object of all the turtles to waddle along without removing their hands from their feet until they have touched goal and returned to the starting point. When all are ready they shout out a comical verse, which is probably intended to represent the awkward motions of the turtles by words—

" Kumbo, kuzetoo, rungetoo, zee!
When we start, fun you'll see!
Willy, wally, wully, wake!
See this turtle take the cake!"

At the word "cake" all start in their queer race amid general laughter, boasting, and banter. Sooner or later some one of the boys is certain to loose his grip on either one or the other of his feet. Then the others shout "Dead turtle!" and the player whose hand slipped must lie motionless where he is until the return of his more skilful companions.

The first racer who reaches his goal and returns successfully is the victor, and is supposed to be endowed with supernatural powers. After reaching the starting point he goes back to the dead turtles, and of each he makes the same inquiry, "Dead turtle, what are you doing there?"

Now, while all who fail are considered dead, yet they are not supposed to be deprived of the power of speech, and so no one is surprised when the dead turtle answers in these words: "I am waiting for the spirit tortoise to blow life into me." The victor, or spirit tortoise, still retaining fast hold of his feet with his hands, manages to waddle around the dead turtle, repeating these mystic lines:

"Hunyab, Punjab, chiz row zie,
I bring life to all near me!
I touch a turtle on the snout,
Life blows in and death blows out!"

Loosening his grasp on one foot for an instant, the spirit tortoise touches the nose of the dead turtle with his finger, and instantly the dead turtle returns to life, grasps his right foot with his left hand and his left foot with his right hand and wiggles back to the starting point.

After the victor has restored all the dead to life he manages to regain his position at the starting point and the game is finished.

It is no easy matter to win in this game, and the victor

must have the pluck and force of character to hold hard with both hands, no matter how great the temptation to let go and be a dead turtle.

This game is said to be of Indian origin. In the Indian game neither the turtles nor the tortoises repeat verses, but in other respects it is practically the same as the Indian tortoise race.

Jack and the Candles.

“School is out and it will be hours before it is dark. What shall I do to fill in the time?” says the healthy boy.



FIG. 266.—Jack and the Candles.

Well-meaning parents sometimes answer: “Come home, be washed and dressed, and go out with nurse for a walk.”

Old Mother Nature says: “Shout, run, jump, and have a rollicking good time. After a good romp you will need no walk and no nurse. You can wash yourself as clean as

soap and water will make you, put on your good clothes, and eat as hearty a meal as your parents can provide; study as hard before bedtime as your young mind is able, sleep as soundly as good health will admit, and wake up as bright as a dollar next morning."

It is hard in cities to find games that can be played in the awful presence of cable and trolley cars and big brass-buttoned policemen, none of whom have much sympathy with boys or their sports, but there are few places, even in crowded New York, that have not a comparatively quiet side-street near by where such a game as Jack and the Candles can be played with little danger of the direful interference of the street cars or policemen.

Choosing the Master.

There ought to be at least half a dozen boys in the game. One boy is chosen for master by drawing straws previously described; the boy holding the longest straw is "master," and the lad with the shortest straw is poor "Jack." The game begins by the master sending Jack after some candles.

"Jack!" calls the master in a domineering manner. "Yes, sir," answers Jack, meekly. "You lazy rascal, come here!" "Yes, sir," replies Jack, edging cautiously up. "We expect company to-night, and need more light; go and fetch me some candles." Jack, apparently glad to escape from the presence of his master, hastens away. While Jack is out of hearing, the other boys range themselves in a row on any convenient seat, and each selects a name for himself, as "Baked Beans," "Tripe," "Onions," "Mutton Chops," "Mush," "Sauerkraut," "Plum Pudding," or any other set of names they may choose.

After all have chosen names and told them to the mas-

ter, the latter, in a loud tone, summons Jack, who, of course, comes back empty-handed. This apparently enrages the master, and he threatens Jack with a pocket-handkerchief that has a knot in one end. Jack begins to make excuses, saying that he went to the hardware shop and the clerk told him he had nothing in light ware except tin lanterns; at the bakery they told him that the only light they had for sale was light bread, and the blacksmith told him to light out, and some one else said that if he did not snuff himself out mighty quick he would let daylight through him, and the butcher that he would sell him liver and lights, etc. In fact, Jack tries in his excuses to be silly or witty enough to make the other boys laugh. The master then tells Jack that he is light-headed enough to answer the purpose, and since he has brought no candles they must eat in the dark. Then he commands him to bring on the "sauerkraut," or any other name chosen by the boys.

It is

Now Jack's Duty

to select the one of his playmates whom he thinks may have chosen sauerkraut for his name. If the servant fails, as he is most likely to do, Jack is told to get up on the back of the boy he has selected, and that boy passes sentence on the unlucky servant in this manner: "Master, let him have three hard eggs and three soft eggs," or "four soft eggs and two peppers," always limiting the amount of the dish to six. For soft eggs the master gently flaps Jack on the back with the loose or soft end of the handkerchief; for hard eggs he applies the knotted end; for pepper he snaps the handkerchief at that part of Jack's clothes which is drawn the tightest, after which he is told to try again and to bring on some other dish named.

But if Jack selects the boy whose name has been called,

then that boy must mount on Jack's back and Jack passes the sentence and the master administers the punishment accordingly, giving him pepper, soft or hard eggs, as the case may be, after which Jack becomes master. The master takes his place in the line, and the boy whose name was guessed becomes Jack and is sent for candles, while the



FIG. 267.—Hard-boiled Eggs.

others choose new names, and so the game goes on. Each boy in the line is careful, as a rule, not to make Jack's punishment too severe, for fear Jack may guess his adopted name and pay him back in his own coin.

In many cities in the United States there are hundreds of Jacks hunting for candles every summer evening, and some that I have heard of have become so proficient in their part and create so much fun by their witty excuses

that the merry shouts of boyish laughter that greet their remarks may be heard for a block away. And some boys make excellent masters, imitating with rare ability the harsh, unreasonable language of a churl in authority, while Sauerkraut, Baked Beans, Pickles, and Mush sit in a line on curbstone or fence and applaud their young dramatic stars.

Bowlder On ; or, Duck on a Rock.

It was hot. The boards of the lumber-piles visibly shrank and lost color under the direct rays of the sun. The yellow-clay banks of the river dried and cracked until what was lately mud now appeared to be a mosaic work of irregular flat stones. Between the bricks of the uneven sidewalks the ants were busy piling up little cones of dry pellets of yellow earth. The angle-worms had retreated so far below that a spade would scarcely reach them, and on the gate-post the song sparrow perched himself, that being the most exposed and unprotected spot available, and there he gleefully sang his little tune. In the vacant lots the bumble-bees buzzed and feasted on the red clover that grew among the weeds.

Where were the boys on this hot day? All were in swimming, except those who had already soaked themselves in the water until the ends of their fingers shrivelled up like a washer-woman's. And these lads were gathered under the wide-spreading branches of a giant oak playing "Bowlder On," the local name for "Duck on a Rock," and the author of this book was with them gaining his first knowledge of the charms of this simple but popular game.

How the Game is Played.

It is not customary to count out for the one who is to be "It" in this game. As soon as the game is proposed each

boy searches for a cobble-stone, and when he finds one announces the fact by shouting "My duck!" The last boy to shout is "It," and he cries "My drake!" and places his cobble-stone or small boulder on the larger one selected for the purpose and stands guard over his drake.

The other players stand at a taw or scratch line and throw their ducks at the drake with the purpose of knocking it from its perch. Each player who has thrown and missed must recover his duck and run the risk of being caught by the lad guarding the drake. The guardian stands by the rock, but cannot tag a playfellow until the latter has touched his duck. Often all the boys make a rush for their ducks at the same time, each one trusting to luck that he will have the good fortune to escape over the taw-line free, and sometimes they all escape. More frequently, however, some one of the crowd receives a tag from the guardian of the drake, and he must then drop his duck and assume the guardian's place, while the latter picks up the duck and joins the rest of the crowd of duck-throwers at taw-line.

If at any time one of the players succeeds in knocking the drake off of his perch then all the boys scramble for their ducks that are scattered around, and the guardian, or "It," as quickly as possible replaces his drake, for he may not tag any one until his drake is in place.

There is always an appearance of danger in this game on account of the flying bowlders, but the danger is only apparent and is nothing like as real as it is in base-ball or foot-ball. "Boulder On," however, is quite exciting.

Nine- and Ten-Pins.

Because some people used nine-pins as a gambling game, the authorities thought to stamp out the evil by making the

game unlawful. But after the law against nine-pins was passed the proprietors of the bowling alleys hung out signs "Ten-pins played here," and as the law said nothing about ten-pins the authorities were unable to interfere. Ten-pins thus became the American game. At first all games with balls and pins as bowls and skittles were out-door games and played on smooth, level grass-plots similar to the old Bowling Green in New York City.

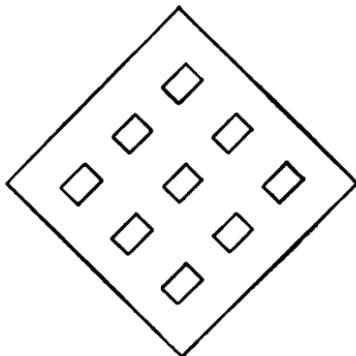


FIG. 268.—Brick Skittles.

Skittles

is an old English name for wooden pins and the game in which they were used. The game of

Bowls

was like a game of marbles, with this difference, that in place of shooting a small marble from the fingers a large wooden ball was rolled at a number of other wooden balls placed some distance away on the green.

British Skittles.

British skittles is a game allied in character to bowls. In the last century skittles was a fashionable game. An old print of 1786 represents a skittle-alley of that period. The alley is

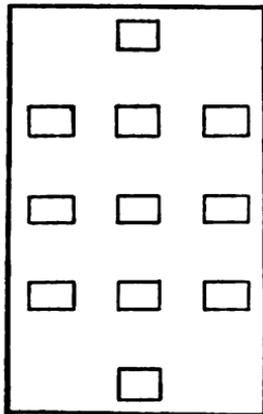


FIG. 269.—American Bowls.

fringed with poplars, and has at one end a summer-house. Here three gentlemen in cocked hats read the news and partake of refreshments. More refreshments are carried by a waiter. Old-fashioned "dudes" in cocked hats look on, while a friend rolls a ball at the pins. The moral is:

" In Reason's Eye the world's a Skittle Ground
In which mankind will tott'ring pins be found."

Skittles in China and Persia.

The book which is adorned with these reflections is a complete guide to "Old and New Methods of Forming General Goes and Tips," and includes a discourse on the Chinese and Persian modes of playing skittles. From this it appears that skittles in olden times was considered a most scientific affair. The frame (the name of the arrangement of pins) and other features of the game were all calculated on mathematical principles, with arcs and curves and plenty of goodly learning.

The Chinese use twenty-five pins, and the game counts 457 points. The different pins are called Tong-hw, Tsi-shu, Nang-Mw, etc., and refer to the resemblance between the standing pins and a wood or forest. The Persians set up the pins in concentric circles—that is, one circle inside another circle—and use seventeen pins. The ball was like that used in English bowls.

Such are the rude outlines of British and foreign skittles; but mastery of the details of the game can be acquired only by special aptitude and serious application, and is hardly to be attained by an American boy, who has so many equally good games at hand. According to an old English book of games, skittles proper is what we call nine-pins.

Brick Skittles.

Ordinary bricks, or, as the Ohio boys call them, "brick bats," make good skittles, and cobble-stones will make very fair bowls for a game. On a vacant lot or open space draw a diamond-shaped figure and set up three rows of bricks at equal distances from each other. At a distance agreed upon from this "frame" draw the scratch or taw-line, and with your cobble-stones or small bowlders bowl the bricks down as you would the pins in a bowling-alley. Count a point for every brick fairly upset. Make the game as many points as you wish, and take turns in bowling.

Fours

is played in the same way as nine-pins or skittles, with the exception that bricks are used for nine-pins, and that only four bricks are set up in the frame, one at each of the four corners of the diamond.

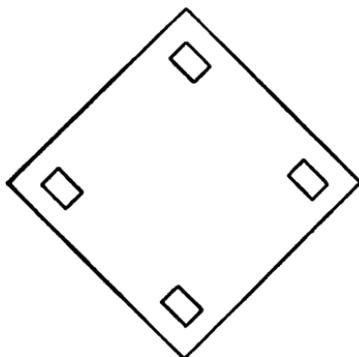


FIG. 270.—Frame of Four Bricks.

Dutch Pins.

In the real game of Dutch pins the skittles are larger and taller than in the other games here described, but as bricks are made of one size you will use the same bricks for Dutch pins that you do for nine-pins, but a square is used in place of a diamond for the frame, and nine bricks are set up in three lines.

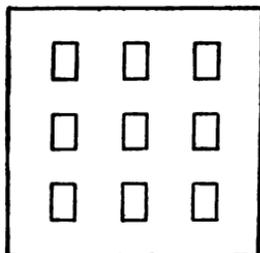


FIG. 271.—Dutch Pins.

CHAPTER XXVIII

TIP-CAT

**How the Cat is Made—English-Cat—Country-Cat—American-Cat—
A Game Requiring Skill and Quickness.**

THERE are many quaint laws in this and other countries that are never enforced, and there are many games in boys' books that are never played. Once on a time the old laws were active and were obeyed; and once on a time some boys somewhere played the old games, but to-day they are dead.

Trap-ball is one of these dead games, but Tip-Cat is a revival of the old game and is anything but dead. Not only does it show signs of renewed popularity, but it is spreading rapidly all over the world where there are boys to play. It is popular all along the Atlantic Coast, in Germany, Italy, and even in Hindostan. Fifty years ago Tip-Cat was practically confined to the rustics in England, and fifteen years ago was uncommon in the United States and unknown in many sections.

The Cat

is a piece of wood about half a foot long and two inches in diameter at the middle, from which it narrows down to a point at each end, forming two elongated cones joined at their bases (Fig. 272). When the cat is placed upon the ground and struck upon either end with a stick it will fly up in the air.

English Cat.

In this game there are from four to eight bases, according to the number of players. Usually the bases are simply holes in the ground, like "rolly poly" or "nigger baby" holes. These bases are arranged on the circumference of a circle at equal distances apart. The Outs take the field, and the Ins, each with a stick for a bat, station themselves at the bases or holes. One of the fielders tosses the cat to the nearest batsman. The latter endeavors to strike it, and if he hits the cat then all the boys on the bases must change places. If the cat has been knocked a long distance they continue to run from one base to another as long as they feel safe in doing so. Each base gained scores a point, but if one of the Outs catches the cat the striker who struck it is out, and if one of the Outs stops the cat and throws it in front of a player after he has quitted one base and before he reaches the other, that player is crossed out.

When all are out the other side take the bases and have an inning, while those lately at the bat take to the field and toss the cat as before described. When a striker misses the cat he tosses it back to the fielder, and the latter tries another toss.

FIG. 272, FIG. 273.



THE CAT



THE BAT



FIG. 274.

FIGS. 272-274.—Cat, Bat, and Player.

Country Cat.

Make a ring on the ground as large as a big circus ring, and stand the striker in the centre. The fielder or fielders, as the case may be, stand inside the ring in front of the striker, and toss him the cat. If the boy at the bat misses, it counts nothing; if he hits and fails to knock the cat outside the circle, he is out. If a fielder catches the cat when struck by the stick of the batter, the batter is out.

When the striker succeeds in sending the cat outside of the ring, he carefully measures the distance with his eye, and calls out "Twenty," "Thirty," or "Seventy," as the case may be, and if his call is not disputed, his score is credited with that number. But if the fielders challenge the score, the stick used by the striker for a bat is used as a measuring rod, and the distance is measured from the point where the striker stands to the spot where the cat has fallen.

If it is found that the striker has claimed too much he scores nothing, and resigns his stick to the fielder whose turn comes next. But if it is discovered that there are twenty-one stick-lengths where the striker has only claimed twenty, or seventy-two where he has only claimed sixty-eight, that is, if it is found by measurement that he has not claimed too much, he is credited with the number called and the game goes on.

Where there are more than one fielder they decide among themselves the numbers they take. Number One has the first inning, and Number Two's inning begins when Number One is out, etc.

American Cat.

The American cat is smaller than the Country or English cat, the double cone not being over four or five

inches long. If the game is played on the sidewalk, as the boys play it in New York City, a small circle is drawn on the paving stones, where the striker stands; but if the game is played on the bare earth, a hole is made, where the striker stands. It is the duty of the batsman to defend the hole or ring with the stick he uses for a bat, and it is the object of the giver or pitcher to toss the cat in the circle or hole.

If he is successful, the striker is out. If, on the other hand, it falls outside the circle, the striker places the cat inside the ring, strikes it on one end, which causes the little piece of wood to fly up in the air, and before it reaches the ground the striker endeavors to hit it again and send the cat as far as possible.

If he Misses

he throws the cat back to the fielder, who again attempts to toss it into the circle, but if he succeeds in sending it a good distance he does not call his score, as described in *Country Cat*, but the pitcher offers him five points or ten, as the case may be. The striker, however, is not compelled to accept the offer, and may keep the pitcher bidding for some time, and if his last bid is refused the pitcher proceeds to measure the distance from the circle to the cat in jumps. If he can make the distance in fewer jumps than he has bid, the striker, or the striker's side, loses the number of points named in the last bid of the pitcher, and the striker is out.

Sometimes the score is measured by feet, that is, the length of the pitcher's foot is the unit of measure, or one point in the score. If a fielder or the pitcher catches the cat when struck by the batter, the batter is out.

CHAPTER XXIX

GAMES OF BALL

How Town-Ball is Played—One or Two Old-Cat—House-Ball—Hand Up—Ballie Callie—Crackabout—Over the Barn—Stool-Ball—Corner-Ball—Black Baby—Hat-Ball.

It is almost a waste of space to describe in detail any of the National popular games, such as base-ball, as the rules which govern them for one year will not answer for the next. And, furthermore, there is possibly not a reader of this book that does not keep himself thoroughly posted upon such games. But there is the "father" of base-ball, which is a first-rate game, and not played enough to be constantly changing its form and rules. In England, this game, or its immediate ancestor, is called Rounders, and possibly it may go by this name in some parts of the United States, but in the West it was formerly called

Town-Ball.

The ball and bat used in Town-Ball are both different from those used in base-ball. In place of bases there are corners, in place of a pitcher there is a giver, and the fielders are of any number, with no distinctive names.

The Ball

is sometimes a small rubber ball, such as can be found at most toy-stores—not those of solid rubber, which are

generally black in color and too heavy, but the hollow ones of a whitish color. The real town-ball, however, is a home-made affair, consisting of a small ball of tightly wound yarn, usually unravelled by the boys from old yarn socks, and wound up into a spherical form. This is covered with leather that is cut in the form of a three-leaved clover, or may be you will understand better if it is likened to an

FIG. 275.

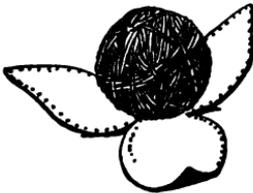


FIG. 276.



FIG. 275, 276.—Town-ball ; showing
How it is Made.



FIG. 277.—Delilling.



FIG. 278.

orange-peel when you make three cuts in the orange-skin and then take the rind off without breaking it (Fig. 275). This leather covering is sewed on the ball with shoemaker's thread by means of an awl and a waxed-end, and should fit tightly and evenly without wrinkles. A well-made ball is a work of art that boys are proud of exhibiting and talking about.

The Bat

is either very short, resembling a dwarf base-ball bat (Fig. 277), and is called a "delill," or it is broad and flat after the fashion of a cricket-bat (Fig. 278).

The Corners

are usually three in number, with a home-base, making four, but this varies according to the whim of the players or the locality where the game is played. Ordinarily with three corners the distances are about the same as between the bases in base-ball. In place of home-base there is a rectangle marked on the ground where the striker and catcher stand.

The Giver

stands in the same position that the pitcher occupies in a game of base-ball; but in place of pitching or making the underhand throw, he throws overhand and "gives" the ball to the catcher over the right shoulder of the batter.

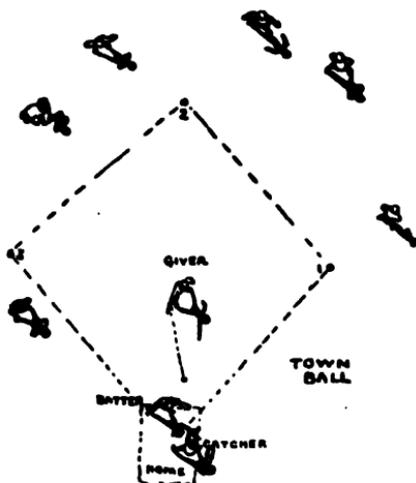


FIG. 279.—Game of Town-ball.

The Batter

stands at the front line of the home-base and holds his bat above his shoulder and strikes from that position, with both hands grasping the handle of the bat, if he is using a flat bat. But if he is using a "delill" he holds it with one hand and allows the swiftly thrown ball to strike his club and glance off at an angle to a part of the grounds where

no fielders are on the outlook for it. Every time the ball touches the bat it is considered a fair hit, and the batter must run for his first corner and reach it, if possible, before

some fielder, the catcher, or giver secures the ball and "burns" or "stings" him, as they call it when they hit a player with the ball. No one stands on guard at the bases to catch the batter out, and the ball, in place of being thrown to the base, is thrown *at the man running the corners*. When one batter makes a hit or is put out the next batter takes his place, as in base-ball.

The Catcher

stands behind the bat and without gloves, and with no protection for his face or body he catches the "hot" balls the giver sends to him. The balls are not heavy enough to be dangerous.

The Fielders

scatter themselves over the field, according to the directions of the captain, and try to catch or stop all balls from the bat, or those that are thrown at and miss the runners between corners.

When Out.

When a man is out he is out until the next inning, and the game proceeds without him. If a striker sends a ball in the air and it is caught before it touches the ground by the giver, the catcher, or any one of the fielders, the batter is out. If the ball touches his bat it is counted a hit, and if it is caught by any one of the opposite side he is out.

If any one of the fielders, the catcher, or giver make a successful throw at a man running the corners and strikes him with the ball when he is not touching his corner, he is out.

If the batter misses a ball that he strikes at, and the catcher catches the ball before it strikes the ground, the batter is out.

When a man is put out, he is out for that inning, and cannot strike again until the next inning for his side. When all are out but one, that one has a very difficult task to make a score, unless he can make a home-run strike. There are no other batters to help him by sending a "skyscraper" over the fielders' heads; but he must run his corners while the giver and catcher, standing in their regular position, pass the ball between them. This always produces a great deal of excitement and sport, as all the batter's side coach him, and if he succeeds in stealing a corner or successfully dodges the ball thrown at him, he is greeted by wild cheers from his own side.

Should he at last succeed in reaching home-base untouched, he has the privilege of "putting in" the best batter on his side, and there are then two men in and a better chance to score.

Any number of boys may play in one game, and since all the really necessary properties consist of a ball and a bat, both home made, it makes a game much better suited to boys than base-ball, with all its array of expensive balls, bats, bases, home plates, armor, wire masks, sliding gauntlets, and gloves. As far as skill is concerned, no good town-ball player need hang his head in the presence of the best of base-ball players.

Fig. 279 shows the proper method of laying out the field. In this case, wands, with colored flags on them, are stuck into the ground for corners. These are strong enough, for the runner only touches them with his hand and does not fall all over them, or slide to them, as in base-ball. The distances between bases are regulated according to circumstances and the dimensions of the play-ground.

One or Two Old Cat, Striking Out, or Feeder.

This is town-ball modified to suit the occasion when only three or four boys play the game. Of course a giver, a catcher, and a batter are necessary, but there is usually only one corner for the batter to run. Generally the run is from home to the pitcher's stand and back again. If the game is played with a small ball the runner must be "stung" with the ball; if played with a base-ball, he must be touched with the ball while in the hand of the pitcher or catcher. In other particulars the rules of the previous game govern this. When the striker is on his corner the catcher and giver, or pitcher, pass the ball back and forward, between them, while he tries to run home.

When there is only one striker, the game is One Old Cat; when there are two strikers, it is called Two Old Cat, the game being named according to the number of strikers.

House-ball.

In this game the house takes the place of the pitcher or giver. Two boys, a batter and a catcher, stand facing a blank wall, usually the side of a brick house. The catcher throws the ball against the side of the house and as it rebounds the striker, or batter, endeavors to hit it, and then runs to the house and back home before the catcher can touch him with the ball. If the batter misses the ball and the latter is caught by the catcher, the batter is out, and must take the catcher's place. If the striker reaches the house, but is unable to return before the catcher secures the ball, the catcher throws the ball against the house and catches it on the rebound, and the runner is expected to run in home, or attempts to do so before four balls are

passed. Otherwise the striker is out, and must give up his bat to the catcher and take his place behind the bat.

Hand Up.

The blank side-wall of a brick house and a bit of hard, flat ground form an ideal field for Hand Up. With a sharp stick trace three sides of a square on the hard ground in front of the wall, and let the wall form the fourth side and complete the square. These are the boundary lines. Make

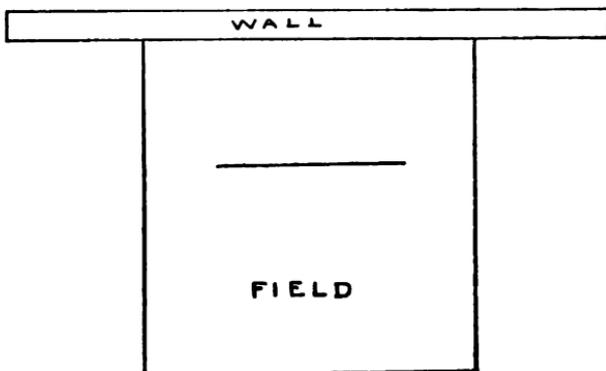


FIG. 280.—Hands Up.

another line on the wall, three feet from the ground, and a taw line, nine feet from the wall, on the ground, and you are ready to choose up for sides or toss for “first hand up.” You may have one on a side, or as many as you choose; there is no limit.

First Hand Up takes a small rubber town-ball or a baseball and drops it in the square at the taw line, so that it will bound, or bounce, as the boys would say. As the ball rises from the earth the player strikes it with the flat of his hand, sending the ball against the wall, above the three-foot line, with sufficient force to cause it to rebound and fall

outside the taw line. The next player uses his hand as a bat, and sends the ball back against the house in the same manner. He must hit the ball on the first bound or before it has touched the earth. The next player is ready to take his turn and strikes the ball on the rebound, and so the game proceeds, until someone misses, or sends the ball below the three-foot mark or outside the boundaries.

If it is the first striker who misses or sends the ball out of the boundaries on the ground or side of the house, then he loses his inning, and the boy on the other side drops the ball and strikes it as already described.

If it is a player on "outs" that makes a miss, then the "inners" count one for each miss or foul. A foul is when the ball goes below the three-foot line on the house or rebounds outside the boundaries.

The Outs cannot count when the Ins miss, but they take the place of the Ins and the Ins are out. After the first hand up or play it is unnecessary that the ball should rebound beyond the taw line. Fifteen points make a game. In England the boys have the same game under the name of Fives.

Ballie Callie.

As in the preceding game the ball is thrown against the house while all the players group themselves around the giver. As soon as the latter sends his ball against the house he shouts the name of one of his playmates who must catch the ball on the rebound. If he misses or drops the ball the other boys scatter in every direction, but come to a halt when he picks up the ball and cries, "Stand!" He then selects a victim and throws the ball at him. If he hits the boy aimed at, the latter throws the ball against the house, and the game goes on, but if he misses he must stand

against the wall with head down and allow each of the other players to have one throw at him with the ball from a distance of ten paces.

Crackabout

is played with a town-ball or a soft rubber ball. For noise and activity Crackabout excels all other games. The boy owning the ball cries "Crackabout!" and throws the missile at his nearest comrade. All the others make a mad rush to gain possession of the ball, and as soon as one of their number has secured it, the others make an equally mad rush to escape; and alternately rushing together to secure the ball and scattering far apart to escape being hit by it, shouting and laughing, the boys are soon tired out and are ready to rest or play some quieter game. Twenty years ago Crackabout was the favorite recess game in Southern Ohio and Northern Kentucky, and when the boys came in at the call of the bell they were all mopping their heads with their handkerchiefs, and brighter eyes and rosier cheeks never faced a tired and patient school-teacher than those which came fresh from a rollicking game of Crackabout.

Over the Barn, House Over or Haley Over.

Choose up for sides. When all are ready, form two separate groups, one on each side of a house or barn. The boy with the ball cries, "House over!" and throws the ball over the house where the others are watching for its appearance in the hopes of catching it before it touches the ground. If they are successful in this, the boy who makes the catch rushes around the house and throws the ball at some one on the other side.

Since there is no way for the side who threw the ball to

know whether or not it was caught until the lad from the other side appears with it in his hand, it is no wonder that there should be wild cries and a scurrying of feet upon the sudden appearance of the boy with the ball.

If the latter hits one of the other side, the boy hit must follow his captor, who returns to his own side of the house with his prisoner, shouts, "Over the house!" and throws the ball. Each miss counts nothing. Each catch brings with it the right to invade the enemies' camp, and to select a victim and even run after him, so as to shorten the distance and increase the chance of hitting him with the ball. Each boy hit joins the side of the boy who threw the ball, and the game ends only when all the players are gathered upon one side of the house. This game will do for the suburbs of cities and villages, where detached houses of moderate height are to be found.

In olden times

Stool-ball

appears to have been quite a popular game, but it never took root in American soil.

The second Christmas after the founding of the colony of Massachusetts, Governor Bradford took the balls and stools away from the players; and he it must be who is responsible for the killing of the ancient game in America, for apparently it never revived.

Corner-ball.

The number of corners depends upon the number of players. If you have six boys, then there are three corners, making the boundaries of a triangular form. If you have eight boys, then there are four corners, and the boundaries form a square. There should be more than four players,

because with this number you would have only two bases and the boundaries would be a straight line.

The Ins take the bases and the Outs group themselves inside the triangle, square, or whatever the figure may be formed by the corners. The Ins pass the ball around the corners, throwing and catching until they see a good chance to hit one of the Outs grouped inside the boundaries. The ball is then thrown at the Outs, and if it hits one he is out of the game; and if it misses, the thrower is out of the game. But, if one of those in the centre catch the ball, there is a laugh and the ball is thrown back to a corner man with no score either way.

When all of one side are put out of the game the opposite side has won, and all are entitled to a throw with the ball at the boy on the losing side who was first put out. The victim stands with head down and back arched facing a wall, while the victors line themselves at thirty feet distant and take turns "burning" the captive—that is, hitting him with the ball—if they can. It must be remembered that the dangerous base-ball is never used in these games, and the other ball does no injury to the lad struck.

Black Baby.

A much noisier and more active game is that of Black Baby. It is a game of ball and can only be played in such parts of the city as still possess bare earth, level and soft enough for the series of shallow holes necessary for the game.

There must be a hole for each player, and a common, hollow India-rubber ball or a soft yarn ball covered with leather. On no account use a hard ball, as the game is too rough for the use of a missile that can do injury when thrown with force.

First, with your heel make a number of holes about three feet apart and all in a line, one hole for each boy in the game. When there is a shallow hole for each boy let every boy stand by and guard his particular hollow, while the boy at one end attempts to roll the ball slowly over the line of the holes, so that it will rest in the hole at the extreme end in front of the lad at the opposite end. In case the ball passes safely over, the player at the other end rolls it back again in the same manner.



FIG. 281.—Game of Black Baby.

This cannot go on long before the ball stops in one of the holes. As soon as this happens all the players except the one at the hole where the ball stops scamper away for dear life, shouting, "Black baby! Black baby!" while the remaining lad seizes the ball as quickly as possible and throws it (a New York boy would say "fires it") with might and main at his nearest playmate. If he fails to hit the fleeing mark all return to their places, and a little piece of coal, a "black baby," is put in the hole lately occupied by the ball; but if he strikes the mark, the boy hit must quick'y

pick up the ball and throw it at his nearest playmate, and a game of "crackabout" ensues until someone makes a miss. As soon as this occurs all return to their places, and the failure is marked by a "black baby" placed in the hole belonging to the lad who failed, and the game of rolling the ball is continued by the boys at the end holes. As soon as a boy receives two "black babies" he is called "black baby half whitewashed."

The game goes on until some one player receives three "black babies." As soon as this occurs the culprit takes the ball, retires to a wall, fence, or tree, and with his left hand and right foot resting against the tree, wall, or fence, which he must face, he throws the ball over his shoulder as far as he can. The spot where it strikes the ground is marked by the other boys with a taw line, and from this line each player in turn has the privilege of throwing the ball at the unfortunate owner of three "black babies," who stands with his back bent and his head resting against the wall.

This may appear hard on the unlucky "black baby" boy, but—and here is the chance for which he is watching—every miss entitles the "black baby" to a throw at the bad marksman. After each thrower has had three shots at the culprit then the misses are called, and each in turn takes his place at the stake and receives his punishment until all debts are paid.

One game will give to a crowd of boys sufficient exercise and harmless fun to occupy the time between the close of school and tea-time. Then home you go, glowing with health and good nature, to wash and dress for the evening meal.

Rolly Poly

is only another name for Black Baby or Nigger Baby, and is played in the same manner.

Hat Ball

is a variation of the same game, the difference being that in place of holes in the ground each player places his hat on the sidewalk or play-ground in the same order in which the holes in the other game are arranged. Of course it is evident that the ball cannot be rolled into the hats, and the boy who has the ball tosses it in one of the hats. All the boys scatter except the one whose hat contains the ball. Five "babies" put a boy out and condemn him to the penalty prescribed in **Black Baby**.

CHAPTER XXX

MUMBLY PEG, HOP-SCOTCH, AND JACK STONES

The Motions of Stick-knife—Universality of the Game of Hop-Scotch—As Played in Different Countries—Different Games with Jack Stones.

A SUMMER'S day, a shady nook, a close-cropped green sod, two or three boys, and a jack-knife are the things necessary for a quiet game of Mumbly Peg.

The first player takes the knife and goes through as much of the game as he can without a blunder. The second follows in turn, doing the same. The last one to perform all of the difficult feats is beaten, and must pull a peg, two inches long, from the ground with his teeth. The winner drives the peg with the knife-handle for a hammer, being allowed, by the rules of the game, three blows with his eyes open, and three with his eyes closed.

This usually drives the peg out of sight in the sod, and in that case the boys cry :

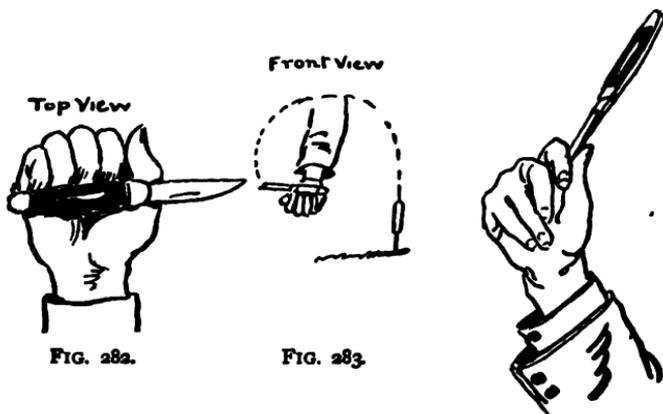
“Root! Root!”

as the defeated player, unaided by aught but his teeth, literally roots, until, with a dirty face and a broad grin, he lifts his head, showing the peg between his teeth. From the penalty that the loser pays comes the name of Mumbly or Mumbelty-Peg.

The Feats

are these:

First.—Hold the right fist with back to the ground and with the jack-knife, with blade pointing to the right, resting on top of the closed fingers (Fig. 282). The hand is swung to the right, up and over, describing a semicircle, so that the knife falls point downward and sticks, or should stick, upright in the ground (Fig. 283). If there is room to slip two fingers, one above the other, beneath the handle of the



FIGS. 282, 283.—First Feat.

FIG. 284.—Third Feat.

knife and if the point of the knife is hidden in the ground, it counts as a fair stick or throw.

Second.—The next motion is the same as the one just described, but is performed with the left hand.

Third.—Take the point of the blade between the first and second fingers of the right hand, and fillip it with a jerk so that the knife turns once around in the air and strikes the point into the ground (Fig. 284).

Fourth.—Do the same with the left hand.

Fifth.—Hold the knife as in the third and fourth positions, and bring the arm across the chest so that the knife-handle touches the left ear. Take hold of the right ear with the left hand and fillip the knife so that it turns once or twice in the air and strikes on its point in the earth (Fig. 285).

Sixth.—Do the same with the left hand.

Seventh.—Still holding the knife in the same manner,



FIG. 285.—Fifth Feat.



FIG. 286.—Seventh Feat.

bring the handle up to the nose and fillip it over through the air, so that it will stick in the ground (Fig. 286).

Eighth.—Do the same with the handle at the right eye.

Ninth.—Repeat, with the handle at the left eye.

Tenth.—Place the point of the blade on top of the head. Hold it in place with the forefinger, and with downward push send it whirling down to the earth, where it must stick with the point of blade in the earth (Fig. 287).

Eleventh to Fifteenth.—Hold the left hand with the fingers pointing up, and, beginning with the thumb, place the point of the knife on each finger as described above, and



FIG. 287.—Tenth Feat.

the forefinger of the right hand on the end of the knife-handle. By a downward motion, throw the knife revolving through the air, so that it will alight with the point of the blade in the sod (Fig. 288).



FIG. 288.—Eleventh Feat.

Sixteenth to Twentieth.—Repeat, with the right hand up

and the forefinger of the left hand on the knife-handle.

Twenty-first, Twenty-second.—Do the same from each knee.

Twenty-third.—

Hold the point of the blade between the first and second fingers and, placing the hand on the forehead, flip the knife back over the head, so that it will stick in the ground behind the player ready for the next motion (Fig. 289; dotted lines show flight of knife).



FIG. 289.—Twenty-third Feat.

Twenty-fourth.—After twenty-three the knife is left in the ground. Then with the palm of the hand strike the knife-handle a smart blow that will send it revolving over the ground for a yard, more or less, and cause it to stick in the ground where it stops. This is called "ploughing the field" (Fig. 290; dotted lines show flight of knife).

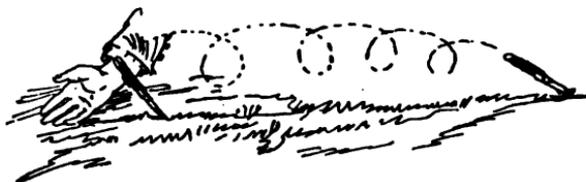


FIG. 290.—Ploughing the Field.

When a miss is made the next player takes his turn, and when the first player's turn comes again he must try the feat over that he failed to perform last. A good player will sometimes go through almost all the twenty-four motions without failing to make a "two-finger"—that is, a fair stick, each time; but it is very unusual for anyone to run the game out in one inning. This is the game in twenty-four motions; many boys play it with double that number.

Hop-Scotch.

One would suppose that where thousands of children are every year killed by wild beasts and poisonous snakes, and where boys and girls are compelled to marry like grown-up people, the boys would be so busy fighting tigers, killing snakes, and attending weddings that they would find no time in which to play. But in India, where all these things take place, such is not the case. The games the young East Indians play are perhaps as numerous as those in vogue in America, and many of them are

the same. Often the little natives may be seen hopping around on one brown, bare foot regardless of snakes—intent upon the game of hop-scotch.

From far Hindoostan, all the way across the map of Europe and Great Britain, in every town, chalked on the sidewalk or scratched on the ground, may be found the boys' hop-scotch courts. Not content with crossing the English Channel, this popular game has traversed the wide Atlantic and spread all over the United States, and it is only a matter of time when, by the way of California and the Pacific Islands, it will reach Japan and China. The whole world will then be encircled with a chain of hop-scotch courts, and who will dare to say that it is not a popular game?

The Hop-Scotch Court

is drawn with chalk or a soft brick on the stone flags of a sidewalk, or is scratched with a stick on a piece of hard, level ground. It is about twenty feet long and five or six feet wide. Figs. 291, 292, and 293 show some English courts, and Fig. 294 shows an American court. Fig. 295 is a modification of the American court made so that the flags of the pavement make the courts and only require a few cross lines and numbering.

A taw line is drawn a short distance from the court. In England the last division or sub-court at the top of the main court is called "cat's cradle" or "plum pudding;" in Italy, the "bell;" in New York, the "pot," and in Austria, the "temple."

The little Italian boys give a religious significance to the game by calling the last three divisions Infernal Regions, Purgatory, and Paradise; and it must be very encouraging to them, because if they play long enough they are sure to reach Paradise.

The Potsherd.

Originally a broken piece of crockery, a shell, or a small flat stone was used for the potsherd to play with, but now a bit of old tin folded and refolded, and hammered flat with a hammer, brick, or any other heavy object, is the favorite potsherd, though a piece of brick or a stone is often used.

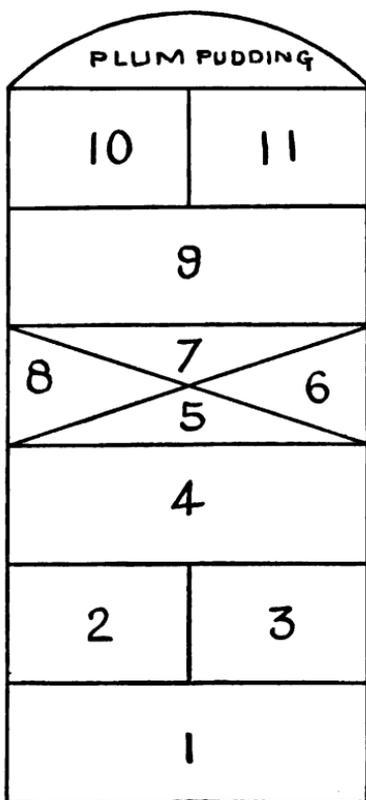


FIG. 291.—An English Court with Eleven Subdivisions and a Plum Pudding.

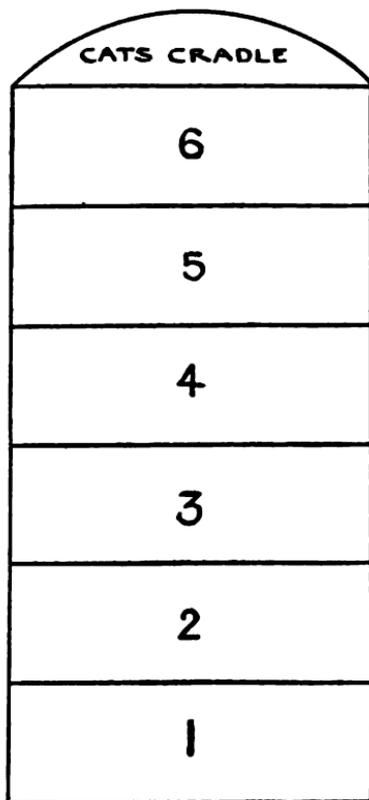


FIG. 292.—The Six Divisioned English Court with Cradle.

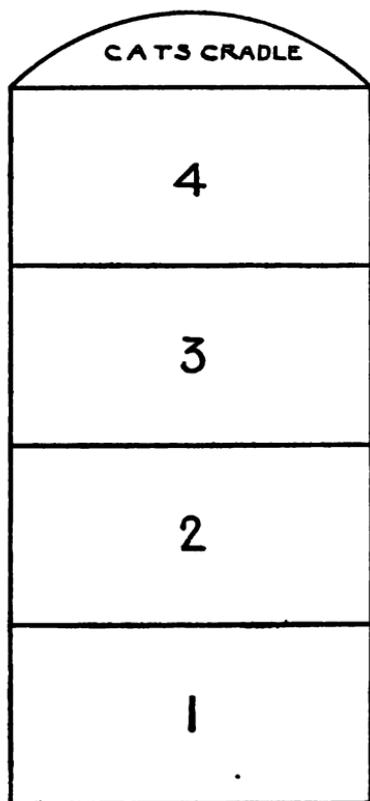


FIG. 293.—The Simplest English Court with Cat's Cradle.

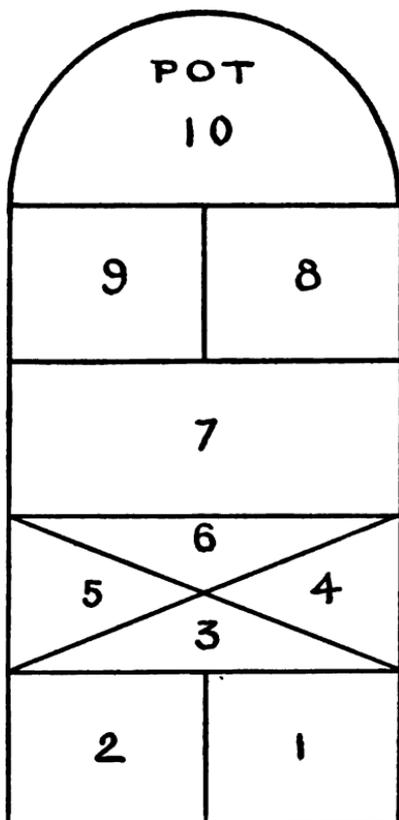


FIG. 294.—A Typical American Court with Ten Subdivisions.

The Game.

After deciding who shall be first, second, etc., the player stands at *taw* and tosses the potsherd into division number one (Fig. 294). Hopping on one foot over the line into number one and still keeping one foot raised, he makes a hop-kick with the other and sends the potsherd out of the

court. Whenever he fails to do so the next player takes a turn.

After kicking out of number one the player returns to law and tosses the tin into number two. Then he "jumps a straddle," that is, he jumps so as to straddle the division line between number one and number two, with one foot in each of these divisions of the court, and without lifting up either foot he makes a sliding kick, sending the tin into number one. Then hopping into that division he makes another hop-kick, sending the potsherd out.

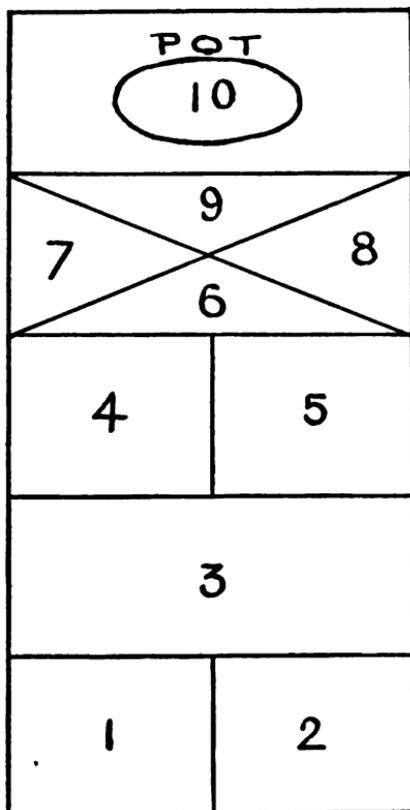


FIG. 295.—An American Court Adapted to Stones of Sidewalk.

In this manner all the divisions are played, with a straddle jump over the dividing lines at four and five and eight and nine, the player always going through the lower divisions as he came, with a hop or a straddle. At ten, after hopping three times around in the "pot," he strikes the potsherd with his toe and sends it through all the divisions toward the law line,

clear of the court, returning with hops and straddles the way he came.

Sometimes at seven and ten he is required, while still standing on one foot, to pick up the potsherd, place it on the top of his ground foot, and then with a hop-kick throw it toward taw, clear of the court. Or with an upward jerk he may send the potsherd up in the air, catch it with his hands, replace it in the court, and kick it out without touching his foot to the ground. After doing the "pot," "plum pudding," "cat's cradle," or paradise, he goes backward through all the divisions to number one, and the game is finished.

In Fig. 293, with four divisions and a cradle, there are no straddles. In Fig. 292, with six divisions and a cradle, there are no straddles, but in Fig. 291, with eleven divisions and a plum pudding, there is a straddle at two and three, eight and six, ten and eleven, and a "pick up and kick," as described above, at four and nine and the plum pudding. In the American game (Fig. 295) there is a straddle at one and two, a single at three, a straddle at four and five, a single at six, a straddle at seven and eight, and a single at nine. When the potsherd is pitched into ten, the player hops into one, straddles into one and two, hops into three, hops into four, straddles into four and five, hops into six, straddles into seven and eight, hops into nine, hops into the space surrounding the small pot ten, and then, without putting his foot to the ground, hops three times around the centre pot and into it.

If he is successful so far, he kicks the potsherd toward taw out of the court, and returns the way he came.

If there is any one who looks with contempt upon this game, thinking it a simple baby play, let him attempt this last feat and ever afterward he will consider Hop-scotch a sport in which it requires no small amount of skill to succeed.

Grounds Out.

When the player touches his foot or hand to the ground it is called "grounds," and he is out.

When a player pitches the potsherd in the wrong division or on a line, he is out.

When he kicks it into the wrong division or on a line, he is out; and in each case the next in turn plays from *taw*, and the other players, when their turns come around again, begin at the division they failed in.

Hop-Scotch on Stilts.

If any one of my readers wishes to try a game that will test his athletic skill, let him try hop-scotch on the simplest English court (Fig. 293) with a pair of "gadabouts," such as are described in Chapter VIII., strapped to his legs, and he will find it no simple game.

Jack Stones.

This is another game that was old when Greek civilization was young. "Chuckie stanes," "chuck stones," "five stones," and "knuckle-bones," are some of the names by which the game has been known. Knuckle-bones were in favor for use in this game two thousand years ago and are still used. White, water-washed pebbles; crockery stilts, which are little three-legged bits of earthenware upon which china and earthenware are placed when firing; iron stilts, made in imitation of the crockery ones; "lucky stones," which are bones from the inside of the head of the fresh-water fish called sheepsheads; and marbles, are all used in this country for jacks. But perhaps the best are the earthenware stilts with an agate (marble) for the jack.

Jack is the name given to the stone which is thrown up while the different feats are performed.

First Jack.

The game opens with one player taking the five stones in his hand. Holding the hand, palm up (Fig. 296), he tosses them into the air (Fig. 297). Before the stones have time to descend the player turns his hand over and catches as many as he can on the back of the hand (Fig. 298). These, he again tosses up (Fig. 299), and before they descend he picks up those jacks that he failed to catch on the back of his hand (Fig. 300). Quickly turning the hand he catches the descending jacks, and now holds all five in his fist (Fig. 301).

Whenever a player fails the next in turn takes the jacks. After successfully catching the jacks on the back of the hand, or picking up all that fell off, the player does the second feat, called

FIG. 296.



FIG. 297.



FIG. 298.



FIG. 299.



FIG. 300.



FIG. 301.



FIG. 302.



Ones.

First rolling the stones from his hand on to the ground, he throws his Jack up, and before it falls, picks up a stone. Again tossing up Jack he picks up another, continuing until all are successfully picked up from the ground. The next play is called

Twos.

Again rolling the stones on the earth and tossing Jack aloft, the player picks up two stones at a time, and, sending Jack up again he picks up the remaining two. This same process is repeated in

Threes ;

but in this play one is picked up first and three at the next toss, or three first and one afterward.

Fours.

All four stones must be picked up while Jack is in the air.

Drive the Horses in their Stalls.

Roll the stones from the hand on to the ground, and place the left hand with fingers spread apart on the ground near the jack stones. Toss Jack aloft, and before he comes down, drive one of the stones between the outspread first and second fingers. This is called putting the horse in the stable or stall. Do the same with all the other stones. Then in succession

Drive the Horses Out of their Stalls.

Toss Jack up, and while he is in the air fillip one horse out. Repeat the action with all the others, then bunch them together and pick up all four, and catch Jack as he descends.

Jumping the Hurdles.

Place the four horses (jack stones) in a line. Then toss Jack up, and before he comes down, pick up the first and third stones together and catch Jack as he comes down. The second and fourth are next caught up together and Jack is caught as he falls.

Base-ball.

Four of the Jacks are placed to represent the four bases on the base-ball field. Jack is sent aloft and the jack stone at home base is picked up and deposited at first base and Jack is caught as he falls. Jack is again tossed up, and the second base is run in the same manner, and then the third, and then the home base.

Now the first-base man is picked up and set down at the second, then the first and second are picked up together and set down at third, then the first, second, and third are all taken up at one time and set down at home base. Then as Jack is again tossed up all four are taken up at the same time and Jack is caught before he reaches the ground.

Cats in the Well.

The Jacks are rolled from the hand on to the ground; these are the cats. Then the left hand of the player is placed near them with the fist lightly closed, the thumb and first finger forming the opening to the well. Jack is now thrown up, and while he is in the air, one of the four cats on the ground is picked up and put in the well. The same operation is repeated with the second, third, and fourth cat, until all have been drowned in the well. The left hand is now taken away and the dead cats are left in a bunch. Jack is

tossed up and all four of the cats are picked up before Jack comes down.

Sending the People to Church.

Again the stones are spilled upon the ground. This time they have changed from dead cats to well-dressed people, but people who need urging before they will go to church. The left hand is placed with fingers crooked and spread apart. The ends of the fingers resting on the ground form the bases to the arched doorways of the church, while the hollowed palm forms the ceiling and the back of the hand the roof.

Jack is now sent up and one of the Sunday idlers is driven through one of the five doorways into the church. One at a time, all four are sent to church. Then all four are gathered up while Jack is above, and Jack joins them when he is caught as he returns to earth.

When girls play Jack-stones they use a pretty marble for Jack, select a stone step to play upon, and allow Jack to strike the step and catch him on the rebound. They also have a number of feats generally ignored by the boys. This being a boys' book, these feats, such as "peas in a pod," "setting the table," "doves in a cot," "spinning the plate," "knock at the door," "pick up a pin," "light a match," "washing the clothes," will be left for books written for girls.

CHAPTER XXXI

PRACTICAL HINTS FOR BICYCLISTS

Regarding Baggage and how to Carry it—A Photographer's Outfit on a Wheel—A Collector's Box—How to Deal with Punctures—An Extemporized Handle Bar—A Rope Tire—A Cleaning Rack, and a Bicycle Stand.

THERE is only one way to learn to ride a bicycle, and that is, to straddle a wheel and try; but there are thousands of practical and useful things to learn after you are able to ride. Every boy knows how to strap his coat on the handle bars, and most of them can carry various parcels, but there are some articles of

Baggage

that need special care. It is customary in ordinary wheeling to strip a machine of every ounce of weight not absolutely necessary. Many riders travel without even a tool-bag, pump, or wrench. This is absurd, for the additional weight of a few tools cannot possibly be sufficient to make any appreciable difference to an ordinary road-rider.

Of course, if you are a "scorcher," and are out to pass everything you meet on the road, the less weight you carry the better time you can make. But the wheel is used by most boys for other purposes. In Flushing, Long Island, it is no uncommon thing to see one of the local colony of artists wheeling merrily along with sketching easel and umbrella strapped to his handle-bars, and paint-box and

canvas swung in the frame beneath him. Nor is it an uncommon sight, in the spring, to see the trout fishermen, men and boys, passing by on their bicycles with their jointed fishing-rods strapped to their handle bars and their creels on their backs.

This suggests a variety of uses that boys may make of their wheels.

How to Carry Photographic Outfit on a Wheel.

The top diagram shows the arrangement of straps on Mr. Hemment's camera, Fig. 303. This gentleman is the official

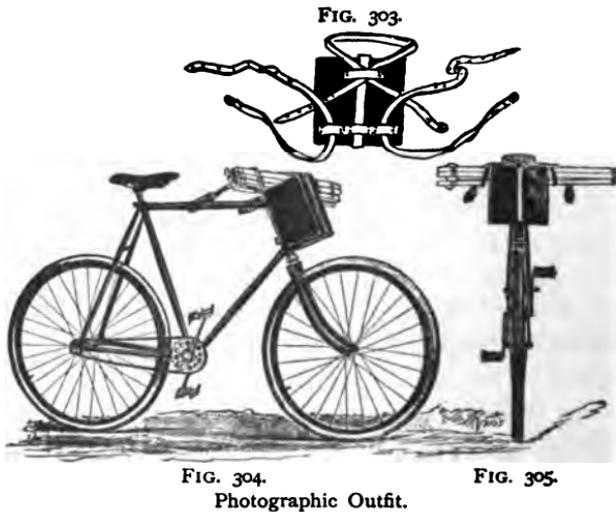


FIG. 304.

Photographic Outfit.

FIG. 305.

photographer for *Leslie's Weekly*, and carries his eight-by-ten camera and five-foot tripod on his wheel. The tripod is strapped to the handle-bars and the camera is strapped on in front, as shown in Fig. 304, side view, and Fig. 305, front view of the same. The straps allow a certain amount of movement, which is necessary for safety. If the camera is

fastened too tightly to the machine the constant jarring of the bicycle will be more than likely to result in injury to the plates or other apparatus.

But all boys are not photographers. Some are fishermen and need only to strap their rods to their handle-



FIG. 306.—Bicycle Stand and Naturalist Outfit.

bars. Most of them are great collectors of something, and many are interested in making cabinets of beetles, butterflies, and moths; or in collecting various small creatures, such as toads, frogs, snails, and even snakes. These boys will be glad to know

How to Rig the American Boy Naturalist's Wheel.

The drawing, Fig. 306, it will be seen, shows a wheel loaded with bags for tools, bottles, boxes, lunch, and various knick-knacks essential to the outfit of a naturalist collector. Cut paper patterns for the different boxes, so that they will fit the particular machine for which they are designed. Make the boxes of stiff pasteboard. Divide the largest box or bag into as many subdivisions as will best meet your requirements. Make the compartments of paste-

board, and keep them in place by pasting cloth along the edges on both sides.

After all the divisions are made, line the whole inside of the box with cloth and sew it in neatly, turning in all the rough edges. Next make a cover of pasteboard and cut a door for each compartment. Cover the inside with cloth, sewed on neatly. Sew the cover itself to the box. Make the doors or lids for the compartments, and make each considerably larger than the opening it is to cover. Line the inside of each lid with cloth, leaving a flap for a hinge, and cover the outside with enamelled cloth. Sew the linings to box so that the lids will cover the proper openings, and cover the whole outside of the box with enamelled cloth. Use an awl or big darning-needle with which to punch holes, when you are sewing the pasteboard. Do not sew the enamel cloth to the box. Cut holes to correspond to the various doors, leaving flaps to turn in, and sew the flaps to the lining on the inside.

There is no mystery about the art of sewing a thing of this kind. It is not a girl's work, and few of them could do it; but any boy who will take pains can, and a boy who will not take pains will never make a collector.

All that remains to be done now is to

Add the Straps and Buttons.

Sew short straps or pieces of tape to the box to fasten it by buckling or by tying it to the frame, and small straps on the lids with slits in the ends for button-holes. Put some round buttons on the box to which you can button the straps, thus fastening the lids. The small boxes under the seats can be made in the same manner; but, being without divisions, they are so simple that they need no further explanation.

As to Punctures.

The dreaded carpet-tack, the lurking horseshoe, with rusty nails sticking up like the fangs of a serpent, the treacherous broken bottles, and the innocent-looking clamshells, are all mortal enemies of the inflated rubber tires and lose no opportunity to stab or cut the rubber and spoil the cyclist's ride. It is supposed that every rider goes prepared for such emergencies, but observation teaches that many do not, and all should know

How to Stop a Puncture with Chewing-Gum,

or any other sticky substance that can be procured. A nail or tack hole can be temporarily mended with chewing-gum in the following manner: Let all the air out of the tire, make a small wooden paddle, and with this implement poke the gum through the hole from the outside of the tire, flatten what is left over the outside and bind on a piece of rag or a part of your pocket-handkerchief. Do this neatly. Then pump up the tire, and the compressed air on the inside will flatten the wax over the inside of the hole and prevent the escape of air, so that you may reach home without another application of the pump.

Not long ago the *New York Journal* told of a cyclist who broke his handle-bar and patched it up so that he was able to ride his machine a long distance, reaching home in safety. His method is a common-sense one, and all boys should know

How to Rig a Jury Handle-Bar.

Take two elastic saplings and bind them securely to the front fork, as shown in the front view (Fig. 307). Lash a stout stick to the handle-bar, holding the broken part in

place. Bind the ends of the fork-sticks securely to this and you have a jury bar that, though it may work a little stiffly, will enable you to ride home, which, even in a short distance, is a much pleasanter ending to a ride than walking and leading a crippled wheel.



FIG. 307.

It sometimes happens that from contact with the knife-like edge of a piece of tin or glass, a slit is cut in the tire, so large that it is impracticable to attempt to mend it on the road. In such a case

A Rope Tire

will often enable the rider to reach home without humiliating himself by walking and leading his wheel. A few yards of clothes-line borrowed, begged, or bought from some wayside house, will enable you to make an old-fashioned solid tire. Remove the rubber tire, tie it to your handlebar, and take the rope and bend one end diagonally across the hollow in the rim of the wheel. Then wind the rope carefully around, over the bent end of the rope, around again alongside of the first length until the rim is covered. Keep the line tight and wind it until it fills up the hollow and is considerably higher in the middle than at the sides. The neater this work is done the more comfortable will be your ride home. When the rope tire is complete pry up the side lap and force the free end of the rope diagonally under until it comes out on the other side. Draw it taut and cut off the end flush with the outer wrapping. Now pour water all over the rope until it is thoroughly

wet, this will cause it to shrink and become firm and hard. All that remains to be done is for you to jump on your wheel and start for your destination.

When you reach home after a ride you should always clean your wheel. To do this it is best to turn the wheel upside down. The work of cleaning is made more pleasant if you have a repairing stool.

How to Make a Cleaning and Repairing Rack.

It is a simple but most convenient affair, and varies in dimensions with the wheel that it is intended to support.



FIG. 308.

FIG. 309.

The first drawing, Fig. 308, shows a side view with the wheel upside down, ready to be cleaned; the second, Fig. 309, shows the construction of the bench. The front slots for the handle bars must be covered with cloth, stuffed with cotton; and the bench in the rear must have a cushion made by tacking on a piece of cloth and filling the upper part loosely with hair, moss, cotton, or excelsior.

The only safe way to stable your machine is to have a stand of some kind for it, and the most simple stand is the best.

How to Make a Bicycle Stand.

Select a good straight-grained piece of plank, of any kind of wood, an inch and one-half or two inches thick, and twelve or fourteen inches wide. Saw off a piece eighteen inches long for the base of your stand. Saw out a slit in the middle of the stand nine inches long and a trifle wider than the tire of your wheel. With your pocket-



FIG. 310.

FIG. 311.

knife, or chisel, round off the sharp edges of the slit, and cut a slot from the bottom of the plank, at the end of the slit, to the top. Round this out so that it will fit loosely to a wheel pushed in the slit. At the end of this hollow bore two holes, about a quarter of an inch in diameter, to hold a stiff wire which is bent over in a loop to receive the tire of the wheel (Fig. 306). This wire can be taken out and the board set up against the wall when it is not in use, or both may be hung up in the hall closet, out of the way. When you wish to stable your wheel take down the base, set it on the floor, put the wire in place, and back your wheel in the

slot until the rear tire is held by the wire loop. This will keep the wheel upright, with no danger of its being knocked over.

The last two diagrams, Figs. 310 and 311, show how to decorate a wheel for

A Night Parade.

The illustrations are made from the two wheels which took the first and second prize in a parade. The first, Fig. 310, was simply a very large Japanese umbrella, with Japanese lanterns suspended from the ribs. The lanterns illuminated the whole umbrella, which, when seen at a distance, had the appearance of a large colored balloon. The second, Fig. 311, was rather sparsely decorated with lanterns, but plentifully supplied with streamers of all colors, which the light from the lanterns brought out in brilliant effect. In appearance the rider was sailing in a boat.

Autumn



CHAPTER XXXII

POINTS ON CAMPING OUT

How to Make a Fire in the Woods on a Rainy Day—To get a Light Without Matches—The Diamond Hitch, and a Home-made Cinch.

"LAFE, I can't make a fire; we have no paper and the wood's all wet."

Lafe is a Pike County backwoodsman. He only smiled; then shouldering his axe he walked over to a moss-covered log that lay on the ground as soggy and wet as a sponge in the water. With a few blows from the butt end of his axe he knocked out of the rotten wood the remnants of what were once the noble limbs of a giant pine-tree. These remnants were now nothing more than spike-shaped clubs, the largest not over two feet long.

"Here's what we use in the woods for paper," said Lafe.

Upon examination, we discovered that the spike-shaped clubs were almost as heavy as lead, but it was not water that gave them weight; it was the sap of the tree, the pitch, that colored them a rich red and made them hard



FIG. 312.—The Fire Won't Burn.

and impervious to rain. Lafe pulled out his one-bladed jack-knife and began to whittle the pine stick, but he allowed no shavings to become detached (Fig. 313). When he had three



FIG. 313.—A
"Fat" Pine
Knot.



FIG. 314.—
Starting the
Fire.

cut in the manner shown in the accompanying drawing (Fig. 314), he set them up on the ground, with the small ends down and the big ends resting against each other, placed as the sticks are that form the frame of an Indian wigwam. He touched a lighted match to the shavings, and immediately a flame burst forth with a black smoke. Selecting some sticks he had previously split in halves, he piled them around the blazing pine-knots in a conical wigwam fashion, and soon we had a fire that was hot enough to ignite the wet, unsplit wood we gathered.

Building a Fire Without Matches.

After the coffee was boiled and the fish fried and the boys' clothes partially dried, they made haste to ply Lafe with questions.

"How would you build a fire, if your matches were wet, or if you had none?" asked Tom.

"I generally calculate to keep my matches dry and always keep some about me," answered the woodsman; "but in case, as you say, I had none, I'd put a light charge of powder in my gun and a loose wad of cotton rag and shoot in the air, and then double the red-hot ashes of the rag up and blow on it until it flamed up.

"Or, if I find that I am running out of matches, I take a piece of cotton cloth and dry it at the fire, heating it until

it is almost charred; then I dampen the rag and rub gunpowder into its fibres as hard as I can until I can rub no more powder in. After that I dry the rag thoroughly again and put it in a bottle, tin box, or horn, cork it up tight and keep it until I need it. With the back of my knife-blade for a steel and a piece of flint, I strike a spark that sets the rag a-burning and fold the glowing rag up, cover it with shavings, twisted straw or punk, and blow it into a flame."

Things Worth Remembering.

"Tamarack is a very good wood,
If you can get it dry,
But to make a fire of green tamarack,
I'll be a fool to try."

An Indian builds a small camp-fire and hugs it, a white man makes a roaring big fire and stands away from it.

In selecting a camping-place never forget that the presence of good firewood in abundance is a matter of grave importance. A standing dead cedar will furnish the best of kindling wood. Green, soft woods, spruce, and white birch, burn badly and are difficult to ignite.

To build a fire that will burn all night, select a couple of good heavy sticks for andirons, and a

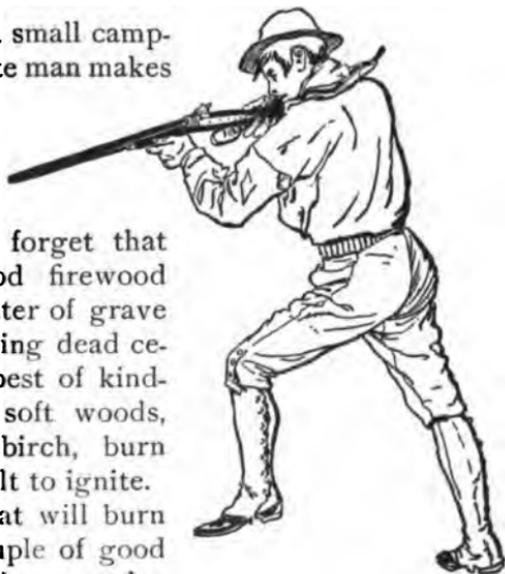


FIG. 315.—A Camper.

quantity of green hardwood, maple, yellow birch, or beech, for fuel. Across the andirons lay all the fuel sticks in the same direction parallel with each other; in this position they will burn slowly and smoulder for a long time. A large tree, or, better still, a large rock at the back of your fire will retain and reflect the heat.

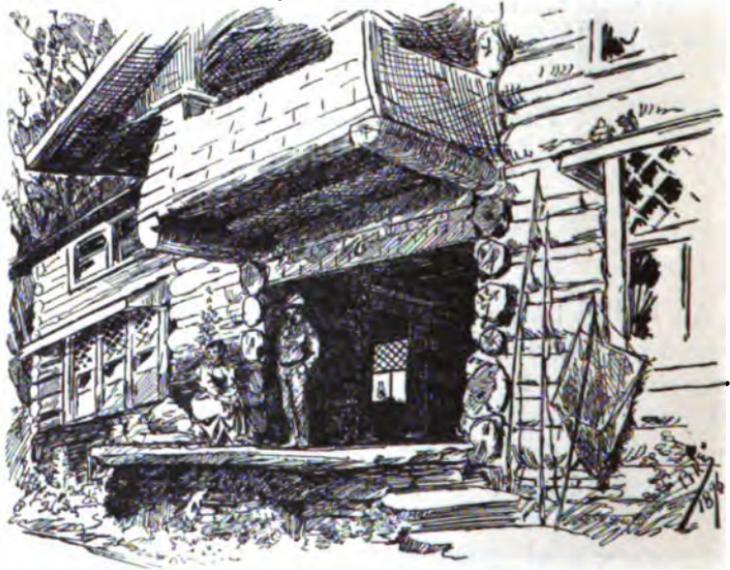


FIG. 316.—The Author's Camp at Big Tink, Pike County, Penn.

Always select a well-drained spot, or a slight elevation for a place to pitch your tent or build your shack; this will prevent an exceedingly disagreeable experience of awakening during a rain-storm to find your tent, floor, and blankets soaked with water. The presence of a neighboring spring, or other water-supply for drinking and cooking, of course, must not be overlooked.

Never pitch your tent in a hollow or depression, or you may find yourself in the middle of a pond. Soldiers always dig a ditch around their tents. The floor, which is often your bed, can be covered with straw, if straw is obtainable; if not, fir-boughs; these lie flatter than spruce. It is best to lay the foundation of good-sized branches, cover them with smaller ones, and over all place a deep layer of fir-twigs broken off the length of your hand, and laid shingle-fashion, commencing at the foot of your bed, or the doorway of your shack or tent, each succeeding row of boughs covering the thick ends of the previous row. A properly made bough-bed is as comfortable as a mattress, but one in which the ends of the sticks prod your ribs all night is not a couch that tends to make a comfortable night's rest.

Candles, lamps, and lanterns add to the luggage of a camper, and may be dispensed with, yet it often happens that you will need a light at night. If you do, remember that almost any sort of fat or grease will burn. I have made a passable lamp of an old clam-shell filled with melted rancid butter and a twisted rag for a wick resting in the butter, and I have seen most dainty little candles moulded in willow bark of tallow from the deer, with a wick of the inside bark of a cedar-tree. But such things are only made by guides for ladies, or as souvenirs to take home. A torch will answer all needs of camp life.

A Birch-bark Torch.

Peel off several strips of birch bark, four or five inches wide; double and fold them two or three times if the pieces are long.

Split one end of a stick for a torch-handle and slip one or more of the doubled strips into the end of the stick. The Northern Indian always keeps a lot of neatly folded

bunches of birch bark, tied with cedar-bark rope, on hand for use as torches in spearing fish at night.

Remove the outside bark of a cedar-tree, and then from the bottom up strip off the fine inner bark, and from these fibres twist what ropes or strings you need around camp.



FIG. 317.—Supper at Camp.

Keep your feet dry; that is, keep them dry while in camp. To do this take an abundant supply of old socks with you and two pairs of shoes—one pair for dry shoes and an old pair for wet ones. With an old pair of trousers and some leaky shoes you may wade a trout stream and stand in the water for hours without suffering any ill effects if you are prompt in removing the wet clothes and re-

placing them with dry shoes, socks, and trousers as soon as you leave the water. Experience has taught many sportsmen that this method is far more comfortable and healthful than wearing expensive hot and clumsy rubber boots.

I was never lost in the woods, but once. I remember that I had read in books that the moss grew thickest on the north side of the trees. Upon careful examination I could distinguish no difference between the moss on one side of the trees and that on the other side; the moss grew all around! The thick interlacing branches overhead concealed the sun. After wandering around in a circle for hours I at last heard the rushing of water, and, following the sound, soon discovered the brook I had been fishing, down which I waded until I struck camp at 4 P.M., having left there at 4 A.M. I was wet, cold, and hungry, but otherwise all right.

An Indian in starting out always carefully notes the direction of the wind. Where the sky is not obscured the sun and stars serve as guides, but the safest way is to blaze trees as you go (mark them with your hatchet), or every now and then break a twig or branch, bending the broken end in the direction you are pursuing, thus making a trail that is easily retraced. Streams always flow toward greater bodies of water, and somewhere along these water roads, farms or settlements are located; so if you are really lost, follow the first stream until it leads you, as it invariably will, to some road, settlement, or camp.

While the trapper, scout, and guide, can sleep peacefully wrapped in a blanket with his feet to the fire, it takes a green city boy some time to accustom himself to the katydids, "pinching bugs," and various other harmless but more or less annoying small creatures of the wood. If the "tender foot" will get his mother to make him

A Sleeping Bag

of an old blanket, he can creep into it at night and cover his head with a bit of mosquito-netting and sleep as soundly as his guide, with no fear of insects or other small creatures interrupting his slumber.

If you have a pony, horse, or mule for a pack animal, it greatly facilitates the transportation of camping material, and furnishes you with many more conveniences, such as additional cooking utensils and extra clothes. All campers travelling with pack animals owe a debt of gratitude to an old Spanish muleteer who many, many years ago invented

The Famous Diamond Hitch.

As the boys' counting-out rhymes are told by one boy to another, so one muleteer told his fellows until it reached

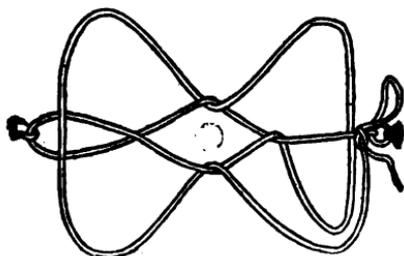


FIG. 318.—Plan of the Diamond Hitch.

Mexico, was learned by the hardy prospectors and trappers, and from some one of them, Captain A. E. Wood, of the Fourth United States Cavalry, discovered the trick in 1879 and taught it to his men; and my cousin, a civil engineer, who has spent much of his time in

the Wild West, learned the Diamond Hitch and taught it to me.

The Aparejo.

The pack-saddle of the Mexicans is called an aparejo,* and is used in preference to the old saw-buck saddle. It is

* As pronounced it would be spelled Ah-pahr-ai-ho in English.

made of a leather bag attached to a very broad leather breeching. Inside is a slight springy framework of willow, and the space between is filled with straw.

Of course such a saddle is not to be found east of the Mississippi River; but one can easily be made of canvas, which in many respects is better than leather and is not so easily damaged by water. This saddle must be stiff at the bottom edges and corners, where considerable strain comes when the pack-rope is bound on. Before placing the saddle on your pack-horse, fold a blanket neatly on the animal's back and secure it with a wide girth. This will prevent the pack-horse's back from being rubbed and becoming sore.

For two whole days I worked with a rope to try and learn the diamond hitch, and though I had a printed and illustrated account which claimed to disclose the secret of this far-famed hitch, I might still be working at the problem had not my cousin, Wolcott LeCl ear Beard, chanced to come in. He showed me that on account of the lack of familiarity with the terms used, the writer and proof-reader had so mixed up things that no one could follow the description and throw the hitch. Taking a rope in his hand Mr. Beard then showed

How the Trick is Done.

First, you need one short quarter-inch rope for a "sling rope" to hold the baggage in place while throwing the diamond hitch.

There must be two boys to do the packing. The boy on the near, nigh, or left-hand side of the pony or donkey, takes in his left hand the two ends of the sling-rope, and with his right hand throws the loop or "bight" of the rope across the pony's back and leaves it hanging there. The

boys now lift two bags or parcels and place them lengthwise, one on each side of the animal's back-bone.

The loop is now passed up and over the pack on the far, "off," or right-hand side. The loose end of the sling-rope nearest the animal's head, on the near side, is now passed up and over the near pack through the loop, brought down and tied in a square knot to the other end of the sling rope. The two packs are thus *temporarily* fastened to the animal's back and we are ready

To Throw the Diamond Hitch.

The cinch is the band that goes under the horse's belly. In the West it is made of a number of parallel strings of horse-hair rope. A first-rate substitute can be made from the grass rope of a hammock; but a broad canvas or webbing band will answer our purposes.

The cinch must have an iron ring on one end and an iron hook on the other (Figs. 318 and 326). Pass the cinch under the horse's belly, bringing the ring to which the pack rope



FIG. 319.

is attached on the near side. The packer on the near side must throw the line to his companion on the far side, who passes it through the hook and throws it back so that it lies forward of the portion previously passed over.

The near pack-

er passes the free end of the rope down and under the standing part (which is the part fastened to the cinch) where it binds on the near pack, which of course brings the free end to the rear of the standing part.

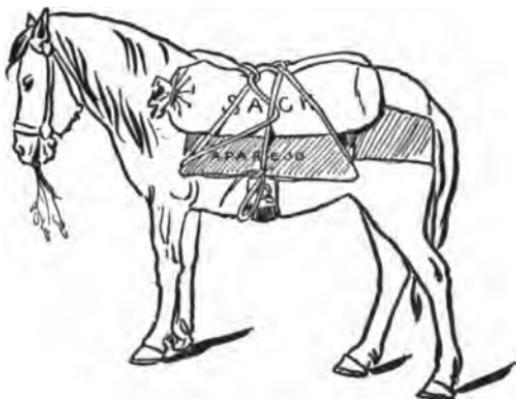


FIG. 320.

Bring the free end forward and diagonally down to the front of the saddle and under the front end of the aparejo or pack saddle (Figs. 318 and 319). Bring it back under the standing part and under the rear corner of the aparejo. The free end is now thrown over the animal to the packer on the far side. The near packer guides the line diagonally forward over the packs, and the off packer pulls everything tight. In order to hold it the near boy grabs the rear corner of the aparejo and the rope under it with one hand and "pinches" it over the corner to prevent it from slacking, while the far packer passes the free end over and under the standing part at the middle of the horse's back between the two packs (Figs. 318 and 320). The far packer then passes the free end under the rear corner of his side of the aparejo and passes it forward under everything to the forward corner of the aparejo. He passes the line up over the forward corner of the aparejo and throws the free end over and back to the near boy. The near boy hauls everything tight while the far packer guides the pack rope diagonally back over the packs.

The far man now "pinches" the line at the forward corner of the aparejo, while the near packer passes the line over and under that part of the pack rope which passes over the horse's back nearest his head (Fig. 318). He



FIG. 321.

brings the free end diagonally forward and down under the forward corner of the aparejo (Figs. 318 and 321).

Everything is tightened for the last time, and the free end is brought back and fastened with a single bow-knot to the standing part at the ring (Fig. 321). The axe, the frying-pan, and all such articles are thrust under the ropes (Fig. 321), and, if the directions have been properly followed, the luggage will stick in its place even if the animal rolls over a cliff. There was once a mule that tried this, and although he fell thirty feet and did considerable damage to his luggage, he failed to dislodge it, and his pack broke his fall and saved his life.

How to Make Your Own Cinch.

Procure some thick wire, and if you have no conveniences for iron work, go to the blacksmith shop and show the smith how to bend the wire, so as to make the ring (Fig. 326 D and Fig. 324). The base should not be less

than eight or nine inches. Let him make another ring, elongate it and give it a twist, as in Fig. 322. Bend it over in a hook, as in Fig. 323; but, if you have a hammer, a hot fire, and an old paving stone for an anvil, you can make your own hook and ring.

Now take some hammock string and fasten it with a lark's head to the ring (A, Fig. 326). Bring the two ends over to the base of the hook, around and up again, as shown by B in the same diagram, and tie in a square knot (Figs. 122 and 123, page 173). Repeat this, with a lark's head first at A, and a knot at B, and then with a lark's head at C, and a knot at D, until the parallel strings fill up the space on the bases of the hook and ring. The length of the cinch depends upon the size of the animal that is to wear it. The ring and hook should come just under the edge of the pack saddle. Two inches on each side of the centre of the cinch weave a small piece of twine, and tie the ends (Fig. 325). Weave two more strings four inches apart near the ring, and two more four inches apart near the hook. These are for spreaders. All that remains to be done is to fasten two broad sole-leather pads to your cinch, one under the hook and one under the ring. Punch holes with an awl

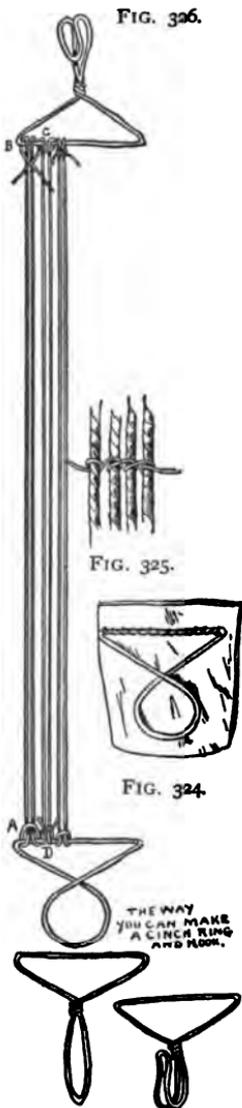


FIG. 322. FIG. 323.
Home Made Cinch.

or a nail in the leather, and bind it with twine on to the base of the hook and the ring (Fig. 324).

The advantage of a horse-hair cinch is that it will not slip, and the grass-twine of a hammock makes a first-class substitute. My cousin, who, as I have already said, has spent much of his time in the land of cow-boys and diamond hitches, assures me that the grass-twine cinch possesses all the qualities claimed for it.

Cooking Utensils for Camp.

The following articles are almost indispensable: A long-handled frying-pan, a bunch of half a dozen pieces of telegraph wire, each two feet long, with which to make a spider or broiler; by simply laying them across the fire or over the hot coals, you have a gridiron; you may bundle it up when its work is done; three or four assorted tin buckets for cooking purposes and for water; a tin coffee-pot; a long iron fork; a long iron spoon; some cheap tin cups, plates, and spoons, and some forks and knives.

Food.

If you do not want to go hungry, do not depend upon the fish and game you intend to capture for food supply, but take along some boneless bacon and fat pork. With the latter, you can cook your fish, and the former is good for a relish with whatever fresh meat you may secure. Then you should have some good ground coffee in a tightly closed tin box. Some tea in a screw-top glass preserve-jar, sugar, salt, prepared flour, corn meal, rice, beans, oat-meal, condensed milk, evaporated cream, crackers, and as much canned or dried fruits as you can transport without overloading—these are not necessities, but all of them will come handy in camp, and will help out a meal when the fish do not bite and the game fails to come and be shot.

CHAPTER XXXIII

THE BOYS' BABY BALLISTA

How to Build this Warlike Engine, and the Fun That Can be Had With It—Blow-guns and Their Use—Blow-gun Parachutes—The Lariat, How to Make and Throw it.

IN the autumn much fun may be had with a Baby Ballista, which is constructed in this way:

From a two-inch plank make a base plank of any size that may suit your fancy, say four feet long. Near the front end of the baseboard (C, Fig. 327) and at equal distances from the edge, saw and chisel out two notches, four by two inches each. These mortises are for the up-rights A and B (Fig. 327) to fit in, where they must be secured by screws or nails. Make A and B of two by four inch plank. Next select a board that is broad enough to form the spreader D (Fig. 328). D is simply a board a trifle longer than C is broad and a little wider than A or B. In each end a mortise is cut so that the distance between the edges

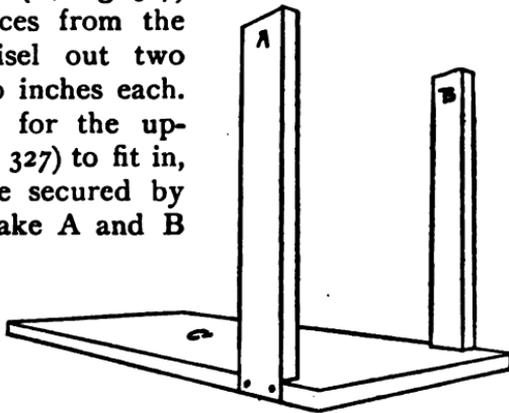


FIG. 327.

of the rectangular notches or mortises is exactly the distance between the uprights A and B where they join the

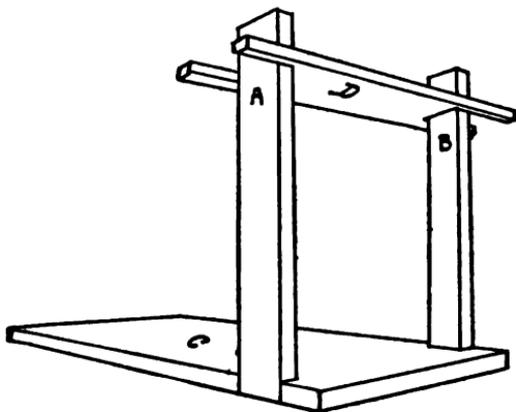


FIG. 328.

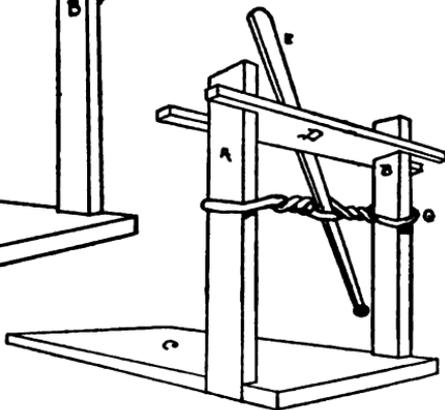


FIG. 329.

base, plank C. Fasten D in place near the tops of A and B by driving nails above and below.

Take a piece of good, strong clothes-line and bring the ends around the uprights A and B, and tie them securely together so that the rope forms a loop which is tight enough to support itself. Now from a long, flat piece of strong wood make the bat E (Fig. 329), make it a little longer than the base-board C. Take a short stick, somewhat thicker through than the bat-stick E, and with it thrust between the sides of the loops of rope, wind the stick over and over, twisting the rope G until it is very tight. Now carefully slip the end of the bat-stick E into the space occupied by the thicker stick you have used as a winder,

and remove the short stick, leaving E in place. The spring of the rope will force the bat-stick into the position shown in Fig. 329, and if the upper end of the bat is pulled down and suddenly let go it will strike the stretcher D with a resounding whack.

From an old tomato-can, or any other convenient source, secure a piece of tin, which may be flattened out and cut into a square. With a nail, make four holes near the centre. Next cut four slits in the tin, from the corners to four points near the centre of the tin. At the long end of the bat-stick (E, Figs. 330 and 331) place the piece of tin, near enough to the end of the stick to allow free play for a trigger that is fastened on the end of the base-

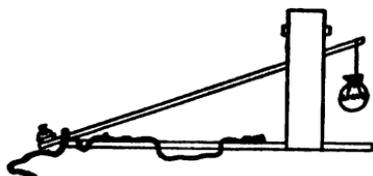


FIG. 330.

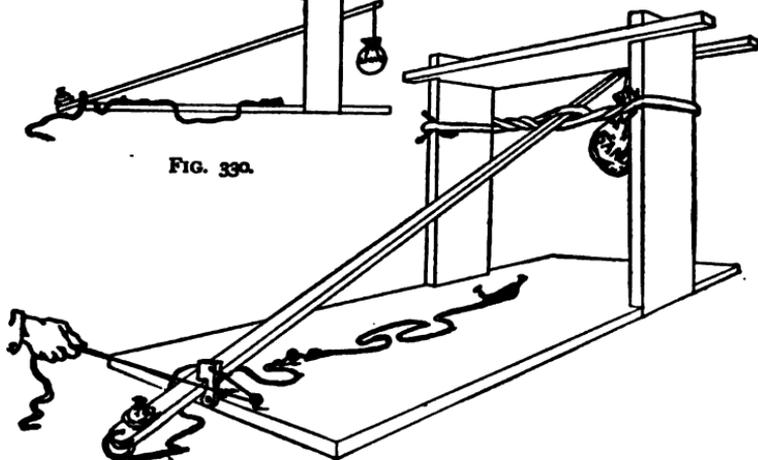


FIG. 331.

board (see Fig. 331). After you have adjusted the tin in its proper place, with a pencil thrust through the nail-holes in the tin, mark the spots on the back-stick underneath, and

with a gimlet or a hot iron bore four holes at the points marked. Then fasten the tin to the bat-stick with a piece of wire. Next bend up the edges of the tin, allowing them to overlap each other until they form a cup or basin-shaped chamber for holding the shells (Figs. 330 and 331).

The base-board should be fastened to the ground to prevent the recoil from displacing the ballista at every shot. Two screw-eyes are screwed in the base-board.

The trigger is fastened to the end of the base-plank C. To the end of the bat-stick fasten a check-string; allow the other end of the string to pass through a screw-eye a short distance back of the trigger, thence to a rude cleat made by driving two nails slanting into the base-plank (as may be seen in Fig. 331), where the end of the string is to be made fast to the cleat.

To the short end of the bat-stick fasten a weight—a sand-bag, a flat-iron, a dumb-bell, or anything heavy, and now your ballista is ready for war. But you have no ammunition! Stones and rocks are out of the question, as the serious consequences that almost certainly would follow the use of such missiles would deter any self-respecting, law-abiding boy from using them, and if the boy is malicious and fond of cruel tricks the certainty of detection in this case will prevent such a use of the baby ballista, which was invented solely for fun-loving boys. The baby ballista throws shells that burst with a cloud of smoke, and it would do no injury to a boy if a bomb burst on his head.

The Shells.

These are made of tissue, or thin, light paper, flour, and dough. Place some flour in the paper, then a piece of dough to give it weight, then some more flour; gather the corners of the paper and twist them together like a big

paper torpedo; reinforce the twist with a piece of thread or string, and the shell is complete. Elevate the front of the ballista by placing some object under it—boards or stones—fasten the other end securely, with the check-string draw back the bat and fasten it back with the trigger. Place a shell in the chamber, pull the trip-string, and—bang! your flour bomb is hurled through the air at great speed, and when it strikes a hard object the paper bursts, and a cloud of flour flies out just as smoke does from a gunpowder shell.

By a few experiments the range can be very accurately measured, so that it is possible to strike repeatedly the same spot, or very near it. This is done by shortening the check-string and marking the length with a knot at the screw-eye. Now load and fire, and mark the spot where the bomb bursts, let out some more check-line, make another trial and mark the length with a knot, thus a knotted check-string will mark just where the shells will reach, and you can always reach the point you wish by letting out or winding up the check-line to the proper knot.

The foregoing description is intended for an engine to work in the city. In the country it is often possible to find two young trees of green growing wood that will answer for the uprights A and B. Out in the woods or fields you may shoot with almost any object without endangering life or limb.

Blow-guns.

The fierce cannibals of Borneo, the quaint and artistic little Javanese, and the wild red-men of South America all use blow-guns in hunting, and even to fight with. When people depend for their dinner or personal safety upon a "putty-shooter" you may be sure that they learn to shoot with great accuracy. Some of these savages use poisoned

arrows, but we must admit that even a poisoned arrow can do but little execution unless it hits the mark.

The naked youngsters of Borneo and South America acquire great skill with a blow-gun, and there is no reason why the bright, intelligent boys of this country should not be able to become just as good marksmen. I have seen



FIG. 332.



FIG. 333.

some wonderful shooting with a putty-blower in New York City, and I recall one very amusing incident.

I was returning from luncheon and had reached Broadway when my attention was attracted by a crowd. I found a fakir in the middle of the crowd. He opened his big mouth to shout his wares, then suddenly began to splutter, and finally spat a clay pellet out of his mouth. After

the pellet came emphatic words and phrases that amused the crowd, but did not tend to elevate their morals. It was odd, and I laughed heartily, which so angered the fellow that he accused me of filling his mouth with mud.

No one in the crowd knew what on earth was the matter with the man, or where the clay came from; many evidently thought it was part of the programme. At that moment I caught sight of the laughing countenance of a well-known artist * in a window on the opposite side of the street. Knowing the artist very well, it was not difficult for me to imagine where the clay came from. As if for the purpose of dispelling all doubts in my mind, the mischievous fellow put a long glass tube to his mouth, and the next instant a piece of blue clay flattened itself on the fakir's hand. The street pedler was now in a towering rage, and I saw that he was looking over the crowd for me. Being peaceably inclined, I quietly left.

Great Skill with a Blow-gun.

This particular artist, by the way, was exceedingly skilful with a blow-gun. Twice I have seen him, using a common glass blow-gun, on the top of a five-story building, put a pellet into the mouth of a fakir on the sidewalk opposite. His good marksmanship, you may be sure, kept the corners around that building clear of street fakirs.

Years ago the Indians inhabiting the banks of the Mississippi River manufactured beautiful blow-guns from the stalks of cane that grows in the cane-brake along the shore. These toys were taken to New Orleans and other cities by the aborigines and sold to the boys. Unless the art of

* Before this book went to press my genial and fun-loving friend ceased his merry pranks. The brush and pen by which he gained honor and fame are laid aside forever. You will miss him, for you all know him.

making them has been preserved by the negroes of that section there are probably none to be had now, but the long glass tubes, such as are used by the artist, and the common tin putty-shooter can be bought in all parts of the country.

From the World's Fair I secured two beautiful blow-guns made in Java, and a few split bamboo arrows. Each of these arrows had a lump of loose raw cotton on the rear end, big enough to fill the blow-gun so that it might be expelled by a smart puff of air from the marksman's lungs. Anxious to see how they worked, I set up an old high hat and the first arrow pierced it to the cotton butt. If you use arrows in the place of clay or putty, you can derive plenty of amusement and sport, and develop remarkable skill by shooting at a target.

To Make the Target.

Hunt up an old wooden hoop; one from a barrel will do (Fig. 334). Take a piece of a sheet, or some similar cloth, dampen it thoroughly and lay the hoop over it (Fig. 335), and with a pair of shears trim the cloth in the form of a circle around the hoop to fold over. From your mother's work-basket borrow a large darning-needle; thread it with cotton string, and sew the cloth to the hoop by a stitch running over and over the hoop (Fig. 336).

A good piece of strong paper is the next thing required. Place the cloth-covered hoop over the paper, and with the shears trim off the paper, as is shown in Fig. 337. Cover the paper with flour paste, and paste the paper on the damp cloth, turning the edges of paper over the hoop as in Fig. 338. Allow it to dry. When it is perfectly dry it will be as tight as a drumhead.

Fig. 339 shows the front of the target as it should now

FIG. 334.



FIG. 335.



FIG. 336.

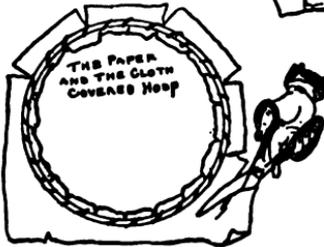


FIG. 337.



FIG. 338.



FIG. 339.

appear. Fig. 340 shows how to fasten the legs on. Fig. 341 shows the hind leg, which must be fastened only at the top by a piece of flexible leather for a hinge. In Fig. 342 can be seen all three legs attached.

With a pot of marking paint, or with common ink, paint a centre bull's-eye and a couple of circles on the paper covering the target and you have the finished butt. Split pieces of bamboo, or an old fishing-pole, into small pieces of about the thickness of a match and twice as long, sharpen one end of each piece and roll a bit of cotton very loosely around

FIG. 340. FIG. 341.

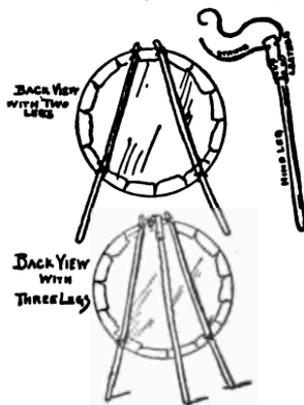


FIG. 342.

the blunt end of the arrow. Fasten the cotton at the point nearest the point of the arrow with a bit of thread or chewing-gum. Do not put too much cotton on the blunt ends of your arrows, only sufficient to make the bamboo fit loosely in your blow-gun.

With a long cane or bamboo blow-pipe from Java I sent such an arrow through a heavy curtain in my studio. Arrows that can be sent with such force are dangerous and should only be used in target practice.

Blow-gun Parachutes.

If you cut out a small, circular piece of very fine cloth or silk, and with a tack made of a pin that has been filed off, tack the centre of the cloth to the end of a bamboo arrow, using a bit of writing paper as a washer to prevent the pin-head from pulling through the cloth, you may make a dainty little parachute. Fasten a number of pieces of thread neatly to the edges of the cloth, and make them long enough, that when the cloth is folded the strings will just reach the cotton end of the arrow. The threads must all be exactly the same length and neatly tied to the stick about a quarter of its length from the butt end.

Shoot this arrow up in the air, and if you have made it properly when it descends the heavy end will fall first and will spread your little parachute like a tiny silk umbrella, and it will float airily down.

After you have made a few experiments you will discover how much weight you need at the blunt end of the arrow, and this may be adjusted by bits of chewing-gum or putty.

When you once succeed you will feel rewarded for your labor by the sight of the beautiful little air-ships sailing so

lightly through the air, and no one not in the secret can tell how it is possible to shoot such things from a blow-gun.*

If the reader looks upon blow-guns as playthings for small boys, let him try

La Riata—The Lariat.

Properly speaking, there is no such thing as a "lasso." You may lasso things with *la riata*, but you cannot carry a "lasso," because lasso is a verb, and no cow-boy carries a verb coiled at his saddle-bow though he may have strings of forcible adjectives under his tongue.

The American cowboy learned the use of *la riata* from the Mexican, and he shortened the name and called it lariat, which has become the accepted name among Americans; but even this to the cow-boy's ears sounds too much like "Greaser talk," so he now calls it lass-rope or simply rope, and when he lassos a steer he briefly says he "roped it."

Boys' books are full of accounts and rules for archery and cricket, both of which are essentially English sports and have never become thoroughly naturalized in this country, but the graceful and useful art of throwing the lariat has never received the attention it deserves or been seriously adopted as a sport by our boys. Many of them, however, after visiting the Wild West show have played cow-boy, and with a bit of old clothes-line have made awkward efforts to lasso their comrades, who, it is presumed, represented the buffalo of the Wild West.

The very best lariats are made of raw hides. On Rosebud River there lives, or formerly lived, a half-breed who

* This toy is not altogether original with the author. He saw something of the kind described in a paper, but regrets that he is unable to remember what paper it was, and is thus unable to quote or give credit for the suggestion. Its application to the blow-gun is believed to be original.

was so skilful a workman that he could with propriety be called a lariat artist. One of the raw-hide ropes that he made I have in my studio, and it is admired by every cattleman who chances to see it.



FIG. 343.

How the Raw-hide Lariat is Made.

The raw hide is first cut into strips as long as the hide will allow. The hide is half-tanned without removing the hair. The strips are next soaked in water and stretched over a block, after which they are neatly braided into a rope. During the latter process they are carefully pulled as tight as possible.

When this is done the rope is buried in the ground and allowed to remain in the earth two weeks to soften, after which it is dug up and again stretched over a block by means of heavy weights. After the hair has been sandpapered off, the rope thoroughly oiled or greased with mutton tallow and properly noosed, it is ready for use.

The lariats are made either forty or fifty feet long, according to the preference of the maker. Mr. Charles Lumis says the standard lariat is forty feet in length, but from other sources I learn that there are two standards, one of fifty and one of forty feet. The lariats vary also in thickness from three-eighths of an inch to half an inch. It takes a hardy, tough man to wield one of such dimensions. A rope twenty or thirty feet long is long enough for any boy to handle.

How to Make a Boy's Lariat.

A small iron ring, or eyelet, such as is used on sails and awnings, may be obtained at the hardware shop for a few cents. One end of the small rope, selected for the lariat, must now be unravelled, and the loose ends brought carefully around the ring from opposite directions, meeting again at the unwound part of the rope. Here they must lie neatly upon each side of the rope, bound tightly in place with a strong piece of twine as described in Chapter XXXIV., Figs. 355-364. The other end of the rope should be wound in the same manner to prevent it from unravelling. This will make as good a lariat as that used by many an expert cow-boy.

In certain parts of the country this form of "lass rope" is used exclusively. Of course when a boy becomes an expert he will be ambitious to have a raw-hide rope, and by writing to a Chicago firm, or some Western saddlery shop, he may procure one at market rates, which vary from eight to twenty dollars. There is also a braided linen line that is very good. But the home-made rope will answer all boyish purposes and afford him more pleasure than the heavy raw-hide "wolly" Western one can.



FIG. 344.

How to Throw the Rope.

Mr. Lummis recommends a loop of seven feet diameter to begin with, while the expert, Mr. Louis Ohnimus, starts with a noose only a foot or a foot and one-half in diameter, allowing the rope to slip and the noose to grow larger as he swings it; but most of my rope-throwing friends advise the large loop.

Take your position in front of a target, a post for instance. Run the end of the rope through the ring or "honda," as it is called. Coil the rope in your left hand, carefully leaving about six feet of loose rope between the coil and the noose, and see that there are no kinks in the line and that the coils will slip easily off when the noose is thrown (Fig. 343). Take hold of the noose with your right hand about a foot from the ring, and with the same hand grasp the rope the same distance below the ring or honda (pronounced onda) (Fig. 343). Do not hold your wrist stiffly, but allow it to move easily as you swing the noose over your head from right to left (Fig.

344). Let your wrist act as an axle, and swing the rope as if it were a wheel revolving horizontally around your wrist and over your head. Let it move with sufficient force to lengthen the noose, if you use the small noose, and swift enough to enable you to guide it if you have started with a large noose. When you feel that the proper time has arrived for making the cast, choose the moment as your swinging hand comes

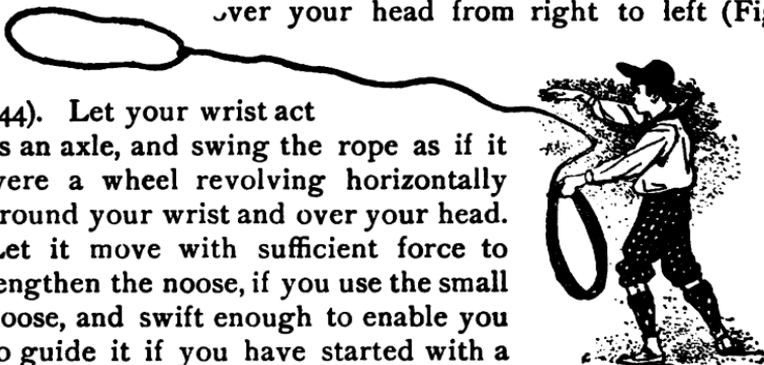


FIG. 345.

around from back to front, give a quick step forward, bring your hand, with palm down, forward and down to the level of your shoulder, let it stretch to a full arm's-length without interrupting the swinging motion of the noose, and let it go at the post (Fig. 345).

In throwing the rope the right side of the loop should be lower than the other; then this side will strike first and throw the other side over the object.

If you have followed these rules without a slip it will not be a bad throw even though it is your first, and if you failed to circle the post you at least saw the noose sail straight at it without losing its circular form, and this will encourage you to try again and again until the poor post will become red in the face from the chokings it receives.

First strive to send the noose sailing on a level course. When this is achieved more than half the battle is won, and you can begin to teach your playmates this sport. Besides being typically American and great as an educator of the eye and developer of the muscles, it may be an exceedingly useful acquisition to a boy's list of accomplishments. Many a life of skater and swimmer has been lost that would have been saved had any of the panic-stricken spectators been able to cast a rope with even a small degree of accuracy.

The Lariat on Horseback.

Here you do not coil the rope, for it is ready coiled at your saddle-bow. The loop, however, when the rope is coiled at your saddle-bow is only the size of the fakes, or coil-loops; so the noose must be lengthened. You simply lift the rope from the saddle, and throw as described. The lariat is not made fast to the horn of the saddle, because

that is exceedingly dangerous. A big bull, steer, horse, or even some of the smaller animals, when improperly roped, can throw horse and man. When the strain comes the rider makes a hitch over the saddle-horn that will hold if necessary, or that he can cast loose if the occasion demands. A cow-puncher who ties the riata to the saddle-horn is looked upon with scorn by his more proficient neighbors. The end of the rope should be held loosely in the left hand until the animal is caught, and then a couple of quick turns are taken with it around the saddle-horn.

Said a Western friend to me, "In roping from your horse the horse is trained to brace back as the rope tightens. In roping a cow or a steer the forefoot is always the target, never the head. All you have to do," he continued, "is to throw the rope in front of the beast so that the side of the noose nearest the cow is on the ground and the *other side in the air*. Then the animal will step right into it. See?"

I saw and tried it many times. It can be done after practice, no doubt, for cow-boys do it, but it is not so easy as it sounds.

CHAPTER XXXIV

"TALLY-HO" AND OTHER CRIES

The Origin of "Hello" and "Tally-ho"—Indian War-whoops and College Yells—Boys' Cries.

WOLVES were formerly very numerous in England. It was some time after the introduction of firearms that the last one was killed. A legend similar to that told of General Putnam credits a man and his son by the name of Polson with killing the last English wolf. The celebrated Sir Ewen Cameron of Lochiel killed the last wolf in Scotland in 1697. In the bog of Kilcrea, in Ireland, wolves remained until the beginning of the last century.

Wolf-hunting in England

was formerly not only an exciting sport but a duty which the government enforced upon its subjects. King Edgar remitted the punishment for certain crimes if the criminal could produce a given number of wolves' tongues. There was formerly a law which forced all the barons "to hunt and chase the wolfe and wolfe whalp (whelps) four times a year and as often as they see them. The Scherrif and Baille to hunt them thrice a year, with power to raise the country to their assistance."

When we remember how the wolves ran in large packs in the great forests we may imagine what a time they must

have had in those wolf-hunts. How the burly old English hunters must have shouted! And what did they shout?

The French language was the language of the court, and they used the French wolf-hunter's cry of "Hab le loup! à lou loup!" or "au loup!" Gradually the French words were modified to "a-loo!" The wolves became extinct and the English added their favorite H and shouted "Ha-loo!" In this country the ancient wolf-hunter's cry is principally used to call up "Central" on the telephone, and we call it "Hello."

It will be noticed that all cries have a marked similarity. This is not because they all come from the same source, but because only such calls as possess great carrying qualities are retained in use. Two hundred years ago, according to a magazine of that date, the English fox-hunter's cry was

"Tallio, Hoix, Hark, Forward,"

which is a corruption of the French hunter's call. Four hundred years ago the gay French hunter encouraged his dogs with the musical cry of "*Thia-hilaud a qui forheur!*"* sometimes printed "*Tya-hillaut a qui forheur.*" From this the English manufactured "Tallio, hoix, hark, forward." Later it has been abbreviated to simply

"Tally-ho."

In very ancient times each soldier wore for a uniform whatever clothes he could procure, and no two were dressed alike. They had no banners or flags, but fought after the manner of our own American Indians, and like them they had their war-whoops. Every boy in America has felt the

* These huntsmen's shouts are given in a quaint and rare old French book illustrated with the queer pictures of the day and entitled "La Venerie de Jacques du Fouilloux, à Paris 1573."

cold chills run down his back as he has read of the silence of the frontier settlement being suddenly broken by the "blood-curdling yells of the Indians." A neighbor of mine who formerly employed a half-tamed Indian tells me that on rare occasions the semi-savage allowed the children to persuade him to give a war-whoop, "which he did with such energy that every living thing within hearing would stand spell-bound with astonishment or terror, until the echoes had died away."

I never heard this Indian, but have heard what purported to be the

War-cry of the Wild Tribes,

and I think it no worse than, nor indeed half as bad as, some of the yells given by the college or foot-ball teams. If you can imagine that one of these foot-ball teams was intent upon scalping you and burning your house, and if the stillness of the night should be suddenly broken by their "Rah! rah! rah! siss-boom-ah!" it would, without doubt, make your hair stand on end.

The Greeks had their "Eleleu!" the Scripture Alleluia, the Welsh their "Ubub," the Irish, "Ullulu," the Scots their various slogans.

"The Rebel Yell."

The old backwoodsmen that formed the rear-guard in our Revolution swept down on the redcoats with a yell that made British hearts stop beating, and in the Civil War of 1861-65 the descendants of these old backwoodsmen in the Confederate Army gave the same cry, and it was then known, and is still spoken of, as the rebel yell. It was borrowed from the Indians by the first settlers.

In olden times the Frenchman when he charged the

enemy cried "Monte Joye, St. Dennis," which was changed to "*Tue, tue!*" and the ancient Irishman shouted "Farrah! farrah!" The Scotch kings yelled "St. Andrew!" but every clan in Scotland had its own particular slogan. The Johnstones cried "Light thieves all!" the MacGregors, "Ard choille!" while the MacFarlane's watchwords were "Loch Sloidh!"

At first war-cries were only used by chiefs, princes, or commanders, and at tournaments the heralds thus proclaimed them. Now the degenerate descendants of these burly old fighting men use the self-same watchwords or war-cries as mottoes. In place, however, of being shouted from the hairy throats of men-at-arms to arouse warriors, they are embroidered on handkerchiefs, painted on private coaches, and used for book-plates!

"Coo-ee!"

is the call for help and the signal for recognition throughout Australasia. The yell is borrowed from the natives, and has remarkable carrying powers. It has been heard over the plains at wonderfully long distances. This cry is given in a head-tone something like the New York City milkman's early morning whoop. In the Australian bush anyone hearing the "Coo-ee!" is bound by the laws of the bush to reply, as it invariably means that some one has lost his way, or has met with some accident, and needs assistance.

In the great Southwest of our own country, on the plains and in the mountains, the woodsmen and travellers use the Indian yell of

"Yaqui!"

from which the tribe of Indians takes its name. This cry is only used as a "hello." The first syllable is given in

chest-, the second in head-tones, and the latter is generally prolonged. It is claimed that this call will carry farther than "Coo-ee."

Small Boys' Call.

All small boys in America have a peculiar method by which they signal or call to each other. This they do by a yell in which they suddenly change from a head-voice to a chest-voice, and produce a sort of warbling shriek that it is impossible for me to indicate with letters, but can easily be understood by any one who has ever heard the cry of the Loon or Great Northern Diver. After the boys grow older and their voices change it is impossible for them to give the call of their childhood.

"Whoo-ah!"

In parts of the South the boys use a cry which is probably an importation from Africa, brought over by the slave children. As near as I can spell it it is "Whoo-ah!" or "Hough-ah!" to which is generally added the name of the playmate who is thus greeted or called, as "Hough-ah, Ralph!" The cry is uttered in a loud but peculiarly soft tone, with a rising inflection on the hough. The rather long-drawn "ah!" is given in a lower tone.

"Mee-ma Red Eye!"

Another odd cry, the meaning of which I never learned, is from Kentucky. It is "Mee-ma! mee-ma!" Often the words "Red eye" are added to the cry, making it "Mee-ma, red eye! mee-ma!" Generally this cry is used in derision. If one boy excels another in jumping he cries "Mee-ma!" or the victorious ball-nine will "Mee-ma" the vanquished nine.

"Oh!"

In the East one boy calls to another by simply shouting his name, as "Johnny!" or, "Say, Johnny!" but in the Southwest the boys cry "Oh, Johnny!" with a long-drawn "Oh."

For some reason little attention has been paid to these peculiar cries by students of folk-lore and their origin is doubtful.

"Lil!" "Track!" "Way!"

are the shouts of warning sounded by boys when coasting. In Cincinnati, O., and Covington, Ky., they cry "Track! Clear the track!" as they come tearing down the hill on their long sleds with solid runners bound with half-round iron. In the vicinity of New York the bob-sleigh's pilot shouts "Way!" an abbreviation of "Clear the way;" but in certain parts of Yankeedom the bob-sleigh lads cry "Lil! lil! lil!" the origin of which is lost in the forgotten and unrecorded lore of boyhood.

The Nereus Boat Club boys of Flushing, L. I., have a very effective yell which can easily be heard and distinguished for long distances over the water. It begins with a head-note and ends with three chest-notes:

"K-e-e Yoy! Hoo! Hoo!"

The first syllable is long drawn out, the second is a little shorter, and the last two are short and quick.

Most of the college yells consist of a repetition of an abbreviation of "Hoorah," repeated over and over again with the name of the college thrown in the middle or at the end of the cry. This is sometimes varied by the addition of an imitation of the ascent of a sky-rocket and of the ex-

clamination of the spectators when they behold the bursting rocket shed its shower of golden fire. This is rendered "Siss!" the rocket ascending; "boom!" the rocket exploding; "ah!" the people's expression of admiration and pleasure.

The notes of frogs, dogs, and crowing cocks are often introduced. One Brooklyn military company has a "tiger" composed of a provincial expression borrowed from the farmers. When drawled out by a hundred throats the phrase, "I-wanter-know!" always produces a laugh.

Princeton.

All who have visited the foot-ball fields where the desperate contest for the championship between the colleges takes place are familiar with the wild yell of the Princeton tigers which is delivered in thirty seconds' time at each good play or bad play of the striped-legged gladiators, "Hurrah! Hurrah! Hurrah! Tiger - siss - boom - ah! PRINCETON!" And the sturdy sons of

Yale

reply vehemently and vociferously three times three, "Rah! rah! rah! Rah! rah! rah! Rah! rah! rah! YALE!" quickly and sharply enunciated. The crimson

Harvard.

Harvard boys cry, with long-drawn deep notes, "Rah, rah! rah! Rah! rah! rah! Rah! rah! rah! HARVARD!"

Cornell.

Better than any one of the foregoing, in my opinion, is the "Cornell I yell! yell! yell! CORNELL!" This yell will make more noise for a few men than any other except,

possibly, the *old* (not the present) Lehigh yell. Then there is the odd, "chewy" cheer of the

Williams College

boys, with its emphatic start and finish, "Rah, rah, rah! Yums! yams! yums! WILLYUMS!"

Trinity College

boys hurrah with a "Rah! rah! rah! Trinity! Boom-rah! Boom-rah! TRIN-EYE-TEEE!"

Wesleyan College

lads are rivals of the Trinities and send back an answering yell of "Rah! rah! rah! rah! Wesleyana! Rah! rah! rah! rah!" which is answered by the

Brown

fellows with a hearty "Rah, rah, rah, rah! BROWN!"

After all the monotonous "Rah! rah! rahs!" it is quite refreshing to hear the original wild and woolly cry of the

Colorado

boys, as with Western enthusiasm they swing their hats and shout "Rah! rah! rah! Pike's Peak or bust! Colorado College! Yell we MUST!"

The Leland Stanford, Jr.,

boys borrowed their yell from the red-men, "Wah hoo! Ya hoo! L. S. J. U! STANFORD!"

In the

Dartmouth

cheer the soft notes suggest Indian origin, but they are very musical compared with the rasping yell of some of the

others: "Hi! hi! hi! Rah! rah! rah! D-d-d-d-Dartmouth, wah, who, wah!" or, "Wah, who, wah! Wah, who, wah! Da, di, di Dartmouth! Wah, who, wah!"

The old Knickerbockers have left an heir-loom in their rally which has been incorporated in the

Union College

cheer of "Rah, rah, rah! U-N-I-O-N. Hikah! hikah! hikah!"

Possibly the honor of having a yell that consumes the most time in voicing belongs to the

University of Illinois,

but time is no object to these boys so long as they continue to make a noise, and, if possible, drown the cries of their rivals with "Rah, hoo, rah! Zipp, boom, ah! Hip-zoo! Rah-zoo. Jimmy blow your bazoo! Ip-sidi-iki U. of I. campaign!" The length of the above is in strong contrast with the brevity of the yell of

Hanover.

The Hanover boys think they can make just as much noise with their short cry of "Han! Han! HANOVER!" and doubtless do when their lungs are in good condition. Like the Knickerbocker Dutchmen, the early French settlers of Missouri have left a bit of their mother tongue in the watchwords of

Westminster.

Of course the inevitable "'rah" is the opening note of their slogan. "Rah, rah, rah! Oh, yes, sir! Vive-la, Vive-la! WESTMINSTER!"

Cornell, of Iowa,

does not want to be confounded with the other Cornell, and though they have had numerous war-cries, I believe they have now settled down to a sort of sky-rocket noise, represented by "Zip-siss-boom! Cor-cor-nell! C-C. tiger-la! Zip-siss-hurrah!"

Amherst

has a cheer of the conventional type: "Rah! rah! rah!" etc., and terminating with the name of their institution. Boston people are modest folk until they mention their beautiful city of crooked streets. Then they swell with pride, and the pupils of

The Boston University

modestly give their cry under their breath until they come to the final Boston, which word is given with the full force of their lungs, thus: "Boston, B-B-BOSTON! Varsity! Varsity! Varsity! Rah! rah! rah!"

It is told of the

Cumberland University

that they once gave an out-door banquet on the mountains, and in the discussion that arose as to what their war-cry should be, some one suggested that they leave it to the echo to decide. Now there was more than one echo hiding in the mountains, and when the college shouted out the inquiry, "Where are you?" all the echoes made haste to repeat the sentence, and jumbled the words so that it sounded like "Roo raw roo?" Thereupon the boys decided that their cheer should be: "Roo, rah! Roo, rah!

Roo, rah! Rau! Roo, rah! Roo, rah! CUMBERLAND!"

They once had a mascot in the form of a dog at

Rutgers,

and the boys now yell "Rah, rah, rah! Bow-wow-wow! RUTGERS!"

The Rochester University

cry is "Waxico, waxico, waxico, wax! Waxico, waxico, waxico, wax! Brek-k-ks—Brek-k-ks, ah-h-ah! ROCHESTER!"

University of Washington

has this cry: "U. of W.! Hiah! Hiah! U. of W.! U. of W.! Siah! Siah! Shookem! Shookem! WASHINGTON."

Hobart's Cry

is: "Hip-ho-bart! Hip-ho-bart! Hip-ho, hip-ho, HIP-HO-BART!"

Syracuse University

cry is: "Srah—Srah—Srah—Sy-ra-cuse!"

The University of Pennsylvania

has a cheer of old Dutch origin. Besides these university slogans each class has its own call, which varies every year, but they are all of the same general style. One that I remember is: "Johnny, get your gun! Johnny, get your gun! We're the class of 'Ninety-one!" The Class of Ninety-one of the Quaker boys of Swarthmore had a unique cry of M.D.!—C.C.C.!—X.C.I.!—S.C!"

The number of club, class, school, and university yells is unlimited; but if any one of the readers of this book wants

to invent a cheer, remember to choose first such sounds as will make the most noise; second, to end up with the name of his club or organization, the idea being first to attract attention, and second, to advertise your society, school, or university, by impressing its name on the willing or unwilling ears of your hearers. In the same way the old Scots would yell the name of their leader, prince, or clan, so that their foe might know who were the valiant men they were fighting, and might always afterward remember their name or the name of their leader.

CHAPTER XXXV

INDIAN GAMES ADAPTED FOR BOYS

**Squaw, Saddle-bags, or Sky Shinny—The Way the Game is Played—
An Exhilarating Sport—Mandan Ring—A Fine Game for Autumn
or Winter.**

IN place of a bung or a golf-ball a pair of bags are used for the game of Squaw, Saddle-bags, or Sky Shinny, as it is variously called. These are made of soft leather or buckskin, and are connected by a strap twenty-four inches long, securely sewed to the bags at each end. The bags are seven by four inches, and usually contain corn, beans, or some similar material. The bags should not be heavy enough to make dangerous missiles, but should be of sufficient weight to render it possible to throw them a considerable distance (Fig. 347).

No one is allowed to touch the bags with his hands or feet. Each player is supplied with a light, strong ash or hickory stick curved at one end like a shinny or golf-stick. (Fig. 346). It is with these sticks that the bags are picked up from the ground, skilfully caught on the fly, and carried, while the player makes a rush for goal; or the sticks may be used like slings or throwing-sticks, with which to send the twin bags sailing over the heads of the tribe.



FIG. 346. FIG. 347.
Saddle-bags and
Squaw Stick.

The Rules

governing this game are similar in many respects to those governing the old game of foot-ball as played at Rugby. But in this game there is no kicking another fellow's shins or legs below the knee, as the Rugby boys do. No player is allowed to kick either below or above the knee, or to trip another player with foot or stick.

The ground on which Saddle-bags is played is called the "prairie," and is the same size as the foot-ball field, with the same boundaries. There are two goals, one at each end of the field, consisting of two uprights with cross poles about ten feet from the ground.

There may be any number of

Players,

divided as in foot-ball, but with different names.

The rushers are called the *tribes*, the half-backs *braves*, the full-backs *bucks*, and the captains *chiefs*.

The game begins by the two chiefs tossing up for choice of goals or first cast. If the winner chooses first cast, the loser has choice of goals; if the winner takes choice of goals the loser has first cast.

After these preliminaries are settled the two chiefs place their men, sending the bucks back to guard the goals, and the braves to a position between the bucks and the tribe. The duties of the braves are liable to begin immediately upon the opening of

The Game,

particularly if the opposing side makes a good cast, and the saddle-bag comes whirling over the tribe to where the braves are placed. The braves must be ready and are

expected to catch the bags, and whoever does so must run for dear life, with the bags swinging from the end of his stick. When he sees that he can carry them no farther he must cast them with might and main for the goal, or, if necessary, pass them from his stick to that of one of his tribe, who receives them and does his "level best" to carry or cast them to the goal, or pass them to still another of his own tribe.

It is the duty of the opposing braves to do their utmost to intercept or tackle the foe, who carries the bags on his stick, or to lift the bags from the enemy, and having obtained them to run as fast as possible in the opposite direction, and go through all the tactics already described.

The bags are free to all when in play, but you are not allowed to capture them by forcibly striking the enemy's stick or person with your stick, though it is considered perfectly fair to lift them by thrusting, poking, slipping, or inserting the end of your stick under the bags and lifting them from their perch on the enemy's rod.

It is the duty of the tribe to gain possession of the saddle-bags when a brave is stopped, and to fling them with all possible force toward the goal. The duty of the bucks is similar to that of the braves, whenever the bags pass over the heads of the latter.

The Score.

No advantage that counts in the score is gained by either side until the bags are cast over the goal or carried beyond the enemy's goal-line. A run over the goal-line counts one scalp; a cast under the goal-stick and over the goal-line counts three scalps; a goal, that is, a cast over the goal-stick, counts ten scalps. If by accident the saddle-bags catch and hang on the goal-stick, it is called a straddle and

counts eight scalps. When the bags fall outside the boundaries they are placed on the "prairie" by the umpire at the point, as near as he can judge, where they crossed the line for a scrimmage as in foot-ball, only in this case the bags must be sent overhead.

The Umpire.

It is the duty of the umpire to watch that no player kicks, strikes, or butts another, and warn him for the first offence and rule him off the field for the second. All doubtful points are decided by the umpire by the rules of foot-ball. The side that first scores forty-five points is the victor.

Considerable skill is required to play a good game of Saddle-bags, and besides this there is any amount of excitement and exercise with a minimum amount of danger. Once a crowd of boys learn the game well enough to make an occasional goal with a long cast across field they will become fascinated with the good American game of Saddle-bags, which is adapted, with few changes of any importance, from an old game of our red-skinned brothers.

Mandan Ring

is a beautiful game and originated in America. It has no ancestor on the other side of the ocean, but was introduced among the American Indians by the Mandans, who now muster scarcely enough warriors to make a good game.

The ring used by the Indian sportsmen is laboriously carved from stone, but a good iron or metal ring, four inches in diameter, can be obtained at most hardware shops or made to order by a blacksmith, or bought from a junkman. The "tchungkees," or spears, you must manufacture yourselves.

How to Make the Tchungkee.

Hunt up a piece of ash or hickory about the size of a hoop-pole. Cut off the extra wood so that the stick will measure six feet in length. With a good jack-knife you can whittle the stick down to something of the proportions of a billiard-cue, except that the butt end should be considerably smaller, not larger, than a medium-sized walking-stick. Taper the spear to a blunted point at the top and see that it is well balanced. With a piece of broken glass scrape it smooth and be careful to make it straight. When, in your judgment, your tchungkee is finished, mark off four divisions, each a foot apart, and the first a foot from the top or point of the spear (Fig. 353).

Leather Barbs.

Next you must procure enough good thick leather to cut into ten pieces, each three inches long by one and one-half inch wide. With a sharp knife make a slit at one end of the leather, dividing it equally for one and one-half inch (Fig. 348). With the same sharp knife taper off the other end of the leather as shown by Fig. 349. Make twelve of these leather barbs, and then with an awl or some similar instrument bore holes as shown in Fig. 349.

These barbs are to fit on the foot-marks on the lance, and must be fastened on in the following manner: Bend the legs of the barb in opposite directions (Fig. 350); with a small brass or copper brad tack one barb at each mark on the spear; divide each foot marked on the rod into three divisions of four inches each, and one-third the distance around the spear, that is, one-third of the circumference measured from the leather barbs already nailed on; fasten

another row of barbs, one at each four-inch mark (Figs. 352 and 354).

Two-thirds of the distance around the tchungkee fasten on the remaining leather barbs at the eight-inch marks. To give a good finish the legs of each barb should be tightly and evenly wound with shoemaker's waxed thread (Fig. 352). Start off with a clove hitch. Bend your line in a loop as in Fig. 355. Make another loop as shown in

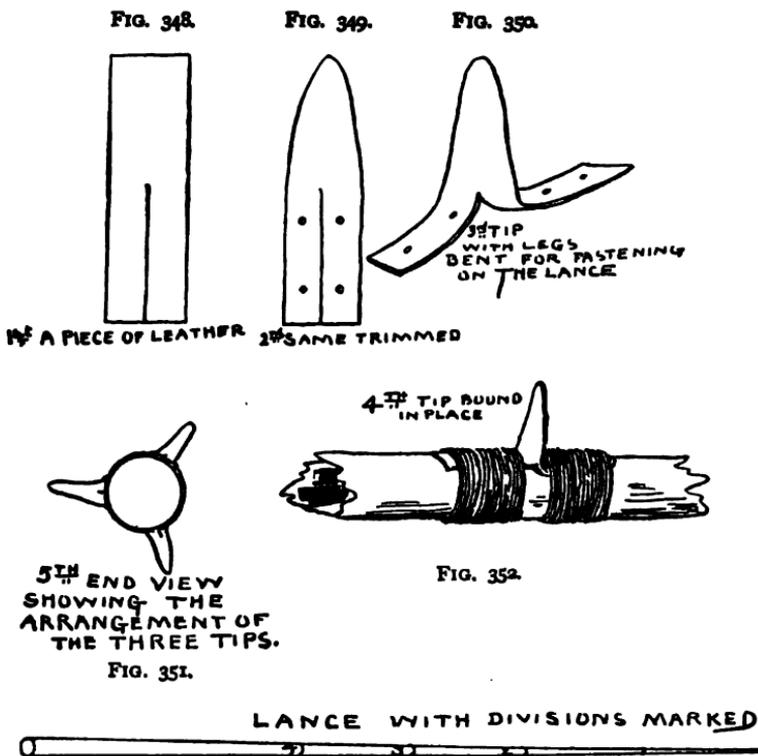


FIG. 353.
Construction of the Tchungkee.

FIG. 354

the next diagram. Fig. 356 shows the double loop. Place the first loop over the second as shown in Fig. 357. Thrust the rod through the double loop (Fig. 358). Draw the lines tight as in Fig. 359. Bring the end A to one side and lay the end B along the rod (Fig. 360). Take the end A and wrap the line neatly around the stick and over the line B for the required distance, leaving a small margin for a few additional wraps (Fig. 361). Now take B and make a long loop, bringing the end B up as shown in Fig. 362. Make a few additional wraps and thrust A through the protruding loop as in Fig. 363. Pull B tight so that A is brought up under the binding. Then cut both ends off close to the stick (Fig. 364). You will find that this will not unwind or leave any exposed ends. Finally give a coat of varnish or paint.

If you have followed the directions carefully your tchungkee when placed upon the ground will always pre-

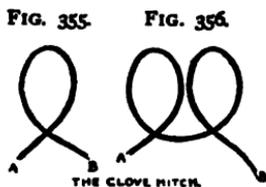


FIG. 357.



FIG. 358.



FIG. 359.



FIG. 360.



FIG. 361.



FIG. 362.

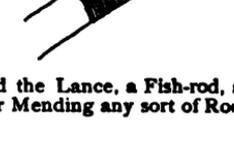


FIG. 363.



FIG. 364.

How to Bind the Lance, a Fish-rod, a Bow, or for Mending any sort of Rod or Stick.

sent a row of upright leather barbs, while it rests on two other rows. Fig. 351, an end view, explains this.

How to Play Mandan Ring.

If there are more than two boys, choose up for sides, and toss up for first inning. This decided, the chief of the Ins takes the ring and his tchungkee, and the chief of the Outs follows him with his tchungkee, ready for use. Shoulder to shoulder they start on a run, and when under good headway the Ins' chief throws the ring so that it will roll like a hoop. Both chiefs follow and throw their lances before them as they run, in such a manner that the tchungkees slide along the ground or pavement one on each side of the ring. This they do—picking up their lances and throwing them again as long as the ring keeps rolling.

How the Score is Made.

No count can be made in the game if your lance is on the other boy's side. The object of the player is to have his lance alongside the ring when it stops, and if the ring falls over one of the leather barbs, that counts a number of points in the game, regulated by the location of the barb. The first leather counts one, the second two, etc. The loser of the first run is out, and the winner rolls the iron ring with the next boy from the opposite side. This continues until the game is won by one side or the other. The game may be any number of points you may agree upon.

This should become a popular American boys' game, as it possesses all the qualities necessary to make a popular sport, and can be played upon any hard, smooth surface.

The composition street-paving that is now becoming common in the cities makes the best of play-grounds for Mandan Ring. Where the ground will admit the players may wear roller-skates, and in winter it makes a fine game on the ice, in which case all the players of course wear skates.

CHAPTER XXXVI

ON THE FOOT-BALL FIELD

The Antiquity of the Game—The General Principles of the Game as It Is Played by the College Teams at Present.

POSSIBLY the foot-ball players are unaware of the important fact that they have a patron saint. At Lincoln, in England, in 1520, a boy named Hugh was a champion foot-ball player, and he met his death from kicking the ball through the open window of a Jew's house. The old verse says that

“Four and twenty bonny boys
Were playing at the ba',
And by it came him sweet Sir Hugh
And he played o'er them a'.

“He kicked the ba' with his right foot
And caught it wi' his knee ;
And thro'k-and-thro' the Jew's window
He gar'd the bonny ba' flee.”

It seems that the Jew did not take the same interest in the game that we now do, and so he or his daughter enticed “sweet Sir Hugh” into the house and cut him up with a big knife after the fashion of the day. After the crime was discovered sweet Sir Hugh had a great funeral, and he was made a saint. According to the legend, “miracles were performed at his tomb.”

But foot-ball was

An Old Game

before Sir Hugh was born. As far back as 1349 we find a public edict prohibiting the game. It is not to be supposed that the ancient game bore any striking resemblance to the modern American foot-ball, and there is little doubt that another ancient game of ball called "hurling," in which two towns battled for a ball of wood or precious metal, has been mixed with plain foot-ball; and from the mixture of kicking the ball and rushing with it in the arms was evolved the Rugby and then the American game of foot-ball.



FIGS. 365 and 366. — A Place Kick at Princeton.



FIG. 367. — A Snap Back.



FIG. 368. — A Pass.



FIGS. 369, 370, and 371. — A Place Kick at Yale.



FIGS. 372, 373, and 374. — Some Good Tackles at Yale.

SKETCHED ON THE FIELD.

The Only Way

in which to learn the modern American game is by careful study, not of books alone, but of the players in match and practice games. A paper-covered copy of Spalding's official foot-ball guide, containing the latest revised rules, can be obtained at an expenditure of about ten cents, and with this in your pocket to refer to, you will soon learn to see science where the untrained eye sees only an apparently heedless rough-and-tumble scrimmage.

When you yourself play, keep the rules handy for reference, and when in doubt as to the real meaning of a rule, never hesitate to address a note to some famous player asking an explanation. You may almost invariably count upon his interest in the game being great enough to insure you a speedy and satisfactory reply.

The Game.

By looking at the plan of the field you will see that it resembles a gridiron. In reality the foot-ball field is a sort of giant chess or checker board with long strips in place of squares and with but one chessman or checker, and that is the oval, leather-covered ball. The moves are made by main force and strategy and consist of a number of "downs," runs, or kicks as the judgment of the player may dictate.

The Points in the Game

are counted as follows:

Goal by touch-down	*	*	*	*	*	*	2
Touch-down without goal.	*	*	*	*	*	*	4
Goal from field kick	*	*	*	*	*	*	5
Safety by opponents.	*	*	*	*	*	*	2

The Ball

is egg-shaped and called the "intercollegiate match ball." Many boys in the rural districts have the leather cover for their ball made at the shoemaker's or harness shop. Inside the leather cover they put a bladder which is inflated by the use of a quill and a healthy pair of lungs. The nozzle is then tied fast with a bit of string and pushed out of sight and harm's way and the leather cover is laced up.

Most of my readers will find it cheaper to purchase the regulation ball, which is similar to the rustic one. It is egg-shaped, of course, but in place of a bladder it has an India-rubber oval inside, which may be inflated by a little pump similar to those used for inflating bicycle tires.



FIG. 375.—The Ball and the Invisible Spot.

The Field.

Upon a level stretch of ground mark out a rectangular figure one hundred and sixty feet wide by three hundred and thirty feet long, and, for convenience in determining how far the ball is advanced at each down, divide the field up with cross lines every fifteen feet or five yards. You can make the lines and boundaries with ordinary white-wash and brush.

Measure eighty feet from one corner along the end line of the field and mark the point. Do the same on the opposite end, and as the end lines are each one hundred and sixty feet long the two points will mark the centres of the lines. Measure nine feet three inches to the right and to the left of the centre points on the end lines and plant your four goal-posts, two at each end of the field. This will leave

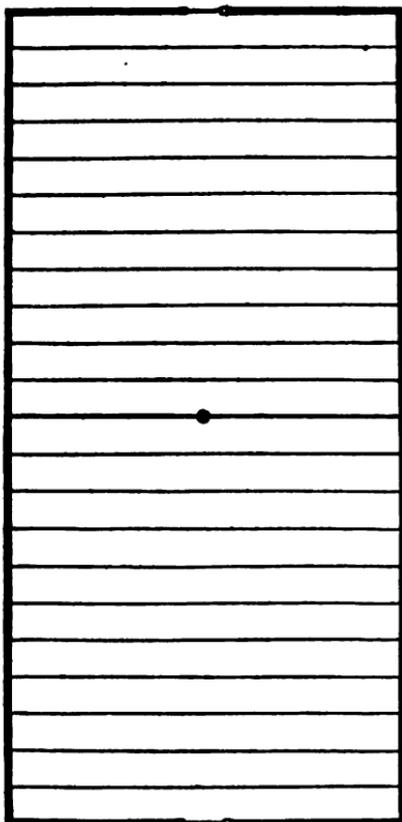


FIG. 376.—The Field.

the regulation space of eighteen feet six inches between the posts. The cross bar should now be placed on these poles ten feet from the ground. The uprights should extend over ten feet above the cross bar.

The Teams

in regulation games consist of eleven men each, but for practice or impromptu games among boys, as few as four on a side will make a game full of fun and exercise.

The eleven men in the regulation game are divided into rushers and backs. A quarter-back, two half-backs, and a full-back. The first seven or line men who are known as centre, right-guard, right-tackle, right-end, left-guard, left-tackle, and left-end. The captains of the respective teams number the plays and keep the numbers secret. But they oftentimes first call false numbers to confuse their opponents and not "give away" the proposed play.

The Kicks

all have special names, such as a

Drop-kick, when the ball is dropped from the hand and kicked the instant it touches the ground ; the

Place-kick, made by kicking the ball after it has been placed on the ground ; the

Punt, made by kicking the ball as it falls from the hands and before it reaches the ground ; the

Kick-off, is a place-kick made from the centre of the field. The kick-off cannot score a goal. The

Kick-out, when one of the players on the side which has touched the ball down in its own goal makes a punt, drop-kick, or place-kick. A

Free-kick, any kick where the rules forbid the opponents from advancing beyond a certain point.

In-Touch.

In-touch is out of bounds.

A *Touch-down* is when the ball is kicked or carried across the goal line and held there.

A *Touch-back* is when the player touches the ball to the ground behind his own goal, the ball having been propelled over the line by an opponent.

A *Safety Touch-down*, is when either by a kick, pass, or a snap-back, the player guarding his goal receives the ball from one of his own side and touches it down behind his goal line, or when he carries the ball across his own goal line and touches it down, or when he puts the ball in his own touch-in-goal, or if the ball, being kicked by one of his own side, bounds back from an enemy across the goal line and the player guarding the goal then touches it down.

A Fair Catch.

When a player kicks a ball and it is caught on the fly by an opponent, the catcher of the ball may plant his heel in the ground, marking the spot where the catch was made. If none of the catcher's side touched the ball it is called a fair catch. It is customary for the man making the catch to announce the fact by shouting "Fair Catch!" or by holding up one hand or by both.

The Heel-mark

is the limit beyond which the opponents of the player making a fair catch cannot advance until the ball is again put in play. The catch entitles the player to the privilege of retiring as far back of the heel-mark toward his own goal as he may see fit, and of taking there a place-kick, punt, or drop-kick, or he may give the ball to some one on his own team for a scrimmage, which is governed by the rules of a scrimmage. In case he takes a free kick he must send the ball at least ten yards, unless some opponent stops the ball.

Off Side.

A player is off side when he is between the ball and his opponent's goal. If, however, the ball first touches an opponent, an off-side player is thus put on side.

A player is

On Side

when he is not between the ball and his opponent's goal, except, as noted above, in case the ball touches an opponent.

When a ball goes

Out of Bounds

by crossing the boundary line of the gridiron, it is said to go "into touch," and one of the players must immediately bring it back to the point where it crossed the line. It is then put in play by a member of the side which carried it out of bounds, or which was first to capture the ball after it crossed the touch line. He may touch-in in bounds at right angles to the side line and then kick it, or run with it, or he will probably call out the number of paces he intends to walk in, so as to give his opponents a fair show, and then he must take the agreed number of steps; but the distance cannot be less than five yards or more than fifteen yards.

If the player carries the ball across one of the end lines, he obtains a touch-down at the spot where the ball after being carried over is held. Any player on his team may now bring the ball out, making a mark by a twist of his heel on the line as he walks. When a point is reached which he considers best suited to his purpose, he places the ball for one of his own team to kick while the opponents retire behind their goal line.

When the progress of the game has advanced the ball to a point within kicking distance of the goal, it is an open question whether it is best to take a drop-kick at goal or make an effort to carry the ball across goal. If the latter play is successful it is a touch-down and entitles you to a try-at-goal; but when no score is made by a drop-kick on a first down inside the twenty-five-yard line the ball can be brought out for only a ten-yard kick-out, which means that your side can line up at ten yards.

This compels the players guarding the goal to kick-out

practically within their own goal line. From this it may be seen that the running attempts or drop-kick must be wisely chosen at this point of the game in accordance with the relative risk and gain, but all these problems should be studied on the field.

At any time a player may kick, pass, or carry the ball across his own goal line and touch it down there for safety. This scores two points for the other team, but his side may take the ball out to the twenty-five-yard line and there have a kick-out. He may punt the ball or take a drop-kick or a place-kick.

Much has been said and written on the different plays in the modern game of foot-ball, and pages have been devoted to the proper manner of making one move in the game. When I lately visited Princeton and Yale to study the game I found the men devoting their odd moments to experiments and practice on

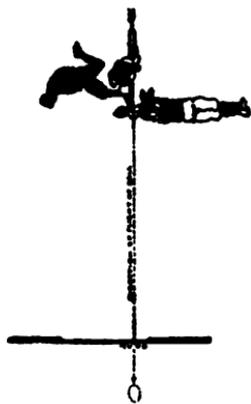


FIG. 377.—A Place-kick.
View looking down on
players' head.

Place-kicking.

We have already seen that a place-kick is made after the ball is placed on the ground. In the accompanying sketches Figs. 365, 366, 367, and 377, it will be noticed that the player on the kicker's side is holding the ball with the lower end just off the ground (Figs. 365 and 377). As long as it continues in this position it is not "in play." The moment the ball touches the ground it *is* "in play," and the enemy lined up on their goal line will charge and block the kick, if possible.

The Formation

is to a great extent governed by the plays to be made, but as a general rule the seven rushers stand in line of battle facing their opponents. Just behind the rushers stands the quarter-back, and a few yards in the rear of him the two half-backs are placed; while a dozen yards farther back, alone in his glory, the full-back guards his precious goal.*

The Toss-up.

If a strong wind is blowing the winner of the toss-up takes the side favored by the wind, and the other team have the kick-off. If there is no wind to speak of, and no great advantage in either goal, the winner of the toss-up chooses the kick-off, and the other side have the choice of goals.

Lining Up.

The two teams now line up in their respective positions, and the ball is placed upon the exact centre of the field by the side having the kick-off.

As a rule the full-back is a good kicker and is selected to open the game.

To the right of the ball on the line stands right-guard, alongside of him is right-tackle, next to him is right-end, then comes right half-back and quarter-back, while stretched out on the line to the left of the ball are the centre, left-guard, left-tackle, left-end and left half-back. All these sturdy men are ready to rush upon their opponents the moment full-back's toe touches the ball.

As the rules require the opposite side to stand at least

*Lately there is a tendency to make full-back do more work, and he is often seen playing in much closer proximity to the others.

ten yards back of the middle line, they form themselves in a sort of rough triangle so as to be able to guard the whole

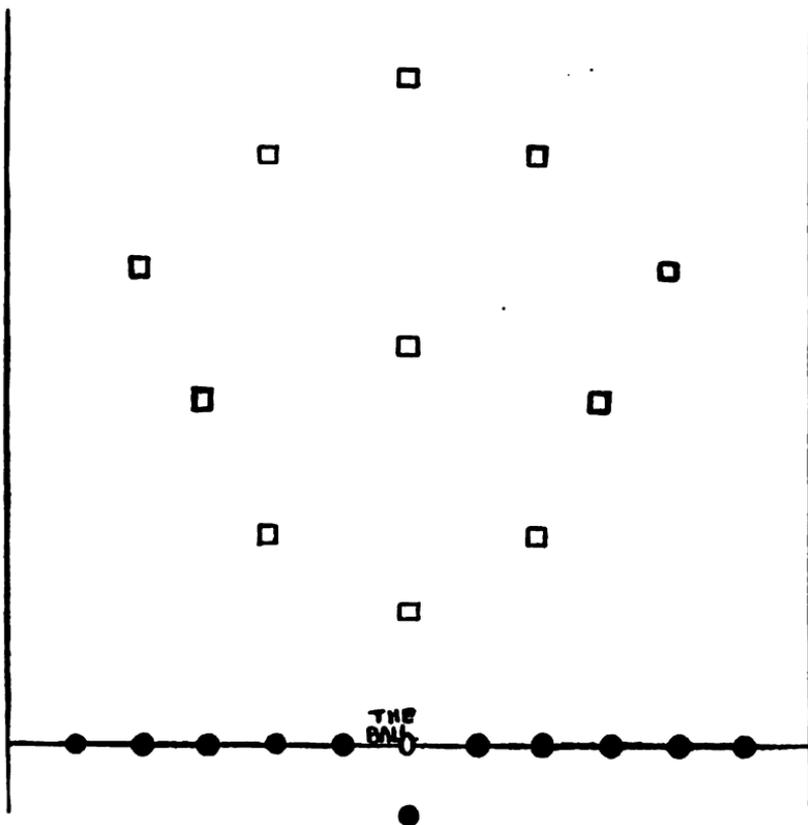


FIG. 378.—The Rounds are about to open the game by a kick-off. The Squares are ready to receive the ball and the rushers.

field and stop the ball with the least possible waste of time. At the required ten yards back of the centre line, centre of the opposing side is posted, back of centre stand the two guards, back of them the two tackles with the quarter-back

between them, behind them the two half-backs are stationed with full-back "plugging the centre" in front of his goal. There are no rules for placing the men on the field, and the formation here given may be, and is, altered to suit the ideas of the different captains of the various teams.

The player selected to kick the ball must send it at least ten yards into the opponent's camp, and it is usually sent as much farther as the judgment of the kicker directs. It is not expected that half-grown boys will play the game as scientifically as the college experts. When a boy makes a kick-off his judgment usually tells him to kick the ball as far as possible. When the ball comes sailing over into their ranks the enemy catch it and either return it by a kick or one of them runs with the ball.

The Scrimmage.

Now when the player made the kick-off he calculated that the rushers on his side could reach the ball in time to prevent the enemy making much headway with it, and the enemy calculated to interfere in all lawful ways with the kick-off's rushers. If the enemy who holds the ball starts for a run, the men on the other side tackle him and down he comes. Just as soon as the player and ball are brought to a standstill the runner cries "down." Then someone on the runner's side, usually the fellow called snap-back or centre-rush, places the ball on the ground at the spot where it came to a standstill, and the ball is put in play by the snap-back kicking it or snapping it back, generally with his hand but sometimes with his foot, to the quarter-back of his own side, who has taken a position just behind snap-back. Up to this moment the men of each team have kept their positions upon their own side of the ball, but as soon as the ball is put in motion both sides may press forward and the

scrimmage commences. Quarter-back, when he receives the ball quickly passes it back to half-back or full-back who runs with or kicks it.

When

A Snap-back

is to be made the boys arrange themselves in the following manner. Centre has the ball (squares in Fig. 379), back of

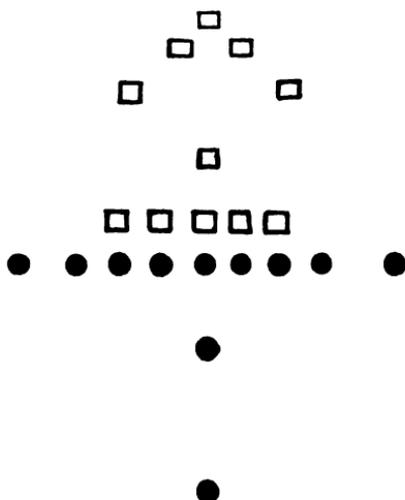


FIG. 379.—Lined up for Snap-back. The Squares have the ball.

him stands quarter-back ready to receive it, and still farther in the rear is full-back with left half-back and right half-back little in advance, and flanking them on either side a short distance farther in advance are the two ends. Each one of the five is ready to receive the ball from quarter-back according to the signal. Centre is flanked upon each side by the two guards and two tackles, and the five face their opponents, who are lined up with their

centre in the middle, and the two guards, two tackles, two ends, and two half-backs standing on their relative sides of centre forming the line, while a short distance behind centre stands quarter-back, and still farther in the rear full-back. (Black dots in Fig. 379.)

After looking over Fig. 379 a college friend recommends the following changes in the formation: Bring the five squares up much closer to the front line and place them farther apart. Place the quarter-back of the black dots

close behind the centre of his own side. Move the full-back of the black dots to a position just behind the quarter-back, and place the two half-backs of the same side just behind the ends. All this is a matter of choice to be governed by experience, and each side is formed according to its captain's ideas on the subject.

As soon as the ball is put in play there is a general rush; those on the side of the ball surround the runner and try to force their way through the ranks of their opponents. When snap-back has sent the ball behind him, he has placed the men in his own line between the ball and the enemy's goal off-side. The men on-side have the best claim to right of way, and the rules of the game only allow the off-siders in this case to use their bodies to obstruct their opponents, while the on-siders may use their hands and arms to open a passage for themselves, but they are not allowed to catch hold of their opponents.

It can readily be seen that one side might keep the ball for a long time with no material benefit to themselves, but the possibility of this "dog-in-the-manger" act is prevented by a rule which says that a side not making five yards toward the opponent's goal or retreating twenty yards toward their own goal, in three downs or efforts to advance the ball must give the ball to the other side.

Such a surrender seldom occurs, because if after two attempts to advance the ball there appears to be no chance of making his distance the player may kick the ball in so savage a manner that it will go sailing away down field.

CHAPTER XXXVII

GOLF, HOCKEY, AND SHINNY

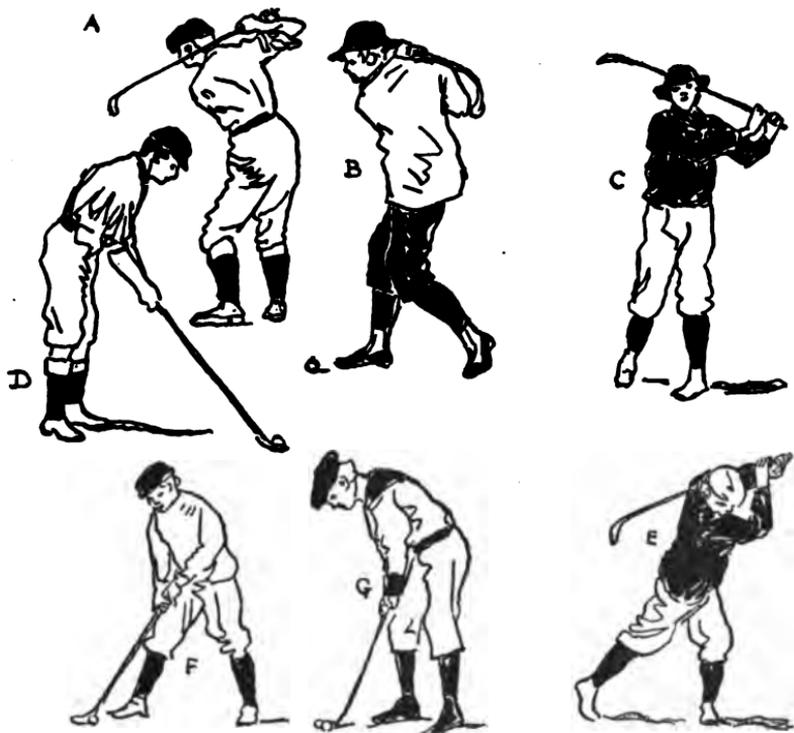
How to Lay Out Golf Links and Play the Game—Explanation of the Terms Used in the Game—How Hockey and Shinny Are Played.

THE King and Parliament decided in 1457 that the Scotchmen and boys were neglecting archery to play golf, and so decrees were issued against the game, and that settled the matter. But not in the way the wise rulers intended, for the Highland game of cluich-dhesog increased in popularity until it became the national game of Scotland. In the reign of Edward III. they called it "cambuæ;" but we know it as plain golf, the most fashionable game in the United States, as it was on the other side of the Atlantic at the beginning of the seventeenth century, when Prince Henry, James I.'s son, played golf. Golf is a game that any boy can learn to play, and one in which he can soon excel his father, big brothers, or uncles, for the reason that however skilled the older people may be they have all taken the game up since it became popular and had no kindergarten training.



FIG. 380.—Case for Golf Clubs.

A boy's limbs are supple, and, best of all, he has no fear of being awkward or undignified; consequently he goes at



FIGS. 381, 382, 383, 384, 385, 386 and 387.—A B and E, are different points of views of a man in full swing; C is a front view after the stroke is made. From instantaneous photographs.

such a thing as golf heart and soul, and soon swings his stick with a grace and accuracy that make him the envy of the older players. Golf is

A Simple Game.

Starting from the tee the object of the player is to land a small ball in a hole a hundred or more yards distant, and to do it with as few strokes of the golf clubs as possible. The player who reaches the hole with the fewest number

of strokes is said to win that hole, and the player who wins the most holes wins the game. Nothing could be more easily understood.

The Links.

Many of the best links in Scotland are laid out where the soil is sandy and the grass sparse and stiff. Such links, as the course is called, dry quickly after a rain, and the ball is easily played and seen in the scanty tufts of wiry grass. The course in this country for the regulation game is rarely over three miles long, and shorter courses can be laid out for informal work and practice. The reader must not understand that the links are to extend in a straight line. On the contrary, it is much better to have them wind about and end somewhere near the start. By carefully planning the curves a golf course may be made to occupy comparatively limited grounds.

Somehow in the evolution of the game it has become a rule to make eighteen holes constitute a full course. In America, however, comparatively few courses possess over nine holes, and good practice and entertainment can be had upon a course with even a fewer number.

The starting-point is called

The Teeing-ground,

and is marked by two whitewash lines at right angles to the course, forming a parallelogram with the side lines of the course five or six yards in length by two or three in breadth. Within the parallelogram the player places his ball upon a

Tee

or small hill of sand or earth from a half to three-quarters of an inch high.

The Holes

are about four inches in diameter (Figs. 388 and 389), and are lined with iron, and the ground for seven or eight feet on all sides is more level than the rest of the course and is known as the "putting green." A tomato-can, sunk in the earth, of course, so that the top is even with the turf, makes a good hole for boys' links. They are placed at distances varying from three hundred to twelve hundred feet apart, and are marked by little red flags which are removed when the player approaches.



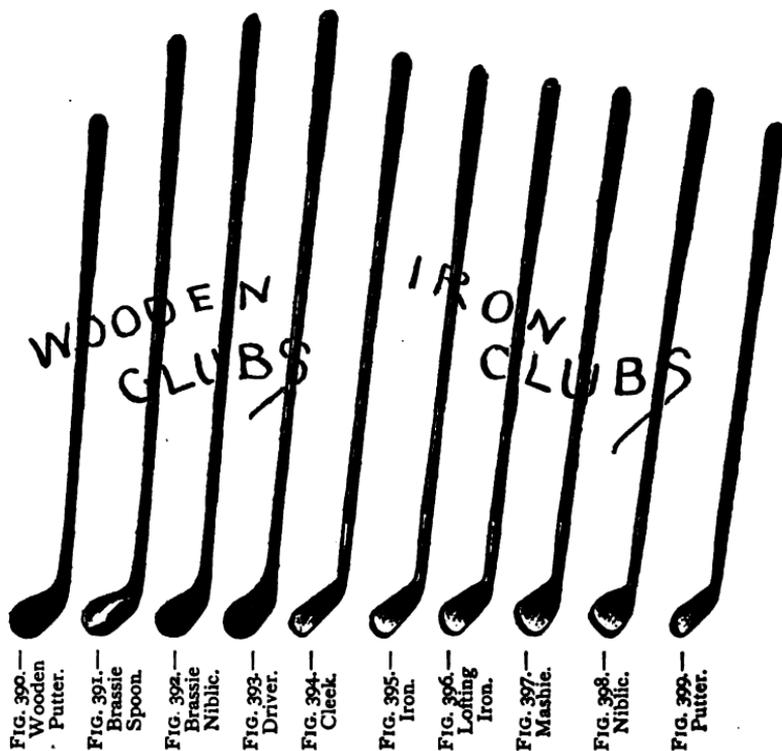
FIGS. 388 and 389.—Cans for Golf Holes.

Now since a match game, as a rule, consists of thirty-six holes, eighteen holes gone twice over give the required number; so will nine holes gone over four times, or six holes six times, or four holes nine times, or three holes twelve times. So you see that if your ground is limited you need have but three, four, six, or nine holes, and the fewer the holes the fairer becomes the game for strangers, because in going over them so often they learn the ground and that puts them on an even footing with the home players.

The Golf Clubs

are something like our old-fashioned shinny sticks in shape but modified and better made, as the ball must be driven more accurately and much farther, and often from difficult "lies" or positions. They are known as wooden and iron clubs according to whether the heads are made of wood or iron. There are a great variety of them, but the beginner does not need more than four or five. The *driver*, a large

club with a long shaft and wooden head, is used when the ball is on the tee, and the boy will find that with a little practice he can with this club send the ball a hundred yards, while an experienced player will cover nearly twice this distance. The *brassie* resembles the driver, but, as its



name implies, its head is protected with a brass plate, and it can be used when the ball lies favorably on sod or in the open ground. The *cleek* and *lofter* both have iron heads, the former being best suited to drive the ball low and far, and the latter to "loft" or lift the ball over obstructions.

In addition to these the clubs most often seen are the *putter*, for "putting" the ball into the hole, though many experienced players prefer the *cleek*, *marshies* of various sorts resembling the *lofter*, but with a shorter iron, the *niblic*, etc.

The Ball

used in regulation games is made of gutta-percha and is about one and three-quarter inches in diameter. Any hard



FIG. 400.—Golf Ball (natural size).

ball will answer for a boy, and with a course of three or four holes he can play with his driver until his skill entitles him to a more complicated kit.

Hazards

are all objects which interfere with the play of the ball.

A Bunker

is a hazard in the form of a sand-pit, a stone wall, or ridge. The course between the holes should be free of long grass, sticks, and stones, with only the roads, walls, and ditches as hazards. But the more hazards there are alongside of the

course the more fun there is, for every bad play is punished by placing the ball in a position that will test the players' patience and skill to extricate it.



FIG. 402.—Feet Too Wide Apart
in Top View.

FIG. 401.—Feet Correct in Side
View.

A game of *singles* is when two persons, each with a ball of his own, play against each other. One of *foursomes* is when two partners play against two other partners, each side having a ball and the partners playing alternately.

Expert Players

often play against two, three, or more players, and this is called *three-, four-, or five-ball matches*.

When a number of players play in pairs and score for each other it is called a *score play*.

Shinny.

In this game the only preparation necessary is to procure a shinny stick. One of hickory or ash, with a curve at one end like the hook of an old man's walking-stick, is the best ; but any sapling of tough wood with part of the root left on for a hook makes a good shinny stick. If the game is on the ice and you search the border of the pond for a club, be careful that you keep your hands off the white poison sumach that grows in such localities. Otherwise you will rue the day as with swollen face and closed eyes you learn the effects of vegetable poison on the skin.

The wooden bung from some barrel takes the place of the elaborate golf ball. On the ice, however, a rubber ball is better and much less dangerous. In place of plaid suits and Scotch wool stockings, rolled down from the top to show the gaudy yarn border, the ordinary every-day dress is worn.

The Game Itself

Two goal lines are settled upon, and two captains are selected, who choose sides in the ordinary way. The bung is placed midway between the goals, and the players are stationed to suit the captain or themselves. At the call of time both captains struggle with the crooks of their shinny sticks to obtain control of the bung so as to be able to knock it goalward. After the bung is in play anyone may strike it who can, but woe be unto the lad who, in his anxiety to hit the bung, gets on the wrong side of it. "Shinny on your own side!" is the warning cry, and unless the warning is obeyed a pair of black and blue shins will record the time he got on the wrong side of the bung to strike a left-handed blow. Each goal is a game, and as many games

are played as suits the players. The side A strive to knock the bung over the goal behind the side B ; the Bs do their best to prevent this, and to knock the bung over the goal guarded by the As. On the ice it is not only exciting, but beautiful to see the long racing stroke of the skater, the short quick turn, and the backward glide to avoid a collision ; but it is unfair to start a game on a crowded pond, as it practically drives the other pleasure-seekers ashore, and compels them to give up their sport.

Hockey

is practically the same as shinny, differing in immaterial points. In this game the bung is called the "hockey," the shinny sticks, hockey sticks ; and the captains, in place of



FIG. 403.—Hockey.

scuffling over the ball at the call of time, toss up for choice of first chance at the hockey. The winner at the call of "play" strikes the hockey with his club, and it is the business of his antagonist to strike it back again as soon as it reaches the ground, and the game consists of this alternate striking the hockey backward and forward. The side that succeeds in forcing the hockey over the goal line guarded by their opponents wins the game.

The great similarity of the games of "hockey" and shinny* offers no excuse for adopting the latter as an American game, for shinny was played by our fathers and grandfathers in America, and we claim it as our own, allowing those across the water the privilege of calling their game hockey.

* Shinny originally was a Highland sport and went by the name of cluch-bhal, or camanachd, and was played to the music of bagpipes.

Winter



CHAPTER XXXVIII

TURTLE HUNTING

Methods of Capturing "Snappers" and Terrapin Described—The Implements Necessary and Where to Search.

WINTER is here, but genuine winter weather with snow and ice has not yet arrived. Knee-deep in the woods the brown leaves rustle, and with every wind whirl around in russet eddies, filling up the yawning crevices between the gray rocks. The gray squirrels and the chipmunks are busy digging among the leaves for acorns and nuts for their winter store.

In the water the bass will no longer be tempted from their hiding-places by fly or bait, but the voracious pickerel, though he may ignore the spinning spoon, will bite greedily at live bait. Overhead the whistling wings of the wild duck send a thrill down the sportsman's back. The jutting logs where the turtles were wont to sun themselves during the hot summer days stand out now bare and unoccupied.

Where are the turtles? Have they emigrated with the summer birds or have they buried themselves in the mud peacefully to sleep away the cold winter, as our forefathers believed that the swallows were wont to do?

This is a practical age. If any one tells us that turtles bury themselves in the mud we will investigate and see if it be true. If our forefathers had done the same they never would have believed that the swallows were guilty

of passing the winter in such a stupid manner, or that geese were hatched from barnacles, or any other of the fairy stories that made up the natural histories of their day.



FIG. 404.—Turtle Hunter and Turtle Stick.

As a boy I have dug frogs from the bottom of streams in mid winter, and was not inclined to doubt that turtles might pass the cold weather in the same manner. Still, before adopting that belief I made up my mind to investigate the subject. One raw, bleak day I sallied forth with a pole one end of which was armed with an iron hook (Fig. 403) and the other with an iron spike. A gen-

tleman well known among naturalists accompanied me, and led me to the haunts of the "snappers." Flowing through a wide pasture was a small creek with rather high banks. Along the edge we walked until we came upon the stump of an old tree.

Hooking Turtles.

Here my guide paused and asked me to see if there was not a turtle there. Following his directions I prodded the earth beneath the roots of the old stump, and a foot or two

below the surface struck something hard. I could tell by the "feel" that it was neither stone nor wood. Hastily reversing my pole I thrust the iron hook into the yielding soil, and, working it under the hard object, found little difficulty in unearthing a very large and exceedingly angry old "snapper." I think that with little labor we could have filled a wagon with turtles of all sizes from under the shores of that little Ohio creek, and among them were some veritable monsters. But our mission was not one of extermination, and after securing four for our host we returned in triumph and placed the great gasping monsters on the lawn to be admired by our friends.

I left that evening, but learned that the four turtles made a splendid soup and supplied a never-failing topic of conversation, as it was again and again related how the man and boy took two broomsticks into the pasture, were gone but a short time, and returned with more turtles than the farmers thereabouts would see in a summer.

Terrapin Hunting.

Everyone on the Atlantic coast has either read of or seen the "diamond backs" that are prized so highly by people who are fond of rich and expensive dishes. It was a sorry day for this race of turtles when they became a fashionable article of food, for they have been hunted ever since. On Long Island they are found and captured in the manner described for "snappers," but the pole is armed with a trowel or paddle-shaped blade in place of the spike, and the other end has a stiff wire loop bent out at right angles from the rod in place of the iron hook. A damaged terrapin will not bring as much money as a perfect one, and the wire loop is less liable to hurt the terrapin's feet and legs. It is claimed that wounds cause ugly warts to grow

upon the injured parts, which make them less desirable in the market.

Like their fresh-water relatives, terrapins upon the approach of winter leave the broader water, and, following



FIG. 405.—Terrapin Hunter and Terrapin Stick.

the small inlets and ditches at the head of the creeks, bury themselves in the black salt-meadow mud. To hunt them you should have long rubber boots, a rod as described, and an old sack for a game-bag (Fig. 405). Thus arrayed sally forth and look for signs. Experience will soon teach you to recognize the terrapin's tracks and to follow them up to the spot where he has taken a "header" into the mud.

There you prod for him until the shovel end of your pole strikes his hard shell. Then you use the pole to shovel away the mud and the loop with which to fish him out.

Terrapin over half a foot in length are called by the trade "counts;" those less than a half foot and more than five inches "short counts;" females under five inches are heifers; large females are "cows," and males "bulls."

There are only a few men who are aware of the existence

of "diamond backs" as far north as New York, and fewer still who know where and how to hunt them, and these few try to keep their occupation a secret. There is no reason why boys should be debarred from this sport, and a good catch will supply cash enough to buy fishing-tackle galore for next Summer's campaign.

CHAPTER XXXIX

ON THE ICE

**Plain and Fancy Skating—Begin to Learn Young—Cutting a Circle—
The Spread Eagle—The Bull Frog—The Grapevine Garland—The
Danger of "Follow the Leader."**

SMALL feet have tested the strength of the ice morning after morning, until at last the boys hail each other with the joyous cry of "The ice will bear!"

Old skates come rattling down from their perch on the top shelves of the closets, the dust is wiped off, and the sharpness of their runners tested by boyish fingers.

What a thrill used to run through the scholars in the little frame "Academy" at my "old Kentucky home," when some boy announced, "Licking will bear!" Which, being translated, meant that the muddy stream called the Licking River had frozen over and that the ice was thick enough to bear the weight of a boy.

When at last the Saturday holiday arrived, with what feverish haste we ate our breakfast, even begrudging the time taken to consume our food. Ah, those were glorious days! In imagination now I can hear the musical notes made by the vibrating ice under the weight of a crowd of merry boys as with glad shouts we glided over the glassy surface of the river.

Sometimes even the conservative and busy Ohio River would suspend all business and close its doors of ice. At

such times the flat boats, barges, and steamboats would lie helpless and idle along the shores, their only use being that of a resting-place and shelter for skating parties. I then thought that when a person reached an age when he no longer cared to skate, it was time for him to die. This opinion, like many others of my boyhood, is being gradually modified.

Little Danger.

While we older fellows look on the reader may stand on one foot and flinging out his other spin like a top.

And if he falls little harm is done; his bones are not brittle and his body is light.

Keep Your Hands Out of Your Pockets.

The only dangerous falls come from skating over sticks, leaves, chips, bits of paper or similar objects which suddenly stop the swiftly gliding feet, bringing the upper part of the body down with a bang upon the ice. Even under these conditions serious results seldom follow a fall unless the skater has his hands in his pockets. The writer still bears scars that testify to the truth of this statement.



FIG. 406.—Danger Ahead.

When to Begin.

The boy should begin skating as soon as he can procure skates small enough to fit his little feet. In Friesland, Holland, the babies learn to skate as soon as they are able to toddle, and they are expert skaters by the time they are six or seven years old. Indeed, in America, small boys generally do begin when they can get a skate of any size. One skate satisfies

them at first, and if they are lucky enough to have access to two the other one is usually loaned to a comrade.

The Old Wooden Skate.

Thirty years ago the old skates that fell into the possession of the small boy were unique in pattern. Fastened to a bright red wooden foot-piece was a long, straight runner which ended in a spiral of steel that curved gracefully up over the toe and terminated in a beautiful brass acorn. The skates were fastened to the feet by heel- and toe-straps. The toe-straps crossed, sandal fashion, over the toe, ran across the instep through two iron rings in the heel-strap and back again to the buckle. A sharp spike held the shoe-heel in place. With one of these acorn skates bound on one foot, the straps tightened by sundry chips and sticks thrust



FIG. 407. — The Old Brass Acorn Skate.

between them and the shoe, the small boy was happy as he glided down the frozen gutter on one foot.

Christmas came and in the bulging stocking there was more than likely to be a pair of small skates with screw heels and broad toe- and heel-straps. These were usually about an inch or one-half of an inch longer than the foot, to allow for the boy's growth. On the screw-heels the boy learned plain forward skating sufficiently well to be able to play tag and shinny on the canal, river, or pond.

The third stage in his career was when his older brother, father, or uncle presented him with a beautiful pair of club skates, with no straps of any kind.

When the glittering club skates were locked on his feet

his ambition began to grow and he was soon to be seen experimenting on the more difficult feats in skating. His efforts were now directed to

Cutting a Circle.

This is one of the first figures learned by beginners, and although it requires a small amount of outer-edge skating, it is learned before any serious attempts are made at mastering the latter art.

To begin you strike out on the left foot with the body leaning toward the left, the centre of the proposed circle. When the weight of the body is on the outside edge the



FIG. 408.—Cutting a Circle.

line described by the skate runner will be a curve directed outward (Fig. 408). As soon as you find that you can continue on that stroke no longer bring the right foot quickly forward and down. This last must be a short stroke of only sufficient duration to give you time for another outer-edge stroke with your left foot. At first you will make a very large circle, but gradually as you "catch the knack of the thing" you will be able to contract the ring to smaller dimensions. When you have mastered the left-foot circle, try it on the right foot and practise it until you are able to go either way with equal speed and grace. It is great fun to have a crowd of seven or eight boys on one circle, each trying to go faster than his fellows.

The Backward Circle.

This, when learned, is easier than the forward ring, for the push stroke is made with the toe. When going backward great force can be given to the toe-push stroke by slightly lifting the heel.

To cut the circle backward you must simply reverse your forward movement.

No boy can learn to skate by reading these suggestions; he can only obtain hints that will help him when he attempts the different figures described. The only way to do anything is to DO IT.

Put on your skates and try, and while trying sooner or later the feat will be performed. The best assistance is obtained in watching fellow-skaters further advanced than yourself in the art.

After you have perfected yourself in cutting the circle forward and backward, to the left and to the right, the other more difficult motions will suddenly lose their awe-inspiring qualities, because in acquiring the simpler figures you have unconsciously gained control of your muscles. The muscles were all there before, but as they had never been called upon to perform the work they were designed for, when you gave your first command they rebelled. Your foot would not go as you directed it and you thought yourself awkward. Awkward you were, but an awkward boy is a boy who has not trained his muscles, and a graceful lad is one whose muscles have been disciplined to act as he directs.

Now stand up on your skates and assert your authority over your rebellious muscles, tell them that you intend to be a skater, and to begin with you expect them to help you.

To Skate Backwards.

Work or skull yourself along any way, until you are able to detect the proper moment and proper manner of giving the strokes. This accomplished, you may call yourself a good plain skater.

The Spread Eagle

is one of the first steps in the advance from plain to fancy skating. Even when well done it lacks the elements of grace, but it is most excellent practice to render the limbs supple and make other more graceful tricks possible; and it is a favorite performance of boy skaters.

How to Perform the Feat.

You must skate straight away until you have gained sufficient headway, then at the end of the last stroke turn the toes out so that the runners of your skates make a straight line heel to heel, one skate following the other. In this position you will glide over the ice until the momentum first gained is exhausted. At first the beginner will be only partially successful, but gradually he will be able to describe a wide circle forward, and in a little while gain sufficient control of his feet to slide across the skating pond in a straight line (Fig. 409).



FIG. 409.—The Straddle-bug.

The Spread Eagle Backwards

will be found more difficult, for it necessitates turning the toes out until they point backward. In performing this last feat it is no easy matter to keep your balance, but perfection comes with practice, and soon the boy who de-

votes time to practice will excite the admiration of his comrades by the ease with which he turns either forward or backward. During his practice the beginner will undoubtedly bend his knees, as shown in (Fig. 409), but after he has reached that point of excellence where his whole mind need not be centred on his feet, he may learn gradually to straighten his legs until at last he can do the spread eagle forward and backward without looking like a straddle bug (Fig. 410).

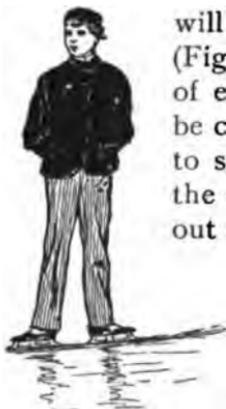


FIG. 410.—Spread Eagle in Proper Form.

The Bull Frog.

This consists of a circle cut by skating spread-eagle forward and by making a succession of leaps. When the writer was still a boy of fourteen or fifteen years, it was considered the best of fun for five or six boys to group themselves in the centre of the skating pond or river and do the "bull frog." The sight is comical and certain to win applause and laughter, but no novice need attempt it. Like the clown's "drop act," described in the chapter on "Stilts," the "bull frog" requires practice to learn.

How the Bull Frogs Jump.

Spread your toes out spread-eagle fashion. Then leap into the air by raising yourself first on your toes and then springing from them. This is done all in one movement. The slightest possible inclination to the right will cause you to move in that direction; and the direction your toes point, will cause you, in a succession of leaps, to describe a circle, the novelty of which appeals to

all boys. A more graceful and equally novel ring can be made without lifting your skates from the ice. This is called

A Spread-Eagle Circle,

and it is cut by spreading the feet as in the "bull-frog." But in place of leaping the skater must learn to keep his feet moving, first the right foot forward and the left foot back, then the left foot forward and right foot back, always with toes turned out spread-eagle fashion. When properly done this motion will cause the skater to glide around in a circle, his feet moving in a most bewildering manner while they weave a pretty grape-vine pattern on the ice called (Fig. 411)

The Grapevine Garland.

The momentum needed in order to cut this figure is acquired by a slight push with the toe at each movement of either foot, and as the feet are never lifted from the ice, the push is imperceptible to the observer, and the motion unaccountable to many old skaters, few of whom seem to know the garland figure or spread-eagle circle.

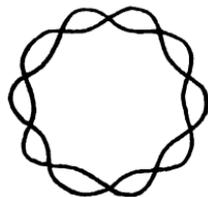


FIG 411.—The Grapevine Garland.

When you are able to cut all the figures and skate as described in this chapter, it is safe to leave you alone. Soon the "double roll," the "single and double grapevine," the "outside and inside edge" will be familiar and easy feats for you to perform. As for the

Outside Edge,

in cutting the circle you have learned the secret of maintaining your balance while leaning outward on either foot,

and it is only necessary to make this stroke first with the left and then with the right foot and you will find yourself sailing along in the most approved outer-edge style. You have learned to trust to your ankle and the sharp edge of your skate for support, and the real battle is over.

FIG. 412. FIG. 413. FIG. 414.



FIG. 412.—Outside Edge.
FIG. 413.—Spread Eagle Backward.
FIG. 414.—Spread Eagle Forward.

Beware of

Air-Holes.

In every group of boys there are a few hare-brained, foolish fellows who are continually getting themselves and their playfellows into trouble, often of a most serious nature. A favorite method pursued by these would-be heroes is to start a game of

“Follow the Leader,” or “I Conquer,”

on the ice. Of course the would-be brave boy elects himself leader and the others must follow. The only difference between Follow the Leader and I Conquer is that when an act is performed by the leader in the first case he calls out, in a bantering tone, “Follow the leader!” In the second he tosses his head with an impudent air and exclaims, “I conquer!” This is meant as a challenge to the others, but the others must remember that the danger is apt to increase in proportion to the number of boys in turn. The leader skates along and jumps an air-hole, shouting, “I conquer!” The ice is weakened by his jump and it is more and more dangerous for each succeeding boy who jumps.

The Tickly-Bender, or Running Tommie.

The leader finds a weak place in the ice which is called a "Tickly-bender," and skating over it cries, "I conquer!" If the other boys are green they follow him. With each succeeding boy the ice bends more and more until at last one boy breaks through, often with fatal results. For the late leader, when confronted by real danger, cannot be depended upon to risk much in order to rescue his unfortunate follower. Skating over a "tickly-bender" in Yankeedom is called "Running Tommie." If any of my readers like the excitement of "Running Tommie," let them choose ice where there is not more than one or two feet of water underneath, and even then the danger of wet feet, frozen clothes, a bad cold, and a well-deserved lecture at home ought to furnish excitement enough to satisfy them.

The really brave lad does not advertise that quality by engaging his companions in a sport that brings all the danger to his followers, but he is first to act when a companion needs assistance; and it is to such a boy's cool head and "nerve" that many a rattle-brained lad owes his life.



FIG. 414 a.—Shinny.

CHAPTER XL

STUNNING MUSK-RATS AND FISH

Sport for Boys on Skates when the Ice is Thin and Clear—How Cat-fish and "Suckers" are Stunned and Captured.

AFTER the first freeze, and while the ice is still transparent but thick enough to support your weight, if you visit the mill-pond where you know that musk-rats abound you are pretty sure to be able to frighten them from their holes in the bank to the water. The poor rodents seem to forget that ice has formed over their pond, and they can be plainly seen and followed by the skaters who, armed with axes, strike the ice above the fleeing rat.

A Hard Blow

on the surface of the ice stuns the creature underneath, and a few quick blows with the edge of the axe open a hole from which the half-stunned animal may be fished, and thrust into a bag brought for the purpose. A frightened musk-rat can make a severe wound with his long, chisel-like teeth, so care must be taken to grasp the captive around the throat and hold him in that position until he is safe in the bag. A tame musk-rat has no more desire to bite than a tame dog.

Some boys kill the rats as they are taken from the water and preserve their skins, which have a market value; but most of the lads enter into the sport for the fun and excite-

ment of the chase, and either free the animals after they are captured or turn them over to some companion, who may in time sell enough of their skins to secure the price of a good pair of the latest model of skates.



FIG. 415.—Stunning Musk-Rats.

Stunning Cat-fish.

We used to go “stunning cats” on the same ponds in which we hunted the musk-rats, but the sport was not nearly as exciting, for the cat-fish were numb with cold and made but feeble efforts to escape. Still a good string of these black-mustached fish brought with it a certain feeling of satisfaction that all sportsmen can understand.

We never bothered to carry an axe for "cats," but skated around with big stones in our hands, which we let drop on the ice just over the spot where the fish rested. The concussion caused the fish to turn belly up. Then the ice was broken with the same stone and the fish taken out.

This was in the Ohio valley, but there are both cat-fish and musk-rats in ponds scattered over a wide area of our country, and the sport will have the same attractions in the mountain ponds of Pennsylvania as in the muddy ponds on the bottom lands of the Ohio River valley.

I never heard of skaters in New England hunting musk-rats or cat-fish; but there are many New England boys who keenly enjoy the chase and capture of that comical, big-headed fish, whose pouting lips have given it the name of "sucker."

Stunning "Suckers."

These sturdy little New England lads, with their skates dangling over their backs, and armed with sucker-clubs, as they call the short bludgeon they carry, and an axe or hatchet, may often be seen sallying forth after the first freeze. The time they select is when the sucker stream has a new coating of fresh, transparent ice. If you should ask them where they were going, the cheery reply would come back, with Yankee accent, "Going a-stunning suckers."

The hunting "ground" that is selected is usually a shallow stretch of water not more than from six to twelve inches deep. Here the boys scatter themselves over the thin ice, which bends under their skates in an alarming manner and protests against the excursion with the peculiar musical, half-smothered, booming noise familiar to all skaters on new ice. It seems as if they were gliding stealthily over the unfrozen surface of the water. So clear is the ice that each

leaf and stick that is dislodged from its resting-place by the current is as distinctly seen as it floats beneath them as if no ice intervened.

Hist! A boy in mid-stream spies his prey lying diagonally across the current, with just sufficient movement of tail and fin to keep his position. Watch the sucker-club now as it rises over the lad's head and comes down on the ice with

A Resounding Blow

that sends the cracks radiating out like a sunburst from the small hole where the water from below oozes, like life-blood, through the ice. The tail and fins of the fish have ceased to move, and his white vest may be seen, as with his dark back to the bottom and white belly upturned, he slowly floats down stream.

The shout of triumph which accompanied the blow of the sucker-club was not necessary to attract the attention of the boy with the hatchet. A few quick strokes of his skates bring him to the spot, and the keen, cold blade of his weapon soon makes a hole in the path, but below the stunned sucker. The fish is not dead and frequently escapes if the axe boy lacks judgment. When the hole in the ice is not cut in the proper place, or too much time is allowed to elapse, the fish recovers from the shock of the blow, and, although at first he may swim slowly, he usually manages to escape. Few, however, evade the trained hunter when once he has struck the fatal blow.

This sort of fishing possesses one great advantage over the ordinary pastime. When you are out stunning suckers you select only such fish as you want, passing the little ones by. When you see a New England sucker hunter raise his club you may know that an old "buster" is in sight; otherwise the fish would be passed without notice.

Caution to Beginners.

Don't become excited and strike too hard. If you do, you may smash the thin ice and do no damage to the fish, but splash the cold water in your own face and be laughed at by your playmates.

A "Buster"

weighs from a pound to a pound and one-half in most places, but in such rivers as the Housatonic and Naugatuck real "busters" weigh from five to six pounds. In poorer streams from fifteen to fifty pounds of fish are not an uncommon catch.

CHAPTER XLI

SNOW-BALL BATTLE AND SNOW TAG

The Rules of Snow-ball Battle—How Rome and Carthage is Played in Cuba—The Ingenious Game of Snow Tag.

THE two selected captains toss up in the usual manner for first choice of men. Then alternately, as in a spelling bee, each chooses a soldier until all are taken. Two taw lines are then drawn about thirty feet apart, and two flag-staffs with colored handkerchiefs for flags are erected in each camp. To bear the enemy's flag to your own camp, that is, over the taw line, wins the victory for your side. Tackling is allowed, as in foot-ball, and is limited by the same rules. No boy bearing the mark of a snow-ball on chest or back is allowed to take further part in the game, as he is considered to be a dead soldier, but the dead soldiers may coach their comrades as often as they please. No tripping, no striking, no ice balls, and no "soakers" (wet snow-balls) are allowed, as the object of this battle is to win, not to hurt or injure, a playmate who in the next game may be fighting at your side.

Rome and Carthage.

In Cuba the little insurgents play this game, using India-rubber balls in place of snow-balls, and having only one flag. This is in a fort which the attacking party try to capture. Each boy hit with a ball is considered dead, but

if he catches the ball he can hurl it back and continue the fight. This Cuban ball-game closely resembles the snow-fort game described in "The American Boy's Handy Book ;" but the barrel-top shields that are used by the besieging party of the snow fort are unknown in the Cuban game. They call the game Rome and Carthage.

Snow Tag.

Often in travelling through the Northern States when the deep snow covered the ground I have noticed strange circular, or rather wheel-shaped, patterns made of paths in the snow. It was never my fortune to see anyone walking in these paths, and as the form of the pattern made it impossible for the paths to lead anywhere, their use was a problem that I could not solve. Use they evidently had, for some were many feet in diameter and must have required work and hard work to make, as anyone who has attempted to shovel the snow off his own front walk must know. Inquiry at last revealed the fact that these strange circular figures were made by the boys for Snow Tag.

How to Play the Game.

Count out for "It" as in I Spy or ordinary tag. While "It" takes his place at the hub of the wheel the other players scatter around the circumference or rim, and the word "ready" is given. "It" then darts out one of the "spoke" paths and endeavors to tag some one of the other boys, and the fun begins. Two cannot pass each other on the narrow paths, and the fleeing boys often step on each others' heels, trip and tumble head first into the deep snow, forming an easy prey for "It ;" but again the lads will dance around in a most provoking manner, and as "It" darts up

one spoke toward the rim, the players dart down the other toward the hub and show great skill in eluding "It."

The game can be played in perfection only in very deep snow, where the rule against going out of the bounds is enforced by the impossibility of running, or even walking with any speed through the snow heaped up on all sides. When "It" tags a playmate by holding him long enough to repeat

"Snow Wag,
Snow Rag,
Snow Tag!"

the boy thus tagged is "It," and takes his place at the "hub," and the game is started again when the boys announce themselves as ready at the rim.

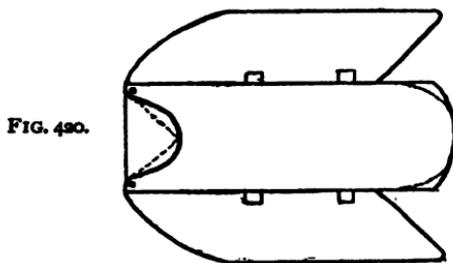
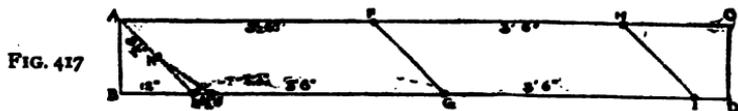
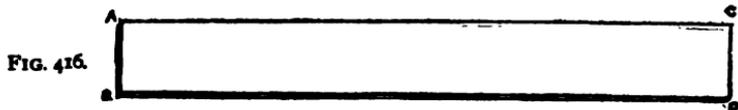
CHAPTER XLII

THE "GET-THERE" AND DOUBLE-RUNNERS

Instructions as to How to Build these Famous Sleds—A Safety Double-Runner.

THIS is the way in which to build the "Get-There:" For the runners take a plank one foot wide and a little over twice as long as the length of one of the proposed runners (Fig. 416, A, B, C, D). From the point B measure upon the edge of the board twelve inches, and mark the point E (Fig. 417). From E measure three feet six inches, and mark the point G. From G measure three feet six inches, and mark the point I. From A measure three feet six inches, and mark the point F. From F measure three feet six inches, and mark the point H. With a straight piece of board for a ruler, and a soft lead-pencil, rule a line from A to E, another line from F to G, another line from H to I. On the line A E measure nine and one-half inches, and mark the point K. From E measure three and one-half inches, and mark the point J. Take a saw and saw from E to A along the line E A. Saw again through the line F G, and again through the line H I. You will now have two runners of the form shown by Figs. 417 and 418.

Again take the saw, and, beginning at J, saw off the piece K E J. Then with your jack-knife round off the top as shown by Fig. 419 at L, and the bottom as shown at M. The dotted lines show the part whittled off.



Working Plans of the "Get-There" Sled.

From the point F measure along the edge of the runner three and one-half inches, and mark the point O. Measure two and one-half inches farther, and mark the point P. Measure twelve inches farther, and mark the point Q. Measure two and one-half inches more, and mark the point R. Again take the saw and saw down one inch at R, Q, P, and O, and with a chisel cut out the wood between R and Q and between P and O, as shown in

Fig. 419. With your jack-knife cut off the corner at G. Go through the same process with the second runner, and

see that one is an exact duplicate of the other. Next make two braces, each one and one-half foot long, one inch thick, and two and one-half inches wide. Fit the braces in the notches R Q and P O, and fasten them in place with good screws or wire nails.

Take a piece of plank one foot six inches wide and one inch thick, and saw off a piece four feet six inches long for a top-board. Saw out a triangle in the front end as shown by the dotted lines in Fig. 420. With your knife round the sides of the triangle, as shown by the solid lines in Fig. 420. Trim off the rear end first, as shown by the solid line, and then gradually whittle it to the form shown by the dotted lines in Fig. 420, which represents the top with the runners on each side of it.

The Runners,

of course, are not spread out as shown by Fig. 420, because you have already nailed on the stretchers so that they must rest upon their edges, but the diagram is drawn with them flat upon each side so as better to show the proportions of each.

Fit the top-piece over the runners and nail it in place, and you have a good serviceable sled that only needs a visit to the blacksmith's shop to make it a better one than you usually find for sale at the toy stores.

At the blacksmith shop have your sled shod with what is called half-round irons, and after a little work on the snow has put a polish on the iron you will find that it will earn the name of "Get-There" (Fig. 421).

The Double-Runner, or Bob Sled,

as it is frequently called, possesses many advantages over the long sleds formerly used west of the Alleghany Moun-

tains. The old-fashioned sleds were steered by the boy in front kicking with his heels on the frozen snow, or the boy at the stern by dragging one foot behind as a rudder. This answers very well for a sled of the dimensions of the "Get-There," but when the sled is seven, eight, or ten feet long, and loaded underneath with pig iron to give it weight, the boy in front who steers has a difficult and exceedingly dangerous task, especially if the hill is steep and icy; and it is next to impossible to steer such a craft from the stern by dragging one foot behind.

The double-runner is much lighter and very much easier to steer on account of the front sled being arranged so that it can be moved independently of the rear sled, for a turn to the right or the left causes the "bob" to take the direction indicated by the front runners; but double-runners steered with a wheel, lever, or yoke in front are very dangerous, as the steersman, in case of an accident, is thrown against the steering apparatus, usually with serious results.

The safety double-runner does away with this danger by having a bridle with which it is steered. It also does away with the danger of collision by having an automatic brake that will stop it, in times of danger, within the distance of its own length. These are qualities which will be appreciated by all who "slide down hill," as we called it when I was a lad, or who are fond of coasting, as our school-readers called it then, and as everyone calls it now.

How to Build a Safety Double-Runner.

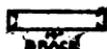
Make four good runners after the manner described for the "Get-There," but make these runners not over six inches high, thirty inches on the top edge, and with more rake to the bow and stern (Fig. 422). Next make eight braces, each fourteen inches long, one inch thick, and two

and one half inches broad, and mortise the ends as shown by the dotted lines in Fig. 423. At a point three inches



FIGS.

422,



423.



424.



425.

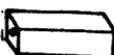


426,



427,

428.



429.



430.

431.

from the rear top end of the runner, measure off on the top edge three inches, then two and one half inches, and mark the points. Eight inches in front of the last point make another mark and measure two and one half inches again, and mark it. Now set the runner upon its bottom edge and fit your braces on the two-and-one-half-inches marks, and with a pencil trace upon the top edge of the runner the outlines of the mortise.

Saw out the lines so that

FIG. 432.

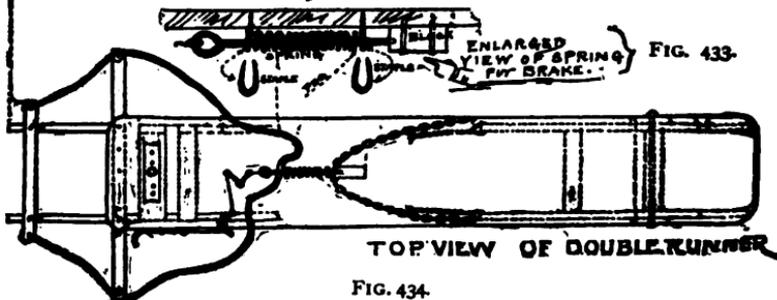


FIG. 433.

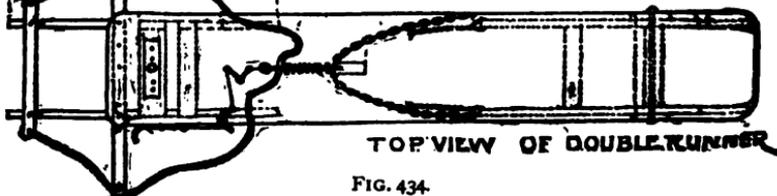


FIG. 434.

Working Plans for the Construction of Safety Double-Runner.

the braces will fit neatly in the notches, as shown in Fig. 424. The braces should be of good ash wood, free from knots, and must be fastened to the runners with good long screws, the holes for the latter being carefully bored with a gimlet.

For a top-board cut out a piece of board one inch thick, fourteen inches wide, and thirteen inches from front to rear. Fasten the top-board securely to the runners over the braces with screws (Fig. 425).

Find the centre of the top-board by ruling a line from each corner, as shown by the dotted line in the top view, Fig. 425. The centre of the top-board and the spot in which to bore a hole for the

King-pin

is placed where the diagonal lines cross each other. The king-pin is of iron, with a rounded head and with threads on the other end to hold a nut in place. Fig. 428 shows the pin and the nut proportional to the size of the sled, the diagram, Fig. 429, shows an enlarged view of the king-pin.

The Reach-Board

is the long board that forms the top for the double-runner. Each sled has a top-board of its own, but the board that joins the two sleds and upon which the passengers sit we will call a reach-board. This should be free from knots, of strong elastic wood, sixteen inches wide, an inch thick, and as long as you may desire the "bob" to be. In the one we are describing it is eight feet long.

It is evident that if we fasten the reach-board to the top of the two sleds with nails it will be as difficult to steer as the big sleds we spoke of at the beginning of this description; and if we fasten it directly to the top of the first sled by the king-pin the friction in turning will be too great. To obvi-

ate this, make, of oak, a bench-block, fourteen inches long by four inches wide by one inch thick, and, finding the centre by the intersection of the two diagonal lines, as you did with the top-board, make a hole for the king-pin (Fig. 426). Place the bench on top of the sled exactly in the centre of the top-board and see that the two king-pin holes fit exactly one above the other, and that the ends of the bench are even and flush with the sides of the sled. Then securely fasten it in place with good long screws or bolts. Make a second block, now, of good oak, about nine inches long by three inches broad by two and one-half inches thick, bore a hole for the king-pin through the centre of it and trim it down to the form shown by Fig. 427. This is the reach-board block, and must be securely fastened to the reach-board by bolts. Fig. 432 shows the elevation, that is, side view of king-pin, bench, and block all in place. Fig. 434 shows a top view. Of course the reach-board, from this point of view, will hide all underneath it, but in this case we must pretend that the X rays have been turned on and the dotted lines show the skeleton underneath.

Now for

The Back Sled,

which, of course, it is supposed, was put together at the same time as the front one, and is an exact duplicate of it.

We need for the back sled a bench-block fourteen inches long, four inches wide, and three inches thick. Lengthwise through the centre, from end to end, bore a hole for the stern-pin (Fig. 430). After this is done make two side-blocks, one inch thick and a little broader than the bench-block (Fig. 431). Bolt the bench-block to the rear of the back sled and fit the reach-board on for trial. Mark the spot where the side-blocks are to go and bolt them securely in place. On the rear sled, in the side view, the bench- and

side-blocks are shown in place. The dotted lines show the bench-block behind the side-blocks. The stern-pin is similar to the king-pin but runs crosswise in place of perpendicularly. It is also fastened with a nut and washer at one end, while the rounded head holds it at the other end.

If the rear sled is allowed to have too much freedom it will wrench itself loose at the first obstacle it strikes. To prevent this attach a small chain or strong cord to each runner and to the bottom side of the reach-board, as may be seen by a glance at the elevation and plan of back sled (Fig. 432). The cord is shown by dotted lines on the plan or top view (Fig. 434).

The Automatic Brake.

From a nasty glance at the plan and elevation this may appear to be rather intricate and difficult to understand; but with the exercise of a little patience you will see that it is very simple. There is a block against which a pin is kept by a spiral spring. A peg through the pin near the after end keeps the spring in place, and a staple, screw eye, or ring, behind the peg protects it and supports the brake-pin. A similar ring supports the forward end of the pin and keeps the spring confined between the two. There is a small indentation in the block to receive the end of the pin (Fig. 433). Any boy can see that a chain looped over the end of the pin, after the manner of the one shown in the two views (Figs. 432 and 434), will drop to the ground when the pin is pulled forward, and when it falls to the ground it will be directly in front of the rear runners. The latter cannot go far with a bunch of chain under each runner, and the whole thing will stop even when the headway is something extraordinary. To loosen the brake the boy in front simply puts his foot against the end of an iron rod that has one end bent over

to receive the foot. A push on this pulls the picture wire-cord that runs from it to the end of the brake-pin. To bring the brake within reach of the steersman's foot two of those brass bell-cranks that all bell-hangers use when they have to turn a corner with their bell-wire, are necessary. These cranks are fastened at their middle to the bottom of the reach-board, while the wire picture-cord connects them with the brake-pin and the bolt at the side of the reach-board. The bolt is made exactly on the principles of a bolt for a door, but one end of this bolt has a hole through it to hold the wire, and the other end is bent into a crook as a rest for the foot.

Safety Reins.

A foot-rest for the bow man is made of ash, and extends at least ten inches upon each side of the reach-board, to the bottom of which it is securely fastened. In each end of this foot-rest there is a pulley-wheel, as shown by the dotted lines. Across the top of the front runners a brace is securely fastened to which the bridle is attached. The bridle runs through the blocks or pulleys at the end of the foot-rest.

With the bridle in his hands and the automatic brake ready for instant operation, the steersman may coast down what are considered dangerous hills, and feel that there is no great peril. Should an obstacle, such as a wagon, a horse-car, trolley, or steam-car, suddenly appear, one push of his foot drops a loop of chain in front of the rear runners and his safety double-runner will stop almost within its own length. If too sudden a stop unseats the steersman, he simply slides off, for there is no dangerous wheel, yoke, or helm in front for him to be thrown against.

It is not to be supposed that the reader is to make all the iron-work for the safety double-runner. This the

blacksmith can do, and if the expense is greater than one boy feels disposed to stand, remember that this sled is built to accommodate a number of boys, and a club can be formed which will make the expense very light. Your brake-chain should have large links, but not necessarily very heavy ones. It must be fastened with a ring-bolt at each end to the bottom of the reach-board. The runners of the sleds should be shod with half-round irons, and everything made with the idea of strength in view. Use bolts in place of screws wherever it is practicable. The sled will not be found expensive, and if well built, it will last long enough to be used by two or three generations of boys.

Load your double-runner with a crowd of jolly fellows and start down the hill. May you enjoy the ride with that keen pleasure which only youth and health can feel. The longest hill has its foot, and the faster you coast the sooner it will be reached.

We have gone through four seasons of fun together, and although we have not seen each other, we have worked together over kites, boats, and sleds, and now, as we coast on our new bob-sled, it is with feelings of regret that I find we have at length reached the bottom of the hill and

THE END OF THE BOOK.

INDEX

A

Aërial fish and dragons, 90
American Game of Three, the, 299
Angle-worms, 115; the work they do, 116; how to collect, 117; varieties of, 118; how to keep them healthy, 118; how to bring them out of their holes, 119
Aparejo, the, 384
Aquatic sports, 151-155; boating-clothes, 151; how to make a bathing-suit, 152; sunburn, 152; clothes for canoeing, 154; stick to your boat, 154; life-preservers, 155

B

Bait, live and dead, 115-144; angle-worms, 115; the work angle-worms do, 116; how to collect angle-worms, 117; varieties of angle-worms, 118; how to keep angle-worms healthy, 118; how to bring worms out of their holes, 119; hell-gramites, bogerts, hojacks, dobsons, or clippers, 120-123; white grub-worms, 123; gentles, or young blue-

bottle flies, 124; trout bait, 125; katydids, 125; black crickets, 125; grasshoppers, 126, 127; lampreys, 127; habits of lampreys, 128; how to catch lampreys, 129; how to keep lampreys, 130; frogs, 130; how to bait a live frog, 131; how to catch frogs, 131; red flannel frog-bait, 133; how to keep frogs, 133; live minnows, 134; how to catch minnows, 135, 136; how to construct a minnow bucket, 135; how to keep minnows alive, 136; crawfish, 137; miscellaneous bait, 137, 143-144; looking-glass bait, 137-139; bottom bait, 139; dead bait, 140; how to pick up a live eel, 140; how to skin an eel, 140; eel-tail bait, 140; how to keep eels for bait, 142; skittering, 142
Ball, games of: Town-ball, 336; One or Two Old Cat, striking out, or feeder, 341; House-ball, 341; Hand Up, 342; Ballie Callie, 343; Crack-about, 344; Over the Barn, House Over, or Haley Over, 344; Stool-ball, 345; Corner-ball, 345; Black Baby, 346; Rolly Poly, 348; Hat-ball, 349; see also Foot-ball

- Ballie Callie, 343
- Ballista, the Boys' Baby, how to make, 391-395; the shells, 394
- Bathing-suit, how to make, 152
- Bees: honey-bee messengers, 234-237; the box of bees, 234; how to make and write the message, 235, 236; how to handle the bees, 236; how to make your key, 237; how to avoid bee stings, 237; a bee's stinger, 238
- Bicycling, 365-373; baggage and how to carry it, 365; a photographic outfit, 366; a naturalist's outfit, 367; as to punctures, 369; how to rig a jury handle-bar, 369; a rope tire, 370; cleaning and repairing rack, 371; a bicycle stand, 372; a night parade, 373
- Black Baby, 346
- Black Man, 286
- Black Tom, 285
- Blow-guns, 395-401; to make a target, 398; blow-gun parachute, 400
- Boats and boating, 156-221; nautical terms defined, 156-164, 165-169, 171, 174; red and green lights, 157; how to steer a boat, 163; how to sail a boat, 164-166; to sail close-hauled, 166; what to do in a thunder-storm, 171; to reef without lowering sail, 172; to reef or square knot, 173; to shake out a reef, 173; lights for canoe, 174; some "do nots," 174; rigs of all kinds for small boats, 176-186; the cat, 176; the sloop, 178; racing sloops, 178, jib and mainsail, 178; schooner rig, 178; the balance lug, 179; the standing lug, 180; leg-of-mutton sail, 180; the buckeye, 180; sliding gunter, 183; sharpies, 183; the sprit leg-of-mutton sail, 184; the dandy jigger, or mizzen rig, 184; the lateen rig, 185; the ship, 186; a "rough-and-ready" boat, how to build and rig it, 187-196; how to make and reef the sail, 195, 196; rafts that will sail, 197-212; how to make a Man-Friday raft, 198; the sail, 201; the keelrig, 202; a home-made catamaran, 203-210; single shells, 213-216; checks or cracks, 213; cause of upsets, 214; delights of a shell, 214; how to stand up in, land from, and embark in a shell, 215, 216; the umbrella canoe, 216-221
- Bogerts, 122
- Bowlder On; or, Duck on a Rock, 327
- Bowls, 329
- Bull in the ring, 301
- Buoys, keeled, towed by kites, 51

C

- Cabinet, how to make a, 229
- Camping out, 377-390; how to make a fire in the rain, 377; building a fire without matches, 378; selecting a camping-place, 379; a birch-bark torch, 381; a sleeping bag, 384; the famous diamond hitch, 384; the aparejo, 384; how to make a cinch, 388; cooking utensils, 390; food, 390
- Canoeing, 154; lights for canoe, 174;

- Ozias Dodge's umbrella canoe, 216-221
- Cat; see Tip Cat. One or Two Old Cat; see Ball
- Catamaran; see Boats and Boating, or Rafts
- Caterpillars, 222, 224
- Choosing the master, 324
- Choosing up and "It," 245-251; "which hand is it in?" 245; "Pick'er up, Wipe'er off, and Stone holder," 246; "Last one over is It," 246; short straw, 247; "Handy, Dandy, Riderly, Ro," 248; "Whole fist or four fingers," 248; "Odd or even," 249; "Heads or Tails," 250; "Wet or Dry," 250
- Cinch, how to make the, 388
- Collectors, hints for, 222-233; practical value of study of insects, 223; popular classification, 223, 224; life of caterpillars, 224; differences in insects, 226; preserving specimens, 226-229; how to make a cabinet, 229
- College cries; see Cries
- Corner-ball, 345
- Counting out rhymes, 252-263
- Cow-boys, or cattle rustling, 292
- Crackabout, 344
- Crawfish, 137; how to keep alive, 137
- Crickets, black, 125
- Cries of various kinds, 407-418; "Hello," 408; "Tally-ho," 408; war-cry of wild tribes, 409; the Rebel yell, 409; "Coo-ee," 410; "Yaqui," 410; small boys' call, 411; "Whoo-ah!" 411; "Mee-ma Red Eye," 411; "Oh," 412; "Lil." "Track," "Way!" 412; "K-e-e yoy! Hoo! Hoo!" 412; College cries: Princeton, 413; Yale, 413; Harvard, 413; Cornell, 413; Williams, 414; Trinity, 414; Wesleyan, 414; Brown, 414; Colorado, 414; Leland Stanford, Jr., 414; Dartmouth, 414; Union, 415; University of Illinois, 415; Hanover, 415; Westminster, 415; Cornell of Iowa, 416; Amherst, 416; Boston University, 416; Cumberland University, 416; Rutgers, 417; Rochester University, 417; University of Washington, 417; Hobart, 417; Syracuse University, 417; University of Pennsylvania, 417

D

- Den of Wild Beasts, 288
- Diamond hitch, the, 384
- Dick's Hat-band, 317
- Dixie's Land, or Yank and Johnny Reb, 289

E

- Eels, how to pick up alive, 140; how to skin, 140; eel-tail bait, 140; how to keep eels for bait, 142

F

- Fire, building in the rain, 377; building without matches, 378
- Fishing, common-sense precautions in, 145-148; nature as a teacher,

- 146 ; why and how fish are easily frightened, 145 ; effect of fisherman being seen, 147 ; trolling with a spoon, 148 ; a word about fly-fishing, 148
- Fish stunning, 471-474
- Foot-an'-half, 311
- Foot-ball, 428-441 ; antiquity of the game, 428 ; points of the game, 430 ; the ball, 431 ; the field, 431 ; the teams, 432 ; the kicks, 433 ; in-touch, 433 ; a fair catch, 434 ; the heel-mark, 434 ; off side, 434 ; on side, 434 ; out of bounds, 435 ; place-kicking, 436 ; the formation, 437 ; the toss-up, 437 ; lining up, 437 ; the scrimmage, 439 ; a snap-back, 440
- Four fingers, 248
- Frogs as bait, 130 ; how to bait a live frog, 131 ; how to catch a frog, 131 ; red flannel frog-bait, 133 ; how to keep frogs, 133 ; how to preserve dead frogs or minnows, 143

G

- Gentles, or young blue-bottle flies, 124
- Golf, 442-448 ; antiquity of game, 442 ; the links, 444 ; the teeing-ground, 444 ; the holes, 445 ; the clubs, 445 ; the ball, 447 ; hazards, 447 ; a bunker, 447 ; expert players, 448
- Grasshoppers, 126 ; a grasshopper-box, 127

H

- Haley over, 344
- Hand up, 342
- "Handy, Dandy, Riderly, Ro," 248
- Hat-ball, 349
- "Heads or Tails," 250
- Hellgramites, 120, 121
- Hockey, 450
- Hojacks, 122
- Home, 279
- Hoops and wheels, 95-98 ; old and new fangled hoops, 95 ; how to trundle a wheel, 97 ; tin-can cover, 97
- Hop-Scotch, 354, 360 ; the Potsherd, 356
- House-ball, 341
- House over, 344
- Hunkety, 305

I

- Indian games, adapted for boys, 419-427 ; squaw, saddle-bags, or sky shinny, 419-422 ; mandan ring, 422-427 ; how to make a tchungkee, 423 ; leather barbs, 423
- I spy, 304-309 ; hunkety, 305 ; kick the wicket, 307

J

- Jack's alive, 320
- Jack and the candles, 323
- Jack-stones, 360-364

K

Katydids, 125
 Kick the wicket, 307
 King's X, 281
 Kites, 46-94; kite time, 46; kites for practical uses, 47; pulley and weight kite, 48; steering kites, 49; attached to a wagon or sled, 50, 51; keeled buoys towed by kites, 51, 52; kites for sails for small boats, 53; kites for swimming, 54; runaway kites, 55; belly-band, 55; a team of eight kites loose, 56; a runaway's experience, 56; kite tows a plank, 57; notes to Neptune, 57; messengers up the kite-string, 58; high fliers, 59; the Hargrave kite, 60-64; double and triple kite, 64; how to make compound kites, 64; triple Malay kite, 64; kite-string, 65; Malay kites, 67; how to make a tailless kite, 68; how to make a Woglom kite, 69; Holland kite, 69; Mr. Eddy's kite, 70, 71; seven kites in tandem, 71; how to make wing and wing, 72-74; tail and belly-bands, 74; a "dancing bear," 75; a tandem, 76; the best tandem arrangement, 77; tailless kites the best, 77, 78; "Cannibal kites," 79-85; a Chinese butterfly kite, 86; the McAdie-Hammon California barrel kite, 87-89; paper dragon or fish for kite-strings, 90; pennants, 92; comical figures, 92; a live man kite, 93

L

Lampreys, 128; habits of, 128; how to catch, 129; how to keep, 130
 Lariat, the, 401-406; how the rawhide lariat is made, 402; how to make a boy's lariat, 403; how to throw the rope, 404; the lariat on horseback, 405
 "Last one over is It," 246
 Leap-frog, 310-319; "giving a back," 311; foot-an'-half, 311; par, 314; Spanish fly, 314; torchlight, 314; "hats on deck," 315; "hats full of water," 315; hats in the water, 315; effect of bad names, 316; Dick's hat-band, 317
 Life-preservers, 155
 "Lil! Lil! over the Hill!" 294

M

Man-Friday; see Boats and Boating, or Rafts
 Marbles, 3-36; terms used in the game, 6, 7; the right spirit, 8; knuckle dabsters, 8, 9; a marble bag, 9; whom to play marbles with, 10; how marbles were first made, 11; marbles in America, 11, 12; made abroad nowadays, 12; local names of marbles, 12, 13; how marbles are made, 13; common marbles, 14; the alley, 15; the China and plaster, 15; the Bumbo and Peawee, 15; crystals, 15; the lucky taw, 16; cunny thumb or scrumpy knuckled, 16;

Southern and Arabian way of shooting, 17, 18; Fat, "Yank," and other games of marbles, 19; stand-up marbles, 21; "follerings," 22; the art of badying, 23; knucks, 24; the long ring, 25; Patterson, 26; gambling games, 26; the bull-ring, 27; sneaking or dribbling, 29; duck-in-a-hole, 29; king duck, 30; Meg-in-a-hole, 31; Meg-on-a-string, 32; what counts, 33; Injun, block, or square ring, 34
 Minnows, as bait, 134; how to catch, 135, 136; a minnow bucket, 135; how to keep minnows alive, 136; how to preserve dead minnows, 143
 Mumbly peg, 350-354
 Musk-rats, stunning, 470

N

Nautical terms and expressions defined, 156-163, 165-169, 171, 174
 Nine- and ten-pins, 328

O

"Odd or even," 249
 Old Bloody Tom, Black Tom, or "Pull Away," 285
 Over the barn, 344

P

Par, 314
 "Pick'er up, wipe'er off, and stone-holder," 246
 Potsherd, the, 356
 Potter, Humphrey, 4, 5
 Prisoner's Base, 287
 "Pull Away," 285

R

Rafts, for sailing, 197-212; a Man-Friday, 198; the deck, 198; the sail, 201; the keelig, 202; a homemade catamaran, 203-210; a Tom Thumb catamaran, 210-212; danger of false pride, 212
 Red Ogre, the, 297
 Rigs of all kinds for small boats; see Boats and Boating
 Rolly Poly, 348
 Rome and Carthage, 475

S

Saddle-bags, 419-422
 Sail, how to make and reef the, 195, 196; of a raft, 201
 Shells, single, 213-216; checks or cracks, 213; cause of upsets, 214; how to stand in, land from, and embark in, 215, 216
 Shiny, 449
 Short straw, 247
 Skating, 460-469; keep your hands out of your pockets, 461; when to begin, 461; little danger, 461; old wooden skate, 462; cutting a circle, 463; the backward circle, 464; skating backward, 465; the spread-eagle, 465; how to perform the feat, 465; the bull-frog, 466; spread-eagle circle, 467; grapevine garland, 467; outside edge, 467; air-holes, 468; "Follow the leader," or "I conquer," 468; the Tickly-Bender, or Running Tommie, 469; stunning musk-rats and fish, 470-474

Skittles, 329; bowls, 329; British, 329; in China and Persia, 330; Brick, 331; Fours, 331; Dutch Pins, 331
 Sky shinny, 419-422
 Sleds, 478-487; the "Get-there," 478-480; the runners, 480; the double-runner, or bob-sled, 480; a safety double-runner, 481-487
 Sleeping-bag, a, 384
 Snow-ball battle, 475; Rome and Carthage, 475
 Snow-tag, 476
 Spanish Fly, 314
 Spirit tortoise, and dead turtle, 321
 Squaw, 419-422
 Stilts, 102-114; how to make stilts, 102, 103; Tom's wooden legs, 102; hand stilts, 103; a short-lived triumph, 105; stilts of the Japs, 105; tattooed stilt-walkers of the Marquesas, 106; anti-gadabouts, 107; shepherds on stilts, 108; best for the boys, 110; trick stilt-walking, 110; skating on stilts, 111; ocuya, or giant dance, 112; new woman on stilts, 113; tomato-can stilts, 114; lath-stilts, 114
 Stool-ball, 345
 Stunning musk-rats and fish, 470-474
 Sucker, the, how to make, 99-101; leather suckers and live suckers, 99; how to use the sucker, 99; a live sucker, 101
 Sunburn, 152
 Swimming, 264 *et seq.*; how to make and use a wooden swimming master, 265-268; hints for the beginner, 268-271; kicking, 270; the breast-stroke, 271; the grapevine

cable, 272; the suspension bridge, 272; the chump's raft, 274; water bladder, 275; tub races, 276; springing boards, 277; back somersaults, 278

T

Tag, games of, 279 *et seq.*; Home, 279; King's X, 281; Last Tag, 283; Iron Tag, Wood Tag, Stone Tag, and Cross Tag, 283; Korungattam or Monkey Tag, 284; Old Bloody Tom, Black Tom, or "Pull Away," 285; "What are you Doing in My Vineyard?" or Black Man, 286; Prisoner's Base, 287; The Den of Wild Beasts, 288; Dixie's Land, or Yank and Johnny Reb, 289; Tommy Tiddler's Land, 292; Cowboys, or Cattle Rustling, 292; "Lil! Lil! over the Hill!" 294; Wolf and Sheep, 294; What time do you dine; or, the Brown-eared Wolf, 295; the Red Ogre, 297; American game of Three, 299; Bull in the ring, 301
 Terrapin hunting, 457
 Tip cat, 332-335; how the cat is made, 332; English cat, 333; country cat, 334; American cat, 334
 Tommy Tiddler's Land, 292
 Tops, 37-45; top time, 37; home-made tops, 38; plug in the ring, 40; get a good string, 40; splitting the bait top a great honor, 42; chip stone, 43; whip-tops, 44; how to spin the top, 45; fighting tops, 45; racing tops, 45

Town-ball, 336
 Turtle hunting, 455-459; hooking
 turtles, 456; terrapin hunting, 457

"Which hand is it in?" 245
 "Whole fist; or, four fingers," 248
 Wolf and Sheep, 294
 Worms; see Angle-worms, 123

W

Water, in the; see Swimming
 "Wet or dry," 250
 "What are you Doing in My Vine-
 yard?" or Black Man, 286
 What time do you dine; or, the
 brown-eared wolf, 295

Z

"Zoo," a, for the housetop or back-
 yard, 239-244; strange birds on
 city housetops, 239; materials for
 a "zoo," 241

9702

