

## THE GAMES AND AMUSEMENTS OF THE MONTH.

OCTOBER.



OCTOBER gives the signal for the recommencement of Football and Hockey, both good and invigorating games in their way, although both are to some extent dangerous unless the recognised rules are rigidly adhered to, and unless the players are careful never to lose their tempers during the heat and excitement of the contest. As far as Football is concerned, there can be no question that, *for very young people*, what is known as the "Association" game is the best, there being less rough play, and the risk of a serious accident being consequently smaller. In this game the ball may only be kicked, and must not be handled or carried, so that there is no "collaring," as in "Rugby" or "Rugby Union" Football, and there are no "scrimmages."

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In "Association" Football, as in other games, unselfishness is an essential characteristic of a really good player. *Brilliancy* generally means a selfish regard to one's own play, often to the detriment of one's club or team. The great aim of a good player should be to "dribble" the ball—that is, work it slowly along with the feet—as long as may be possible or advantageous, and then to "pass on" the ball to a friend, who may be in a better position to forward it towards the enemy's goal. *He* is a good player who knows how to combine the two arts of dribbling and passing on

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Hockey is a very good game for a cold day, whether played on the ice or on *terra firma*. One of the most important rules of the game is, however, too often forgotten: this is, that no player may raise his hockey-stick higher than his shoulder. The object of this rule is to prevent the dangerous consequences which might result from a blow in the face, caused by the forward or backward swing of such a heavy weapon as a hockey-stick. Carelessness in observing this very necessary regulation has led to a large number of serious accidents, and the rule should therefore be rigidly enforced by debarring offenders from joining in the game for the rest of the day's play.

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If any little folk are fortunate enough to possess a terrier that can follow by scent, there is no reason at all why they should not have a hunt, on

some of these autumn mornings when they wish to get warm. If there are two or three dogs and many hunters, you can have quite a "meet." First, let the hunters take fast hold of the dogs, and keep them in some enclosed spot, where they can neither see nor hear what is going on around. Let one player, called the runner, get a piece of meat or cheese, such as dogs like, and after showing them the choice morsel and letting them smell it, he must start off to run. He may vary his path as much as he pleases, and extend it to the distance of three hundred yards or more, if the dogs can follow well. It is advisable to stop at a corner sometimes, and "tramp scent," which consists in stamping about for a few moments in the same spot; this is a great guide to the dogs. Finally, let the runner select some snug corner in which to hide himself. The rest of the party let loose the dogs when they consider that the runner is properly hidden, and away they run, with their noses close to the ground, following the scent of the runner's footsteps, with the hunters after them, till they discover the hidden player, and are rewarded with the piece of meat or cheese, which they are sure to devour joyfully.

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In New Jersey and other parts of the United States a curious kind of game is played, in which the following rhyme is sung:—

"King Arthur was King William's son,  
And when the battle he had won,  
Upon his breast he wore a star,  
And it was called the sign of war."

Boys and girls may play at this simple game. A number of hats of different sizes, and belonging to both sexes, having been arranged in a row on the floor, the leader takes up the first hat and places it on his head. He then marches around, singing the above verse. He then picks up the next hat and puts it on the head of any one he pleases. The person selected stands behind him, and the two march off, singing as before. The game goes on until each player has been accommodated with a hat, when they all range themselves in line and sing together the rhyme already quoted. A good deal of fun may be had by taking care to make the hats fit their new wearers as badly as may be. A girl's hat on a boy's head, and *vice versa*, will, of course, produce shrieks of laughter

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Children play a game in the streets of New York that bears some likeness to the well-known English

game of "Trades." Each player selects some character which he or she undertakes to represent, and this having been arranged, a "round" is sung, in which the different parts are alluded to. The characters, however, need not be settled beforehand, but be introduced by the players as each sings his verse of the "round" to the following effect:—

"When I was a shoemaker,  
And a shoemaker was I,  
This way, and this way,  
And this way went I.

"When I was a gentleman,  
And a gentleman was I, &c.

"When I was a lady,  
And a lady was I, &c.

"When I was a chimney-sweep,  
And a chimney-sweep was I, &c."

And so on the rhyme goes until all the players have introduced the characters they are representing for the time being. As soon as the words "And this way went I" are sung, the singer goes through the actions proper to his part. Thus the "shoemaker" plies his trade; the "gentleman," with hat jauntingly perched on one side and swinging his cane, parades up and down; the "lady" gathers her skirts together and walks about proudly; the "sweep" makes a good job of imaginary chimneys, and so with other characters.

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A first-rate game for out-of-door amusement is that known in Georgia as "Frog-pond." All the children except one hop about in order to imitate frogs. The following verse is then sung, and at the word "kough" they all set up a croaking:—

"Come, neighbours, the moon is up—  
It's pleasant out here on the bank;  
Come, stick your heads out of the tank,  
And let us, before we sup,  
Go kough, kough, kough.  
And let us, before we sup,  
Go kough, kough, kough."

At this stage the remaining child, hitherto in hiding, comes upon the scene in the character of a duck. The song now goes on:—

'Hush, yonder is the waddling duck!  
He's coming; I don't mean to stay.  
We'd better by half hop our way,  
If we don't he will gobble us up,  
With a kough, kough, kough.  
If we don't he will gobble us up,  
With a kough, kough, kough."

Accordingly the frogs now hop off to their dens, the duck waddling after them. A captured frog then takes the duck's place. This is a merry game.

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Another lively game is styled "Witch in the Jar." One child having been chosen to play the witch,

the rest select trees or other objects for their goals. The witch then draws on the ground with a stick as many circles (styled "jars") as there are players. This having been done, the rest leave their homes and are chased by the witch. Should one be caught he or she is placed in a "jar" until he is freed by a player running to the den and touching him, the rescuer, of course, risking capture. Having been freed, the quondam prisoner is safe till he has reached his goal and again ventured out. When all have been captured a new witch is appointed.

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A very amusing game for both boys and girls we invented some years ago, and have often played it with success, particularly in the dark autumn evenings when the weather is fine. We used to call it, amongst ourselves, "Will o' the Wisp," and as we derived great amusement from it we will give a few plain directions concerning the mode of playing it. The necessary implements are dark lanterns. Every player must have a lantern with a candle firmly fixed in it, and ready for action. One lantern should have a red, or green, or violet shade, the others should all be white lights. Will o' the Wisp consists in one boy or girl taking the red or violet-coloured lamp, and hiding in the brushwood or behind a tree in the private grounds or on the common, where the game may be played. When he has got a certain distance he displays his light, and by waving it he attracts the attention of the rest of the party, who at once start in pursuit. Will o' the Wisp, when he perceives the others in motion, which he can at once do, because the white lights will move about, closes his light, and moves quietly away to another place, where he again displays his gleam and guides his pursuers. So the game may be continued until Will o' the Wisp is captured, or till he is tired.

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This game will afford exercise, and great fun will result in the playing of it. We should advise young readers not to attempt it in marshy ground, or in places where any accident is likely to occur. But a good common, or a gentleman's park, where the ground is safe, and falls not dangerous, should be selected. Our experience of Will o' the Wisp has been a very pleasant one. It is a kind of hide-and-seek with all the excitement of dusk and lantern-light to enhance the enjoyment. There is absolutely no danger if a candle lantern (not an oil lamp) be used. The light may be extinguished if a lad should fall; but even if it go out, he cannot miss his friends, for they all carry lights. Sometimes the seekers may veil their lamps and steal upon Will o' the Wisp; but they must follow his "light and leading," as far as possible.