

HOMEMADE GAMES

HOW TO MAKE AND PLAY



TEXAS AGRICULTURAL EXTENSION SERVICE
J. E. HUTCHISON, DIRECTOR, COLLEGE STATION, TEXAS

630

CONTENTS

General Directions	3
Play Equipment for the Very Young	3
Individual Games	8
Group Games	11
References	20

ACKNOWLEDGMENT

Appreciation is expressed to the following persons for valuable assistance in the preparation of this publication:

W. S. ALLEN, Agricultural
Engineer, Agricultural Extension Service,
Texas A. & M. College

W. M. BYRD, Custom Built Furniture, Bryan, Texas

R. N. CRAIG, Agricultural Engineering Department,
Texas A. & M. College

C. E. TISHLER, Head, Physical Education Department,
Texas A. & M. College

HOMEMADE GAMES... how to make and play

LUCILLE H. MOORE

Extension Specialist in Recreation

ELOISE T. JOHNSON

Extension Specialist in Family Life Education

TEXAS A. & M. COLLEGE SYSTEM

YOU AND YOUR FAMILY will be happier, healthier and more relaxed if you learn to play together in your own home or back yard.

This bulletin includes games and equipment that have proved interesting to children and adults in family and community recreation training schools. Merely being an observer of recreation usually results in boredom, tension and fatigue. People are learning that active participation in recreation brings pleasure, satisfaction and relaxation.

Making equipment for games serves two purposes. It offers an opportunity for an individual, family, or a community group to have the satisfaction of creating something; and it enables them to have games and play equipment which will add to their enjoyment for much less money.

The classification of homemade games in this bulletin may help in planning for the recreational and developmental needs of all age groups—from the very young through the later years. These games provide for quiet and active play, for individual and group participation and for indoor and outdoor activity.

The rules which accompany these games are not binding. They should be modified to suit the group, time and space. Use your originality and make up games.

GENERAL DIRECTIONS

1. Be economical in choosing materials. Use scrap wood, salvaged wood or old crates or boxes when possible.

Select seasoned lumber with as few knots as possible if you buy it from a lumberyard. Soft wood—pine, gum or fir—is easier to work with than hardwood, such as oak and maple.

2. Be sure of measurements before cutting or sawing.

Stock sizes of lumber always "run short." A piece of 1" × 6" lumber will actually be only $\frac{3}{4}$ -inches thick and $5\frac{3}{4}$ -inches wide.

3. Strive for accuracy in marking, cutting and sawing, boring, nailing, gluing, planing and sanding.
4. Finish the wood surfaces for longer wear and to preserve the natural look by shellacking, sealing with floor seal, varnishing or waxing.

If painting is preferred, use good paint or enamel. It wears better and is safer than cheap paint.

Use nonpoisonous paints for children's toys. Porch enamel, deck paint or commercial floor seal is good for outdoor play equipment. Add a coat of varnish over the paint or enamel for greater protection. Shellac and varnish over the surface if you use oil stains.

5. Keep games in good condition for safety, appearance and longer use. Keep equipment stored when not in use.

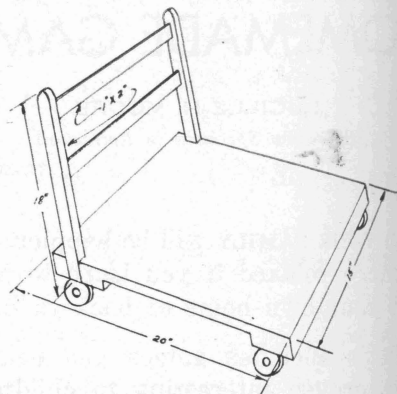
Check regularly for rough splintery edges. Sand and refinish if necessary. Check equipment (such as swings) for wear and replace worn parts when necessary.

PLAY EQUIPMENT FOR THE VERY YOUNG

The equipment and play materials described in this section provide for the essential growth needs of the small child. Some of the equipment was chosen because it stimulates active physical play, running, climbing, swinging, pushing and pulling. Some promote the development of large and small muscles. Other play materials included encourage creative imaginative play. They also provide opportunities for group play which teaches children to share and to get along with others.



PUSH WAGON



A push wagon is a good toy for the toddler and for the older child as it helps to develop arms, trunk and leg muscles.

Materials:

- 1 board 20" × 15" × 1" reinforced
- 2 boards 18" × 2" × 1" for uprights**
- 2 boards 15" × 2" × 1" for crosspieces
- 4 castors

How to Make:

Attach castors to flat board at corners.

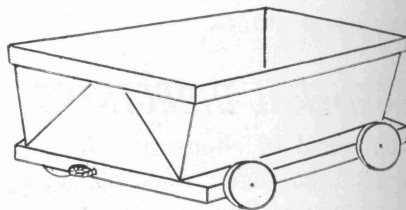
Attach the two 18-inch uprights to the flat board.

Nail crosspieces as shown for the back and handle.

Sand all edges and the surface.

Finish with varnish or paint.

TIN PAN CARS



Materials:

Baking tin

Flat board slightly larger than tin

4 wheels—used wheels or spools made from narrow 2-inch dowel.

CHILD'S ROCKER

This chair* was designed for safety and is inexpensive and easy to make. It is strong and sturdy, all edges are rounded and it can not be tipped over in rocking.

Materials:

1 piece wood 6' × 12" × 1"

14 No. 10" × 1½" R H wood screws

How to Make:

Directions for making this child's rocker, Blueprint No. 437, may be ordered from the Agricultural Information Office, College Station, Texas.

PULL WAGON

Materials:

Cigar box

Paper or plastic to cover

48-inch heavy cord or small rope

Wooden clothespins

How to Make:

Paint or cover cigar box with paper or plastic. Bore two holes in one end of box and attach cord with knot large enough to hold securely. Finish wooden clothespins with shellac or floor seal.

The wagon and clothespins stimulate imaginative play and provide for the development of small muscles.

*Designed by R. N. Craig, Assistant Professor of the Agricultural Engineering Department of the Texas A. & M. College System.

**A curved iron pipe handle may be used instead of the wood.

Hook and screw eye—for hitching cars together (as shown in diagram, page 4)

Screw eye

Cord for pull

How to Make:

Attach baking tin to board at each of the 4 corners.

Attach used wheels or spools as shown in drawing.

Attach screw eye to one end for cord.

Two or three of the cars may be hitched together with screen screw eye and hook.

SPOOL DOLL

Materials:

1 large spool

9 small spools (or 12 for larger doll)

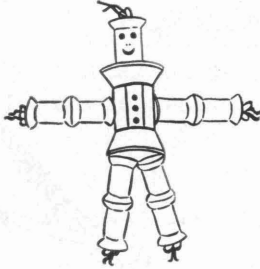
2 small bells, buttons, beads or small darning thread spools (for ends of spools used for arms)

2 buttons

2 metal button molds or

2 metal furniture glides (for ends of spools used for legs)

36 inches strong cotton cord or elastic cord



How to Make:

Wash and dry spools thoroughly.

Coat with shellac, varnish, linseed varnish seal or paint with bright-colored paint (nonpoisonous).

Bore a hole through the center of the large spool. Knot the cord and put through button, bell or bead; then string two spools on cord and run through large spool.

String two more on other side on the same cord for the two arms. Put small bell, a large bead, button or a circle of leather next to end spool and knot the cord.

Fasten button, metal button molds or metal furniture glides on the end of the strings for bottom of spools. Run cords through the spools for the legs and then run both cords through the large spool and up through a small spool for

the head. Knot the cord two or three times at the top of the head. Tie both ends together in a strong knot. This makes a good loop handle for the doll.

Draw eyes, nose and mouth on top spool with India ink, pencil or paint.

Shellac or varnish over ink or pencil.

Note: This spool doll may be made larger by using one very large spool for the body and three or more spools for each leg.

SPOOL WAGON

Materials:

4 large spools

Long nails or long screws

Narrow strips of wood

48 inches strong cord

How to Make:

Cut two strips of wood 2 inches longer than length of the spools placed parallel with enough space between to allow easy rolling.

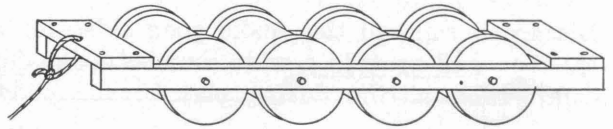
Cut two strips of wood 1 inch wider than the width of the spools.

Nail strips together to make frames.

Hammer large nails through the strip of wood and through the spool center holes into the other strip.

Nail the two crosspieces at front and back of wagon.

Bore hole in front crosspiece and put heavy cord through to make a pull for the wagon.



SANDBOXES

Sand play provides creative fun for young children. It can be enjoyed over a long period. The very young child enjoys feeling sand, lifting it and pouring it from one container to another. The older one begins making things of sand—"playing like" the sand is flour, or meal and cooking with it—or that it is seed and he's planting—or gravel and he's loading

it. As the child grows and develops, his use of sand changes but he enjoys it long enough to justify getting clean sand and putting it inside a box or frame where it won't wash away or be scattered.

Materials:

(All lumber surfaced on four sides)

Sides: 2 pieces lumber, 2" × 10" × 6'

Ends: 2 pieces lumber, 2" × 10" × 4'

Shelves or

Ledges: 2 pieces lumber, 2" × 8" × 4¼'

Nails: 1 pound 16-penny common

Sand: 1 wagonload (to fill the box to a depth of 8 inches. Approximately ½ cubic yard or 16 cubic feet of sand will be needed.)

How to Make:

Nail the side boards to the ends. Center the boards for the shelves or ledges on the end boards and nail them firmly to both end and side boards, so that they are half inside and half outside the box and will not need to be braced. This makes a comfortable place for children to sit. Cut off the sharp corners of the shelves or ledges. Brace the corners of the box with iron or wood. A heavy galvanized mesh wire makes an excellent bottom in the sandbox. This keeps children from digging into the soil underneath and mixing it with the sand.

Inexpensive frames may be made of discarded packing boxes. Large plate-glass shipping boxes, 4' × 6' are good for sandboxes. Remove all nails and smooth the rough planks before filling with sand.

Discarded railroad ties make good sides for a sandbox and provide a wide rounded ledge for comfortable sitting during play.

A large tractor tire also makes a usable sand container. The soft rim makes a comfortable seat.

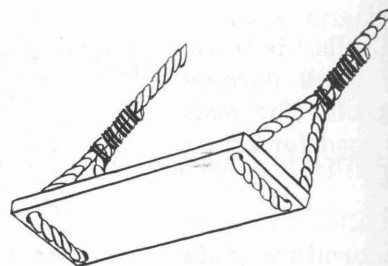
The sandbox should have a cover to protect the sand from stray cats and dogs. Canvas weighted at the corners with stones may be used, or wallboard nailed on two strips of wood may be placed over the sandbox at night.

Another type cover is a light wooden frame covered with 1-inch galvanized mesh wire,

which permits the sun and air to reach the sand. However, a permanent cover, hinged to the box, keeps the sand dry in wet weather. It may be made of waterproof canvas or other fabric stretched and nailed to a frame of wood, or of wallboard and wood. Both wood and wallboard should be painted with waterproof paint. The sandbox should be placed where it will get the direct sun at some time during the day but where there is shade also. The sun helps to keep the sand clean. The shade adds to its comfort as a play spot. A tree, a shelter of vines or canvas or a beach umbrella may be used for shade.

A sandbox may keep a child playing happily in the sunshine if he has simple things such as spoons, muffin tins, pails, pans, a flour sifter and a wagon. Keep the sand moist.

SWINGS



Swinging appeals to children of all ages. If there are trees in the yard a rope swing may be used. If not, use an upright frame which may include a chain swing, trapeze rings and climbing rope or ladder. This upright frame should be sturdy and stable if children are to feel free and comfortable when using it. The swing seat should be low enough for the child to touch the ground with his whole foot.

Materials:

1 board 8" × 24" × 1¼" (maple or birch)

Sponge rubber weather stripping or soft rubber tubing

Rope (waterproof) ¾-inch in diameter—length as needed for frame to be used

Tree, metal or wood frame to hang the swing

How to Make:

Round off the edges and sharp corners of the seat board. Drill a hole in each corner of the board. Cut the rope into two equal lengths.

Put an end of each rope through the two holes in the end of the board. Fasten this end to the rope, wrapping tightly with heavy twine. The end may be knotted and spliced into the rope.

Sandpaper and weather-proof the swing seat with linseed oil and a waterproof paint, varnish or floor seal.

Tack sponge rubber weather stripping or soft rubber hose around the edge of the seat for greater comfort and safety in swinging.*

Note: For the small child a swing can be made of an automobile tire. Remove the inner tube and valve from the casing and tie heavy rope around it. Hang from a tree or frame at a comfortable distance from the ground.

Climbing Rope:

A climbing rope is a heavy single rope tied securely to a tree or frame. Tie a large knot in the end and other knots at intervals of 9 to 14 inches. This is good for developing large muscles.

BROOMSTICK HORSE

- Materials:**
 1 piece plywood $\frac{3}{8}$ " \times $8\frac{1}{2}$ " \times 10" (head)
 1 piece plywood $\frac{3}{8}$ " \times $6\frac{1}{4}$ " \times 7" (reinforcement plate)

*Designed by R. N. Craig.

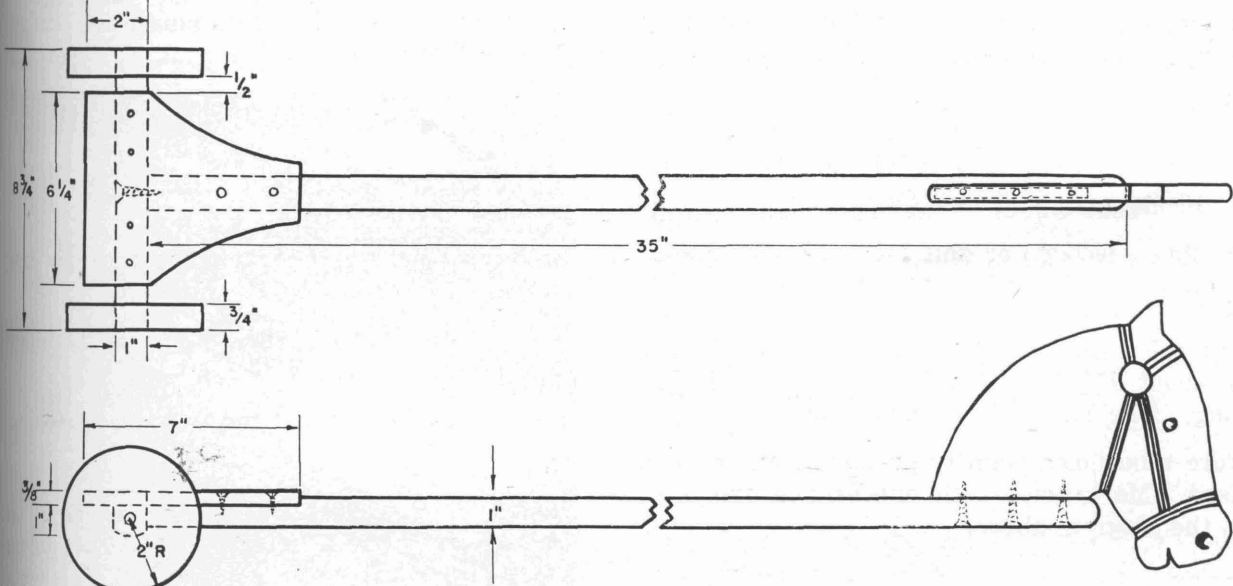
- 1 piece wood $\frac{3}{4}$ " \times $4\frac{1}{2}$ " \times $8\frac{1}{2}$ " (axle)
- 1 piece wood $\frac{3}{4}$ " \times $4\frac{1}{2}$ " \times $8\frac{1}{2}$ " (4-inch diameter wheels)
- Broomstick
- Screws
- Washers

How to Make:

Pattern for this broomstick horse, Blueprint No. 438, may be ordered from the Agricultural Information Office, College Station, Texas.

Trace the pattern of the head on the $8\frac{1}{2}$ " \times 10" piece of plywood. Cut to shape with a coping saw. Smooth the edges with a cabinet file and sand edges and surfaces with fine sandpaper. Saw the broomstick to desired length. Make a saw cut $\frac{5}{16}$ -inches deep 5 inches from the sawed end. Remove the sawed material with a chisel or rip saw. Drill a hole in the center of the axle. Screw the axle to the end of the broomstick so that the top of axle is flush with the square surface of the end of the broomstick. Screw the reinforcement plate to the axle and broomstick. The plate should fit snugly against the saw cut.

With a compass, draw two circles of 2-inch radius on the plywood for the wheels. Cut to shape with a coping saw. Smooth the edges with a cabinet file and sandpaper. Drill holes in the wheels, and fasten them to the axle. Place a small washer between the wheel and



axle. Be sure the hole through the wheel is large enough for it to turn easily. With a block plane, or other type plane, make a short cut on the head end of the broomstick. Make sure this surface is on the same level as the reinforcement plate. Otherwise, the head will not be straight. Fasten the head to the broomstick. The planed surface of the broomstick serves as the bearing surface.

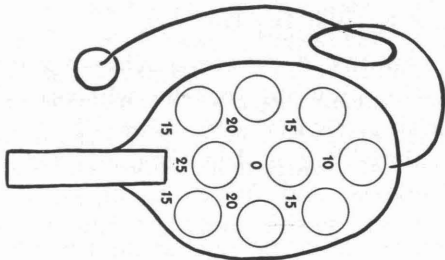
Sand all surfaces and edges, leaving no sharp edges nor corners. Apply two coats of varnish, floor seal or paint.

INDIVIDUAL GAMES

The games described in this section encourage individual activities which help develop better muscular coordination and skill. They also improve the ability to concentrate and to reason.

Some of the games are recommended especially for the blind or for those whose muscular controls have been affected by disease or injury.

BONUM BOARD*



A combination paddle on which two games may be played—bonum board and scoop golf.

Materials:

1 piece 8" × 14" of 1/4-inch plywood

24 inches of string

1 rubber, wooden or golf ball

How to Make:

Cut the paddle as shown in diagram. Paddle is about 7½ inches wide and about 8 inches long. The handle is 6 inches long.

Bore nine holes slightly smaller than the ball used. Mark holes with numbers as indicated in the diagram above.

Fasten the ball to string. Tie the other end of the string to the top of the paddle.

How to Play:

Toss the ball into the air and catch it in one of the holes.

Two games may be played—bonum board and scoop golf.

A-Side — The holes have a value of 5 to 25.

Decide on the number of tries for each player.

Add total points. High score wins.

SCOOP GOLF

B-Side — The holes are numbered 1 through 9 around the board.

The holes are made in the same order keeping the score for each hole.

Add total points. Low score wins.

RING THE NOSE

Materials:

1 board 6" × 18" of 1/4-inch plywood

24 inches of string

1 rubber jar ring

How to Make:

Cut face with long nose with handle 10 inches long. (Similar to illustration.) Bore hole in chin. Fasten string to chin and jar ring.

How to Play:

Swing the ring into the air and try to ring the nose.

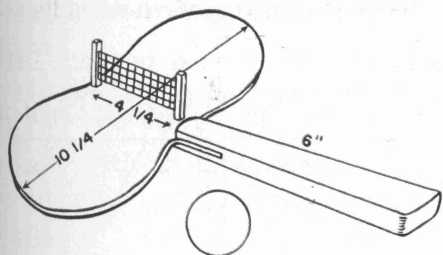
Agree on the number of tries.

High score wins.



*Taken from "World Wide Games."

PIC-E-U-NEE PING PONG*



Materials:

A paddle of plywood or thin lumber shaped as shown in diagram

Two 2-inch lengths of 1/2-inch dowel or finishing nails

Small piece of thin cloth for net

Ping pong ball

How to Play:

See how many times the ball can be bounced back and forth across the miniature net on the "Siamese twin" paddle.

HINDU PYRAMID*

Materials:

1 board 4" × 12" white pine

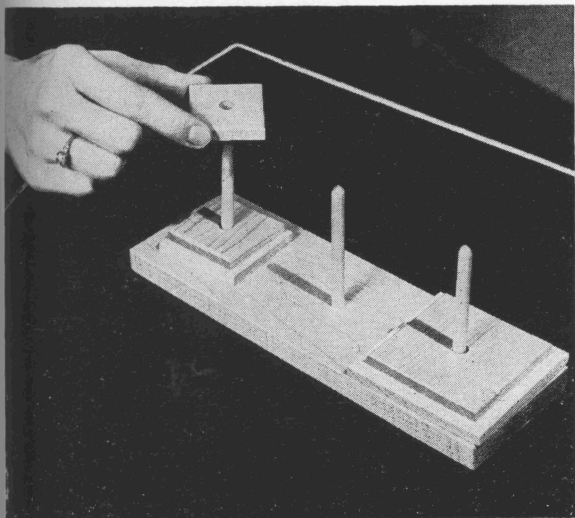
1 board 3" × 10" plywood or thin lumber

12 inches of 1/4-inch dowel (for wooden pins) or finishing nails

How to Make:

On 4" × 12" board, place one dowel in the center and the others about 4 inches on either side.

*Taken from "World Wide Games."



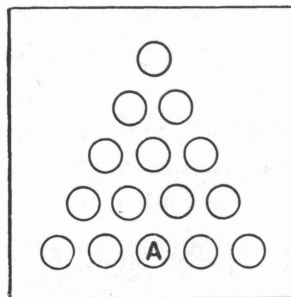
From the 3" × 10" cut five blocks — 3" × 3", 2 1/2" × 2 1/2", 2" × 2", 1 1/2" × 1 1/2", 1" × 1".

Bore a small hole through the center of each.

How to Play:

The object is for one player to shift the pyramid of blocks from one peg to another by moving one block at a time and never having a larger block on a smaller one. (Can you do it in 31 moves? That is perfect.)

TRIANGLE PUZZLE



Materials:

12-inch square cardboard or thin wood

14 counters—buttons, bottle tops or checkers

How to Make:

Draw 15 circles on the board as illustrated.

Mark center circle of the row of 5 with an A.

How to Play:

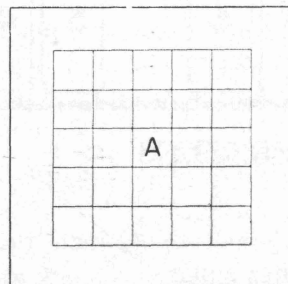
Place counters on all circles except A. By jumping a counter and removing the one jumped try to end with one counter on A. (Jumping is the only play permitted.)

NINE MEN SQUARE PUZZLES

Materials:

12-inch square cardboard or thin wood

9 counters—buttons, bottle tops, checkers



How to Make:

Draw 25 squares $1\frac{1}{2}'' \times 1\frac{1}{2}''$ as illustrated lower right, Page 9.

Mark center square with an A.

How to Play:

Place counters on the nine center squares. By jumping in any direction and removing the one jumped try to end with one counter on A.

NINE BLOCK PUZZLE

Materials:

Blocks

1 piece wood $3'' \times 3''$

6 pieces wood $3'' \times 1\frac{1}{2}''$

2 pieces wood $1\frac{1}{2}'' \times 1\frac{1}{2}''$

Tray

1 $7'' \times 8''$ of $\frac{1}{4}$ -inch plywood

Molding for edge of tray

How to Make:

Sand blocks (Round the edges of the blocks.)

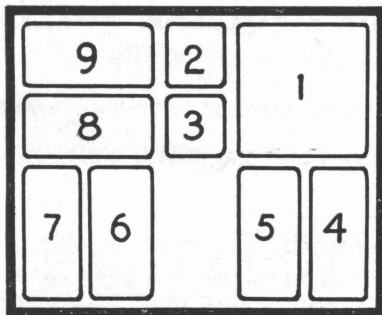
Cut and nail molding around plywood to make tray. Sand. Shellac or varnish blocks and tray.

How to Play:

The object is to move the large square to the other upper corner and squares 8 and 9 to the space occupied by large block.

Suggestion:

The two small blocks make a complete circle of the large block during the moving.



JIGSAW PUZZLES

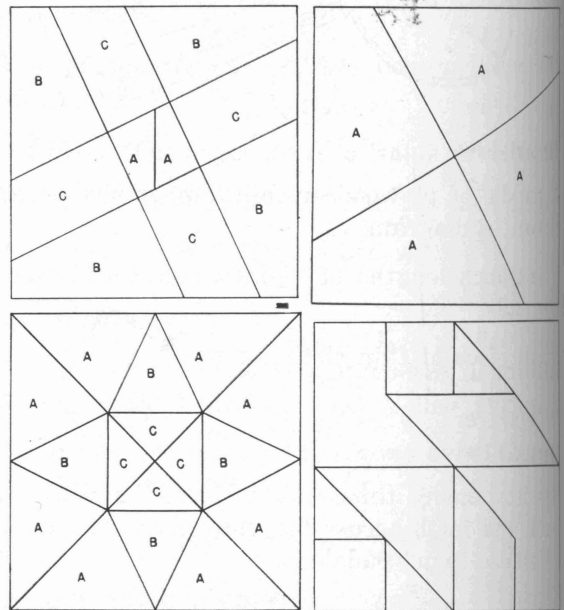
Materials:

Soft wood $\frac{1}{2}$ -inch to $\frac{3}{4}$ -inch thick or scrap lumber 6 inches square

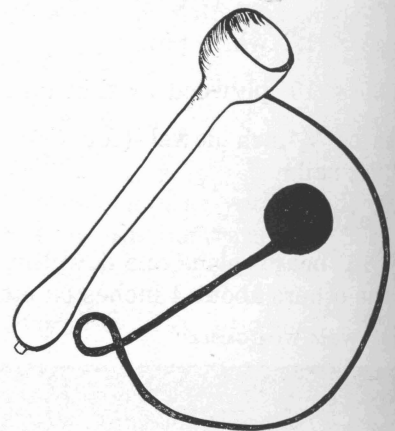
How to Make:

These diagrams are drawn to 3-inch scale.

Double in size for a good puzzle. Draw the outline on the wood and saw it out.



MEXICAN BALERO*



Materials:

A balero, cup and handle $7\frac{1}{2}$ inches long

18 inches string

Rubber, wooden or golf ball

How to Play:

The object is to catch the ball in the cup.

One person may play alone or try an exciting relay with a balero for each team. Player must catch ball in cup before passing the balero to next player.

*Taken from "World Wide Games."

HOLE IN ONE

(American version)

Materials:

15-inch piece of mop or broom handle
Tin cup and two stove bolts
Rubber ball with 24-inch length of cord or rubber

How to Make:

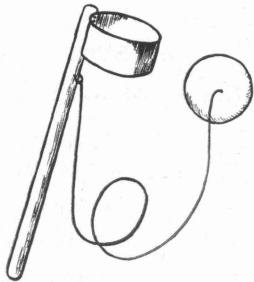
Fasten the cup to the end of the stick.

Fasten the string and ball.

How to Play:

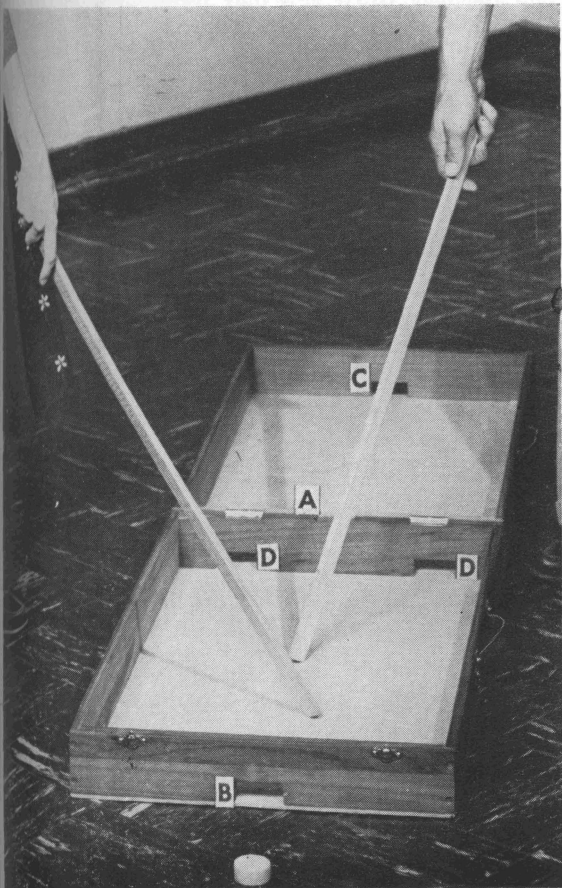
Toss ball into air and catch it in cup.

The player who makes the greatest number of catches in any given number of tries wins.



GROUP GAMES

These group games stimulate group recreation for families, clubs and communities. They



include large and small games and equipment suitable for quiet and active play and for indoor and outdoor activity.

BOX HOCKEY*

Box Hockey is an exciting and noisy game for two or four players. It may be played indoors or out.

Materials:

Inside — A sturdy wooden box 18" × 60" with a center partition. A puck of wood or hard rubber $\frac{3}{4}$ -inches thick and $1\frac{1}{2}$ -inches in diameter, or a small ball may be used. Sticks of hardwood $\frac{1}{2}$ " × $1\frac{1}{2}$ " × 30".

Outside — The box should be 7' long and 3' wide.

The sides should be 10" high with a dirt floor.

The gateways are 5-inch squares and the groove A 3-inches deep. (See illustration, lower left.)

Drive pegs in the ground on the inside corners of the box to anchor it.

The puck may be an old baseball or a hockey ball. Use hockey sticks, if available. Sticks or limbs with a curved end may be used.

How to Make:

Cut 4 gateways $1\frac{1}{4}$ -inches high and $2\frac{1}{4}$ -inches wide. (B and C in the ends and the two D's near the sides as shown in the illustration.)

Cut groove A $\frac{1}{2}$ -inch deep and $2\frac{1}{4}$ -inches wide in center of partition.

How to Play:

Two players stand on either side of the box.

The puck or ball is placed in groove A. The players touch their sticks to the floor, then strike them together above the puck, repeating this three times. The puck is struck and put into play inside the frame.

The object is for each player to knock the puck through the opening to his left B and C, at the same time trying to keep the other player from scoring.

One point is scored when the puck is knocked through the end hole. If the puck leaves the box it is put into play as at the beginning of the game. Five points make a game.

Children may use both hands to hold the end of the stick but teen-agers and adults use only one.

*Taken from "World Wide Games."

Playing Area:

It takes little space in addition to the box. The area should be large enough for the players to move freely about the box, using the sticks. The best and most effective form of play is with short, choppy push strokes. Players must stay outside box.

Note: For doubles (4 players), the teams face each other. One player from each team plays one section of the box. The player to the left is the scorer and the one to the right tries to keep the other team from scoring.

COUNT AND CAPTURE (ADI)*

(Probably the world's oldest game)

Materials:

A board 6" × 24" × 1½"

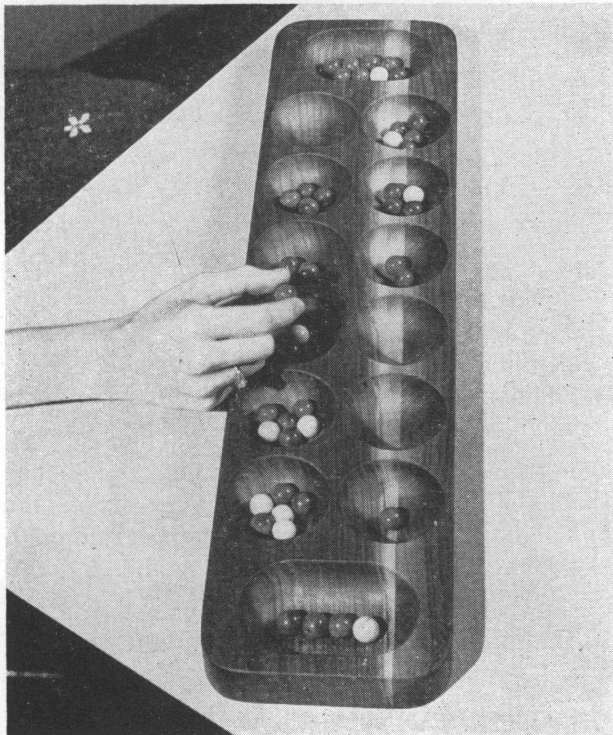
48 marbles for counters

How to Make:

Round and sand the edges of the board. Lay out 12 circles 2½ inches in diameter and 1 inch deep, equally spaced (See photograph). Allow space for one oblong slot 2½" × 4" × 1" at each end of the board.

Cut the holes as indicated in the photograph.

*Taken from "World Wide Games."



If machine-operated tools are to be used, the holes can be cut with a heavy duty router. If hand tools are to be used the holes can be made with a carving chisel.

Sand the surface and finish with boiled linseed oil and wax. Apply three coats of linseed oil. Allow to dry thoroughly and rub lightly with steel wool between each coat. Then take fine steel wool and dip in paste wax and rub in thoroughly. This waxes and polishes in one operation and gives protection from wear.

How to Play:

There are two players. Each uses the row of six cups on his side with the long cup or treasury on his right. The object of the game is to capture marbles.

START with four marbles in each cup. Treasury empty.

MOVE: One player takes marbles from any cup on his side, and drops one to a cup, counter-clockwise, as far as they go. Next, take the marbles from the cup in which the last one had fallen and drop them one to a cup, continue the process until the last marble falls into an empty cup, which ends the turn. The other player then starts on his side of the board and continues in the same manner.

WIN: When the last marble makes four in a cup, on either side, this player captures them for his treasury.

During the game each player captures all the fours that appear on his side of the board for his treasury (except the play above).

OUT: If one player is out of marbles during the game the other player must play into his side. When eight marbles remain, the winner of the next four takes the remaining four.

This ends the first round.

WINNER: The winner for the game is the player with the most marbles.

For running score:

For each round, each fills his cups from his treasury. The player with a surplus fills the empty cups and rents them to the loser. The loser may win them back the next game.

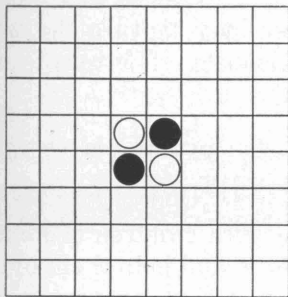
Note: Count and Capture game boards may be made from plastic egg cartons or from two six-cup muffin tins fastened together, length-

wise. Separate bowls or cups may be used for the treasuries.

This game can be played on the ground. Dig shallow holes for the cups and treasuries.

COUNTERS: Seeds or small, smooth pebbles may be used.

CHINESE FRIENDS



Materials:

A playing board 12" x 12" (Checker board is good.)

64 two-color counters

How to Make:

Divide the board into 1-inch squares, 8 vertical and 8 horizontal, making 64 squares. (See illustration.) On the four center squares color two diagonal squares one color and the other two another color.

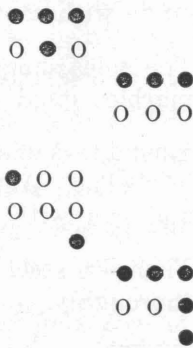
How to Play:

The players choose colors, divide the men and set up the game with four men in the middle.

The first player (●) adds a man to the board to sandwich the opponent between two of his own color, ● O ●, and turns the one in the middle to his color, ● ● ●. The player (O) then adds one of his color to the board to sandwich ● between two of his men, O ● O, turning the middle to his color, O O O.

A double play is permitted. For example, O might add a man to make a sandwich vertically and diagonally. He turns the men in both directions.

A player can sandwich any number of men in any direction. For example, O could turn two of the middle row from O ● ● O to O O O O.



The *basic* rule is that a player turns only from the man last added to the board. Each player must place a man next to the opposing color. The game ends when the board is full. The winner has more than half in his color.

FOX AND GEESE

This is an indoor version of an old outdoor active game.

Materials:

1 piece of plywood, white pine, 3/4" x 12" x 12" or end of wooden crate

33 finishing nails

18 spools

How to Make:

Mark off board as diagrammed.

Drive a nail at each place where lines cross.

Use a larger or different colored spool for the fox and 17 spools for the geese.

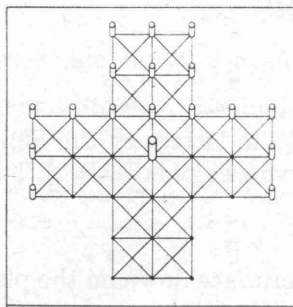
How to Play:

One player represents the fox and the other player, the geese.

Put geese and fox on nails on the board as diagrammed. The object is for the geese to corner the fox and for the fox to "eat" 14 of the geese. The fox moves first. The geese move one at a time and only one space. A goose is removed from the board by being jumped by the fox, as the play is made in checkers; the fox, however, has the choice of making or not making such a jump. Moves may be made in any direction.

Variation — have two foxes.

Note: This board may also be used for a puzzle.



JUMPING PUZZLE

How to Play:

Place spools on all nails except the center nail.

The object of the puzzle is to remove all the spools but one and it is to be on the center nail.

The spools are removed only by jumping.

Diagonal jumping is not permitted.

TIC TAC TOE

This is another version of the familiar pencil and paper game Tic Tac Toe.

Materials:

1 board — plywood or scrap lumber 12" × 12"

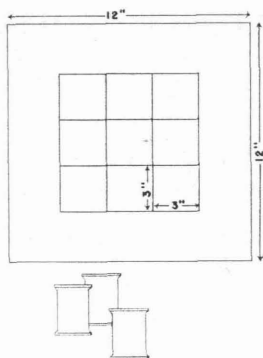
8 spools or checkers — 4 each of 2 colors

How to Make:

Mark board into 9 squares as diagrammed.

How to Play:

The players take turns placing a counter (spool or checker) on one of the squares. The object of the game is to get three counters in a row in any direction at the same time preventing the other players from doing the same.



ANAGRAMS

(Similar to the popular game, Scrabble)

Cut $\frac{3}{4}$ -inch squares of cardboard and make 6 each of all of the letters of the alphabet. Add 6 each of the vowels plus H, R, S, T and Y.

How to Play:

Place the letters face down on the playing space.

Mix well and turn up three letters on the board.

Then in rotation each player turns up one letter. The idea is to spell words of four or more letters from the squares facing up in the center. As each new letter is turned up by a player, all are supposed to see it at the same time and whoever yells out the name of the word first gets the alphabet letters that make the word. He arranges these in front of him, but another player may capture the word later by adding other letters. (Letters to make plurals do not count.)

The game is won by the player with the most words in any given time.

When playing with children use only three and four-letter words and help them by telling them the first letter of the anagram.

GOMOKU*

Gomoku is a Japanese game that is centuries old. It is played by two people.

Materials:

One board 12" x 12"

13 rows of 13 holes

Marbles of 2 colors (26 each color)

or

A cardboard with 13 rows of 13 squares

Flat counters of two colors (26 each color)

How to Make:

Lay out 13 rows of 13 circles each $\frac{1}{2}$ inch in diameter, on the 12" × 12" board.

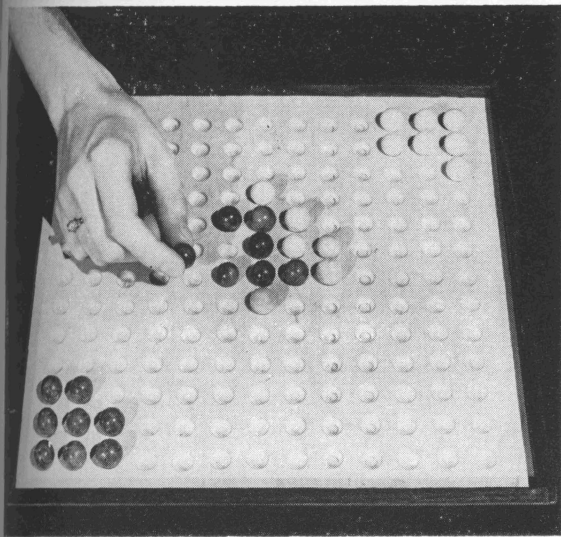
Cut or drill concave holes $\frac{3}{16}$ " deep in each circle with carving chisel, drill or hand router.

The holes should be large enough to keep small marbles steady on the board.

Sand the surface and finish with three coats of shellac. Allow the shellac to dry thoroughly and rub with fine steel wool between coats.

Then dip steel wool into paste wax and rub in thoroughly.

*Taken from "World Wide Games."



How to Play:

Place two rows of marbles at each end of the board. The object of the game is to get five marbles in a row in any direction while preventing the opponent from doing the same.

Moving

The first move from each side is forward as many spaces as the player wishes. Either player may then move a marble forward or backward, right or left, but not diagonally, as many spaces in one direction as are open.

Jumping

A player may jump one of the opponent's marbles next to him forward or backward, right or left, but may not take the marble jumped. Jumping is one complete play. This marble cannot be moved any farther until the next turn.

Fencing

When a player moves to enclose or fence in one or more of the opponent's marbles between two of his own vertically or horizontally he may remove them from the board. If a player voluntarily puts a marble between two of the opponent's marbles it is safe.

The game is won when a player gets five of his marbles in a row in any direction.

FIVE IN A ROW

(American version)

Materials:

Same as for Gomoku.

How to Play:

Each player holds several marbles of one color. Players take turns placing a marble on the board. The object is to get five marbles in a row in any direction before the opponent does.

If the opponent gets three in a row the player can stop him by placing a marble at one end of the three. If there are four in a row with both ends open it is impossible to stop him.

Four players make an interesting game—playing partners.

The first player with five in a row wins.

WASHER PITCHING

Materials:

Old muffin pan

Washers (Metal—1 inch in diameter)

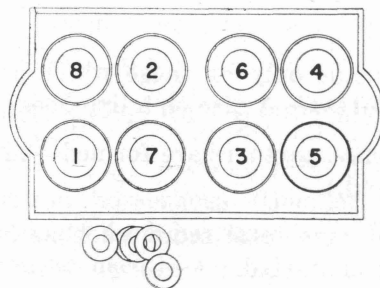
Numbers painted in bottom of muffin pan

How to Play:

Place pan on floor or table.

Players pitch five washers to pan.

Score: The total of the numbers in the cups hit.



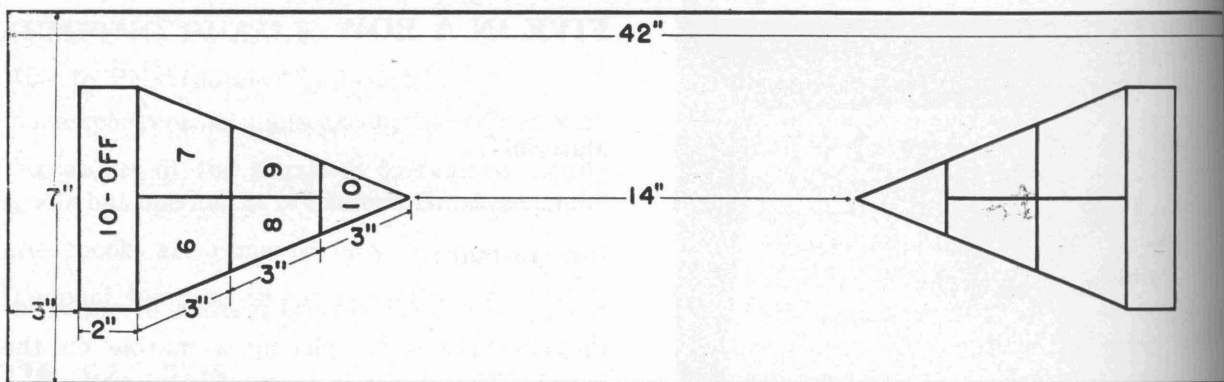


TABLE SHUFFLE-BOARD

Materials:

- 1 piece 12" × 42" of ½-inch plywood
- If desired, a molding may be built around the board
- 9 feet of ½" × ½" strip molding
- 12 inches 1-inch dowel or
- 8 checkers

How to Make:

Measure molding and cut to fit the sides and ends. Nail molding to board.

Sand and varnish, shellac or use floor seal for durable finish.

Saw dowel into 10 discs.

Paint discs two different colors.

Only eight discs are needed for the game but it is wise to have an extra one of each color in case one is lost.

The diagram may be painted on oil cloth and fastened over a table.

How to Play:

Two or four players. Each player, alternately places a disc on "10 off" area and snaps it to the opposite end until all 8 discs are played.

Score is made **only** by those which are clearly in target areas. A disc on a line does not score.

(If four play, partners are formed—one playing at each end.)

Agree on some total score, such as 50, before the game is started.

RING TOSS

This is an excellent game to develop muscles.

Materials:

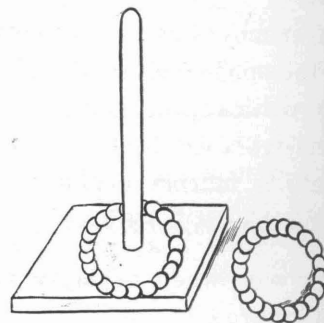
- 1 board 8" × 8" × 1"
- 1 dowel 1" × 9" or a broomstick
- 9 inches in length
- Quoit or ring

How to Make:

Drill hole in center of board and place dowel upright

Homemade quoits (rings)

- A. Rope quoits are easily made. To make a 6-inch quoit, unwind the three strands of a 40-inch length of rope (the rope may be ¼ to ¾-inch in size), and there will be enough for three rings. Lay one end of one strand back on itself, forming a loop or ring about 6 inches in diameter. By weaving the long end of the rope into this ring, going around it twice and filling in the turns of the rope, the ring will have the appearance of a three-strand rope when finished. Cut the raw ends of the rope so that they fit together, and tape the joint



to prevent unraveling. Singe the loose threads and shellac the rope or wrap it in black electrician's tape for covering.

B. Rubber quoits can be made from an old garden or bath hose. Cut the hose in lengths that will give desired diameter for a ring. Insert a wooden dowel of proper diameter and length into the ends of the hose forming a ring. Tack to prevent pulling out. Tape over the joint.

How to Play:

Mark the distance from the board 3 to 10 feet according to the age of players.

Toss the quoit or ring over the stake.

Score: One point for each quoit or ring over stake. Decide on number and points for game.

RING (DECK) TENNIS

This game, which originated on board ship, is ideal for backyard play.

Materials:

Quoit or ring — as in ring toss

Playing court (18' × 46' is ideal but smaller space may be used.)

A net 5 feet high divides the court

A cord or tape may be used instead of the net.

How to Play:

In singles, the server stands back of the base line. The receiver must remain back of his base line until the service is made. The ring is then tossed back and forth by the players until one side fails to make a legal return.

Only the server may score and he continues to serve as long as he is scoring points. When he misses, the serve goes to the other side.

In doubles, the server stands back of the base line of his right-hand court and serves to the court diagonally opposite. The receiver must remain back of his base line until the service is made. The ring is then tossed back and forth by the players until one side fails to make a legal return.

Rules

1. A ring must be caught by either hand, but not both at once. It must be returned by the hand in which it was caught.
2. The ring must be immediately returned from the point in the court where caught.
3. The ring must be tossed with an upward movement and must rise at least 6 inches after leaving the hand. An overhand return loses the point.
4. Balking or feinting at delivery in any form is not allowed.
5. Players may not step into the neutral ground 3 feet wide on each side of the net, nor may the ring be dropped into this area. If the foot touches the line, it is counted as in the area.
6. A ring falling within bounds on the serve or during play counts against the side failing to catch it.
7. The game is 15 points. If the score is tied at 14 all, play until one side has a lead of two points.

GROUP RING TENNIS

Group Ring Tennis is a good game for the entire family. Any number may play but it is better if it is limited to 5 or 6 players to a team.

The only difference from ring tennis is that all services are made from the same point back of the base line of the right-hand court. A side continues to serve as long as it wins points.

Thereafter, service is made in turns by members of a team; but a player continues to serve until the point is lost.

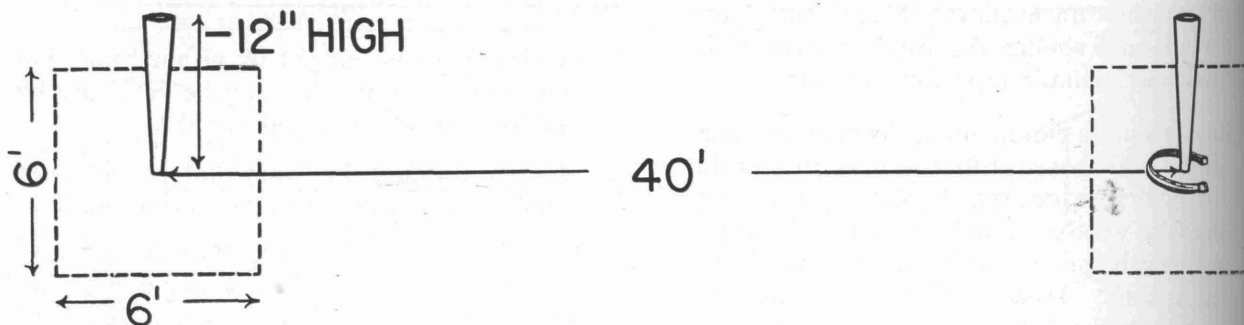
HORSESHOES

The game of horseshoes may be played on any outdoor space.

Materials:

2 one-inch stakes, 16" to 18" long (iron or broomstick)

4 regulation horseshoes (Smaller horseshoes may be bought from harness shop. Used horseshoes can be used.)



Playing Court:

Each stake is centered in a pitching box 6 feet square. The distance between stakes is 40 feet. For young players it can be 30 feet or less. The stakes should be driven in the ground with a 2-inch incline toward each other and should extend 12 inches above the ground.

How to Play:

Two or four players. If four, they play partners with one partner at opposite stakes. Players take turn pitching.

Scoring Rules*

A regulation game shall consist of 50 points.

A game is divided into innings and each inning constitutes the pitching of two shoes by each contestant.

A shoe must be within 6 inches of the stake to score.

- Closest shoe to stake scores 1 point
- Two shoes closer than opponents . . . 2 points
- One ringer scores 3 points
- Two ringers score 6 points
- One ringer and closest shoe of same player scores 4 points
- Party having two ringers against one for opponent scores 3 points
- All equals count as ties and no points are scored. In case each contestant has a ringer, the next closest shoe, if within 6 inches shall score . . . 1 point

In case of a tie, such as four ringers, or if the contestants' shoes are equal distance from the stakes causing no score for either, party pitching last in the inning will start the next inning. An official contest between two players shall consist of best six out of 11 games.

*Taken from "Official Rules."

BOCCIE

Materials:

A ball for each player, and a spot ball painted white

Croquet balls are ideal.

How to Play:

Any number may play, but four are preferred.

The object of the game is to roll your ball as near the spot ball as possible without touching it. Draw lots to see who rolls the spot ball. The winner rolls the spot ball and then rolls his own ball. Each player rolls in turn after him.

Scoring is according to the number of players—if there are four players the nearest ball scores four points, the next one, three, and so on. If the spot ball is hit, no score counts and the spot ball is rolled again.

If there is a tie, the two scores are averaged and each takes that score.

One complete turn is a frame and the winner rolls spot ball for next frame.

TETHER BALL

Materials:

Indoor

- 1 pole 1¼" or 1½" square and 7 to 8 feet long
- 2 boards ¾" × 2" × 36" for base
- 4 boards ½" × 1½" × 24" for braces
- 1 screw eye; nails or bolts
- 8 feet of fish line or heavy string

Outdoor

- A sapling 13 to 15 feet long and about 1½ inches in diameter near top, or pole 2 inches square and 15 feet long
- 1 heavy screw eye
- 10 feet of fish line

For paddles

1/2-inch plywood for indoor use

3/4-inch for outdoor use

A piece 12" x 16 1/2" will make two paddles.

For ball

A tennis or rubber ball

4 lengths 30-inch fish line or heavy string

Make the base as on diagram

Place screw eye in the top of pole.

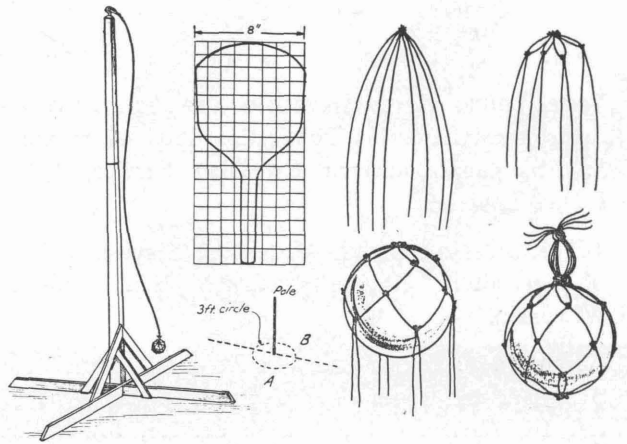
Tie the end of fish line in screw eye.

Make mesh bag for ball, then tie securely to fish line. The ball should hang 2 feet from floor.

Place a mark halfway up on the pole for scoring.

How to Play:

Draw a circle 10 feet from pole and two lines to make a pie-shaped wedge—this is the playing area. Two players play this game. They are on opposite sides of the pole. The object of the game is for one player to bat the ball, so that the cord will wind around the pole above the mark; the other player tries to prevent this



and at the same time tries to return the ball so that it will wind in the reverse direction.

The game starts with server giving the ball a good swat from right to left.

Should the player step over the line, hit the pole or get tangled with the ball or line, the opponent gets a chance for a free serve.

A player gets a point for each time the cord is wound around the pole above the mark.

Players alternate in serving.

Decide on number of points for a game — one win or the best two out of three.

GAME STANDARDS

Game	Standard court	Where to play	No. players
Ring tennis	46' x 18'	Yard or paved area	Multiples of 2
Horseshoes	50' x 10'	Yard	2 or 4
Tether ball	20' in diameter	Yard	2 or 4
Croquet	50' x 25'	Yard	2 to 6
Badminton	40' x 20'	Yard	2 or 4
Volley ball	60' x 30'	Yard	2 teams 6 each
Shuffleboard	52' x 6'	Smooth paved surface	2 or 4

REFERENCES

YOUR YOUNG CHILD DEVELOPS THROUGH PLAY —
Agricultural Extension Publication 1205 — Florence
S. Abington, Louisiana Extension Service, Baton
Rouge, Louisiana.

4-H HOMEMADE GAMES—Extension Service, College
of Agriculture, University of Wisconsin, Madison,
Wisconsin.

ABOUT TOYS: MAKE THEM AT HOME —
Sunderlin and Jones
HE 16, Agricultural Extension Service, Iowa State
College, Ames, Iowa.

WOODEN TOYS YOU CAN MAKE AT HOME—
Marie Reed and Ruth Thomas — Cornell
Miscellaneous Bulletin 27, New York
Cooperative Extension Service,
Ithaca, New York.

GAMES OF SKILL, Cooperative Recreation Service,
Delaware, Ohio.

OMNIBUS OF FUN—Helen and Larry Eisenberg,
Association Press,
291 Broadway, New York 7, N. Y.