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The World's Best Book
of Games and Parties

Made in the U. S. A.
To
The Entertaining Lady’s Mother
The Entertaining Lady is grateful to the Philadelphia Public Ledger Company for permission to reprint a number of the suggestions in this book, which were originally written for the Woman's Page of the Evening Public Ledger.
INTRODUCTION

Care-free play is not an art; it just happens. But the ability to entertain in such a way that guests have a good time without realizing that they are working out the plan of their hostess is not a common gift. There is an art in this sort of entertainment.

Every art must have its text-book, and entertaining is no exception. Even the most experienced hostess has moments when she wonders, “How in the world can I keep these people amused all evening, without making them feel that they are being managed like a lot of children?” And it is always a puzzle to know how to strike an original note in decorations, or refreshments, or invitations. A woman may have all the knowledge in the world about etiquette and how to entertain, and still not be a successful hostess because she does not know how to keep her guests interested.

The purpose of this book is to answer her questions; some of the answers are old, some new. The material has been collected by The Entertaining Lady in the course of her work as “Party Adviser” on the staff of a daily newspaper. Each suggestion has been inspired by the need of some correspondent, consequently each is planned with strict care regarding economy, with simplicity as its keynote, but originality its aim. Parties for all the
holidays, special occasions, and important birthdays are complete from invitations—many of these in rhyme—to favors, all of which are inexpensive. Hallowe'en and its costumes are treated liberally, while some of the miscellaneous suggestions included in the book are for unusual ways of presenting gifts at a shower, appropriate celebrations of wedding anniversaries, interesting means of raising money for clubs, classes or churches, initiation stunts, a number of children's parties, lines for autograph books, and verses to go with gifts.

There's no art in playing: but it "just happens" much more spontaneously if the hostess knows enough about the art of entertaining to give her parties a dash of originality, and to conduct them smoothly and gracefully. It has been the earnest endeavor of the authors of this book to make it a real text-book of entertainment, containing all the different sorts of answers to that pathetic cry of— "Well, what shall we do now?"

THE ENTERTAINING LADY.
(Sidney Lear and Marian B. Mishler.)
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PARTIES FOR SPECIAL OCCASIONS
THE WORLD'S BEST BOOK OF GAMES AND PARTIES

THE FIRST PARTY

A “First” party may be given by a whole family, in a new home that needs house-warming; by a bride in her new estate, a club starting on its career, a class announcing its singleness of purpose,—or by a mere individual. Here is a plain party that may be adapted by organizations or individuals to their various uses.

INVITATIONS

It would be appropriate to give the party on the first of the month, if convenient. For the invitations, use correspondence cards cut into the shape of a figure 1. Draw a line of gilt paint around the edges, and write across the long way of each card the name of the organization, or individual giving the party, in gilt at the top. Under this, write the words, “Our First Party,” or “My Very First.” Beneath, give your invitation in verse:

This is the First I’ve ever had,—

A party all our own!

And it will make us very sad

If you won’t lend it tone.
Put on your hat on ———— eve,
    And come and sing and laugh!
Maybe you'll dance, or play with us
Some games as light as chaff!

R. S. V. P.                      Eight-Thirty.
123 Fourth Street.

Decorations

These will depend upon the nature of the party. One may use fir branches to trim up the rooms, explaining that these were the fir-est decorations she could get! Organizations will, of course, use their colors and banners. One couldn't and wouldn't mar the new effect of a house-warming by decorating. And flowers will best express the personality of the bride, if it is she who gives the party. But in any case there should be little gold, silver and black 1's placed conspicuously about the room, hanging from the light fixtures, curtain pulls and doorways, just low enough to touch the heads of those passing beneath to call their attention to the fact that this is a First Party.

The First Stunt

It may not seem fair to start with a downright memory test, but this is a good and appropriate First Stunt. Giving pencils and paper to the guests, the hostess asks them to write down the day of the week upon which the first of the month has fallen for the last six months. And furthermore, with an eye upon her watch, she warns them that they are
to be allowed only five minutes to do this. Oh, bewildered guests! How their brains will travel in circles of "Well, Christmas came on a Friday, and Thanksgiving was the twenty-sixth, and that wonderful Saturday night party was the fifteenth of October," and so on. A prize may be awarded to compensate at least one of the guests for his trouble.

**Speaking First**

Next may come a new procedure, a story and a game at the same time. Before starting, the hostess should explain that she is about to read a tale written by an author who had a repetition complex and insisted upon repeating the word "First" every two seconds. She explains that she will read the story, pausing every time this word occurs to let someone else say the word. She appoints a judge to give a score of "plus one" to the person who says "First" quickest when she pauses, and a score of "minus one" to anyone who says "First" at the wrong time. When she tells the story, she should make abrupt stops of her voice for the pauses. Dashes are used to indicate the pauses in the story. The reader should pause whenever it seems likely that a listener may be fooled into saying "First" in a wrong place.

"As I was walking down a little-frequented country road, for the —— time, I saw, some distance ahead of me, —— a machine, moving at a fairly slow speed, then a load of hay beyond that.

"‘Well,’ thought I, ‘why doesn’t the driver pass
Evidently he could not, for he continued at the same lazy pace. It was not long, then, before I caught up to him, whereupon the thing I noticed was that there did not appear to be any driver in the car at all! My sensation was one of amazement, then horror gripped me. How had the machine started, in the place? What supernatural power was driving it on? The wheels were moving around in a perfectly normal way, a license-plate was tilted at a rakish angle and signs of mud gave evidence that this was not the time the car had hit the road. All was as it should be, in fact, except for the requisite for any moving vehicle, the presence of a driver.

"When I had overcome my shock, I determined to investigate. Since the car was going so slowly, I was able to jump on the running-board. I peered into the front of it, for I had once seen a circus stunt in which a battered-up machine was manipulated by a hidden clown. Perhaps, I thought irrelevantly, something like this was being pulled off for my benefit. If so, it wouldn't be the time I had been the victim of a practical joke. Why it should be, I do not know, but I have always been the person thought of when anything of the sort was to be tried.

"Well, to continue with my story, at the gloom of the floor of the car prevented my finding out whether there really was someone there; but when my eyes had become accustomed to it, I found it was as I had suspected. There was no one.
Neither were there any signs of life in the back; and all the time the car was being conveyed steadily onwards. I was even more terrified than I had been at ———. And then I looked ahead and beheld the comfortable sight of a wall of hay right ahead of me. I'd forgotten the hay wagon I had ——— noticed. But of course I realized then that this only made matters worse. At any moment, the machine might gain in speed, and crash into the wagon. My duty was to run ahead and tell the man on top about this Thing that was following him. No sooner had this ——— thought crossed my mind than I was relieved to find that it would also afford me the chance to leave the old machine to its own devices, while the wagon driver could whip up his horses, and escape down the ——— lane that offered an opportunity. I leaped to the ground, stumbling slightly at ———, regained my balance, and ran at top speed till I reached the front of the wagon. Then my ——— thought was, 'Can this be another driverless vehicle?' But, a second later, I perceived an old country fellow, surrounded by hay, with hat pulled down over nodding head.

"'Wake up, my man!' I shouted, my ——— utterance since this horrifying occurrence falling loud and unnatural upon the air. 'You're in great danger. I am the ——— person to tell you about a weird machine without a driver that is pursuing you. You had better hurry and escape, the ——— chance you get.' I could feel how strained and white my face must appear. And yet that foolish in-
individual —— observed my horror, then burst into a loud guffaw, while he fanned his jovial, flushed face with his old hat.

"'You pore feller,' said he, between bursts of genuine merriment, 'at —— I thought you was joking. Why, that there's my car, and I'm towing it home!'"

"First" Questions

Pencils are provided for this, and cards, on which the questions are written. The answers are to be written in a space left at the end of each question. Some of the questions are intentionally hard, some easy. The answers are given in parentheses.

1. Who made the First flag? (Betsy Ross.)
2. Who devised the First telephone? (Alexander Bell.)
3. Who invented the First steamboat? (Robert Fulton.)
4. Who was the First man? (Adam.)
5. Who printed the First book? (Gutenberg.)
6. What was the First state to secede, in the trouble which precipitated the Civil War? (South Carolina.)
7. Where was the First Colony in America established? (Jamestown.)
8. What were the First wars in which the American colonies participated? (French and Indian.)
9. Who was the First president? (George Washington.)
10. Who made the First wireless? (Marconi.)
11. Who were the First inhabitants of this country? (Indians.)

12. Which ship was the First to cross the Atlantic? (The Savannah.)

THE REFRESHMENT TABLE

Since the Garden of Eden might be called one of the first things on earth, why not have it at this party? One of the little toy village sets with grass, trees, and paths may be arranged in the middle of the table, with animals grazing about it. A little lake made of a mirror, in the center of this, with a tiny Eve in her picturesque, leafy "negligée," gazing at her reflection, and a green snake coiled in the branches of one of the biggest trees, will identify the garden. Real moss may be used for a more vivid effect, and mountain pink as the foundation for the whole garden would be lovely. Other small flowers may be inserted here and there in careful disarray, some in bunches, some in groups of two or three to give the general effect of a woodsy garden.

The food served at such a table should be "First" food—the natural, uncooked product. Nut sandwiches, a fruit salad, and either coffee, or a fruit punch.

Favors

For any First Party give little calendars, in which the first of each month is outlined in ink of the prevailing color of the party, or the colors of the organization.
For the house-warming—a small mounted snapshot of the house with the date of the party written beneath it.

For the bride’s party—a piece of the first cake she has baked in her new home, packed in a little wedding-cake box.
THE BABY CLASS LUNCHEON

After the tenth class anniversary, the number of years since graduation is apt to seem rather appalling. So it is fun to pretend to be a "Baby class," and carry out the eleventh luncheon in this spirit.

INVITATIONS

Cut a baby blue correspondence card into the silhouette of a baby's head, wee nose and chin, perky cap-strings and all, and print thereon:

Now, why not let us see
How young we all can be,
Forget how years can pass,
And be a baby class!

On the reverse side write your directions; for instance, on the left:

Class Luncheon, 19—
Gladstone Hotel,
Friday, May twenty-ninth,
At one o'clock.

And then on this same side, at the right:

R. S. V. P. to the Babies' Nurse,
Helen Wellwood, 142 Chestnut Avenue.
Please enclose $2.00 if you accept.
The Arrival

The "Nurse" should arrive at the hotel a little early, to be ready in bibbed apron and little cap, to greet "The Babies." As each person comes into the private room where the luncheon is to be served, she is asked to remove her hat, and allow the Nurse to tie on a muslin baby cap, with its demure strings.

Decorations and Favors

In the center of the table, and at intervals down its length, are little checkered kindergarten baskets filled with lilacs and sweetheart roses. At each place is a lollypop of the small dainty kind, with painted features and long baby dress. The place-cards, the only reminder of the class itself, are plain ones, with a tiny knot of tulle in the class colors, in one corner.

The Program

A Bedtime Story:

Plan against even a moment of boredom by having some of the girls prepared with stunts to do between courses. Nurse may start by reeling off a ridiculous tale, in approved bedtime-story style, using various members of the class for its characters.

Baby-Talk:

Next, have a competition among three of the "Babies," with the rest acting as judges. Each should be given beforehand a ridiculous topic for a
two-minute talk, and Nurse should let it be known that there is a prize for the best speaker. The first subject may be "Coach-riding as the Great National Sport"; the next, "How I'm Going to Revolutionize Kindergarten"; the third, "Why I Like to Cry in the Middle of the Night." The prize may be an inexpensive rattle that the winner may take home to her own baby—if she has one. This may be made attractive by a mask of sweet peas and forget-me-nots stuck into a round piece of net and fastened over the rattle frame with silk wire.

Class Imitations:
The class will want to step into reality long enough to hear some imitations, and a good time for this would be just before the coffee is served. It isn’t necessary to have the manner of a professional in order to put over the idiosyncrasies of fellow class-members.” Even ten years is not long enough to make anyone forget how Sally used to try to bring a class-meeting to order, what Mary’s pet expression was, or how Peg used to recite her history when she didn’t know it.

Showing Up the Prophecy:
After luncheon, this reality may continue with the rereading of the original class prophecy, which will, of course, be about twice as funny as it was when it was written, in its comparison with what has really happened. Then, with that pleasant feeling
of intimacy that comes from having laughed together, the "Babies" may swing into their class song, then their school song to indicate the end of a reunion that has had a different note.
AN UPSIDE DOWN PARTY
FOR FRIDAY THE THIRTEENTH

INVITATIONS

Each guest will receive an envelope on which the address is written upside down and the stamp placed upside down in the upside down corner. When this strange-looking epistle is opened, a piece of white paper will be discovered, on which is written:

On Friday the thirteenth,
Party please come to 10
At 116 Maple Avenue.

But I'll consider myself in luck your answer says that you'll come.
Mary Jane Smith.

DECORATIONS

Artificial flowers are best for decorating. Real ones would be sacrificed if they were treated in this way; for, at an Upside Down Party, of course, everything is upside down, and flower vases placed this way can't hold water. They must have wide, dependable tops, so that they may be placed upside down, with china flower-holders standing on top of the bases. Then the artificial flowers are stuck into the holders. Black cats hang by the tail from cur-
tain pulls, and an ominous horseshoe hangs curve-up, so that all the luck runs out of it, from the middle of each door frame. There’s also a large white sheet at one end of the room, on which is painted a huge black figure 1. This will be used afterward in one of the games.

**Some Backward Games**

**The Thirteenth Chair:**

First of all the good old favorite, “Going to Jerusalem,” is called into service—and it comes walking backward. The players all march around the chairs—but they march backward, while the music is not being played; the minute it starts, they sit down.

**A Backward Story Teller:**

A circle is formed for this; all but the story teller sit in chairs that face the middle of the circle. The story teller is “backward.” He is too shy to face his hearers; his chair faces outward. The story that he starts must be carried on around the circle as coherently as possible. Each person must give at least one full sentence before he stops. But the backward story teller may stop as soon as he can bring the word “Thirteen” into his story in a natural way. Then his neighbor on the right must take it up, keeping the idea intact and giving a full sentence before he brings in his stopping word. As soon as he has said “Thirteen” and “passed the buck”
to the next person, he may turn his chair backward. This continues all around the circle until the original backward story teller is reached. Then he acts as judge for the sequel to this game which consists in trying to bring the story to a convincing close with "Thirteen" as the last word. Anybody who ends a sentence with this word, the second time round, may drop out. He does not win, however, unless the judge feels that he has satisfactorily finished the story. The judge himself is out of luck; he cannot name himself the winner. A prize may be awarded.

**Putting the Thir in Thirteen:**

Now we are ready for the sheet and the big black figure one. There's another big black number, a 3. This is not painted; it is made of stiff black paper, and is duplicated as many times as there are guests, so that each person may have his own particular 3, with a pin stuck through the top. The stunt, of course, is for each one to be blindfolded in turn and try to put the "thir" next to the "teen" on the big sheet. When that has been accomplished as well as possible, it will be time to eat.

**An Invitation to Supper**

Either the hostess herself, or some child in the family may give this upside down invitation. The invitation isn't upside down, but the hostess is, for she comes walking into the room on her hands with her feet in the air, and in a most casual tone, which
seems to proceed from about her knees, asks the guests to follow her into the dining-room. The upside down effect is made in this way. A pair of gloves is fastened over the shoes, so that they look like hands with the palms flat on the floor. Then a coat is pinned around the waist, upside down, the feet being thrust through the sleeves. A false face hangs from the neck of the coat, and an old hat is placed upon this. A skirt is put on upside down, and held up by means of loops attached to the hem and hooked over shoes which are worn on the hands and held straight up in the air. Tiny eye holes may be cut in the skirt if an old one is used, so that the wearer can see to perform grave and cordial antics in the invitation to supper.

The Refreshment Table

A glass bowl presides "upside-downly" over the center of the table. Inside the confines of its transparent sides are the only real flowers at the party—just two or three very short-stemmed ones, in a small bowl. A fancy basket is hung, handle down, from the chandelier, with more artificial flowers arranged in it so that they give a bower-like effect over the centerpiece. Candle-shades, upside down on small saucers, are set at four angles of the table; these are lined with wax paper so that they may hold candy or nuts. Place-cards stand on their heads before plates that are upside down; cups of steaming hot chocolate are set on the wrong side of the places with the spoons turned bowl out; and
sandwiches are served from platters that are wrong side up. Ice-cream may follow in perfectly good order, but it should be vanilla so that chocolate sauce may be dropped on top of each portion in the shape of a 13.

**Favors**

Curtain pulls in the shape of black cats, cakes of chocolate with black cats perched upon them, and black cat bookmarks for the girls.

Small boxes containing thirteen cigarettes, thirteen pipe cleaners, or thirteen matches for the men.
SMILES FOR SWEET SIXTEEN
A PARTY IN HONOR OF HER MOST IMPORTANT BIRTHDAY

INVITATIONS

Of course, it's a Sweet Sixteen Party, and all that, but one cannot shout that fact in the invitations. It should be approached in a more subtle manner. Take cardboard, paint it orchid color, and cut out for each person a 1 and a 6, pleasantly plump as to size. Then, on the fat little 1, print or write in black drawing ink:

You're hereby invited
For half-after eight,
On Friday, the seventh,
Now please don't be late!

On the matching 6, put R. S. V. P., and your name and address. Then, with a slashing of scissors, cut the 1 and the 6 into numerous grotesque pieces. On another piece of cardboard give the instructions:

"Fit the inclosed puzzle together, and the 'Why' of this letter will no longer puzzle you."

It would be nice, if convenient, to carry out the sixteen idea with the number of guests.

DECORATIONS

Have gay balloons, white with an orchid-pink 16 painted on each, bobbing here and there, all over
the room. Some may hang from the chandelier, from the side-lights, from several pictures; there may be a row across a mantelpiece, if there is no fire to burst them, and another row, nodding and smiling in the doorway.

Flowers should have their part in the general scheme, since they're so entirely fitting for Sixteen. White ones will be prettiest, and lucky the birthday-person who can have a party in lilac-time, for white lilacs are just the youngest, sweetest flowers we know. Still, narcissi, small chrysanthemums, white wistaria, rambler roses, or water-lilies, either white or faintly pink, are all very close seconds. And, no matter at what season of the year the birthday falls, at least one of these may be found blooming. Have a bowl or two of them in the living-room. Then the flowers and the balloons will laugh in a truly sixteen-year-old atmosphere.

**GAMES AND STUNTS**

**Sixteen Soccer:**

When sides have been chosen by captains, they are lined in two rows, facing each other, and it is explained to them that the object is to bat a large crêpe-paper ball stuffed with newspaper from one side to the other, all the way down the line. The players are not allowed to use their hands; each has to send the ball, soccer-wise, with the head, to the player directly opposite. Now, every time anyone fails to hit the ball in this manner, the opposing side
is given sixteen points; and as soon as one side has achieved the score of "sixteen times sixteen," the game is won. Every member of the winning team is presented with a flower, which he wears in honor of having gained so great a victory.

**Sorting Out Sixteens:**

Now comes a group of table games. On one table a bowl is placed, containing a quantity of paper 16's of different colors; the two numerals of the 16 are cut out together. They are to be sorted into piles of the same color.

At the second table there are individual crossword puzzles of sixteen squares to be worked out, as far as possible, during the short five-minute period allotted between each progression.

At the third table, a quantity of needles is arranged on a dish in the center. These are to be threaded in groups of sixteen on lengths of a spool of cotton.

The fourth table holds a huge bowl of popcorn, or raisins. A hatpin for each guest provides for stabbing these; the object is to arrange the separate pieces before one in rows of sixteen.

**The Tempting Balloons:**

By this time, the balloons about the room will have floated temptingly long enough to produce a desire to break them. Consequently the next game is apt to suit everyone's mood exactly.

The balloons in the doorway should be hung in
OF GAMES AND PARTIES

such a fashion that their strings may be lowered, and this is done with one of them. A player is blindfolded; and, holding a large pin in his hand, this adventurer has to start for the balloon, some distance away. Of course, his aim should be to shatter it with a loud bang. Who knows? There may be so many expert marksmen that the row across the mantelpiece will have to be used. At any rate, at the end of the game, there is a prize for the winner, whether he is the only one to puncture a balloon, or has achieved this title by drawing for it with others equally clever.

THE DINING-ROOM

When the guests have wandered to the dining-room, they will find the daintiest of tables laid for them. The center is a bit of symbolism for Sixteen: a pool and a water-lily with a doll perched on it, fishing rod in hand. She is holding a 1, and has just drawn a 6 up on the end of her rod. The pool is a large, low flower-bowl filled with water, and the flower either real, or one made of "floatable" white writing-paper.

At each plate, there will be discovered a place-card with a cunning flapper on it, and the most interesting and appropriate favor that Sixteen could have chosen for her friends, a horoscope booklet. These may be purchased at almost any book or stationery store, and are, of course, chosen for each according to his birth-month. There is thoughtfulness for you! Even though this is a celebration of
the hostess's birthday, the guests are not going to be forgotten.

Refreshments

We've decided that these shall be specially choice, because—well, because this occasion comes "Once in a lifetime." Hence the chicken croquettes and peas, rolls, olives, salted nuts, even the celery stuffed with tasty cream or Roquefort cheese. And, following that, ice-cream, small, fancy cakes, pink and white mints, and the birthday cake.

This is alight with candle flames. The tray on which it is borne is surrounded by ivy, with some of the birthday white flowers entwined. Hello! When one of the guests breaks her piece, she finds a little tissue paper packet, out of which falls a thimble. She will be the most industrious of the crowd, in the future. Someone else will get a diamond ring, sales price ten cents. This indicates the first to be married, while the shiny penny, also hidden in that cake, spells wealth for its discoverer. The little charms in their tissue wrappings were placed between the layers of the cake when they were being put together. There's fun with these, and fun till the end of the party with rakish paper hats that are passed around.
FREEDOM FOR TWENTY-ONE

Invitations

On a large sheet of heavy mottled paper, resembling parchment, there is printed in old-style manner the following declaration:

"When in the course of every-day events, it becomes necessary for one person to leave the estate of childhood, and to assume among the rest of the world the separate and equal station to which her twenty-one years entitle her, a respect for this newly-acquired station requires that she celebrate it, while a respect for her friends requires that she should declare the nature of such celebration. Therefore, let it be known that this is a freedom party to which one Sarah Hamble bids you, on the evening of Friday, May fifteenth."

Decorations

Since the idea of freedom is most practically symbolized by a bell, the house will be decorated with these. The lights are covered with coppery gold paper, cut in the shape of bells. A bowl of snap-dragons, lilies of the valley, or Canterbury bells on one of the tables echoes the idea; while, over the doorway, Japanese wind-bells hang, those straight
bits of glass that make such a delicate chinking sound, when a breeze or somebody tall sets them ringing.

BREAKING THE CHAINS

Because she's twenty-one, the hostess should break the chains that have kept her from her freedom. Gold paper ones they are; and, after they have been wound about her, it's the game to pretend she needs help in the unwinding. Guests should come to the rescue, and arrange the long length on the floor, then there is a contest to see who can unfasten neatly the greatest number of paper links. When the chain is completely broken, each one is asked to count up the number of links he has to his credit, and a prize may be awarded.

"THE BELLS, BELLS, BELLS"

Now the guests may become as mentally active as they were physically in the last game. Pieces of paper and pencils are passed around, and it is announced that five minutes will be allowed for the listing of various kinds of bells; whereupon, the guests will struggle for supremacy with "Doorbell, Canterbury bell, church bell, fire bell, telephone bell, temple bell, and sleigh bell."

THE MARCH TO FREEDOM

This fife and drum corps will lend "the spirit of '76" with much toy drum and tissue-papered comb; and, incidentally, help the newly-independent host-
ess to march to freedom. In leading the company round and round the room, it will really have them in its power: every time the corps stops playing but continues marching, the others must halt instantly—a hard thing to do. But there will be disciplining for the person who may neglect the warning—he will have to drop out of the line, and become an onlooker at the fun.

The Dining-Room

Before long, the corps may be directed by the hostess to lead the way into the dining-room. Oh, this freedom idea! It has even swept over the table, and left at each girl's place a little copper-colored bell; at each boy's, one of the wooden clappers seen so often on New Year's Eve. Then a statue of liberty enlightens the table, said statue being a doll dressed in white cheesecloth made along Greek lines. She has been placed in the center of the table with one hand raised high, so that it may hold either a tiny electric light bulb, or a globe of gold paper. Her tower is of gray cardboard, and a mirror does duty for the surrounding river. More realism takes the form of tiny celluloid ships.

Refreshments

Every year until now, Twenty-One must have had a birthday cake, and a struggle over the candles. Another chance for freedom. No cake! Instead, the menu may take a different turn, a delightfully independent sort of one that will include a plate for
each guest containing jellied tomato salad (a round mold of tomato jelly, hollowed out and stuffed with finely chopped hard-boiled egg, celery, and olives, mixed together with mayonnaise), potato chips, and a cheese dream (sandwich made of toast, buttered on both sides, filled with cheese, and fried till brown). Olives, salted nuts, and ginger-ale or coffee may be added to the menu.

A Last Stab at Freedom

While the guests are at the table, they are told that to look beneath their place-cards will be to find their fortunes. But looking will reveal only blank sheets of paper. Still, when they obey instructions, and hold these over an electric light, something magical will happen. Faint lines will form themselves into queer brown writing, a future-predicting fortune for each, indeed. The trick has been done by writing these with a pen dipped in lemon-juice, for it has the faculty of remaining invisible until heat brings it out.
A HOBO HOLIDAY

INVITATIONS

MARCH SECOND IS DECLARED
A HOBO HOLIDAY

Be a hobo for one evening,
Oh, what a foolish sight!
Now, dress your part,
Party will start
At half after eight, Friday night.

Of course, Friday may be Thursday, or Wednesday, or any night of the week, according to the whim of the hostess. Likewise, March second may be December fourteenth. But, in any case, said hostess should make her invitations appear in ridiculous printing, on torn scraps of brown wrapping paper. She should then hide each one within a miniature calico bandanna, and tuck it into an envelope for mailing.

DECORATIONS

The walls should be bared of pictures, and comic strips mounted on cardboard hung in their place. Most of these should depict the doings of tramps. Remove the regular furniture from the room and substitute rickety chairs, a broken-down table from
the storeroom, anything of this sort. Raise the window-shades to the top, and hide the cords, to give an appearance of no shades at all. Paste several tattered bits of newspaper over the panes, as if to patch up cracks; and place tin cans carelessly about, some on the floor, one on the mantel. Let candles, stuck in tin cans or milk bottles, give the only light to the room.

GAMES AND STUNTS

When the hobo-guests arrive, they will be greeted by a similar hobo, dressed in the oldest clothes she has been able to commandeer. Those who are to play at being tramps for one evening will be supposed to talk hobo language; and, if they use a long word, their penalty will be to drop out of the particular game that is being played at the time.

HOOFING IT OVER THE TIES:

The newly-hobo will not find an endless stretch of railroad track laid for his convenience. He must needs make his own track, and that he will now do, with the materials provided by the hostess. These are a quantity of equal-sized oblong pieces chopped from grocery boxes. They are placed from one end of the room to the other, at about the distance apart of regular ties; although, to make the ensuing game harder, they could be a little closer together. The "rail" on either side is composed of string fastened down at the ends with small tacks driven into cracks between the floor-boards.
Now, each guest is obliged to walk back and forth over the tracks without touching one of the ties, and to do this as quickly as he can. He should go through this back-and-forth procedure four times, during which the hostess keeps her eye on a watch. The minutes and seconds consumed are written down on a sheet of paper, so that a prize may be awarded to the speediest tramp. And this might well be a small linen pillow filled with pine needles, signifying, if you will, that he has indeed reached the town for which he may have been aiming, and has found something even better than hay to hit.

**Hobo-Bowling:**

Ten empty ginger-ale bottles are placed in a row at one end of the room. Then each hobo in turn is to take a head of cabbage and hurl it down the room toward the bottles, which will have been arranged in tenpin fashion, one in front, two in back of that, three on the next row, and four on the last. He will have three tries at the elusive things; and, if he succeeds in bowling them all over in one throw, he'll get a "strike." Instead of the glory of compounded extra points, he will receive fifteen, if he knocks them all down in one try; twelve if he gets a "spare," and knocks them down in two; or one for every bottle knocked over in his three tries. At the end of a given time, the reward is a large tomato, thrown at the winner by the hostess. Far from being a proverbial rotten one, however, it will
turn out to be a round package of fudge, tied up in red crêpe paper.

**Swapping Yarns:**

The tramps may now form a circle, tailor-fashion, on the floor, for a joyous sort of competition. This takes the form of an attempt on the part of each hobo to put over on the others the fact that he's an old hand at the game of being a tramp; in other words, an extravagant, wholly ridiculous tale of his wanderings, and of the many escapes he has had. The cleverest at this is determined by casting a vote. If desired, a foolish prize may be given, such as a mechanical toy taxicab to convey the hobo about in princely fashion.

**Putting Down Pie:**

And now a pie is produced, apple, raisin, peach, or blackberry, and the "gooier" the better. A piece for each tramp is cut. Follows much laughter and frenzied eating, and a second piece as a reward for the one who is quickest to down his first.

**Breaking In:**

Still, one piece of pie won't be enough to satisfy a lot of hungry tramps, so the hostess may suggest breaking into the kitchen. This will really be the dining-room, with the table spread with oilcloth, and decorated by a geranium in the center. And there the guests will find ham and cheese sandwiches, lettuce sandwiches, coffee in gleaming tin cups, choco-
late layer cake, and a dish piled high with various fruits. Place-cards, of course, cannot belong to a hobo party, but there may be appropriate favors of calico handkerchiefs containing gingersnaps, candy, and nuts.
CINDERELLA AT HOME

This is another kind of poverty party, with Cinderella as the central figure, since she might be called Fairyland's Most Poverty-Stricken Girl. She may be poor, but she is still hospitable enough to lend her name, her story and her chimney corner to any hostess who may want them for a party.

INVITATIONS

These are written on odd pieces of paper with uneven edges, torn off the backs of letters. They are worded as follows:

Cinderella At Home,
In ten rags and a tatter,
Invites you to come
With your laughter and chatter.

Wear all your old clothes
To have fun at this party
And be one of those
Who enjoy themselves "hearty"!

416 Queen Street.
Thursday evening,
February eighth,
At eight-thirty.

R. S. V. P.
Please bring
The Invitation
With you.
Decorations

In a house supposed to be poverty-stricken, there should not be much in the way of decoration. The furniture should be moved back to make room for the playing of games. Some pumpkins, hollowed out, may be used as flower bowls and as lanterns. If it is possible to give the party in a cellar, or garret, or barn, make the place look as kitchen-y as possible, with strings of onions on straw hanging from the ceiling, barrels of apples, or flour in corners, a broom leaning against the wall, and everything else in keeping with the idea of this room in which poor Cinderella spent so much of her time. The refreshment table may have real decorations—but that’s another story.

Games and Stunts

Sweeping Up the Ashes:

A race course is indicated in the middle of the room by a string stretched down its whole length, each side of the string being a track. Partners are chosen, drawn or matched, to begin with, and sides are chosen. A dustpan and brush and a pile of ashes made of gray crêpe paper, or confetti, are placed at the head of each track. When the signal is given, a man and a girl step to the starting place of each track, and the man begins to brush up the "ashes" into the dustpan. When he has collected them all, just as fast as he can, he gives the dust-
pan to the girl, keeping the brush himself, and follows her in a walking race against the other couple. If any of her "ashes" blow off the dustpan during the race, the man must brush them up and call the girl back to gather them up in the pan again. If they blow across the string which separates the tracks, the pair to whom they belong must start the whole race from the starting point again. The two who get to the finishing point first are the winners, though they may have had to start over again or go back three or four times on their way down the course.

Cinderella's Race:

This is an adaptation of our heroine's race to get to her carriage before the clock strikes twelve and all her accoutrement returns to its natural state. The same race-track is used again, and partners are required. They may be the same, or different ones, as preferred. The girls are Cinderellas, their partners, Prince Charmings, and the race is as follows: Prince Charming escorts his Princess down the steps of the palace, taking twelve very long, very solemn steps with her just as fast as possible, while someone counts. If he or the Princess get out of step, or out of time, the Princess becomes Cinderella immediately and the race is won by default, by her opponent. But if they reach the end of the twelve steps successfully, then, with this start, the Princess dashes madly on alone to the end of the course. If she beats the girl on the other track, she remains a
Princess; if she loses the race, she becomes Cinderella while her opponent retains the title.

**GOING TO THE BALL:**

Another thrilling race. Two lines are formed, one on each side of the race-track. Each girl stands between two men and carries a long ribbon. The object of the race is for Cinderella to drive to the ball in her carriage, in competition with another Cinderella on the other track. When the starting signal is given, Cinderella takes her place, sitting on the clasped hands of the two men. This is her carriage. But there must be a horse to pull the carriage, and so the man on the other end of the line is called upon to fill this need. The race starts, then, with the two "horses" plunging up to the starting point and each getting into harness by slipping inside the loop of the ribbon held by each girl, who drives down to the end of the course again. This all takes time; there's the possibility of the girls falling off their perches, and altogether it is very exciting. When the race is run, the girl, the horse and one half the carriage return to the line, but the other half of the carriage becomes the horse for the next race, and immediately dashes back to the starting point. This race continues until the First Cinderella is at the top of the line again.

If it is desired, the same sides and partners may be kept all through these games, and scores counted up at the end, so that one side may be awarded a poverty-stricken loving cup,—a tin one!
Twelve O’Clock

The guests need not be kept waiting until literally twelve o’clock for refreshments. The Fairy Godmother may bring this hour about any time she is ready for it, simply by striking it solemnly on a gong and announcing that at this hour poverty loses its power and everyone may eat. The hostess might wear the Fairy Godmother costume, or slip into it for this moment, if she likes.

Godmother’s Table

The guests will believe in fairies and fairy godmothers when they see this table. In the center is a black velvet stand—a small box covered with velvet—on which reposes the traditional glass slipper, with some graceful white flowers rising from it. This is an old white slipper, coated with a colorless glue and then dusted with tinsel until it has a convincingly glassy appearance. Crystal candlesticks with white shades keep guard over the slipper, while a very bride-like effect is given by the white bows on the white crêpe-paper favors which hold nuts or candy, and also support the place-cards.

The Menu

A Kingly Dish.

Ragamuffins.  Tattered Salad.
Cinderella’s Dreams.
Interpreted, this is chicken à la king, hot muffins, shredded lettuce with dressing, hot chocolate with whipped cream, ice-cream molded into slippers, and shiny, waxy glacés.

Favors

For the girls, it would be appropriate to have something on the order of Cinderella's finery, for instance combs with "jewels" in them. These can be procured at small cost.

For the men, tiny whisks, which do not cost a great deal, would be useful and in keeping with the idea of the party.
AN R.S.V.P. PARTY

Interpreted differently, "Radio Serves Various Purposes." Not only does it encroach upon the serious side of life, but it also is the most entertaining thing in the world. No wonder it suggests a party, a real radio fan affair, in which everything from invitations to refreshments is Radio.

INVITATIONS

Print, on white cards with black drawing ink, the following:

R.S.V.P.

It's not an invitation written backwards, although it is an invitation, at that. The R really stands for radio; and, if you can come to the party which is to be held at Miss Margaret Barnes' home on Tuesday evening, May eighth, let her know by sending her your guess as to what the rest of the initials signify.

On the evening of the party, the guests will find that a prize has been provided for the one who has come nearest to guessing the title.
Decorations

An ancient umbrella, stripped of its cover and painted with gold radiator paint, may be hung from the chandelier, with a copper aerial wire strung round and round on the ribs. The lights may have shades of light brown stiff paper, cut like a loudspeaker horn. The rest of the room should be left free of all unnecessary furniture, as much space will be needed for the Spider-Web Aerial Stunts. For the refreshment table's centerpiece, wind a "coil" of silver or gilt string around a tall, straight glass vase in which a spray of blossoms, or some tall flowers have been placed. Stretch ends from this to four candlesticks with pieces of wood instead of candles in them. Make loop aerials of the string on these, and fasten smaller sprays of the blossoms or one or two of the flowers and some asparagus fern on the cross pieces.

Stunts

When the guests enter, they are presented with their "wave lengths." These are made by cutting a zigzagging strip with very pronounced waves out of stiff paper, or cardboard squares. The waves are put into one bowl, and the squares, with their open spaces, into another. The girls take the waves, the men take the squares; and, later on in the evening, they match their waves and squares for supper partners.
Tuning In:

This is a good game to start with, since it is the first thing you do with a radio. It is played by dividing the players into two semicircles, to represent the dials on the radio. They face each other, with a few feet between the two at the ends of the semicircles; and they are spread out so that they are almost in straight lines, as this makes the game easier to play. The players are given numbers that correspond with those on the dials of a radio, and duplicates face each other across the room. The person who is "it" is known as Static, and should take his stand between the two lines, or dials, while another person, known as Listener-In, stands just outside the lines, and calls out a number. The two players who bear this number then have to change sides, while Static tries to get in one of their places before they arrive. If he succeeds, that person becomes Static in his place. The Listener-In may vary things and add a thrill now and then by saying "Ten and Listener-In," instead of "Ten and Ten." This means that he wants to get in the game, and is going to take the wild chance of changing places with someone in one of the dial-lines, while Static tries to beat him to it. If Static succeeds in this, Listener-In becomes Static, and Number Ten becomes Listener-In.

Making a Spider Web Aerial:

Each girl is given a fair-sized ball of string of a color that will distinguish it from the rest. At a
given signal, she has to "set up" this aerial around the room, draping it over chairs, around table legs, from chandelier to side-light, and so on. While the girls are doing this, the boys are blindfolded, or made to turn their backs, so that they cannot tell how it is being done. As each girl finishes, she ties a card to the end of her "aerial," with her name written on the back of it. When all the "aerials" are up, the boys start their part of the game, which consists of taking them down. Naturally, as each one finishes this job, he will reach a card, and claim the writer for his partner in the next stunt.

INTERFERENCE:

The hostess may now make use of her radio set. She should arrange to start this part of the program at 10:10 P. M., because that is the time the late dance music usually starts.

The couples start dancing, and continue until the hostess blows a whistle. Then the girls form a circle, and the boys form a larger one around them. When the whistle blows again, the boys provide "interference" by breaking into the girls' circle, choosing partners, and dancing. For the next figure, the circles may be reversed, so that the girls pick out their partners. And, a third time, the couples may march around the room, two by two, after which the boys are told to stand at one end of the room, and the girls at the other. The whistle blows again, and the boys run across the room to find partners. The regular Paul Jones chain may also be introduced,
Refreshments

Detector Salad
(Salad composed of round slices of tomato, chopped celery, nuts, green peppers, and mayonnaise dressing.)

Hook-Ups
(Crescent rolls)

Ear-phones
(Meringue glacés)

Ecstatic Cakes
(Small fancy cakes)

WD 11
(Salted peanuts)

Coils and Crystals
(Candy "curls" and crystal mints)

Ground Connections
(Coffee)

Write this menu, minus the explanations in parentheses, on the inside of folded cards. On the outside of each, make some zigzag lines, such as are used to typify lightning; and print beneath these the initials of the guest for which it is meant, writing the initials thus: FRH.

Have as favor for each person a tin horn, to represent a loud-speaker, and cover it with gay crêpe paper, ruffled at the edges.
PLAYING AT HARMONY

INVITATIONS

Across a correspondence card is drawn a staff and in the four spaces the following rhyme appears:

Harmony, melody, music, and song,
Now, you're fond of these, so pray come along.

A nocturne to please, said party will be.
That I promise true, I hope you will see.

Instead of the usual music signature at the beginning of the line, the hostess' signature is substituted. At the top, as if it were the name of the piece, there is printed the date of the affair, while, above the staff, in place of the tempo, there appears, $\text{J} = 8:30$. This will signify the time the guests are supposed to arrive.

DECORATIONS THAT HARMONIZE

Each side-light is covered with a white crêpe-paper shade, around which a row of crayonned notes dance their way. Then, in criss-cross fashion from wall to wall, string is stretched. More strings are dropped from this at intervals, with a black cardboard note or chord on the end of each length. The notes and chords repeat themselves in the door-
way. Along one of the walls a row of sheet music is lined, as it would be in a music-shop.

GAMES AND STUNTS

THE "F's" AND THE "G's":

As the guests enter, they are asked to go to the piano, and take one of the small pieces of manuscript laid on the music rest. Half of these consist of the first line of "Swanee River," in the key of F; the other half, of "Old Kentucky Home," in the key of G. This divides the company into sides, and there follows a hilarious attempt at singing both songs at the same time. Score one for the side that remains in tune longest. A card is given to each side so that after every game the members of the winning team may add a point to their scores.

MAKING A KEYBOARD:

The sides still keep their division and each is handed a large box which is found to contain black and white cardboard oblongs, resembling the keys of a piano. Both boxes contain just enough to form a complete keyboard, and it behooves each side to spread out the right combinations of black keys and white ones, in the quickest possible time. A floor, or a long table may be used for the array.

THE B-SHARP TEST:

It's not hands that are to be exerted now. The "F's" and "G's" seat themselves in opposite rows, and then the hostess plays snatches of tunes, which
should be familiar but not too familiar. At the end of the first one, an "F" has a chance to guess the name of the piece. If he should fail, the opposite "G" is allowed a chance, and so on down the lines, until the correct name has been called. When the second piece ends, the guessing goes on right where it left off with the first one, while the captain at the head of each line keeps count to see which gets the best out of twenty-five tunes.

**Interpretation:**

The hostess stays at her instrument; and this time, it is a question of the guests' interpretation of the thing she plays. She should choose a simple march, and play it, first fast, then ridiculously slow; and loud, soft, then instantly loud again. As soon as the music starts, "F's" and "G's" begin marching around the room; fast with the hurrying rhythm of the tune, slow, when this is retarded. In addition, they have to match the loud parts with stamping of feet, the soft ones with tiptoeing, or out they go.

There now follows the awarding of prizes, one for each member of the victorious team of the evening. These rewards are well-chosen pieces of music.

**The Dining-Room**

The table is laid with a cloth that depicts the vision that an earnest student might have after particularly hard practice. Myriads of crêpe-paper notes dance topsy-turvy fashion on a white back-
ground; and, if the hostess be particularly clever, she may have turned these into funny little figures that go through all kinds of antics.

In the center of the table, a paper-covered box represents a stage; and on this a soulful doll singer stands. Her doll accompanist is seated at a toy piano with its tiny sheet of music.

Miniature footlights, real or painted, are provided. Favors are tiny mouth-organs, place-cards, oblongs of manuscript paper, with the guests' names written in a succession of notes.

The menu consists of oyster cutlets, potato chips, cheese straws, olives, and salted nuts; followed by ice-cream, fancy cakes, candied orange peel, and coffee.
THE LEAP-YEAR FROLIC

INVITATIONS

Write the invitations on red paper hearts. Cut a slit in each side of the wide part of the heart, and, for the girls, slip white elastic through the holes, to make an armlet; for the men, red or black elastic. Word the invitations as follows:

Wear your heart upon your sleeve
   For one year out of four;
Catch a partner, ere you grieve,
   By matching at the door.

If you'll wear this crimson heart
   At the party I am giving,
Drop a line that you'll take part,
   To—you know where I'm living.

   Martha Bullard.

Saturday evening,
January second, at
Half-after eight.

Each invitation should be numbered, and there should be duplicate numbers for men and girls, so that they may match for partners.

DECORATIONS

Cut out as many pictures as it may be possible to find in newspapers or magazines, which have for
their subject the girl "vamping" the man. They may be pinned all over the curtains and portières. Then the fixtures may be covered with cunning little shapes, made of red crêpe paper in the shape of hearts, and lined with white. The numerals of the year, cut out of white paper, are pasted on each one. The two hearts for every shade should be fastened together, and slipped over the light, so that they curve outward at the top.

**Stunts**

As soon as the guests are assembled, they may start seeking the duplicate numbers that match the hearts which they are wearing on their sleeves. When everybody has a partner, the first dance or game may start.

**The Choosy Wishbone:**

Let it choose partners. You know the old superstition about the wishbone. You hang it up in the doorway, and the first man who walks under it is the man you'll marry. Well, make this wishbone big, so that everybody can see it. It should be cut out of cardboard, and gilded. Then, if you have two rooms, such as a Dutch hall and living-room, or front and back parlor, hang the wishbone in the doorway. If there be just one room, suspend it from a ribbon strung across the middle of it.

Have lines formed for a grand march, the girls on one side of the room, the men on the other. Lead them in a countermarch; then, in alternating single
file down the middle of the room under the wishbone. Let the lines separate, and march up the sides of the room, then meet to form a double line down the middle, a man and a girl, and so on. When they pass under the wishbone, each girl's partner will be the first man ahead of her. The partners may be for a dance or a game.

The Frog Who Would A-Wooing Go:

The men are the frogs in this partner-getting stunt. They form a line at right angles to the line of girls, and stand with their backs turned to them until the signal for starting is given. This is supposed to keep the girls from knowing which boy they will get for a partner, but girls are smart about such things, and they will probably be able to guess who's who, just from the haircut and the hang of the coat. But it's all supposed to be very mysterious, and the minute the signal is given, every man turns about and takes the leap-frog position. Then the last man in line hops over all the others, and takes the first girl in line as his partner. The next man follows, and takes the next girl. This continues until everybody is paired off, whereupon the partners sail into a dance, or gather about the hostess to get instructions for the next game.

The Leap-Year Proposal:

This is a good stunt for intermission, if there is dancing. It is the quiet sort which fits nicely be-
tween strenuous times. Everybody is given pencil and paper. The girls are required to write proposals, the men to write acceptances; and nobody is allowed to see what anybody else writes. Names are signed to the backs of the papers, and there is a prize for the best of each. This may be awarded for cleverness or sentiment, or both, according to the preference of the judges. After the decision, the proposals and acceptances are given back to the writers, and those which match best in sentiment, length, and so on, are paired off as partners for the next thing on the program.

**The Refreshment Table**

The center of this is a game in itself. First of all, there are waves made of blue and green tissue paper. A green cardboard canoe of quite good size bobs about in the waves. A girl doll is seated in the stern. She is doing all the paddling, if you please, while the boy leans luxuriously back against a bright cushion or two. All of which is most appropriate for Leap-Year! From the chandelier, there is suspended a sign, on which is printed, "WHAT IS THE TITLE OF THIS PICTURE?" Each person is handed a small card, and requested to write on the back of it his answer to the question. Two people are appointed judges, and a prize of a humorous book is given to the one they think has written the best title.

The guests do not sit down at the table. Oh, no! The things to eat are served from it, but the men
find places, after the guessing game is over, and the girls have to take their refreshments to them.

Choose either of the following menus:

I
The Love-Philter (fruit punch)
Match-Makers (chopped egg and mayonnaise sandwiches, and minced ham sandwiches)
Sweet Things (fancy cakes)
Vamps’ Delight (candies)

II
Siren’s Choice (fruit salad with whipped cream and nuts)
Match-Makers (cheese and green pepper sandwiches, minced chicken sandwiches)
Charms (olives and nuts)
An Enchanted Drink (coffee)

Either of the above menus is printed in white ink on a cardboard heart. A bit of pasteboard on the back makes it stand up, and a little Leap Year calendar is placed at the bottom. Instead, the menu may be printed on the back of any sort of small decorative calendar. These calendars form the favors for the party.
PARTIES FOR EVERY SEASON
A PHANTOM PARTY FOR NEW YEAR'S EVE

INVITATIONS

Use black paper for these, and with white ink, write these mysterious words:

"Phantoms all! The ghost of 192—will meet you on New Year's Eve at 8:30, at the home of ———— (fill in name and address here). Wear your spookiest garb and hiss the password, 'S-s-s-s-s-s-s-s-spirits!' as you cross the threshold of the house."

STUNTS

New Year's Eve is such a wild time, especially when there are ghostly costumes worn, that organized games are hard to manage. And so, at this meeting of the spirits, there will be just stunts. Have a ghostly figure just inside the door, to point like a semaphore the way the guests shall follow to the room where they leave their wraps. The lights should be dim, shaded with gray crêpe paper, and the figure all in white. A dress-form might play the part admirably.

The lights in the room where the party is to take place should be shaded in black cheesecloth with white skull and bones painted on each one. No one
should be allowed to speak above a whisper, when the guests assemble, but there ought to be some master of ceremonies to pin numbers on their backs, as they arrive.

Have a Virginia Reel first, partners being secured entirely by means of mysterious signs and whispers, and identified by means of duplicate numbers, which have been pinned on the guests. After the Virginia Reel, there may be a still silent guessing contest about the identity of the other ghosts, each one being given paper and pencil to write down the suspected names with the numbers that have been assigned.

Under the title "The Veil of Mystery" on page 145 and on following pages describing Hallowe'en stunts, directions are given which may be adapted to this and the following New Year Party.

When the mystic hour arrives, whatever it is, the hostess may blow a whistle, whisk the covers off the lights as a signal for unmasking, and let the rest of the evening take care of itself in dancing, games, or just plain noise-making to welcome the New Year.
THE GHOST'S WATCH

INVITATIONS

In each corner of a sheet of white paper draw a ghostly hand pointing to the words written in the center. These are as follows:

Watch!
With the Ghost of 19—
At 123 Fourth Street
On Saturday evening, December 31
At eight o'clock.

R. S. V. P. Fancy Dress.

The house should be perfectly dark when the guests arrive. A white-clad ghost may silently open the door as they approach, and flash an electric flashlight across the doorway to show them the way. Another ghost with hidden face may point the way toward the stairs, at the top of which more ghosts will lead the guests to the rooms in which they are to leave their wraps. There may be dim lights in these rooms, and in the room where the party is to be held, to which the guests are silently escorted by the ghosts when they have removed their wraps. Silence and semi-darkness should prevail in this room, until all but the late-comers have arrived.
Then the lights may be turned up suddenly without warning, and the real party will begin.

Dancing may take up a large part of the evening, with a few games thrown in to vary the monotony for those who do not care for dancing. The unmasking should be about 9:30 or 10 o'clock if it is done formally.

If other stunts are required, plenty of them are described on the pages devoted to Hallowe'en Parties.

**The Watch**

At about eleven o'clock, the ghosts, who may be members of the family or friends who are helping with the party, may slip out of the room, coming back in triumph with an enormous "watch." This is a round hat-box with a clock face painted on the top. Setting it down carefully in the middle of the room the ghosts lead a procession in a march around the room starting at the wall and coming closer to the "watch" each time they encircle the room, until they surround the hat-box. The lid is then lifted off, disclosing tin horns, whistles, bells and rattles which are to be distributed among the guests as favors. A very solemn march is then led away from the box, while someone plays the Funeral March on the piano, in honor of the passing of the Old Year. But as twelve o'clock strikes, the march is stopped, bells, whistles, horns and rattles are called into play, and the New Year is greeted with vociferous enthusiasm.
VALENTINE PIRATES

INVITATIONS

Print the invitations on large sheets of heavy, parchment-like paper. Roll them up from each end, wrap in a sheet of brown paper, seal with a heart sticker, and send through the mail. Each guest will then read:

"Yo-ho, yo-ho, now pirates bold let's be! It's Captain Valentine's own request, my hearty, that ye be present, in a piratical frame of mind, at half-after eight on Thursday evening, February fourteenth. You'll find a desert island, and, before the evening's over, who knows? There may be treasure.

"(Signed) CAPTAIN VALENTINE,
(MARGARET HALE).

"R. S. V. P."

DECORATIONS

Since a desert island is to be the scene of the festivities, tan cheesecloth is laid all over the floor, to simulate sand; there are palm trees with green crêpe-paper leaves, and there is also a banana tree, while on the ground are several cocoanuts. The lights are covered by Captain Valentine's own symbol, this being managed by two heart shapes, cut out of red crêpe paper; and the flag which the heart pirate has brought from the ship is a large red cam-
bric heart on a white background. This has been fastened to a stick, and "planted" in the sand.

**GAMES**

**Smuggling Hearts:**

Sides are formed, the girls on one side, the boys on the other, and each girl is given a cardboard heart, with a string attached to it. The girls form a line, and drop the hearts back of them, keeping hold of their strings. Then the boys range themselves behind them, and the excitement begins. These are the smugglers, and theirs is the job of stealthily creeping up behind the girls, and trying to make away with their hearts without their knowledge. If a boy succeeds in picking up a heart, it is his, and the owner has to drop out of the game. But, generally, the girls are quick enough to wiggle them out of the way. This goes on till Captain Valentine calls a halt, whereupon the smuggler who has captured the greatest number of hearts will win a heart-shaped box of candy.

**Lucky Numbers:**

Captain Valentine may start this game by arranging the guest-pirates in a circle, first a boy, then a girl. She gives each a consecutive number, and keeps "one" for herself. The circle is used for convenience, but should be considered a line. The object is to get all the girls or all the boys together at the head of the line. The captain, who is One, may start by calling the number, "Six." This will be
OF GAMES AND PARTIES

a boy, for girls should always try to call boys' numbers, and vice versa, so as to do their best to make them go to the "foot" of the circle. Said boy must quickly, before "One" has counted five, call another number, say "Three." "Three" then retaliates, and the game goes swiftly on. But, should a number fail to answer when called, that person has to take the last number in the circle, which means that some of the other numbers are also changed. Occasionally the captain will miss out, so that the person who has been "Two" before will have to be the new captain.

Walking the Plank:

There is no mercy on a guest-pirate. He is obliged to walk the plank occasionally, even as was done of old; although the fact is, in this game, it's the girl to whom the plank-walking falls. She is blindfolded, and made to stand on an ironing board, with her hands on the shoulders of a man who stands on the floor beside her. Then one man stands at either end, and they lift the board about two inches from the ground. At the same time, the boy on whom the girl is leaning stoops down, which will give her the sensation of being raised to a great height.

Marksman in Hearts:

The girls are given heart stickers, and told to put their initials on them. They are then pasted on a large lace paper heart, which is fastened to a cake board hung up on the wall. The men are provided
with darts to throw, and their supper partners are determined by the heart they succeed in hitting.

**Refreshments**

Partners will go a-seeking together, after Captain Valentine has told them to look in every room downstairs for the treasure. Little maps might be made, showing in diagram form the "lay of the land," and some of the "warm" places. The treasure itself, of course, is an oblong box packed with lunch, and there is a separate one for each couple. The boxes are wrapped with brown cheesecloth, to make them appear less conspicuous, and more like a treasure-chest.

Inside various bags made of cotton crépe, tied with red cord, the pirates will find, wrapped in wax paper, minced chicken sandwiches and some of cheese and chopped red peppers, labeled on the outside, "Doubloons"; two heart-shaped molds of tomato jelly in unwrapped papier-maché dishes, labeled, "Rubies"; a bag of potato chips and one with deviled eggs in it, both labeled, "Gold"; olives, which are "Pieces of eight"; and unwrapped Charlotte russes, with a cherry in the top of each, called "Pearls of unheard-of size."

The favors for the occasion are diminutive bandannas made of printed silk, and these are filled with silver, in the form of chocolate buds. They may be placed in a large bandanna, and passed to each one by a small child dressed as a pirate, if the hostess so wishes.
HEART-LINES

INVITATIONS

Heart-lines
For Valentines!
Come see
What these can be.

February fourteenth, at
Half after eight.

ELEANOR FORT,
17 WALNUT AVENUE.

R. S. V. P.

On a heart of palest lavender cardboard, everything except the rhyme should be printed. Then four small pink hearts, made double like a folder, may be attached to the big one by means of narrow pink ribbon, which is passed through slits across the top of the card, and pasted down on the other side. On the outside of the tiny hearts, there should appear respectively the numbers, "One, two, three, and four;" while, inside, a line of the above rhyme is written on each; the first line in one, and so on.

Decorations

Festive white paper with a lace edge makes shades; and over this, in kaleidoscopic fashion, tiny
crépé-paper hearts, pink, lavender, blue, green and yellow, are scattered. They are pasted on, the pastebrush having been applied to them ever so lightly, so as not to spoil their daintiness. Each window-shade should have a special curtain pull, a little old-fashioned bouquet, made of tissue paper flowers, surrounded by lace paper. So much for a background.

Then, all over the room, around the chandelier, from chair to chair, along the bookcase, even out in the hall, there's the charm of mysterious pink string—heart-lines, of course.

**Games and Stunts**

**Finding Your Heart-Line:**

Each person is given an empty spool, and told to find a heart with his name on it which is attached to the maze of pink string, representing the lines of the palm. When he has found this, he starts out on his all-important quest for the heart-line to be discovered at the other end of the string, winding as he goes. At intervals, just to make things harder for the impatient one, a pink cardboard heart fastened to the string gives such disappointing instructions as, "Go back ten paces;" or, "Count fifteen before you go on." Of course, the person who winds up his string the fastest will no doubt receive a prize for his labor; but everyone will have had the satisfaction of finding his heart-line at the end of the winding, this being a cardboard heart with a line
written on it which is a humorous forecast of the fate of the finder.

Playing Cupid:

There is a set of five hearts, made of writing-paper crayoned pink, and a darning-needle threaded with twine for each person. The hearts are hung, some distance apart, from chandelier or mantelpiece, two sets at a time. One set is threaded with pink string; the other, with lavender. Boys take the pink and girls the lavender; and, two by two, the players are to compete to see who can pierce the hearts with a needle, and get them on their strings without tearing them. If one be successful, the heart is cut off the string from which it has been hanging. Score is kept in the following manner: none of the five hearts strung, but none torn, one point; one strung, two; two strung, three; three strung, four; four strung, five; five strung, ten. Members of the winning team are accorded the privilege of choosing supper partners, later on.

Lines On a Heart:

The hostess should see that each guest receives two hearts and a pencil. She may then explain the workings of the game that is to follow. Every person is asked to make up a limerick, and write it on one of the hearts. On the second heart, he writes one line of it, and folds this over, so that it is not visible. He then passes this second heart to the person at his right, and receives a heart from
the one at his left, retaining the first heart with the limerick on it. On the one handed to him, he writes his second line, and the same procedure continues until all five lines have been written. Then the mixed-up limericks are read, with results that cannot help but be ridiculous. The real limericks are read afterwards, and the best one draws a prize. There is a small booby prize for the person completing the funniest of the jumbled ones.

**Optional Palm-Reading:**

In case the hostess or one of her guests is able to read palms such a talent should not be wasted at the party, for there is nothing quite so interesting as having one’s character read.

**The Refreshment Table and Its Favors**

Over the snowy luncheon cloth are scattered shaded tissue-paper hearts of the sort that are used for wedding confetti. From the chandelier hang many heart-lines—strings of hearts, some pink, others lavender. The hearts, all the same size, are made of cardboard, and are strung at intervals, one above another. Then four candles, with heart-bedecked lace paper “hats” like the ones on the living-room lights, are arranged in a wide square, about the center decoration. This is a mysterious heart-shaped centerpiece, with a line of ribbon running from it to each guest’s place, the ribbons varying in color. It may be simply cardboard, covered
with crêpe paper in shades of rose and lavender, or it may be covered with real roses and foliage.

Inside, cunning favors are hidden, artificial flowers for the girls, and small memorandum books for the boys. The "heart touch" is given to them by means of narrow vari-colored ribbon streamers, pink, lavender, green and yellow, each with a "motto" heart candy to weigh it down at the end. Colored confetti is sprinkled among the favors, so as to be scattered when they are pulled out at the same time they are. Regular valentines, with the name written at the bottom, are the place-cards.

**Refreshments**

Hot chocolate with whipped cream, or coffee, and little heart-shaped sandwiches come first, some of the sandwiches filled with shredded lettuce and mayonnaise, others with minced ham mixed with a bit of Chili sauce, and still others with a thin layer of marmalade and chopped nuts. Then there follow vanilla ice-cream with chocolate sauce, heart-shaped cakes, and heart candies.

**Suggestions for Prizes**

If the hostess wants to carry out the valentine idea, even with the prizes, she may have a heart-shaped organdie handkerchief case, a heart-shaped boudoir pillow or a lace-paper corsage of real flowers for the girls; and heart-shaped boxes of candy for the men.
LUCKY IN LOVE

INVITATIONS

Of course, everybody has heard the old superstition about being "lucky at cards, unlucky in love." Some bridge players don't believe it, others claim that it's skill not luck that counts—in cards. But this is a party for those who want to be sure of being lucky in love, no matter how they get along at the card table. You'll see how things work out for them.

Cut a double heart out of white drawing paper, and outline it with gilt paint. Inside, print with the same paint:

The Lucky-in-Love party which Jean Bartlett is going to give on Tuesday evening, February fourteenth, is sure to be twice as lucky, if you will say you'll be there. Sign your name, and return this heart whole, to show you're coming. In case you can't come, tear it. But don't break it in this way, unless you must.

DECORATIONS

Shields for light fixtures may be made out of white paper, with a single red heart right in the middle. Black cats, cut from decorated crêpe paper, should occupy a prominent place on chandelier shades, or
against the background of window curtains. Real, or cardboard horseshoes are placed prominently over every door, and showers of red hearts hang from each high light fixture or chandelier. Then small bags made out of crêpe paper, ribbon-tied and filled with the heart confetti, may hang down so that they are struck unexpectedly by passers-by, and let out a stream of the small hearts.

Heartrending Games, in which the Object is to be Unlucky

To Get Partners:

Start two games of cards. Let a table of girls and a table of men play at the same time. The tradition of winning is completely reversed, the person with the lowest score at the end of each hand being considered lucky, and dropping out of the game. And this is where the luck comes in—each girl who drops out gets as partner the man who has been excluded from his game on the same hand. They remain partners for the rest of the games, and start dancing together.

Fishing for Hearts:

Place on separate tables two large bowls of water, in which fifteen small hearts of cardboard are floated. Let partners compete at the same time, but at separate tables, so that the girl of one pair is competing against the man of another. The object of this game is to fish up the little hearts with
a hook made of a bent pin on a string which is suspended from a wooden or metal skewer. Each heart should be equipped with a small loop of white thread; and, as it is fished out of a bowl, it should be piled on the table in front of the lucky contestant. The hearts are counted at the end of each contest. After their number has been written down for future reference, they are put back for the next competition. But the tricky part of this game, which nobody but the hostess knows, is that the winner is not the one who has the largest number, but the one who has the smallest. Separate prizes may be given for each game, or a large prize for the total score. A booby prize should be provided for the holder of the largest score, so that there will be no hard feelings.

**Mending Broken Hearts:**

Have enough large red hearts to go around among the girls. Let each girl tear a heart in half, pin one half on her left sleeve, and place the other in a hat or bowl. The partnerships are dissolved for this, which should be staged just before the refreshments are served, or, if there be dancing, just before a dance, when things seem to be getting slow. The men choose from the pile of halves, and each man strives to match his half with the heart on a lady's sleeve. Having matched it and won his partner, he grasps her hand and races back to the table where the drawing was made, to register his score. In this game, the winner really does win.
The Lucky-in-Love Menu

Hearts Adrift
(Shrimps à la King)

Valentines
(Sandwiches Cut in Heart Shape)

Cupid's Love-Potion
(Hot Chocolate with Whipped Cream)

Cold Hearts
(Frozen Cherries)

Happy-Ever-After Charms
(Small Fancy Cakes, Heart-Shaped if Desired)

Prizes and Favors

As this is a lucky party, the horseshoes, black cats, aces of spades and "thirteens" which stand for luck, good or bad, should figure in both decorations and favors, as well as the hearts of Valentine's Day. For the refreshment table, have a huge gilt wish-bone, cut out of cardboard, suspended from the chandelier, with strings of small red hearts, horseshoes and black cats hanging from it on red ribbons. Shower tiny red heart confetti around the middle of the table directly under this.

A heart-shaped box of candy, a string of beads, or a pretty handkerchief would be nice prizes for the ladies, with a toy black cat, or a candy heart for the booby prize.

For the men, a handkerchief, a "silver" pencil, a small cigarette lighter, and the same booby prize would be very acceptable.
HEARTS AND FLOWERS PARTY FOR VALENTINE'S DAY

Invitations

Either buy or make enough artificial flowers, two of each kind, to send to all the guests. Write the invitations with red ink on white paper, cut heart shape, and enclose a flower in each one. Duplicate flowers may be sent to the boy and girl who would be certain to like coming together. At the bottom of the invitation write:

"Your partner has a flower to match this one. Be sure to bring yours with you."

Decorations

The name of the party suggests its own decorations for the house. Inexpensive artificial vines may be draped about on chandeliers or in doorways, with red and white hearts hanging from them on red ribbons. For the refreshment table, have a low bowl containing red and white heart-shaped boxes filled with candy. Have red ribbons attached to the white ones, white ribbons attached to the red ones; let the ribbons fall out of the bowl, and stretch toward the places at the table. At the end of the "feast," the boxes may be pulled out by means of
these ribbons. Place four candlesticks around the centerpiece, and from the chandelier hang an embroidery hoop twined with one of the bright-colored vines, with ribbons stretching from it to each of the candlesticks. Use red candle shades, with a fringe of little hearts around the bottom of each.

Games

Picking Flowers:
Use small card tables for this stunt; and, on each side, arrange four piles of the artificial flowers, two colors to a pile. There may or may not be partners, as preferred. The object of the game is to separate the flowers into two piles, and the person or pair at each table who finishes first moves on to the next. Each table should be numbered, and the game should continue until the couple from the first table reaches the last. The score is kept on heart-shaped tally cards.

To Throw Your Heart Away:
Hang two baskets rather high on opposite walls. Give each person three hearts, cut out of pasteboard, and get him to write his initials on the hearts. Then see who can throw the greatest number of them into the baskets. Let two compete at the same time; and, when all have tried, separate the hearts according to the initials written on them. A point for each heart in the basket should be added to the tally card by the person who landed it there.
Valentine Puzzles:

This is another table game. Have at each place two or three stiff paper valentines, cut out in jigsaw shapes and jumbled together. Let the players try to piece these puzzles together, and make the valentines whole again. The ones who do it first move to the next table, as before; and this score is kept also. If preferred, these table games may be used at the same time at different tables, with the basket game as a third progression, instead of separate games being made out of them.

At the end of all the games, add up the scores, and present small, inexpensive prizes to the highest and second highest, and a booby prize to the lowest.

Refreshments

Flower salad: Make a nest of lettuce, and arrange pieces of celery, pimentos and nuts, like a bouquet, right in the middle. Serve the dressing separately.

Heart sandwiches: Any kind of sandwiches cut with a heart-shaped cookie cutter.

Hot chocolate for the salad, punch for the sandwiches; a choice of these, if both are served.

Red and white candies and little heart-shaped cakes, or cakes with red or white icing.

The menu may consist simply of ice-cream and cake, if something light and easy to serve be desired.
PATRIOTIC PANTOMIMES

A PARTY FOR LINCOLN’S BIRTHDAY OR WASHINGTON’S BIRTHDAY

INVITATIONS

Since these two holidays are so close together, it seems fitting to use one party to celebrate either or both, and so this combines the two in decorations, stunts and general idea.

Use a plain white card for the invitations, either painting or pasting bars of red, white and blue across the corners. Then word the invitations as follows:

Patriotic Pantomimes
for
Washington’s Birthday
(or Lincoln’s Birthday)
At the home of
Mary Smith
219 President Street
At eight-thirty

Laugh ’em off—and see what happens to you!
But let me know for sure you’ll be there, too.

If the party is to be given near the day of one of these holidays, but not on the exact date, add the correct day and date at the bottom of the card.
Decorations

A large banner is hung at each end of the room. One of these, of blue cambric, bears an oval picture of Washington, surrounded by a frame of small hatchets, painted with gilt. The other, of red, has Lincoln's picture framed in logs. Appropriate sentences may be inscribed below the pictures if desired: "First in war, first in peace," and "A Government of the people, for the people and by the people." Lights are shielded with two-tiered shades of blue and white crêpe paper, finished at top and bottom with red paper or chenille. A sheet, for the silhouette pantomimes, is hung at one end of the room, with enough space behind it for the actors and their properties.

Stunts

Electing the Presidents:

This being a party in honor of two presidents, two opposing sides will compete in all the stunts. To suit our patriotic cause, we shall call one side Democrats, the other Republicans, and have a president, or captain for each side. Lincoln's famous beaver hat may be used as a ballot box, but instead of casting their ballots, the candidates draw them out. The ballots are bows of ribbon, half the number red, the other blue, and two white. The guests draw out their ballots without looking at them, becoming Democrats (red) or Republicans (blue) ac-
According to the color bow they draw. The two who draw the white bows are the presidents; a tiny little edge of color sewed to each one assigns one captain to each party. The bows should be pinned prominently on each player’s shoulder, as they have an important part to play. This having been accomplished, the sides line up for the first stunt, which is an old-fashioned

**Spelling Bee:**

There’s nothing new about this, and no need of describing how it is carried on. The individual winners of the spelling bee become automatically presidents for the next game. Thus one president may have two terms. Score may be kept for the sides.

**Chopping Down the Cherry Tree:**

This is a relay race with the same formation as the spelling bee. A cherry tree, made of a roll of cardboard, covered with brown paper and adorned with cunningly arranged cherry blossoms, is set up at the end of each line. The object of the race is for Democrats and Republicans to race, one at a time, from one end of the line to the other, carrying a toy hatchet with which to chop down the cherry tree, then set it up again and take their places in line, handing the hatchet to the next person. This starts with the presidents, the line moving up each time until they are once more at the head. They race again for final decision, but one side ought to
be far enough ahead of the other by that time to make the result certain.

The Pantomimes:

These are enacted, turn and turn about, by the Democrats for the Republicans, and by the Republicans for the Democrats. The object of the actors is to make the audience laugh, but anyone who does laugh is penalized and must hand over to the other side his bow of ribbon. Those who are not acting in the pantomimes are posted as watchmen to catch any sly giggles and exact the toll of a red or blue ribbon, even a white one, for presidents have no privileges. But all those who laugh have the consolation of knowing that they will have a chance at least to try to win back their bows and those of their opponents', too, when their turn comes to act.

The pantomimes are calculated to make anybody laugh, for they are scenes from American history, acted as the spirit moves the actors, correctly or incorrectly, in burlesque, slapstick, straight comedy or very, very solemnly. The actors perform behind the sheet, a light behind them throwing their silhouettes on the screen. No properties are required except the tall hat for Lincoln, a pair of frilly lace cuffs for Washington's father, a hatchet for George, and such well-known, easily procured "trade-marks" as these.

Since the episodes are likely to be mixed up and hard to understand, paper and pencils should be provided for the audience so that they may write down their guesses as to the identity of each in-
incident. If three of these guesses are alike and correct, according to the actors, the audience has the next turn at acting. If nobody guesses what it was all about, or if there are not three guesses alike, the actors hold the stage for another act.

**Plucking the Cherry Tree:**

Use a clothes-tree for this, with artificial cherries and leaves wired on the "branches." Arrange these so that they match in some way. For instance, hang two cherries straight and two leaves straight, in different parts of the "tree"; then plait the stems of three cherries together, and plait the stems of three leaves together; hang up one lone cherry and one lone leaf; one cherry tied with a white ribbon and one leaf tied with a white ribbon, and so on so that the girls may pick off the cherries, while the men take the leaves and match them to get partners for refreshments.

**The Patriotic Refreshment Table**

This is covered with a white cloth, and has as a centerpiece a cabin made of corrugated pasteboard with a thatched roof made by scattering moss, real or artificial, over sticky paper. More moss makes a grassy plot around the cabin, while four cherry trees, made of mahogany candlesticks and artificial cherry blossoms, form a springy bower above the scene. The place-cards have a red, white and blue motif, which is also featured in little flags with their staffs split so that they can be stuck on the edge of tumblers, or fruit cups.
Refreshments Wave Flags, Too

The guests are served with Waldorf salad, rolled sandwiches of brown bread tied with red, white and blue ribbons, cherry ice, little iced cakes each adorned with a tiny flag, and coffee. Instead of the flags, the hostess may decorate her cakes with chocolate silhouettes of the three-cornered hat and the beaver, in honor of the two presidents.

Favors

These are the same for both girls and men, being gum-drop men dressed for the occasion. Two long, oblong gum-drops are wired together for the body, four more are stuck on at the proper angles for arms and legs, while a round one forms the head. The features are made of melted chocolate dropped on the face with a needle. The "costume" consists of a paper hat, either a tricorn or a tall beaver, stuck jauntily on the side of the head.

A Favored Game

A basket of cherries makes its appearance during the refreshments, but the cherries are not edible, being made of red paper. Each one contains some famous saying, written on a slip of paper, and a game of trying to guess "who said which" may be started. The hostess would be wise to keep a list of the correct names. Here are some suggestions for the contents of the cherries:

"That government of the people, by the people,
for the people, shall not perish from the earth.” (Lincoln.)

“You can fool some of the people all of the time, all of the people some of the time, but you cannot fool all of the people all of the time.” (Lincoln.)

“To be prepared for war is one of the most effective means of preserving peace.” (Washington.)

“Let us have faith that right makes might.” (Lincoln.)

“These are the times that try men’s souls.” (Thomas Paine.)

“Don’t shoot till you see the whites of their eyes.” (General Warren, at Bunker Hill.)

“Life, liberty, and the pursuit of happiness.” (Thomas Jefferson.)

“When in the course of human events,—” (Thomas Jefferson.)

“We have met the enemy and they are ours.” (Oliver H. Perry.)

“Give me liberty, or give me death.” (Patrick Henry.)

**PRIZES**

For the girls, a Colonial picture, or a collection of chiffon sachets, filled with rose leaves and lavender, would be appropriate.

For the boys, a book of old-time riddles, or a paper cutter.

For either, a patriotic favor, filled with candy, a tin box of old-fashioned cookies, or a box of plaited mint.
A WASHINGTON TANGLE

There will be no need of decorations for this party, except on the refreshment table. For this, cut four narrow strips of cardboard and arrange them in the shape of a "W" in the center of the table. At regular intervals on these strips, paste, or set in melted candle grease, little hatchet favors, standing upright. Stick red flower candle-holders—the sort used for birthday cakes—in the heads of the hatchets with lighted candles in them. Place clusters of cherries in the openings between the strips of cardboard.

THE TANGLE

Make a cobweb just as you would for a cobweb party, using red, white and blue crêpe-paper strips instead of the usual string. This will provide additional amusement, since it should be a feature of the hunt that anyone who tears his string must drop out, although he is not deprived of the little favor awaiting him at the other end of it. But he must wait until all the others have untangled their strings and received their prizes.

SOME TABLE GAMES

At one table, provide black paper and scissors. See who can cut out the best silhouettes, appro-
appropriate for the day—George Washington, Martha Washington, a hatchet, a cherry tree, and so forth.

The silhouettes are then taken to the second table, where cards, paste and pencils are supplied. Here they are to write a verse to go with the silhouette which they must first paste onto a card.

At the third table each tears his silhouette into small pieces, and passes it on to the next person. The winner is the one who has his silhouette pieced together first.

Have pencils and paper at the fourth table, and see who can draw the cleverest cartoon of George and the cherry tree.

**Slinging the Hatchet**

Hang up a cocked hat, with the crown entirely removed. Appoint a judge of the slinging, and let each player make three attempts from a reasonable distance, at slinging a pasteboard hatchet into the "basket." The hatchet should be actually slung, with a sweeping motion from the shoulder, and not tossed or thrown underhand. The judge should keep score, and award a prize to the "slinger" with the greatest number of goals to his credit.

**Refreshments**

If supper is desired, have oyster patties, with a red, white and blue rosette on the top of each one, potato chips, rolls, coffee, and a fruit cup made of oranges, or grapefruit and bananas diced, with maraschino cherries on top.
A simpler repast might consist of sandwiches, rolled and tied with red, white and blue ribbons, or flat sandwiches cut in the shape of hatchets, hot chocolate, and "cherries,"—wee round doughnuts.
A BUBBLE PARTY FOR ST. PATRICK'S DAY

INVITATIONS

Cut circles out of different colored paper, and paste over each one a white circle bearing the words: "A Bubble Party will be given on St. Patrick's Day in the evening, at 36 South Thirty-Sixth Street. Come and blow bubbles with us. And bring this bubble with you."

Let the colored circle protrude out beyond the white one. There should be two of each color. Send one to a boy and the other to a girl, so that they may be matched for supper-partners.

DECORATIONS

Use as many balloons of as many sizes and colors as can be obtained. Fasten some to the chandelier, and let others float around loosely, wherever they want to go. Then, over a screen which is placed around a table, at one side of the room, hang a piece of cheesecloth. And, upon this, paste "bubbles" made of circles of crêpe paper in various colors. These should be arranged at random, and should be fairly thick. In the center of the refreshment table, have a circle which has been made by placing clay pipes end to end, with bowls extended outward. Attach a bright-colored little rubber, or wooden ball
in the bowl of each pipe, as if it were a bubble that had just been blown.

GAMES

Blowing Bubbles:

On the table behind the screen, have a large bowl of soapsuds. Have pretty aprons for the girls, and plain ones for the boys, to protect their clothes. On another table near the door, have a pile of clay pipes, and invite each guest to blow the bubbles and then keep the pipe as a souvenir of the party. Let a boy and a girl compete together to see which can blow a perfect bubble and make it float up above the top of the screen without bursting. The rest of the party should be outside the screen during the trials, to judge whether or not the bubbles may be seen above it.

Carrying Bubbles:

Have a race with four competing at one time. Each is told to walk the length of the room, carrying a balloon on the bowl of a pipe, while the pipe is in the mouth. The balloon may not be held with the hand, and no player is allowed to go on walking when his balloon floats off. He is obliged to stop and replace it with his hands, before going forward.

Throwing Bubbles:

Hang a barrel hoop down from the chandelier, or from some place where it will not touch the wall. If possible, have one at each end of the room, so
that it will not take so long to get through the game. Then let each person stand within easy throwing distance of the hoop, and make three trials at throwing a balloon through it.

**Dribbling Balloons:**

Partners play this game together, two sets playing at once, and winners competing until there is one final winner. Balancing their balloons on the mouthpieces of their pipes, while they hold the pipes in their hands, they walk the length of the room, and, at every fourth step, are required to pass the balloons over to their partners. Thus these weave a diagonal course all the way down the room. Of course, they should be caught and balanced on the pipe with no assistance from the other hand, unless they break entirely away and touch the floor.

Scores may be kept and the winners given prizes for all these games, if desired.

**Refreshments**

Shamrock Salad (celery and round pieces of sweet green peppers cut up and placed on nests of lettuce).

Bubble Sandwiches (round rolls sliced and filled with minced lettuce, or minced olives and cheese).

Isles of Erin (islands of whipped cream, floating on hot chocolate).

Bubbles made of meringue filled with ice-cream could be added.

This menu may be written for each person on a little green cardboard hat; a high one, of course.
THE EMERALD QUEST

INVITATIONS

Oh, pray be my guest
At an emerald quest,

On seventeenth night,
The time will be right

At half-after eight,
Don't dare to be late.

What is it about?
Well, come and find out.

Martha Gooding,
R. S. V. P.
17 Crawford Avenue.

Each invitation is written in green ink upon a circle of white cardboard, and a short length of narrow ribbon, with a tiny cardboard circle on the end, marked "Open," is attached near the edge of the right side. Then cool green mica paper, two circles of it, is pasted lightly over both surfaces; and, of course, the bit of ribbon peeps out over the edge.

DECORATIONS

A sickly green light is never pleasant, but the refreshing color that comes from fixtures swathed in
GAMES AND PARTIES

green mica paper is delightful. “Emeralds” in the form of strings of clear green beads hint of the quest. They hang in loops from chandelier, and on long strings in the doorway, so that there is a pleasant tinkling sound, as they are stirred. White window curtains are tied back with appropriate green ribbons, and the pulls for window-shades are small Irish figures cut out of crêpe paper, and pasted on cardboard. On a table near the door, stand two glass bowls, one filled with green figures cut out of mica paper, the other filled with white ones. These provide the materials for the first game.

**Questing Games**

**Racing With Fate:**

Little St. Patrick’s figures are cut out of green mica paper, and duplicates are made of plain, uncolored mica paper. These may be Irishmen, pipes, shamrocks, shillelahs, snakes, and so on. The girls draw the white figures, the men take the green ones; and these are retained after the game, so that supper partners may be secured.

The race-track is the length of the room, and the contestants have to hold their slippery little green or white figures on outstretched palms as they race. Of course, they can’t go very fast, since the only way they are allowed to steady the figures is to put out the other palm to catch them, if they start to slide off. The winner is the one who reaches the finish first; but, if his figure has slid off his hand
before he arrives, he must run the race over again from the halfway mark, in order to claim the honor.

In this game, there is a final winner by a process of elimination, and this one gets first news of The Treasure. This, sealed in an envelope, consists of directions something like the following: "Look in the bookcase, back of 'Paradise Lost.'" When he looks there, however, he will find another envelope, containing a smaller one marked, "Hand this to the winner of the next game, or keep it yourself, if you win."

**Emerald Games:**

After this, there are four very brisk table games. Let the guests draw tally cards which will assign them to various tables. The first of these tables plays

**Matching Emeralds:**

Each person finds at his place a little paper bag of "emeralds." These are hard green candies. One player draws an emerald out of his bag, and puts it in the middle of the table on his side, the next player follows suit, and this goes on until somebody runs out of emeralds and is forced to drop out. The other three continue until a second comes to the end of his resources, and the remaining two fight to the finish, the survivor getting five on his score card; the "runner-up," four. This is entirely chance, as the bags have been filled beforehand with varying quantities of the candies, and the tops
twisted shut. The emeralds are put back in the same bags, and shuffled for the next contestants. The two with the scores go on to Table Two, where they will play

**Burying Emeralds:**

This consists, merely, in rolling up as many emerald candies as possible in a green ribbon, placing one emerald at the end of the ribbon, rolling it over, fitting in another, rolling the ribbon again, and so on, until the end of it is reached. Needless to say, the ribbons are uniform length, and there is a bowl of "emeralds" (candies) in the middle of the table. The one who reaches the end of the ribbon first gets four; the one who rolls up most emeralds, three; and they move. But the laggards are obliged to finish their burying, too. The bundles of emeralds are then taken along to Table Three, in order that the four people there may indulge in

**Finding Emeralds:**

And this is just undoing all the hard work of Table Two. It has to be done quickly, because the one who first holds up a ribbon free from hidden, or buried emeralds, with the emeralds piled neatly, is the winner, and gets three on his tally card, the next one to show a neat pile of the green gems in front of him making two. This pair pack up their green candies, and take them along to Table Four, where they will take part in
Sorting Emeralds:

There's a bowl of red, green, and white hard candies in the middle of this table, and the stunt is to sort the green ones into the largest pile. Of course, this gets harder and takes longer, as the time goes on, since each pair who arrive at the table from the preceding one bring along their pile of emeralds from the finding. The bowl has to be entirely emptied of "emeralds," each player taking a handful at a time, and keeping out the green ones, while he throws back the others. When the bowl is empty, the "emeralds" are counted, and the one who has the most receives two on his score. Speed figures, as well as luck; if the winner does not announce his result first, the second in luck also adds two instead of one in scoring.

The score winner is now handed that mysterious second envelope, which is to give further news of the emerald all are seeking. "Look under the rug in the hall," this one commands. The winner, all eagerness, finds another envelope—more directions. "Wait and see if you win the next game," jeers the envelope inside. "If not, hand this to the winner."

Picking Shamrocks:

Of course, it isn't wise for seekers after treasure to stop and pick flowers by the wayside; but, after their bouts with the candy emeralds, their hands are apt to be sticky, and this stunt is to remedy that condition. Besides, who ever heard of a St. Patrick's party without a shamrock stunt? So, while
the questers are resting, they may try this race. Oodles of the cheap little tin shamrocks are placed in various receptacles, some in the bottom of a fairly deep pan filled with water, others on a big tray, and still others in a basket. To the tune of a lively march, played on piano or talking machine, each merry searcher marches past these, dipping first into the pan to pick up as many shamrocks as possible, and, incidentally, to wash the stickiness off his hands—thus dipping a wet hand into the tray, and retaining as many shamrocks as cling to its moistness, and finally into the basket to grab another handful. These are counted when everybody has marched by, and the winner, of course, is the one who has the greatest number.

The lucky one gets the envelope which, when he opens it, says sweetly: "The emerald still eludes you. Quest further. The lucky possessor will be the one who draws the final directions in the dining-room."

**The Dining-Room**

In the center of the table is a small harp, a shaped piece of thick wire wrapped with cotton, and wound round with gold paper, its strings of gold picture wire. The little instrument is tied with a misty green tulle bow to which are attached two or three moss roses; green grass, the kind used for Easter baskets, surrounds the centerpiece. The favors are papier-maché nut dishes, colored with gold paint. They are filled with salted almonds hidden from
sight by emerald mica paper, the pasted edge of which is veiled with a bit of tulle. Shamrocks inscribed with gold ink indicate to the guests their rightful places—but still no emerald.

Refreshments

A tempting green salad is served, hearts of lettuce hollowed out, and filled with a mixture of chopped olive, grated hard-boiled egg, and mayonnaise. And with this are served sandwiches of cream cheese and chopped green pepper, as well as butter thins spread with cool mint jelly, dabbed on in the shape of shamrocks, and salted almonds.

A layer cake is brought in, to be cut by the hostess, while each guest is served with fruit punch. In one of the pieces of cake, then, some lucky person will find the coveted information, hidden in waxed paper. He will immediately rush to the cache for the treasure, the drawer of a buffet, for instance. And there it will be, wrapped in green mica paper—a large, round box of chocolates.

Consolation Prizes

But what of the poor winners of the various games, who had secretly hoped for prizes? A tray may be passed around to each of these, so that he may find for himself a consolation “emerald,” smaller, it is true, but a most attractive St. Patrick’s favor, filled with candy.
NOTHING BUT BLARNEY

A PARTY AT WHICH EVERYBODY HAS A FLATTERINGLY GOOD TIME

INVITATIONS

"You are cordially invited to an evening of 'Nothing but blarney' at Miss Evelyn Manners' home on Wednesday evening, March seventeenth. But this is no flattery—the party won't be complete without you. R. S. V. P."

These words are written in green ink on squares of pale green cardboard.

DECORATIONS

The decorations for this party are really "Nothing but blarney." The guests will see green snakes curled about the light fixtures, but what the hostess knows is that they are coils of silver tinsel or silver ribbon, made green by the reflection of the lights, which are covered with green crêpe paper. To avoid dimness, only certain lights are fixed in this way, the others giving out their usual bright radiance. These others, however, have flaring shades made of paper shamrocks. If possible, several of the real shamrock plants should be in evidence, or a vase or two of the green carnations that are sold for this day.
Games

Nothing But Blarney:

This is a good game with which to start, because it makes things pleasant and informal right away. Someone is chosen to go out of the room, while the rest of the players form a circle, and are let into the secret of the game. The one who has to find it out, when he returns, is told to guess who “It” is. He is allowed to ask any number of questions of any player, so long as he doesn’t ask who “It” is. So he may begin by, “What color eyes has It?” and go on questioning one after another.

“It” is always the person to the left of each player.

Kissing the Blarney Stone:

A small cake with green icing is hung temptingly from the chandelier, attached by means of a green ribbon. One by one, the guests are blindfolded, turned around, and started in the direction of the cake. The one who succeeds in nibbling it, wins it. Of course, there should be other cakes in reserve, in case more than one person is successful.

Writing On the Ground:

We can’t all write in the air, but we can write on the ground, or at least make the attempt. That’s the object—to write “St. Patrick” as well as possible, and in the quickest time. One of the very large, very fat pencils is attached to a cane, to rep-
resent an old Irish shillelah, and every player takes his turn at the feat. The stick should be grasped firmly at the top, and at the top only, while the writing is done on a large sheet of wrapping paper, spread on the floor.

**Shamrock Antics:**

The guests are handed cardboard shamrocks and pencils, and the order is given to find as many words with the letters contained in "shamrock" as possible.

**Refreshments**

Serve a salad (of chopped celery, green peppers, nuts, and chopped apples), sandwiches, coffee, pistachio ice-cream, and cakes with green icing. Or have oyster patties, rolls, coffee, vanilla ice-cream with green cherries, and green-iced cakes.

**The Refreshment Table**

Use either a plain white cloth, or a crêpe paper table cover with a decorated border. Paper napkins suitable for the occasion may be bought, and will give the table added charm, if folded in fancy shape. Here again the centerpiece is "Nothing but blarney," for it looks like a huge bouquet placed in the center of the table. But, with the pulling of a few strings, it goes all to pieces. It is made of favors—bouquets of green and white gumdrops, green mint marshmallows, any green candies, wired separately, and thrust through lace-paper holders,
for the girls; and, for the men, cigarettes and matches wired in the same way, with a few of the green candies for variation. Silver paper hides the ends of the wires, just like a regular bouquet; green ribbons are attached to the men’s favors, and silver ones to the girls’.

**Prizes for Games**

An inexpensive string of green beads, a green handkerchief, a box of green mint candy, for the girls; a green scarfpin, a green handkerchief, or a box of cigarettes in a green package, for the men.
THE SHAM SHAMROCK PARTY

INVITATIONS

Shamrocks, which will be sham ones of course, are cut out of white cardboard. They are then painted a pale green, with water color paint. After this has dried, the following is printed on each one, in silver ink:

With smiles that are gay
   And laughter that's hearty,
Now, come, if you may,
   To my Sham Shamrock Party.

On St. Patrick's Day,
   When it's half after eight,
This summons obey,
   And please don't be late.

Your own name is then signed.

DECORATIONS

Green, and lots of it, is the prevailing idea. The side-lights cast forth emerald-like gleams, all because they are shaded with green tissue paper in the shape of St. Patrick's Day hats. Then, on each window-sill, there is a row of cardboard flowerpots, every one stuffed with brown tissue paper in which is placed a cardboard shamrock. At the entrance to the room where the party is given, small green crêpe-paper
shamrocks are suspended from green cords of different lengths, so that the guests have to find their way through this "curtain."

GAMES

MAKING SHAM SHAMROCKS:

The first game consists of trying to make sham shamrocks. Sides are chosen, and each person is given a dart to throw. The targets, of which there are two, are good-sized shamrocks drawn on white cardboard. The object is to outline these shamrocks by throwing darts at the targets, and the side filling in the outline most clearly wins the glory. The members of each side may have more than one round of throwing, if this is necessary.

"UP SHAMROCK":

When the captains have been elected, and have selected sides each team takes one side of a table, and all sit down and wait for the signal to start. It must be explained that a small, smooth pebble is the "sham" rock. The captains draw to see which one shall become the possessor of this. Then the captain of the side that has won it and his colleagues all put their hands under the table, and the "shamrock" is passed along the row. As soon as the captain of the other side says, "Up Shamrock," the hands are brought up, fists closed, and elbows resting on the table, until the same captain says, "Down Shamrock." Bang go all the hands flat out on the table.
OF GAMES AND PARTIES

It may now be seen that the game is an adaptation of "Up Jenkins"; and, except for the difference in the order, is played in exactly the same way. Score is kept. The side which holds the "shamrock" scores one point for each hand still on the table when the "shamrock" appears. The side which first scores fifty points wins.

Pluck and Praties:

A row of eight ginger-ale bottles is now set up on the floor, each one bearing the insignia of the shamrock in the form of an appropriately shaped piece of green crêpe paper pasted on it. Then the guests in turn are allowed to roll three potatoes down the room by hitting them with a shillelah, which may be a baseball bat. The winner is he who knocks down most sham shamrocks. A prize is awarded for this contest.

Shamrock Partners:

It is now time to choose supper partners. An enjoyably foolish way of doing it would be to have the girls write funny descriptions of themselves, then fold the papers up and drop them into a hat. After these have been shaken up, the boys draw for them, and figure out who their partners are.

The Refreshment Table

The centerpiece for this party is very lovely. It appears to be a large flat shamrock, but is discovered to be composed of small shamrocks grouped around
a center shamrock of green or white carnations. The small shamrocks are another surprise. They are the favors. On an emerald green cardboard foundation are laid shamrock candies, and the whole is covered with a slightly larger pale green tissue-paper shamrock. Of course, the guests do not take their mementoes of the occasion until they are leaving the table.

REFRESHMENTS

The following are suitable menus:

I
Pattie shells filled with creamed chicken and chopped green peppers, peas, rolls, olives, salted nuts, and coffee.

II
Sandwiches, some of finely sliced lettuce mixed with mayonnaise, others of cream cheese and chopped green peppers, and coffee; followed by pistachio ice-cream, fancy cakes, and green mints.
AN APRIL-FOOLERY

A COLLECTION OF NONSENSE FOR THE SILLIEST DAY IN THE YEAR

THE INVITATIONS

Print the following on cardboard dunce-caps, checked in gay colors:

On April first, I hope, at night,
That you will come to me,
And help me give with all my might
An April-foolery.

Don’t think this is a frolic wild,
Or just a jamboree,
For it is neither fierce, nor mild,
This April-foolery.

It starts at half-past eight, quite sharp,
And may go on till three!
I hope you’ll come and help me harp
On April-foolery.

THE DECORATIONS

A row of solemn owls, cut out of fancy crêpe paper, blinks at the guests from the mantelpiece. All about there is a great clutter of things, gigantic piles of books and magazines, to hoodwink the guests into believing the evening will be a serious one. And then, in a prominent place on the wall, a sign
is hung which orders in large black letters, "An individual five-minute stunt will be required of each person present."

GAMES AND STUNTS

THE THUMB TEST:
The hostess starts things by asking each guest to leave the print of his thumb upon the mantelpiece, which is covered with fine white powder. "She must have been studying up on fingerprints," the guests conclude as they gingerly leave their marks. The hostess then steps up, examines each clear imprint at length, and finally remarks:
"Thanks, I just wanted to see who has the largest thumb."

MARKING THE DAY:
She now produces a large calendar for the month of April, and gives the following directions:
Each person will in turn be blindfolded and given a red pencil. After being turned around, he must proceed toward the calendar, where he will make a ring around what he supposes to be the figure 1, so as to make this a red-letter day. The "joker" comes in the presenting of the prize, which is given to the one who has come farthest from doing this.

WHAT'S WRONG WITH THIS PICTURE?
Now, a large picture, mounted on a sheet of cardboard, is brought forth, and pencil and paper is
handed to each person. At the head of every sheet is written, “What’s wrong with this picture?” Anyone clever enough to write down, “There’s nothing wrong with it,” will win the prize.

**Those Individual Stunts:**

The hostess fools her guests once more by calling attention to the forbidding sign about a stunt being required of each. When they hear this, they will feel that the dread moment has arrived, but the hostess goes on to say that they will omit the stunts, and have something to eat, instead.

**Favored Partners:**

The April Fool idea of the purse with a string tied to it is used for the drawing of supper-partners. The boys stand on one side of the dining-room door, the girls on the other. Each boy throws a small coin-purse, whereupon the girl who picks it up is pulled into the room with the purse. This becomes her favor, while that of her partner is a leather key-holder, folded inside the purse.

**The Dining-Room**

The centerpiece may be a low bowl, with exquisite sweet peas standing in a perforated flower-holder. These are appropriately artificial ones, of the lovely waxed variety.

The menu consists of shrimps à la Newburg (seasoned creamed shrimps on toast), rolled sandwiches, olives, date surprises, and coffee. The sandwiches
are filled with several tasty mixtures, hard-boiled eggs with Russian dressing for some, grated Swiss cheese and chopped English walnuts for others. The date surprises are dates stuffed with almonds, and dusted with granulated sugar.

In fact, the only thing about the menu for which the hostess will have to answer is the hard and alien substances, wrapped in bits of waxed paper, which are found, instead of nuts, in some of these. But, although they may seem to be bits of glass, they are just pleasant rock candy.
A FOLLY PARTY

INVITATIONS

Since the element of surprise is the chief feature of April Fool's Day, it will be fun to have the invitations for a party worded so that no slightest hint of the nature of the affair may be given. Send out a regular party invitation, but instead of writing "Friday evening, April first," simply say "Friday evening," so that your guests may come all unsuspecting. It would be amusing to print the invitations on various small shapes cut out of cardboard, such as circles, diamonds, squares, oblongs, and stars. Then state on the back of these that they are to be brought to the party, and that each boy has to find a girl whose invitation corresponds to his. The laugh comes when everyone finds that no two are alike.

DECORATIONS

Hang dunce-caps, made of brown and white crêpe paper, about the different rooms, and have a sign on the front door, marked "Paint," which will more than likely provoke several people into touching it with their fingers to see if it is dry yet. Of course it is! The sign is merely a fake. Then have a vase or two of artificial flowers. Very good imitations of this kind may be bought, and somebody
may be fooled into sniffing the fragrant-looking pink sweet peas, or asking where the wonderful daffodils in the center of the refreshment table were procured. The latter are placed in a basket covered with brown and white crêpe paper, out of which come brown and white paper ribbons, extending to the different places, with a place-card on the end of each. The cards should all have names which are seldom heard, such as "Hepzibah," "Miranda," "Ichabod," and "Archibald," written with gold ink on one side. After the guests have looked around a while for their places, and are completely bewildered at not finding their own names, have them turn the cards over, and find these written on the other side. When ribbons are pulled, after refreshments have been served, each person will get from the basket a small cardboard dunce-cap, filled with dates which are stuffed with cream filling. This, of course, looks very real and delicious, until it is tasted, and found to be flavored with salt.

Games
A Musical Surprise:
Arrange the chairs so as to play "Going to Jerusalem," and, when everybody has formed in line, have someone start playing the piano, or talking machine. Suddenly the music will stop and each person will scramble for a chair. The hostess may then gravely present the left-out person with a prize —such as a little goblin stuffed with candy, while
the rest of the players realize that they find they have been playing a true "April Fool" game.

**The Dummy Jester:**

For this game, which is a variation of the ever-popular donkey party, a dummy jester is constructed. Stuff him with pillows, make him as ridiculous as possible, and then place on the top of his head a paper fool's cap. Blindfold each of the guests in turn, and ask him to replace the dummy's cap with one that you give to him. To do this, the person must, of course, reach the dummy on the opposite side of the room.

**Foolish Questions:**

Have a list of these prepared, making them as ridiculous as possible. Then announce that you are going to ask questions of the different guests, which you hope they will be able to answer, as they concern matters that have long puzzled you. If a person is not able to answer the question put to him, he has to pay a forfeit. Naturally there will be many forfeits, when such questions are asked as: "Which meat did George Washington prefer, sirloin steak or beefsteak?" The forfeits should also be as nonsensical as possible.

**Refreshments**

Freaks of Folly (skins of baked potatoes filled with creamed oysters).

Jesters' Wands (long finger-rolls, buttered).
Dunce-Caps (ice cream made into cone shapes). 
Sweet Surprises (oblongs of soft toast, iced with frosting in different colors, and mixed in with regular iced cakes).

In place of Freaks of Folly, a Merry Mix could be served, consisting of apples hollowed out and filled with chopped nuts, celery, green peppers, and mayonnaise dressing.

**Favors**

Appropriate favors for a party of this kind should, of course, have a big surprise in them. For the girls, there could be handkerchief boxes with something that looks like a folded handkerchief inside each one. But, when this is picked up to be admired, it will prove to be a quarter of a handkerchief. There is, however, some little fancy made out of ribbon, such as a needle case or bookmark, under it. If ten-cent handkerchiefs are bought and cut into four pieces, this will not be an expensive stunt.

For the boys, have pencils with rubber lead in them.
AN INDOOR TRACK MEET

THE PARTY WHICH IS PURE APRIL FOOLISHNESS

Several things recommend this sort of party. It may be arranged in a hurry; the games move along with no time for a dull moment; the refreshments are decidedly inexpensive.

Decorations

The room selected for the track meet should be as spacious as possible. The furniture must be moved and rugs rolled up. If there is enough space place chairs along the walls to simulate grandstands where guests may sit, and spur on their players by impromptu yells and cheers, during games where only two can take part at a time. At the beginning of the evening, each one is given an arm-band denoting the side on which he is supposed to be. One side is called the Rip-Roaring Rabbits; the other, the Fast-Flying Squirrels. So one band may be of blue lining material with a green R. R. R. sewed on it, while the other is red with purple F. F. S. All around the room are pennants for the two sides, also made of the lining material, or of crêpe paper. From the chandelier, narrow crêpe-paper ribbons may be strung, the blue and green twined together, and the red and purple.
First of all, arrange a number of tenpins, or ginger-ale bottles, in a straight row, leaving a space of about a foot between each one. The idea is to hop on one foot, in zigzag fashion, in and out, without knocking down any of the tenpins.

At the end of each stunt, the winning side is given one point; the score is kept on a square of cardboard tacked on the wall.

**The High Jump:**

This is performed with rubber balls. Two persons are given a rope to hold, and each contestant in turn bounces his ball, so that it falls on the other side of the rope. Of course, as the rope is held higher and higher, this becomes harder and harder to do.

**Needle Race:**

Provide a dish filled with needles and several spools of thread and announce that a needle-threading race will be held. The person who displays the largest number of threaded needles at the end of five or ten minutes is victor. The men are given a handicap which requires them to thread only one needle for every four which the girls thread. Of course, it can be seen that they would need this, in order to make the race at all even.

**Peanut Vaulting:**

Three pie pans are placed on a table for this sport. On the floor near the table are scattered a num-
ber of peanuts. The guests, three at a time, are required to carry these, balanced on a knife, from the floor to one of the pie pans. When the whistle blows, the peanut "scores" are added up, and the highest three enter the race.

Other "Sports":

The guests are now given an apple and a knife to pare it. The object is to make the longest, neatest "curl" of apple peeling. Then there is a marshmallow race, with marshmallows on the ends of pieces of string; each contestant strives to "eat" the string, and arrive at the piece of candy in the quickest possible time.

And now each member of the side winning the greatest number of points for the evening is presented with a tin cup, as much like a silver one as possible, filled with tiny hard candies.

Refreshments

The hostess has a large bowl of punch brought in, lemonade, mixed with grape juice, and filled with thin slices of orange, banana, and maraschino cherries. With it, small home-made cakes and sandwiches are served. In preparing the latter, cut them with cookie cutters into various attractive shapes, and fill them with cream cheese and chopped green peppers, chopped hard-boiled eggs and mayonnaise dressing, or minced ham mixed with a bit of chili sauce. Salted nuts may be added.
Favors

For purposes of convenience, sides will change when the favors are given out, so that all the girls become Rip-Roaring Rabbits, no matter what they have been during the party, and all the boys are Fast-Flying Squirrels. Then the girls may be given carrots, which are little red emery bags in that shape, and the boys may be presented with nuts—imitation walnuts which have fortunes inside.

Since all members of a winning track team should win their letters, a box of anagrams may be used instead, each letter being pasted on the outside wrapping of a single animal cracker or large mint. If this be done, the letters should be placed in a loving cup, which is passed from hand to hand, so that everybody may draw.
AN EASTER JOLLITY

INVITATIONS

If you can draw and paint a bit, it would be nice
to make paper lilies or daffodils for the invitations
to this luncheon. Drawing paper should be used,
folded double. Inside write the following:

I hope that you will share with me
A little Easter jollity.
At one, my table will be laid
For you who kindly here have strayed.

The date? You'll find it right below,
Now, never make your answer, "No,"
But write a "Yes," and then you'll see
That I quite satisfied will be.

MARY LOUISE HALL,
Monday, April 5. 43 Cooper Road.

MENU

Unstemmed Strawberries (dipped in sugar)
Chicken à la King on Toast Fresh Peas
Stuffed Potatoes
Rolls Olives Nuts Tea
Easter Salad (stuffed eggs surrounded by sliced
tomatoes, and served on lettuce leaves)
Homemade Cheese Crackers, or Crackers and Cheese
Strawberry Meringues and Small Fancy Cakes,
or Fruit Jelly and Homemade Chocolate Cakes
Mints Easter Candies
This should be especially attractive for the luncheon, because, instead of being the usual climax to a party, it becomes a first impression. An upright hyacinth for each window-sill will give color, and make the guests catch, now and then, that indefinite fragrance that belongs to spring.

The table may be laid with a fine luncheon cloth or with doilies. In the center is the most clever of decorations! A pie pan made lovely with lavender paint, and filled with pansies. But this is not all, by any means. A latticed arch over these flowers, made of white-painted wood by a carpenter, or of cardboard by you, yourself. From the arch, pasteboard Easter eggs hang by colored ribbons. There is one for each guest, with a handkerchief, or small candies inside. Genial bunnies are place-cards, made silhouette fashion, so that each may hold a pansy or a rose in his mouth, a real flower to make the guest smile.

**Games**

*The What-to-Do-Afterwards:*

Easter suggests this. When the guests go into the living-room, after luncheon, they will find card-tables set up, each with a bowl containing four hard-boiled eggs, and with a box of water-color paints and four brushes, or a box of crayons. Follows the business of seeing who can decorate an egg in the most artistically original way. A prize for this may
very well be a darning-egg with painted handle, while each guest is favored with the egg she has decorated.

The Best Spring Romance:

Fill the bowls with countless small pictures, cut from magazines and newspapers. As many as possible should represent things connected with spring, such as flowers, a bit of blue sky, birds, a leafy square, an open road. Each person is blindfolded in turn, and told to take ten of the cut-outs from the dish. A short story, which has to be a romance, and bring in these pictures instead of words, must be written by each. Of course, pencils, paper, and a jar of paste have been provided. The “finished products” are passed around to the left, and read as skillfully as possible; after which a vote is taken to see who has won the contest. A prize might be a book of romance.

The Flowers that Bloom in the Spring:

You must take pity on your guests, now, and give them a final game that is tranquil. Hand around cards on which are written the following descriptions, headed by “Flowers that Bloom in the Spring”:

1. Tall, yellow flower, famed by poets (Daffodil).
2. Purple or white, and found long ago in Persia (Lilac).
3. Noted for its modesty (Violet).
4. Of lovely hue, and associated with Scotland (Bluebells).
5. Known in England as the cowslip (Buttercup).
6. Holland’s flower (Tulip).
7. Men have preferred them to bread (Hyacinths).
8. Largest of Easter flowers (Hydrangea).
10. The flower with a smiling face (Pansy).
11. Stands for purity (Lily).
12. Sprays, feathery-white as sea-foam (Spirea).
13. An English flower, pink and healthy-looking (English daisy).
15. A flower that came from Japan (Iris).

The names given here in parentheses must be filled in by the guests; whereupon, the last winner of the afternoon receives the most fitting thing—an Easter plant, or a bunch of pansies.
A BIRD'S EASTER PARTY
FOR HIS LITTLE FRIENDS

INVITATIONS

Put the following on a pale yellow correspondence card:

A birdie with a yellow bill
Hopped upon my window-sill,
"Oh, bid your friends come to my party,"
Sang this small bird in voice right hearty.

At two o'clock, it will begin,
Through the window, he'll fly in,
On Easter Monday. My home's the place.
Now, please let Birdie see your face.

The name of the very young hostess is signed at the bottom.

DECORATIONS

With a bird's-eye view to the beautiful, the room becomes a nice meadow, daffodils and tulips and hyacinths popping up here and there through the soft green grass. This grass is actually green waxed paper, or tissue paper, piled in billowy fashion, so that it completely hides the flower-pots in which the pretty things are blooming. Then, several grass rugs, borrowed if necessary, cover the floor, while
gay strings of popcorn, sure to be a delicacy for birds, hang high above the heads of the small guests. The popcorn has been strung on bright blue string, with quite long intervals between the pieces for reasons of color as well as economy.

Over against one wall is the only sad note to the scene, a cage. Its bars are of yellow string, and there are lots and lots of them, all fastened loosely to a long piece of string, which hangs horizontally along the wall. It is held by three tacks, the middle one higher than the two end tacks, so that the cord resembles the top of a bird cage.

Games for Birds

The little hostess has decided it would delight the invisible birdie with a yellow bill to see his small guests as birds. So, on a tiny tree in the hall, which may be a toy Christmas tree or a branch from an actual tree, hang ribbons of various colors. Before each small person enters the party-room, he must decide what kind of bird he would like to be, then pick out a ribbon the colors of that bird, and have this pinned on him. If he chooses red and black, he wears the badge of a scarlet tanager; if he takes green and yellow and chatters a lot, he's a parrot!

Who's Who

Since everyone will be anxious to know what birds the rest are supposed to be, each must either sing
OF GAMES AND PARTIES

his own particular song, or else do something that will make it easier to guess him. Mother is ready to help with advice, and will tell the robin to take some of his funny little running steps, the song-sparrow to give a sweet "chee-chee," the blue jay to scold, the thrush to whistle softly, and so on. If the guests are old enough, they are given pencil and paper to write down their guesses. If not, each tells his guesses to Mother. At the end, the one who has guessed most correctly may be given a prize.

**Escaping the Cruel Hawk**

Chairs about the room are nests, one for each bird to curl up in, all except "cruel, hook-nosed Mr. Hawk," who is chosen by "counting out." He wears a gray badge instead of his own, for the time being. He must soar around, keeping his eye out for adventurous birds who may stray from their safe nests. Catch them in mid-air, that's the game. If he does, that "bird's" out. There should be a prize for the brave one who stays in the game longest and a consolation toy or a piece of chocolate for having to play the disagreeable part of Mr. Hawk, even though the player did secretly love it.

**Helping the Babes in the Wood**

Everybody knows the story of the Babes in the Wood, but everybody doesn't know that the robins received more credit than they should have. The
other feathered creatures of the forest worked just as hard as they did, harder perhaps, for they had to sort the leaves and see that just the fair green ones were used.

But Mother suggests that it would be nice to make those birds feel better by doing the same work they did. Two piles of green, red, brown, and yellow leaves are arranged on the floor, and the birds choose sides. Racing, each side sorts a pile of leaves, letting only the green ones remain. The one whose leaves are ready first wins.

**Freeing the Caged Bird**

There was once a thrush who sang so sweetly and softly at twilight that he set the wicked old witch of the woods to thinking how cruel and hard-hearted she was. She almost began to feel sorry for all the horrid things she had done—that would never do. So she caused a cage of strong wires to be fastened about the poor bird, and then went away with a hateful grin on her face, knowing that he would grow so sad and desolate he would forget how to sing.

Mother tells this story to introduce the game of the cage of strings. Of course, the child who has chosen to be a thrush is now the thrush of the story. He is placed in the cage, while the guests act out the rest of the tale. They cannot bear to see the little thrush in the cage, so they tug at the strings, which are its wires, until they at last set him free.
The Dining-Room

The birds will be refreshed after this effort by being led to the dining-room. The center of the table has been arranged to represent the part of the garden which birds like best. There is a water-filled bird basin, simulated by a fruit dish on a stand, with tiny wild flowers floating lazily on the top, bright celluloid birds perched around the rim. The rest of the table is the garden! The cloth is of apple-green crêpe paper; and, at each place, there is perched a smiling hyacinth or tulip, in a little flower-pot covered also with the green paper.

Refreshments

Hungry guests are apt to want to forget they are birds, with ice-cream shaped like flowers before them. This may be either molds, or vanilla ice-cream sprinkled with dot chocolate, to represent a flower-pot, with a real flower stuck artfully in the top. Tiny cakes iced in colors, minced chicken sandwiches, and bonbons finish the menu, and a dish of popcorn is a last bird-like reminder.
MAY DAY REVELS

INVITATIONS

The May Pole might be the feature of one of these. Use a long, narrow piece of paper, and write the invitation across the length of it. Fold both sides over, so that they meet in the middle to make a long, flat tube. Paste vari-colored baby ribbons at the top and wind them about the whole length. The guest will have to unwind this May Pole to read his invitation.

Violets or some flower that can be pressed flat would make a wreath for another type of invitation, the stems being thrust through little perforations in the paper. A short verse should be written in the blank circle thus surrounded.

Come help me be Queen of the May—
   Maybe you'll be Queen,
   Maybe I'll be Queen,
   Maybe she'll be Queen—
   But come and help me, anyway,
   At two o'clock on May's First Day.

And a third type, one for the girl who can draw. It is on springy-looking light green paper, the words, "May Day Revels" being drawn in with colored ink, the rest of the wording written by hand. Then, in one corner draw a tiny May Pole in colors, gay with ribbons, and a small sunbonneted girl starting
her May Dance, holding a ribbon in one hand, and the leash of a very young puppy in the other.

**Maytime Games**

Winding the May Pole is of course the most important feature of any May Day party. But that doesn't take all afternoon, and there has to be something appropriate to fill in the rest of the time.

**Choosing a Queen:**

There are four games with which to do this, the winner of each having one-fourth a claim on the crown. Final competitions will decide the ultimate winner.

"**Gather Ye Roses While Ye May**:"

The rose petal confetti fits in beautifully with this Maytime adaptation of the old song. The rose petals should be scattered here, there, and everywhere about the lawn or garden. Each girl is given a little basket, painted white, green, blue, pink, yellow, or lavender. And in this she must gather as many roses as she possibly can, inside of five minutes. Then, in another three she has to count the pile of pink petals in her basket. The child who has counted most at the end of these minutes is the winner, even if there are others with more in their baskets that haven't been counted. This having been successfully accomplished, four girls step up to a line marked on the grass, to prove the truth of the second line of the song:
"Old Time is Still A-Flying":

Four of the little baskets are filled with the petals, and each one is given to a girl. The girls stand four abreast on the line, and, at a signal, race to another line across the lawn; the one who crosses the line first is the winner—if she has any petals left in her basket. If not, the second to finish is the winner, and the first is second. These petals are such airy, fairy things that the third or fourth may turn out to be first! And then the next four go through the same race with the same little baskets. So it goes, until everybody has raced, and there are winners of each race to compete until there's only one potential Queen left. The third degree comes in

Planting Roses:

This is done by the sowing method. If there has been a May Pole dance, the ribbons may be taken off the pole, to be used for this stunt. If not, ribbons of a convenient length and the same colors as the baskets should be provided. A line is formed, and, competing two at a time, the first two girls take ribbon and a basket of petals, and wind the petals singly in the ribbon, giving a half turn of the ribbon around each petal. When this is finished, they must stand up, whirl about in a complete circle, holding the ribbon by the end, and flinging out the petals, to see who can make the largest and most nearly complete circle with them. There's a process of elimination with this, too, but, before the next two girls in line step up to do their bit, the two from
the opposite end of the line come forward to start the fourth degree in this business of choosing a Queen. This is just

**Picking Roses:**

And consists in gathering into their own little baskets the petals that have been strewn about the grass, each one taking a separate circle. The winner is the one who gathers up every single petal of her circle before the other finishes her “reaping.” And then the next two in line may go on with their rose planting, using these petals. BUT—remember this, the two whose rose petals have just been picked up are obliged to be on hand to pick up for the two who have just gathered for them, when their turn comes. They all keep the same places in line, all the way through.

**The Queen:**

It may be that one girl will be successful all the way through, but, as this is very unlikely, all the winners of the various degrees will have to submit to a final test for supremacy. And this may be the strenuous one of doing everything all over again, just as fast as possible, every girl for herself! The winner is entitled to a pretty crown and a throne decked with flowers and draped in ribbons, raised a little on a packing box, at the head of

**The May Day Table**

There’s a small May Pole in the center of this, and each ribbon reaches out cordially toward a
guest's place, where it ends in a flourishing bow, knotted through a dainty place-card. This card is perched proudly upon a small, inexpensive bud vase bearing a single rose—a real one—and some asparagus that trails becomingly over the white cloth. To each girl is given her vase and its rose, as a favor of the party.

THE REFRESHMENTS

Tall, tinkling glasses of fruit lemonade would be refreshing after such an exciting schedule of events, with a salad of tomatoes, and green peppers cut into rounds with cream cheese filling the holes in the peppers. Sandwiches of potted chicken and potted ham would fill out a delicious May menu, with a dessert or not, as the hostess might see fit.
A FOURTH OF JULY PICNIC

INVITATIONS

Print these with alternating red, white and blue ink, on the backs of picnic plates, which may be wrapped and sent inexpensively through the mail. The invitations should read:

At ten o'clock on Fourth of July morning, bring this with you to Anne Smith's house, because a picnic at Grove's woods starts from there at that time, and we want you to complete the party.

"R. S. V. P." should be placed in the lower left-hand corner.

GAMES

ARCHERY CONTEST:

This is a lot of fun, and it doesn't make any difference whether the contestants have ever before held a bow and arrow or not. They'll have to now, and this will result in fun. But the players will "catch on" before long, so that, after some practising, the real contest may be held. The winner makes the "best out of twenty-five shots," and will deserve a small Fourth of July favor filled with candy.
Feather Tennis:

A line is marked off with tape, and, on each side of it, as on opposite sides of the net in the regular game, stand two people. The feather is served, and the score is counted in the usual manner. It's a hard thing to keep blowing it backward and forward, and especially so, when the players begin to laugh, as they are sure to do. After each set, different players take their places, so that everyone present has a turn. Then semi-finals and finals are played, and the final winner is presented with a drinking cup, filled with lemonade, while the rest drink lemonade from plain paper cups.

Funny Races:

Have a series of these. In one the girls race backward, and are not allowed to turn until a given signal. The course chosen should be smooth, and have no obstacles in the way.

In a second race, each girl hops on the right foot, each boy on the left.

The third, a variation of the potato race, requires two seashore pails and small shovels. Each contestant should fill his pail with pebbles, or earth, three times, and empty it at a given point.

Then there's a race in which balls of twine are used—one for each contestant. All the ends of the balls are tied around the same tree trunk, each player unwinds his for three minutes, going in any direction; and then, when the whistle blows, starts
winding it up again, the object being to see who reaches that tree trunk first.

A Patriotic Contest:

Before this game starts, every player is handed a pencil and three pieces of cardboard, one red, one white, and one blue. The idea is to see how many allusions to each color may be written on the respective cards. For instance, for red, there are red bird, Red Cross, redcap, redwood, red as a beet; for white, White House, bobwhite, whitewash, snow white; for blue, the blues, blue Monday, blue laws, blue stockings, Bluebeard, blueberry, bluebell.

Prizes may be given for as many of the above games as is desired.

The Picnic Lunch

The nice thing about a picnic is that the usual "old stand-bys" are in order, and are what everyone expects and wants. That is to say, there are several kinds of sandwiches, hard-boiled eggs, or deviled eggs, potato chips, olives, fruit, and small cakes. A salad in a paper cup may also be provided for each one. It will keep nicely in this way, and may be served daintily with red, white and blue ribbon tied around each cup. Some of the sandwiches may be rolled and tied with the ribbon, and patriotic paper napkins and caps could be provided, for there should be some sort of decoration on a special holiday like this, even though the occasion is celebrated outside.
A FÊTE FOR THE FOURTH

INVITATIONS

On this Independence Day,
I plan to have my home quite gay,
So, please be there, at three,
To share the jollity with me!

Sara Carbury,
R. S. V. P. 42 Westmoreland Road.

Write each on a small piece of white notepaper, with a narrow band of red, white, and blue crayonned around the edge. Then fold into the shape of a small firecracker, and wrap in red tissue paper, sticking a short piece of white string out one end for the fuse. Substitute “porch” or “garden gay” in the invitation, should either of these places be the scene of the party.

It will be more fun to have it outdoors; but, if this cannot be managed, the plans are such that they may be used for an indoor affair as well.

DECORATIONS

Use balloons, red, white, and blue, and hang them on strings, so that they bob from trees, from the roof of the porch, or from chandelier or mantel-
piece, as the case may be. Festoon patriotic crêpe paper from tree to tree, or along the railing of the veranda. Indoors, flowers may take the place of this, being placed in several bowls about the room. Choose, if possible, some such combination as red and white sweet William, and blue cornflowers or larkspur.

**GAMES AND STUNTS**

**FOOLISH FISHING:**

Have a wooden tub or large basin filled with water, and float a dozen small celluloid fish, each with a red, white, and blue "collar" of ribbons finished by a loop above its head. Now, provide fish poles made of two sticks with string and bent pins attached. The guests fish two at a time, throwing their fish back at the end. The race is narrowed down to semi-finals and finals, and the winner gets a large chocolate fish, tied with red, white, and blue ribbon.

**LINING UP:**

Prepare for this ahead of time by cutting out a picture of Uncle Sam, or of a soldier with a gun. Trace a copy for each guest, with dots on a sheet of paper. The object of the game is to see who can join the dots with a penciled line in the shortest time. A bunch of candy firecrackers, or an inexpensive metal pencil, would be suitable as a prize.
Refreshments

Serve informally, accompanied by patriotic paper napkins, the following:

Fruit Cup (cut grapefruit, apples, and strawberries, or raspberries, topped with whipped cream), or

Pineapple Ice

Small Homemade Cakes Sandwiches (shredded lettuce filling)

Mints in red, white, and blue tissue wrappings

Salted Nuts

Favors

For these, the hostess should make peanut men, and dress them in the colorful Continental uniform. They may be fashioned by stringing three peanuts lengthwise for the body, a peanut for the head, and three for each leg and arm. Toothpicks will aid in securing stability. Features are inked on. The white breeches, long blue coat fastened back over a white vest and the black cocked hat are made of tissue paper. Touches of gold on the white vest are added.
THE VEIL OF MYSTERY

INVITATIONS

If possible, these should be written in white ink on slips of gray paper; but, should it be hard to obtain this, white paper may be used, and a small bow of gray ribbon tied at the top. Word the invitations as follows:

Miss Helen Bolton
Is cordially invited to attend a lifting of THE VEIL OF MYSTERY
At the home of Miss Natalie Henderson
On Hallowe’en
At eight o’clock
The Gray Mystic awaits your reply.

DECORATIONS

A curtain of gray cheesecloth hangs over the doorway of the room in which the party is to be given; every picture and light fixture is covered with drappings of gray. Thin black stuff may be used over the lights, which should be so dim that it will be hard to see one’s way about the room. As a final touch of mystery, attach small soft rubber balls to balloons, by means of gray yarn, wound about balloon and ball. The balloons will pull the balls
up so that they'll be just above the heads of the masqueraders, and yet will bob up and down in a mysterious way. After the unveiling, these may be used as favors.

In each corner of the room, have a larger balloon with a witch's face painted on it, and a gray veiling hanging from it and draped hoodlike over it. Tie this, so that it moves about, but remains in the corner.

**STUNTS**

**THE GRAY MYSTIC'S CAVE:**

A cave is made by placing a screen around a table, and draping a dark cloth across the top and over the sides. The Gray Mystic is dressed in a flowing gray cloak and a hat with a wide brim. In order to disguise her thoroughly, a slit is cut in the hat at the base of the crown; the hat should be pulled down so that this slit comes across the eyes. A witch's face is sewed to the under side of the brim in front, and some black hair attached at the back. Drape a gray veil all over the hat, tying it in a loose knot in front, so that the result looks like a bent old witch, and the slit and the edges of the mask are covered. This costume is not uncomfortable, and the disguise is perfect, as the lights are so dimmed that it will be hard to see details.

Someone guides the guests to the Gray Mystic's cave, explaining that each one may ask her three questions about anything but her identity. Then
they are to guess who she is from her voice, and the answers she gives. Have a pad and pencil on the table, and let each one write his guess and his own name.

**Unlocking the Gates of Life:**

Write a foolish prophecy in the middle of a long, narrow piece of paper, and fold the two sides over, so that they meet in the middle like a pair of gates. Out of one side, or gate, cut a key of peculiar shape. Make one of these for each guest, cutting every key in slightly different shape. While the lights are still dim, have someone in fancy costume pass around a bowl containing the keys, so that each masquerader may have one. Then each may go to the Gray Mystic's cave, with a key to unlock the gates of the future. All the fortunes are at hand in another bowl; the Gray Mystic hands them out by matching the keys with the spaces left in the gates. The more foolish they are, the better.

**The Great Unveiling:**

After these stunts, start a Paul Jones to get the crowd mixed up, and have a few more dances before the unmasking. Then, in the midst of silence, the Gray Mystic comes solemnly out of her cave, walks to a position under the chandelier, and pulls off the veils which dim the lights. After this, as a signal for general unmasking, she may take off her hat and mask, revealing her true identity.
CATCHING THE BAT:

Make a large bat out of stiff paper or cardboard, and cover it with black paper. Hang it from a high place in the room, but have it low enough to touch the forehead of the average person. To play the game, give each of three players a different colored piece of chalk. Let all of them stand directly under the place where the bat is fastened. Then give the bat a swing and have the players try to chalk a B on it, without holding it with the other hand. Each individual game is won by the person who holds the piece of chalk corresponding in color to the largest and best B. After each group of three has played, rub off the chalk marks. The winners of each group compete for final honors.

DRAWING PARTNERS:

When arranging the balloons, slip a piece of colored paper on each string, pushing it up near the balloon where it will be in no danger of coming off. At the unmasking, let each person take a balloon, and match colors for partners. There may be mix-ups about two men getting the same color, now and then, but this will only add to the general gayety.

REFRESHMENTS

In the middle of the table, have a huge pumpkin, with the top hollowed out just enough to hold a flowering nasturtium with trailing leaves. This should be placed in water, to keep it fresh. Make
the pumpkin's eyes of raisins, stuck into oblong slits, and edged on both sides with rows of toothpicks pushed away in, so that they look like eyelashes. Cut the triangle for the nose and the large grinning mouth, in the usual way. Push hairpins into the sides of the head, and hang shoe buttons on them like earrings.

The plates should be already arranged around the edge of the table, when the guests arrive in the dining-room. On each one, there should be a large lettuce leaf, and on this an orange, with cloves stuck into it to form the pumpkin face. In preparing the orange, remove the top of it, loosen the insides, and cut them up with bananas and maraschino cherries. Then decorate the top with some parsley, and place it back on the orange.

Let the guests take the plates at random. On the table are arranged large dishes of nutbread sandwiches and cheese sandwiches. Have nuts, candy, cake, and of course either cider or a fruit punch, to finish the feast.
PATCHWORK REVELS

THE INVITATIONS

They carry with them the true atmosphere of the party, as they are cardboard squares decorated all over with a checkered design of gold, orange, and pale yellow, put on in bright splotches of color. The following rhyme is printed on each one:

At half-past eight on Hallowe’en,
Such witches and goblins as you’ve never seen,
At Patchwork Revels will frolic and shout.
Now do come and see what it all is about.

MARY SMITHFIELD,
R. S. V. P. 128 Brown Lane.

DECORATIONS

The impression of a huge patchwork quilt is given to a person entering the room where the party is to be held. This is achieved by countless squares of crêpe paper, gold, yellow, red, orange, and brown which are attached to strings stretched criss-cross above the room so that the patches seem to be suspended from the ceiling. Hallowe’en figures, bats, witches, black cats and such mingle with these. The lights are covered with square shades of crêpe paper,
each panel a square of a different color. Gold, yellow, orange and copper color for one; red, orange, cocoa-color, and brown for another, and so on. In the darkest corner of the room the dim haunt of the Patchwork Witch is seen. This will be described later. Several Hallowe'en pumpkins, with lighted features, are placed on bookcases, or window sills, and are given a distinctly waggish appearance by bright bow-ties of crêpe paper.

GAMES AND PARTIES

THE BEAUTY CONTEST:

The hostess passes around pencils and paper, and lets it be known that each one is to write his guesses about the identity of the various masqueraders. When the answers have been collected, a vote is taken on the most attractive costume. Then each person must make up a title for this costume. These titles are to be written down and handed in, too. The rewards for all this effort are three Hallowe'en souvenirs filled with candy, one for the greatest number of correct guesses, one for the best costume, and one for the most pleasing title for it.

PATCHING THINGS UP:

A series of table games is next on the program. At Table 1, there are patchwork quilts to be made, the girls cutting square patches out of cambric, in colors brown and gold, and the boys sewing these on a large square of cheesecloth. The one who gets
the larger quilt made before time is called, takes his cutting partner and departs for

Table 2, where a large glass bowl is waiting, filled with patches of cardboard in the Hallowe’en colors. This table’s hard work consists of guessing the number of squares in the bowl.

Table 3 holds four mysterious envelopes, containing jig-saw puzzles cut out of cardboard squares that have been painted in haphazard designs of yellow, red, and orange, so that the design is no help in solving the puzzle.

Table 4 is equipped with a box of confetti, a paste pot, four brushes, and a supply of cards ruled into penciled squares. The squares should be quite small, for the idea is to paste a piece of confetti in each.

If the number of guests necessitates more than four tables at the affair, such “square games” as checkers, or dominoes, may be played.

A Beauty Patch for the Lady:

In preparing ahead of time for this game, mount on cardboard a girl’s head, cut from a magazine cover, and fill a small box with beauty patches—half moons, squares, hearts, spades and diamonds, of black court plaster. When the game is to start, the hostess should explain that the object is to place a beauty patch on the lady’s face, just below the left-hand side of the mouth. But as each person is blindfolded and turned around three times before starting out to do this, a prize should be awarded
to the one who gets the patch nearest to the right place.

**Patchwork Fortunes:**

The Patchwork Witch, in dress of red, gold and orange patches, presides over these, but it is necessary for fortune seekers to visit her in her den, in order to hear their fortunes. Her den, you remember, is in that darkest corner of the room, and it is made of cornstalks leaning against the wall. She sits within their shadow, huddled over a gleaming cauldron of magic metal. The secret of the cauldron is a deep saucepan, covered with a black cloth coated with a glistening layer of radium paint. Each guest may approach the Patchwork Witch and ask for a fortune, but must wait while the clever creature dips down into the cauldron with a radium-painted spoon, and brings up a fortune. This is written with indelible ink on oddly shaped pieces of cardboard, red for the girls, orange for the boys. Every fortune should be a foolish one such as, “Beware of a dark, slim woman,” “Your fate is in the hands of a green-eyed stranger,” and so forth. The fortunes should be saved as they will play an important part later on.

**Hallowe’en Target Shooting:**

Ten oranges are now to be fished out of the cauldron, for another game. The players themselves fish for these, and each person has a turn at approaching the cauldron, and plunging his hand into its depths without looking, and taking one grab for
an orange. If he is not successful he must go on to make way for the next person. The lucky ten who find the oranges, win the honor of starting first at this target shooting.

The targets are chalked on the floor. There should be two of them so that two persons can shoot at one time. The principle is much the same as that of real target shooting. The oranges are rolled toward the target, counting five if they strike the middle, four if they land in the outer circle, and three in the outside circle. A prize may be awarded for the best score.

Patch Partners:

Remember the patchwork fortunes the guests were supposed to keep? It should turn out that there are two of each odd shape, a red and an orange alike, so that the guests may match them for supper partners.

The Refreshment Table

When they enter the dining-room, they will find it dark, except for mysterious glowing bats, witches, cats, skulls, and pumpkin heads which seem to float in mid-air, about a foot from the floor. But these are in reality coated with radium paint, and attached to a piece of black paper, which is sewed to the silence cloth around the edge of the table, and then veiled in cheesecloth that completely covers the table. A border of the Hallowe'en patches makes an edge around the table.
OF GAMES AND PARTIES

REFRESHMENTS

Hallowe'en wouldn't be complete without the usual cider, doughnuts, apples, ginger-snaps, nuts, raisins, and pumpkin pie. If desired, home-made candy and plates of sandwiches may be added. Since it is a patchwork party, the things should be placed informally on the table, so that the guests may help themselves.

FAVORS

If the hostess wants to add some novel favors, in addition to the nut, or candy Hallowe'en dishes, she may have little memorandum pads in decorated folders made of drawing paper, painted in checkers of gold, pale yellow and orange, with tiny pencils attached by means of orange cord.
MASKS AND WISHES
A WISHING PARTY FOR HALLOWE’EN

INVITATIONS

Since the evening is to be devoted to wishes and their fulfillment, the hostess sends out cards, on each of which has been painted the arc of a rainbow. She prints on them the words:

“At the other end of the rainbow, a pot of gold awaits you in the Land of Wishes. Only once during the year are we allowed to visit this land. That time is Hallowe’en, so you may have a peep at it—and find the gold, too—if you come, that night, to 22 Farley Avenue. Please tell me whether you will be there.”

She then signs her name, and, by means of an “Over,” calls attention to a number on the other side, with the warning under it, “Don’t forget this number.” These will later form the means by which the guests find their places at the refreshment table.

THE DECORATIONS

Orange crêpe-paper shades over the lights provide a Hallowe’en atmosphere. These are topped with mysterious blue paper that casts a skylike glow on
the ceiling. A moon and many stars shine down from there, the moon being right over the doorway. Its genial face is painted on orange cheesecloth which has been stretched across a round frame, holding an electric bulb, or flashlight. Along with the countless stars, cut out of cardboard and painted gold, there appear black silhouettes of bats and witches. All these are pasted on strings suspended across the ceiling from various parts of the room.

The witch's cave is portioned off in one corner by a screen covered with white paper, on which are painted fantastic silver cobwebs. The inside is as darkly mysterious as possible.

GAMES

THE PANTOMIME:

As each person arrives, he is cautioned that not a word may be spoken until the unmasking. Then, when all are there, the pantomime commences.

A sheet is stretched across one side of the room to make a screen, and, behind this, a platform is placed. This is made of grocery boxes covered with a carpet or cloth. Now, each one in turn mounts the platform, and has his silhouette thrown on the screen, by means of a lantern or searchlight behind him. The rest of the guests are requested to try to tell whose shadow is shown, and, before the ringing of a bell, all have to write their answers on cards which have been given them. The silhouette
then steps forth, and another guess is given as to what he is supposed to represent. At the end, a prize is awarded to the one who has guessed correctly the largest number of both questions.

**Reaching for the Moon:**

Two captains are selected to choose sides, before reaching for the moon. This, by the way, is not the smiling-faced one above the doorway, but a white balloon, with a string attached to it, which the hostess produces. The captain of one side is presented with large palm-leaf fans for each member of his team. Then the referee-hostess tosses the balloon into the air, and one side tries to get it, while the other side hinders by fanning as violently as possible. The play is reversed when the balloon is captured. The winning team is then decided by the length of time required in each case to get the balloon.

**Heart's Desire:**

The hostess now announces that the witch is in her cave, ready to tell fortunes. Eery groanings and whistlings will make the cave doubly mysterious to enter, and the witch may produce them easily by twisting the dials of a radio, so that she is always "between stations." If there is no radio available, she can make the noise herself, with a "kazoo," bought at a toy or music store. The analysis of handwriting would form an interesting substitute for palm-reading.
Journey’s End:

The hostess takes a ball of twine, and starts arranging the slender string in many various-sized loops and curves on the floor, down the length of one side of the room. On the opposite side, she arranges another series of loops and curves. And now, two at a time, the players must hop down these curved lanes, keeping rigidly to the string path. After each guest has had a turn, all the winners take another hop, and the turns are continued until the final winner is left. A prize is then given.

The Dining-Room

The wishing well that ought to belong to a wishing party is in the center of the dining-room table. It is a hollow circle of gray cardboard, outlined on both inside and outside with painted cobblestones of deeper gray. Two upright sticks support a center one, to which is fastened a small pulley and string. These draw up from the bottom of the well a cardboard bucket, containing a “wish granted” for each guest. He may dip his wish out with a small tin cup, which he will find at his place. And then his rainbow-striped card will read, “This ticket in Wishing Land entitles the owner to one trip to California,” “This may be redeemed in Wishing Land for one genuine pearl necklace,” or something equally wonderful.

Candles glow cheerfully behind rainbow shades,
made of vari-colored crêpe-paper bands wound over small frames. The place-cards are replicas of pots of gold. Instead of a name, there appears the number the guest found on his invitation.

Regular Hallowe'en refreshments cannot be neglected; cider, crullers, ruddy apples, ginger-snaps, nuts and raisins, crystallized ginger, and pumpkin pie are served.
THE FAMOUS PARTY

INVITATIONS

Write on white paper, with silver ink, or paint, the following words:

You
are unanimously elected to be a member
of the
HALL OF FAME
on Tuesday, October the thirty-first
at eight o'clock.
To meet
other masked historical characters, heroes
and heroines of fiction, or
famous men and women of present times.

R. S. V. P. 123 FIRST STREET.

DECORATIONS

Remove most of the furniture from the room, and just over the door hang a sign, lettered in silver, "Hall of Fame." Make shades for the lights in the shape of shields, using two layers of soft yellow paper with the silhouettes of well-known characters enclosed between them. At the beginning of the party have a dish of apples and some knives arranged on a table at one end of the room, so that first comers can amuse themselves by paring the
apples and tossing the paring over their shoulders to see what initial is made. This will keep them occupied until enough guests arrive to start the party.

**Master of Ceremonies**

There should be a master or mistress of ceremonies to start things off. This may be the father or mother of the hostess, the hostess herself, or one of her intimate friends. If the hostess plays the part herself, she may slip away after the first few stunts and change her costume, mingling with the guests in disguise afterward. The costume of the master of ceremonies should be that of a herald, consisting of a very fancy coat and vest, doublet and hose, and a broad-brimmed hat in which a plume waves jauntily.

**Making Selections for the Hall of Fame**

As soon as most of the guests have arrived, the herald should ask them to group at one end of the room. A carpet-covered wooden box, large enough to stand on, should be pushed into the middle of the room, under or near the chandelier, and the shades should be placed so that the light falls directly upon the box. This makes a platform on which the masqueraders are asked by the herald to stand, one by one, so that the best costume may be decided by popular vote. Prizes may be awarded for the most beautiful costume, the costume which is considered the best portrayal of a character, and the funniest
OF GAMES AND PARTIES

costume. Decisions may be made by applause or by writing on cards. In the latter case, the master of ceremonies should count the votes and announce the results later.

**Special Stunts**

While this is being done, it would be fun to ask any guest who is dressed as a famous orator to make a speech, any girl who is dressed as a prima donna to sing, any well known dancer to give a "pas seul." As most of them will be unable to comply with skill, the results are sure to be funny.

**Paring Off**

The girls are herded into a corner, while the boys stand in the center of the room. More apples are provided, and the boys, three at a time, pare apples and throw the peels in the direction of the girls. The girls who catch the peels are partners of the boys who threw them for the next game. Having thus "pared" off, they walk to the other end of the room to wait for the rest of the company and start a Paul Jones.

**A Famous Paul Jones**

This is not an ordinary Paul Jones. It carries out the idea of the dance as far as the grand chain. But when the whistle is blown, the men and girls pair off with whomever happens to be next to them, and stand where they are instead of dancing. Time is kept by the one who carries the whistle and he
does not blow the signal to start moving again until he has asked his partner five questions about her identity and answered five of her questions about his. Each couple does the same thing, and as soon as any two discover whom they are dancing with, they leave the big circle and start a smaller one. Others join them as soon as their identity is disclosed, and the smaller circle continues the Paul Jones until it has entirely absorbed the larger.

**Two Ways of Unmasking**

First, as the last couple leaves the first circle of the Paul Jones to join the second circle, the master of ceremonies may pull the "stage" into the center of the circle and blow the whistle. One by one the masqueraders may mount the platform and remove their masks, turning about so that everyone can see who they are.

Second, the girls may form one circle inside another circle formed by the boys. The inside circle moves in the opposite direction from that of the outside circle until the whistle is blown. Then stopping short, the girls may turn around facing the boys, and at another signal from the whistle every mask is removed.

General dancing may follow the unmasking.

**The Famous Supper**

Have the refreshment table edged with yellow crêpe paper, on which silhouettes of famous men and women alternate with those of Hallowe'en cats
and witches. In the center of the table have a doll dressed as a Grecian statue, on a white pedestal, or a real statuette may be used. Scatter some choice autumn leaves about the table, with four little pumpkin candlesticks to hold yellow candles. The meal may be a cafeteria, or buffet affair.

**Refreshments**

1.

Tomatoes stuffed with chicken salad  

or  

Apples stuffed with fruit salad  

Bread and Butter Sandwiches  

Pumpkin Pie  

Coffee  

Nuts  

Doughnuts  

Peanut Brittle

2.

Two kinds of Sandwiches  

Cider  

Doughnuts  

Apples  

Nuts  

Candy  

Cake

**Favors**

Little crêpe-paper cups with Hallowe’en figures perched upon the handles, or pasted on the sides, can be bought, or made at home, as receptacles for nuts and candy. These, and the shields over the various lights, may be used as favors for the ladies, while the gentlemen may take boutonnières of the goldenrod and pie-weed, which should be used in great bunches as part of the decorations.
THE CHILDREN'S GROUP
OF HALLOWE'EN PARTIES
THE ELVES’ PICNIC

INVITATIONS

Autumn leaves made of white paper cut in proper shape and colored make attractive invitations. Written on them is a little verse, like this:

On Hallowe’en I’ll be a little elf,
   And I’m going to give a picnic for my friends;
I wish that you would come to this, yourself,
   To see the witch that from the sky descends.

R. S. V. P.  2:30 to 5 o’clock.

PEGGY BROWN,
235 Wendell Street.

DECORATIONS

Make the room look like a forest by scattering autumn leaves all about in corners and along the edge of the floor; fasten oak branches with their coppery leaves to all light fixtures and over the tops of windows and doors. Place logs on either side of the fireplace, to sit on. If there is no fireplace, put them in a corner of the room. Arrange a vine-covered tree stump, which is really a round hat-box covered with an artificial vine, in a corner. Place the prizes for the various games in this and pull the vines, or some of the autumn branches well over the top so that each winner of a game can go there and dig for his prize.
The Party Itself

Of course the little host, or hostess, should dress as an elf. The costume can be made of brown overalls with a funny little short jacket that just reaches the middle of a fat "tummy" made fatter by a small cushion stuffed inside the overalls. Then a peaked hood, and long brown stockings worn over shoes and stockings and the edge of the overall legs, will complete the Brownie look. A funny little fat mask with two great big black eyes painted on it may be worn to greet the guests. Afterward the Brownie may slip away and get into a page's doublet and hose, with a wide-brimmed hat adorned with a long feather, before joining in the fun with the others.

The Witch

She may be a dress form, or a pillow, attired in a long skirt that touches the floor, an old coat with gloves fastened to the cuffs, a witch's false face and a tall peaked hat. Pin one of the gloves around the handle of a broom, and have little fortunes written on pieces of paper and stuck into the broom. After one of the games, when everybody is hot and wants to cool off, send them out in the hall to the witch, to get their fortunes out of her broom.

Games

Hunting the Elves' Treasure:

This is a peanut hunt. The elves have scattered their "treasure" among the bright leaves on the
“ground.” There’s a prize in the vine-covered stump in the corner for the child who can find the largest amount of peanuts. Each child is given a bag or basket to hold his “treasure,” and five minutes is allowed for the hunt.

**Helping the Bunnies:**

An enchantment game like this requires some explanation by an older person. Each guest is given a piece of paper with a white bunny outlined on it in black pencil. These white bunnies really long to be brown, but they have been enchanted by the witch out in the hall, and can achieve brownness only through the help of mortal children. Ten minutes is then allowed for the filling in of the white figure,—except the puffy tail,—with brown crayon. And the child who gets this done first wins a prize.

**Sending the Elves Home:**

Elves do get lost sometimes, and this game is concerned with some lost ones who are very anxious to get home. Again they need the help of mortal children. Their home is drawn with brown crayon on a white sheet, or a piece of cardboard hung on the wall. Each little guest in turn is given a crêpe paper elf, blindfolded, turned around three times and started off in the direction of the elves’ home, to stick his elf as near the door as he can. There’s another prize in the tree stump for the one who gets his elf nearest home.
Seeking an Elfin Nook:

The elfin nooks are semicircles drawn in chalk at the edges of an irregular circle that extends all around the room. There are places for all but one person. This one, left out, is “It,” and must go from one player to the next saying, “I want an elfin nook.” The answer is, “Go further into the forest.” But the players in their nooks are constantly changing places, just as they do in “Pussy Wants a Corner,” and if the one in the middle can slip into one of these nooks before the other “elf” reaches it, the latter must take his place in the middle and start going the rounds. Nobody wins this game; it just goes on as long as everybody seems to be enjoying it.

Refreshments

Instead of having everybody sit down at the table or around the dining-room, remember that it is really a picnic, and have little baskets brought into the forest. Each one should have a place-card tied on the handle so that there will surely be one for each person, and the baskets will serve as favors. The baskets should contain sandwiches, a doughnut, nuts and an apple. Plates piled up with more sandwiches, doughnuts, nuts and candy might be placed on a convenient table so that the guests may help themselves whenever they wish. A punch bowl filled with lemonade, and some paper cups might be arranged on another table,—with an older person presiding over it.
HALLOWE'EN AT THE NORTH POLE

INVITATIONS

From the moment each child steps inside the door until he leaves, he is supposed to be at the North Pole, a comfortable, heated sort of one, to be sure, but a North Pole, nevertheless. The invitations, by way of preparation, are cardboard poles, with their stripes painted red, white and blue. On each is written by the young hostess (or host):

"If you would like the fun of celebrating Hallowe'en at the North Pole, come to 22 Burbank Avenue at half after seven on October thirty-first. Please let me know if you will be here.

ELEANORE ROBINS."

DECORATIONS

There's white confetti snow all over the ground (not a sign of a rug, of course), a fire that casts a glow on the hearth; and, all around the wall, glorious Northern lights (large sheets of white cardboard, cut in spikes, and painted pink, green, blue and lavender). The shades for the fixtures also have Northern lights glowing about them, of bright pink paper, with scallops of greenish blue glued on as a border.

Over toward the farther end of the room is the
North Pole itself (three sheets of cardboard, painted red, white and blue, which are fastened together, and made into a pole). This is to be used in several games later on. An occasional Hallowe'en pumpkin is placed around the room, its features hollowed out, and silvery Christmas tree icicles making a fringe of "hair." If it is lighted, the illumination should be made by an electric light bulb—not a candle which might set fire to the icicles.

The mantelpiece is laid with cotton snow, edged with glass icicles; and glistening glaciers are made out of chairs, or a bookcase, covered with sheets that have been sprinkled with Christmas tree snow. Innumerable Hallowe'en figures are glued to them. Little clusters of bells, suspended from chandelier and side fixtures, make the merriest noise, reminiscent of reindeers, when bumped by a guest.

Costumes

The little host or hostess is dressed as a furry Esquimo, naturally. Such a suit consists of a hooded blouse and long full trousers of brown material. Cotton batting is painted brown, and sewed all over it to resemble fur, and moccasins are suitable, if they are available. Mother, or some older person, may dress as an Esquimo Witch, a most interesting character whose dress is half witch and half Esquimo. There, for instance, is the peaked black hat and the scraggly gray wig and false face of the usual witch. She, also, has the full gray skirt and black shawl thrown over her shoulders. But her costume is
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copiously edged with cotton "fur," and the shawl has more "fur," while silver icicles caught among her locks are a final frosty touch.

GAMES AND STUNTS

GREETING THE TRAVELERS:

It will be fun for Jane or Jimmy, who is giving the party, to come in masked with the rest of the guests. The Esquimo Witch, then, is the only official welcomer, and ushers those who have traveled to the party into the region of the North Pole. They are told not to talk; and, when all are assembled, the Witch explains that she is now going to try to guess the identity of each one. The boy or girl who succeeds in puzzling her longest will have the privilege of starting for the North Pole first.

FINDING THE CENTER OF THE POLE:

The Esquimo Witch brings out a tiny square of white cambric for each person. On it is written in crayon a red, white and blue "U. S. A.," and a good, strong pin is attached. Each child in turn is blindfolded, and sent wandering off to pin the "U. S. A." as near to the exact center of the North Pole as possible.

HEARING THE NORTHERN LIGHTS:

It has been said by Esquimos and other reliable persons that the northern lights may at times be heard, the sound resembling the crackling of tissue
paper. In this game, therefore, the object is to find the crackle. The explorers are sent out of the room for a minute, while the other group decides where to hide the noisy paper. When the explorers come back they must listen for the rustling, and must try to locate it as quickly as possible. The group left in the room may stand half hidden behind chairs or tables, back of doors, and so forth, so that none can see who is rustling the paper. If the explorers guess right three times in succession, they win the privilege of hiding it.

The Search of the Explorers:

They must hunt for Hallowe'en food now, so each is given a little white cotton bag with a pumpkin sticker on it, and told to look for nuts. These have been hidden in various parts of the North Pole region. There is a prize for the one who finds the most; all of the guests keep their bags of nuts.

Flying a Plane to the Pole:

Nowadays, with airplanes doing so many wonderful things, they must needs race to the Pole at our party. The "machine" is one of the paper airplane kind that acts as a boomerang, circling around and coming back, as soon as you throw it. The child who succeeds in getting his plane over the Pole in best style wins a prize.

The Refreshment Table

The Hallowe'en-North Pole table is a most amazing affair, for half of it is Hallowe'en, half is North
Pole. The North Pole half is laid with snowy white crêpe paper, sprinkled with shimmering “snow.” The other half has paper autumn leaves scattered all over an orange crêpe-paper cloth. In the center, there is a North Pole pumpkin, a hollowed-out half of it orange, the rest wrapped around with cotton, all sparkling with “snow.” Shining silver icicles are stuffed in the cut-out features.

Favors are an orange for each, representing the world, with the North Pole at the top of it, in the shape of a stick of candy; while a saucy cut-out face decorates the old world for Hallowe’en.

Refreshments include ginger-snaps, lemonade, nuts, popcorn, apples, raisins, and fascinating little bundles of bright Hallowe’en paper piled on a cake basket. These contain what are known as fragments of ice—in reality, rock candy.
A HALLOWE'EN GARDEN PARTY

It's a strange time of year to be thinking of garden parties, but this is an indoor one. The idea is to have each child dress as some flower or vegetable, so that, when they all meet together, they will make the garden. The mother of the young host or hostess dresses as Titania, the fairy queen. It is a good plan to ask all the boys to masquerade as vegetables, and the girls as flowers.

INVITATIONS

These are written on cardboard pumpkins, in green ink. They read:

“Queen Titania invites you to take your place in her garden, on Hallowe'en, at half-past seven. She will expect you to be one of the “vegetables” (or “flowers”).

In the lower left-hand corner there is written the usual “R. S. V. P.,” and, in the right-hand one, the address of the person giving the party.

DECORATIONS

Autumn leaves scattered all over the bare floor will give an appearance of outdoors. Have cornstalks piled up in the corners, and pumpkins with lighted faces on the window-sills.
As each vegetable and flower arrives, he is requested to remain silent. He mustn't even whisper one word; he's supposed to be what his dress represents, and consequently to have no power to talk until—

**The Fairy Waves Her Wand**

This happens when everybody has come, and they are all grouped in the garden. Queen Titania tells them that she has decided that a party, even a party for vegetables and flowers, isn't going to be any fun, if no one can talk. So she waves her magic wand, and, right away, the chattering may start.

**Games**

**Growing Up:**

Queen Titania then explains that she wants to see how well they can grow, so she asks them to show her by sitting down on the floor in a long row. Now, music starts, and, when it stops, they are supposed to spring quickly through imaginary ground. The flower or vegetable slowest to do this must drop out. This is continued till there is only one left, and that one receives a prize of a Hallowe'en toy.

**Hunting the Rain:**

All good garden things must have rain. So, next, they are told there hasn't been any rain for a long time, and they must go and seek it for themselves,
because it's hiding right around their very garden. Glass bead "raindrops" have been hidden about the room; this game is a five-minute search for them. When five minutes have passed, the Queen commands the search to cease, and the flower or vegetable having found the greatest number of raindrops is rewarded with a story book.

Making Friends with the Apples:

The Queen now tells her guests that she thinks it would be nice if they made friends with the Apples. She leads them to the orchard, which is a doorway draped with green crêpe streamers, from which are suspended strings with apples on them. Of course, the apples may, or may not be friendly; this is the regular Hallowe'en stunt of trying to bite the apple as it swings on its string. In the second stunt of bobbing for apples, the tub in which they float may be given a garden look by means of flowers and ferns banked about its edge, except just where the children approach it.

Finding the Pumpkin:

Every guest is blindfolded, after which a pumpkin is placed somewhere around one of the piles of cornstalks. Then each one in turn is started on a straight route for these cornstalks, the object being to try to put his hand on the pumpkin.

The first spot he actually touches is the one that counts and his try is over, even if he has touched something on the other side of the room.
REFRESHMENTS

The guests are invited to visit another garden, in which is the dining-room table. This is laid with tan crêpe paper, spread across, so as to look like a plot of brown earth. On this, along one side, there is a row of potatoes, which are cream candy covered with cinnamon, and they are hidden under green tissue paper leaves. Tomato vines "grow" along the other side; they consist of green leaves and hard red candies. A Hallowe'en pumpkin favor, filled with small candies, perches at each place. And the chandelier, done up in orange crêpe paper, with gold tinsel rays reaching down from it, is a smiling sun for this lovely garden.

The guests are served with round cherry ices, molded to look like roses, and there are cookies, fancy cakes and nuts. Paper bonbons are a nice addition, as children always love them.
MOTHER GOOSE'S HALLOWE'EN PARTY

INVITATIONS

Cut pumpkins out of orange cardboard, with duplicates of white paper attached to each by a perky bit of green ribbon. On the inside pumpkin, write:

"Mother Goose is going to step out of Storybook Land, and she would like you to come, dressed as one of her children, to the party she is giving at (insert name of hostess's home), on Hallowe'en, at half-past seven. Please write and say you will be there."

DECORATIONS

The room should be decorated with smiling pumpkins, hollowed out so that candles can be placed in them. All the lights are covered with orange crêpe paper so that the color will make a pleasant glow. A band of the same paper should be stretched around the walls. Pasted on this band are many bright pictures of animals, or gay little nursery figures. Hang numbers of colored strings, with several tiny bells on each, from the chandelier, so that they are low enough for little guests to touch, and hang apples, so that they swing against them and make them jingle. Use one corner of the room for
a property room, with cardboard cats, gray, yellow, white and black, to be used in a game later on. On the floor is sprinkled confetti, for another game. The door that leads into the hall should be hung with strands of bright-colored crêpe-paper ribbons. Just inside the doorway stands

**Mother Goose Herself**

She is dressed in a full-skirted gray dress, and has a high peaked hat that makes her look like a kindly witch. Naturally, Mother Goose is the hostess; and, because she wants to pretend she is really Mother Goose, and does not want her guests to worry over her identity, she should not be masked as she greets each little Mary, Mary, Quite Contrary, and Tom, Tom, the Piper's Son who arrives.

**Games**

**Guess Who:**

When everyone is there, a circle is formed around Mother Goose. She then draws each one into the circle separately, while the rest guess who he is. If the guess is correct, the little person must own up to it, and unmask.

**Cleaning House:**

After all the masks have been laid aside, Mother Goose hands out sticks with tufts of cotton on the ends. Then the company is divided into two sides, each of which immediately sets to work to brush
the confetti naughty Jack Spratt is supposed to have flung around, getting it into an empty corner. The corners should be at opposite ends of the room. A short time is allowed for this, and then a bell is rung, and the work must be stopped. The members of the side that has accumulated the biggest pile of confetti are allowed to be the first ones in.

**Going After the Apple:**

This is a favorite stunt of trying to bite a piece out of one of the tantalizing apples that are hung from the chandelier, only the bells that are also swinging there will add to the laughableness by making gay, tinkling noises.

**To Satisfy Mother Hubbard's Dog:**

Mother Goose then asks the guests to help in the search for bones for Mother Hubbard's poor dog, and each one is given a large envelope, with instructions to look around every nook and corner of the room. The one who gets the greatest number is rewarded with a tiny cloth dog, supposed to look like Mother Hubbard's, and then Mother Goose lays all the envelopes in a pile, ready to take back to the poor animal who longs so for them.

**Making the Quarrelsome Cats Happy:**

The cardboard cats are supposed to be discontented with their present color, and have been having a most unpleasant time. So Mother Goose begs the company to change their colors as quickly and
carefully as possible. The black cats can be gone over with white crayons, the gray ones with yellow, the yellow with black, and the white ones with gray. The guest who gets his cat colored in the best manner first, receives a tiny box of candy with a black cat sticker on the top, and all are allowed to take their crayons and happy cats home with them.

The Dining-Room

The dining-room is decorated in much the same manner as the other party room, although the center of the table is glorified by a large Jack Horner pie with wondrous bright paper ribbons stretching from it to the guests' places. When these are pulled, the plums turn out to be small bags filled with candy. Each guest is directed to his place by a card with a Hallowe'en sticker in the corner.

Refreshments consist of large dishes of nuts and popcorn, plates of molasses cookies, and a round ice-cream mold for each, with a crêpe-paper witch on a cardboard broomstick on top. Rolled sandwiches, with a filling of minced ham or chicken may be added.
HALLOWE’EN COSTUMES

A MODERN GYPSY

She is a study in purple, rose and gold, a particularly becoming combination to the dark-haired type. The skirt of the costume is a full one of rose and purple cheesecloth, either made in points of the two colors, or else dyed in the two shades. The colors should be definite, deep ones, to give the proper effect of contrast. A loose peasant blouse of the same cheesecloth is worn with three graduating strings of brass coins clasped about the neck. A piece of silk dyed to match the dress, or a bandanna of plain purple or rose is wound around the head and knotted after the fashion of a bathing handkerchief.

THE VENETIAN MARQUESA

Costly or inexpensive materials may be used for this costume. It consists of a wide skirt, billowing out from beneath a little pointed bodice with short full sleeves, ending in a frill of lace at the elbow; a tricorn hat with a black lace veil arranged so that it frames the face like a harem veil, only worn beneath the chin so that it falls almost to the waistline in front. This is worn beneath the hat. The dress is scarlet. The bodice may be trimmed with either silver, or black lace. The hat and veil are black, with a silver braid edge to the hat.

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THE SILHOUETTE GIRL

She wears a slim black frock, of satin or of sateen, so that she is a silhouette herself, in the first place. Then silhouettes of slender, modern girls like herself, or of Hallowe'en figures, whichever she prefers, are cut out of white and basted around the skirt as a border. These figures edge the pockets, if there are any; make cuffs, and hang from the ends of a sash. A long white scarf of the same material has silhouettes of black on the ends. And the hat is a Directoire model, black, of course, with a high crown, and little dancing figures of white chasing one another all the way round it. The best part of this costume is that it can be adapted from something you have, or made very inexpensively.

THE JAPANESE LANTERN

Use brightly figured cretonne, silkaline, or some bright scrim for this. First make a plain, close-fitting, high-waisted bodice of brown. Then make a skirt of crinoline, or tarlatan swelling out into a balloon effect and drawn in at the bottom. Over this, fasten the figured material, wrinkling it like a Japanese lantern. Finish the dress with a plain band of the same brown as the bodice. Wear a bandeau of twisted silver ribbon, to which wire is fastened to stand up like a handle above the head.

THE CROSS-WORD PUZZLE

This is just a white cambric dress made in any becoming style, but it is covered with cross-word
puzzles, written at any angle at all, with crayons of various colors. The hat is a peaked white one, with big black question marks crayoned all the way around the crown. Question marks also adorn the fronts of the white stockings, which are worn with black slippers.

**Night**

Wear a black dress and a black hat with a high crown. Paint paper or cardboard stars with radium paint, and fasten these to your shoulders, on your sleeves, and on the skirt of the dress, in haphazard style. Then drape black cheesecloth or net over the whole costume from the crown of the hat, so that you are completely covered, with just the stars shining through. Simulate the milky way by means of little gold or silver stars pasted diagonally, close together, on the skirt, or by a scattering of the radium paint.

This might also be used for a gruesome death costume, with the death's head painted with radium paint on a false face, which should be worn over the back of the head under the hat. The hat is then tilted far down over the eyes, so that the face is entirely in shadow. An additional veil may be worn over the face, if necessary. A man could wear this costume as appropriately as a girl.

**An Up to Date Scotch Lassie**

Yellow taffeta and plaid taffeta, or yellow cambric and plaid gingham are the necessary materials for
this. The foundation is a yellow dance frock with short full skirt. Then a very long scarf of the plaid starts at the left shoulder, is drawn across the front of the waist to the right side of the waist-line, whence it falls in several puffs down on the skirt. The colors of the plaid are important, since the costume depends upon them for its daintiness and its difference from the usual Scotch costume. The shades should be delicate—soft blue and bois de rose or something on that order. A tam-o’-shanter of the plaid, with a quill thrust through the side, white stockings and black slippers complete the get-up.

**An Egyptian Fan**

This costume is made with a circular yoke, the dress fitting closely, but not tightly, and reaching almost to the floor. Accordion-pleated panels are attached to both sides of the yoke, front and back, with rings fastened to the outside edge, and worn as bracelets, so that the pleats will spread out fan-like when the wearer moves her arms. An Egyptian headdress of striped material is made like a close-fitting hood, with sides that hang down like a judge’s wig in front. The colors may be any combination of yellow, green, and bright blue.

**The Clock**

This is a beltless dress of white satin or sateen, with a clock face either embroidered or drawn with charcoal on both front and back of the waist. Just below this is fastened a narrow panel of gold or
black, shaped like a pendulum and allowed to hang loose, so that it sways like a clock pendulum when the wearer walks or dances. A plain bandeau of white ribbon is worn around the head, with cardboard replicas of the half, full and crescent moons at the top of a grandfather's clock sewed to the front of it.

A "Lady" Hobo

Wear the shabbiest skirt you can find, and let it hang down in the back and up in the front, with slits here and there that show a bright purple or green petticoat underneath; shabby high-heeled shoes, torn stockings, a ragged sweater with holes here and there, and a lace collar; a man's felt hat, trimmed with a bright ribbon and a rakish feather, gloves with the fingers ripped, and a gaudy necklace.

The Slim Princess

Using crinoline as a foundation, make a balloon-shaped dress; narrow it into bloomers which fit closely at the ankles. Cover this with brilliant material, and tie a wide sash around the widest part to make a waist-line. The sleeves should also be very full and puffy. Wear a turban of bright material.

Joan of Arc

A chemise frock of dark, or French blue, in satin or sateen, reaching to the knees; a wide girdle of
silver ribbon, fleurs de lis, stenciled in silver paint, or cut out of silver paper and pasted around the edge of the dress; blue stockings and silver slippers, unless it is possible to get high military boots; a sword thrust through the belt and gauntlets are needed for this costume. A banner matching the costume may be carried on a standard, if desired.

**Helen of Troy**

White Grecian robes are edged with a wall of Troy design in braid, or stenciling. A drapery hangs from the shoulders, reaching to the waist on one side, to the hips on the other. Sandals, or white ballet slippers, with nude stockings. A Psyche coiffure, with a double band of narrow white ribbon around the head.

**Mary, Queen of Scots**

A fur-edged, close-fitting jacket of velvet or sateen is worn over a very décolleté gown made with a wide wired skirt. The sleeves are made in two or three puffs above the elbow, fitting tightly to the forearm. A chain-girdle encircles the waist, and a stiff ruff is worn about the neck. The hair is dressed high with many puffs and curls, and a tiara is set upon the pompadour.

**Alice in Wonderland**

This little girl wears her long hair brushed back off her forehead, and bound with a black ribbon tied
around her head. Her dress is knee-length, with a high waist, and a pinafore is worn over it. Her stockings are white; her low-heeled slippers, black.

**BABBIE**

A regular gypsy costume of low-necked waist and full skirt of bright color, with a striped apron. Her hair is hanging with flowers twisted in it, and she wears bangles, necklaces and bracelets of all kinds.

** MADAME BUTTERFLY **

Black hair,—or a wig, if necessary,—is drawn up tight over a cushion and fastened in a high knot with fancy pins. A gay kimono, with a huge sash tied in a hump instead of a bow, at the back, and Japanese slippers may make this simple costume.

**MAKESHIFT COSTUMES**

**CIGARETTE GIRL**

Any black silk dress with a short skirt may be worn for this, with a fancy, bibbed apron tied with black ribbon strings. Instead of a cap, wear a bandeau made of cigarettes stuck through loops of narrow black ribbon on a wide ribbon, so that from a distance it looks like a pleated cap. Tie this around the head with a neat bow and long streamers at the back. Cuffs of the same kind may be worn around the wrists.
Cinderella at Twelve O’Clock

Use any good-looking evening dress for the foundation of this costume. Use brown or gray cheese-cloth for one-half of a dowdy-looking dress with clumsy kimono sleeves; baste this on over the evening dress. One side of you will be Cinderella at the ball, the other will be Cinderella as the clock is striking twelve. Arrange your hair rather frowsily on the dull side, very modishly on the evening-dress side. The slippers will have to be good ones, unless you happen to have an old dull pair with exactly the same height heel as your good ones, so that one of each may be worn.

MEN’S COSTUMES

The Artist

Corduroy trousers, a smock of any gay color, wide turn-over collar with a flowing black tie, and a black tam-o’-shanter.

The Brigand

A striped silk shirt with bandanna knotted about the throat and sleeves rolled up, and the cuffs turned back on the outside. A red sash with a knife thrust through it, and either full black satin knee-breeches, or sailor trousers pulled up above puttees, so that they blouse. Black shoes with buckles. A bright colored bandanna tied about the head, with large gold earrings fastened to the sides, so that they hang in the proper places. Large, drooping, fierce mustaches, and side-whiskers.
THE SHEIK

This can be made an elaborate costume of embroidered bolero, long cloak and intricate headdress, but there is also an easy way to plan it. Wear a striped bathrobe over a white soft shirt and white short trousers, and bind a bath towel, or a piece of striped ticking about the head, Sheik-fashion, with a piece of red tape.

A RUSSIAN COSSACK

This consists of a regulation hip-length Russian blouse of blue, edged with black fur, short black trousers, patent-leather boots, and a fur shako. If it is too difficult to get this, a stiff black military cap edged with fur may be worn.

CHINK CHINK CHINAMAN

Any bright colored pajama trousers may be worn for this, with a black tunic of satin or sateen which reaches to the knees. Some striking design should be applied in the bright color, on the front and back of this tunic. A little black skull cap may have a long queue of black yarn attached to it.

THE MAD HATTER

Largely checked black and white suit, red vest, bright necktie, an enormous hat, and a false nose.

SHERLOCK HOLMES

A checked overcoat with a shoulder cape, cap with bow of ribbon on top and visor behind, as well as
in front—the extra one could be put on with cardboard covered with cloth. The face should be made up with heavy eyebrows, shadowed eyes and deep lines about the mouth.

**Peter Ibbetson**

Dark cutaway coat with checked trousers, a high white stock, and a curly wig.

**Miles Standish**

Knickerbockers and white blouse, made with a Puritan collar and wide, turn back cuffs. A short jacket with a cape, Puritan hat with a buckle in front, and buckles at the knees and on the shoes.

**The Selection of a Mask**

This may be your last thought in connection with your costume, but it should by no means be your least, for there are some very nice effects just waiting 'round a corner to be had. Take a mask of that rich American beauty shade. It will be like the touch of a rose to the old-fashioned girl who wears a frock of some pastel shade, say, palest blue satin; or to the girl in black.

When the girl is going to a party where most of the guests will be people she has never met before, she can afford to be a little reckless with her disguise, and wear such a whiff of black lace for a mask as a lady of Spain would choose. Much can be done with an ordinary domino, too, in the way of transforming it into a bit of loveliness. With
an outline of little crystal beads, or stitching of silver, its dainty sophistication would make it entirely different from the plain black cambric seen at every masquerade.
INFORMAL ENTERTAINING AT THANKSGIVING AND CHRISTMAS
AN OLD-FASHIONED PARTY FOR THANKSGIVING

INVITATIONS

The old-fashioned parties are best, at a time like this, but the invitation may be novel and modern. Take a circle of tan paper which has been cut in wedge-shaped sections like a pie, paste the outer edges, and let the points lie loosely over a piece of plain white paper. Enough white space must be left in the center for the date, time, and location part of the invitation. Let some of the white paper extend below the "pie," and on this write your little verse, as follows:

Jack Horner's pie was a Christmas pie,
When he found his luscious plum,
But open the top of this Thanksgiving pie,
And see what you find with your thumb.

DECORATIONS

Pumpkins hollowed out to make bowls for the chrysanthemums that are plentiful at this season, and autumn leaves, should be conspicuous about the rooms in which the guests will assemble. The refreshment table will take most of the decorations, since it is the most important feature of a holiday like this.
Old-Fashioned Games in a New Guise

The Virginia Reel Under Difficulties:

This is always fun to dance at any party, even for those who do not enjoy dancing, since it means merely going through the figures in time to music, and there are always many participants who haven't the slightest idea what they are doing, and do the wrong thing very earnestly. This one will be funnier and more difficult than ever, since each person should be given a little paper plate, rather flat and not too deep, with six very roly-poly cranberries on it. And the dancers are required to go through the whole performance without spilling a cranberry. Of course, a prize should be offered for anyone who comes through with all six still lying where they were originally placed; and, if the hostess wants to keep score according to sides, the one that has the greatest number of cranberries all together at the end of the dance should be considered the winner.

The Dial System in Blindman's Buff:

Everybody stands in a circle, surrounding the blindman. He revolves slowly, giving each person a number, and looking at them hard to get the picture of person, number and place in his mind. Then he is blindfolded; and, before he starts to move, he calls out two numbers. These should change places on the dial, while he is being blindfolded. Then, with everything quite clear in his mind, he must
make a bee-line toward some number, calling out just before he puts his hand out to touch the person, the number at which he is aiming. The numbers on the dial should stand still the whole time. If he finds the right number and names the person correctly, he takes that person's place in the dial, the latter submitting to the blindfolding. But, if he gets the number and direction right without remembering what person had that number, he is "It" for another time.

**The Table**

There's no need to tell what the refreshments should be. Everybody knows. But the centerpiece may be made very artistic. Fix a basket by hollowing out a pumpkin, quite a large one, and carving a high handle over it. In this, pack in as attractive a way as possible all the fruits of the season, filling in the chinks with bright green leaves. Then, toward the ends of the table and at the sides, have nice, plump little egg-plants, hollowed out to make receptacles for small yellow chrysanthemums, or rusty ones. Each guest may help himself to one of these as a favor, when the great feast is over.
A THANKSGIVING BARN DANCE

If this can be given in a real barn, so much the better. But, if it can’t, that need not make any particular difference. For the furniture may be moved from the largest room in the house, the floor strewn with straw around the edges, and the walls hung with such things as one sees in a barn. Some old harness may be hung over one wall light, with care taken that it doesn’t scratch the wall-paper; an ancient broom, shovel, and snow-shovel stood in a corner, a barrel of apples buried in sawdust—which afterward will come into use—in another corner, an old straw hat hung over another light, with the crown broken out, so that the light can still shine.

Pumpkin shades should be used on all the other lights, and pumpkin lanterns may be used, if the party be given in a real barn. Wooden boxes will do to sit on, or chairs that are discarded on account of broken backs or springs. Guests should be warned to wear old clothes, or overalls should be provided for them.

STUNTS BETWEEN DANCES

Of course, dancing will be the main feature of this affair, and the old-fashioned square dances, the
regular barn dance, individual clogs, and the Virginia Reel should be included. If the orchestra can be prevailed upon to wear overalls and farm hats, the effect will be so much the better. But there are always people who get tired of dancing all the time, and it's a good plan to have some amusement provided for them which will also serve as variety and a chance to cool off for those who don't care how much they dance. One way of doing this is by

**AN APPLE RACE:**

Sides are chosen for this, after one of the dances, the dance-partners being retained. Each side retires to its own half of the room, and the first two boys are given knives with which to pare apples. Their girl partners race over to the apple barrel, dive down for apples, and race back, each giving an apple to the boy. He pares this as quickly as possible, and slings the paring over his shoulder. The boy who reaches this point first wins the honor of starting the next dance. In the meantime, each boy reads an initial out of the shape into which the apple paring has fallen, and claims a girl whose name begins with that initial as his partner for the next dance. The winners in this stunt are called later on to take part in another, while the losers form an audience. This one is

**DIVING FOR APPLES:**

The apple barrel is again called into use. The boys who are to compete are blindfolded, first.
Then the apple barrel is moved out from the corner, and placed beside a bucket of water, a box of excelsior, and a basket of leaves, in all of which are apples. Each boy in turn is led up to this row and required to plunge his hand in, and grab an apple. He is given only one grab for each receptacle and he doesn’t know how far to reach. Of course, when he discovers that he has to lean far down to reach into the barrel, he will be fooled by the bucket of water which comes next, and then he’ll play safe on the other two things. The one who gets an apple out of each receptacle wins, and the others are ranged second, third, and fourth, according to the way they acquit themselves. Of course, the audience will enjoy this more than the victims; but, since these are all boys, they will be expected to be good sports about it.

Catching Apples:

The poor old apples are having a busy evening. In this stunt, the same ones are used as in the last one, and it will about finish them up. The boys are lined up, and each one in turn is required to catch these apples as they are tossed to him. The girls do the tossing, not very hard, but very fast. This is harder to do than it sounds, as there is hardly time to take hands off one apple before another is upon them, and they have to work very, very fast to keep from dropping them. Of course, the winner is the one who doesn’t drop any; and he does at
last win a prize, some Thanksgiving favor, or a cake of chocolate.

**THE "DINNER"**

Farm hands always eat "dinner," and so the guests at a farm party should follow suit. If the party is given in a barn, a table may be set up on the premises, by placing long boards on saw-horses, and pulling up wooden benches or old chairs to sit on. If it must be in the house, serve the guests at small tables, bringing in the food in picnic baskets, with paper plates, cups, and napkins.

The food may be a regular Thanksgiving dinner, or an appropriate spread of sandwiches, cider, cheese and crackers, olives, nuts, and little individual pumpkin pies.

**FAVORS**

The centerpiece provides the favors. It may be placed either in the middle of the wooden table, or at the hostess' small table in the center of the room. It consists of chrysanthemums, yellow and white, each tied with a yellow ribbon, and all stacked together, so that they stand up on the table without a vase. Each girl takes a flower, and, upon untying the ribbon, finds a yellow pencil fastened to the stem, which she is to give to her partner.
A CHRISTMAS CROTCHET

INVITATIONS

Take an oblong of gray-green mottled cardboard, and print on it with India ink, the following:

You are hereby invited right duly,
At a Christmas Crotchet to play.
But just what is this word most unruly?
I'll tell you, and thus save the day.

Be it known 'tis a whimsical notion,
And as such my party will be;
Since my friends, though, must set it in motion,
I'm hoping that you'll assist me.

In the lower left-hand corner is printed the date of the affair and "R. S. V. P.;" in the right, your name and address. And now, take white ink, or white paint, and splash all over the card myriads of tiny dots for snowflakes.

DECORATIONS

With wreaths looking out of the windows, maybe a Christmas tree, and more than a sprig of mistletoe in the doorway, only a few "extra attractions" need be suggested. These may be a piece of spruce to make a tree for the hall table; bayberry in a low bowl, candles winking on window-sills, mantelpiece, or bookcase, and a ruddy, crackling fire. Where the
tie-back curtains are used, six candles in V-formation, two very tall ones in the center and a wreath hung at the top of the window, make an arresting picture, when the shade is let all the way up. The candles are placed in low tin holders, painted white. A glowing fire will seem more festive, too, if the fireplace be decorated with two or three evergreen wreaths, joined by festoons of the evergreen.

**WHIMS OF THE EVENING**

**FIRST WHIM:**

Each guest, as he arrives, is presented with a small net stocking filled with pink and white popcorn. But he cannot eat this, himself. Instead, it will be his fiendish pleasure, all during the evening, to make one of the others say a plain “Yes” or “No” in answer to a question. The person who forgets the penalty and answers “Yes” or “No” instead of replying with a sentence, must feed some of his own popcorn to the person who asked the question. Of course, the torturer will sometimes get caught himself.

**ANOTHER WHIM:**

Indoor polo of a new sort is played as follows: The boys, as players, choose girls for “horses.” Each girl then stands back of a boy, and holds fast to him, as he dashes about the room after the ball. If she breaks loose, the player is supposed to have fallen off his horse. Mallets are croquet mallets; the ball, a tennis ball; and there’s nothing to bear
in mind but the getting of the ball over the chalked
goal-line, and preventing opponents from doing
this. The hostess is scorer, and a bell is rung at
each goal that is made; the hostess' partner will be
umpire for the game. The winning side may be
honored by being served with glasses of cooling
punch by the losers.

Still Another:
The familiar "pome" that follows is to be read,
line by line, the hostess saying the first line, the
others repeating it after her, in turn. This goes on,
until the whole nine lines are repeated. Whenever
a mistake is made, the one who has made it is dis-
qualified. Here is the tantalizing verse:

One old ox opening oysters,
Two totally tired toads trying to trot to Troy,
Three tawny tigers tickling trout,
Four fat friars fanning fainting flies,
Five fair flirts flying to France for fashions,
Six susceptible seamen sailing slowly southward,
Seven sedate seniors sipping sweet savory sauce,
Eight elegant Englishmen eating edible eels,
Nine nimble noblemen nibbling nonpareils.
A CHRISTMAS STOCKING SHOWER

INVITATIONS

Print in white ink upon small red cardboard stockings:

A CHRISTMAS STOCKING
SHOWER FOR MARY WARD

On the twenty-second of this month,
At half-after two,
Let's play at being Santa Claus!
Now plan to come! Please do!

Helen Blake,
16 Farley Avenue.

P. S.—Please don’t put your stockings in a box.

DECORATIONS

With holly in the house, and maybe a tree, the living-room is sufficiently decorated. There remains the dining-room centerpiece, which may be a glass bowl filled with red roses, sprigs of fresh holly, and slender stalks of white narcissus. Specially for the occasion, the daintiest of celluloid dolls is dressed as a bride, and is perched on a piece of narcissus, her tulle veil trailing gracefully over the roses.

FAVORS

Each favor is a Christmas "chimney" made of cardboard, covered with red brick paper. It is filled
with salted nuts, and on one side, a small card is attached, bearing the name of the person at whose place it is. On top, so that the nuts are hidden till it is lifted off, there is a small net stocking, filled with "bridey" rice.

**Refreshments**

These are simple ones of hot chocolate with whipped cream, rolled sandwiches, and sand tarts shaped like Christmas stockings. The sandwiches may have fillings of shredded lettuce and mayonnaise, a fancy cream cheese, or minced chicken.

**The Gift Presenting**

At the beginning of the afternoon, as if to start a game, the hostess may ask the guest of honor to hang up on the fireplace a red cambric stocking, trimmed with little bells. The latter should then be blindfolded and led through a series of ridiculous, misleading stunts while the hostess stuffs into the stocking all the packages the guests have brought, adding a sprig of holly on top. Then she places a big bag of confetti on the mantel in a perilous position so that anyone who comes near the stocking will upset it.

The bandage is whisked off the eyes of the bride-to-be, and she is told that Santa Claus has made a special trip just for her. When she reaches for the stocking she will upset the bag of confetti and the "snow" that proves Santa's presence will fall all over everything.
The rest of the afternoon, after all the gifts have been opened and admired, may be spent in playing the Christmas-time games that follow.

**Christmas-Time Games**

Although these are planned to fit into the Christmas Stocking Shower, they are appropriate for any party given during the holiday season.

**A Christmas Stocking Puzzle:**

The hostess brings forth a huge stocking made of coarse net, and filled with all sorts of small things, such as a pencil, an eraser, a paper cutter, a powder box, a ball, a cake of soap, a spoon, a pen, a nail file, and so on. This is held in plain view for a short while, so that the guests may observe the contents. Then it is taken away, and they are told to write down the names of as many of the things as they can remember. The one who has been cleverest at this is presented with a stocking filled with toys.

**Seasonable Table Games:**

Next is introduced a group of progressive table games with a Christmas atmosphere to them. Five minutes is allowed for each game, and scores are kept on Christmas cards, the highest at each table getting one point after every game.

One set of four may shape flat snowmen out of piles of confetti snow, which they will dig with salt spoons for shovels.
Another may struggle with little balls of red and green twine. Four of these balls and four cards are laid on the table. Each person must unwind the contents of a ball onto a card, and then wind the string into a ball again.

At a third table, there is a bowl in the center, filled with tiny stickers shaped like stars. To every player is given a square of blue cardboard, and on this "piece of sky" must be pasted as many stars as possible. Some gold stars are mixed in with the silver ones; they count five, while the others count one.

The fourth table holds a box of tiny Christmas-tree balls, which have been taken off their strings. The guests, provided with needle and heavy thread, must restring them. Each person has to stick to one color for his string, and make as long a one as he can. If he breaks a ball, he is obliged to drop out of the game.

When the hostess wants to start something else, she may collect the tallies, and award a prize to the one who has made the highest number of points.

A **Snowball Fight:**

Each guest is handed a pencil and a "snowball," the latter a cardboard circle, with shining artificial snow pasted all over one of the sides, and a sprig of holly tied to the top of it. On the backs of these cardboard pieces, there are printed the words, "December twenty-fifth," and the game is to write as many smaller words as possible, using these let-
ters. Ten or fifteen minutes is allowed for this fight, and the winner is presented with a snowball favor, filled with tiny mints.

**Helping Santa Claus:**

Finish with a game that will make everybody laugh. Dress a rag doll to represent Santa Claus, and fasten him securely on top of a chimney made of cardboard. Then blindfold one person at a time, present him with a bushy piece of cotton, and have him try to pin Santa's whiskers on.
ENTERTAINING FOR THE BRIDE-TO-BE
"What kind of shower shall I give her?"

That is always the first question that comes to your mind after your best friend has admitted first her love, then her engagement, and finally her ring. This little series of parties which include showers for the bride-to-be, is planned to give you unusual ways of springing the surprise, to suggest some unexpected decorations for the refreshment table, and gifts that are out of the ordinary.

To begin with, let’s take the kitchen shower. It is the most prosaic and needs to be made interesting.

In the first place, invitations are sent out for a card party in honor of the bride-to-be. She is also formally invited, and is consulted, as all guests of honor should be, about whom to invite and who can safely be left out. But she is not consulted, or told about an important little line which is added to every invitation but her own, “Surprise kitchen shower, please bring or send your gift before Thursday,” or whenever the party is to be given.

This will make it possible for the hostess to have all her gifts arranged before the party starts, and there will be nothing to make the guest of honor suspect a shower, until a slight interruption occurs in the form of a special delivery letter, brought to
her by a maid or some member of the family. This is addressed directly to her, and must arrive at the right moment.

Inside the envelope is something that looks like a jig-saw puzzle with words instead of pictures to fit together. With some help from the other guests, the bride of the near future will be able to solve the puzzle which, when completed, will make the sentence, "Look on top of the bookcase." Of course there will be a concerted rush for the bookcase, but the guest of honor is the only one who is privileged to lift down the mysterious package which stands in full view on the top shelf.

This will prove to be one of the gifts, a baking dish, we'll say, with the card of the giver inside, and another envelope. This holds another jig-saw puzzle which directs the bride-to-be to look "Behind the window curtain," where another gift is hiding. This contains another puzzle with more directions and the game goes on until all the gifts have been found in this interesting way. The best part of it is that the other guests have a chance to join in the fun by helping to piece together the puzzle.

For the refreshment table, the hostess' own gift will come in handy if she chooses a towel rack for the kitchen, and hangs it, spread out, from the chandelier over the table. Artificial vines, or real smilax may be draped gracefully over the arms of the towel rack, to shade a stack of kitchen utensils standing in the center of the table. This may also be part of the hostess' gift, or it might come from her
mother, or sister. It should consist of a wooden spoon, a spatula, an egg-beater, and a kitchen fork.

Gifts that are out of the ordinary are the following: two kettle holders, covered in pretty cretonne, an iron holder to match, and a dish towel, all made by the giver; a pair of kitchen scissors, some big needles, a spool of coarse thread and a celluloid thimble for sewing up fowl, or boiled fish; an apron, "homemade" as attractively as possible, and a pair of rubber gloves; a dish cloth, dish mop, and sink brush; a roll of paper napkins, one of waxed paper, and one of edging for pantry shelves; a few yards of white oilcloth for tables or shelves; or an iron stand, some pieces of wax, and some hemmed cloths for trying the iron.
OUT OF THE LINEN CLOSET

This is a good idea for the married woman who has a small daughter, or the girl who has a little sister. As a small girl is needed for the success of this shower, a little neighbor, or perhaps the little sister of the bride-to-be, may be let in on the secret and invited to play the part.

The guests may be invited by word of mouth, by telephone, or on sight, to this shower, which need not be a surprise. It is fun to keep up the guessing as long as possible after everybody gets there, no mention being made of gifts, although everybody may very openly bring one and hand it to the hostess upon entering. A casual game of cards may be started, or somebody may drift to the piano and start playing and singing, while others just chat in groups as if this were no more than an afternoon together.

But at a signal from the hostess a sign is hung on the dining-room door, if that adjoins the room where guests are. If not, any single door that is closed will do. This will cause some comment, as the sign says "Linen Closet." As soon as the remarks are over, the little girl, whoever she may be, should come in, dressed as a "busy housewife," with a dust cap, and a white apron over her frock, and a huge
bunch of dangling keys at her waist. With much jangling of the keys, she should unlock the door, open it and draw out the packages, one by one, bringing them in to the delighted guest of honor.

When the last bundle has been presented, the sign may be turned over, to show the word, “Cafeteria,” written on the back. Of course, if the door does not lead into the dining-room, the sign will have to read “To the Cafeteria” and have an arrow pointing in the right direction.

The “busy housewife” again plays a part in the dining-room, which is arranged as much like a cafeteria as possible, with the table across one end of the room, and all the refreshments arranged upon it. A pile of plates, tea napkins and whatever else is necessary may be set out on a tea wagon at one side of the table so that the guests may take their plates and walk along in front of the table, gathering up whatever they want in the way of food, from the array before them. A punch bowl may stand on another little table, with glasses around it.

But each guest must present her tray to the “busy housewife” who has now taken off her cap and keys and presides as the cashier. She inspects each tray gravely, pretends to punch one of a pile of “checks” in different colors which she has near her, and hands it out to the guests, who may then go on and find a place to sit down and eat. This check turns out to be a little bookmark which serves as a favor.

Linen is linen, but there are some gifts more for linen than of it, which might give an original touch
to the shower. For example: a cretonne cover and wooden roller for large doilies; some specially made tea-wagon covers; a good-looking laundry bag made of heavy blue linen, crash, or denim with its name stenciled or embroidered in white across it; enough linen lace to edge a luncheon cloth or doily set; three linen tea towels; or a linen collar and cuff set.
THE LUNCHEON LINGERIE SHOWER

The luncheon cannot be a surprise to the bride-to-be, but the shower may be. Arrange the table in a very bridey way, with a pair of dolls, or Kewpies dressed as bride and groom standing in the center. Directly over them, from the chandelier, hang a doll’s or child’s white parasol, with white baby ribbons tied to the end of each ribbon and extending bower-like to the place-cards, which may stand before each place or be held in the mouth of a celluloid bird perched on a tumbler. The bride’s favorite color should be used for these, but the shower of ribbons should be all white.

The place-cards or birds are intended for favors to be taken as the guests rise from the table. The hostess leads the way into the next room, taking the arm of her guest of honor.

“I forgot before lunch,” she remarks, casually, “I’ve your engagement present in here all ready to give you. I didn’t wrap it up because I knew the girls would want to see it.”

The gift should be a beautifully made bag of pink denim, fairly large, with “Laundry” embroidered across one corner in white darning cotton. As she picks it up, the guest will feel something rather heavy inside, and peering in will find an unopened
package, all tied up in white ribbon. When she dives in after it, she will discover several more of the same kind. Of course she will be the only person in the room who does not know that the packages are from the other guests at the luncheon and that they are gifts of lingerie.

It is a good idea, in carrying out a surprise shower of this kind, to have a number of packages concealed in a convenient place. When the bag has been exhausted of its treasure there are some panic-stricken guests who wonder what has become of their gifts. The hostess may produce these extra ones, one at a time, with careful indifference, keeping the fun going a while longer.

Their great problem before the party is, "What shall I give her? What can I get that won't be duplicated by everybody else in town?"

Well, of course, there will be silk vests and bloomers, step-ins, nighties, and fancy garters. But you won't see so many of the following: a roll of narrow ribbon and five yards of dainty lace edging (So many brides make their own trousseaus nowadays!); a pair of lingerie clasps, and a pair of detachable shoulder straps; a lace brassière for evening; an enameled bodkin for running ribbon into nightgowns, etc.; a short negligée made of crêpe, or organdie, bound with ribbon; or a daintily made case to hold "undies" and nightgowns and keep them free of wrinkles when traveling.
THE SHOWER OF HANDKERCHIEFS

After all, if it weren't for the man in the case, there wouldn't be any wedding, there wouldn't be any engagement to celebrate, and there wouldn't be any bride-to-be to entertain at a shower. And so, in giving the handkerchief shower, it would be thoughtful to include the poor, neglected cause of it all, just to show our appreciation of him.

That means that the shower will have to be given in the evening. It might be at a small, informal dance, or a card party. It should be a surprise to both the man and the girl, but the invitations should include the line—on every other invitation but theirs—"Surprise handkerchief shower for Miss Emily Jones and Mr. Horace Green."

For decorations, use a number of brightly painted Japanese parasols, opened and hung upside down, in various parts of the room. Arrange one in a bay window, another in a corner with a bench under it to look like a throne. Let the party proceed without interruption until time for the refreshments, which should be served rather early. Have the food placed on a table in the dining-room so that the guests may help themselves, but lead the guests of honor to the "throne" under the parasol, and have their refreshments brought to them on a tea wagon.
Just as they are seated, while the others are finding places about the room, move the parasol a little, with a careless remark, "I'll just take this out of your way." The tilt empties out the gifts of handkerchiefs which have previously been placed in the parasol in a literal shower about their shoulders.

During the surprise and excitement of this, and the subsequent opening of packages, some of which are for the bridegroom-to-be, the hostess may bring in the tea wagon and the refreshment time may go on in peace. But it would be fun to have another little pile of handkerchiefs hidden somewhere, behind a sofa cushion or a window curtain, and call the bride's attention to them, once in a while—as long as the gifts hold out.

The refreshment table will need no other decorations than a large, shallow bowl of flowers, as the guests will help themselves.

As to the unusual gifts—handkerchiefs will be handkerchiefs, and there's no use trying to be original about them. But there are some useful little presents that would give the distinctive touch. For example, a lace-edged folder made of flowered ribbon, to hold a best handkerchief like the one enclosed in it; a tiny bottle of good cologne; a sweet grass basket lined with silk to keep handkerchiefs from straying about that "top drawer"; a set of tiny clothespins and a thin line to use for drying handkerchiefs that have been washed at home on account of their laciness; or a collar and cuff set made out of fine handkerchief linen.
THE "GUESS WHAT!" SHOWER

Entertainment for all concerned is provided by this method of giving a miscellaneous shower. As it will take a long time to present the gifts, the business in hand should be taken up as soon as all the guests have arrived and the hostess has arranged the packages in a pile on a table. If the shower is a surprise to the engaged girl, for whom it is given, the gifts should be piled on a tea wagon, or a large tray in another room, and brought in. But, if she has known about it, the whole procedure may take place in her presence.

Instead of allowing the bride-to-be to take up her gifts herself, the hostess, taking a position beside the table, picks up the first package her hand falls on and holds it up so that all may see it. It is still wrapped up and the card of the giver is inside.

"A box, more oblong than square," reports the hostess, feeling cautiously of the package. "Guess what it is, everybody—everybody but the person who's giving it. I guess silk stockings!"

It will not take long for all the girls to get into the spirit of the guessing contest, and it will make lots of amusement to see how near the guesses are. If she likes, the hostess may have tally cards—this would be a good idea as a blind, in case the shower
is to be a surprise—so that the guests may keep a record of the number of gifts they guess correctly. Then a small prize may be awarded the one who "guesses what" the greatest number of times. Of course the girl who recognizes her own gift must not guess, but if the bride-to-be should add one more gift to her collection by winning the prize, there is no rule in the game which could keep her from having it.

A surprise awaits the guests in the dining-room. The refreshments may be ice-cream and cake, sandwiches and hot chocolate, or whatever the hostess prefers, but they should be served buffet fashion from the dining table. The decorations are simple—a good-sized bowl of flowers.

After everybody has been served, and has eaten largely, as girls always do at an affair of this kind, the hostess invites each one to take one of the flowers as a "Souvenir of the trip." And to everybody's surprise and pleasure, each flower is tied to a pretty flower pin! Favors always make the party a success.

At a miscellaneous shower you are nearly always certain of being original because you can bring anything at all, from a dog house to a postage stamp. But it takes some thought to find the gift that will be as useful as it is striking.

The following list will save you some of that deep thought: a large denim bag, marked "Pieces" in white darning cotton; a wooden string box, with a hole in the top for the string to pull through; a pair of big shears for cutting flowers, string, wrapping
paper, oil cloth, picture wire, or any other of those things that a housewife will have to cut sooner or later in her career; a little cretonne pocket with divisions for a pencil and a memorandum tablet, to hang beside the telephone for grocery orders; and the pencil, the tablet, another larger cretonne pocket to hang in the living-room or a bedroom, with two cheesecloth dusters, blanket stitched around the edges, to go in it; or a "mending outfit," consisting of glue, paste, mending tissue, adhesive plaster, and china cement.
A CHINA SHOWER

Did you ever, in your search for a shower that would be useful to your friend, the bride-to-be, and at the same time not tiresome to your other friends, think of having a china shower? Why not? It's something new in the way of showers, and there are lots of nice gift articles made of china.

Of course, the entertainment would have to take the form of a tea, and those delicious little cakes made out of rice flour should be served. Invitations may be sent out as tea invitations always are, the date and time written on the visiting card, with "To meet Miss Bride-to-be," at the top. Then, on every invitation except that of the guest of honor, should be added the words, "Surprise China Shower." A table large enough to hold all the gifts should be placed in readiness at one side of the room, to receive the gifts. The "China" effect may be given by a square hat-box hung over the table like a lamp-shade, with red crêpe-paper ruffles pasted around it upside down to look like the roofs of a Chinese pagoda.

The bride-to-be should be asked to stand by this table as she greets the guests upon their arrival. And as each one hands the hostess her gifts, the china article should be unwrapped and stood upon the table with its card. No explanation need be made of this performance until everybody has arrived and the table is full of presents. Then the
hostess might slip away and come back with a huge bag, or clothes basket, remarking to the guest of honor, "Don't you want to put your gifts in this? I don't quite see how you're going to carry them all." If the latter has ever had any doubt of the reason for the heavily laden table, she will not be kept in suspense any longer.

An artistic effect for the refreshment table may be carried out with those trade-marks of the spring bride season, daffodils and pussy willows. Have the daffodils floating like pond lilies in a low bowl or pan, the stems cut off so that only the flower is left. Drape either green crêpe paper or green silk over the edge of the "lake," and let it lie in graceful folds on the white table-cloth, with four or more bud vases, containing two or three pussy willows to mark its edge. A pagoda-like effect may be given the chandelier if it has a large shade over several lights, by more inverted ruffles of crêpe paper, but these should be green or yellow to harmonize with the table.

The gift of china may be one of these: a china powder jar; a china incense burner for the boudoir; a china pin tray; a china perfume bottle, or a pair of them; a china "condiment set" for the kitchen; a pair of china candlesticks; a china door-stop; a decorated china flower-pot; a china tea tile; a china paste jar and inkwell; or some china fruit for the sideboard. Then, if you want to quibble a little, you might choose a bit of Chinese embroidery or tapestry. After all, that is a piece of China.
THE GARDEN SHOWER

It would be delightful if you happen to have a garden of your own for this shower, providing you were giving it in the summer time. But the fact that you live in an apartment on the fourth floor, or that you have to entertain during the closed season for gardens, need make no change in your general plans. Invitations may be sent out for a garden party, and the bride allowed to think that it is all just a rather different sort of party in her honor. But no girl who is invited to an entertainment for a bride of the near and definite future fails to look for the "joker" in the invitation. In this case, let the guests find the words "Garden Shower," which, being interpreted, means, "Please bring a gift that can be used in a garden."

In the center of the room have a table arranged with tea things and a summery bowl of flowers, the teakettle singing from the midst of dainty cups and saucers and plates. Over the table suspend a large Japanese parasol, or, if the hostess wants to give so handsome a gift, she may present a regular parasol awning for the garden, and have this open over the table. There need be no other decorations except flowers wherever they seem to fit, and whatever potted plants there are in the house.

Nothing is ever done at a garden party except talking and eating. The conversation will be car-
ried on in various manners, but the refreshments should be brought in in flower baskets, plates of sandwiches and cakes being served to the guests in this way. Candy might be placed in a round dish inside a garden hat turned upside down. These accessories may be among the gifts, or may be the hostess's own possessions.

The other gifts, which should make the bride who loves flowers sing a little song of content, may also take their place in giving a garden-like effect to the affair. A pair of shears for roses may be laid on a "garden bench," with the card of the girl who presents it tied on with white ribbon. The hostess's own gift of a lovely flower basket may be the one used for sandwiches—with the card tied to its handle. A cretonne apron, with a card in its pocket, may hang over the back of a chair for color effect. A brightly painted and decorated watering pot standing beside this would carry out the picture. Some packages of seeds might be included among the gifts; several of those good-looking sticks with colorful wooden birds perched atop them for the flower-bed; a set of small garden tools with painted handles; a pair of gardening gloves; even a broad brimmed garden hat. Any, or all of these, would be garden gifts well appreciated by the guest of honor.

They may be presented by the guests themselves, starting with the first person who starts to sit down on a chair and finds it occupied by some gift with a be-ribboned card.
A BOOK SHOWER

Think of the joy of the bride-to-be! A whole shower of books all her own! And not a duplicate in the lot, if the hostess be a wise person who has taken the precaution of suggesting which book each person shall present.

It would be best for the hostess to invite her guests by means of notes so that she can say easily, "How would you like to give Mary a copy of Rupert Brooke's poems? I know she loves them, and her copy is pretty old and worn, and nobody else is going to give that. Please write Mary's name inside and mark it from you, then bring the book unwrapped. You can slip it on the table in the hall as you come in, and I'll get it afterward."

The guest of honor should be kept upstairs, or in another room, talking to the guests when they come out after removing their wraps. It would be convenient to have this a bridge party, and put the candy on each table in one of the boxes that are made to look like books. Everybody will know the significance of this except the bride-to-be. Tallies may have a rather bookish, literary note to their decorations.

Then, when the bridge party is over, the prizes given out, and the guests begin to leave their tables to visit others, the hostess may call the attention of
the guest of honor to some book that has been arranged on a near-by table during the game.

"Look, Mary, have you read this?" she might say, casually. "It's a stunning copy, and it's a book everybody is talking about." It would be fun to hand her the book opened in the middle, or toward the back so that she will not see the names on the fly leaf immediately. Keep this going for a while, handing her several of the books opened in this way, so that she will not realize the truth until one of the books falls open at the front and discloses the names, or until she picks up one herself. Then the tenseness of the other guests can relax into pleased giggles as she goes back and picks up the other books to see who sent those, too.

The hostess's gift may be the handsome pair of book-ends in which the books are held when they are presented. Since books are books and a book shower in which there are no duplicates is in itself a novelty, there is no need of wasting brain power thinking up original gifts.
A GOING-AWAY SHOWER

Every girl is a potential bride-to-be, whether she is engaged or not. And anyhow, why should the engaged girl have all the fun? Let’s give a shower for a girl who doesn’t wear a diamond ring on her left hand. Or if she does wear one, let’s give her a shower in “celebration” of her going away.

This is really a farewell party with the shower as an added surprise. The invitations should read to this effect and also make the request, “Please send your latest snapshot.” Of course the guest of honor will suspect nothing but a farewell party, with the possibility of some collective gift such as a pair of field glasses, which she will never use.

She may even be a trifle bored, especially when the hostess proposes some stunt like making a list of the things you have to have when going away.

But when it comes her turn to say what she will take in her bag when she goes away, the surprise may be sprung. This is done by the hostess, interrupting by rising hurriedly, exclaiming, “Oh, excuse me just a minute, and don’t go on; I don’t want to miss any of this!”

She hastens out of the room, coming back in a second with an old, battered suitcase, the oldest she can find in the house, pasted up with all kinds of...
labels, including Christmas seals and canceled stamps. Putting it down with an impressive thud before the "Going-Away-Girl," she gets off her carefully prepared remark, "We thought maybe you'd take these along to remember us by."

And the Going-Away-Girl, upon opening the bag, will find all kinds of interesting gifts inside. After this, the guests may be invited into the dining-room, which has been arranged like a dining-car. As many small tables as the house will supply are set in two rows across the room, while the dining-table itself is pushed to one side, and filled with plates of food, already arranged. The guests sit down at the tables, four at a time, those who are left over after all the tables are filled, being asked to serve as waiters. Then, when the first lot have finished, the waiters are waited on by their recent "customers." With each plate is a correspondence card, labeled, "Time-table." Beneath the label is a snapshot of the Going-Away-Girl, made from a film belonging to the hostess, or borrowed from the owner. Under the picture is the name and the words, "To be remembered for all time." These are to be used as favors.

Now suppose we look into that suitcase to find out how the snapshots of the guests were used. Of course they are all intimate friends and their birthdays would all be down in the hostess's birthday book. So she has made her unusual gift a calendar with memorandum spaces for each day, pasting the little picture of each of the girls in on the date of her birthday. Other things in that suitcase might
be: a small bag of flowered silk containing a little pincushion, a package of needles, and some black and white thread; a book of stamps; a writing tablet and some envelopes; a folding drinking cup; a silver pencil; a leather book cover; a knapsack-shaped bag of cretonne that closes with a flap, for knitting; a pair of amber glasses; a leather note-book, with a cover that buttons together; a chamois bag in which to keep odds and ends like pins, necklaces and one's watch at night on the train; a tiny baby pillow in a dark cover, for the Pullman, and the smallest size thermos bottle to hold just enough ice water for that middle-of-the-night thirst.
THE OFFICE SHOWER

This is usually very informal, since it has to be done almost on the spur of the moment. One of the girls may suddenly spring the idea of a shower for the engaged girl upon the others. They will not want to buy expensive gifts, hence a tin shower is a good sort to have. Now, since it will be a cooperative affair, they might as well make it one in which every person contributes something unusual with her present; and this might very well be an amusing little verse. The following list of rhymes may be used to accompany the gifts:

WITH AN EGG-BEATER

As egg-whites I whisk,
I frolic and frisk,
And my wheels whirr around
With a jovial sound.

WITH A PIEPAN

Pies that are light,
Cakes that are sweet,
I'll turn them out,
All nice and neat.

WITH A LARGE FORK

My uses are legion,
Too many for rhymes,
Just let it be said,
I'll help at all times.
With a Small Ice-Cream Freezer
Strawberry, choc’late, and plain vanill’,
I make them all with a right good will.

With a Cake-Turner
This turner you’ll find will serve you carefully,
In “flopping” cakes, or omelets, prayerfully.

With a Tea-Strainer
Delicious and well-served tea
Can’t be made without me.

With Measuring Cups
A measure too short,
Or one that’s profuse,
No danger of these,
While we are in use.

With Measuring Spoons
For following a recipe,
We have a certain flair,
So, when you wish for good things,
Why, we will be right there.

With an Ice-Pick
I’m a mean-tempered ice-pick,
Real sharp as to glance,
At my job, though, I will stick,
So give me a chance.

With a Potato-Masher
When potatoes are fluffy,
You’ll never find me huffy,
Because I’m certain to know
That ’tis I made them so.
OF GAMES AND PARTIES

WITH A FLOUR-SIFTER
Oh, I am flour’s right-hand maid,
Yes, I am flour’s trusted aid.
She’s dainty and light as air,
When I have worked with care.

WITH A PAINTED CANDLEHOLDER OF TIN
Though I am disguised by a coat of paint,
I never pretend to be what I ain’t.

WITH PAINTED TIN FLOWERS
"They’ll never fade,
They’ll never grow old,”
This has been said
Of us, we are told.

THE STUNT
The shower may be held some Saturday afternoon, either at the office, or at the home of one of the girls. The gifts may all be tucked into the ice-cream freezer, which, small though it is, will hold them comfortably. Then, at the appropriate time, this may pop from somebody's locker, or be brought forth from another room, as the case may be, and one of the group may present it ceremoniously.

WHAT TO SERVE
The question of refreshments is taken care of easily by ice-cream, fancy cakes, sandwiches, and salted nuts. And, if the shower be at the office, the ice-cream may be served in individual boxes, with
the favorite flavors therein, and eaten with paper spoons; while the sandwiches may be brought from home by one of the girls. To add to the fun of the occasion, someone might write funny little descriptions of those present, and put one on each of the labeled ice-cream boxes.
WEDDING ANNIVERSARIES
AND SHOWERS
ANNIVERSARIES

This is a series of parties for wedding anniversaries. The suggestions include appropriate invitations, decorations, and centerpieces, with a few games to be played at each one. The games carry out the idea of the occasion as far as possible, and each entertainment is planned with an eye for economy.

First — Cotton.
Second — Paper.
Third — Leather.
Fourth — Fruit and flowers.
Fifth — Wooden.
Tenth — Tin.
Twelfth — Silk and fine linen.
Fifteenth — Crystal.
Twentieth — China.
Twenty-fifth — Silver.
Thirtieth — Pearl.
Fortieth — Ruby.
Fiftieth — Golden.
Seventy-fifth — Diamond.
THE FIRST YEAR—COTTON WEDDING

The first anniversary is cotton, and so of course all the features of the entertainment should be carried out in this medium. Invitations are the first item to be considered. It would be most appropriate to write them with an indelible pencil on a piece of white cotton material, such as paper muslin.

Some brides always keep their wedding gowns to wear on their anniversaries. If this has not been done, make a veil of cheesecloth or cotton net, bordered with white flowers to wear in honor of the cotton occasion. More cheesecloth, or a cotton dust-cover, may be used for the refreshment table, if no cotton table-cloth is available. In the center of the table have a tiny doll dressed in cotton bridal gown and veil, and above her head, from the light over the table, hang a white embroidery hoop with white cotton net draped from it so that it encloses the "bride" and spreads out about her on the table. Stud the net with silver paper dots that will gleam in the light.

Place-cards may be made of plain white cards with a cotton flower cut from a piece of dimity, or cretonne pasted across each end. Different colored flowers will give the table a festive appearance and the cards may serve as favors.
Games

But long before inviting the guests into the room where all this cotton loveliness is prepared, you will need some entertainment for them. A cotton-picking contest will be fun and yet not too childish for people who have been married only a year.

Tables should be arranged, and partners may be secured by matching strips of various colored gingham, or cheesecloth, drawn from separate baskets by girls and men. At each place should be a fairly good-sized piece of absorbent cotton which has been rolled in confetti of all colors. Each contestant must pick out all the pieces of confetti of the same color as the strip of material he or she has drawn from the basket. At each table the winners are the two who finish this first, to the satisfaction of all concerned.

The same piece of cotton may be used for another game. Two tables placed together provide a long "track," and there should be two tracks so that two sets of partners may compete at the same time. The object of the game is to wave this ball of cotton down the track by means of fanning it with a palm leaf fan, into a basket at the other end of the "track." Since everybody has a fan, partners may wave together or by turns, whichever they think best, but they must stay on their own side of the table. It would make the game more exciting if four tables were used and four sets of partners raced at once.
THE SECOND YEAR—PAPER WEDDING

It is obvious that the most appropriate invitations will be quite regular ones written on note-paper. The decorations may be entirely of paper, whether the affair is outdoors, or inside. Outdoors, they may consist of Japanese lanterns hung on clothesline, or special wires strung up for the occasion, and of paper flowers stuck into flower-beds, in the grass, and among the leaves of trees and bushes. Indoors, substitute fringes of crêpe paper around all the shades of chandeliers and light fixtures, and fasten paper flowers in every available place about the room, along the edges of shelves, over the tops of windows and doorways, around mirrors, and growing up the walls wherever a picture can be taken down and string to hold vines stretched from the picture hook to the floor. The flowers are necessary for the games as well as for decoration.

Paper doilies on the bare table should take the place of a table-cloth, unless a whole crêpe-paper cloth is used. In the center of the table place a basket, or box with a wire handle, covered entirely with crêpe paper, and filled with more paper flowers and leaves, artistically arranged. Paper plates, paper drinking cups, and paper "silver" should be used in serving the food, while dainty, decorated paper napkins should accompany each plate.
GAMES AND PARTIES

GAMES

Pencils, with colored ribbons tied around them, are used with the flowers in the decorations for one of the games. For each person there should be five or six of both flowers and pencils; every flower that is to be used for the game and not just for decoration should be marked by a bow of ribbon. The pencils are scattered about the room in various easy hiding places. Tabs of ribbons matching the ribbons on flowers and pencils are placed in two boxes, the girls drawing from one, the men from the other. Then a scramble may follow, each girl gathering as many flowers as she can find with her color of ribbon on them, each man doing the same thing with the pencils.

A table game may come next. Newspapers furnish the material for this. Cut the front pages into pieces like a jig-saw puzzle, making one puzzle out of each quarter of the full page. Pile these pieces at the four places on the table and see who will be first to piece his puzzle together.

The third is a group game to see which table can first get its full page correctly and neatly in place. If the quarters have been placed haphazardly instead of in order, this will mean some shifting and moving.

After these strenuous efforts, the guests will be weary and hungry. The ribbons on flowers and pencils should then be matched, to ascertain partners for the feast in the paper-decorated dining-room.
It would be expensive and troublesome to burn invitations on leather, although this would make the ideal sort of invitation for the leather wedding party, if you happen to have the outfit. But the three-years' bride can do just as well with a plain, written invitation on plain white paper, slit at the top, to allow for the passage of a narrow piece of brown cire ribbon, tied in a jaunty bow. Cire ribbon looks exactly like patent leather at first glance.

Again it would be expensive and troublesome to use leather for your decorations. Vases, bowls and buckets filled with seasonable flowers and placed in every available spot are always suitable. For the centerpiece on the refreshment table use an old leather hand-bag that has outlived its good looks if not its usefulness. A white or tan one would be best, but any kind will do. Cut slits in the bag and thrust flowers into these openings until the bag looks as if it had just burst into bloom to celebrate your third wedding anniversary. Hang this on white ribbons from the chandelier over the table.

**Games**

Two, or four leather belts will be needed, according to the space available, for one of the stunts at this party, which is a walking race. If there is room enough four may race together, the length of the room and back; if not, two at a time. Attach the belts to the handles of small, inexpensive pitchers.
which may be bought at a five and ten cent store, and have the pitchers almost filled with water. Then see who can cover the course and reach the finish line first without spilling any of the water. The pitchers must be carried swinging on the belt which is held in one outstretched hand. Incidentally it would be wise to provide more than the necessary number of pitchers in case of accident. The two prettiest ones may be used as prizes for first and second place winners in the race.

For the next amusement, provide tables with pencils and paper at each place. Award a prize for the best picture of an animal whose hide is used for leather, a cow, pig or calf, drawn in a given time.

Then tack up this best picture and offer it as a prize for the person who makes the best copy of it.

If these games are varied by dancing or singing, the guests will be wondering about refreshment about this time, so the next stunt is a means of getting supper partners. To carry out the idea of the leather wedding it will be supposed that all the girls are wearing leather shoes, though some are likely to be silk or satin. The curtain between dining-room and living-room, or living-room and hall is drawn shut, and the girls go out, the men remaining alone in the room. Then each girl in turn stands just behind the curtain, raising it just enough to show her feet and her "leather" shoes. The men must guess her identity, and the one who is correct wins her for his partner. If this seems to be going too easily, some of the girls might exchange slippers.
THE FOURTH YEAR—FRUIT AND FLOWERS
WEDDING

It would be delightful to have this party out of doors in the afternoon, although it might be arranged as an indoor affair for those whose homes are in an apartment. The name itself suggests the decorations for the house; if outdoors no extra adornment is necessary. Have the refreshment table on the porch, with a row of red, green and orange balloons to represent apples, canteloupes, and oranges, tacked to the edge by strings, so that they float on high but are anchored. A bowl of flowers may be the centerpiece.

To start the ball game rolling have a potato race with oranges or apples as "potatoes." In case of a hot day, limit the racers to a walk, and penalize anyone who is caught running by adding ten paces.

Another walking race may be carried out with flowers. Provide two straight-brimmed hats and a number of hat flowers. The flowers should be laid on the hats which are placed on two of the guests. Let them race, both walking the length of the room or lawn, and back again. The prize, if there is one, is awarded to the walker who still has flowers left on his hat at the end of the race. The flowers should not be pinned or fastened to the hat in any way. This may continue until all have raced, and then a final race may be walked between the two who have done best throughout the competition.
If this is a lawn party and the refreshments consist of lemonade and sandwiches and cake or something of that kind, it would be well for the hostess to suggest a move over toward the table at this point in the proceedings.

If this is held indoors she may lead the way to the porch or dining-room, wherever the table is. Tiny baskets filled with flowers from the garden should be prettily arranged on the table, each with the name of a feminine guest on it, as favors.

Favors for the men are single flowers with pins for fastening them into their buttonholes. Each girl is asked to hang a ring, or fasten a pin on the stem of a flower in some way. Then, as each man chooses a flower he gets the gee-gaw with it, and upon locating its owner claims her as his partner for the next game.

This happens to be a game of tennis, played on a carefully marked court of about ten feet square, with a string as net. The balls are the "fruit" balloons, which may now be released from their moorings and batted back and forth by the hands of the players. If there is enough space two of these games may be carried on at the same time, with the remainder of the guests acting as audience until the "courts" are free. The score may be the same as in real tennis.

On a warm day more cooling refreshments will be welcome after the "tennis," and fresh glasses and a new supply of punch should be ready to invite both players and audience once more to the refreshment table before leaving.
THE FIFTH YEAR—WOODEN WEDDING

No hostess who has the proper respect for her pocketbook would care to have actually "honest-to-goodness" wood on which to write her invitations. But she can save the extra postage which this would cost, and get almost the same effect by using Japanese rice paper, which has a pleasingly wood-like appearance in its color and graining.

There's no need of being literally wooden about the decorations for this party. If it is given during blossom time, a veritable forest can be made of the rooms by fastening the flowering branches to light fixtures, and above the doorways and windows. In the fall, autumn branches may be used, in the winter the evergreens, in the same way, so that, although springtime would be the ideal time to give the party, any season may be adapted. The centerpiece of the refreshment table should be an oblong wooden box covered with bark and filled either with planted wild flowers, such as hepaticas, daisies, or clover, or with cut flowers of some trailing type—sweet alyssum, or smilax.

Games

Since bridge playing is so popular with most persons, let part of the evening be taken up in this way. That gives us the tables on which to play a little game with the favors. The favors, incidentally, are boxes of wooden window wedges for the men, be-
cause they hate a rattly window so; and little individual clothes-pins and lines for the ladies. The game is a fancy kind of tiddly-winks, played with the window wedges, and the usual round disks, the object being to shoot the discs over the clothesline, which is held taut across the middle of the table, into the glass. Two partners hold the line while the two others take turns "tiddly-winking."

A Going-to-Jerusalem idea features the next wooden game. This is played with a jig-saw puzzle which is emptied out on a table, a puzzle to each table. The first person who can fit two pieces together, gets up and takes the next chair on his left. The person on his right slides into the place thus left vacant and tries to fit another piece in the puzzle. But if he cannot do this inside of two minutes, he must give place to the third in line. This continues, the players going round and round and round until the last piece is to be put in place, and of course grows more and more exciting as this moment approaches, since the one who has the honor of setting this piece is the winner of the game. If, by chance, a player has the piece in his hand ready to fit it in and drops it or holds it beyond the two-minute limit, he forfeits his victory to the next player.

The evening could be finished very suitably with such games as five-year-olds adore—jack-straws, blocks, (See who can build the best house and who is clever enough to knock it all down with one blow), and table ninepins,
THE TENTH YEAR—TIN WEDDING

The "tin bride" may write her invitations on a small white card, winding a piece of white baby ribbon around it so that one end extends beyond the edge, and wrapping tinfoil about it so that the little end of ribbon will protrude. The recipients will realize that there is more in this funny little piece of tinfoil than meets the eye.

Tin cups, or vases covered with tinfoil may hold flowers or blossoms to decorate the rooms, and of course all the tin flowers in the house should be very prominent—this party is in their honor! But the refreshment table can really be made very beautiful. Use a shallow cake tin, preferably an oblong one, for the centerpiece. In this, plant some low-growing flower—such as a pansy, violet, the humble dandelion or the demure Quaker lady, putting in as many of the plants as possible so that the pan is filled with blooms. Cover the edge with moss if the flowers will not hide the pan entirely. Then plant a wild flower, in season, or small primroses, or begonias in as many tin cups as there are guests. Place one of these at each plate, with the place-cards stuck into the earth. This will give the table a decidedly springy, bride-like effect.
Tinfoil is used for the game that will break the ice. This may be a table game or not, as the hostess sees fit. It consists of modeling kitchen utensils, pans, pots, knives, forks, and so forth, out of tinfoil, and the person who makes the best one may be awarded a prize if the hostess cares to give one. After this, the tinfoil may be rolled into balls, sides may be chosen, and an interesting pitching contest may be held.

The balls themselves will contribute a hazard to this game, as each player has rolled his own ball out of the tinfoil given him for the modeling. Some of the balls will be tightly rolled, others loose, and so luck as well as skill will play a part in the pitching. Two "Pitchers" compete together, standing at a reasonable distance from a string stretched across the room; they toss their balls underhand over the string, trying to make them go as far as possible beyond it when they land and start to roll. If a prize is provided, there should be a process of elimination to decide the final winner.

And after all that exercise, the sound of a tin spoon beating against a tin pan to summon the guests, farm-fashion, to the dining-room, will be welcome to everybody.
THE TWELFTH YEAR—SILK AND FINE LINEN

Snapshots of the "Bride and Groom" are necessary for these invitations. Cut out just the heads and paste one on each side of a white card. Paste a "Silk gown" below the head of the bride, and a "Fine linen" collar under the groom's chin. Then write the invitation in between.

Wherever there is a silk shade in the rooms, attention should be called to it for this occasion by means of the figure of a bride, cut out of linen in a contrasting color, and either hanging from the shade in a fringe of figures, or fastened flat against it like a silhouette. The "linen" may be either linen paper or coarse linen, for purposes of economy. Where there is a dark table-cloth, or a dark window shade, a row of silk bride silhouettes and linen groom silhouettes would show up well.

A wide-mouthed vase or bowl in the center of the refreshment table should hold a large bouquet, made up of small ones. Each of these is made of a single handkerchief, folded into flower shape and wired like a corsage, with imitation leaves, stem, and the usual silver paper wrapping—small bouquets for the ladies, large ones for the gentlemen. And the silk appears in the shape of narrow ribbons, white being the obvious color, with one end fastened to a bouquet, the other to a place-card.

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A series of tantalizing table games suggests itself as suitable for this party. The rooms will have to be stripped of their silhouette decorations as these form the basis of operations. This is an unusual progression of table games, since all the tables do the same thing simultaneously. To make it more interesting the two winners move each time. Partners are chosen to start the proceedings.

At the first table each girl places a silken bride and a linen groom together and cuts them into square pieces. Partners sit next to each other instead of opposite, and as the girl cuts the squares, the man must make them into piles, one of silk, the other of linen. The winners are those who succeed in cutting up the whole silhouette, or the greater part of it, and getting it in piles, before time is called. They move to the next table.

Here, the man must somehow manage to get a needle threaded and the thread knotted, so that the girl can start making a patchwork quilt out of the pieces, taking first a silk, then a linen square, and sewing them together. The couple who finishes this first, or the couple which has the largest quilt at the signal for stopping, moves on once more.

At this third table, the work that has just been done is all undone again. The girls at this table rip all the squares apart, and the men pile them up again. Then, if there is any couple who has gone through this whole proceeding and has finished first at every table, that couple ought to have a prize.
THE FIFTEENTH YEAR—CRYSTAL WEDDING

Use plain white cards for the invitations to this fifteenth anniversary. The crystal idea may be conveyed by means of a piece of white mica paper the same size as the invitation, placed over it, and held by a white ribbon run through both papers and tied in a bow.

Many pairs of long crystal earrings will be needed to make prismatic fringes for every light in every room where guests will be. The flowers used for decoration need not be white. Pink or yellow would contrast prettily with the crystal. But only “crystal,” or glass, bowls and vases should be used.

A crystal bowl graces the center of the dining-room table, but no flowers rise above its edge. Instead, a single pond-lily reposes under water in the bowl, giving a crystalline appearance as bubbles form upon it, and shine and gleam under the lights. More crystals gleam upon the table in the shape of strings of beads which radiate from this bowl toward the places of the women guests. The men may think they are out of it, when they see these favors for their “girl friends,” and nothing for them. But, when the time comes to smoke, small ash-trays of white “crystal” are passed to them, and each is to be kept as a favor.
Stunts

For the first stunt, the hostess may remove all the beads from a string of crystals, counting them as she does so, and giving one to each couple who dances past where she is standing at the head of the room. Then, while they dance a bit, she may thread a needle on a string, and announce that the beads are to be strung on again. Each couple is obliged to stop for a second beside her to push their bead on the string, and then dance on. The couple that has the last bead wins a prize. The hostess counts out loud as each one is put on. Of course, there will be all kinds of tricks played to keep from dancing past her, but, if everybody "stalls" too long, she has the privilege of changing her position, so as to catch some unwary couples and get their beads.

This same string of crystals, once more in its proper form, may be used for another trick dance. The host and hostess are the only couple on the floor as the music starts, the hostess carrying the chain. But other couples are asked to be ready to start. After they have been dancing a minute or two, the hostess hands the beads to the "feminine half" of another couple. These two dance a bar or so, then the chain is handed to someone else, and the first two couples exchange partners. When the third couple hand over the beads, the second and third couples exchange, and on it goes until everybody is dancing.
THE TWENTIETH YEAR—CHINA WEDDING

It would be entertaining to give a luncheon as a celebration for this twentieth, china wedding. This would save the hostess a great deal of trouble in thinking up clever invitations, as she could simply use a plain card inviting her guests to a “China Luncheon,” and paste some little Chinese figure at the top of each card.

China vases of all kinds and shapes and sizes may be used as flower-holders to decorate the room. And the table may be made a thing of beauty. For the centerpiece, use two china baskets, which should match if possible, or at least be the same height. Fill these with cut flowers of your favorite variety and color. Place them so that the edges come together, leaving a space between the two bases, and between them put a small doll in bridal garb.

At each place, set a cup and saucer of pretty china. These need not be expensive, and it would be attractive if they matched in color but not in shape or design. In each one, plant a tiny, flowering plant. Stand the place-cards against the cups, and tie ribbons to the handles. These stretch out loosely across the table to the centerpiece, half being tied to the handle of one basket, and half to the other basket. At the end of the luncheon, these ribbons are untied, and each guest may take along her china teacup as a favor.
Stunts

Since it isn’t polite to “eat and run,” one or two china stunts may be worked in, after the guests leave the table. Each person, for example, might be given some artificial flowers and a china flower holder, the prize of a china vase being given to the one who makes the most artistic arrangement of her flowers.

Then, with pencils and paper given out, a contest for the longest list of things made out of china could be staged. A china tea-tile might be awarded to the housewife who remembers the greatest number of them. But she may be sorry; for, on another piece of paper, the guests should now be asked to write a little story, using every name that they have written on their lists. This won’t be easy at all, for it’s pretty hard to make up anything like a story with words like cups, saucers, plates, dishes, platters, pitchers, vases, lamp-shades, teapots. But someone will be clever enough to do it, and that one will be lucky as well as clever since she will win some kind of china prize.

And by that time it will be perfectly courteous for each guest to beg some tissue paper in which to wrap up her delicate little china favor, wrap up herself in her best coat, and go home to tell the family all about it.
It is customary to have a reception for this momentous occasion. Having reached the quarter-century mark, the bride and groom really believe that they should be dignified, even if they do feel just as young as the day they were married. And so the hostess may simply use silver engraving for her invitations; or, if she does not care for this expense, she may add a border of silver paint herself to each white card, or fasten a flat bow of narrow silver ribbon at the top of each, just to convey the proper idea.

But, for such an important celebration, a little expense is to be expected. If the date be during the spring season, or in summer, when it is possible to get either wild flowers or garden flowers, the decorations will not be costly. But, in winter, it will be necessary to have made-up bouquets from a florist.

Place these wherever there is a “likely-looking” spot. They would be lovely against the background of the window shades, with their silver paper covering and silver ribbon dangling gracefully below them. Just beneath a side-light fixture on the wall they would be especially lovely, if the light were a sconce. And, of course, silver pitchers, bud vases and baskets should also have their share of flowers.
A low silver platter in the center of the table, from which one may fetch oneself such refreshments as a thoughtful hostess provides, may be filled with flowers, sacrificed for the occasion, since just the heads may be used. Pansies would be ideal for this, or hollyhocks from the garden, pond-lilies, jonquils, or the smaller chrysanthemums. Unless the hostess wants to go to the expense of getting silver favors, a flower from one of the bouquets, tied with some narrow silver ribbon, will be favor enough for each guest to take away.

Stunts

Since receptions are such dignified affairs, it would scarcely be fitting to entertain with games or stunts. Tables may be provided for card players, each with a silver dish of candy upon it, and there may be music and a bare floor for dancing, to please those who are inclined that way.

But perhaps there will be some who prefer games, even in spite of all the dignity and gray hairs. And so, for them, we shall plan some silver wedding games, the first of which will be a hearing stunt.

In this, the hostess blindfolds one or two guests at a time, according to the size of the crowd, and leads them into another room, where there are four vessels standing on a table. These are made, respectively, of silver, gold, tin, and wood. The blindfolded ones must guess, from the sound made by each one as it is tapped by a silver fork, what its material is. A prize may be awarded for the one
who guesses all four correctly, if the hostess wants to give a prize.

Another stunt, which would do for those who had been guests at the original wedding, twenty-five years ago, is to see who can write the fullest and most accurate account of the wedding, with descriptions of gowns and everything. The men would have to be given a handicap in this!
THE THIRTIETH YEAR—PEARL WEDDING

The invitations to this celebration should be made of plain white linen paper, folded over in the middle, and held with a white ribbon run through and tied in a small, neat bow. On the outside, write the two names and the date, in this order:

1896—1926.

Hannah Smith  John Jones
February 24.

On the inside, write the invitation in the usual third-person form.

Decorations should be all white, of course, and this will make a very bride-like house. "Marriage bells," made of white crépe paper, each with a ten-cent pearl earring as a clapper should hang from chandeliers, side-lights, and in the center of each doorway. White roses, or whatever white flower is in season, should grace bookcases, mantels and window-sills. Ten-cent chains of pearls may be used to form a line of scallops about the edge of the center table.

The refreshment table should have another, larger marriage bell suspended from the chandelier directly over the center of the table. Strings of pearls may hang from the middle of it, where the clapper should be, and white ribbons extending from the ends of
these to the white-covered paper holder for nuts or candy, at every other place, would give a bower-like effect. As the gentlemen enter the dining-room, they should be asked to draw small envelopes from a bowl which stands on the side table. Each of these is numbered, and each one contains half of a "pearl" cuff button. The ladies take the places which have the white ribbons; and, following the line of ribbon, each lady finds that the strings of pearls are really bracelet favors, and that, up in the mysteries of the bell, each ribbon has another little envelope attached to it. These envelopes are all numbered, the numbers corresponding to those on the envelopes held by the gentlemen; each contains the other half of a cuff button; so that, by matching numbers, each man gets a partner for supper and a whole cuff button at the same time.

**Stunts**

After all that has been decided, everybody may be seated at dinner before anything more is done in the way of entertainment.

Suitable games for a thirty-year bridal party would be something like these:

Shooting pearls. It sounds like a care-free, costly game, but it is really nothing but marbles, played at tables, with pearl beads of the ten-cent kind, or the dozen-for-fifteen-cents variety used for curtain edging. The "ushers" may have to initiate the "bridesmaids" into the intricacies of this pastime, but all will renew their youth doing it.
Threading pearls. At another table, some of the "scallops" of the decorations having been unstrung into dishes, and needles and thread having been provided, a bead-stringing contest is on. The men, near-sighted, far-sighted, afflicted with astigmatism, in whatever condition thirty years from the wedding-day finds them, must thread the needles, and then their partners are obliged to string as many pearls as possible on the threads.
THE FORTIETH YEAR—RUBY WEDDING

A string of rubies invites the guests to this party. The string of rubies is made by cutting a piece of white paper into a circle, drawing near the edge links in ink, or gold paint, and making the jewels out of circles or squares of red mica paper, pasted on. The necklace encircles the invitation.

Red roses, red tulips, red hollyhocks, whatever red flower may be in season, should be used for decorating the rooms. Any side-lights may be covered with the red mica paper, so that they glow like rubies, without making the light of the room too dim. A single white flower in a crystal bowl, under water that has been colored with red, forms the centerpiece. Individual "rubies" give out brilliance at each place from the midst of overturned baskets. The baskets are made of drinking cups covered with red crêpe paper. Red candies are spilling out of the baskets, and the ruby is among them. The smallest size of pocket flash-light, wrapped in red paper and hidden, except for the glow, beneath the candies, makes a ruby, and serves as a favor for each guest.

STUNTS

For entertainment at this affair, give out pencils and paper, and see who can write the cleverest little verse containing congratulations upon a fortieth
wedding anniversary. A prize may be awarded or not, as the hostess likes. Each verse should be handed to the person next on the right, to be read aloud, as so many are shy about reading their own masterpieces.

Then see who can remember the longest list of Famous Forties. For example, forty thieves, forty days and forty nights, forty-niners, forty-second street—there may be all sorts of quibbles; and, in some crowds, there will be local jokes, like "the eight-forty express," or "forty-hundred West Main Street," which will be significant to all those present, and therefore perfectly permissible.

And now, just to find out who's really clever and who isn't, offer a prize—and it will be a hard-earned one—for the person who can write the best paragraph using all those "forty" words. By best, may be meant cleverest, most original, or most nearly approaching sense, according to the type of paragraphs handed in. Whatever they are, they will be funny.

And this will be a pretty strenuous evening for people who have been married forty years.
THE FIFTIETH YEAR—GOLDEN WEDDING

Fifty years gone! This is a glorious occasion, and a most significant one. It is usually either a very large reception, or just a family one; but, whichever it is, the decorations should be as elaborately golden as possible, but full of dignity. The only gold about the invitations should be a border, done by hand with a paint-brush and some gold paint, if the cards are not purchased with a regularly gilded edge.

There should be a profusion of yellow flowers all over the house. A basket of daisies and black-eyed Susans, with a huge bow of gold tulle on the handle, hold a place of honor if they are in season at the time. Goldenrod would make a gorgeous fall golden wedding, golden-glow in summer, marigolds, yellow roses, yellow daisies, sunflowers, jonquils, chrysanthemums. In fact it makes no difference what season it is, the house can burst into golden bloom, on window-sills, sides of the hearth, tables, bookcases, mantels, beside the doorways—everywhere there should be baskets, bowls, vases and sprays of yellow flowers.

A ball, made by fastening two hoops at right angles to each other and covering them with yellow crêpe paper, may soar like a happy sun just above the refreshment table, supported by a yellow ribbon.
fastened to the light above it. More of the yellow flowers thrust at random into the paper covering may have yellow ribbons with cards bearing the names of guests hanging from them, if this is a family affair. This would be impractical for a larger party, but the flowers will be lovely enough alone, and the guests will be content at seeing the happiness of the golden bride and groom, without having to take away part of the decorations as favors.

STUNTS

Nobody wants to play any games or do any stunts at a golden wedding. It is too interesting to walk about and see the old friends who haven’t been together for many years. It is a time for golden reminiscences. But perhaps many of the guests would be amused to have as many pictures of “fifty years ago” as can be gathered together, snapshots, daguerrotypes, tin-types, or handsome photographs. It will be fun to see them all again, displayed conveniently, so that everybody can guess who that is, wonder who this is, chuckle over that dreadful hat, marvel at those terrific dresses, and bend double over the fierce beards and martial mustaches which all played a part on that first wedding day.

And that’s enough for golden wedding people!
THE SEVENTY-FIFTH YEAR—DIAMOND WEDDING

"Diamond dust" sprinkled all over the invitation will get the guests in the proper frame of mind for the seventy-fifth wedding. This is sometimes sold as "snow," sometimes as just plain "glisten," but it shines delightfully.

Every white flower, and there should be lots of them for this, should be sprinkled with more of the diamond dust, while brilliants flash from curtain cords, electric light pulls, and the ribbons of the bride's shower bouquet of roses, lilies of the valley and sweet peas. Buttons studded with brilliants may be used for this purpose.

A veritable shower of white ribbons, baby width, in interesting varied lengths hangs from the light fixture over the refreshment table, each finished with a brilliant that sends its beam flashing down upon the bowl of white roses in the center of the table. At each place, as place-card, is a little snapshot of the bride and groom taken especially for this event and pasted upon the name-card of the guests.

When people have been married for seventy-five years, they go to bed early and do not have very long or exciting parties. The reception and refreshments will occupy as much time as they will desire to give to entertaining.
FAVORITE CENTERPIECES

These are so called because they are either made up entirely of favors for the guests, or else include favors among their intricacies. And the best of all is the fact that the favors are all as inexpensive as sensible favors can be. Thus, throughout the series of centerpieces for showers and wedding anniversaries—parties which are primarily for a guest of honor—the cost of favors is kept low and the cost of extra centerpieces nearly always eliminated. Let us start with the humble but very practical one,

THE HANDKERCHIEF CENTERPIECE

It's rather sad for the guests at a handkerchief shower, or any other kind of shower, for that matter, to sit back and exclaim gladly over each gift opened by the bride-to-be and not have a thing for themselves. Not that any of them are selfish about it, or that they really think about it at all, but they are in the position of the little girl whose mother has told her to let her little friends play with all her toys—while she watches them.

They'll be glad, then, when they see the refreshment table. For the centerpiece is a huge bouquet of pink and white “flowers” and green leaves. The flowers are made of squares of pink and white cheesecloth, held by the center so that the four ends are free; the leaves are real handkerchiefs of Irish
linen, some all green, others with green borders and green center. Each "leaf" has a ribbon pinned to it. The other end of the ribbon falls to the table and may be attached to a place-card or allowed to lie flat. At a word from the hostess, each guest grasps a ribbon and pulls toward her a souvenir in the shape of a green handkerchief bouquet. These handkerchiefs can be bought for ten, fifteen, or twenty-five cents.

**The Cotton Wedding**

The centerpiece is a small tree, made out of a branch of a fir-tree stuck into a flower pot, upon which cotton blossoms are growing.

It is not until the end of the refreshment part of the entertainment that the guests find that the bride and groom of a year are not the only ones to receive gifts.

For then at the word of the hostess they demolish the "bush" and find that the cotton blossoms are powder puffs for the ladies and pipe cleaners and cigarettes for the gentlemen.

**The Paper Wedding**

A vase of flowers graces the center of the second anniversary table, or, if it is easier and cheaper, a fern, planted in a flower pot. Four candlesticks complete the centerpiece. Crêpe paper, in two or more fluted ruffles, of a color to match the candle shades, surrounds the bowl, or pot, in which a flower is placed. Tucked 'way down inside the ruffles, so
that they do not show, are small envelopes filled with ten cents' worth of stamps.

Ribbons are attached to each envelope and extended to the place-cards at each plate. A slight pull upon the ribbon will bring the useful ten-cent favor to the guest.

**The Leather Wedding**

Nothing more startling than a large bowl of flowers, white if preferred, will be noticed by the guests as they enter the dining-room on this occasion. To be sure two white ribbons rising from the middle of the bowl are passed up through a gilded embroidery hoop suspended directly over it by means of another ribbon fastened to the chandelier. These ribbons are long enough to reach the two ends of the table, and there are narrower white ribbons extending from the edge of the bowl to the place-cards.

But there is more in this than meets the eye. When all is ready and the great moment has come, the two wide ribbons are pulled and the top is lifted from the bowl. This top is a wire flower holder with the flowers thrust through its openings. And beneath the short stems of the flowers, inside the bowl, are the ten-cent leather favors for the guests. They will find, by pulling on their white ribbons, that a thoughtful hostess has provided for every lady a little leather change purse, and for every gentleman a leather backed memorandum book.
THE FRUIT AND FLOWERS WEDDING

Obviously there is nothing to do but give the girls flowers and the men fruit at this affair. But let's do it in an original way, at least.

Use for the centerpiece a real basket, or a basket cut out of a pumpkin, eggplant, or watermelon, according to the season. Place the fruit in the basket, using all kinds and arranging it attractively. Then on the handle, down among the fruit and spilling over the edges, place the flowers. Instead of real flowers, use handsome artificial ones, so that they can be used in the hair, on hats, or as a corsage decoration afterward. These may sometimes be purchased at ten or fifteen cents each.

In view of the fact that each woman has a favorite color and a favorite flower, it would be well to have names on the flowers, and also on the fruit, fastened on by a pin thrust into the fruit.

THE WOODEN WEDDING

A log cabin with peaked roof holds the central position on the refreshment table at this anniversary party. Green vines cling to the four "log" walls, and if the hostess wants to take the trouble, there may be smoke rising from the chimney.

It seems too bad to have to spoil this, but the guests must have their inning. And so, at the conclusion of the feast, the hostess removes the roof bodily, smoke, chimney, and all, disclosing the fact that the logs are pencils for the gentlemen and
orange sticks for the ladies, held together and in place by the artificial vines. The roof is made of corrugated pasteboard, the chimney of smooth pasteboard covered with red brick paper, and the smoke is the very thinnest wisp of absorbent cotton pasted to the inside of the chimney and held upright by a piece of fine, white wire.

The pencils and orange sticks can both be bought for ten cents apiece, and the vine may also be found at a five and ten cent store.

**The Tin Wedding**

A shallow tin pan in the center of the table is filled with pansies, or other single flowers, with the stems cut short so that the heads of the flowers lie upon the water. An embroidery hoop covered with tinfoil is suspended from the chandelier directly over this, held by white baby ribbon and silver string.

A fringe hangs from this hoop on alternating white ribbons and silver strings; it is made of packages of invisible hairpins for the ladies, and key rings for the gentlemen. The hairpins are on shorter lines than the key rings and are tied by the middle so that the fringe consists of a dot and a dash all the way around.

Each of these articles can be bought for ten cents.

**The Silk and Fine Linen Wedding**

The favors are the first things to put in position for this refreshment table and they are nothing more
intricate than handkerchiefs of Irish linen. But they are made into bouquets and may be partly wrapped in silver paper like the stems of real bouquets, if you like, and are tied with narrow purple silk ribbons which have one long end. There's your silk and fine linen.

The long ends of the ribbons extend across the table to the center where they are attached to placecards. These should be long, narrow ones so that they can be bent into curves, and joined together to make a fence around a low dish filled with purple and white pansies.

THE CRYSTAL WEDDING

We're getting to the expensive affairs, but they need not be as expensive as they seem. The crystal centerpiece gleams and dances with reflected light, but it is not one quarter so costly as it looks.

If the hostess has any real crystal glass bowls, or vases, she may use one in the middle of the table, but if she hasn't, then an ordinary piece of cut glass will do. The flowers are white roses, or carnations. Directly above them, from the chandelier, hangs a hoop covered with white from which are suspended sparkling crystal drops.

At the end of the feast, each woman guest finds herself the proud possessor of a pair of these "crystal" drops which prove to be earrings, imitation, of course, while each gentleman has a white flower for his buttonhole. The flowers, needless to say, have not been in water in the bowl.
The China Wedding

The centerpiece looks like a young flower garden, or rather a whole rose-bush with queer leaves. Roses are sticking out at all angles from feathery smilax or asparagus, or whatever is to be had from the nearest florist.

The explanation is quite simple. As many individual bud vases—of china—as there are guests have been set in the middle of the table. Each has a single rose in it, some long, some short. The feathery green has been laid in, and on, and around, in such a manner as to conceal the vases until such time as they are needed as favors. Since all are exactly alike, there is no need of ribbons to designate who gets which. Everybody just reaches out and takes a vase when the hostess gives the invitation.

The Silver Wedding

A little tree rises brightly out of a silver dish on the table at this celebration, and gleams beneath the lights. It gleams because on most of its branches there are silver stars.

These stars have been cut carefully out of stiff paper, and then covered smoothly with silver paper. A small snapshot of the bride and groom is pasted on one side, with the dates written below. This makes an attractive favor, and such an inexpensive one! The tree shining with silver stars is a centerpiece that is appropriate as well as beautiful.

If the affair is shortly after Christmas, the top of
the Christmas tree could be saved and used for the occasion, while for other seasons, a few branches of some tree or bush, securely fastened, would do just as well.

**The Pearl Wedding**

The table is a network of white ribbons when the guests first assemble about it. They are narrow ones, extending from two hoops which hang by more ribbons from the chandelier. The upper hoop, covered with white satin, is smaller, and has pearls prominently displayed against its gleaming whiteness. The lower one, wider, has white roses or carnations fastened all the way round.

The ribbons stretch across to place-cards, those from the upper hoop being tied to the ladies' cards, those from the lower to the gentlemen's. The pearls are earrings for favors; the flowers, boutonnières.

**The Ruby Wedding**

An appearance of prosperity and plenty is given to the refreshment table for this party; even the food is brought on. For the centerpiece is a pyramid of rosy red apples, with red roses appearing in every chink left between the apples. To give the proper ruby idea, hard red candies make a suitable and becoming border for this mound.

Pins with red heads are thrust into the apples, very lightly, so that they will not be spoiled. Each masculine guest may present to his dinner partner
one of the pins with a rose, when he takes the apple intended as a favor for him.

**The Golden Wedding**

Golden oranges make a pyramid on this table directly under the golden covered lights of the chandelier. Such golden flowers as marigolds, goldenrod, golden-glow, or yellow daisies are thrust into every chink between the oranges. Each orange is tied with a yellow ribbon which extends to the place-card of a guest.

And upon giving the tug on the ribbon which demolishes the centerpiece and brings an orange to each person, that person finds that though the oranges are real, they are hollow. They have been cut in half, the insides scooped out and a small favor, or fortune, wrapped in wads of tissue paper, has been substituted, then the ribbon tied around to keep the two halves together.

**The Diamond Wedding**

A shower of wide white ribbon falls from the chandelier over the diamond wedding table. "Diamonds" sparkle from the end of each ribbon and their sparkle is reflected in the square piece of glass, placed upon black paper, beneath them. A shallow glass bowl in the center holds white flowers too.

The ribbons don't stay, however. Ruthlessly they are taken down, but gladly received since they hold a bar pin, shining with "diamonds" for every woman guest, and a "diamond" ring for each man.
MISCELLANEOUS ENTERTAINMENTS
WAYS TO MAKE MONEY

There are always things to make money for, but it isn’t always easy to think of a way to disguise the fact that you are asking for it. And everybody knows that it’s easier to give money if your giving is wrapped up in fancy style. So perhaps some of these suggestions will be helpful to the Sunday School that needs a new heater, the Church that needs a new Parish House, the Sewing Circle that wants money with which to buy materials, the basketball team that just has to have a new ball, or some similar organization.

ROLLING IT UP

This is a stunt that could be used by little boys at a Sunday School affair, in the winter-time. Each boy might be given long rolls of cotton, which have been opened out and sprinkled with diamond dust, so that they look like snow. A prize may be offered to the boy who rolls up his snowball with the greatest number of pennies, or nickels, and of course the pennies and nickels must be collected from the crowd at the entertainment. The snowballs should be turned over at once with each coin placed in them; so that, when they are all filled, they will be round like real snowballs.
Old Stunts in New Form

How many times have you received a neat little denim or burlap bag with the request that you fill it up with pennies or nickels or dimes, and send it back? Let's dress up the old method in new clothes. At Christmas time, or just before, when everybody has the spirit of giving, anyhow, this bag could be cut in the shape of a Christmas stocking.

If the money is to go toward a new furnace, "kindling" might be asked for, and the receptacle be made in the form of a stick of wood. The hatchets that are sold for Washington's birthday would make good kindling, with the head removed, and just the hollow handle part used. Where the candy was, the money may be put.

If the request is for a basketball or football team, or if it is sent in the fall, it may contain a tiny round ball made of chamois skin, with a slit in one side for the coins to be slipped through.

The Parish House will have to have a chimney, of course. So the chimney might be called into service to provide some of the money needed to build a new Parish House. Ordinary mite-boxes may be covered with red brick paper for this purpose, and filled in the well-known way, right through the slit in the top.

The Strawberry Festival

With all the expenses which this entails, it is necessary to sell something else on the side at a
strawberry festival, in order to make enough money. Some churches do not approve of dancing, but those that do might charge a small amount, say five or ten cents a couple, for admission to a space that has been cleared for dancing, during the serving of refreshments. Have a victrola; or, if it is late enough for the dance programs, a radio, to furnish the music. If neither one nor the other is available, there will surely be some obliging member of the church who will play the piano. If dancing is frowned upon, there might be a victrola concert of really good records, borrowed for the occasion from various members of the congregation; or a regular entertainment, on the side. Here are some suggestions:

**Church Entertainments**

A church entertainment may be very dull, or it may be very entertaining, according to the way it is put on—and of course, the people who run it. Tableaux are the old standby. They are old in idea and familiarity, but they don’t have to be old in the way in which they are presented. For instance, they may be called on the program:

**The Artist’s Portfolio:**

Set the stage with curtains, preferably black; and, at one side of the frame in which the pictures are to be shown, arrange a fireplace and an easy chair. At each side of the stage place a huge vase of old blue, or the likeness of a vase cut out of pasteboard,
painted, and set in place against the curtains; and let each vase hold the blossoms of the season, or some artificial flower or vine that will harmonize with the color scheme. As the curtain rises, an artist, in full regulation costume—velveteen trousers, smock, velvet tam, and windsor tie—should be sitting in the chair, looking over an enormous portfolio. If desired, he may announce the title of each picture or give a description of it, just before it is shown, but this is not necessary. Instead, he may just sit there looking picturesque and turning over a page each time a picture is shown. With this title, anything at all in the way of pictures may be presented.

The Scrapbook:

The scene may be set in the same way for this, with a window-seat, instead of a fireplace, at the side of the frame. And, instead of an artist, a very flappery flapper or an Oliver Twist, seated cross-legged on the window-seat, looking at the scrapbook, and reading the titles of the pictures, as they are to appear in the frame.

An Old Album:

It would be attractive to have a prologue for this. A wedding scene, first. Then, ten years later, a scene showing the same bride and groom, older, and dressed according to the period. Twenty-five years later, the same couple—supposedly—and, finally, at the golden wedding, white-haired and old, Grand-
mother, drawing Grandfather down beside her to look over the old album. And the pictures they see in this are the ones that the audience sees in the frame in the middle of the stage.

VAUDEVILLE

MOTHER GOOSE'S TALENTED CHILDREN:

There will be someone in the crowd clever enough to write the few lines needed to keep this general idea together. Have Mother Goose, in flowered pannier gown and mob cap, with a tall cane, greet the audience, and introduce the first performer. This might be Mary, Mary, Quite Contrary, who had been told she couldn't sing, and so decided that she would sing a song. Next might come Simple Simon, in a loose-jointed dance—he always did look as if that kind of dance was all he was good for. Then Jack Be Nimble, Jack Be Quick might do card tricks, or sleight of hand. Jack and Jill could sing a duet, or dance together; Little Jack Horner might find, as his plum, a mouth-organ, or some other instrument that he knows how to use; and Little Bo Peep could recite something, or sing a song.

THESE UNITED STATES:

A group of girls might put this on, or a mixed crowd could do it. Have Uncle Sam as the announcer and introducer, and let him bring on one performer after another, each dressed to represent some outstanding feature of a state—the flower, the
most famous product, the most talked-of activity, or political figure, the climate, the sports, whatever it may be. The performers could finish with a patriotic ensemble.

**Seasonal Shows:**

The general idea for these may be much the same, the announcer taking the part of the principal character of each holiday—a witch at Hallowe’en, a Puritan or Priscilla at Thanksgiving, Santa Claus at Christmas, Father Time at New Year’s, the funny little green-clad Irishman in March, Uncle Sam for the patriotic days.

**A Winter Picnic**

This can be given best in a Sunday School room which has rows of pillars, but if there are no pillars, tall clothes-trees, arranged in a double row down the middle of the room, will do as well. A sawmill will furnish enough bark to cover all the pillars, or clothes-trees, all the way to the top, so that they will look like trees. Branches may be arranged at the top to complete the illusion. If the affair is held just a short time after Christmas, it would be a good idea to ask everybody in the church to save their Christmas trees and lend them for the occasion. These, set up between the other "trees," will give a very woodsy effect. Moss should be arranged around the "roots" of the trees.

Each window-sill should be banked with potted plants, the pots being covered over with moss so
that the effect is that of a mossy bank with flowers growing on it.

Real picnic tables made of boards placed on sawhorses should be provided, with appropriate benches. A supper of hot chicken and waffles, or whatever is decided, might be included in the price of the ticket of admission, but the boys of the Sunday School, attired in cook’s costumes, should be on hand to sell tempting baskets which are hung on the Christmas trees. These may contain a roll wrapped in a napkin, a knife, fork and spoon, and the price may be twenty-five cents, or whatever seems reasonable.

Another room might be set aside for such picnic atmosphere as balloons, popcorn, ginger-ale, and ice-cream cones, or bricks of ice-cream. These may be sold as an additional means of raising money, but they should be kept away from the regular “picnic grounds” for they are not picturesque and might spoil the effect.
ARRESTING BOOTHs
FOR BAZAARS

No, there are no policemen standing in front of these booths, they aren’t “traps” or anything like that, but they are planned in striking shape, design, and decoration to “arrest” the attention of all who come to the bazaar. These suggestions may be useful to a Sunday School, for its annual fair, to some other organization of the church, for its sale of this and that, or to any club or group that wants to make some money by selling wares. Their chief attraction is that they do not call for elaborate, or expensive preparations.

THE TOY TABLE

This should be arranged so that there is a light behind it which can be used in the “stage setting.” Cover the light with a piece of coral theatrical gauze, net, or crêpe paper. The framework over the table should be draped in coral and gray, with theatrical gauze, net or scrim—some such sheer stuff—through which balloons fastened to the inside of the framework will show against the light and look like bubbles rising and falling. The coral and gray should be cunningly overlapped so that they merge and give a mysterious misty look to the booth. The wood of the framework may be painted gray, or covered with the material.
Of course more balloons should be displayed for sale, with all kinds of toys, on the table, and under it, and peeping out from beneath its coral "skirt." The attendants should be small girls—not necessarily too young—dressed as dolls and fairies.

A Window Flower Booth

An ordinary kitchen clothes-horse plays an important part here. Covered with red brick paper it serves as the side of a little house, with an open window cut in it. White curtains are looped back from this window on the inside, to show a window-box filled with potted plants, and the fair vendor of the flowers. The box stands on a table.

Outside the house, just below the window is a garden of potted plants and cut flowers in vases, with a path running through the middle of it. The afore-mentioned vendor is dressed like "Mary, Mary, Quite Contrary," in organdy frock, leghorn hat with streamers, and a flower basket on her arm to hold the money that she is paid for her flowers.

The Cake Table

A huge table filled with nondescript cakes always seems like too much of a good thing. There's so much sweetness, so many invitations to buy, that the prospective customer is bewildered. Better to stir up the desire to buy through curiosity. This can be done by building a kitchen window on the front of the table, just the framework, painted
white, the whole length of the table. Hang blue and white gingham curtains at both ends, and a valance across the top, inside this window. Then cover the table with oilcloth, place the most tempting cake in the world right in the middle of the window—and see if somebody isn’t tempted to explore further into the secrets of that kitchen window! If it is desired, two smaller windows might be arranged, one on each side of the big one, each with a single offering showing, a dish of crullers in one, a delicious-looking pie in the other. The other cakes, pies and pastry can be arranged on the table behind these others, but not too close to spoil their effect. The girls who lurk about the mysterious depths of the “kitchen” should dress appropriately in blue and white voile aprons over white frocks and caps.

**A Cubist Candyland**

The supporting framework of this booth is made of candy pillars. That is, the wooden uprights are covered with red and white crêpe paper twisted to look like a stick of candy. The table is covered with a white cloth on which big red and white striped wheels have been painted, to simulate red and white mint drops. This same design is carried out on a white sheet or paper fastened over the wall at the back of the booth.

The attendants wear interesting costumes, made all white on one side, all red on the other; or else the regulation cook’s aprons and caps.
MILADY’S VANITY BOOTH

This is more of a space than an actual booth, for it would be best to have the wares displayed on small tables, each with its own decoration. A Spanish shawl might be draped artistically over a screen behind one table on which a Spanish comb, a cigarette holder, an evening bag, and a powder box or two are shown. A feather fan might be spread out at the back of a table where a chiffon scarf, some perfume, an engagement calendar and so forth, are offered for sale. And so on, with each large article acting as background for its own table. A painted flower tray makes a striking decoration of this kind. If it is impossible to get anything so elaborate to sell, paint a background of plain boards with black automobile paint, and either paint a bright floral design upon it, or tack up colorful articles against it, placing the tables in front of it.

The lady-in-charge might wear a Spanish costume, or carry out the boudoir idea by dressing as a French maid in black satin and white organdy.

THE BOOK-LOVERS’ NOOK

Use one of the windows in the room for this. Place a table near it, and make a window-seat out of a packing box covered with a rug, or blanket. Pile cushions on the window-seat and books on the table. These may be second-hand books or perhaps some shop will contribute some new ones. A lamp on the table will give an invitingly homelike appearance.
The bookseller might be a studious young person in cap and gown, or a pensive one dressed à la Oliver Twist, and seated on one foot on the window-seat.

**Patriotic Booths**

1. Cover the table with a white cloth, let the red and blue form pillars of crêpe paper at the corners.

2. Fasten red, white and blue balloons around the edge of a table. Use strings long enough to allow the balloons to float up and form a colorful canopy.

3. Place three tables in a row, A, B, and C.

   Table A is all red; it is bordered with red paper, while red vines climb up the framework and cover the canopy.

   Table B is all white. A white cloth covers it completely, and white lace-paper shelf edging hides all the woodwork around the top of the booth.

   Table C is all blue. Blue crêpe paper is fastened around the edge of the table, while narrow streamers of it hang in various lengths from the canopy, which is either painted, or covered with blue paper.

4. Silver stars pasted on a blue background shine out on the front of this table, which has no canopy. Its attendants are dressed in white, with red and white striped aprons.
A Corner of Fair Japan

A Japanese tea is always an interesting, quaint affair with which to raise money. But since it is usually given by a church, club, or school, the scene is likely to be a bare sort of hall or gymnasium and the atmosphere of Japan must be supplied by means of furniture, decorations and costumes. To begin with, myriads of cherry blossoms are needed. These may be bought—unless it is possible to get real ones—or made by members of the committee. They may bloom from any part of the ceiling or walls in which there is a light fixture, curtain pole, trapeze, or anything else to which they can be fastened. Just a few branches in a tall jar, with a pussywillow or two to add grace, may be placed on each windowsill. If there is a platform, have a large jar at each end, with exceptionally tall blossoms and "pussies" in it. The window decorations might be varied by low flower-bowls, preferably blue ones, in which are standing three or four narcissi, or calendulas, or some such conventional flower. In arranging the flowers, always bear in mind that the Japanese never use many at a time, and that they always choose an odd number for each vase.

Grass rugs and straw mats, borrowed for the occasion, may be thrown carelessly on the floor here and there, with a few cushions for those who want to be truly oriental and sit on the floor to drink their tea. The majority will prefer tables and chairs, and it would add to the atmosphere if a few
reed ones could be obtained to be set in a prominent place and detract attention from the plain wooden ones which will have to be used generally. The cushions can be given a Japanese effect by slip covers of blue cambric decorated with a bit of Japanese embroidery, or of cretonne with a Japanese motif.

Each table may have a cloth of the familiar blue and white design, or a mat of Japanese embroidery. A candlestick for each table may be given a shade made specially for the occasion. This is fashioned out of a yellow-green crêpe paper lined with white. A picturesque, quaint little Japanese ship, cut out of black paper, is pasted on the inside of the shade, so that when the light is turned on the ship sails on a sea of green, showing mistily through the paper.

Japanese screens placed in front of doors, or arranged attractively on the stage—if there is one—would add color and beauty. If these cannot be procured, they can be made out of composition board, the sections hinged together with passepartout, the whole painted black and decorated with a design in gold and red. If there is a stage and it is desired to have a sale in connection with the tea, booths may be arranged on the platform, covered with green crêpe paper like the candle shades, and all a-bloom with cherry blossoms. Cakes and candies, with a predominance of rice cakes and puffed rice balls, might be sold at one, and marmalade and conserves at another.
Of course all the girls concerned in the tea should be dressed in kimonos with the characteristic obi, or very wide sash. This is tied in a knot and pulled out into a regular hump in the back instead of a bow. The hair should be dressed high and decorated with little fans, or big flowers.

Tea should be served with rice cakes, or thin wafers, thinly cut sandwiches with a filling of fish paste, or shredded lettuce mixed with dressing. Blue and white china should be used, if possible.
GAMES FOR ANY TIME

WHAT'S IT ALL ABOUT?

This is a game that can be played anywhere at all, at a party, sitting on the porch in the dark on summer evenings, on a boat, on a bob-sled party, or anywhere at all. One player thinks of a word that can be used as various parts of speech, and which has several meanings. For example, he might think of the word "ford," which is a noun, a verb, and a proper name. "I have a word," he says, "that's usually dark in color, but it can be any color. It runs, and it is sometimes transparent. It is made of tin. It is a noun, a verb, and a proper name. In summer, it crosses your path everywhere and you may pass it while you cross it." He may go on explaining as mysteriously as possible, until another person guesses the word. The latter does not tell it, he merely adds his interpretation of it. This goes on, each person who thinks he has guessed the word going on with explanations of it until it is discovered that everybody knows what it is.

GUESSING STARS

The modern adaptation of the old advertisement contest. Instead of advertisement pictures, hang pictures of movie stars, without names, on a line.
stretched across one end of the room. If your guests are movie fans, you might use photographs of the stars in familiar costumes, or poses, and cut off the faces to make your contest harder. Give each person pencil and paper with which to record his guess, and have each picture numbered, so that the hostess can count up the scores and award a prize to the one who has the largest number of correct guesses.

**Move On**

This necessitates a circle of chairs, preferably without arms. One player is “It,” and he is inside the circle. The players are constantly “moving up,” there being one extra chair in the circle. The player in the middle tries to take possession of the vacant chair before the person who is next entitled to it can get there, but since the moving is constant and swift, he has a hard time doing this. If he succeeds, the player who has been crowded out takes the middle of the circle.
OUTDOOR GAMES FOR PICNICS

RACES

A walking race is always fun. Let three or four contestants walk at the same time, over a smooth, straight course, racing without running. Any player who takes even one running step should be disqualified. A walking relay race is fun, too.

Try a natural obstacle race, marking out a course that goes through a shallow stream, over a fence, round and round a tree, through the fork of another low-branching tree and so on. This may be either a running, or a walking race.

STONE-THROWING CONTEST

Set up an empty bottle on the branch of a tree and have a contest throwing stones at it. If boys and girls both compete, the boys should be handicapped by having to throw with their left hands—unless the girls are accomplished baseball players. If you have prizes and keep score, let it count one if the bottle is touched, two if it is knocked off, and three if the stone breaks it.

AFTER LUNCH

For a quiet hour after the refreshments, let those who can draw pictures, and see who can make the best sketch of the picnic grounds; let others make daisy chains and weave them into crowns.
GAMES FOR CHILDREN’S PARTIES

THE BEAN RACE

Choose sides for this; and place two bowls at the head of the room, each with twenty-five beans in it. The two captains of the sides go first, the object being to take the beans on a knife, five at a time, to the other end of the room, where two other bowls are waiting for them. This means five trips, and it is important to see that the right number of beans is taken each time. Have someone stationed at the finishing point to count them. Now, it is easy to see how the game works. The child who completes all five trips first, scores one point for her side, and the side with the highest number of points at the end is rewarded with a candy box, containing a bag of fudge for each member of the "team."

MAKING A RAINBOW

A great many circles cut out of cardboard of the various colors of the rainbow are needed for this game, which is one that will fascinate any child. These circles are placed in a basket in the center of a table. The children gather around it and sort out the colors, each endeavoring to make a rainbow; that is, to arrange the colors to look like one. The
one who, at the end of five minutes, has the largest rainbow wins a prize.

**The Best Tree and the Highest Apple**

Hang an old sheet against the wall and provide each child with a piece of charcoal. After these mysterious operations have been completed, explain that the object is to draw a better tree than anybody else can draw on the sheet. After everybody has stepped up and drawn a tree to the best of his ability, the decision is made by consensus of opinion, the honors being won by the person who has drawn what everybody considers the best tree.

This tree is used in the next game. A number of red crêpe-paper apples are pinned upon its branches. The children are blindfolded in turn and sent to pluck an apple off the tree. Nobody is allowed to take any apple but the one he touches first, but the object is to pick the highest, and the one who succeeds in doing this receives a prize.

**Plucking Stars**

This is a version of tag, but, out of regard for the furniture, the rule is made that there must be no running. The children walk around, each with a cambric star fastened on the left sleeve, and the one who is "It" must touch one of these stars before he can make somebody else "It." But if he sees anybody running, that person becomes "It." This lasts as long as everybody is having lots of fun with it.
EFFECTIVE STUNTS FOR CLUBS

If a club composed of young persons has meetings with serious programs, they can be made more interesting by throwing in, every once in a while, a dash of something amusing, or something which catches the attention in an unexpected manner. These diversions are equally enlivening for the club that is purely a social one. Here, then, are some suggestions:

Nonsense Silhouettes

Select a humorous short story, preferably a parody on the melodramatic type of fiction. Now appoint someone to read it, with great stress on the "drama of the situation," while this is appropriately acted out by actors, or actresses, whose silhouettes are thrown on a sheet. Of course, the acting, too, should be ridiculously overdrawn.

To-day's News-Stand

This consists of a series of tableaux, representing covers on the current magazines. The pictures are posed for inside a frame covered with net, and their titles may be given in two ways. The first method is by a large placard bearing the name of the magazine represented. Each placard is placed upon an
easel by a girl dressed as a piquant newsboy. The second method is to have a guessing contest. The watchers are asked to write their guesses of the names of the magazines on slips of paper that are passed around. The best one at this may then receive a small prize.

The Old Family Album

The same frame may be used at another meeting, in an entirely different way. This time, the pages of an old album are humorously depicted: the quaint clothes of fifty years ago, the tremendously earnest expressions on the faces of the posers, and the stiffness of their attitudes—especially where two or three pose together. The cover of the "book" is made of cardboard, covered with dark red cambric, and "The Family Album" appears on it in gold script. This cover fits on the frame, and is opened and shut, each time, by one of the girls, dressed as a saucy young flapper. Thus what she sees in the album is shown to the audience.
STUNTS FOR INITIATIONS

There is distinctly bad taste in the kind of initiation which takes girls out of the clubhouse, and into the street. It is bad enough when boys do this; for, even then, it is against all the ethics of a secret society, which has as its most important feature—mystery. So your initiations may be silly as you like, but keep them to yourselves. And here are some specially foolish stunts that may help you out.

THE OLD BRANDING STUNT

This isn't particularly new, but it always seems to carry a thrill with it. The victim is blindfolded; and then, after much fearsome talk of hot pokers, blazing fires, et al., her sleeve is pushed up above her elbow, and touched quickly with a piece of ice. It will feel hot to her, after her imagination has been stirred up sufficiently.

WALKING THE PLANK

This is the ironing board stunt described in one of the games for "Valentine Pirates." The victim is blindfolded, and made to stand on an ironing board, with her hand on the shoulder of someone standing beside her on the floor. Two others take hold of the board, and raise it about an inch off the floor, while the person standing beside the vic-
tim stoops down slowly. The one on the board feels that she is rising high enough to crash into the ceiling, and will be correspondingly frightened.

TELLING THE STORY

Here's a stunt in which all the candidates for membership may take part. They are blindfolded, and required to sit on the floor, in a circle, but not touching each other. The first one must start to tell a story, stopping at the signal of a touch on the arm from the president of the club. Immediately, the next in line has to take up the story, as she hears the first one's voice stop. But, as all are blindfolded and a little distance apart, they will have difficulty in telling whether the last speaker was next to them or not, and of course they will not see the signal given. If they do not stand up and go on soon enough to suit the president, she may penalize the one who fails by requiring her to tell the whole story to the finish. The story will naturally have no special plot or theme.

THE PILLOW FIGHT

The candidates should be kept in a separate room for this stunt, one at a time being taken into the "chapter room," and made to stand at one end of the room. She is given a pillow—a soft one—and told that, after she has been blindfolded and turned about three times, she must throw the pillow at a brass candlestick standing on a table in the
middle of the room, and try to knock it off onto another pillow which is on the floor beside the table. She is shown this scene, then led away into a corner to be blindfolded. All the explanation is given in whispers. What she doesn’t know is that, while she is being blindfolded, another victim is being given the same whispered instructions that she has just received in another corner of the room.

When they are both blindfolded, the table, the candlestick, and the pillow are removed to safety, the two girls are stood up facing each other, at a nice throwing distance, turned around the regulation three times, but brought up opposite each other; so that, when they obey the injunction to let fly, if their aim is at all good, they ought to hit each other. This won’t hurt, if the pillows are soft, but will be a distinct surprise. If they don’t hit each other right away, they should be given a second chance at the candlestick.

**Something More Serious**

If the club or society has something more serious than fun in its aim and purpose, it would be a good plan to have each girl who is to become a member write a really serious theme on what she believes to be the purpose of the organization. A prize might be offered for the best one.
ENTERTAINING LINES FOR AUTOGRAPH BOOKS

At poetry I'm not a crack,
As you can plainly see—
But, while my lines may rhythm lack,
They're very much like me.

You may think this page looks pretty poor, but remember, it hurts me worse than it hurts you, because it has my name signed to it.

At singing I'm no wizard,
At golf I am a dub;
But, when it comes to friendship,
Why, that's just what I lub.

May you never regret having this signature in your book.

It's times like these that try men's souls—
Or women's, as the case may be.
I've worn my brain in two round holes;
I hope you'd do as much for me.

Oh, I can sing and dance and laugh,
But I cannot write an autograph!

I am a girl (man) who cannot laugh,
Because I am so sad;
I have to write an autograph —
My writing's very bad!
I hope you’ll never forget what I’ll always remember, that we’re mighty good friends.

If wishes-come-true could always be had
   I’d gather a lot, it’s true;
But, if there were only one to be found,
   I’d leave that wish for you.

No ink,
Can’t think,
Let alone
Write a pome.

Never mind, little reader, don’t you cry,
You’ll write an autograph by and by.

I wish I knew an epigram,
   A proverb or quotation;
At making autographs, I am
   So full of consternation!

I’ve thought and I’ve pondered;
I’ve wondered and wondered
   Just what shall I put in this book?
But why should I worry
Or think in a hurry,
   When who’ll ever give it a look?

The following may be placed on the front page
by the owner of the autograph book:

May the you that I know best,
   In this book be well expressed.
ENTERTAINING ACCOMPANIMENTS FOR GIFTS

WITH A BOX OF CANDY
Sweets for the sweet,
Now that is trite.
At any rate —
Enjoy each bite.

WITH A PAIR OF GLOVES
To keep you warm, to keep you neat,
Shall be our very pleasant feat.

WITH A PHOTOGRAPH
It’s not the face, it’s the thought.

WITH HANDKERCHIEFS
These little hankies come to say,
“Good wishes on a happy day.”

WITH A BOTTLE OF PERFUME
If it’s true that a perfume, in order to “fulfill its destiny,” must express the personality of its owner, then this one’s going to fail, because I couldn’t find any nice enough.

WITH CIGARETTES
A puff or two,
When you’re blue
Will make a new
Man of you.
With a Miscellaneous Shower Gift
Oh, what a great adventure,
I have in store for me,
Falling into the hope-chest,
Of a nice bride-to-be.

With a Linen Shower Gift
A shower of rain for you
No possible joy could bring,
But, when that shower's linen,
Now, that's a different thing.

With a Hand-Made Gift
Stitches large,
Stitches small,
My bestest love
Goes with them all.

This little gift I've made for you,
It may not be so grand
But in it I have put for you
The best of heart and hand.

With a Piece of Jewelry
"No matter how it sparkles bright,"
Now thus declares the donor,
"On this, I vow that I am right,
It can't outshine the owner."

With Any Present
May this little gift prove interesting enough to
make you think pretty thoughts of me.
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