

# SCIENTIFIC PLAY FOR CHILDREN.

SOME of our schools having instituted courses in scientific play we have taken great pleasure in having prepared a series of short text books on the various pastimes which have in the past delighted the young, for the benefit of those who have not the time to embark upon the serious study of the diversions taught. The rules have been prepared by one of the leading players of the country, and have been carefully inspected and are guaranteed correct by the Game Commissioners of all the States of the Union, based as they are upon the latest revised rules adopted by the International Playtime Committee on Juvenile Sports. It is hoped that in time some of the least detrimental of these games will be introduced in our colleges as a substitute for football and other pastimes of the rougher sort now in vogue.—Editor.

## I.

### TAG.

I.—Tag is a game in which three or more players try to touch each other, not for money, but for fun, and with their hands.

II.—It may be played by any child over two and under ninety who is strong in wind and limb, and who has the time to devote to it.

III.—The player who is appointed by lot to touch the others is called "IT." He should be able to stand on his feet and run if he is to be at all expert in the game.

IV.—As stated in Rule I, the touching must be done with the hands, and personally, not with a club, snowball, or other

device. It cannot be done by a third party, although sometimes in the smart set valets are employed to play the game for their employers. In this event it must be agreed upon beforehand that this can be done.

V.—The touch must be gentle, and neither a punch, jab, or an upper-cut.

VI.—The proper place to touch or tag a player is above the belt line, and below the jaw, although by previous arrangement a touch anywhere on the person if, as provided for in Rule V, it is gentle, is allowed.

VII.—It is not considered good form in the event of the touch proving accidentally rough for the person touched to retort with a solar plexus blow or any other act calculated to overthrow the person playing "it." But if this be done impulsively and without premeditation, the

play may continue unless the party of the second part jumps upon the party of the first part while in a recumbent position and rubs his nose in the mud, in which latter case the referee will promptly disqualify the party of the second part.

VIII.—The player who has been touched or tagged by the player who is "it" becomes "it" at the moment of touching, and proceeds at once without unnecessary delay or wrangling to touch any of the other players within his reach, or if the other players are out of reach the first one who fails to elude him.

IX.—If in reaching out to tag another player "it" slips and falls on his nose the game shall be stopped until he has regained his feet, and got the injured member in condition for play, or continued without him, another player being substituted as "it" in his place.

X.—The players who are not "it" should be practiced dodgers and also able to skip, run, jump, and slide.

XI.—The game is of indeterminate length, but is usually brought to a close when all the players are out of breath or have decided by a majority of one, in a viva voce vote, to play something else.

XII.—Tag may be played in a ten-acre lot, an open field, or upon the sidewalk, but not with any degree of safety in a parlor full of Chippendale furniture, a law office, or a china shop.

XIII.—There are no winners in tag, but the player who at the conclusion of the game is "it" is considered the loser if it is desired to settle upon some member of the party to bear the honors of defeat.