

20. COLLAR-AND-ELBOW WRESTLING: (Mason and Mitchell "Active Games and Contests")

The object is to make the opponent touch the ground with any part of the body other than the feet. The left hand is placed back of the opponent's neck and the right hand grasps the opponent's left elbow. The opponent takes the same hold. The feet may be used to trip up the opponent and make him lose his balance.

21. RING WRESTLE: (Mason and Mitchell "Active Games and Contests")

Draw a ten-foot circle on the floor. Two contestants, standing in the circle, attempt to throw each other out. Any tactics are fair except striking blows and unnecessary roughness. When any part of the body crosses the line, the player is out.

22. MASTER-OF-THE-RING: (Mason and Mitchell "Active Games and Contests")

This is a mass form of Ring Wrestle. Establish a circle fifteen feet in diameter. In the gymnasium the circle around the free-throw line may be used. Twelve or fifteen players stand in the circle. At the signal they all attempt to throw each other out. All tactics are fair except unnecessary roughness. When any part of the body touches the floor across the line the player is out and leaves the circle at once. The player who remains in the circle when all others are out is the Master of the Ring. Two or three officials scattered around the circle are needed to spot those who cross the line.