

Father and Son Leap Frog Race - First call out the boys between the ages of ten and sixteen. Insist that all boys who have a father present use him as a partner; however, boys who have no father present may "adopt" one. The father kneels down leap frog fashion on the starting line while the son stands behind him. On the word to begin, the son leaps over the father, falling down in front of the father, the father then performs the leaping and falls down in front of his son, and so on until the first couple cross the finish line.

d. Men

Balloon Swat - Give each contestant a swatter or folded newspaper a rubber band, a piece of string about 2 feet long and a balloon. Each contestant blows up his balloon and ties the string to it. He then ties the string about his waist with the balloon at the back. At the signal each man goes about attempting to break the other fellow's balloon and at the same time protecting his own. When a man's balloon is broken he steps out of the contest. The one remaining the longest is the winner.

e. Ladies

Golf Putting Contest - Place a tin can in a hole in the ground. Give each lady an opportunity to putt a golf ball in the hole. The lady with the lowest score is the winner.

f. Partners (men and women)

Clothes Pin Race - Line partners on the starting line. Stretch clothes line across the course about 25 feet from the starting line. This line should be held taut by 2 men. Place a number of clothes pins on the line. At the starting signal, the men, with their hands in their pockets, are instructed to run to the clothes line, keep on taking off clothes pins, using the mouth only, and bring them back to their partner. After all the clothes pins are gone, the lady holding the most pins is the winner. The men holding line, should twist it a bit to make it more difficult to get the pins.

3. Stunts for the Dance Floor

Bag Dance - Give all the men about ten paper bags. After dancing a short time, the men are privileged to change partners, but only by blowing up a bag and breaking it on some men's back. If he is successful, they change partners, if not, he can try it again.

4. Water Sports and Games

Water Poison - This game is played in shallow or deep water. Players join hands in a circle around a floating object. At the signal, they try to push or pull each other into the "poison". All who touch it are eliminated. The last person standing is the winner.

Newspaper Race - The swimmers race on their backs reading a newspaper held in their hands. The newspaper may be folded once but no more, and must not touch the water.