

1. NEW YEAR'S PARTY

Invitation. The following invitation printed or typed on a white card cut in the shape of an hour-glass is appropriate.

N est Tuesday	Y our company. come	P lease do not fail
E vening	E arly	A nd be
W e request the pleasure of	A nd avoid the	R eady to have a rio
	R ush. We	T ime.
	S hall look for you.	Y ou will have no re

To this should be added the request that each guest bring a picture of himself or herself in baby days. These pictures are numbered and then placed in a row.

Baby Contest. Each guest is given a pencil and paper so that he may guess who the various people are whose baby pictures are displayed at the party. Award a calendar, diary or yearly expense book to the one who makes the most accurate guesses. Give an award also to the person whom the guests vote as having the prettiest baby picture, and to the one who they say has changed most since baby days.

Reminiscence Game. Each guest on arrival has a number pinned on him, odd numbers for boys and even numbers for girls. A number of slips are prepared as follows: "Find number 8 and tell her what you did last New Year's Eve." "Tell number 6 your most interesting adventure during the past year." These slips are distributed to the young men and five or ten minutes allowed for conversation. Similar slips are distributed to the girls.

Hour-Glass. All over the room have been hidden tiny cardboard hour-glasses upon each of which has been written a different fragment of time, as thirty-five minutes, one hour and twenty minutes, seven seconds, two days. Father Time announces that much time has been lost during the year, and that the winning point will be given to the team whose numbers find most of the lost time in the three or five minutes allotted. The players then scout all over the room searching for the lost time. The leader calls a halt, and the team with the compilation of the longest amount of time wins.

New Year's Puzzle. The group is divided into four or five divisions and each person in a group is numbered. The leader then calls a number and also asks one of the following questions. The person who first answers correctly is given a point for his team. The questions are:

1. A nerve disease containing the sound of "new"--Neuralgia
2. Impartial---Neutral
3. A city in New Jersey--Newark
4. Pertaining to air--Pneumatic
5. Pertaining to a number--Numeral
6. That which annoys--Nuisance
7. Many--Numerous
8. A center--Nucleus
9. An animal--Gnu
10. A Virginia city--Newport News
11. A famous philosopher--Newton
12. Nourishing--Nutritious

New Year's Resolution. Using the letters N-E-W- Y-E-A-R-'-S E-V-E the players are given a certain length of time to write an eleven-word New Year's Resolution, each word starting with a letter of those words. When these are finished they are collected by the hostess. After refreshments, each guest picks a resolution from a hat, using right hand over left shoulder, eyes front, of course, and reads the resolution as if it were his own.