

ALEXANDER SMART, ESQ. BY Doc WINNER.

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DAFF DOODLES



GOOD LAND, ALEX! SURELY YOU ARE NOT GOING TO THE OFFICE WITHOUT SHAVING?



OH, HO, HO, THIS IS RICH!... THE IDEA OF YOU FUSSING AND COAXING A FEW DOWNY HAIRS INTO COVERING YOUR UPPER LIP LIKE THE HANDLE-BARS OF A BICYCLE IS TOO MUCH. OH, HO, HO, IT'S A KNOCKOUT!

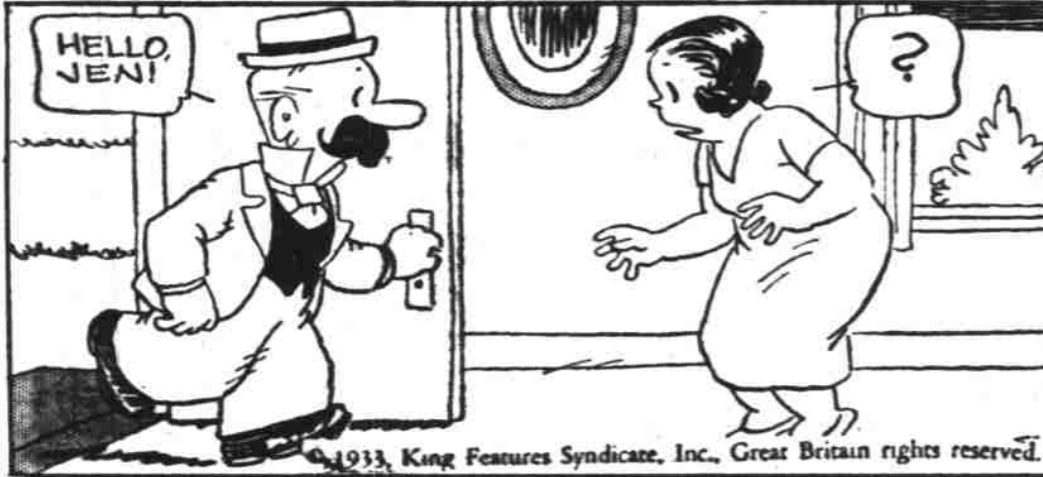


SO THAT'S FUNNY, IS IT? WELL, LET ME TELL YOU SOMETHING-- IN SPITE OF YOUR BELITTLING REMARKS, I AM GOING AHEAD WITH THIS

OH, DEAR, I WISH ALEX WASN'T SO SET ON GROWING A MUSTACHE. IT DOES LOOK RIDICULOUS DURING THE EARLY STAGES AND IT WILL BE WEEKS BEFORE IT WILL MAKE A HALF-WAY PRESENTABLE APPEARANCE



THAT MUST BE HIM COMING HOME FROM THE OFFICE, NOW



THE ELMER GAME



JUMP THE SHOT. GET A PIECE OF ROPE 10 OR 15 FEET LONG. TIE TO THE END OF IT A SMALL BAG FILLED WITH BEANS. THE PLAYERS STAND IN A CIRCLE, FAR ENOUGH APART TO GIVE EACH PLENTY OF ROOM TO JUMP THE SWINGER WHO IS IN THE CENTER STARTS SWINGING THE BAG ON A SHORT RADIUS, PAYING OUT THE ROPE AS HE INCREASES THE SPEED. SO BY THE TIME THE BAG REACHES THE CIRCLE OF PLAYERS IT IS TRAVELING IN STEADY MOTION AND CLOSE TO THE GROUND. THE PLAYERS JUMP THE ROPE AS IT PASSES THEM. THEY MUST NOT STEP OUT OF THE CIRCLE TO AVOID JUMPING. IF A PLAYER MISSES THE JUMP HE DROPS OUT OF THE CIRCLE UNTIL ANOTHER PLAYER MISSES. THEN THESE TWO PLAYERS EXCHANGE PLACES. SO THERE IS NEVER MORE THAN ONE PLAYER OUT OF THE GAME AT THE SAME TIME.

Elmer

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