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DATE DOODLES



THE ELMER GAME



BARREL RELAY RACE, THE PLAYERS LINE UP ABOUT 10 FEET APART. EACH TEAM IS EQUIPPED WITH A BARREL WITH THE FLAT ENDS OR HEADS REMOVED, AS THE RACE STARTS PLAYER NO. 1, WHO IS AT THE FOOT OF THE LINE--CRAWLS THROUGH HIS BARREL, THEN ROLLS IT TO A POSITION DIRECTLY IN FRONT OF PLAYER NO. 2. PLAYER NO. 1, RACES BACK TO HIS ORIGINAL POSITION, AS HE REACHES THERE, HE SHOUTS, "STOOP LOW AND CRAWL!" PLAYER NO. 2, THEN CRAWLS THROUGH AND PLACES THE BARREL IN POSITION FOR PLAYER NO. 3, AND SO ON TILL ALL PLAYERS HAVE PASSED THROUGH, THE PLAYER AT THE HEAD OF THE LINE AFTER GOING THROUGH THE BARREL PLACES IT IN AN UPRIGHT POSITION, SIGNIFYING THAT HIS TEAM HAS COMPLETED THE RACE. THE TEAM PLACING ITS BARREL IN THIS POSITION FIRST WINS.



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