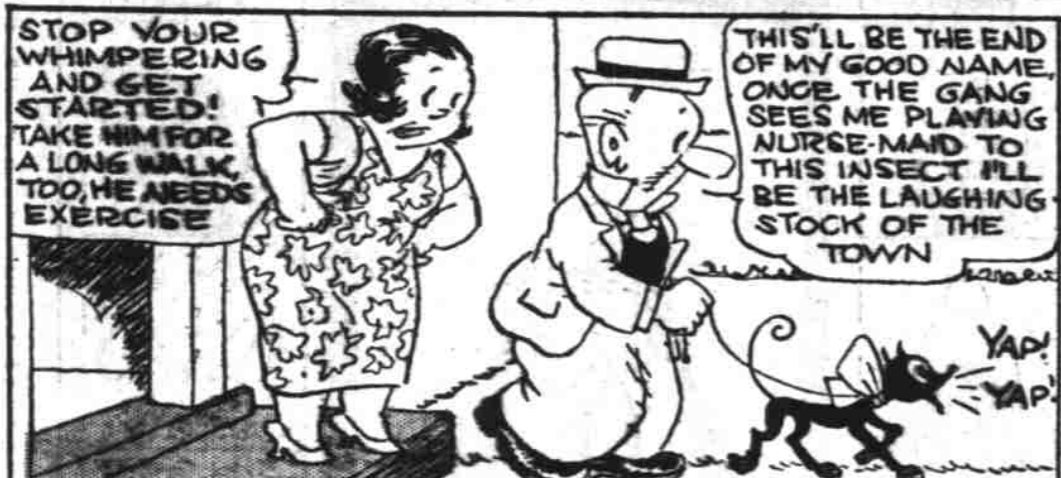




ALEXANDER SMART, ESQ. BY DOC WINNER.
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DUCK-ON-THE-ROCK. IN PLAYING THIS OLD GAME A ROCK 10 OR 12 INCHES IN DIAMETER AND 4 OR 5 INCHES THICK IS PLACED ABOUT 25 FEET FROM THE THROWING LINE. EACH PLAYER IS EQUIPPED WITH A ROCK OR DUCK THE SIZE OF A BASE BALL. THE "IT" IS SELECTED BY ALL PLAYERS THROWING AT THE ROCK. THE ONE WHOSE DUCK FALLS FARTHEST FROM THE ROCK BECOMES THE FIRST "IT". HE PLACES HIS DUCK ON THE ROCK. THE OTHER PLAYERS, ONE BY ONE, THROW THEIR DUCKS AT THE DUCK ON THE ROCK. IF IT IS KNOCKED OFF THE ROCK, PLAYERS WHO HAVE THROWN MAY RECOVER THEIR DUCKS AND GO SAFELY BACK TO THE THROWING LINE SO LONG AS THE DUCK IS OFF. WHEN IT IS ON "IT" MAY TAG ANYONE WHO SO MUCH AS TOUCHES HIS DUCK IN THE ATTEMPT TO RECOVER IT. WHEN "IT" SUCCEEDS IN TAGGING A PLAYER HE MUST RUSH TO THE ROCK, RECOVER HIS OWN DUCK AND RUN BACK TO THE THROWING LINE BEFORE THE PLAYER HE HAS JUST TAGGED AND MADE "IT" CAN PLACE HIS DUCK ON THE ROCK AND TAG HIM IN RETURN.

Elmer
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