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THE ELMER GAME -



COPS AND SMUGGLERS. THE PLAYERS ARE DIVIDED INTO TWO TEAMS ONE BECOMING THE COPS AND THE OTHER THE SMUGGLERS. THE COPS STRETCH OUT IN A STRAIGHT LINE IN THE MIDDLE OF THE FIELD AND GUARD THE GOAL WHICH IS AT THE END OF THEIR SIDE OF THE PLAYING FIELD. THE SMUGGLERS MARK OFF A SPACE OR DESIGNATE CERTAIN TREES AT THEIR END AS THEIR DEN. THEN ADVANCE TO A POINT 20 FEET IN FRONT OF AND FACING THE COPS WITH HANDS BEHIND THEM. LEADER OF THE SMUGGLERS GOES BEHIND HIS TEAM AND PLACES A SMALL ARTICLE TO BE SMUGGLED THROUGH THE LINE INTO THE HANDS OF ONE OF HIS PLAYERS OR HE MAY RETAIN IT HIMSELF WHEN HE HAS GONE THE LENGTH OF HIS TEAM AND RETURNED TO HIS PLACE IN THE LINE. THE COPS CRY 'SMUGGLERS!' AND ATTEMPT TO CATCH THE ONE THEY SUSPECT OF HAVING THE CONTRABRAND ARTICLE. THE SMUGGLERS RUN WITH CLENCHED FISTS, AND TRY TO REACH THE GOAL WITHOUT BEING CAUGHT. IF A SMUGGLER FINDS HIMSELF IN DANGER OF BEING CAPTURED HE CAN RUN TO THE DEN FOR SAFETY. IF HE IS CAUGHT, THE COP MAKING THE CAPTURE PLACES ONE HAND ON THE SMUGGLER'S HEAD AND THE OTHER ON HIS ARM AND COMMANDS 'DELIVER THE SWAG!' THE SMUGGLER MUST THEN OPEN HIS HANDS. IF HE HAS THE CONTRABRAND ARTICLE THE TEAMS CHANGE POSITIONS. THE COPS BECOME SMUGGLERS AND THE SMUGGLERS COPS. IF THE PLAYER CAUGHT DOES NOT HAVE THE ARTICLE HE IS ALLOWED TO GO FREE, BUT IS SENT TO THE DEN. IF THE SMUGGLER WITH THE ARTICLE SUCCEEDS IN REACHING THE GOAL WITHOUT BEING CAUGHT A POINT IS SCORED FOR HIS TEAM. THE TEAM SCORING 5 POINTS FIRST WINS THE GAME.



Elmer

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