



ALEXANDER SMART, ESQ. BY Doc WINNER.

Registered U. S. Patent Office



© 1933, King Features Syndicate, Inc., Great Britain rights reserved.

WINNER

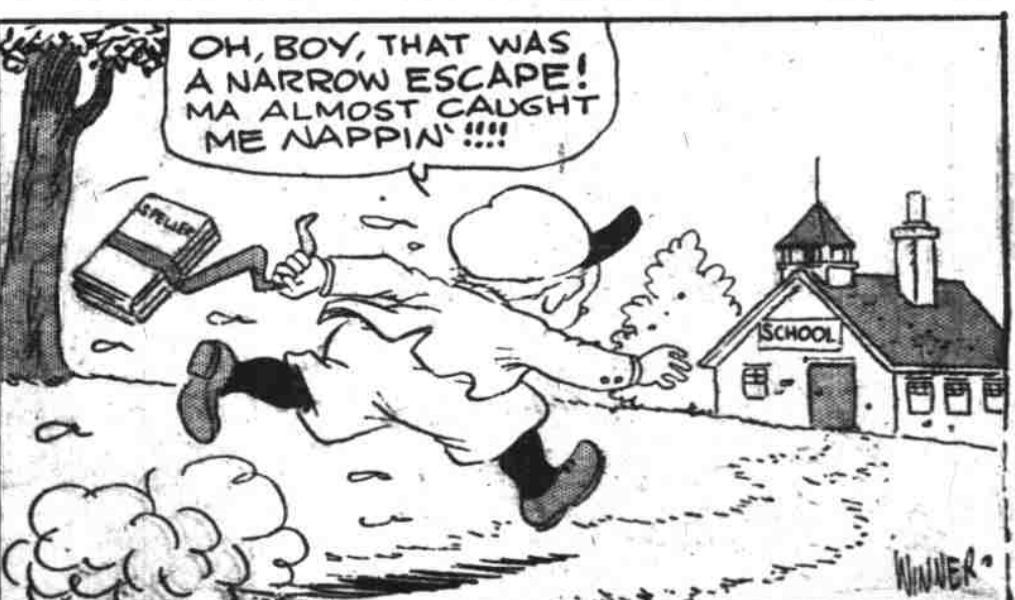
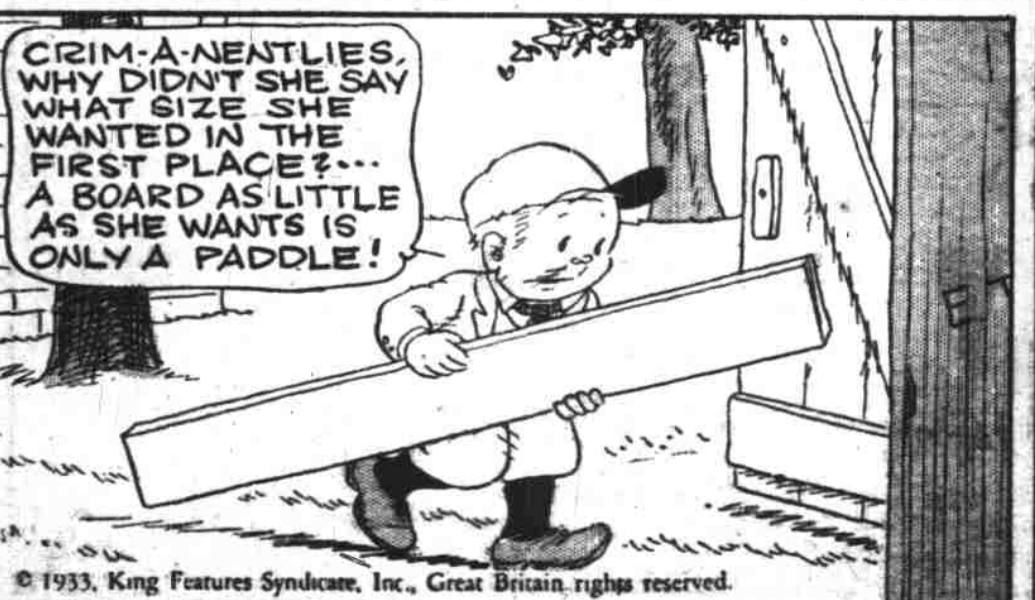
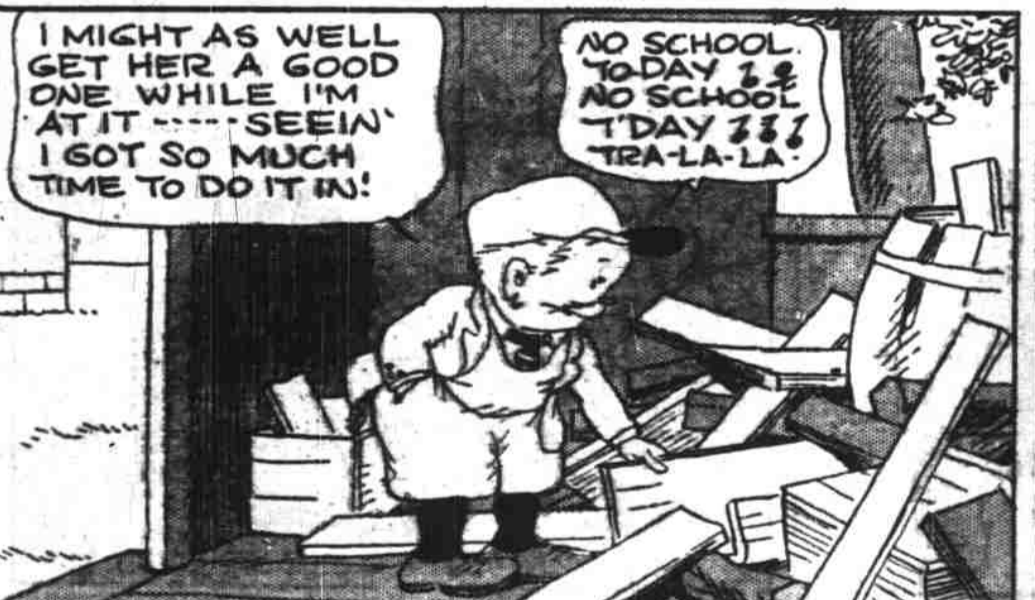
THE ELMER GAME



LAST COUPLE OUT. THE PLAYERS ARE ARRANGED IN A LINE OF COUPLES, ONE BEHIND THE OTHER. THE "IT" STANDS ON A LINE, TEN FEET IN FRONT OF THE HEAD COUPLE WITH HIS BACK TOWARD THEM. HE STARTS THE GAME BY CALLING, "LAST COUPLE OUT!" WHEREUPON THE COUPLE AT THE END OF THE LINE, RUN FORWARD, ONE ON EACH SIDE OF THE LINE, AS THEY REACH THE LINE ON WHICH "IT" STANDS THEY BREAK AND RUN, TRYING TO JOIN HANDS BEFORE "IT" CAN TAG EITHER OF THEM. "IT" IS NOT ALLOWED TO LOOK AROUND AT THEIR APPROACH, NOR MAY HE GIVE CHASE UNTIL THE RUNNERS HAVE PASSED HIM. SHOULD THEY SUCCEED IN JOINING HANDS THEY TAKE THEIR PLACE AT THE HEAD OF THE LINE AND "IT" IS STILL THE CATCHER. SHOULD "IT" SUCCEED IN TAGGING ONE OF THE PARTNERS, HE JOINS HANDS WITH THE REMAINING PARTNER AND THEY GO TO THE HEAD OF THE LINE. THE TAGGED PLAYER BECOMES THE NEW "IT."

Elmer

Registered U. S. Patent Office



© 1933, King Features Syndicate, Inc., Great Britain rights reserved.

10-29

