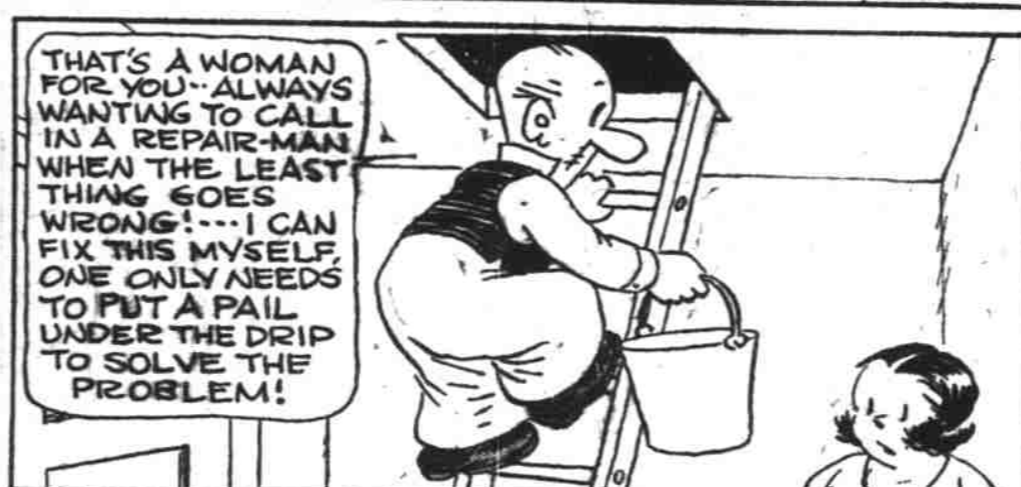


ALEXANDER SMART, ESQ. BY Doc WINNER.
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THE ELMER GAME



FOX AND CHICKENS ONE PLAYER IS CHOSEN 'FOX' AND IS STATIONED IN A SPACE, MARKED OFF IN ONE END OF THE FIELD, CALLED THE 'FOX'S DEN'. THE OTHERS, THE CHICKENS, CHOOSE AS THEIR LEADER A 'MOTHER HEN' WHO MARKS OFF ANOTHER SPACE, ABOUT FIFTY FEET AWAY, LARGE ENOUGH TO HOLD ALL OF THE CHICKENS. THIS BECOMES THE 'CHICKEN COOP'. THE MOTHER HEN STARTS THE GAME BY LEADING HER BROOD, ALL HOLDING HANDS, TOWARDS THE FOX'S DEN; EVERY FEW FEET SHE STOPS AND ASKS 'WHAT TIME IS IT, MR. FOX?' HE REPLIES, NAMING ANY HOUR BUT TWELVE O'CLOCK MIDNIGHT. MOTHER HEN LEADS HER FLOCK NEARER AND REPEATS THE QUESTION. FINALLY WHEN THE CHICKENS ARE QUITE NEAR THE FOX REPLIES 'TWELVE O'CLOCK MIDNIGHT!' AND CHASES THEM. THEY SCATTER AND RUN FOR THE CHICKEN COOP. ALL CHICKENS TAGGED BY THE FOX BEFORE THEY REACH THEIR COOP GO WITH HIM TO HIS DEN AND HELP HIM CAPTURE THE REMAINING CHICKENS. THE LAST ONE CAUGHT BECOMES THE MOTHER HEN AND THE FORMER MOTHER HEN BECOMES THE FOX.



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