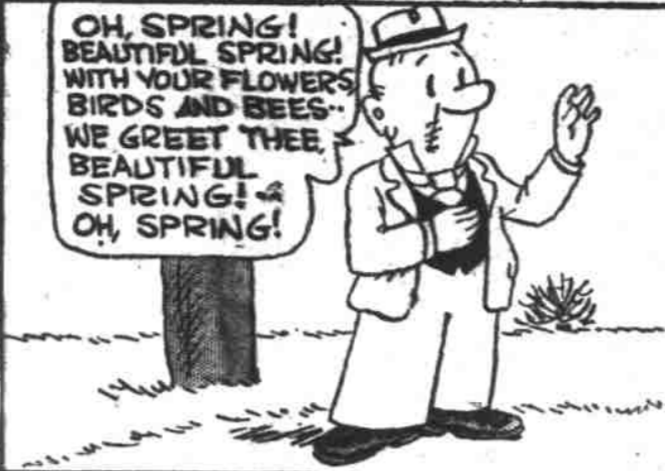


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NUMBER 4-7
BLINDMAN'S HURDLE RACE.
PLAYERS ARE DIVIDED INTO TWO TEAMS. EACH SELECTS A CAPTAIN AND LINE UP AT ONE END OF THE ROOM. PILES OF BOOKS AND PAPER BOXES ARE PLACED AS HURDLES ALONG THE COURSE. EACH PLAYER, AS HE MAKES THE RACE, IS BLINDFOLDED AND AIDED ALONG THE COURSE BY HIS CAPTAIN, WHO TELLS HIM WHEN AND HOW HIGH TO JUMP. EACH TIME A PLAYER TOUCHES ONE OF THE HURDLES A POINT IS SCORED AGAINST HIS TEAM. THE TEAM COMPLETING THE RACE WITH THE LEAST NUMBER OF POINTS SCORED AGAINST IT, WINS.

Elmer
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