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Outdoor Games for Guest Entertainment
Michigan State University Extension
Tourism Resort Series Circular Bulletin
Robert McIntosh, Tourism and Resort Program
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OUTDOOR GAMES

For Guest Entertainment



ARCHERY

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LAWN TENNIS

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VOLLEYBALL

By Robert W. McIntosh

COOPERATIVE EXTENSION SERVICE

Michigan State University • East Lansing

What's There To Do Around Here?

Your guests want more than food and shelter! Keeping them occupied with interesting activities is one of the best ways to encourage longer stays and to insure repeat patronage. Managing a resort is a very personal and human occupation. Friendships and good will are among the most important assets in the business. A good games program provides an excellent medium through which these assets can be built.

People like games. Playing games provides healthful outdoor recreation, a good subject for conversation, and an opportunity for all to become better acquainted. Those who do not care to join in the games can watch others. For many persons, this is fully as enjoyable as actual participation. The experiences of engaging in games and the associated activities add up to real lasting memories of a grand good time!

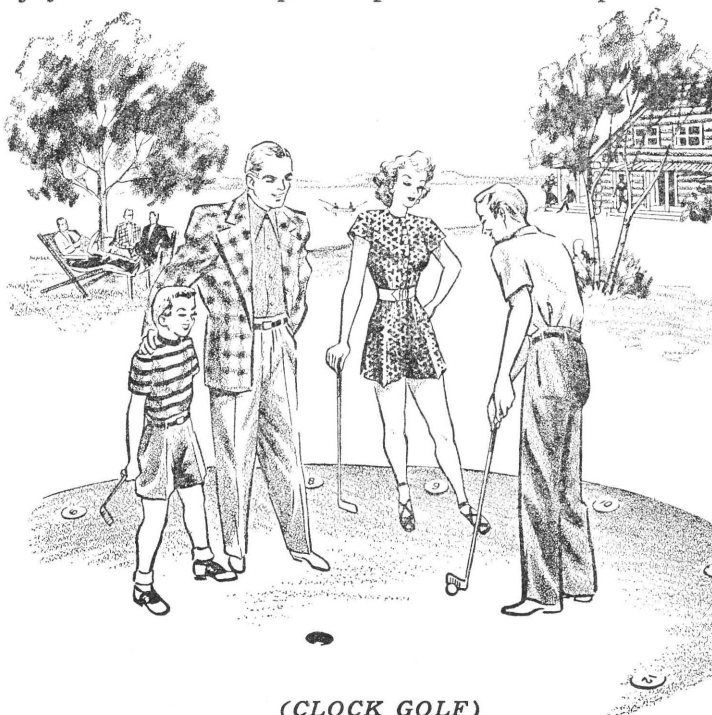
Some leadership is required for games like volleyball and softball. In many successful resorts, the manager himself assumes this leadership. If such a plan is not feasible, one of the staff can be appointed to take charge.

When planning new developments, reserve appropriate space for games. Areas so set aside can become attractive centers of activity for the enjoyment of all.

Try some of the games as described here. Certain ones may prove more popular than others. Experiment to discover those which seem to appeal most. Guests like to find something new each year when they return. Some well selected games can become an important part of this yearly improvement program. Much of the equipment is simple and easy to make. For the most part, the games can be provided at rather low cost.

Use the references given at the end of this circular for more detailed information on these and other games suitable for resorts.

ROBERT W. McINTOSH
Extension Specialist, Tourist and Resort Program
Cooperative Extension Service



For their assistance in preparing this publication, the author expresses appreciation to Dr. A. O. Haugen, Leader, Iowa Cooperative Wildlife Research Unit, Iowa State University, Ames, Ia.; Dr. Harlan G. Metcalf, Chairman, Recreation Education Division, State Teachers College, Cortland, N. Y.; Prof. Russell B. Daubert, Chairman of Recreation, Physical Education for Men, Michigan State University; and J. Paul Schneider, Draftsman, Department of Resource Development, Michigan State University.

ARCHERY*

Thousands of Americans enjoy matching their skill in shooting at targets with bow and arrow. Here is a true sport that can be enjoyed by all age groups. Juniors to grandparents are interested. This is possible because the pull of the bow is adjusted to the strength of the participant. Like many other sports it can be enjoyed in the space of one's own backyard or at the cottage or resort playground.

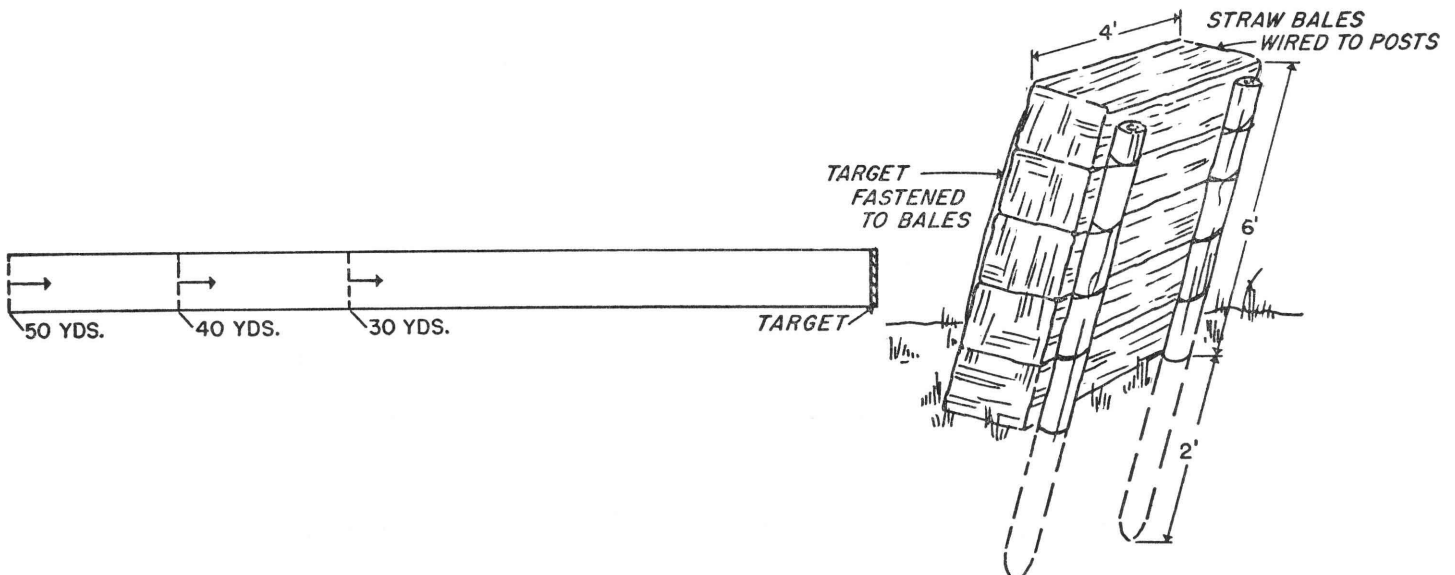
How Target Archery Is Shot

In the game of archery, 30 arrows are usually shot from each of three different distances, for a total of 90 arrows. In the Junior American round, the archer shoots 30 arrows from 50 yards, 30 arrows from 40 yards, and 30 arrows from 30 yards. To start the round, the archer stands straddle the 50-yard line facing at right angles to the target. From this position he shoots six arrows at the target. This shooting of six consecutive arrows is called "end." He then proceeds to the target and withdraws his arrows, adding up the score for his hits. Arrows hitting in the gold or center circle count 9, those in the next circle (red) score 7, with scores 5, 3, and 1 being given to the blue, black, and white circles.

The archer now returns to the 50-yard shooting line from where he shoots his second "end" and repeats the process until he has shot five "ends" of six arrows each for a total of 30 arrows from the 50-yard line. He then totals his score for the 30 arrows. He now moves up to the next closer distance, which in the Junior American round is 40 yards from the target. He then shoots a second 30 arrows, scoring as before. The third and final set of 30 arrows is shot from 30 yards. His scores for each distance are then added together to make his total score for the complete round. A perfect score which has never been shot by anyone would consist of 90 hits with a total score of 810.

Rules of safety and common sense dictate that a drawn bow should never be pointed nor an arrow shot in the direction of another person. Neither should arrows be shot straight up into the air. To prevent overdrawing and breaking the bow, the string should never be pulled back and released without an arrow in place.

**Written by Dr. Arnold O. Haugen, Leader, Iowa Cooperative Wildlife Research Unit, Iowa State University, Ames, Iowa.*



BADMINTON

This is an ancient game which originated in India. It is now fast growing in popularity throughout the United States. Badminton is similar to tennis, but the shuttlecock (which substitutes for a ball) does not touch the court while in play and, consequently, a smooth court is not required. The shuttlecock is struck with rackets which are lighter and smaller than tennis rackets. Object of the game is to bat the shuttlecock back and forth across the net until one of the opponents does not return it or he commits a fault.

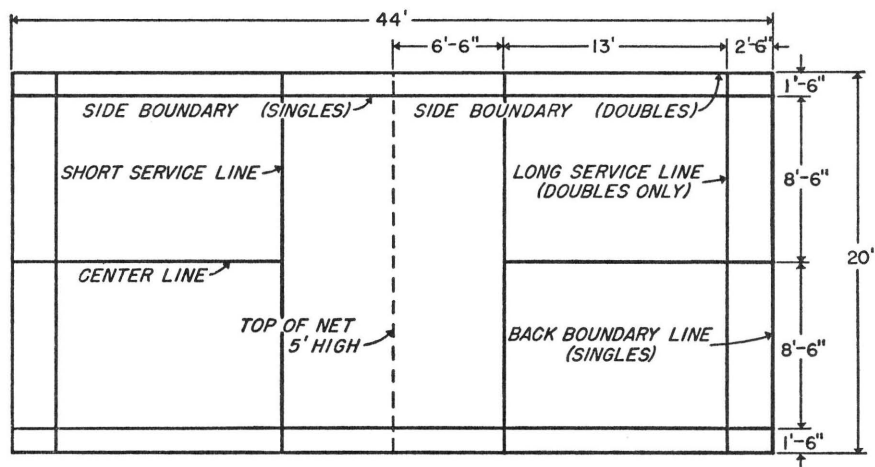
How the Game Is Played

The server stands within the service court with both feet at rest. He uses an underarm motion to strike the shuttlecock. This movement should be no higher than the waist. He serves standing first in the right court and then in the left court. The shuttlecock is received in the opposite right court and then in the left court. The service is from the right court when the server's score is zero or an even number. Service is from the left court when the score is an odd number. The server wins a point if the shuttlecock should touch the receiver or if the receiver makes a fault. (Faults consist of causing the shuttlecock to fall outside the court boundaries, failing to hit shuttlecock over the net, touching a person or his clothing, hitting shuttlecock before it has passed over the net, hitting it twice, or holding it on the racket.) The receiver wins the service if the shuttlecock falls into the wrong court, server fails to maintain contact with the court, or if the server makes a fault. Points are only scored by the serving side. A shuttlecock falling on any line is good.

When playing doubles, the side beginning the game has only one service in the first inning. Thereafter, when the first server loses, his partner then serves. If his partner loses, the service changes to the opposing side. The order of receiving serves cannot be changed during the game. Game consists of 15 or 21 points (points are called aces). When the 15-ace game is played, if the score should be 13 all, the side which first reached 13 can "set" the game to five more aces, or if the score is 14 all, the side first reaching 14 aces can "set" the game to three more aces. When the 21-ace game is played, substitute 19 and 20 for 13 and 14. The team which wins three out of five or two out of three of the "sets" wins the game.

Making the Badminton Court and Equipment

The shuttlecock is made of cork or rubber with feathers attached. Shuttlecock, net, and rackets can be purchased at most sporting goods stores. A substitute for this equipment can be made by hand and at less expense. Paddles the size of rackets can be cut from one-fourth inch material. To substitute for the shuttlecock, make a round ball 3 inches in diameter from a natural sponge.



BOX HOCKEY

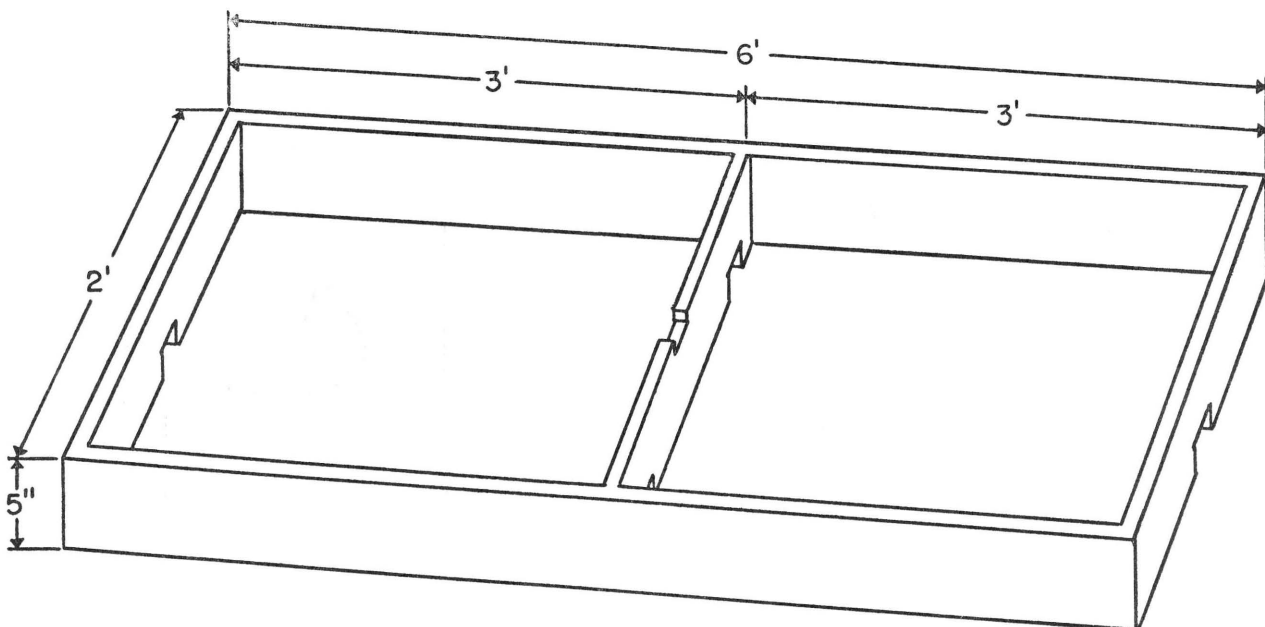
This is a dandy game which can be played by either two or four persons. It is suitable for indoor or outdoor play by children as well as adults. The equipment consists of a box or frame 6 feet long, 2 feet wide, and about 5 inches high. A barrier is placed across the short axis of the box dividing it into two equal sections. Small hockey sticks or broomsticks and a puck or ball are the moving parts. The object of the game is to knock the puck out of the box through the openings provided. Accomplishing this by either side wins the game.

How the Game Is Played

Each contestant holds a broom handle or hockey stick with which to hit the puck. When two play the game, they stand facing each other on opposite sides of the box. The puck is placed in a small notch at the top of the center board. Each player strikes the floor and his opponent's stick three times before trying to knock the puck into his opponent's court. From there, he tries to knock the puck out of the box through the opening at the bottom of the boards which form the end of the box to his left. The person or side accomplishing this wins. If the puck hops out of the box, play is resumed from the side which lost the puck. When four play, partners stand on the same side, two opponents opposite. Box hockey tournaments can be readily organized which will increase enjoyment of the game.

Making a Box Hockey Outfit

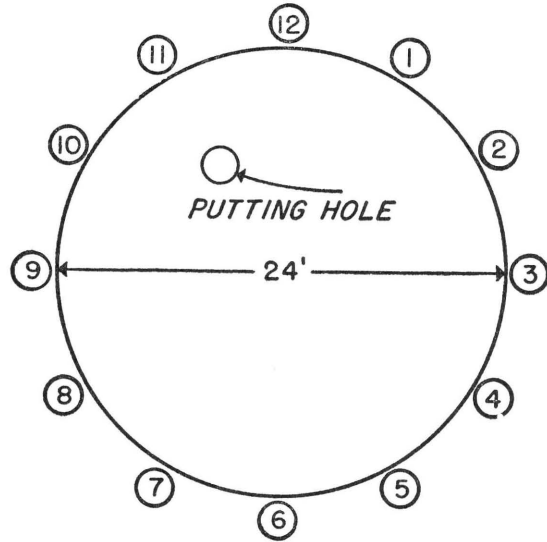
The necessary equipment is easily constructed by an amateur. Make the box of substantial material, preferably two-inch planks. Measurements need not follow those shown in the diagram, but proportions should be about the same. Wooden pucks should be 2 inches in diameter and about 1 inch thick. An old baseball or golf ball could be substituted for the pucks. A broomstick about 30 inches long is a satisfactory substitute for a small hockey stick. The box may have a built-in bottom or be placed directly on the ground.



CLOCK GOLF

An excellent recreation game and in addition a game which provides splendid practice in putting is found in clock golf. A space of lawn about 25 feet square is required.

Players "hole out" from each successive marker around a circle. Markers are placed at regular intervals representing the 12 numerals on the face of a clock. Each player needs only his putter and a golf ball. One, two, three or four players may play, each competing independently. A four-some can be formed, two players on each side. In case of a four-some, each may use his own ball or each set of partners can use one ball, playing with strokes alternately. Each player in turn putts the ball from 1 o'clock marker, then from 2 o'clock marker, and so forth around the clock. Scoring is done as follows: Player or side having the least number of strokes wins. Another way is to see which individual or side wins the largest number of holes. Each hole is won by the side or individual which uses the least number of strokes.



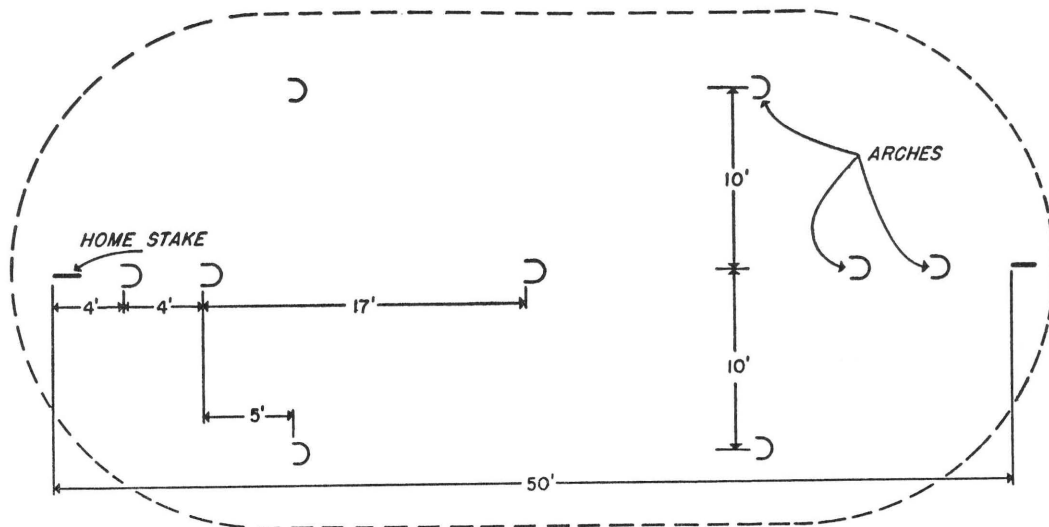
Making the Clock Golf Course

Draw a circle on the ground 24 feet in diameter. Mow the grass as closely as possible. Around this circle, place twelve empty $2\frac{1}{2}$ tin cans. Push can into the ground so that the bottom of the can is flush with the surface of the ground. Cans should be evenly spaced. Paint numbers on tops of cans. The putting hole is conveniently made by using another empty number $2\frac{1}{2}$ can. However, this can should have holes punched in the bottom for drainage and set open side up.

CROQUET

You won't go wrong putting in a croquet court. It's a game that children as well as adults can play. They will have great times competing with one another.

What is the fascination of croquet? Those who have had years of experience playing it are just as enthusiastic as those who have recently learned the fun that this game offers. If you have an open space of lawn about 50 feet long and 20 feet wide, it can be put to ideal use as a croquet court.



DECK TENNIS

From shipboard to dry land—that's the way this game made its great increase in popularity! It requires only a small space of 40 feet by 20 feet. Equipment is inexpensive.

How the Game Is Played

Even those who have never played deck tennis will enjoy it the first time they try. A court is laid out by marking on the ground as shown in the diagram. A net is tightly stretched across the court. Players toss a rubber ring back and forth across the net, catching and throwing with one hand only.

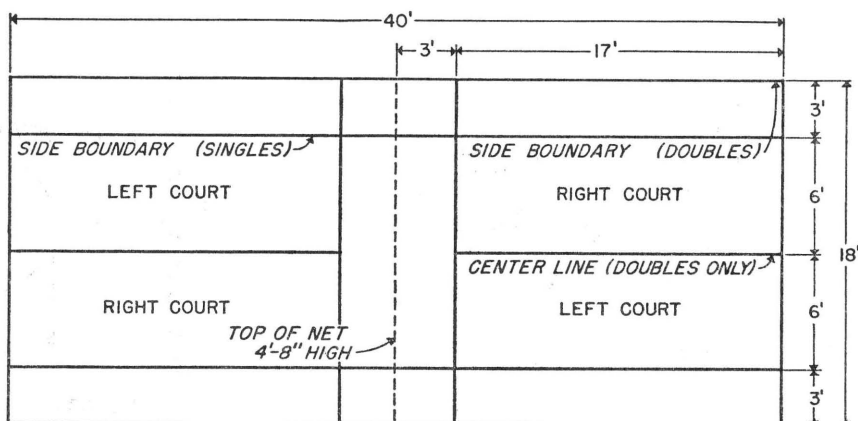
Server stands behind the rear line and tosses the ring with an underhand motion into the opposing court. Receiver must stand behind or on the back line until ring leaves the server's hand. The server has only one chance to make a good serve. If the served ring hits the top of the net and falls into the opposite court, it is a "let" and is served over, unless receiver chooses to play it.

In doubles, a center line is used, marking right and left hand courts which include alleys. The server starts from the right hand court serving into the opposite right hand court. If the point is won, the next serve is from the left hand court into the opposite left hand court. When the service is lost, the server returns to the right hand court to receive the serve from the opposing side. When service is lost by the opposing side, service is then made by the partner who has been standing in the left hand court. When he completes his turn at service, he returns to the left hand court. Thus partners always return to their original positions after losing the serve.

While playing, ring must be thrown immediately after it is received. No holding, running with ring, or feinting, no juggling of ring or batting is allowed. An underhand or horizontal movement of arm or wrist only is permissible. If ring is caught higher than the shoulder it can be returned from that elevation. Scoring is made only when serving. One point is scored each time opposite side fails to return ring or violates any of the rules. Fifteen points is the usual game. In the case of 14-all, two points in succession are needed to win the game.

How to Make the Deck Tennis Outfit

Any firm, level surface of ground may be used. No special surface is needed. The deck tennis court can be super-imposed right over a badminton court as it is a little smaller. The badminton net is higher, so posts high enough for badminton will serve for deck tennis, too. The net for deck tennis can be used for badminton and volleyball. A combined court for the three games works out very satisfactorily.



HORSESHOES

Horseshoes is an old well-liked game. It is best played outdoors and is easy and inexpensive to construct. The game is greatly enjoyed by young and old alike.

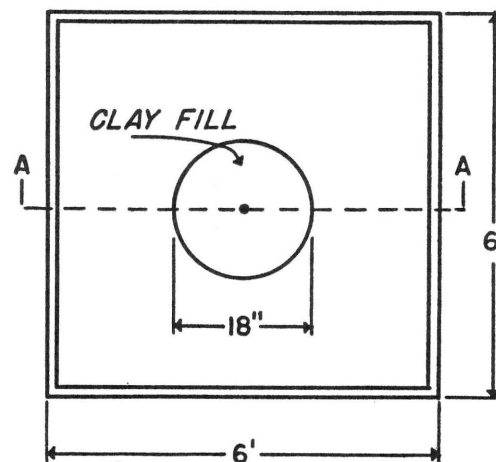
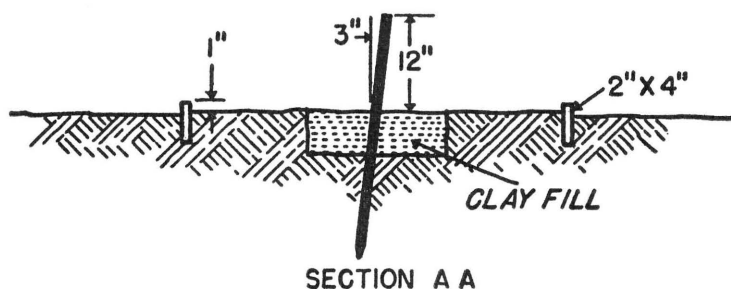
How the Game Is Played

Players toss a coin to determine who pitches first. At the beginning of each following game, the loser of the previous game gets the first pitch. Each contestant pitches two shoes in succession. Shoes are pitched from one pitching box to the opposite box. The front of pitcher's box is the foul line 3 feet in front of the stake. If a player steps over this line while pitching, he loses the value of his pitch. A contestant is not allowed to walk to the opposite pitching box in order to examine the position of his opponent's horseshoes before pitching. After pitching his two shoes, a contestant must stand back of a line even with the stake and out of the pitching box so that he does not interfere with his opponent's pitching.

A regulation game consists of 50 points. An informal game often has just 21 points. Scoring is made after all four shoes have been pitched. To score, a shoe must fall within 6 inches of the stake. The closest shoe to the stake counts one point. If there are two shoes closer than the opponents'—count 2 points. A ringer counts 3 points. Two ringers count 6 points. A ringer and the closest shoe of the same contestant counts 4 points. A player having two ringers against one ringer for the other contestant scores 3 points. All equals count as ties and no points are earned. "Leaners" (against the stake) are counted only as the closest shoe. (However, many count a "leaner" as 2 points in informal playing.)

Making the Horseshoe Pitching Court

There are two pitching boxes required for each court. Regulation distances between stakes is 40 feet. Smaller courts are often built for women and children with a distance of 30 feet. A pitcher's box consists of a wooden frame 6 feet square. This frame is usually made of 2 x 4's sunk in the ground so that about 1 inch of the frame remains above the surface. The stake is made of steel, 1 inch in diameter. It is driven exactly in the center of the frame. It protrudes 12 inches out of the ground and slants 3 inches towards the opposite pitcher's box. The ground, in an area 18 inches in diameter around the stake, should be excavated. This area should then be refilled with clay which is moistened before playing. Horseshoes can be made of steel, rubber, or magnesium. The lighter shoes are easier to throw. Shoes must not exceed $7\frac{1}{2}$ inches in length, 7 inches in width and $2\frac{1}{2}$ pounds in weight. Toe and heel calks should not extend more than $\frac{3}{4}$ inch out from the shoe. Openings between heel calks must not exceed $3\frac{1}{2}$ inches, inside measurements. Four shoes are the minimum required for the game.



LAWN BOWLS

This is a family game which is enjoyed as much by Johnie, age 12, as by Grandpa, age 80! They can compete together, too! No great amount of physical strength is needed. Lawn bowls is a fascinating game of skill. Anyone can pick it up and enjoy playing in a very short time. In this game, the ball is delivered gently and requires real skill to bring it to a stop just where you want it.

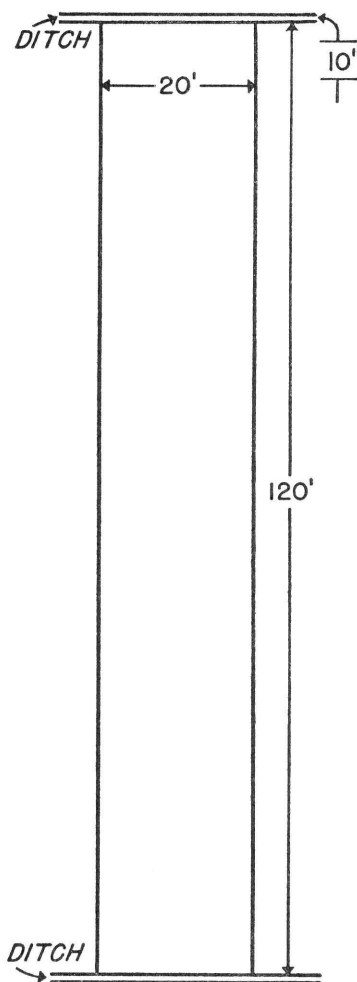
How the Game Is Played

Lawn bowls is played on a smooth, level lawn. Wooden or composition balls called "bowls" are used. These bowls are out of round, having one side turned to less curvature than the other. This gives the bowl a curving path as it is rolled down the green. A smaller white ball called the "jack" is first bowled out on the lawn as a mark for the bowling. The bowls are then bowled in turn, the score being counted by noting nearness of the ball to the jack. The jack, as well as the other bowls, may be moved by being hit by a bowl in play.

Players bowl from a mat. When all have finished bowling their two bowls, the mat is carried to the opposite end of the green and the bowling is repeated in the opposite direction.

Preparing the Bowling Green

Bowling on the green will not damage a good lawn. Recommended size is 120 feet long and 20 feet wide. A ditch 6 inches deep and 10 inches wide is a regulation way to bound the green. Marking out the boundaries with a dry lime marker is satisfactory, however. Main axis of the rinks should be in a north and south direction. The lawn should be level, firm, and solid. Grass should be mowed closely and kept rolled and watered.

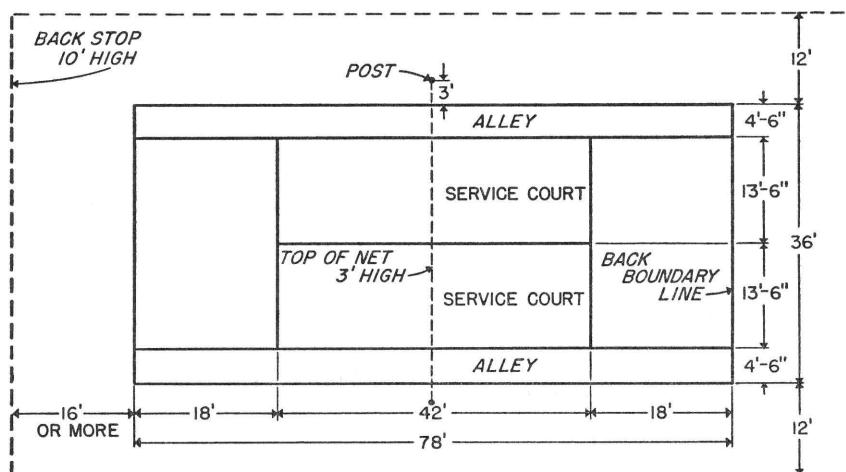


LAWN TENNIS

Lawn tennis is the most popular of all games of this type. If it is at all possible to provide a tennis court, do so. The investment may be fairly high but a well built court will last for many years, so that the yearly cost is not excessive. Interest in the game of tennis continues at a high level, year in and year out. Young

people, particularly, like tennis. It is a fast game requiring considerable stamina and a high degree of coordination.

Permanent courts are usually constructed of reinforced concrete or of asphalt. Details of construction of tennis courts made of these materials can be found in the references at the end of this circular.



PLUGOLF*

In plugolf, ordinary bait casting equipment consisting of a casting rod, reel, 15-pound test line and 5/8-ounce tournament casting plug is used instead of golf clubs and balls. There are nine or eighteen greens which are equipped with circular metal targets instead of holes. Each player casts his plug towards the target, "casting out" when he strikes the target with his plug. Greens, tee markers, hazards, group play, par scores, and scoring are very much like ordinary golf. Plugolf is enjoyed by novices and experts alike.

How the Game Is Played

Any number of persons can play. The game is suited for the usual two-somes, three-somes, and four-somes. Even groups of five or six persons can play at one time. Also, just one player can have great enjoyment competing against his own score. Players agree on casting order for play. This is maintained during the entire game. Each in his turn casts towards the target from a point about 6 feet out on the right side of the tee.

Every cast counts one point and is added to the player's score for the hole or course. The player completing course and hitting the targets with his plug in his proper casting order with the fewest number of casts wins. No cast is made at any time from a distance of less than 40 feet. Second and third casts (or additional casts necessary to get the plug into the green area) must be made from a point somewhat behind where the plug fell. If the plug falls onto the green (within a 40-foot radius from the target) the player must go back to the edge of the green and then make his cast. This conforms to the 40-foot minimum casting distance rule. He continues to cast from the green boundary position until he hits the target.

Constructing the Plugolf Course

Lay out either a nine or eighteen target course, depending on the area available. In each nine-target unit of plugolf there should be: one target 50 feet from tee with par one; one target 60 feet from tee with par one; one target 70 feet with par one; one target 80 feet from tee with par one; two targets 100 to 125 feet from tee with par two; two targets 145 to 180 feet from tee with par two; one target 250 feet from tee with par three.

Greens can be of 360-degree shape, 180-degree shape, or less than 180-degree shape, depending on the nature of the ground used for the course. The 180-degree or half-pie shaped greens are usually up against a wall or fence, while the green less than 180 degrees are placed in the corners of the field boundary. All greens are constructed with boundaries which extend in a 40-foot radius from the target. This boundary is usually indicated by a white line on the ground. In more restricted areas, the green may be just a narrow strip of lawn with a line drawn across it 40 feet from the target. Three targets on each "nine hole" plugolf units should have some sort of hazards placed near them.

Targets may be made of 26-gauge galvanized iron. Draw a circle 17 inches in radius. Cut out the disk with ordinary tin snips. Cut out a "piece of pie" 10 inches in width measured at the edge of the disk. Punch holes for the bolts or rivets while metal is lying flat rather than after it is formed into the cone. Paint target white and letter the names of a fish such as "bass," "musky" and so forth on each. This helps identify targets and lends interest to the game. Old galvanized wash pans or wash tubs may be used as targets also.

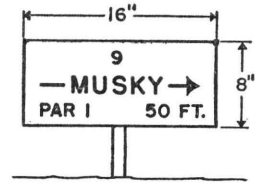
The supports may be made by driving wooden stakes into the ground and fastening the targets onto the tops of the stakes by means of large screws and

washers. Be sure that the lower rim of each target is at least $\frac{1}{2}$ inch above the ground so that when the target is hit it will vibrate and make a loud noise.

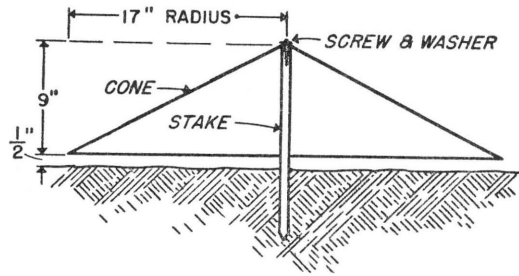
Easiest way to make the tee marker is to construct wooden signs 8 inches by 16 inches in size. Paint white and letter information in black. Each tee marker should bear the same name as corresponding tarket. A stake fastened to the back of the sign is used to fix it into the ground.

A variation of this game consists of painting old tires bright colors, inflating them, and anchoring out in the water. Practice casting can be done from dock or shore with a barbless plug, attempting to drop plug into center of tire.

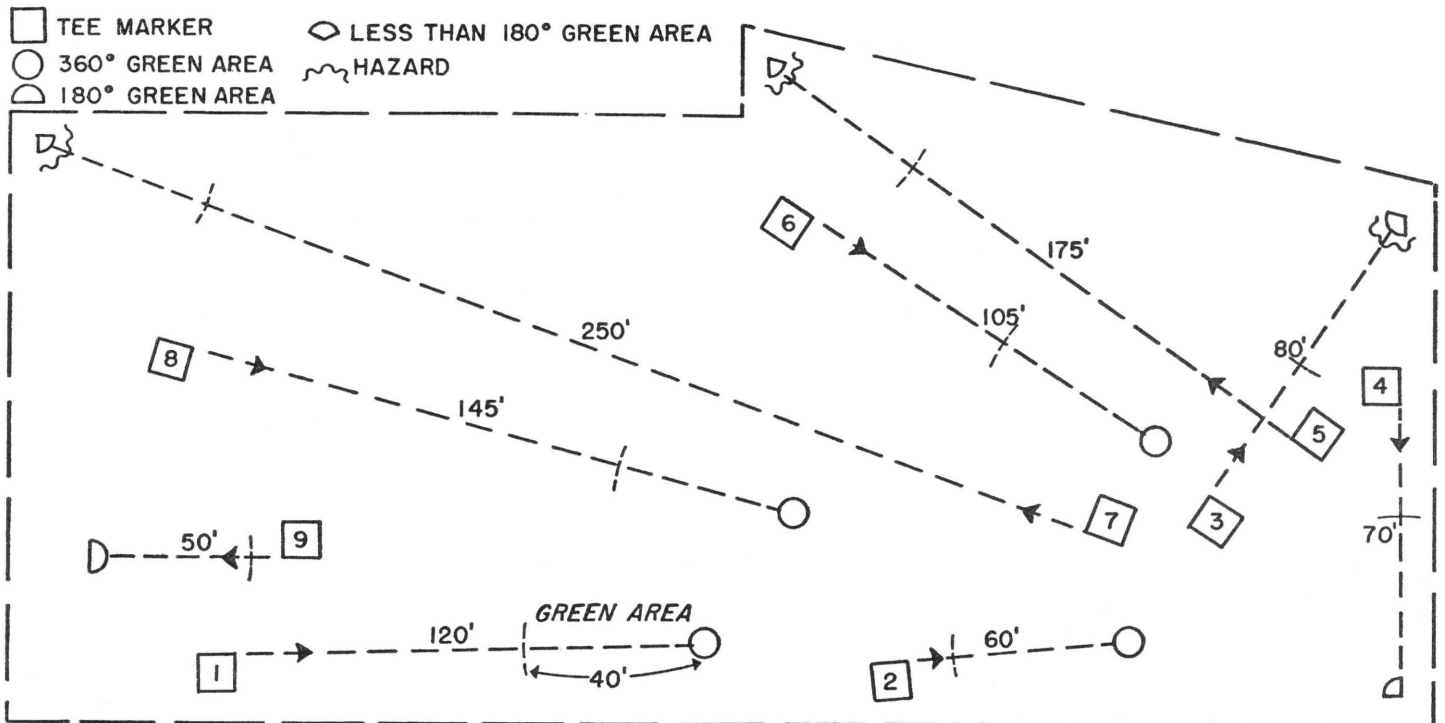
**Originated by Dr. Harlan G. Metcalf, Chairman, Recreation Education Division, State Teachers College, Cortland, New York.*



TEE MARKER



TARGET



SHUFFLEBOARD

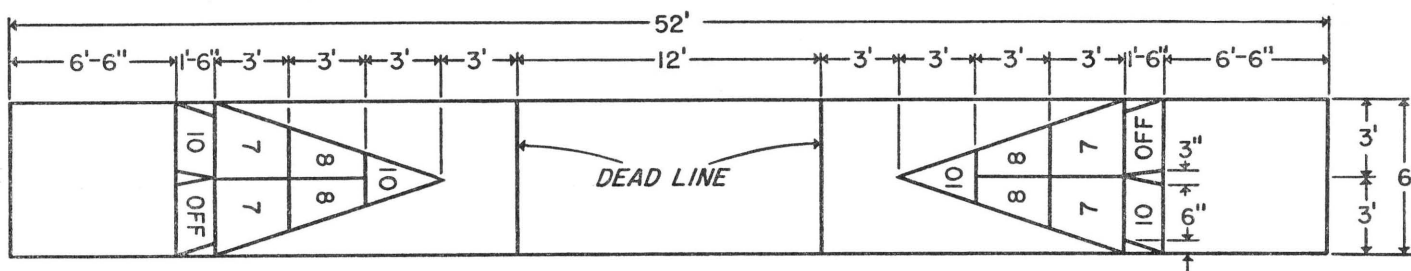
Shuffleboard is one of the most popular of all outdoor games and is also an indoor game in many parts of the country. It is especially enjoyed in areas where people are vacationing. The game consists of a rectangular playing area upon which two diagrams are painted. The game is played with eight disks and four "shovels." Players "push" the disks from one end of the playing area to the other, the object of the game being to so place your disks in the marked area that your total score exceeds that of your opponent's.

How the Game Is Played

Two or four persons can play at one time. When playing singles, both play from the same end of the court and after shooting all disks walk to the other end and commence playing again. Players must not step beyond first line of the court when playing. In doubles, the two partners play from opposite ends of the court, one team using the red disks and the other team the black disks. Play starts from the "10-off" space. The starting play is made from the right side of the court followed by a play from the left side. Players alternate until each has "pushed" his four disks. Disks are not scored until all eight disks have been played. Disks must rest completely within each scoring space in order to count. If a disk touches a line, it does not count. Any disks resting within the "10-off" area are subtracted from the total score. The game is 50 points, and the side first winning 50 or more points wins the game. In case of a tie, the eighth disk is "pushed" twice from each end and the side then having the highest score wins. After the first game, winner of the previous game starts the next game. Official rules can be obtained from a sporting goods store or from references shown at the end of this circular.

Making the Shuffleboard Court and Equipment

A level reinforced concrete slab 6 feet by 52 feet is built for outdoor play. Colored concrete can be incorporated into the court to advantage for the zones and figures. Using colored concrete makes the court more attractive and the color never wears off. Paint used on the court should be the rubber base type. Eight disks (four red and four black) are used. Each disk is 6 inches in diameter and 1 inch thick. Composition (plastic) disks are less likely to split than the hardwood disks. Four "shovels" can be made from broomsticks or bamboo poles, the bamboo being preferred material. Handles should be at least 5 feet long but not over 6 feet 3 inches long. Flat pieces of wood cut to fit the disks are hinged to the poles. Another design of shovel is made of a single piece of wood having the usual length of handle and a head about $3\frac{1}{2}$ inches wide curved to fit the disk.



SKIP SCOTCH*

You know how people like to skip flat stones over the surface of a lake? Well, here is a game using that same action. It's called skip scotch. Your guests are sure to enjoy it! Children, too, will like skip scotch. The game consists of a floating court and two sets of four wooden disks. The object of the game is to skip the disks over the surface of the water so that they land within the floating court. Values are assigned to the various sections of the court and the player who first scores 18 points wins the game.

How the Game Is Played

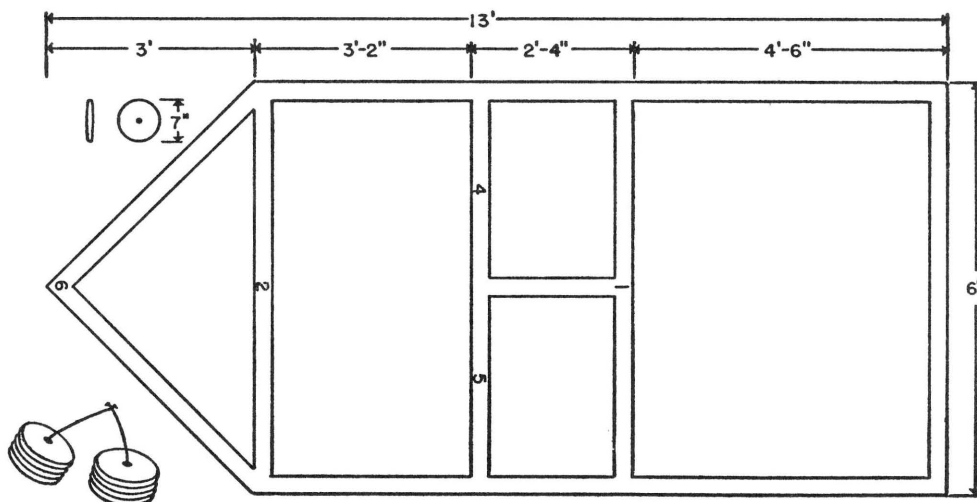
Two persons play this game. Each has a set of four disks. One set is painted red and the other set yellow. Players stand on the beach and attempt to skip their disks into the floating court. The court should be anchored about 60 feet or less from the shore line, depending on the depth of the water. The court must not be located where the water is too deep for wading. Players skip their four disks alternately. The first player to score 18 points is the winner. One point is subtracted from the player's score for each disk that misses the court. Disks that come to rest on the framework of the court are not counted.

Making the Skip Scotch Equipment

Ordinary scrap lumber 1 by 3 inches can be used. Best wood for the court is northern white cedar, redwood, or cypress. To facilitate storage and handling, it is desirable to hinge the court in the center. Paint the court white, using a marine type of paint, so it is easily seen in the water. Court sections are numbered as shown in diagram. Two anchors are needed. Cans filled with concrete make good anchors. These are attached to front and rear of the court which should point towards the shore

Disks can be from 3 to 7 inches in diameter. They should be quite thin on the edges so that they skip well. Northern white cedar is best for the disks or use waterproof plywood. In the center of each disk bore a hole large enough to accommodate a cord. Paint four of the disks yellow and four red. Obtain two pieces of sash cord and tie a large knot on the end of each. String one set of disks on each cord. Tie the ends of the cords together loosely. This will make a convenient handle for carrying the disks to and from the beach.

**Designed by Hi Sibley, Nuevo, California. Reprinted by permission of Popular Mechanics magazine.*



TETHERBALL

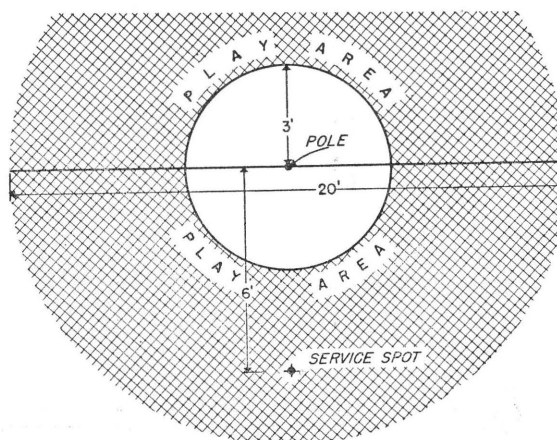
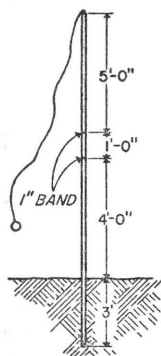
It's lots of fun to play tetherball! Although this game originated in England in 1896, it is only beginning to become popular in this country. A pole 10 feet high is firmly imbedded in the ground. From the top a cord $7\frac{1}{2}$ feet long is extended on the end of which a ball is tied. Two colored bands, one above the other, are painted around the pole. The higher band is for adults; the lower one for children. Object of the game is to so hit the ball that the cord and ball wind completely around the pole above the painted band.

How the Game Is Played

Two players face each other, standing on opposite sides of the pole. Neither can cross a circle drawn on the ground having a radius of 3 feet from the pole. A line 20 feet long is drawn on the ground which bisects the circle and extends 10 feet out from the pole on each side making two playing areas. Service spots are located 6 feet out from the pole at right angles to the 20 foot line. The ball is batted with wooden or plastic paddles. Players toss to see who serves. The server has his choice of direction around the pole which he chooses to wind the ball. His opponent then tries to wind it around in the opposite direction. The server stands on the service spot and hits the ball. If he misses on the service, it goes to his opponent. During play, each player must keep out of the circle, staying within his own playing area. If either player should violate this rule, his opponent gets a free hit—holding the ball as is done in service. If a player should wind the ball around his paddle or around the pole below the painted band, his opponent gets a free hit. The game is won by the player who succeeds in winding the cord around the pole so that the ball is above the painted band.

Making the Tetherball Play Area and Equipment

Complete equipment can be purchased or it is quite easy to make. Set a pole 10 feet above and 3 feet below the ground. It should be firmly fixed. Paint two 1-inch bands around the pole, 4 and 5 feet up from the ground. Tie the ball to the top of the pole with stout nylon cord $7\frac{1}{2}$ feet long. To make a ball, remove one of the two sections of leather cover on an official softball. Place a ring through the small section of the leather. Use a small rubber ball inside with cotton or kapok material as packing. Sew with very stout thread into a pear-shaped ball which will have a loop with the ring on it on the small end. Fasten the cord to the ring. Mark the play area with air slaked lime or furrow the ground with a stick. Paddles are made of wood or plastic material. They measure about 14 inches long and 7 inches wide.



VOLLEY BALL

Here is a game that keeps a lot of folks busy, and they all have a good time! Volleyball is not extremely strenuous, but it is lively enough to provide good sport. The playing surface can be any level surface of ground. A net is strung across the center. The idea of the game is to keep the ball in the air at all times by striking it forward and upward by one or both hands.

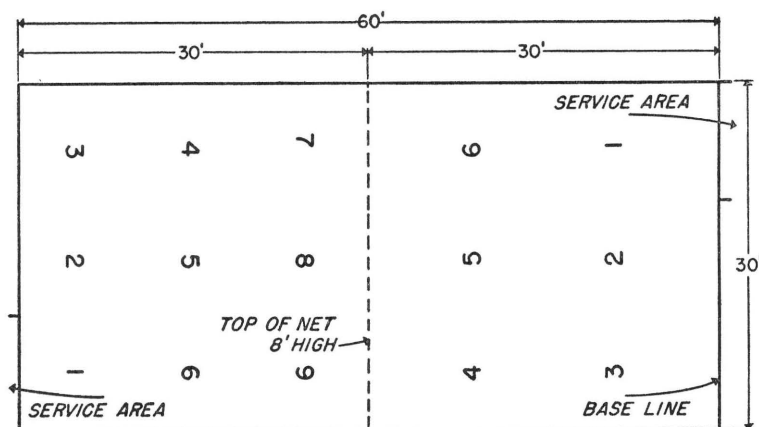
How the Game Is Played

Teams of equal numbers of players occupy opposite sides of the court. Three on each side is about the minimum. The official number is six on a side. Service is made from the baseline on the right side with an underarm motion. As long as one side continues to win points, they retain the service. Scoring is only made by the side serving. Serving side wins a point when the ball is not returned over the net or the opposing side makes an illegal play. Players rotate as shown on the diagram. Teams change courts at the end of each game. Ball may be struck not more than three times on each side before it is returned over the net. One player cannot strike the ball twice in succession. Ball must be batted. No scooping, holding, lifting, or shoving is permitted. Players are not allowed to reach over or touch the net.

Fifteen points wins the game if the opponents have 13 or less. If opponents have 14 points, then 16 points would be needed to win. Then, the team having two more consecutive points wins.

Making the Volleyball Court

Mark out a rectangular area 60 feet by 30 feet. Place posts on each side as shown in the diagram. Place the top of the net 8 feet above the ground. Smaller folks might need the net lowered, but the net should be no lower than 6 feet 6 inches. The court can be marked with dry lime or scratched out on the ground. Volleyball playing will wear out the grass so the court should be located with that in mind.



FOR MORE DETAILED INFORMATION

Games Books and Materials

American Association for Health, Physical Education and Recreation, 1201-16th Street, Washington 6, D. C.

Associated Press, 291 Broadway, New York 7, N. Y.

The Athletic Institute, 209 South State Street, Chicago 4, Ill.

Cooperative Recreation Service, Delaware, Ohio

Leisure Library, 112 East 19th Street, New York 3, N. Y.

National Recreation Association, 8 West Eighth Street, New York 11, N. Y.

Pacific Recreation Service, Box 185, San Jose, Calif.

Layout and Construction

Kaykold Tennis Courts, American Bitumuls Co., P. O. Box 14, Western Hills Station, Cincinnati 38, Ohio, 1956. Free. Describes construction methods for asphalt composition courts. Playgrounds circular also available.

Reinforced Concrete Tennis Courts, Portland Cement Association, 33 West Grand Avenue, Chicago 10, Ill. Free. Detailed instructions for making a court out of concrete.

Shuffleboard—A Deck Sport Comes Ashore, Portland Cement Association, 33 West Grand Avenue, Chicago 10, Ill. Free. Complete directions for making a regulation size shuffleboard court of reinforced concrete. Also includes the official national rules of shuffleboard written by P. V. Gahan, President of the National Shuffleboard Association.

General consultation and advisory services on games, their layout and construction are available from the Michigan Inter-Agency Council for Recreation, 130 Stevens T. Mason Building, Lansing 26, Mich.

Official Rules

Many sporting goods stores carry rule books on a wide variety of sports. Check your local sporting goods store when in need of them. If you are unable to obtain the books you are seeking from local authorities, they may be obtained by writing to the sources as shown.

The following list, for the most part, has been furnished by The Athletic Institute, 209 South State Street, Chicago 4, Illinois.

<i>Activity</i>	<i>Source of Rules</i>	<i>Charge*</i>
Aerial Tennis	Sells Aerial Tennis Co., 4834 Belinder Rd., Kansas City 3, Kan.	free
Archery (Field)	National Field Archery Assn., Palm Desert, Calif.	
Archery (Target)	National Archery Assn., John Kest, Secy-Treas., 20212 Bayview Ave., Santa Ana, Calif.	
Archery (see NSGWS listing, back page)		
Badminton	American Badminton Assn., 20 Saturn Rd., Marblehead, Mass.	
Badminton (see NSGWS listing, back page)		
Banball (rules included)	Banball, 42-42 Ithaca St., Elmhurst 73, N. Y.	
Baseball (Non-professional)	Nat'l. Baseball Congress Annual with rules, Wichita, Kansas (Pocket-size rules)	
Baseball (Amateur)	American Legion, Indianapolis, Ind.	free
Baseball, Babe Ruth League	Babe Ruth League, Inc., 524½ Hamilton Ave., Trenton 9, N. J.	free
Baseball, Little League	Little League Baseball, Inc., 120 W. 4th St., Williamsport, Pa.	
Baseball, Little League (Umpire Handbook)	Little League Baseball, Inc., 120 W. 4th St., Williamsport, Pa.	
Baseball, Pony League	Pony League Baseball, Observer Publishing Co., Washington, Pa.	free

*Where indicated, the publication is free. Write to source shown for charges.

<i>Activity</i>	<i>Source of Rules</i>	<i>Charge*</i>	<i>Activity</i>	<i>Source of Rules</i>	<i>Charge*</i>
Baseball, U.S. Jaycees (Rookie League)	U.S.J.C.C. Sports Program, 21st and Main Sts., Tulsa, Okla.	free	Boxing (see NCAA listing, back page)		
Baseball Umpire's Handbook (does not include actual rules)	American Baseball Congress, Battle Creek, Mich.		Canoeing	George Ryan, 8-P Skyline Gardens, North Arlington, N. J.	
Baseball Scorer's Handbook	American Baseball Congress, Battle Creek, Mich.		Codeball On-The-Green and In-The-Court (see AAU listing, back page)		
Baseball (see High School listing, back page)			Croquet	General Sportcraft Co., Ltd., 215-4th Ave., New York 3, N. Y.	free
Basketball (Little Kid)	Larry Killick, 130 W. 42nd St., New York 36, N. Y.		Curling	John F. Bloomer, Sec'y Midwest Curling Assn., 221 W. Washington, Appleton, Wis.	free
Basketball (see AAU listing, back page)			Dartball	Wisconsin State Dartball Comm., Municipal Athletic Div., Milwaukee 8, Wis.	
Basketball (see High School listing, back page)			Fencing	Amateur Fencer's League of America, Ralph Goldstein, Secy., 397 Concord Rd., Yonkers 2, N. Y.	
Basketball (see NCAA listing, back page)			Fencing (see NSGWS listing, back page)		
Basketball (see NSGWS listing, back page)			Field Hockey	International Hockey Board, Distributed by Slazengers, Inc., 45 Columbus Ave., New York 23, N. Y.	
Bicycling	Amateur Bicycle League of America, Inc., 144 E. 208th St., New York 67, N. Y.		Field Hockey (see NSGWS listing, back page)		
Biddy Basketball	Jay Archer, 601 Brooks Bldg., Scranton, Pa.	free	Fli-Ball (rules included)	Fli-Bal Co., 6250 Truman Rd., Kansas City 26, Mo.	
Billiards (including pocket billiards)	Billiard Congress of America, 921 Edison Bldg., Toledo 4, Ohio		Floor Tennis	U.S. Floor Tennis Assn., 1724 Sherman Ave., Evanston, Ill.	free
Bobsled (see AAU listing, back page)			Florball	Florball, Inc., Salem, Conn.	
Bocce	Bocce League of America, 322 N. Gross St., Philadelphia, Pa.		Fly & Bait Casting	National Assn. of Angling and Castings Clubs, P.O. Box 51, Nashville, Tenn.	free
Bowling (Duck Pin)	National Duck Pin Bowling Congress, 1420 New York Ave., N.W., Washington 5, D. C.	free	Football (Five-Man)	James J. Rafferty, 713 Locust St., Johnstown, Pa.	
Bowling (Lawn)	American Lawn Bowlers Assn., 3170 Maiden Lane, Altadena, Calif. Merrin, A. G., 2926 South Ave., Niagara Falls, N. Y.		Football (Six-Man) (see High School listing, back page)		
Bowling (Ten Pin)	American Bowling Congress, 1572 E. Capitol Drive, Milwaukee 11, Wis.	free	Football (see High School listing, back page)		
Bowling (see NSGWS listing, back page)					
Boxing (see AAU listing, back page)					

<i>Activity</i>	<i>Source of Rules</i>	<i>Charge*</i>	<i>Activity</i>	<i>Source of Rules</i>	<i>Charge*</i>
Football (see NCAA listing, back page)			Recreational Games (see NSGWS listing, back page)		
Golf	U.S. Golf Association, 40 E. 38th St., New York 16, N. Y.		Riding (see NSGWS listing, back page)		
Golf (Junior) U.S. Jaycee	U.S.J.C.C. Sports Program, 21st and Main St., Tulsa 3, Okla.	free	Roque	American Roque League, Inc., Maryalma Yousey, Secy., 5439 Vanderbilt Ave., Dallas 6, Texas	
Golf (see NSGWS listing, back page)			Rowing	National Assn. of Amateur Oarmen of America, 1728 Chestnut St., Philadelphia, Pa.	
Gymnastics (see AAU listing, back page)			Shooting	United States Revolver Assn., 5 Oak St., Springfield 9, Mass.	
Gymnastics (Official NCAA Rules)	Mr. Walter Byers, Executive Director, Nat'l. Collegiate Athletic Assn., 209 Fairfax Bldg., 11th & Baltimore, Kansas City 5, Kan.		Shuffleboard (Deck)	National Shuffleboard Assn., P. O. Box 2842, St. Petersburg 1, Fla.	free
Handball (see AAU listing, back page)			Shuffleboard (Table)	American Shuffleboard Leagues, Inc., 533 Third St., Union City, N. J.	free
Handball	National YMCA Handball Rules, Champion Mfg. Co., Des Moines, Iowa		Skating (Figure)	U. S. Figure Skating Assn., 30 Huntington Ave., Boston 16, Mass.	
Horseshoes (Professional)	National Horseshoe Pitchers Assn., P. O. Box 371, Crestline, Calif.	free	Skating (Roller)	Amateur Roller Skating Assn., 120 W. 42nd St., New York 36, N. Y.	
Horseshoes (Amateur) (see AAU listing, back page)			Skiing (Downhill & Slalom)	National Ski Assn. of America, Roger Langley, Secy., Barre, Mass.	
Ice Hockey	Amateur Hockey Assn. of the U. S., 2309 Boardwalk, Atlantic City, N. J.		Skiing (Official NCAA Rules)	Mr. Walter Byers, Executive Director NCAA, 209 Fairfax Bldg., 11th and Baltimore, Kansas City 5, Kansas	
Ice Hockey (see NCAA listing, back page)			Skiing (Jumping & Cross-Country)	National Ski Assn. of America, Roger Langley, Secy., Barre, Mass.	
Ice Skating	Amateur Skating Union, 205 W. Wacker, Chicago, Ill.		Skish and Bait Casting	National Assn. of Angling & Casting Clubs, P.O. Box 51, Nashville, Tenn.	free
Judo (see AAU listing, back page)			Slingshot	National Slingshot Assn., P. O. Box 32, San Marino, Calif.	
Lacrosse (see NCAA listing, back page)			Smash	Smash, 4700 Woodland Ave., Western Springs, Ill.	
Lacrosse (see NSGWS listing, back page)			Soccer Football (see High School listing, back page)		
Marbles Shooting	National Marbles Tournament, Cleveland Trust Bldg., Cleveland 14, Ohio	free	Soccer (see NCAA listing, back page)		
Outings (see NSGWS listing, back page)					
Paddle Tennis	The Paddle Tennis Co., Inc., Room 1319, 111 Broadway, New York 6, N. Y.	free			

<i>Activity</i>	<i>Source of Rules</i>	<i>Charge*</i>	<i>Activity</i>	<i>Source of Rules</i>	<i>Charge*</i>
Soccer (see NSGWS listing, back page)			Target Shooting (Small Bore Rifle, .22 caliber)	National Rifle Assn. of America, 1600 Rhode Island Ave., N.W., Washington 6, D. C.	
Softball (12")	Amateur Softball Assn., 11 Hill St., Newark 2, N. J.		Tennis (includes guide)	United States Lawn Tennis Assn., 120 Broadway, New York 5, N. Y.	
Softball (16")	Edw. Weinstein, Secy. Rules Committee, Umpires Protective Assn. of Chicago, Room 1004, 5050 Sheridan Rd., Chicago 40, Ill.		Tennis (Junior) U.S. Jaycee	U.S.J.C.C. Sports Program, 21st and Main Sts., Tulsa, Okla.	free
Softball (see NSGWS listing, back page)			Tennis (Rules only)	United States Lawn Tennis Assn., 120 Broadway, New York 5, N. Y.	
Speedball (see NSGWS listing, back page)			Tennis Umpire's Manual	United States Lawn Tennis Assn., 120 Broadway, New York 5, N. Y.	
Squash-Handball (see AAU listing, back page)			Tennis (see NSGWS listing, below)		
Squash Racquets	U. S. Squash Racquets Assn., Room 1105, 120 Broadway, New York 5, N. Y.		Touch Football (see High School listing, below)		
Swimming (see AAU listing, back page)			Volleyball (includes rules)	U. S. Volleyball Assn., USVBA Printer, P. O. Box 109, Berne, Indiana	
Swimming (see NCAA listing, back page)			Volleyball (see AAU listing, below)		
Swimming (Synchronized) (see AAU listing, back page)			Volleyball (see NSGWS listing, below)		
Table Tennis (includes instructions)	U. S. Table Tennis Assn., 2650 Oak Park Blvd., Cuyahoga Falls, Ohio		Water Polo (see AAU listing, below)		
Table Tennis (Teacher)	Harvard Specialty Mfg. Corp., 120 Potter St., Cambridge 42, Mass.	free	Weight Lifting (see AAU listing, below)		
Target Shooting (High Power Rifle)	National Rifle Assn., of America, 1600 Rhode Island Ave., N.W., Washington 6, D. C.		Winter Sports (see NSGWS listing, below)		
Target Shooting (Pistol)	National Rifle Assn. of America, 1600 Rhode Island Ave., N.W., Washington 6, D. C.		Wiskit	Wiskit Company, 1515 Cross Roads of the World, Hollywood 28, Calif.	free
			Wrestling (see NCAA listing, below)		

NCAA Rulebooks and Guides

National Collegiate Athletic Bureau, Box 757,
Grand Central Station, New York 17, N. Y.

Basketball	Ice Hockey	Swimming
Boxing	Lacrosse	Track & Field
Football	Soccer	Wrestling

Official Guides and Rules for Women's Sports

National Section on Girls' and Women's Sports,
1201-16th St., N.W., Washington 6, D. C.

Aquatics, Winter Sports, Outings	Tennis-Badminton
Basketball	Recreational Games- Volleyball
Archery-Riding	Field Hockey- Lacrosse
Bowling-Fencing-Golf	Softball-Track & Field
Soccer-Speedball	

High School Activities

National Federation of State High School Ath-
letic Associations, 7 S. Dearborn St., Chicago 3,
Ill.

Football, Touch Football	Baseball
Basketball	Six Man & Soccer Football
	Track & Field

Official AAU Rulebooks and Guides

For Men and Women

Amateur Athletic Union of the United States, 233
Broadway, New York, N. Y.

AAU Handbook	Horseshoes
Basketball	Judo
Bobsled	Swimming (Water Polo & Diving)
Boxing	Swimming (Synchronized)
Gymnastics	Track & Field
Handball (includes rules for Squash-Handball, Field Ball, Volleyball and Codeball)	Weight Lifting Wrestling

Rules for Minor Recreational Equipment Games,
compiled by John A. Friedrich, Department of
Health, Physical Education and Recreation,
Michigan State University. Describes the fol-
lowing games: Aerial Tennis, Bandball, Box
Hockey, Deck Tennis, Peteca Rules, Pitch Golf,
Quoits, Short Court Handball, Shuttle Loop,
Sidewalk Tennis, Spear-It, and Tether Tennis.

For further information, call on your county ex-
tension director, or write to the Tourist and
Resort Service, Kellogg Center, Michigan State
University, East Lansing, Michigan.

GEORGE C. MacQUEEN
COUNTY EXTENSION DIRECTOR
COURTHOUSE
HARRISON, MICHIGAN