of the pin.   This was done as often as possible.   After the first miss, the ball had to be handed to the next boy.

Boys threw pebbles over smooth ice, trying to hit stones or to see which could throw the farthest.

Another boys' game was to take a pebble about three inches in diameter and covered with skin, and roll it down a hillside. Other players, with scoop-nets about one foot long (including the handle), stood at the bottom, and each tried to catch the bounding ball as it reached him. The nets were made of a pliable stick or wand bent over at the top so as to form a circle, which was filled in with a netting of bark twine. A game similar to the last was played with a skin-covered ball,[1] to which a short toggle was attached (Fig. 269, a). The players held a kind of hoop with handle (Fig. 269, b, c), by means of which they tried to catch the ball by its toggle.

A shooting-game was played as follows : A steep sandy bank was generally chosen. Each player had two arrows. An extra arrow was fired at the bank by one of the party, to remain there as a target. Each player in turn fired his arrows at this target. The person who struck the notched end of the arrow-shaft or target,

Fig. 269, a (x⅞⅞), b (x⅞⅞), c (x⅞⅞).   Ball and Catching-hoops.   a, ⅓ nat. size; b, c, ¼ nat. size.

thereby splitting it in two, won the greatest number of points. The man who shot his arrow so that it stuck into the bank alongside the arrow target, touching the latter all along the shaft, won the next highest number. A man was stationed near the target to call out the name of the shooter and the place where the arrows struck. The distance chosen to shoot from was according
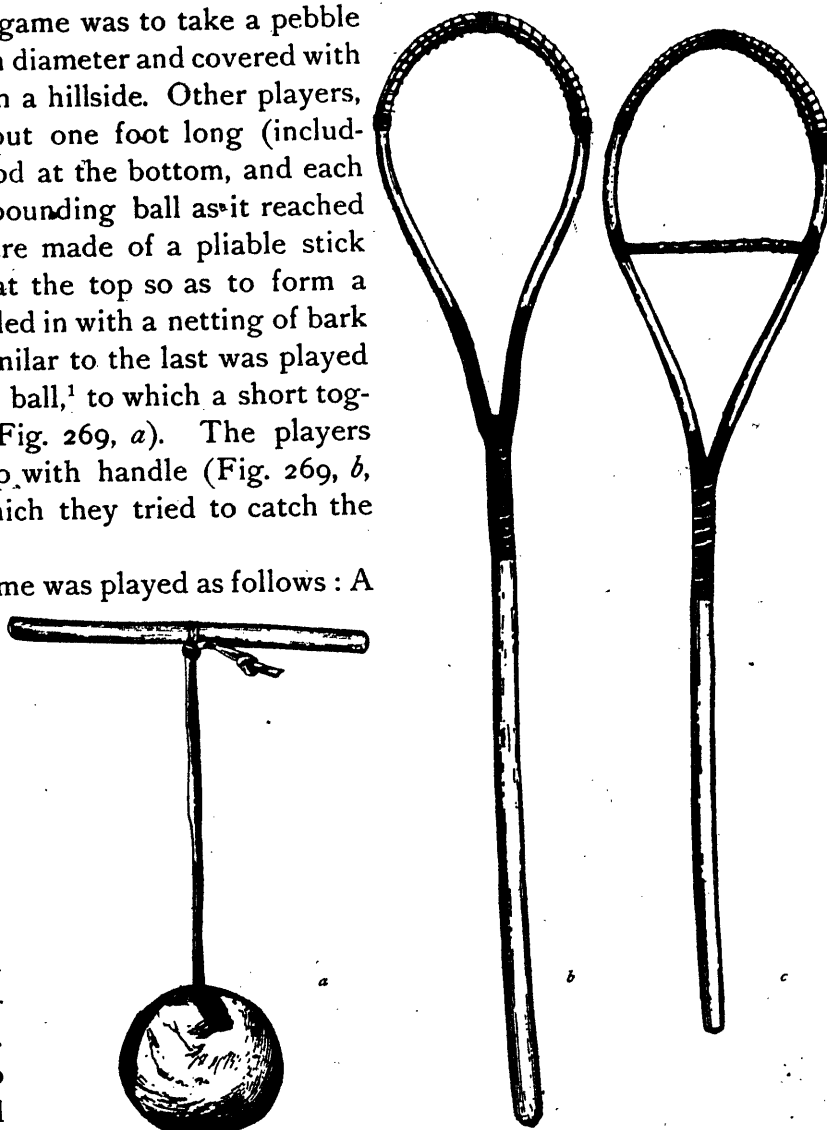
[1] The stone shown in Part III, Fig. 39, may have been used for the same purpose.