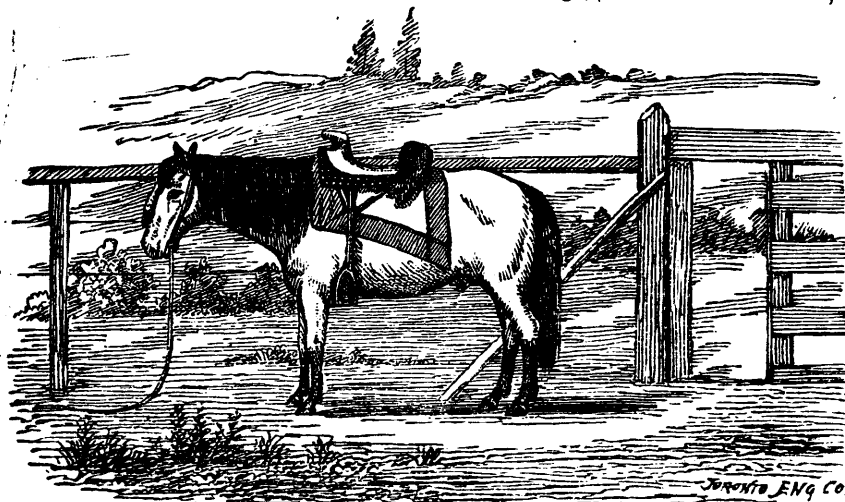


for their subsistence almost entirely on the rations supplied by Government. They keep numbers of ponies, but seem to make little use of them beyond riding about. They keep no cattle or animals of any kind beyond their ponies and dogs. The latter are savage,

in his left hand, an arrow in his right; the other one has only an arrow. The play is to roll the wheel and deliver the two arrows simultaneously, all aiming at the mark which has been set up. If the wheel falls over on one of the arrows, it counts so many points, accord-



SARCEE PONY.

ing to the number of beads on the wire spoke of the wheel that touches the arrow. Nothing is counted unless the little wheel falls on one of the arrows. The articles for which they play are valued at so many points each. A blanket is worth, perhaps, ten points, a pony fifty, and so on.

Another method by which these people gamble is as follows: Two men squat side by side on the ground, with a blanket over their knees, and they have some small article, such as two or three brass beads

and are said to be descendants of the wolf and the coyote, with which animals they still often breed. They seem to have no manufactures; they make no canoes, baskets, etc., but they know how to prepare the hides and skins of the animals they kill, and they make their own clothing, saddles, bows and arrows, and moccasins. Some of the women do very excellent bead-work. Bridles they do not use; a rope or thong fastened to the pony's lower jaw takes the place of a bridle; their whips are a short stout stick, studded with brass nails, and provided with two leathern thongs as lashes at one end, and a loop for the wrist at the other. Their bows are of cherry-wood, strung with a leathern thong, and their arrows of the Saskatoon willow, winged with feathers, and pointed with scrap-iron, filed to a sharp point. The shaft of the arrow has four shallow grooves down its entire length.

The Sarcees, like most other wild Indians, are inveterate gamblers. They will gamble everything away—ponies, teepees, blankets, leggings, moccasins—till they have nothing left but their breech-clout. Among other things, they use a little hoop or wheel for gambling purposes. A little piece of board, if procurable, or two or three flattened sticks, laid one on the other, are put for a target, at a distance of eighteen or twenty feet from the starting point, and the two players then take their places beside each other; one has the little wheel

tied together, which they pass from one to another under the blanket; and the other side, which also consists of two persons, has to guess in which hand the article is to be found—very much like our children's 'hunt the whistle.'

The Sarcees use also the English playing cards, but it is a game of their own that they play with them. Whoever gets the most cards is the winner.

The Sarcees are polygamous, the men having two, three or four wives. The time of moving camp is generally looked upon as a propitious time for love-making. The camp is in the form of a ring, with the horses picketed in the centre. Early in the morning the young men drive the horses to a swamp or slough to water them. They are thinking, perhaps, of some young squaw whom they wish to approach, but they are ashamed to speak to her. Then, as soon as all is ready for the move, the chief gives the word, and the callers summon the people to start on the march. The chief goes first and leads the way. Now is the opportunity for the bashful young swains; they drop behind the rest and manage to ride alongside the young women of their choice, and to get a few words into their ears. If the young woman approves the offer, she follows her white sister's example by referring the young man to her parents. If the parents consent, mutual presents are exchanged, such as horses, blankets, etc.; the girl