

* * * GAMES AND SPORTS. * * *



The Baseball Bribe.

The excitement was at its highest pitch, for the next day the deciding baseball game of the year was to be played in the boys' league called the Delevan Association. The two contesting teams, which were tied, were the Snowballs and the Camerons. The Snowballs had had bad luck during the first of the season, but by fine playing had tied the leaders. George Davidson, the short-stop of the Snowballs, was walking home that evening in high joy, when he was accosted by Joe Kranz, the captain of the Camerons. After talking a few minutes, Joe said: "George, if you will lose the game I'll give you five dollars! Will you?" Davidson consented. The next morning was a beautiful one and both teams felt sure they would win. An immense crowd was there to see the game, for the boys were very popular. The game commenced. Each pitcher was doing his very best, but in the eighth inning the Snowballs secured one run. In the ninth inning the people were breathless, for with three men on bases and two out, the captain of the Camerons came to bat. He hit the first ball pitched straight to the shortstop. George's heart gave a bound. Should he let it go by and lose the game and take the money? He decided in the negative, and making a fine stop he threw it straight to the catcher, who touched the man out. George gave the money back to Joe, happy in the thought he had done right and not followed his inclination to lose the game. He received many congratulations for his fine stop and he determined never again to accept a bribe.—Fred Hefter in American Boy.

Football Pointers.

Don't make excuses, however good they may be. There is no room in football for excuses.

Don't lose your temper. The man who cannot control his temper has no business on the football field.

Don't rest contented after a misplay. Redouble every energy till it is redeemed by some exceptionally brilliant stroke.

Don't be satisfied with a superficial knowledge of the rules. Master every detail.

Don't sing. Scrapping is not football. More than this it prevents good playing.

Don't fail to play a fast game. Line up instantly after each down. Your game is twice as effective if there are no delays.

How to Play Hand Ball.

The players are divided into two teams of from one to five each. On a wall free from obstacles, draw a line three feet and a half above the ground. On the ground or floor, draw a line parallel to the wall, and ten feet distant. Draw lines at the sides to mark the outer edge of the court on the side of the wall and on the floor. One player bounces the ball on the ground, and strikes it on the bound



with the open palm of the hand, so as to bound it against the wall. When it has bounced back from the wall, or rebounded from the ground after touching the wall, or before it touches the ground, a player of the opposite side strikes it against the wall. One of his opponents must strike it next. The ball is thus struck alternately by one of each side until a failure is made. A failure consists in missing the ball, striking it against the wall below the chalk line, letting the ball touch the ground outside the court, or not striking it until after the second bounce. When any such failure is made it scores one for the opposite side. The game consists of eleven or twenty one points.—Selected.

Tricks with Dominoes.

Taking a complete set of dominoes, the conjurer manages to secrete one domino—which must not be a double—while shuffling. He then asks the company to arrange the rest after the ordinary fashion of the game, and, without looking at them, engages to tell the two numbers forming the extremes of the line. These will correspond with the numbers on the secreted domino. Of course, if the trick is repeated, the domino must be changed, or detection would be imminent.—Selected.