THE CHILDREN'S GUILD OF GOODWILL.

(FOR LITTLE CHURCH FOLK.)



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Y DEAR YOUNG COUSINS,

Now that the long winter evenings are here again, I expect you will all be anxious to learn new games, which you can play after the lesson-books have been put away and you are free to enjoy yourselves

until bedtime. Well, for this reason I have set, for this month's competition, "The best new game." I think you will find it very amusing to try to make up a new game or to improve on some of the old ones that we know so well. You must just write out the rules clearly and send them to me. You can send me games that are not quite new, so long as they are not the ordinary ones that we all know. But I should advise you to try to invent them yourselves, and then you will have the satisfaction of knowing that none of us will ever have played at that game before.

have played at that game before.

Now, I wonder if you ever heard of the "Um" game. That is a funny title, isn't it? But you will see why it is called so directly I explain it to you. All the players but one must sit in a big circle, this one being blind-folded and stood in the centre. Then she goes and sits down on anyone's lap, and says "Um" inquiringly to the player who is giving her a seat, and must be immediately answered by another "Um." Then if the blind-folded one guesses from the voice, whose lap she has been sitting upon, she changes places with her, and of course the other takes the central position. It is very difficult not to laugh instead of saying the "Um" in a disguised voice, and this will often let the

blindfolded one know who it is.

I want to remind all my cousins that, if they wish me to answer their letters by post, they must send me a stamped envelope. I am always glad to have letters from my cousins, and to get questions of any kind that I am likely to be able to help them upon. Before long I hope that not a single boy or girl, who reads this Magazine, will be outside our Guild. You only have to send me a penny stamp for the Membership card, and then you can compete for the lovely prizes that we give tor the answers to Puzzles and for the other com-

petitions.

With my love to you all,

Yours affectionately,

COUSIN JOAN



COMPETITION.

(Open only to Members of the Guild.)

To be sent in on or before November 31st, 1901.

The best Game for a winter evening (not to exceed 200

words).

The name, age, and address of competitor must be clearly written on the back of each MS. The Member winning the most marks in these competitions, from July to December inclusive, will receive a handsome silver watch.

For Puzzles, see page 264

ANSWERS TO AUGUST BIBLICAL PUZZLES.

t.—Find, Ask, Incline, Take, Hold—FAITH.

2.—Every one that leveth is born of God.

3. - Dew.

Eve.

Wet (Gideon).

4.—See, tree, say, stay.

5.—Festival.

For List of Prize Winners, see page 259.

All letters, competitions, etc., to be addressed to COUSIN JOAN, "The Church Magazine" Offices, 70:83, Temple Chambers, Temple Avenue, London, E.C.