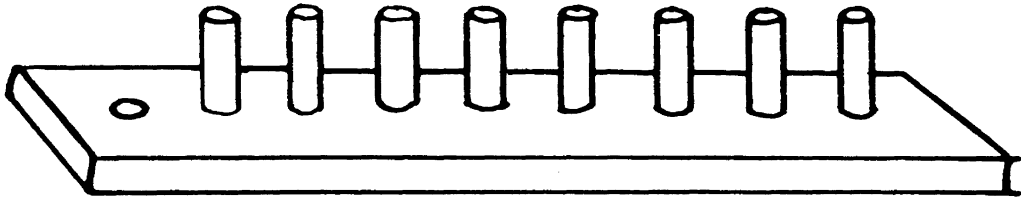
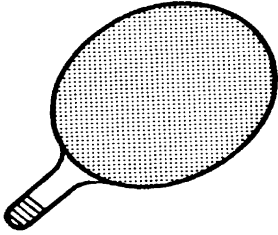


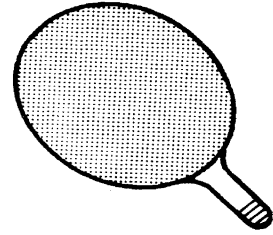
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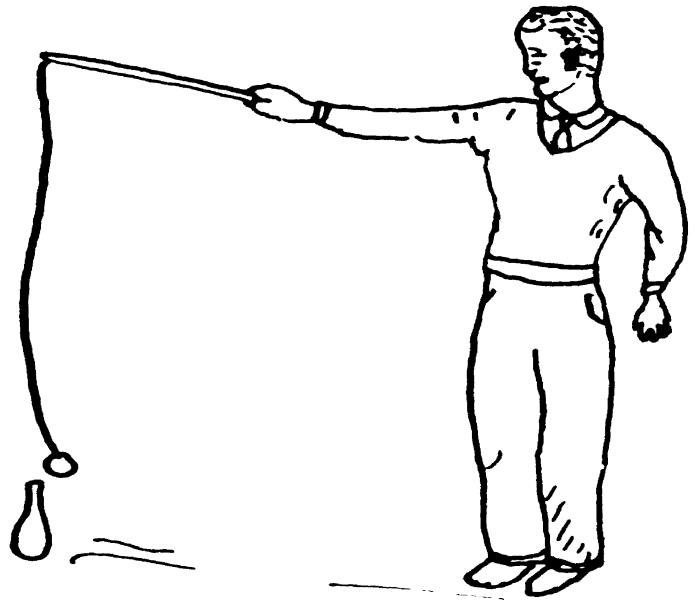
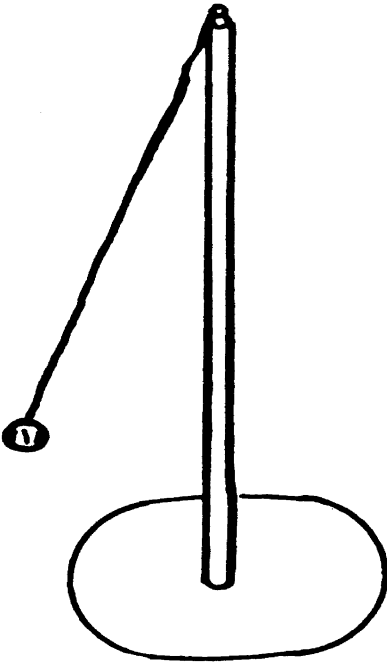
**FUN TO MAKE**



**AND**



**FUN TO PLAY**



**CIR. 503**

**OKLAHOMA AGRICULTURAL AND MECHANICAL COLLEGE  
COOPERATING WITH  
UNITED STATES DEPARTMENT OF AGRICULTURE  
EXTENSION SERVICE  
SHAWNEE BROWN, DIRECTOR • STILLWATER, OKLAHOMA**

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Prepared by  
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Oklahoma A & M College  
and  
LETA MOORE  
Extension Family Life Specialist

# *Fun to Make* *and* *Fun to Play*

## I M P O R T A N T

The rules which accompany the games in this leaflet are not binding. They should be modified to suit the group, the time, and the space. Use your originality and make up games.

In teaching the use of any equipment one should:

Know the game: its name, formation, equipment, scoring, action and appropriateness for the group.

Gain the attention of the group but never shout.

Stand where everyone can see and hear you.

Get the group in formation by a definite method, counting off or grand marching.

Explain the game by action. Be brief, but specific.

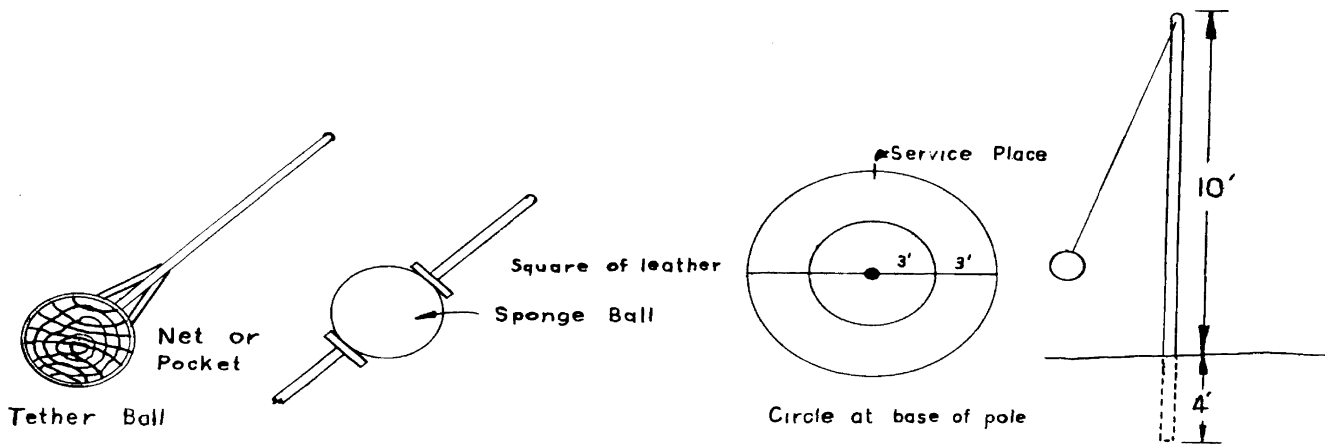
Modify the rules and the playing to suit the group, the time, and the space.

Stop the game while the players are still enjoying it.

## TETHER BALL

a. Suggested material to be used:

One 14' sapling or other pole; sink this 4' into the ground; 7½' of clothesline rope, small amount of heavy twine (or piece of cloth or old snood) sponge rubber ball or old tennis ball. Make a pocket or net of the twine, old snood or cloth, place the ball in this and attach to the rope which is fastened to the top of the pole by a screw eye. Paint a foul line around the sapling or pole 4' from the top. On the ground circle the pole with 2 concentric circles 3' and 6' in radii, respectively. Draw a diameter through the circles. Use tennis rackets or paddles like those described on Page 15. If a sponge rubber ball is used, the cord may be drawn through it, a small piece of leather placed at the point of insertion of the cord on either side and the cord knotted to hold the ball in place.



b. Estimated cost: Ball 5¢; paddles, if made, 30¢; rope 5¢.

c. Rules of the game: The object of the game is to try to bat the ball so it will wind the string and ball around the pole within 4 feet of the top. Each player plays ½ of the circle; in singles, he may not step over the circumference of the 3' circle; in doubles, one player plays outside the 6' circle and one inside, but keeping out of the 3' circle. The server begins the game by batting the ball from his hand. He may hit it but once during the service. The other player then tries to bat it in the opposite direction. Whenever the server fails to knock the ball outside his own territory, the opposing player takes the ball and serves. A player scores a game (1) when he winds the ball completely up within the 4' mark from the top (2) when the opposing player steps over his bounds or hits the pole or ground with his racket. A player has a free serve when the opposing player winds the ball below the 4' mark. A player having the majority of games played is the winner.

## RING THE BOTTLE

Nothing to it—until you try!

### MATERIALS NEEDED

A stick or small pole about 12" long  
Cord; rubber fruit jar ring or wire ring  
Catsup or pop bottle

### HOW TO CONSTRUCT

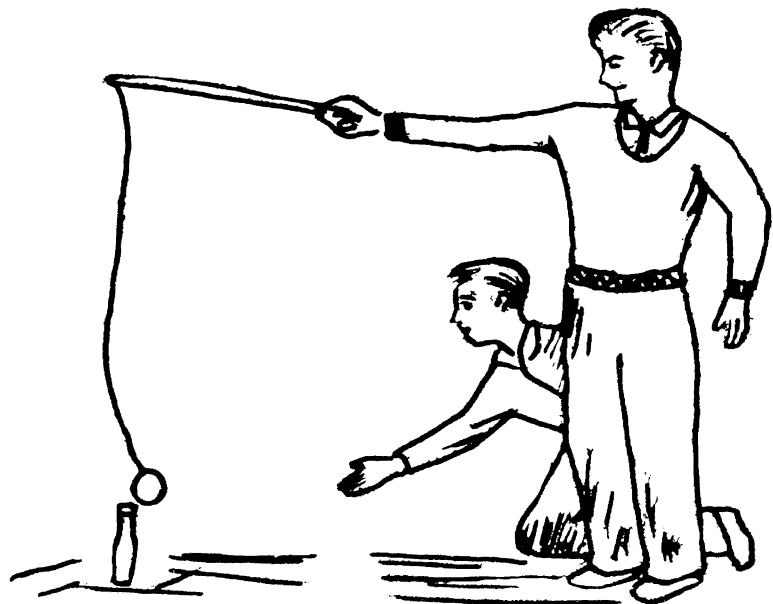
Make a 'fish pole' as on diagram, having cord about twice the length of pole.

### HOW TO PLAY

Place bottle on floor. Hold end of pole at arm's length and stand as far from bottle as possible so that the rubber ring is suspended just above the bottle. The object is to get the ring on the bottle. See who can ring the bottle in least time.

### VARIATION

To make it more difficult use a celluloid ring in place of rubber ring.



# PUZZLES

## E, F, S, H, T, 5-in-1, Greek Cross

### MATERIALS NEEDED

1/4" plyboard, cardboard.

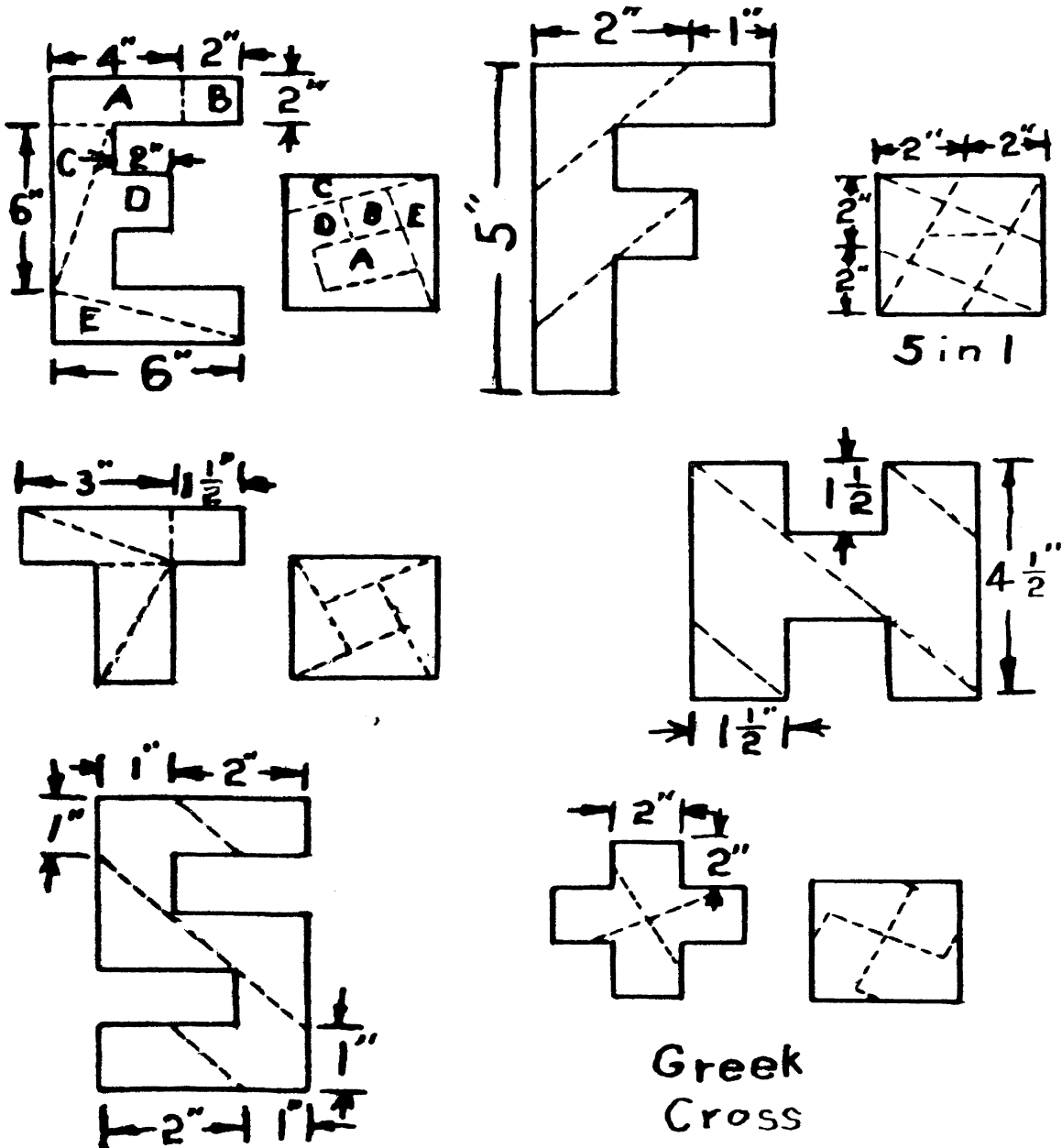
### HOW TO CONSTRUCT

Lay out and cut as on diagrams.

Sand all wooden pieces being careful not to spoil the square corners and angles.

### HOW TO PLAY

The game is to assemble each one in the least time. The E, T and Greek Cross can be remade along with the 5-in-1 into square.



## INDIAN CLUB RUN

Mark 2 touching circles, each 18" in diameter, on the floor. Place 3 Indian clubs, or bottles in one circle. Mark a starting line 30 feet from center of 2 circles.

Run from starting point to circle.

With only one hand, pick up each bottle in turn and place it in the empty circle till all are transferred.

Run back to the starting line.

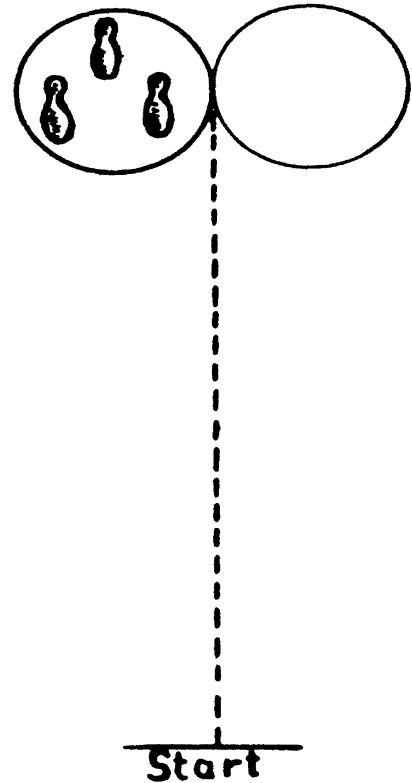
If a bottle falls down, you must go back to the starting place and start all over again. You may have 3 tries.

Time each player to test his speed  
**or**

Have 2 or more teams, with equal sets of circles.

Each time a player successfully sets the bottles in the empty circle and runs back, the next player starts off.

The team finishing first wins the game.



## ADD AND SUBTRACT

Secure a piece of ply wood or pressed board about two feet square. Lay it off in six inch squares. These squares are painted alternate colors as indicated in diagram. Scrap leather which may be obtained at a shoe shop is used to make discs about 2½" in diameter. Old rubber shoe heels may also be used. Paint a set of five the color of the odd squares and another set of five the color of the even squares.

14	13	16	15
9	10	11	12
6	5	8	7
1	2	3	4

**Rules for Playing.** Each player has five discs. Pitching distance about six feet. If more than half of player's disc lands in the squares of his own color he adds that number to his score. If it is more than half on opponent color he subtracts that amount from his score. Players change colors every other round. The person having the highest score at the end of a predetermined number of trials is the winner.

## KITCHEN GOLF

Lay out a course in your home.

### MATERIALS NEEDED

Nine available kitchen utensils such as milk can, wash basin, tea kettle, etc.

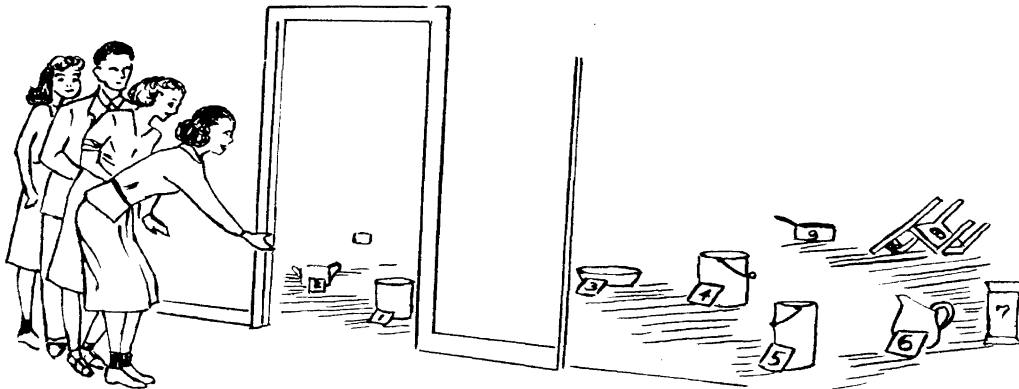
About six bean bags.

### HOW TO CONSTRUCT

Arrange these utensils around the house at intervals from 4' to 10' apart. (Directions for making bean bags with Tin Can Ball.)

### HOW TO PLAY

Stand at starting spot and toss the bags, one at a time, at the first target trying to 'sink the bag' with the fewest number of tosses. Then standing beside the first target, toss the bags at second objective. Keep this up until all nine holes have been played. Keep record of score on each hole. The player who has the lowest total number of tosses is the winner.



## TIN CAN BALL

A good game for discarded tin cans.

### MATERIALS NEEDED

1 piece of 2' x 2' wallboard.

5 tin cans of different sizes.

5 cotter pins and washers.

Denim (overall) material for 5 bean bags.

Some beans, corn, sand, etc.

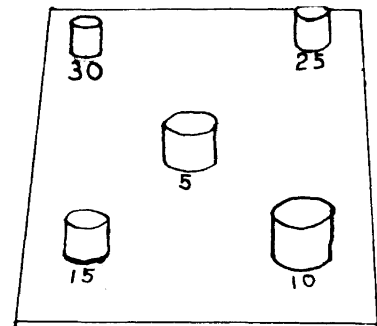
### HOW TO CONSTRUCT

Place tin cans and numbers on board as in drawing.

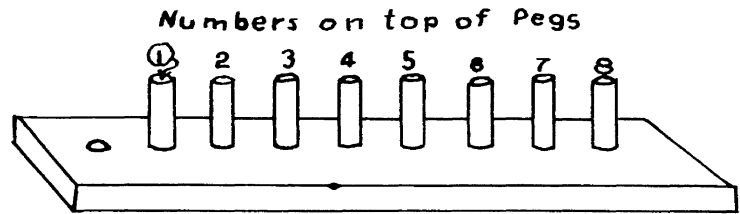
To make a 4" x 4" bean bag— Cut a 6" x 10" piece. Place material on table wrong side up. Fold in each side about 1". Stitch all around about  $\frac{3}{4}$ " from edge. Bring ends together with folds inside. Stitch  $\frac{1}{4}$ " and  $\frac{1}{8}$ " around four sides, excepting a space large enough to pour in the beans. Pour in beans (not too full) and sew up opening.

### HOW TO PLAY

Stand 10' from target and add total score made from tossing five bags in the cans.







### REVERSIBLE PEGS

A brain teaser—good to have around in sight.

#### MATERIALS NEEDED

1 board  $\frac{3}{4}$ " x  $1\frac{1}{4}$ " x 6".  
1' of  $\frac{1}{4}$ " doweling.

#### HOW TO CONSTRUCT

Bore 9 holes ( $\frac{1}{4}$ " wide and  $\frac{1}{2}$ " deep).  
Make 8 pegs each  $1\frac{1}{2}$ " long.  
Number ends of pegs 1 to 8.

#### HOW TO PLAY

Place pegs in board as diagramed.  
The game is to reverse the line of pegs by moving one at a time one space or by jumping a peg.

### TARGET

How's your aim? Can you hit where you want to?

#### MATERIALS NEEDED

Enough of  $\frac{3}{4}$ " white pine to make a 20" x 20" or 2' x 2' target.  
Composition board may be used.  
Purchase some darts. Homemade darts are not as satisfactory.

#### HOW TO CONSTRUCT

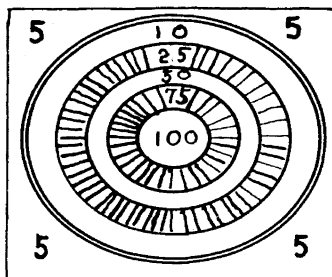
Make 5 concentric circles as on diagram. Color alternate areas and make line divisions as distinct as possible.  
Place numbers in areas.  
Make board to hang on wall or to be held on support.

#### HOW TO PLAY

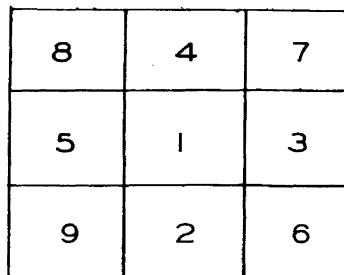
Player stands 8' to 12' from target and throws the designated number of darts—possible 5.  
Add scores—line shots do not count.

#### VARIATION

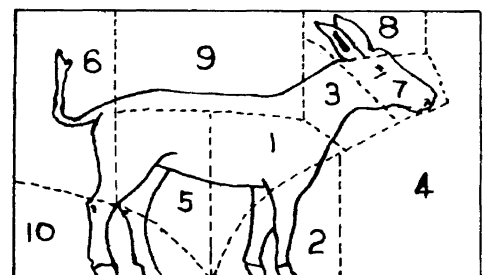
Other targets such as the Square Target and Donkey Target as diagramed.  
Make up your own design.



Bulls eye target



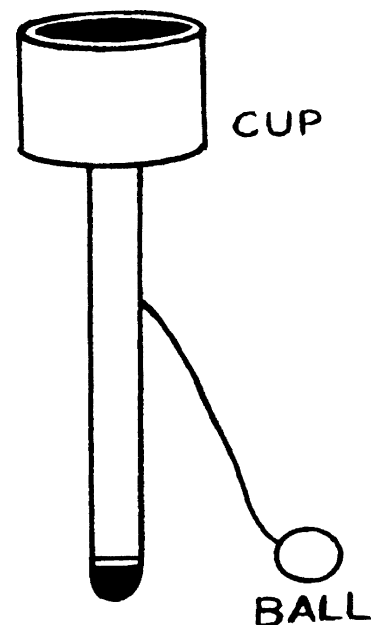
Square target



Donkey target

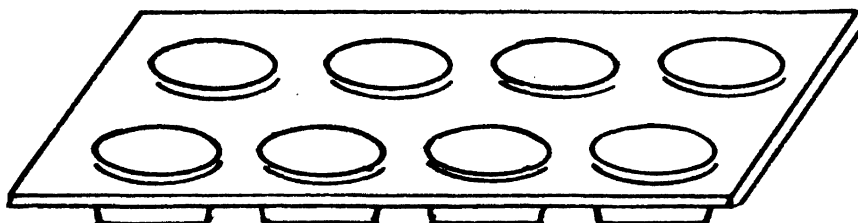
## HOLE IN ONE

- a. Suggested materials to be used: Broom stick cut about 12" long, a tin cup or small tin can nailed to end of stick. Insert a cord 2 ft. long through a jack ball and attach to broom stick with a carpet tack.
- b. Estimated cost—cup 5¢; ball 2½¢.
- c. Rules of the game: The player tosses the ball into the air and attempts to catch it in the cup. His score is the number of attempts it takes to catch the ball. Low score wins.



## WASHER PITCHING

- a. Materials to be used — Cup cake tin. 5 washers, cardboard number to be placed in cake tin.
- b. Estimated cost: Cake tin 10¢; washers 5¢.
- c. Rules of the game: Tin may be placed on the table or floor. Each contestant has 5 trials and score is the total made by washers hitting in tin as valued.



# SCOOP

Here one 'scoops' his score by keeping his balance.

## MATERIALS NEEDED

- 1 piece about 8" x 14" of  $\frac{1}{4}$ " plyboard.
- 2' of string.
- 1 rubber, wooden, or golf ball.

## HOW TO CONSTRUCT

Cut out a paddle as diagramed.

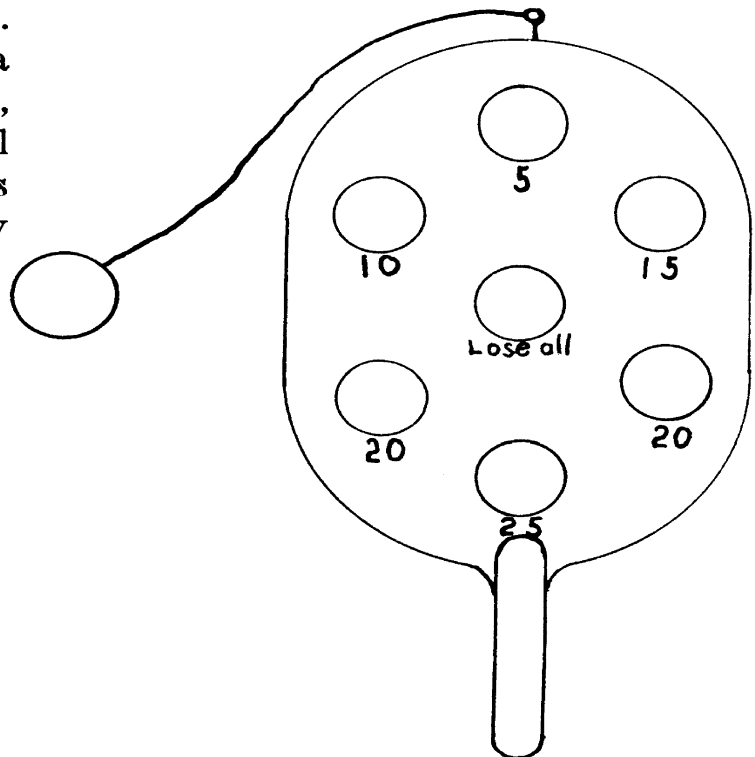
Secure ball you will use and bore holes into paddle slightly smaller than ball. Place a board behind paddle board in boring to make a sharp cut on opposite side.

On one side mark as on larger drawing — then number 1 to 9 on opposite side.

Fasten ball to string and other end of string to top of paddle.

## HOW TO PLAY

Holding paddle out about waist high with ball hanging, give the ball a jerk upward and catch it on paddle as it comes down. Jerk ball up — don't swing out-and-up. You try to 'scoop' out a score. Using 'A' side, try to get a larger total score in five attempts than scores made by others.

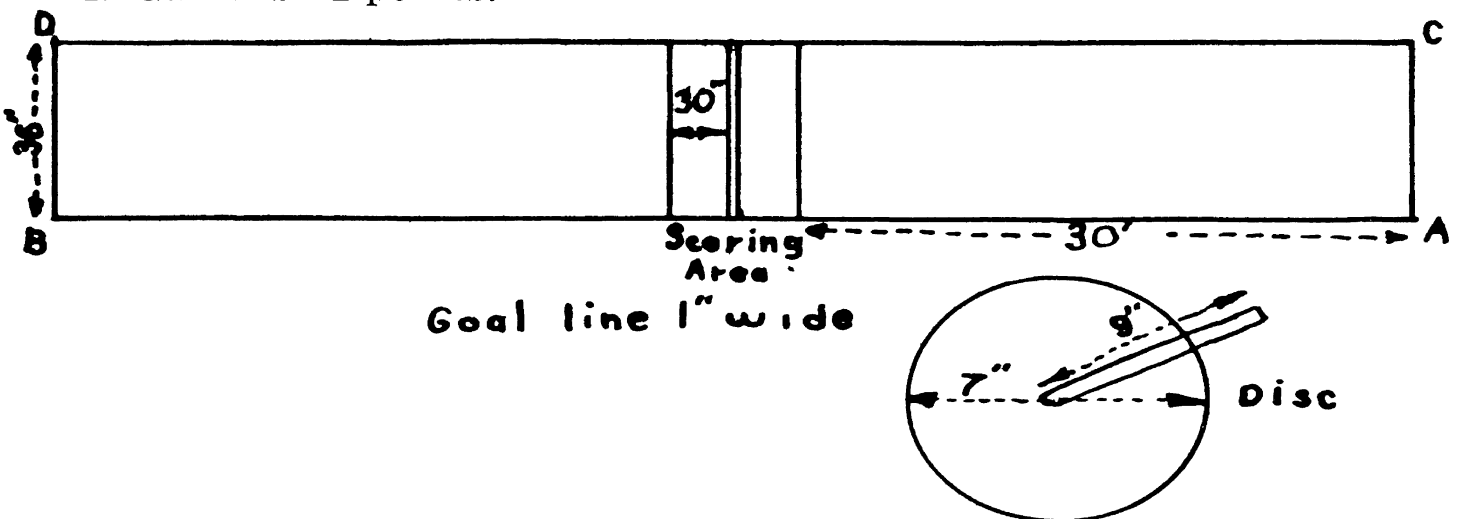


## DISCO

- a. Materials to be used: Apple crate ends or scrap lumber 1" thick. Dowels or sticks nine inches long and 1/3 inch thick. Discs are circles 7" in diameter; the stick is inserted at 60° angle. Discs may be painted any color. Two should be painted one color and two another.
- b. Estimated cost: Nothing if paint is on hand; 20¢ if not.
- c. Rules of the game: There are 2 members on a team, one shooting from each end, or if space does not permit, all may shoot from one end. (To shoot means to push the disc on the floor.) Two teams play at a time against each other. A & B are team mates; C & D are team mates.
  1. A shoots one disc, then C shoots, then A again, then C again.
  2. The partner of the high score throws first, when the opposite end plays.
  3. When sliding discs, players must stand behind goal line and between side lines; for stepping across line, the player loses the next shot.
  4. Discs not landing in upright position must be removed.
  5. Disc not landing in scoring area must be removed before next shot is made, but may be replaced.
  6. If a disc is knocked out of scoring area, it cannot be put back.

### Scoring:

1. Only one team scores at a time.
2. Each disc on or touching the center line scores one point, except when disc of opponent color is there; then they cancel each other.
3. Each disc in or touching the scoring area but not the goal line and nearer to it (goal line) than any other disc of a different color counts one point **provided** there is no uncanceled disc of another color on the goal line.
4. Game is 21 points.



## DECK TENNIS AND MASS DECK TENNIS

- a. Suggested materials to be used: Quoit or ring — old garden hose or  $\frac{3}{4}$  inch rope — piece of broom handle or stick. If hose is used, cut 24" strip, bring ends together and insert peg of wood. Nail hose to this and wrap seam with adhesive tape. If rope is use, splice ends together. Wrap entire rope with adhesive as this makes it easier on hands when catching. Net — Merely stretch rope between any two posts or trees. This net is 4' 8" high at the posts for deck tennis and for mass deck tennis, the net is 7' 6".
- b. Estimated cost: 5¢ adhesive tape if hose is used. 5¢ rope and 15¢ adhesive if rope ring.
- c. Rules of the game:

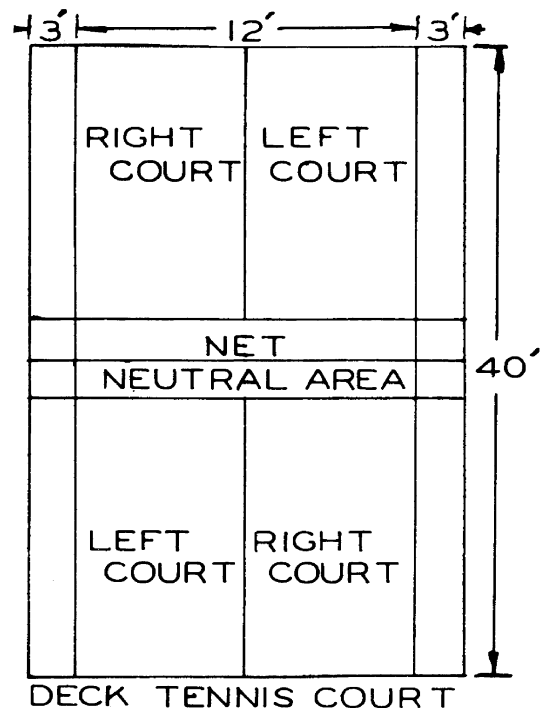
**Deck Tennis**—The court is eighteen feet wide and forty feet long for doubles. The three-foot alleys and the center lines are not used in singles. The neutral space three feet from the net, is used only on the serve. The object of the game is to toss the six-inch ring back and forth across the net without letting it touch the ground.

The serving side scores a point each time the ring touches the floor in the receiver's court. If the server wins the point, the serve is made from the left-hand court. In singles, the serve does not have to be made in any specific court.

In the doubles game, the serve is made from the right-hand court to the opposite right-hand court. If the server wins the point, the serve is made from the left-hand court. In singles, the serve does not have to be made in any specific court.

The server is given one chance to make a good serve. The one exception to this rule is a let serve which falls in the correct service court, not in the neutral area.

The games consist of 15 points. Matches are two out of three games.

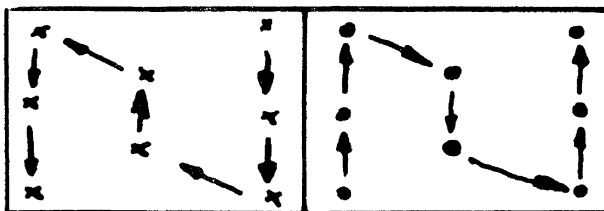


**Fouls resulting in loss of service of points are.**

1. Catching the ring with both hands.
2. Catching the ring with one hand and changing it to the other before making the return.
3. Allowing the ring to slide over the wrist in making a catch.
4. Batting the ring.
5. Juggling the ring (making more than one contact with it in catching it).
6. Holding the ring instead of making an immediate return.
7. Throwing the ring so that it fails to rise from the thrower's hand. The ring may never be thrown overhand.
8. More than one player of a side touching the ring in one play.



**Mass Deck Tennis** — As a mass game, the size of the court will depend upon the number of players. Players are placed as in volleyball (shown in diagram). The ring is served only at the beginning of the game when 2 trials are given. If a serve hits the top of the net and goes over it is taken again. The person serving must stand on the back line and the ring cross the net parallel to it. Fouls are the same as in deck tennis, the only difference in the game being that a point is scored each time your opponent fouls and when the ring hits the floor or goes out of bounds, it is put in play by the person nearest to it and tossed from that spot. The ring may be relayed from one team mate to another, but if it is dropped in this process, the side loses a point.



**Placement of  
Players in lines**

## QUOITS

- a. Materials to be used:

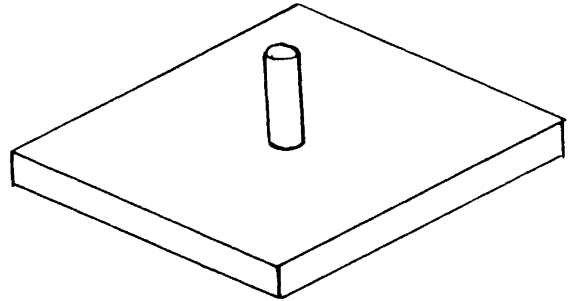
**Rings** as described above except 4 are needed and should be painted different colors; example, 2 red and 2 yellow.

**Stakes** — Scrap lumber. Two 12-inch square bases about 3" thick. Broom handle about 12" long. Insert broom handle in center of square.

- b. Estimated cost — nothing.

- c. Rules of the game: May draw a 6' square around stake and play as horseshoes or may score only ringers.

Game in the latter case shall be 15.



## Paddles

- a. Suggested materials to be used: Paddles are best made of 3 ply wood. Handles may be made of rounded wood from apple crates. Sandpaper on the table tennis paddles makes a better playing surface.

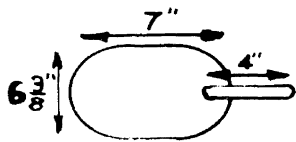
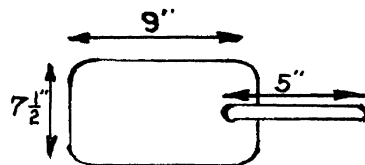
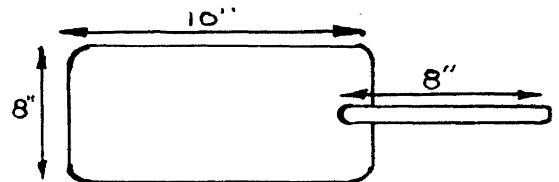


Table Tennis



Paddle Tennis



Aerial Darts

- b. Estimated cost: 3 ply wood is 6 1/2¢ per square foot. Sandpaper 5¢ each paddle, nails 5¢ if purchased. Table tennis ball 5¢ at dime store. Paddle Tennis — rubber sponge ball 5¢. Aerial darts may be bought from any sporting goods house for 75¢ or made by cutting rubber sponge ball in half and inserting feathers which should be glued in.

- c. Rules of the games:

## 1. Table Tennis

### Service

1. Ball is dropped and hit so that it bounces on server's side of net and then goes to any part of the receiver's playing surface.
2. Only one ball shall be served.
3. Service must be underhanded (with the racket coming from behind ball and not smashed.)

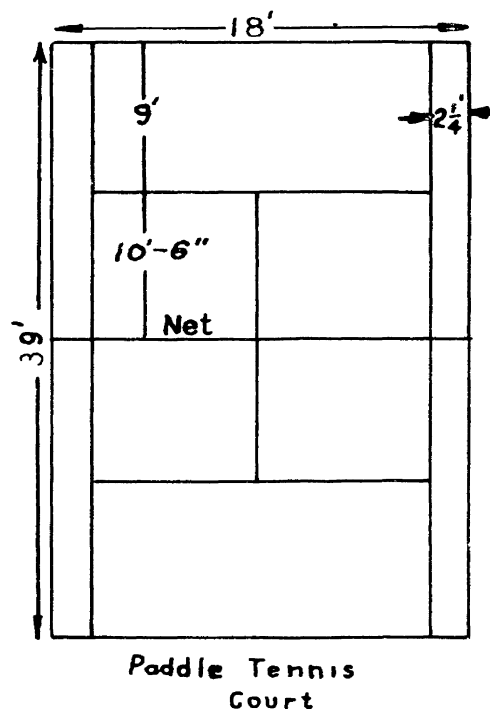
### 1-a. Kitchen Table Tennis

Place a small cup on each side of net about half way between net and edge of table. Object of game is to hit the ball into the opponent's cup.

Scoring —

- 1 point each time ball goes into opponent's cup.
- 3 points each time ball stays in opponent's cup.

2. **Paddle Tennis** — Court is as diagramed or 4 courts may be made on 1 tennis court by drawing them across the court. Since a tennis court is only 36' wide, this means that the paddle tennis court will extend  $11\frac{1}{2}'$  past the line on each side. There can be 2' between each of the courts. The net shall be 2' 9" at the posts and 2' 6" at the center.



Rules are the same as for lawn tennis.



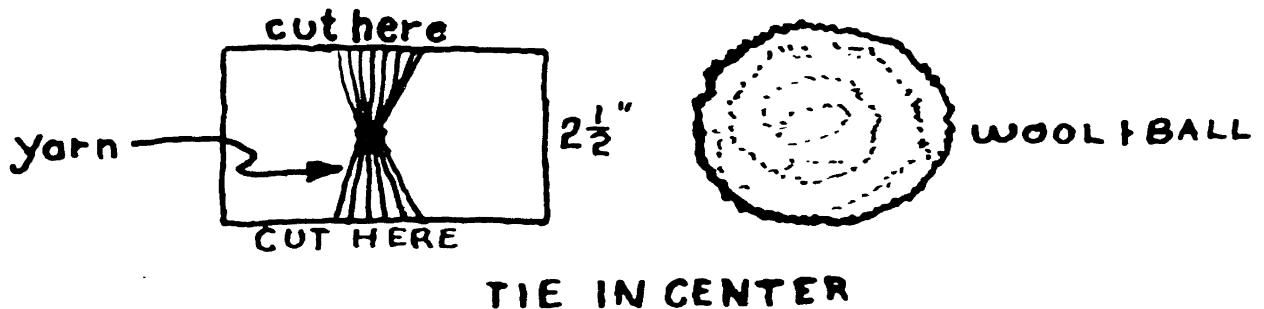
3. **Aerial Darts** — A court about the size of a volleyball court is used but any available space may be made to serve the purpose. Players may be any number, but sides should be equal. Net is 7' 5". Players are arranged in lines as in mass deck tennis (p. 14). Service is from the back right hand corner. The server uses an under-arm serving and hits cock over net where opponents attempt to return it. The serving side only may score. If the receiving side hits the cock last, they get the right to serve, but do not make a point. One person continues to serve until he loses the right to serve. Players rotate to the right across the front line to the left on the second line and to the right on the last line. Server goes from serving position to front left hand corner. A game is 15 points. A match is 2 out of 3 games. A cock may be hit only once on each side of the net.

3-a. Substitutions for Cock in Aerial Darts

1. **Wool Ball**

a. Material to be used: Cardboard  $2\frac{1}{2}$  inches in width, wool yarn, preferably white, about half of a 10¢ hank. Wrap yarn around cardboard, tie securely in center, cut at edges. This fluffs out into good ball.

b. Estimated cost: 5¢

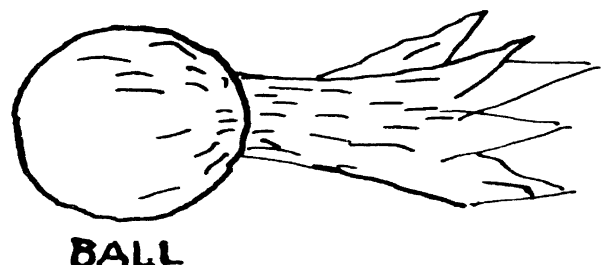


2. **Rubber Ball with Tails**

a. Material to be used: Jack ball and small square of cheesecloth or light weight material. String. Tie ball in square of cloth and let ends fly. (Makes easy to see).

b. Estimated cost:

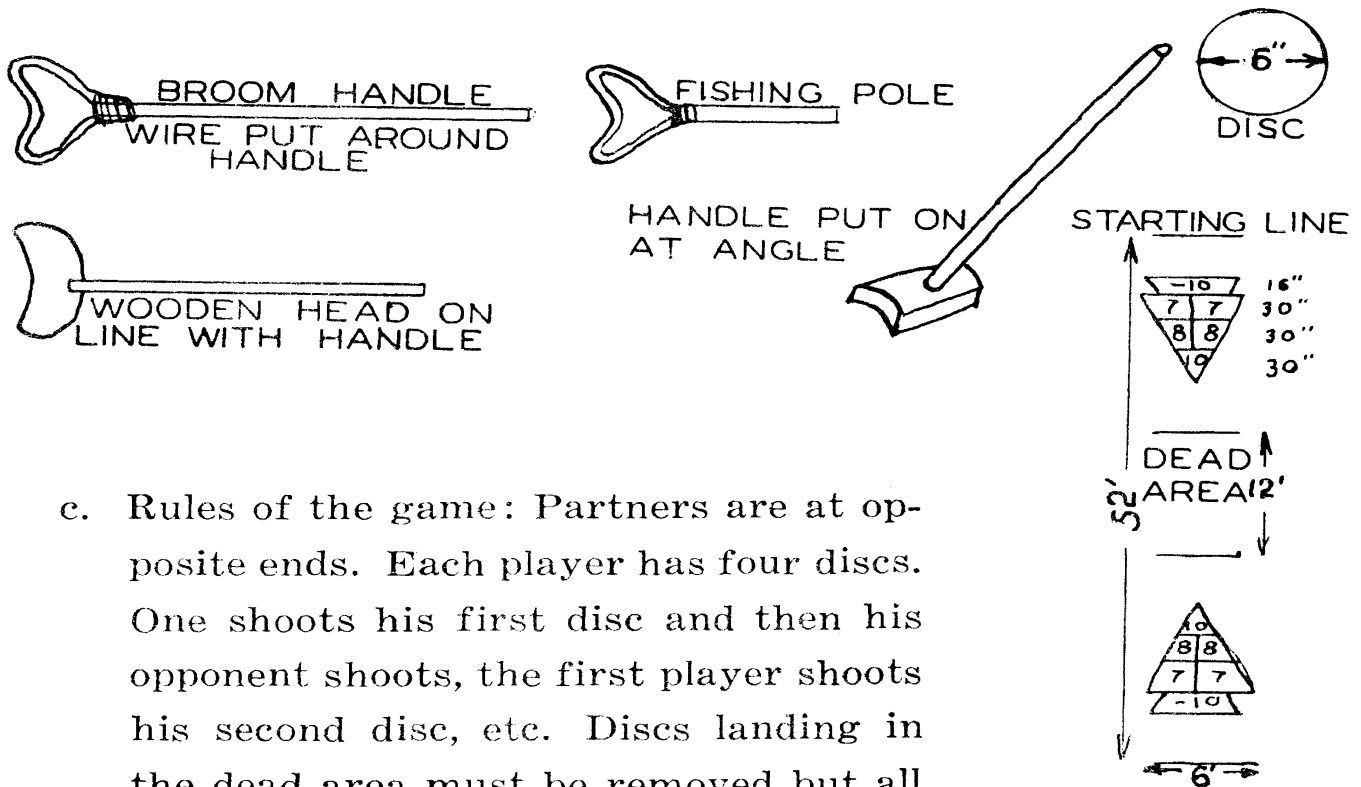
2 for 5¢



# SHUFFLEBOARD

- a. Material to be used: Cues may be made from broom stick for handle or old fishing pole. The head of cue may be made of heavy wire or of 1" material attached at 45° angle or in a continuous line with handle. Wire head is particularly good for use on concrete. Discs cut from ends of apple crates; if these are taped around the edges, they last much longer. Eight discs are necessary, 4 painted one color and 4 another, but one cue may be borrowed back and forth. Two would be better.
  
- b. Estimated cost — None if scrap lumber is used. 30¢ if lumber is bought.

## Shuffleboard Cues —



- c. Rules of the game: Partners are at opposite ends. Each player has four discs. One shoots his first disc and then his opponent shoots, the first player shoots his second disc, etc. Discs landing in the dead area must be removed but all others remain where they land. Players may hit an opponent's disc and thus

dislodge it. Score is total number of points made by discs landing in scoring area after all 8 discs have been shot. No disc touching a line scores. The team scoring high points on one round of shots shall go first the next time. Game may be 100 points or any number determined by the players. All discs must be shot from behind the starting line.

## COURT TIDDLE DE WINKS

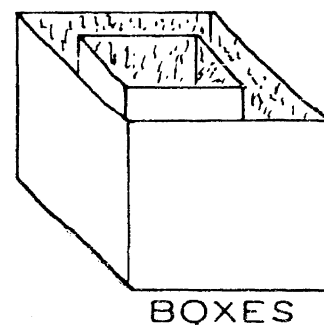
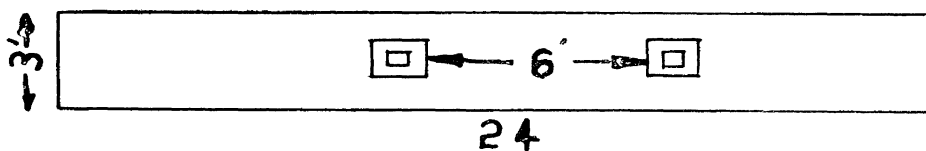
- a. Materials to be used: Two large corrugated boxes approximately 24" x 24" x 10" and two small boxes approximately 12" x 12" x 10". Place the small one exactly in the center of the large one. These may be glued so they will remain in place.

Table tennis paddles — (See description on Page 15)

Ball — Table tennis ball.

Court — Mark a 24' x 3' court on floor on sidewalk. Place the boxes six feet from each other as shown in the diagram.

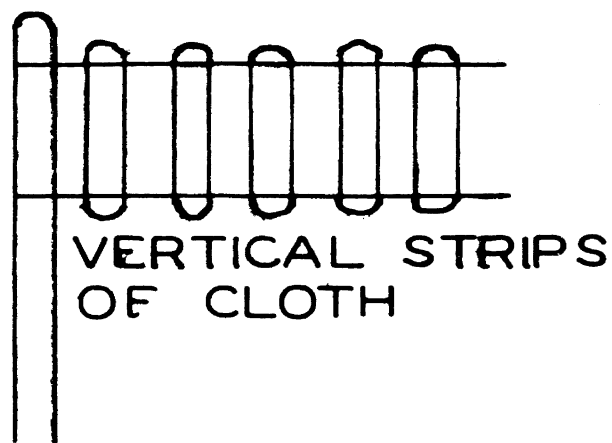
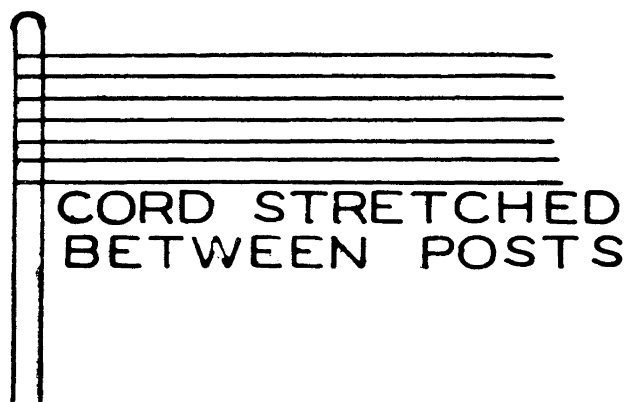
- b. Estimated cost — Balls 5¢. Paddles, (p. 8) Boxes nothing.



- c. Rules of game: The game is played with the opposing players at each end of the court. Each tries to place the ball in the box at opposite end of court by hitting ball so that it bounces over the box nearest them. Players must not step over the line while serving; after that they may. If a person misses a ball or hits it against the box so it may not be played, he loses the serve and the opponent serves. The inside box scores 10 and the outside 5. Game is 50 or may be set at any score.

Nets — for paddle tennis, table tennis, volleyball, badminton, and deck tennis.

- a. Suggested material to be used: For visibility, onion sacks have been found satisfactory for smaller nets. A rope may be stretched for volleyball, badminton, and deck or paddle tennis. Gunny sacks may be used although visibility is bad with these. Vertical strips of cloth may be used or several cords may be stretched between posts.



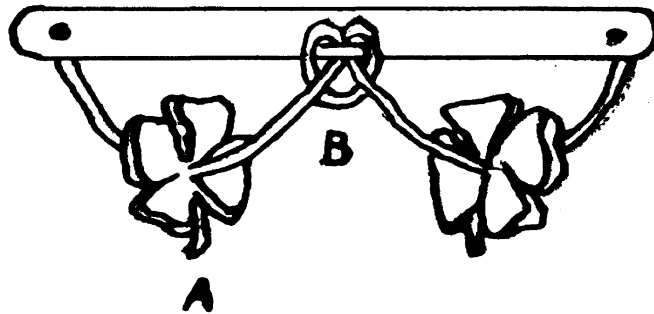
- b. To make table tennis nets with onion sacks, stitch these together using an overlapping seam. Bind the top with unbleached muslin and run a rope through this. A plain hem is used on the bottom of the net or it may be made exactly like the top.

(1) Paddle tennis nets	2½ ft. wide	18 ft. long
(2) Table tennis nets	6 inches wide	6 ft. long
(3) Volleyball nets	3 ft. wide	32 ft. long
(4) Badminton nets	2½ ft. wide	20 ft. long
(5) Deck tennis	2½ ft. wide	18 ft. long

## YOKE PUZZLE

Get both clover leaves on the same side without removing the string or untying the knots.

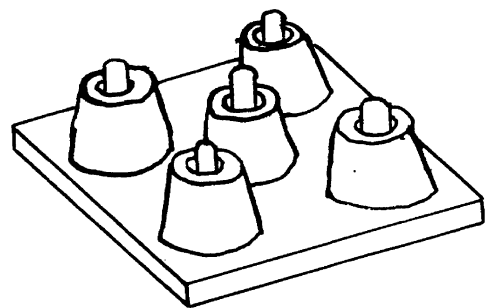
- a. Suggested material to be used: Bore three holes in a strip of wood, bone, or sole leather. Then loop a piece of strong twine through the center hole, slip a bead or ring, or four-leaf clover, cut from thin wood, over each end of the twine and knot an end in each outside hole, as illustrated.



- b. Solution: First draw the clover A along the string through the loop B, until it reaches the back of the center hole, then pull the loop through the hole, and pass the clover through the two loops that will then be formed; then draw the string back through hole as before and the clover may be easily passed to other loop.

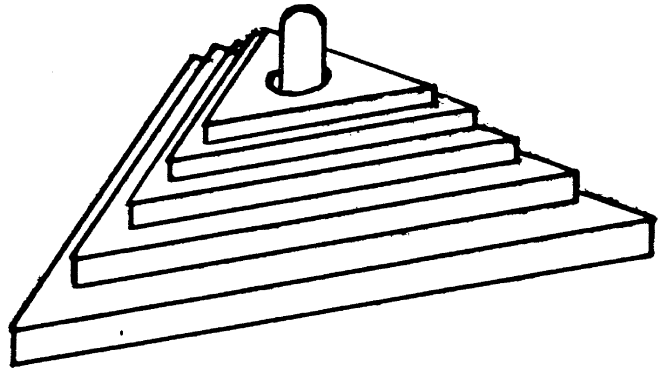
## SPOOL BOARD

A spool board for the very young child may be made from a division board of an orange crate, 4-inch lengths of a child's broom handle or a  $\frac{1}{2}$ -inch dowel stick, and the large wooden spools on which wrapping paper is rolled. The board, pegs, and spools should be carefully sanded. Five holes,  $\frac{1}{2}$ -inch in diameter, should be bored in the board to a  $\frac{3}{4}$  inch depth — one hole in the center and one near each corner. The spools should slip in place over each peg. This toy should not be painted since it is most enjoyed by the child under two years of age.



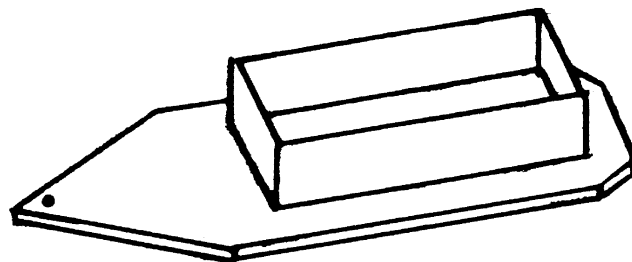
## PYRAMID BLOCK TOY

Pyramid block toy. Either square or triangular pieces of wood about  $\frac{3}{4}$  inch in thickness, graduated in size, sanded, and with a hole bored in the middle of each to admit a 6-inch length of broomstick, child or adult size, make an interesting pyramid-puzzle toy for children. The 6-inch broomstick is fastened in upright position in the middle of a 1-inch board of the same shape as the other blocks but larger than the largest block. The blocks should drop easily in place over the broomstick peg. For color, it is suggested that the board and the peg fastened into it be painted red, the largest block orange, the next in size yellow, the next smaller one green, the next blue, and the smallest one violet. If a taller pyramid with a greater number is desired, then brown, black, and white may be introduced, or shades of the rainbow colors may be used.



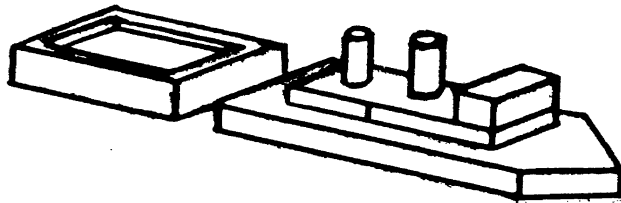
## A SIMPLE BOAT

Boat. A boat may be used for sand, floor, or water play. This may be made by pointing one end of a 1" x 4" x 14" board to give it a boat shape. A narrow, open, wooden box, about 3" x 6" x 2" deep, screwed to the board, makes loading possible. The child may pull his boat if a screw-eye is screwed into the front end for a string.



## TUG BOAT BARGE

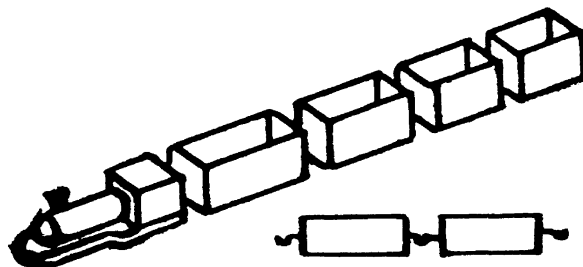
Bottom of boat shaped from piece of wood 12" x 6" x 1½". Use piece of broomstick for smoke stacks, big headed zinc nails for port holes. Use either a cigar or cheese box for the barge. Hooks as for train cars.



## CHEESE BOX TRAIN

Materials: 2½ lb. cheese boxes, the more the better. 1 long can — baking powder or similar can. 1 block of light wood to fit the inside of can. 2 spools, 1 large, 1 small. Small metal hooks and eyes. Nails — paint.

Directions: Shape the top of cheese box for the engine base as illustrated in figure 23, fit wooden block into can. Nail large spool on top for smoke stack, nail smaller spool on front for head light. Use nails long enough to go through can into block of wood. Saw cheese box in half for cab. Nail in place with very small nails. Screw eye into the base of front of engine. Tie string to it by which it can be pulled. Then put hooks on one end of cheese boxes and eyes on the other. Remember the longer the train the better. Paint with different colors of enamel paint.



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