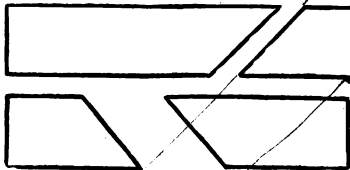


WORK AND PLAY SECTION



THE THUMB GOLF

By ANGEL V. CAMPOY

TOM THUMB golf can be played by two or four players. Each player must be provided with a marble and a flat paddle made of wood or bamboo as large and as wide as a foot ruler.

Make five holes (just large enough for a marble to fall in) in the ground about half a meter apart. Half a meter from the first hole draw the starting line. With his paddle a player drives his marble from the starting line to the first hole. If he succeeds in putting his marble in the hole with the first stroke, he drives his marble to the next hole, and so on. If with the first stroke he fails to put his marble in the hole, the next player starts driving his marble into the first hole and continues to drive as long as he succeeds in driving his marble in each successive hole with a single drive. Otherwise, he must give his opponent the chance to drive. Each player then takes his turn in driving his marble into the holes.

A player must drive his marble in all the five holes from the first hole to the fifth and back from the fifth hole to the first before he makes a score. While making his drives, a player must take care to keep his marble as far as

THE "T" PUZZLE

By BONIFACIO V. VALERA *

Cut out the patterns shown on the left on a piece of soft wood or card board, and arrange them so they will form the letter "T".

(Answer on page 193)

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possible from his opponent's marble so that he will not get "struck out."

A "struck-out" is a hit made by one player on the marble of his opponent, using his own marble to score the hit. If he succeeds in making the hit, he is given one free drive, and the player whose marble has been struck out will have to go back to the starting line and begin driving into the first hole again. Any player is free to make an attempt to hit his opponent's marble to make him start driving from the starting line again, provided that he attempts to do so when his turn comes. A player must know how to make careful aims and to avoid his opponent's hits in order to make the score.

This game is more interesting when played in teams of two players each. The team making most scores wins the game.

MOZART . . .

(Continued from page 189)

harpichord. When he was only a boy, he learned to play a great church organ. An organist was so amazed when he heard the boy play on his organ that he wrote Mozart's name on the instrument as a remembrance of this "wonder god."