

THE FESTIVAL of the BOGIE MAN

By RAY CHARLES MORRIS

Now comes the festival of the Bogie Man. If you want to try something that is novel and amusing in connection with it you cannot do better than make a few experiments in the construction of vegetable manikins, which are particularly appropriate to Hallowe'en. They are usually made at home with the aid of a few vegetables such as potatoes, beets, carrots and the like, and the contriving of them will afford a lot of amusement.

For example, with a fair-sized potato for a body, a beet for a head and a couple of carrots for legs you can turn out quite a humanlike figure. Stand him firmly on his "pins," paint a couple of eyes and a nose, cut a round hole beneath the nose for the insertion of a cigar and you will have a sporty-looking goblin, which only needs some sort of a hat and a stick in his hand—his arms are carrots also—to be perfect in its way.

The deft handling of a penknife will accomplish wonders in the manufacture of such vegetable manikins, helping out here and there in a sculptural way, while a little ingenuity in the contribution of minor accessories is an important aid. For instance, a po-



CUTTING THE FACE IN THE PUMPKIN FOR HALLOWEEN

Heaman, with a potato body, a turnip head and a couple of cucumbers for legs requires some sort of a helmet (easily made out of pasteboard, as well as a club in his hand, to lend him a proper verisimilitude. A final touch in the shape of a pair of mustaches consisting of two ears of wheat stuck with mucilage beneath the nose contributes ferociously to his expression.

Or, if you like, you may construct a clown, with a small beet for a head and a couple of carrots for legs, lady apples serving admirably for buttons and topknots. Here, of course, a bit of paint is desirable—but not very much, because it is well to rely as far as possible upon the vegetables themselves for the effects to be produced. The clown should have a peaked cap on top of his head, which is easily cut out of the substance of the beet so as to have the desired shape, and in his hand he may carry a plum, attached to a short string, to represent the distended bladder, which Mr. Merryman is accustomed to use in his business.

The question of feet for the manikins may be a bit puzzling, but small potatoes will serve the purpose satisfactorily, and radishes are excellent. One or two incidentals of clothing may be discreetly added, such as a necktie for a dude manikin, or a veil for a lady goblin. The lady goblin, by the way, may be provided appropriately with a skirt of lettuce leaves, and if she can be supplied with a parasol to carry in her hand, the effect will be more picturesque.

Some girls are very clever at contriving such things as these, and, with the suggestions here given, almost any bright young woman ought to be able to put together a few Hallowe'en manikins that will be a surprise to her friends. If she chooses to celebrate the occasion by a party, she ought to devise a vegetable goblin for each guest, to serve as a present, and it is desirable that in each case the goblin (if such it may be called) shall be a "take-off" in some way upon the recipient. Thus a dude manikin might be bestowed upon a young man conspicuous for the elegance of his apparel. This will make a great deal of fun.

Jack o'Lanterns are always appropriate to Hallowe'en, and small ones, made out of little pumpkins and provided with grinning teeth and staring eyes painted on paper and glued on the inside of the lantern, will help out the array of gifts for the guests on such an occasion. A small-sized lantern of the sort makes a first-rate head for a goblin, whose body may be an orange if desired.

The reason why vegetables, fruits and nuts always figure so conspicuously in the celebration of Hallowe'en is simply that the festival is by origin a harvest rejoicing. It is a thanksgiving for the safe and successful garnering of the crops in autumn. Therefore it is that apples, pumpkins and nuts, which are typical autumn products, are most used as symbols in connection with the occasion.

The ceremonies appropriate to Hallowe'en are of wholly pagan origin, and even to this day the ancient rites are celebrated in parts of Scotland. Great fires (a relic of the pagan Baal fires) are built outdoors on heaps of stones. All the home fires are put out, and until midnight, only these are permitted to burn. Then, at the stroke of 12, each person takes a bit of the fire to his home, and with it kindles a fresh blaze upon his hearth. At this ceremonial many centuries ago the Druid priests officiated. The fires they kindled were sacred.

In the ninth century Pope Gregory IV. appointed November 1 as a day for the celebration of the memory of all saints and martyrs not already honored by an allotment of special days in



ALL READY FOR HALLOWEEN

er the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled ashes rest at last.

Some of the most amusing of Hallowe'en games have for their object the solving of problems of destiny in regard to matrimony. In one of them three small bowls are placed on the table: the first one empty, the second filled with clear water and the third containing soapy water. Girls are blindfolded in turn and led to the table, with instructions to dip the left hand into one of the bowls. If the hand is dipped into the clear water, the maid will marry a bachelor; if into the soapy water she will capture a widower, and if into the empty receptacle, she will remain a spinster all her life.

GAMES FOR HALLOWEEN

First the invitations must, of course, be appropriate. Tiny note paper, with fairies and hobgoblins on it, can be bought; but any girl or boy with a very little trouble can make nicer ones. You might write the invitations on silver paper half moons, on which you can sketch (or paste, if you cannot draw) owls, gypsy fortune-tellers or horseshoes. Or, take pieces of red card board about four inches square; then cut out of black paper funny little goblins, witches and fairies. Arrange them on the red card as artistically as possible, and print the invitations in black or gilt paint. If you can put it in rhyme, all the better.

The decorations should be of autumn leaves or bunches of wheat, jack-o'-lanterns, strings of popcorn, or pine cones tied from narrow strips of deep yellow cheesecloth or bunting. The little gourds or squashes, deep yellow, striped green and ruddy brown, make cunning favors for each child's plate. Cut off the top and fill them with the old-fashioned round, red peppermint drops. If you can find one of the very long gourds (sometimes they are a couple of feet long), they are very at-

tractive. Hence the name. All-Hallowe'en, or "All Saints' Day." The choice of this day was determined doubtless by the fact that the first of November, or rather the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled ashes rest at last.

Some of the most amusing of Hallowe'en games have for their object the solving of problems of destiny in regard to matrimony. In one of them three small bowls are placed on the table: the first one empty, the second filled with clear water and the third containing soapy water. Girls are blindfolded in turn and led to the table, with instructions to dip the left hand into one of the bowls. If the hand is dipped into the clear water, the maid will marry a bachelor; if into the soapy water she will capture a widower, and if into the empty receptacle, she will remain a spinster all her life.

GAMES FOR HALLOWEEN

First the invitations must, of course, be appropriate. Tiny note paper, with fairies and hobgoblins on it, can be bought; but any girl or boy with a very little trouble can make nicer ones. You might write the invitations on silver paper half moons, on which you can sketch (or paste, if you cannot draw) owls, gypsy fortune-tellers or horseshoes. Or, take pieces of red card board about four inches square; then cut out of black paper funny little goblins, witches and fairies. Arrange them on the red card as artistically as possible, and print the invitations in black or gilt paint. If you can put it in rhyme, all the better.

The decorations should be of autumn leaves or bunches of wheat, jack-o'-lanterns, strings of popcorn, or pine cones tied from narrow strips of deep yellow cheesecloth or bunting. The little gourds or squashes, deep yellow, striped green and ruddy brown, make cunning favors for each child's plate. Cut off the top and fill them with the old-fashioned round, red peppermint drops. If you can find one of the very long gourds (sometimes they are a couple of feet long), they are very at-

tractive. Hence the name. All-Hallowe'en, or "All Saints' Day." The choice of this day was determined doubtless by the fact that the first of November, or rather the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled ashes rest at last.

Some of the most amusing of Hallowe'en games have for their object the solving of problems of destiny in regard to matrimony. In one of them three small bowls are placed on the table: the first one empty, the second filled with clear water and the third containing soapy water. Girls are blindfolded in turn and led to the table, with instructions to dip the left hand into one of the bowls. If the hand is dipped into the clear water, the maid will marry a bachelor; if into the soapy water she will capture a widower, and if into the empty receptacle, she will remain a spinster all her life.

GAMES FOR HALLOWEEN

First the invitations must, of course, be appropriate. Tiny note paper, with fairies and hobgoblins on it, can be bought; but any girl or boy with a very little trouble can make nicer ones. You might write the invitations on silver paper half moons, on which you can sketch (or paste, if you cannot draw) owls, gypsy fortune-tellers or horseshoes. Or, take pieces of red card board about four inches square; then cut out of black paper funny little goblins, witches and fairies. Arrange them on the red card as artistically as possible, and print the invitations in black or gilt paint. If you can put it in rhyme, all the better.

The decorations should be of autumn leaves or bunches of wheat, jack-o'-lanterns, strings of popcorn, or pine cones tied from narrow strips of deep yellow cheesecloth or bunting. The little gourds or squashes, deep yellow, striped green and ruddy brown, make cunning favors for each child's plate. Cut off the top and fill them with the old-fashioned round, red peppermint drops. If you can find one of the very long gourds (sometimes they are a couple of feet long), they are very at-

tractive. Hence the name. All-Hallowe'en, or "All Saints' Day." The choice of this day was determined doubtless by the fact that the first of November, or rather the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled ashes rest at last.

Some of the most amusing of Hallowe'en games have for their object the solving of problems of destiny in regard to matrimony. In one of them three small bowls are placed on the table: the first one empty, the second filled with clear water and the third containing soapy water. Girls are blindfolded in turn and led to the table, with instructions to dip the left hand into one of the bowls. If the hand is dipped into the clear water, the maid will marry a bachelor; if into the soapy water she will capture a widower, and if into the empty receptacle, she will remain a spinster all her life.

GAMES FOR HALLOWEEN

First the invitations must, of course, be appropriate. Tiny note paper, with fairies and hobgoblins on it, can be bought; but any girl or boy with a very little trouble can make nicer ones. You might write the invitations on silver paper half moons, on which you can sketch (or paste, if you cannot draw) owls, gypsy fortune-tellers or horseshoes. Or, take pieces of red card board about four inches square; then cut out of black paper funny little goblins, witches and fairies. Arrange them on the red card as artistically as possible, and print the invitations in black or gilt paint. If you can put it in rhyme, all the better.

The decorations should be of autumn leaves or bunches of wheat, jack-o'-lanterns, strings of popcorn, or pine cones tied from narrow strips of deep yellow cheesecloth or bunting. The little gourds or squashes, deep yellow, striped green and ruddy brown, make cunning favors for each child's plate. Cut off the top and fill them with the old-fashioned round, red peppermint drops. If you can find one of the very long gourds (sometimes they are a couple of feet long), they are very at-

tractive. Hence the name. All-Hallowe'en, or "All Saints' Day." The choice of this day was determined doubtless by the fact that the first of November, or rather the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled ashes rest at last.

Some of the most amusing of Hallowe'en games have for their object the solving of problems of destiny in regard to matrimony. In one of them three small bowls are placed on the table: the first one empty, the second filled with clear water and the third containing soapy water. Girls are blindfolded in turn and led to the table, with instructions to dip the left hand into one of the bowls. If the hand is dipped into the clear water, the maid will marry a bachelor; if into the soapy water she will capture a widower, and if into the empty receptacle, she will remain a spinster all her life.

GAMES FOR HALLOWEEN

First the invitations must, of course, be appropriate. Tiny note paper, with fairies and hobgoblins on it, can be bought; but any girl or boy with a very little trouble can make nicer ones. You might write the invitations on silver paper half moons, on which you can sketch (or paste, if you cannot draw) owls, gypsy fortune-tellers or horseshoes. Or, take pieces of red card board about four inches square; then cut out of black paper funny little goblins, witches and fairies. Arrange them on the red card as artistically as possible, and print the invitations in black or gilt paint. If you can put it in rhyme, all the better.

The decorations should be of autumn leaves or bunches of wheat, jack-o'-lanterns, strings of popcorn, or pine cones tied from narrow strips of deep yellow cheesecloth or bunting. The little gourds or squashes, deep yellow, striped green and ruddy brown, make cunning favors for each child's plate. Cut off the top and fill them with the old-fashioned round, red peppermint drops. If you can find one of the very long gourds (sometimes they are a couple of feet long), they are very at-

tractive. Hence the name. All-Hallowe'en, or "All Saints' Day." The choice of this day was determined doubtless by the fact that the first of November, or rather the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled ashes rest at last.

Some of the most amusing of Hallowe'en games have for their object the solving of problems of destiny in regard to matrimony. In one of them three small bowls are placed on the table: the first one empty, the second filled with clear water and the third containing soapy water. Girls are blindfolded in turn and led to the table, with instructions to dip the left hand into one of the bowls. If the hand is dipped into the clear water, the maid will marry a bachelor; if into the soapy water she will capture a widower, and if into the empty receptacle, she will remain a spinster all her life.

GAMES FOR HALLOWEEN

First the invitations must, of course, be appropriate. Tiny note paper, with fairies and hobgoblins on it, can be bought; but any girl or boy with a very little trouble can make nicer ones. You might write the invitations on silver paper half moons, on which you can sketch (or paste, if you cannot draw) owls, gypsy fortune-tellers or horseshoes. Or, take pieces of red card board about four inches square; then cut out of black paper funny little goblins, witches and fairies. Arrange them on the red card as artistically as possible, and print the invitations in black or gilt paint. If you can put it in rhyme, all the better.

The decorations should be of autumn leaves or bunches of wheat, jack-o'-lanterns, strings of popcorn, or pine cones tied from narrow strips of deep yellow cheesecloth or bunting. The little gourds or squashes, deep yellow, striped green and ruddy brown, make cunning favors for each child's plate. Cut off the top and fill them with the old-fashioned round, red peppermint drops. If you can find one of the very long gourds (sometimes they are a couple of feet long), they are very at-

tractive. Hence the name. All-Hallowe'en, or "All Saints' Day." The choice of this day was determined doubtless by the fact that the first of November, or rather the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled ashes rest at last.

Some of the most amusing of Hallowe'en games have for their object the solving of problems of destiny in regard to matrimony. In one of them three small bowls are placed on the table: the first one empty, the second filled with clear water and the third containing soapy water. Girls are blindfolded in turn and led to the table, with instructions to dip the left hand into one of the bowls. If the hand is dipped into the clear water, the maid will marry a bachelor; if into the soapy water she will capture a widower, and if into the empty receptacle, she will remain a spinster all her life.

GAMES FOR HALLOWEEN

First the invitations must, of course, be appropriate. Tiny note paper, with fairies and hobgoblins on it, can be bought; but any girl or boy with a very little trouble can make nicer ones. You might write the invitations on silver paper half moons, on which you can sketch (or paste, if you cannot draw) owls, gypsy fortune-tellers or horseshoes. Or, take pieces of red card board about four inches square; then cut out of black paper funny little goblins, witches and fairies. Arrange them on the red card as artistically as possible, and print the invitations in black or gilt paint. If you can put it in rhyme, all the better.

The decorations should be of autumn leaves or bunches of wheat, jack-o'-lanterns, strings of popcorn, or pine cones tied from narrow strips of deep yellow cheesecloth or bunting. The little gourds or squashes, deep yellow, striped green and ruddy brown, make cunning favors for each child's plate. Cut off the top and fill them with the old-fashioned round, red peppermint drops. If you can find one of the very long gourds (sometimes they are a couple of feet long), they are very at-

tractive. Hence the name. All-Hallowe'en, or "All Saints' Day." The choice of this day was determined doubtless by the fact that the first of November, or rather the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled ashes rest at last.

Some of the most amusing of Hallowe'en games have for their object the solving of problems of destiny in regard to matrimony. In one of them three small bowls are placed on the table: the first one empty, the second filled with clear water and the third containing soapy water. Girls are blindfolded in turn and led to the table, with instructions to dip the left hand into one of the bowls. If the hand is dipped into the clear water, the maid will marry a bachelor; if into the soapy water she will capture a widower, and if into the empty receptacle, she will remain a spinster all her life.

GAMES FOR HALLOWEEN

First the invitations must, of course, be appropriate. Tiny note paper, with fairies and hobgoblins on it, can be bought; but any girl or boy with a very little trouble can make nicer ones. You might write the invitations on silver paper half moons, on which you can sketch (or paste, if you cannot draw) owls, gypsy fortune-tellers or horseshoes. Or, take pieces of red card board about four inches square; then cut out of black paper funny little goblins, witches and fairies. Arrange them on the red card as artistically as possible, and print the invitations in black or gilt paint. If you can put it in rhyme, all the better.

The decorations should be of autumn leaves or bunches of wheat, jack-o'-lanterns, strings of popcorn, or pine cones tied from narrow strips of deep yellow cheesecloth or bunting. The little gourds or squashes, deep yellow, striped green and ruddy brown, make cunning favors for each child's plate. Cut off the top and fill them with the old-fashioned round, red peppermint drops. If you can find one of the very long gourds (sometimes they are a couple of feet long), they are very at-

tractive. Hence the name. All-Hallowe'en, or "All Saints' Day." The choice of this day was determined doubtless by the fact that the first of November, or rather the eve of the night preceding it, was the occasion of the ancient pagan festival of the harvest. For it was the policy of the church to supplant heathen by Christian observances.

If you give a Hallowe'en party you can amuse your guests by placing upon a table a large dish full of vegetables—beets, carrots, turnips, potatoes and onions—the number being the same as that of the men present. To each vegetable should be tied with a gay ribbon a card bearing a man's name. Then the ladies should in turn be blindfolded, and being led to the table one at a time, should pick out a vegetable, which, according to the card it bears, will decide who shall be the partner of its possessor for the evening.

Another amusing game requires that each girl in turn shall go out in the yard, or into the street, blindfolded, and led by somebody else and pick up the first fallen leaf that comes to hand. If it is ragged and dirty her future husband will be poor. If yellow he will be wealthy; if red he will be a witty and brilliant man; if green he will be a fool.

In case you are puzzled to choose between two lovers place three nuts on a stove or before the fire so close that they will be ignited. One you name for yourself and other two for the young men respectively. If one of the nuts jumps and bounces away, you know that the person it represents will prove tickle and an undesirable husband. As for the other, if it remains close by and the two nuts burn to ashes together you have reason to believe that this lover and yourself will make a happy match. Some quite ancient verses describe the test as follows:

These glowing nuts are emblems true
Of what in human life we view;
The ill-matched couple fret and fume
And thus in strife themselves consume,
Or from each other wildly start,
And with a noise forever part.
But see the happy, happy pair,
Of genuine love and truth sincere;
With mutual fondness while they burn,
Still to each other kindly turn;
And as the vital sparks decay
Together gently sink away.
Till, life's ordeal over passed,
Their mingled