

VICTORIAN GAMES

After “supper,” young people spent their time doing many things which included playing games. What follows is a list of games that were taken from a book of games of that era.

HUNT THE RING

A ring is threaded on a long piece of string with the ends joined. The players stand in a circle, the cord passing through their closed hands. The ring circulates from one to another, while a player in the center of the circle endeavors to find it; when he does so, the person in whose hand the ring is found takes his place.

HIDING THE THIMBLE

The players are sent out of the room while someone hides a thimble in a place where it can be seen. The players are then called in, and as each one discovers the thimble, he sits down in silence. The person who first sees it, hides it the next time.

DROP THE HANDKERCHIEF

The players stand in a circle and join hands. One walks round outside the ring and drops a handkerchief behind one of the players, who instantly picks it up and pursues him. When he catches him the two change places and the games go on as before.

SPINNING THE TRENCHER

The players sit in a circle and each takes the name of some flower; one then moves to the center of the circle and sets a trencher or plate spinning on the floor; then he runs back to his seat crying “Honeysuckle” or any flower that has been chosen by the players. “Honeysuckle” rushes forward to prevent the trencher stopping, and then returns to his seat, after spinning the trencher again and calling out some other name. Any player who, when called, allows the trencher to fall, must pay a forfeit.

Courtesy of the John Muir National Historic Site, Martinez, California