A BOOK
of
ORIGINAL PARTIES

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Margaret Keeney

Margaret Keeney

Johnson

13.19 Washington
BY THE SAME AUTHOR
A Year of Recreation
SUGGESTIONS FOR CREPE-PAPER COSTUMES
A Book of Original Parties

by

Ethel Owen

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AN ARTISTIC PARTY

THE first things to plan in giving a party are the list of guests and the invitation to be extended to them. After the invitations are out the rest of the time intervening can be devoted to planning for the entertainment of the guests.

THE INVITATION

There is almost limitless scope in getting up invitations for an artistic party, especially if the host or hostess possesses even a slight ability as an artist. Deckled-edged cards or stationery, with tinted edges, can be purchased in almost any stationery store. Pen-and-ink sketches or little water-color designs in the corner add to the artistic effect desired; and if fancy lettering is used in writing the invitation, the final effect is in every way suitable for extending an invitation to an artistic evening. Japanese wood stationery, which comes already decorated, is also suggested on which to write invitations. The invitation might be worded something like this:
This invitation comes to you; We hope that you accept it too. Next Thursday evening come and see If real artistic you can be. Make a paper dress and also wear it, But watch your step or you will tear it.
AN ARTISTIC PARTY

COSTUMES

If it is desired to enhance the artistic features of the evening, the guests should be requested to come dressed in costumes made of crêpe paper as noted in invitation. With the great array of fancy paper that can now be purchased some extremely pretty and artistic costumes can be made. Foundations on which to sew the paper are usually of some cheap inexpensive material. (See frontispiece.)

When the guests have all assembled distribute slips of paper and request each guest to vote for the costume that he considers the most artistic. The wearer of the costume receiving the most votes should be declared the winner and a small doll dressed in crêpe paper awarded.

By this time the guests are pretty well acquainted and the hostess finds them in a mood for the further festivities of the evening.

ART EXHIBIT

The attention of the guests is then requested and announcement is made to them that it is the belief of the hostess that there is among
the company much artistic talent hidden away, and that it is her intention to try to find out where some of it is hidden. Therefore an art exhibit has been planned, and each one is requested to contribute a work of art to the exhibit. She points to a table on which are packages of various shapes all neatly tied up, and requests each one to come forward and select a package, in which they will find implements to aid them in their artistic endeavors. Twenty minutes is then to be given for the consummation of their artistic work, and on completion each one is to be placed on the exhibit table—a long table having been provided for the purpose. The guests then come forward and make their selections of packages and here are some of the things which the packages contain:

A small box of sand and a package of toothpicks.
A box of tiny pebbles and shells and some clay.
A box of crayons and some drawing paper.
A box of water colors and a piece of plain china.
A fountain pen and paper.
Charcoal and a plain pine board.
AN ARTISTIC PARTY

Soft drawing pencil and paper.
A box of modeling clay.
A pair of scissors, some pieces of silk and tube of paste and a piece of cardboard.
A box of water colors and the cover of a box.

It is sometimes surprising to see what wonders can be evolved in twenty minutes. Then the hostess places the results on the table as each one finishes and all are invited to attend the exhibit. Small cards with the names on them are placed beneath each contribution as the hostess receives it. Much merriment and fun always accompany a game of this sort, and the artist who has succeeded in making the best contribution might be rewarded with a small water-color sketch. A reproduction of water-color sketch made on an ordinary box cover is given herewith.

ARTISTIC WORDS

The guests are now given pencil and paper and told that as their artistic education has progressed so well perhaps they would like to see how many artistic terms they can record in fifteen minutes. This might sound easy, but when you try to think of words in
the artistic class they don’t always come to mind. This game may also be played by the hostess reading off a list of such words, very fast, and then asking the guests to list as many words as they can remember of those she has read off. If the game is played this way, the following list of words might be used:

<table>
<thead>
<tr>
<th>Artist</th>
<th>Draughtsman</th>
<th>Portrait</th>
</tr>
</thead>
<tbody>
<tr>
<td>Limner</td>
<td>Caricaturist</td>
<td>Sign</td>
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<tr>
<td>Engraver</td>
<td>Flower</td>
<td>Carver</td>
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<tr>
<td>Enameler</td>
<td>Scene</td>
<td>Etching</td>
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<tr>
<td>Marine</td>
<td>Sculptor</td>
<td>Tapestry</td>
</tr>
<tr>
<td>Miniature</td>
<td>Statuary</td>
<td>Line</td>
</tr>
<tr>
<td>Coach</td>
<td>Photography</td>
<td>Paint</td>
</tr>
<tr>
<td>Modeler</td>
<td>Technique</td>
<td>Sketch book</td>
</tr>
<tr>
<td>Mosaic</td>
<td>Canvas</td>
<td>Studio</td>
</tr>
<tr>
<td>Batik</td>
<td>Perspective</td>
<td>Atelier</td>
</tr>
<tr>
<td>Color</td>
<td>Sketcher</td>
<td>Palette</td>
</tr>
<tr>
<td>Outline</td>
<td>Designer</td>
<td>Picture</td>
</tr>
<tr>
<td>Painter</td>
<td>Copyist</td>
<td>Frame</td>
</tr>
<tr>
<td>Drawer</td>
<td>Landscape</td>
<td>Pattern</td>
</tr>
</tbody>
</table>

DECORATIONS

The decorations used for this party should be of many colors. Crêpe paper garlands are always effective, and these can be draped in all sorts of ways, so it is not hard to get an attractive effect. Place cards of every con-
AN ARTISTIC PARTY

Ceivable sort can be purchased at nominal prices in the gift shops. (See Illustrations.)

MENU

For menu cards it is suggested that palettes be cut out of various colored cards, with following menu typed thereon:

THE PAINT BOX

(Fruit Salad with Candied Cherries give color effect)

Mixture

(Olive, cream cheese and nut sandwiches)

Sketches

(Date and nut sandwiches)

The Masterpiece

(Layer Cake with Picture Outlined in Candy on Icing)

Subjects

(Assorted Cookies various shapes)

Colors

(Bonbons)

Etchings

(Crystallized Ginger)

The Frame

(Coffee)
Next week we're planning a little trip. It may be by train or it may be by ship.

We'd like you to join us on our party And extend you an invitation that's hearty.

Be sure and come early and avoid the rush, For at the station there may be a crush.

We'll be there to greet you and say, "Hello!" So don't let your answer spell the word, "No."

If the invitation is worded something like the above, and is typed on stationery bearing a sketch as suggested herewith, it will arouse the curiosity of the invited guests and lend a little tinge of anticipation.

When the guests arrive they assemble in the hall which is supposed to be the station,
TRAVEL PARTY

time-tables, maps, pictures of ships, etc., being hung about. Across the entrance to the rooms should be placed a rope, or an improvised gate. Someone representing the ticket agent stands behind a box and all have to secure tickets from him.

There are two sets of tickets with corresponding numbers, one of these sets being distributed among the men and the other set among the women. Finally, when all have arrived at the "station," the train man, imitating as nearly as possible the tone in which trains are called out, announces that the train is about to leave. The gate is then opened, and upon entering the room it is observed that chairs have been placed to represent a passenger coach, each set of chairs being numbered to correspond to numbers on the tickets. After all have found their seats, the "train" whistles and finally is off. (If someone is gifted in imitating, a very good effect of a departing train can be produced, but almost anybody, with a little practice, can give a creditable imitation.)

Ten minutes is allowed for the passengers to talk and become acquainted. The train man then announces that those responsible for
the trip have asked him to do all that he can to entertain the passengers, and, therefore, he has brought along a friend to help amuse them. The partner comes forward and the train man tells the guests that he will demonstrate the cleverness of his partner in the following way. He will request him to step out on the platform and then ask them to select a city and his partner will tell them what city it is. Much merriment is caused in the demonstration by the fact that each time a city is named the train man gives some very apparent clue so that his partner can easily identify it. Just how much fun and cleverness can be displayed in this game depends on the versatility of those acting as the principals. For example, here are a few of the clues that might be given:

Some one names Boston, whereupon when the partner enters, the trainman remarks, "I had baked beans for my dinner last night." And the partner promptly answers, "The city is Boston."

Then New Orleans is chosen, whereupon he sings, "Down Among the Sugar Cane." New York is selected, and he sings, "East Side, West Side."
The choice of Philadelphia calls forth the remark that William Penn was a good Quaker.

When Wheeling is mentioned, he remarks, "Did you see the heavy load that little boy was carrying on his wheelbarrow this morning?"

If Detroit is selected a remark on the automobile industry is in order.

The clue to Kansas City is, "Now we'll begin to eat at Harvey's."

On the naming of Springfield the question may be, "Is that a natural spring in your father's field?"

And so on, some of the clues being so apparent and funny that the passengers are in gales of laughter. In selecting the people to take part in this game, however, it is essential that they have ingenuity, as it requires quick thinking to make the comments that will call forth the correct answers.

The train man next announces that they have reached the point where they transfer to a boat, whereupon the guests enter the next room, which has been railed around to represent the deck of a ship (crêpe paper can be used effectively for the railing). The chairs
are scattered about, some up against the rail, some in little groups, and in the center is a circle which is supposed to be the bandstand. Those who can play musical instruments have been requested ahead of time to bring same with them and the band is quickly recruited from their midst. The ship's band then renders a number of selections (it is preferable to let the musicians know the plan before the night of the party so that they can arrange their program). This musical part of the evening can be made a very enjoyable one.

The captain of the ship then suggests an informal "sing," anybody being at liberty to start a song and all others joining in, the stipulation being, however, that every song that is started must pertain in some way to boats, traveling by water, etc. This taxes the minds of all and there is much good-natured rivalry as to who can present the greatest number. A few songs that would fit into this program are:

Sailing
Winken, Blinken, and Nod
My Bonnie Lies Over the Ocean
A Life on the Ocean Wave
TRAVEL PARTY

Rocked in the Cradle of the Deep
Good-by, My Lover, Good-by
The Mermaid
On the Banks of the Wabash
Swanee River
Sweet and Low

After this pencils and paper are distributed and the guests are asked to list as many different modes of travel as they can think of. It will be quite a lot of fun to see what sort of lists are handed in. In checking the lists the hostess might read off a list of various modes, and then at the end, if there are any methods listed on other lists which do not appear on hers, they might be added for future reference. A miniature boat or train would be an appropriate reward for the one with the most listings. Here are a few of the ways that might find a place in such a list:

Train		Automobile
Taxicab		Velocipede
Two Feet		Ice Skates
Scooter		Bicycle
Aeroplane		Steamer
Canoe		Horse
Sleigh		Horse and Wagon
Subway		Carriage
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<thead>
<tr>
<th>Sedan Chair</th>
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<tr>
<td>Wheelbarrow</td>
<td>Plow</td>
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<td>Boat</td>
<td>Skiis</td>
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<tr>
<td>Tricycle</td>
<td>Snow-shoes</td>
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<td>Roller Skates</td>
<td>Kiddie-Kar</td>
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<tr>
<td>Motor Cycle</td>
<td>Camel</td>
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<tr>
<td>Submarine</td>
<td>Elephant</td>
</tr>
<tr>
<td>Stilts</td>
<td>Ox-cart</td>
</tr>
<tr>
<td>Hydroplane</td>
<td>Tractor</td>
</tr>
<tr>
<td>Street Car</td>
<td>Perambulator</td>
</tr>
<tr>
<td>Covered Wagon</td>
<td>Elevator</td>
</tr>
<tr>
<td>Tank</td>
<td>Pogo Stick</td>
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The pilot of the party then states that the journey is not completed and that the last part of it will have to be made by aeroplane. The room formerly serving as a train is used for the aeroplane, the hostess having gotten it into shape while the game was in progress. The aeroplane part of the journey is supposed to be made by night, so the pilot uses a flash light to show the passengers to their places. He announces that in the ascent they will see the stars twinkling, hear the wind whistling, and probably will pass the moon. Various toys that make all sorts of noises can be purchased in almost any toy shop, and one making a whirring noise is used as the pilot announces that they are leaving the earth.
He explains that they are close to the stars, and with the announcement small flash lights are used in various parts of the room to represent the twinkling stars; then he bids all watch for the moon. The “moon” has been cut out of yellow paper and a face drawn in it, which, with a strong light in back of it at one end of the dark room, gives the desired illusion. The wind begins to whistle (the toys making the best imitation of wind being used). If desired, and the means to complete the effect are available, a storm might be staged, after which the light of the moon and stars is supposed to be so strong that the aeroplane is lighted up, lights being turned on at this point.

Finally the pilot tells the guests that they are nearing the end of their journey and will soon arrive at the island which is their destination, and there they will be greeted by the Good Fairy who watches over the happiness of people. The pilot describes the approach to the island and the descent of the plane and eventually announces that they have arrived.

The way is led back into the next room, where they are greeted by the hostess, who wears a gold paper crown and waves a wand.
The room has been cleared of furniture and soft cushions are strewn about the floor. She tells them she hopes they have all had a good journey, but she knows that it is not complete until they have visited her little house of happiness. A little house is in one corner of the room, and the couples are invited to visit the house and take from it one brick. Boxes containing refreshments for two have been wrapped up in paper representing bricks, and of these bricks the house has been built. After the house is demolished and all have their packages, it will be a matter of few moments before all will be seated comfortably and informally in picnic fashion on the cushions, anxiously examining the bricks.

The refreshments contained in the boxes should be as close to picnic style as possible. Sandwiches wrapped up in tissue paper, olives and pickles in little containers that can be purchased for such occasions, hard-boiled eggs with little packages of pepper and salt, drop cakes and cookies, fresh fruit and after-dinner mints and salted nuts make a true picnic luncheon that will be enjoyed by all—especially at the end of a journey.
A NEW kind of house party for just an evening’s fun is suggested along the following lines:

First of all to plan is the invitation. This, as always, should be in keeping with the idea of the party. And you can make your own. Take medium-stiff cardboard, preferably some color—orange is always effective—and fold it. Then take a separate piece of cardboard and draw a little house in such a way that it can be cut out. Sketch in doors, win-
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dows, etc., with pen and ink. When this is done you have your pattern, and can cut out several at once. The sketching, of course, will have to be done individually on each folder. The invitation appears on the inside and should be written in whatever form is desired. Perhaps something like this:

Won't you come to our house-party?
A jolly bunch you will find there;
Besides, for you a welcome hearty
And not the slightest bit of care.

Read all the "ads" that come before you,
In papers, cars, and in subways,
Including signs and posters too;
Remember, advertising pays.

This is a hint—you're welcome to it—
Of what that evening has in store.
These are your orders; now go to it;
At eight be ringing at our door.

If the hostess is so situated that practically the entire house can be thrown open for the party, it will be easier to plan the evening's entertainment, although if this is not possible one or two rooms will do.
LIVING ROOM

The guests are received in the living room, and when everybody has arrived the hostess tells them that she wants them to know a little bit about the house and family, so she has prepared a game in which all may join. She then explains that she will read a little story in which occur certain blanks. They are to receive sheets of paper with numbers on them. Opposite each number they are to write the fill-ins which they think are missing from the blanks. She tells them that each blank indicates that some well-known advertised product has been omitted. Where it would be extremely difficult to guess without some sort of key she indicates article, and they must guess the make, or else initials are indicated. In other places merely the context gives them the clue. Here is the story with blanks or keys indicated:

THE STORY

I suppose none of you would think by looking at this house that it is one of the B———H———, which you see advertised as "Better Built Ready Cut." Well, it is, but you see we have fixed it up so that it is quite individual.
Magazine has given us a lot of hints. We have had A—— R—— put in, so that we can "Dress in Cozy Warmth" in the winter. Then we have put an open fireplace in the living room and in the evenings we sit beside it and throw ——— on it until we find ourselves enchanted by the beautiful colors produced. All the chairs in the library are R—— E—— Chairs, and we have a P—— C—— where father takes his nap. A number of the floors are covered with G—— S—— C—— Rugs, and for music we have the V—— and the S——. When we bought both father wanted to know if we were going to buy an ——— Organ too, but he always loves to joke. But I notice that sometimes in the evenings he forgets to read ———, "the magazine that entertains," and listens to the music, and mother sits by with her ——— Embroidery.

Brother Bob—you know he is the one who wears ——— ——— and ——— clothes and ——— ——— collars—did all the floors with V—— V——, and he polished our L—— S—— B—— with L—— V——. Every day we go over the painted
A HOUSE PARTY

floors with an ————, and use the B—— C—— S—— on the rugs. We also find F—— B—— mighty handy for cleaning. In some of the rooms we have S—— M—— W—— C——, and our kitchen utensils are M—— A——. In the library we have A—— L——, for they are so nice to read by, and very often before we know it the old ———— Clock says bedtime.

I must tell you about a trip we took. We got up in the morning and found that mother had Q—— O——, S—— P—— H——, and ———, which is just as good as coffee, for breakfast. The milkman had not arrived, so we used ——— Milk. Bob likes T—— C—— F—— for cereal and I like P—— R——, so we added those. Mother asked us if we were going to take along something to eat, so we took some D—— D——, a can of B—— C—— and W—— H—— C——, some S—— S—— R——, which come in little boxes and are nice to munch on, and some boxes of ——— Biscuits, a few cans of C—— S—— and H—— M—— M——, which, they say, is a "safe milk."
Mother laughed at our collection and gave us a package which we later found contained some delicious cookies in which she had used C——, a tempting salad, accompanied by a bottle of P—— S—— D——, some S—— B—— C——, fruit —— in little cups, hard-boiled eggs, for which she did not forget to put in the C—— S—— S——, and for those who did not like the hot drinks some C—— C—— G—— A——.

So we started off and Bob's friend Tom joined us in his new ———, which is called the "Standard of the World." He was very proud of it, but Bob had just done what "motorists wise" do, ——— his ———, which he declared was the best-known car in the world, and it was lots of fun listening to them argue. Then they began to discuss tires. Bob said he liked G—— tires, and Tom liked M—— C——, but we noticed he had F—— tires on his car. We stopped to get T—— gasoline, and Tom laughed when Bob put B—— in his gas and asked if he thought the car wouldn't run without it. Then Tom found he needed some M——.
A HOUSE PARTY

I was feeling quite well dressed in a gown I had made myself from a M Pattern with C— silk. My sister had on a dress made from B— Silk. She wore ——— Stockings but I wore ——— Sport Hose. Tom teased me every time I laughed and told me I was a good ad for ——— “the new-day dentifrice.” We got quite sun-burned but used H—— H—— and A—— C——. We parked the cars and walked a lot until finally Tom said his shoe had given him a blister, so we got some A—— F—— for him and told him to put some U—— on the blister. He looks quite wise with his ——— Spectacles and you can tell he uses P—— S—— C——. We took along a ——— and snapped some pictures which Bob autographed with his E—— P——. Tom said the best pencil he had was a plain M——, but he did have a nice W—— ——— ———. Bob said he liked the P—— ——— ———, but that he was such an awful writer that whenever he could he used an U—— T——. Tom asked him why he didn’t carry a C—— T—— around with him.

After dinner we all washed our hands with
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L—— S—— and dried them on S—— T—— T——. Tom suggested that we all eat a cake of ——— to guard against indigestion. Finally Bob consulted his H—— W—— and Tom looked at his E—— W——, and taking their car keys from their B—— K—— started up the cars and we headed for home. My organdy collar and cuff set had gotten so soiled I had to wash them in ———, and we all had to polish our shoes with ——— ———. Then we had lots of fun talking things over as we ate H—— C——.

Note: The comments in quotation marks represent slogans used in advertising the product and give the key in such instances.

When the story is completed the papers are passed to the left hand neighbor so that no one will correct their own papers, and as the story is read complete the papers are corrected. The one having the largest number of products correct should receive as a reward some one of the products listed.

Here is the story complete:

THE STORY COMPLETE

I suppose none of you would think by look-
A HOUSE PARTY

ing at this house that it is one of the Bennett Homes, which you see advertised as “Better Built Ready Cut.” Well, it is, but you see we have fixed it up so that it is quite individual. Good Housekeeping Magazine has given us a lot of hints. We have had American Radiators put in so that we can “Dress in Cozy Warmth” in the winter. Then we have put an open fireplace in the living room, and in the evenings we sit beside it and throw Driftwood Flame on it until we find ourselves enchanted by the beautiful colors produced. All the chairs in the library are Royal Easy Chairs, and we have a Pullman Couch where father takes his nap. A number of the floors are covered with Gold Seal Congoleum Rugs, and for music we have the Victrola and the Sonora. When we bought both father wanted to know if we were going to buy an Estey Organ too, but he always loves to joke. But I notice that sometimes in the evening he forgets to read Ainslees’, “the magazine that entertains,” and listens to the music, and mother sits by with her Royal Society Embroidery.

Brother Bob—you know he is the one who wears Hart, Schaffner and Marx clothes and
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Van Heusen collars—did all the floors with Valentines’ Valspar, and he polished our Lundstrom Sectional Bookcases with Liquid Veneer. Every day we go over the painted floors with an O-Cedar Mop, and use the Bissell’s Carpet Sweeper on the rugs. We also find Fuller’s Brushes mighty handy for cleaning. In some of the rooms we have Sani-tas Modern Wall Covering, and our kitchen utensils are Mirro Aluminum. In the library we have Adjusto-Lites, for they are so nice to read by, and very often before we know it the old Seth Thomas Clock says bedtime.

I must tell about a trip we took. We got up in the morning and found that mother had Quaker Oats, Swift’s Premium Ham, and Postum, which is just as good as coffee, for breakfast. The milkman had not arrived, so we used Carnation Milk. Bob likes Toasted Corn Flakes for cereal and I like Puffed Rice, so we added those. Mother asked us if we were going to take along something to eat, so we took some Dromedary Dates, a can of Baker’s Cocoa, and White House Coffee, some Sun-Maid Seedless Raisins, which come in little boxes, and are nice to munch on, and some boxes of Sunshine Biscuits, a few cans of
Campbell’s Soups and Horlick’s Malted Milk, which, they say, is a “safe milk.” Mother laughed at our collection and gave us a package which we later found contained some delicious cookies in which she had used Crisco, a tempting salad accompanied by a bottle of Premier Salad Dressing, some Steero Bouillon Cubes, fruit Jello in little cups, hard-boiled eggs, for which she did not forget to put in the Crystal Shaker Salt, and for those who did not like the hot drinks some Cliquot Club Ginger Ale.

So we started off, and Bob’s friend Tom joined us in his new Cadillac Car, which is called the “Standard of the World.” He was very proud of it, but Bob had just done what “motorists wise” do, Simonized his Ford Car, which he declared was the best-known car in the world, and it was lots of fun listening to them argue. Then they began to discuss tires. Bob said he liked Goodrich Tires, and Tom liked Miller Cords, but we noticed he had Fisk Tires on his car. We stopped to get Texaco Gasoline, and Tom laughed when Bob put Boyceite in his gas and asked if he thought the car wouldn’t run without it. Then Tom found he needed some Mobiloil.
I was feeling quite well dressed in a gown I had made myself from a McCall Pattern with Corticelli Silk. My sister had on a dress made from Belding Silk. She wore Real Silk Stockings, but I wore Iron Clad Sport Hose. Tom teased me every time I laughed and told me I was a good ad for Pepsodent, "the new-day dentifrice." We got quite sun-burned, but used Hind's Honey and Almond Cream. We parked the cars and walked a lot until finally Tom said his shoe had given him a blister, so we got some Allen's Footease for him and told him to put some Unguentine on the blister. He looks quite wise with his Shur-On Spectacles, and you can tell he uses Palm-olive Shaving Cream. We took along a Kodak and snapped some pictures which Bob autographed with his Eversharp Pencil. Tom said the best pencil he had was a plain Mongol, but he did have a nice Waterman Fountain Pen. Bob said he liked the Parker Duofold Pen, but that he was such an awful writer that whenever he could he used an Underwood Typewriter. Tom asked him why he didn't carry a Corona Typewriter around with him.

After dinner we all washed our hands with Lifebuoy Soap and dried them on Scot Tissue
A HOUSE PARTY

Towels. Tom suggested we all eat a cake of Fleischmann's Yeast to guard against indigestion. Finally Bob consulted his Hamilton Watch and Tom looked at his Elgin Watch, and taking their car keys from their Buxton Keytainers started up the cars and we headed for home. My organdy collar and cuff set had gotten so soiled I had to wash them in Lux and we all had to polish our shoes with 2 in One Shoe Polish. Then we had lots of fun talking things over as we ate Huyler's Candy.

THE LIBRARY

The Library is then visited and here an informal game of Authors is played. Someone stands in the center of the room and gives the initials of some well-known author or authoress. The one guessing correctly takes the floor and gives initials, and so on as long as it is desired to continue the game.

THE KITCHEN

The Kitchen is next, and all the guests are invited to participate in an old-fashioned candy pull. None of us ever reaches an age where a candy pull loses its charm, and it is always a successful venture.
THE DINING ROOM

The Dining Room is next, and here the refreshments of the evening are served. Arrange the tables around the room in cafeteria fashion, and as each one enters give a tray and such dishes as needed and a paper napkin. The line progresses along, each one taking such refreshments as he desires. Sandwiches, olives, pickles, cookies, cheese sticks, salted nuts, candy, fruit cup and coffee makes a good cafeteria supper, and the informality of the serving will lend a final touch to what can be made a most enjoyable evening. Camp chairs in informal groups around small tables to which the guests carry their trays will make everybody comfortable.
A COLOR PARTY

IN planning for the color party perhaps the first thing to be decided on is what color is going to predominate. Orange color is always effective, so for this party we will select that as the predominating color and plan accordingly. The invitations, of course, will have to be written on orange-color stationery, and might contain the request that the girls wear something in orange color, even if it is only an orange bow of ribbon, and the men wear orange neckties. Of course those who have dresses of this color will wear them, and thus the idea of the party will be enhanced.

A great deal can be accomplished by the judicious use of orange-color crêpe paper and garlands. These garlands draped about the room, even before other touches are given, will prove effective. Then there are the long strips of paper cut fine which can be used in the doorway as curtains. Cushions, etc., can be covered with crêpe paper. And when you start in decorating and see how effective it all is you will hardly know where to stop.
COLORS

Here is a color game. The following questions are asked, or, better, they can be typed on sheets of paper and the statement made that they must be answered by naming some color. Of course the questions here given are only suggestive. Perhaps in planning the game the one preparing it can call to mind more colors and prepare additional questions to fit the colors.

Questions

1. What color is valuable and can be worn about the neck?
   Answer: Amber

2. What color do you feel when in state of depression?
   Answer: Blue

3. What color is found in Bermuda?
   Answer: Coral

4. What color is the sky on a stormy day?
   Answer: Gray

5. What color is found in the fire?
   Answer: Flame

6. What color are the leaves in spring?
   Answer: Green

7. What color is very fragrant?
   Answer: Heliotrope
<table>
<thead>
<tr>
<th>Questions</th>
<th>Answers</th>
</tr>
</thead>
<tbody>
<tr>
<td>8. What color is phosphorus on the water?</td>
<td>Iridescent</td>
</tr>
<tr>
<td>9. What color is often carved and valuable?</td>
<td>Jade</td>
</tr>
<tr>
<td>10. What color is sour in fruit and pretty in color?</td>
<td>Lemon</td>
</tr>
<tr>
<td>11. What color is well known as a flower?</td>
<td>Nasturtium</td>
</tr>
<tr>
<td>12. What color is the keynote of this party?</td>
<td>Orange</td>
</tr>
<tr>
<td>13. What color is also a fruit?</td>
<td>Peach</td>
</tr>
<tr>
<td>14. What color if beheaded could be black?</td>
<td>Pink</td>
</tr>
<tr>
<td>15. What color denotes purity?</td>
<td>White</td>
</tr>
<tr>
<td>16. What color is also money?</td>
<td>Gold</td>
</tr>
<tr>
<td>17. What color makes you think of &quot;serious&quot;?</td>
<td>Cerise</td>
</tr>
<tr>
<td>18. What color is a girl’s name?</td>
<td>Rose</td>
</tr>
<tr>
<td>19. What color is small money?</td>
<td>Silver</td>
</tr>
<tr>
<td>20. What color is every color?</td>
<td>Rainbow</td>
</tr>
<tr>
<td>21. What color do you get in summer?</td>
<td>Tan</td>
</tr>
<tr>
<td>22. What color does this become if continued?</td>
<td>Brown</td>
</tr>
<tr>
<td>23. What color is also a jewel?</td>
<td>Turquoise</td>
</tr>
<tr>
<td>24. What color is an expensive flower?</td>
<td>Orchid</td>
</tr>
<tr>
<td>25. What color is a tiny flower?</td>
<td>Periwinkle</td>
</tr>
<tr>
<td>26. What color is a herb?</td>
<td>Henna</td>
</tr>
</tbody>
</table>
SHADOWGRAPHS

Arrange a sheet in such a way that anyone standing behind it will cast a shadow on the sheet. Then have all the girls go out of the room and in turn their shadows are cast upon the sheet. The men have one guess each. If a man, on his guess, is correct about the identity of the shadow appearing on the sheet, this couple is paired off. If it is desired, let the men go out and the girls guess their shadows. This might prove a little more difficult on account of the similarity of the men’s clothes. After all have been finally paired off, they are told that a game has been prepared which will help them get acquainted.

POSTCARD PUZZLES

Before the night of the party the hostess has taken postcards or pictures and cut them up in various shapes, placing two in each envelope. These are given out to the couples and they are told that the envelopes contain two pictures which they are to put together. Probably it is well to put a time limit of about twenty minutes on same. The couple piecing their pictures together first (and correctly
A COLOR PARTY

piecing them) are awarded little puzzle games such as can be purchased in the ten-cent store.

STUDIES IN BLACK AND WHITE

Make up, in duplicate, bows of various colored ribbon. Put these in two hats and have the men draw from one hat and the women from the other. After all have secured bows they find their partners by matching up the colors of the bows. Cards and little pencils are then distributed and everybody is requested to make sketches of their partners, writing the name of the person sketched on the back when completed and handing them to the hostess. After all the sketches have been turned in they are pinned up on a sheet and numbered. Sheets of paper with corresponding numbers are then handed to everybody and they are requested to identify the sketches. The results of this game will be clever, funny, artistic, etc., according to the ability of the folks participating in it, and it will be because of the great variety that the most fun will result. A time limit of twenty minutes is given for the identification and then papers are exchanged, and as the hostess
takes down each sketch and reads the name on the back the papers are corrected. The merriment will increase as each picture is exhibited and names are read off, for it is safe to say that not even mother would recognize some of them. As a souvenir each guest is permitted to keep the sketch which has been made of himself.

And then supper! The partners who have already been secured by the matching up of the bows are continued for supper. In planning the supper the color scheme of the party should be kept in mind. Crêpe paper tablecloth and napkins with orange predominating should be used, and a candelabra with orange candles in it should be placed at each end of the table. The fruitstand, in the center of the table, should contain oranges, bananas, yellow apples, and any other yellow fruit procurable. The cake should be iced with orange-color icing. Serve fruit salad in halves of oranges from which the pulp has been removed. Make sandwiches of snappy cheese and of orange marmalade. Little cookies can also be made with orange icing, and bonbons of orange color can be purchased in confectionery stores; serve orange ice in sherbet
A COLOR PARTY

glasses and for drink have orangeade. For favors purchase little orange boxes and fill with salted nuts.

And will the color party be a success? The best way to find out is to have one and see!
BABES IN TOYLAND PARTY

SPECIAL paper for invitations to children's parties can be purchased in almost any stationery store, and this is the paper on which invitations should be written for this sort of party.

TYPE OF STATIONERY SUGGESTED FOR BABES IN TOYLAND PARTY
BABES IN TOYLAND PARTY

In writing the invitations request each person invited to bring with him a miniature duplicate of the toy that was dearest to their hearts in childhood days. Such miniatures can be purchased in favor stores or in the five-and-ten-cent store. In fixing up the rooms for this party borrow as many dolls, teddy bears, animals, etc., as can be secured and distribute them effectively about the room. This will help to give the Toyland effect desired.

THE STORY OF THE TOYS

After all are assembled and arranged in a circle the hostess asks the first one to produce the miniature toy he has brought along. Perhaps he produces a small train. If so, he is requested to tell in three minutes the train journey that he remembered best as a child; if he produces a small sleigh, he must tell of some childhood coasting escapade; if a doll, the story is to be centered around the best-loved dolly in childhood days; if a boat, the account is to be of some trip; and so on until all have produced their toys and told some incident in their childhood of which the toy is the key. This sort of a game mixes up the
crowd in good shape, and afterward the toys are all collected, wrapped up and placed in a grab bag, whereupon each one has a chance to grab and takes home one of the toys as a remembrance of the party.

THE ZOO

The "children" are then taken to the zoo. This has been fixed up on a table at one end of the room, and comprises such things as

Chocolate Mouse
Gingerbread Horse
Rubber Dog
Calico Cat
The Three Wise Monkeys
Picture of a Lion
Long cord coiled to represent snake.

The hostess then states that the keeper of the zoo is sorry that there is not a better display, but she has told him that perhaps they could make some contributions. Thereupon she produces potatoes, carrots, turnips, beets, etc., and distributes them, adds a box of toothpicks, and then suggests that these be converted into animals for the zoo. With such equipment and the aid of a knife you will be surprised just how many queer-looking ani-
mals will become inmates of the zoo. Try it and you will see.

**MOTHER GOOSE GAME**

All "children" should be well acquainted with Mother Goose stories, and so when the hostess tells them that she will hold up various objects which will be the key to some story found in Mother Goose books it should not be hard to find the answers. For the one guessing the most stories a Mother Goose Book should be awarded. For who would not know that

A slipper meant  
A small doll asleep  
A pair of boots  
A dog  
A mouse  
A little red cape  
A star  
A pail  
A shoe  
An English sixpence  
Bell  

Cinderella  
The Sleeping Beauty  
Puss in Boots  
Old Mother Hubbard  
Three Blind Mice  
Little Red Riding Hood  
Twinkle, Twinkle, Little Star  
Jack and Jill  
The Old Woman Who Lived in a Shoe  
Sing a Song of Sixpence  
Ding Dong Dell
## A BOOK OF ORIGINAL PARTIES

| Small pumpkin | Peter, Peter, Pumpkin Eater |
| Doll with curly hair | Curly Locks |
| Pair of mittens | Three Little Kittens |
| Toy goose | Goosey, Goosey Gander |
| A bun | Hot Cross Buns |
| Toy sheep | Baa, Baa, Black Sheep |
| Bunch of leaves | Babes in the Wood |
| See-saw | Margery Daw |
| Toy violin | Old King Cole and His Fiddlers Three |

### THE GOOD FAIRY

Before the evening of the party prepare a lot of short rimes. These can be very impromptu and do not have to be works of art, for it is all in fun, you know. These little rimes are written on colored slips and placed in a bowl. Each one is then told that if he will make a wish and tell it to the good fairy, she will plunge into her magic box and bring forth an answer to that wish. The wish is then made aloud and the slip is handed to the one wishing. He has to read it aloud, and much merriment will be caused, especially if some of the things on the slips are humorous. Rimes of the following nature are suggested:
BABES IN TOYLAND PARTY

Take your little fishing pole
Find a comfy swimming hole.
Forget you have a boon to ask
And hurry and perform your task;
And when you land the biggest fish
I'm sure you'll find you have your wish.

If wishes were horses, they say beggars might ride,
But you would want somebody by your side;
So take my advice and buy a car
And see how much more comfortable you are.

You do not ask for gold
    Or raiment fine, or such
But you will get your wish, my dear,
    For you haven't asked for much.

Patience is a virtue
    That I'm afraid you haven't learned,
But you'll have to wait to get your wish
    Unless you want it spurned.

Stop, Look, Listen, or you may be too late,
For I see by your wish, you're a child of Fate;
But there's joy on the morrow,
    So hereby take warning
And watch for that morrow,
    For I see it is dawning.

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A BOOK OF ORIGINAL PARTIES

Up the hill and down the hill
March and you will find
That as you march, your little wish
Is never far behind.

Like the Prince in the fairy tale
You will find all serene
When you see the Princess
Dressed all up in green.

When the moon shines bright
On a summer's night
You'll find great delight,
For your wish will come right.

Your wish to grant
I'm afraid I can't,
But on a day in May
You'll be happy and gay.

One, two, three, four,
Your wish is knocking at the door;
Open wide and let it come
And welcome it within your home.

The wish of your heart you now express,
So I guess its too late
To have it come by freight.

Your wish is one
That I won't grant:
The reason is
Because I can't.
BABES IN TOYLAND PARTY

If your wish,
Were a fish,
Then I would can it,
For I would
If I could
Grant you even more than it.

Of your wish the answer you would know?
Then know it. It is no, no, no.

What, do you think I am made of good fortune?
I am a maid and my name is Miss Fortune.
But what you desire, will surely be yours,
For my name to you is Miss Santa Claus.

Your wish it is lacking in rime and in reason,
But the meter is right—you'll meet her next season.

January, February, March, and June—
Watch these months and very soon
You will find by the light of the moon
That Fortune has granted her greatest boon.

Laugh, and the world laughs with you;
Your wish is funny I see,
But it may not seem funny
When you inherit the money
That is some day coming to thee.
Round the next corner that you meet,
For Romance lurks beyond that street;
You'll meet someone you've known a year,
But in that time has become very dear.

You're only a child,
But you think you're grown up
    Still your wish means much I know;
But keep on growing, drink milk from a cup,
    And some day you'll be happy I vow.

Little Tommy Tucker
Sang for his supper,
    But you sing for a wish so sweet.
Keep on with your song
The whole day long,
    And some day you'll have a big treat.

Use paper tablecloths and napkins for the table, with children's designs. These are made up in exceedingly attractive styles. An effective centerpiece is a Jack Horner Pie made of crêpe paper, with ribbons extending to each plate. And when the strings are pulled little favors are found at the other ends. Menu cards should bear pictures of well-known nursery characters. Plain white soft cardboard can be used in making these, and pictures can be secured from old story-
BABES IN TOYLAND PARTY

books and cut out and pasted on the cards. The menu might read something like this:

All Food Supplied from Mother Hubbard’s Cupboard
(Which was not really bare)

Salad
(From Little Miss Muffet’s Bowl)

Tarts Sandwiches
(Made by the Queen (Made by the Old of Hearts) Woman Who Lived in a Shoe)

Cake
(From Red Riding Hood’s Basket)

Candy Nuts
(Food for Curly (From Peter, Peter, Locks) Pumpkin Eater)

Fruit
(From Jack Horner’s Pie)

Ice Cream Chocolate
(From the North (Made by Marjory Wind) Daw)

A sketch similar to the following would make suitable place cards. If such a design
A BOOK OF ORIGINAL PARTIES

is used, it could be made more effective by cutting it out. For attractive children’s place cards that can be purchased in stores see double color page illustration.
A FARM PARTY

An invitation along the line of the following, written on paper which contains sketches similar to the accompanying illustration will give the invited guests an idea of just what sort of costume in which they are expected to appear.

Though city life,
    Pleases me,
I often long
    A farm to see.

I've thought and thought,
    And racked my brains;
To get my wish
    I've taken pains.

And now I have it,
    I'm filled with glee;
I couldn't go to a farm,
    So it's come to me!

Oats and barley,
    Lots of hay,
Fruit enough,
    To give away.

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Therefore come,
    On Wednesday night,
With face that's jolly,
    And heart that's light.

Wear your old clothes,
    An old straw hat,
Even overalls,
    For the matter of that.

And now good-by;
    Don't fail to write
And tell me you'll
    Be there that night.

The invitation is to be written down the haystack. And after all the "dress-up" parties this sort of a party will be rather unique. The rooms in which the party is to be held should have as much of the farm touch as possible. Strew hay around in the corners and stand farm implements, even if miniature ones, about the room. Little farmyards are purchasable in toy stores, or may be borrowed from the children in the family, and set up on tables, etc. Noah's ark with the animals arranged outside will also prove an appropriate detail. Pumpkin shades over the lights will give a soft effect and also add a country
PLACE CARDS SIMILAR TO THESE MAY
PURCHASED AT YOUR LOCAL STORES
A FARM PARTY

touch. And when the guests arrive, the women in their gingham dresses and sunbonnets, and the men in their overalls and big straw hats, the illusion of a farm party will be achieved.

THE CONTEST

To start the evening's fun have a contest. Make up rather a large chart on paper headed "The Farmville Contest." Then down one side of the chart write a number of items similar to those listed below. Opposite each designation should be left a space for the insertion of the name of the winner. Pass out
small pads of paper and pencils to each person and then have them cast the first vote for the one whom they consider the designation fits. Ballots should be folded and then collected. Appoint two tellers, and have the hostess announce the winners in turn as these results are made known. It will be exceedingly interesting to see the chart when completed, and each one will have a reputation to live up to or overcome.

1. The prettiest girl in the room.
2. The handsomest man in the room.
3. The most interesting girl in the room.
4. The most mysterious man in the room.
5. The best singer in the room.
6. The best piano player in the room.
7. The most athletic girl in the room.
8. The most athletic man in the room.
9. The biggest talker in the room.
10. The quietest in the room.
11. The most studious person in the room.
12. The best-dressed girl in the room.
13. The best-dressed man in the room.
14. The greatest reader in the room.
15. The biggest joker in the room.
16. The most intellectual in the room.
17. The wittiest person in the room.
A FARM PARTY

18. The most ambitious person in the room.
19. The most appealing person in the room.
20. The quickest-tempered person in the room.
21. The most dramatic person in the room.
22. The cleverest person in the room.
23. The one everybody loves best in the room.
24. The most vivacious person in the room.
25. The one who will make the biggest success of life.

Probably some of the folks would like to have a copy of this chart as a remembrance of the party, so an opportunity should be given for anyone to copy it who wants to.

VISITOR'S DAY AT THE COUNTRY SCHOOL

Form everybody into the semblance of a classroom in session; appoint three or four for the visitors and have one serve as the teacher. The object is to demonstrate to the visitors just how smart the "children" are. This leaves the matter pretty nearly in the hands of the one who is appointed teacher, so be sure and have a versatile person to act the teacher's part. Oral questions should be asked the pupils, and they are supposed to give the
cleverest answers they can think of at the moment. Have the pupils recite, sing, declaim, etc., for the benefit of the visitors.

ILLUSTRATING ChoreS

Divide the guests into two teams, the object being to see which team can stand up longer. First, one team illustrates in pantomime some chore that is performed on a farm. If the other team guesses it, they win a man from their opponents. If they do not guess it, they have to give a man; but the opposite sides do not have to tell what the chore is, for they can use it again. The team having the larger number on its side after the time allowed for the game is up is the winner, and the winning team is rewarded by each one being presented with an apple. Some of the chores which might be demonstrated are:

Shingling the roof.
Sawing wood.
Exercising the horses.
Plowing the ground.
Picking fruit.
Pruning trees.
Digging the ground.
Milking the cows.
A FARM PARTY

Feeding the chickens.
Washing the porch.
Calling to the cows.
Building fences.
Making butter.
Freezing icecream.
Gathering potatoes.
Painting the house.

POTATO-CARRYING CONTEST

Take a supply of various sized potatoes and have each one in turn see how many he can carry from one end of the room to the other without dropping any. The arm should be extended and potatoes laid along it, up to the elbow. This will be largely a matter of balance (and to a certain extent will depend on size of the arm), but it will occasion a lot of fun, for while one person is doing it the probability will be that all the spectators will be talking and joking about it, so he will find it hard to maintain a serious attitude, for a laugh would spill the potatoes. The winner of the contest should be rewarded with a box of little candy potatoes.

After this evening’s program everybody will be ready for the refreshments which have
been prepared. These refreshments should be served informally and should consist of a menu something like this:

Homemade Doughnuts and Crullers
Biscuits with jam filling       Ginger Cookies
Cheese Squares
Nuts in their shells         Assorted Fruit
Coffee
A TIMELY PARTY

If it is possible to secure stationery with a clock in the corner, this sort of stationery is suggested for the invitation; if not, a clock with just the time of the party indicated in the face might be sketched in the corner of the stationery used for the invitation.

CROSS-WORD PUZZLE

And what could be more timely than the first game at such a party to be a cross-word puzzle? Everybody seems to be interested in these puzzles, and there are a number of books available which contain nothing but just such puzzles. Divide the guests into groups, possibly six to a group, and then supply them with keys and diagrams of a cross-word puzzle. Allow a given time for each group (of course all groups will be working at the same time) to solve the puzzle and then at the end see which group has succeeded in getting the most words in the puzzle correct. For those not familiar with the cross-word puzzle idea the accompanying diagram, key,
A BOOK OF ORIGINAL PARTIES

and answer is reproduced of a puzzle especially worked out for this party. It will be necessary, of course, to make as many diagrams, and keys as the number of groups require. The group having the puzzle most nearly correct might be presented with copies of some inexpensive crossword puzzle book.

HORIZONTAL

1. Away
6. To sprinkle
12. Midwest State
A TIMELY PARTY

14. One who does
16. Turn out
18. Astern
20. A flood
22. Early
23. Indicate
24. Not closed
25. Small body of water (Pl.)
27. A metal
28. Ply hard
29. Street (Abbrev.)
30. Turf
32. Sever

```plaintext
ABSENT  DREDGE
L  IOWA  A  DOER  D
ISSUE  AFT  SPATE
SOON  INFER  OPEN
PONDS  TIN  PRESS
ST  SOD  X  CUT  SE
LED  CAP
AS  FAN  N  NIL  HT
LOSER  SIT  LOVER
LAME  BEGOT  CARE
ARABS  THE  PALSY
Y  SLOP  T  VETO
CHESTY  ASTERS
```
A BOOK OF ORIGINAL PARTIES

33. Direction (Abbrev.)
34. Conducted
35. Covering for the head
36. Like
38. Stimulate
40. Nothing
42. Height (Abbrev.)
44. One who loses
46. To rest
48. One who loves
50. Crippled
51. Generated
52. Anxiety
53. Natives of Arabia
55. Article
56. Paralysis
57. To spill
59. To prohibit
60. Self-important
61. Flowers

VERTICAL

2. An animal
3. Noises
4. Female of the sheep
5. National Academy (Abbrev.)
7. Highway (Abbrev.)
8. Goddess of dawn
9. Exile
10. A berry
11. Speaks imperfectly
66
A TIMELY PARTY

13. Attach
15. Close
17. Black substance adhering to chimneys
18. Insect
19. A number
21. Girl’s name
26. Measured by the sun
28. Scholar
31. Cave
32. A tin
36. Appease
37. Upward flight
38. Fragile
39. Darkness
41. Place
42. Possessive pronoun
43. Dominoes with three spots
45. Shatter
46. Regulate
47. Member of the foot
49. Courage
54. Signal of distress
56. Endearing term
58. Half quart (Abbrev.)
59. Versus (Abbrev.)

CORRESPONDING WORDS

By this time brains will be working actively, so why not try another brain-teaser game? Supply each one with sheets of paper
A BOOK OF ORIGINAL PARTIES

on which the following numbered words appear with the request to place opposite each one another word which means the same thing. The words in parenthesis are the answers, but, of course, in some cases there are also other words meaning the same thing, so it will just be unfortunate if anybody guesses something else but the word indicated. Papers are passed to left-hand neighbors for correction, and the winner should receive a pocket dictionary.

1. Jewelry (Gems)
2. Gift (Present)
3. Surmount (Overcome)
4. Ghost (Spectre)
5. Procure (Obtain)
6. Elevator (Lift)
7. Light (Illumination)
8. Hurricane (Cyclone)
9. Decoration (Adornment)
10. Elf (Sprite)
11. Volume (Book)
12. Friend (Chum)
13. Twilight (Dusk)
14. Catch (Seize)
15. Idol (Image)
16. Relations (Kin)
17. Falsehood (Untruth)
| 18. Debt       | (Liability)        |
| 19. Debate     | (Argument)         |
| 20. Celebrated | (Famous)           |
| 21. Game       | (Pastime)          |
| 22. Peril      | (Danger)           |
| 23. Shout      | (Yell)             |
| 24. Signal     | (Sign)             |
| 25. Understanding | (Comprehension)   |
| 26. Work       | (Toil)             |
| 27. Wit        | (Humor)            |
| 28. Vision     | (Sight)            |
| 29. Dress      | (Gown)             |
| 30. Plot       | (Conspiracy)       |
| 31. Ideal      | (Perfect)          |
| 32. Keen       | (Sharp)            |
| 33. King       | (Monarch)          |
| 34. Doctor     | (Physician)        |
| 35. Inexpensive | (Cheap)            |
| 36. House      | (Dwelling)         |
| 37. Ship       | (Boat)             |
| 38. Wistful    | (Thoughtful)       |
| 39. Audible    | (Clear)            |
| 40. Invention  | (Creation)         |
| 41. Tranquil   | (Quiet)            |
| 42. Automobile | (Motor)            |
| 43. Engine     | (Locomotive)       |
| 44. Winsome    | (Charming)         |
| 45. Wreck      | (Destroy)          |
| 46. Auburn     | (Red)              |
| 47. Barricade  | (Obstruction)      |
| 48. Stupendous | (Huge)             |
49. Zephyr (Breeze)
50. Rubbers (Goloshes)

DO YOU KNOW YOUR NEIGHBOR?

Have each one bring a snapshot picture of himself. Names should be written on the backs. Ink out the faces and then pin them all up on a sheet, numbering each one for identification. If you think they are easy to guess, you are going to get a surprise when you play this game.

A QUESTION STORY

Make up your story by listing a number of questions. Typed copies of the questions are to be furnished each player, and then papers passed to neighbors for checking. Some key will have to be given for the answers, as suggested herewith.

Questions

1. What was the heroine's name?
2. What was the hero's name?
3. What was her father's occupation?
4. What was her mother's disposition?
5. What was the hero's occupation?
6. What was the heroine's occupation?
7. How did he communicate with her?
A TIMELY PARTY

8. What was her favorite pastime?
9. What was his favorite pastime?
10. What did they use to do on Saturday afternoons?
11. Who was her chum?
12. Who was his chum?
13. What did people call them?
14. What city did they live in?
15. What way did they want to travel?
16. What prevented them from going?
17. What sort of fish did he catch?
18. What did she do while he fished?
19. What part of the day did they go home?
20. What were they when they reached home?

Key

1. She was always being asked where she was.
2. The first man.
3. He always rode in other people's cars.
4. So is sugar.
5. Creative mind.
6. She played but not on a piano.
7. The line is busy.
8. Thirty love.
9. Speed limit 20 miles.
10. A different kind of walk.
11. He loves me, he loves me not.
12. What no one likes to receive.
13. Four people singing.

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15. Going up.
16. What we suffer from near pay day.
17. A sharp weapon.
18. A color.
19. Another name for twilight.
20. Another name for hungry.

**Answers**

1. Alice (Key because of “Alice, Where Art Thou?”)
2. Adam.
3. Chauffeur.
4. Sweet.
5. Author.
6. Typist.
7. Telephone.
8. Tennis.
11. Daisy.
12. Bill.
13. Quartet.
15. Aeroplane.
16. Lack of Funds.
17. Swordfish.
18. Read.
19. Dusk.
20. Famished.
A TIMELY PARTY

To continue the guessing have a menu something like this:

MENU

A Well-Known Hotel
(Waldorf Salad)

Better When Heated Satisfying Pairs
(Toasted Cheese Crackers) (Sandwiches)

Always Popular
(Chocolate Layer Cake)

Sugar Coated Spice Concentrated Orchard
(Crystallized Ginger) (Frozen Fruit Jelly)

Always Timely
(Coffee)

And how about place cards like the one illustrated, for the timely party? You could easily draw them yourself on cards. You will note the hours on the clock are reversed. To add to the fun of the evening purchase a little toy clock and award it to the one who first mentions that the face of the clock is wrong.
A BOOK OF ORIGINAL PARTIES

A tag should be attached to the package reading "To the most wideawake guest of the 'time.'"
THROUGH THE SEASONS

SECURE stationery with an appropriate design of some sort in the corner. This stationery is made up in various styles and you will be sure to find something that will fit a seasonal party. Type the following suggested rime for an invitation on same:

I've often longed
To be your host,
To bake your apples
And make your toast,
Not for a day,
But for a year,
Twelve months brimming,
Full of cheer.
And now my chance
Has finally come
To welcome you
Into my "hum."
Into one evening
I'm going to cram
All the seasons
That there am.
The night is Friday,
The time is eight,
You'll lose a season
If you are late.

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THE SEASONS FOUR

*Spring.* This is the first season, so as the guests arrive have someone at the piano playing Mendelssohn’s “Spring Song,” or play this record on the victrola. The decorations of the room should be typical of all four seasons—Spring, Summer, Autumn, Winter. Green leaves and flowers (artificial ones may be used) should be the keynote of one corner of the room; the “Summer” corner might contain tennis rackets, hockey sticks, golf clubs, etc., for summer is the time when everybody has time for these sports. The “Autumn” corner should be filled with autumn leaves (also artificial if real ones cannot be secured), chrysanthemums, etc., and the “Winter” corner might contain one of the small artificial Christmas trees with artificial snow sprinkled over it.

The games suggested for the Spring season are parlor golf and parlor croquet. These games can be purchased in a toy store, or may be borrowed from someone possessing them. The guests should be divided up into teams, and the winning team of each game should be rewarded with some token.
THROUGH THE SEASONS

Summer. This is the time when everybody is planning to go off on trips, and announcement is made that all are invited to go off on a trip to various places. A table is prepared on which are laid out various objects which denote some country. Long strips of paper representing tickets are given to each one with numbers on, corresponding to the numbers on the objects. This “trip” can be made as extensive as desired, but here are a few suggestions which might be used:

1. Miniature Statue of Liberty. (America)
2. Picture of Westminster Abbey. (England)
3. Bit of green. (Ireland)
4. Bit of plaid. (Scotland)
5. Pair of skis. (Switzerland)
(Miniature ones can be purchased in favor store)
6. Can of Norwegian sardines. (Norway)
7. Piece of Swiss embroidery. (Switzerland)
8. Little colored doll. (Africa)
9. Piece of china. (China)
10. Small Japanese parasol or fan. (Japan)
A BOOK OF ORIGINAL PARTIES

11. Miniature turban. (India)
12. Several butternuts (sometimes called Brazil nuts). (Brazil)
13. Small sombrero hat. (Mexico)
14. Small Panama hat. (Panama)
15. Tallow candle. (Iceland)

Autumn. This is the time of year when everybody begins to think of parties and go to parties, so all sorts of games would be appropriate for the autumn season. Here are a few which might appeal.

PROGRESSIVE ALPHABET

Form everybody into a circle and tell them that they are about to learn a great many things about themselves, which are to be told to them by their neighbors, using the alphabet for a key. You then start in and turn to your left-hand neighbor and call him by name and indicate some trait by the first letter of the alphabet, for example:

Francis is ambitious.

Then he turns to his neighbor and calls him by name in the same way, using the next letter, John is belligerent,

until each has addressed his neighbor and
made a comment with a word beginning with the letter of the alphabet which falls to him, and so on through the entire alphabet and then over again, avoiding repetition of words. The fun will wax strong when you arrive at letters of the alphabet which serve as initials to a limited list of familiar words.

INSTANTANEOUS RESPONSE

And here is another suggestion for an alphabet game: Let someone stand in the center of the room and, pointing quickly to an individual, call forth a letter of the alphabet. Instantly the person designated should respond with some word beginning with the letter indicated. If he fails to do this, he has to take the floor, and when he catches someone else as he was caught he drops out and the unfortunate individual takes the floor, and so on until the victorious person stands alone. For his skill he should be presented with a box of alphabet crackers.

Winter. Prepare in advance crêpe-paper snowballs stuffed with cotton. It is somewhat hard to write on crêpe paper, so it is suggested that tiny tags be secured and tied on the snowballs where they are fastened together. Each
one of these tags should bear the name of one of the girls at the party. Then line the boys up at one end of the room and the girls at the other. The girls are each given a snowball, but not the one bearing their name, and at the sound of a whistle they all throw the snowballs together at the boys. When these have been caught the boys find the names of their supper partners on the tags.

The entire arrangements for the supper should have the winter season in mind. Cover the table with white paper tablecloths; if desired, these may bear a winter design, with napkins to match. Then sprinkle artificial snow about on the cloth. The small artificial tree which has been used in decorating the room might be used as a centerpiece and "icicles" strung on it (these "icicles" can be purchased in stores selling Christmas-tree ornaments). To hold the fruit in the center of the table take cardboard and form it into a bowl and cover with white paper, with tinsel pasted on it. For the candy, nuts, etc., make little sleighs out of white cardboard. For favors would suggest little white boxes with pine-tree pasters on them filled with after-dinner mints. To add effectiveness the
room should be garlanded with white crêpe-paper garlands, with here and there silver festoons streaming down to represent ice.

Very attractive crêpe paper bearing all sorts of wintry and seasonal designs can be purchased in the stores. If the walls are covered with this crêpe paper and a border of pine and paper flowers of all sorts garlanded along the top the general effect will be gay and bright. The floor might be covered with a white canvas covering and artificial greens and flowers used to decorate the entrance to the room in arbor form.

A menu card such as the one reproduced on the following page would be effective with an appropriate menu typed on it. Anyone clever with pen could easily make these menus with the aid of white cards and pen and ink. Have the menu as suggestive of winter, or the seasons, as possible.
MENU

Firelight
(A slice of Pineapple with Orange Slices around and Candied Cherries sprinkled on top)

Icicles
(Celery Stuffed with Cream Cheese)

White Coverlets
(Chopped Egg and Olive Sandwiches cut in long narrow strips)

The Snow Man
(A large Cake covered with white icing on which has been outlined a snow man. Candies can be used for outlining the man)

Holiday Delights
(Bonbons and Chocolates)

Fireside Specials
(Jack Frost Disguised (Ice Cream)

Winter Warmth
(Hot Chocolate)
FAVORITES

SOME sort of an informal invitation which might be typed on ribbon or long strips of colored paper should be used for this social evening. Almost any sort of appropriate wording would arouse interest if it were worked out along the following lines, making "Favorites" stand out when writing it:

Friday evening
At our home there will be
Very many friends to see,
one of whom must sure be thee.
ing the bell or walk right in,
Instantly begin to grin
Though there be an awful din.
everyone will help out some,
So must you; therefore, come.

In one corner of the invitation the date, place, etc., should be indicated.

After all have assembled the announcement is made that a demonstration of something that nowadays seems to be everybody's favorite will be made by Mr. ———.
Then from the next room comes the voice of someone talking through a megaphone. He announces that Station XYZ is talking somewhere in America, and introduces the Human Newspaper, who will give them all the news of the day. He then recounts all sorts of funny incidents and stories which are supposed to have happened to various guests in the party. He tells how Mary Brown, who had ambitions to become a soloist, had visited the Singer Building to see if she could get any inspiration from it; and how John Jones walked every day during his lunch hour in order to reduce, only to find that he was gaining weight; how Alice Wright always wore blue because the color matched her eyes; that it had been rumored that Jane Lane's pensiveness was always accentuated when she was planning mischief; that it had been stated that Tom Green wore his shoes so highly polished so he could see whether or not his necktie was straight. And all such little satires on some particular item connected with each. And then when it is over and the question is asked, What is everybody's favorite recreation in the present generation now? the answer will come, "The Radio."
FAVORITES

FAVORITE PASTIMES

“You have all guessed everybody’s favorite pastime so well,” the hostess announces, “that perhaps you would like to demonstrate what your favorite pastimes are, and let us guess.” Each one in turn then demonstrates by illustration, without speaking a word, what his favorite pastime is and the others guess from his actions what he is demonstrating. If it is desired, rather than have each one in turn demonstrate, the game might be called simply “Favorite Pastimes,” and these pastimes demonstrated, the guests being supplied with cards numbered 1 to 10 and writing opposite their interpretation as each pastime is demonstrated. Here are a few which might be used in such a game:

1. Motoring. (Demonstrate by sitting in a chair and going through the act of steering with the hands and throwing out clutch with foot.)
2. Tennis. (Go through act of serving a ball and returning same.)
3. Baseball. (Act of throwing and catching ball.)
4. Golf. (Placing ball and making drive.)
5. Skating. (Go through motion of same.)
6. Horseback riding. (Sit astride chair as though holding reins.)
7. Reading. (Absorbed as though reading, turning imaginary pages.)
8. Rowing. (Motion of rowing a boat.)
9. Swimming. (Move arms as though in water.)
10. Quoits. (Motion of throwing toward goal.)

FAVORITE JOKE

It is a well-known fact that practically everybody has a pet joke, and when each one is asked to relate his favorite joke you will probably hear a lot of old ones and some new ones, but it is almost a foregone conclusion that you will hear many that you will want to remember for future use.

FAVORITE AUTHORS

The recreational life often offers a chance for talk and for the exchange of viewpoints and likes and dislikes for which there does not always seem to be time in the busy rush of life. You like a certain author; somebody else has another favorite, and everyone prob-
ably has very good reasons for such preference. Ask each member of the party who his or her favorite author is, and then get them to tell their reasons. Just how interesting fifteen or twenty minutes spent in this way can be will soon be proved. It might well be termed "Twenty Minutes With Our Authors," and in those twenty minutes you will get a lot more real opinions, etc., than you could get in reading a good many character sketches. Perhaps some will want to make notes of these authors for future reference, and who knows but some who have not been keen readers of good literature will want to delve into some of the writings of those who have come into the "Favorite" class?

FAVORITE SONGS

The men and women are then paired off into couples, and two by two they stand up and sing their favorite songs, each one singing his individual favorite. When you get such a combination as "Juanita" and "Drink to Me Only With Thine Eyes" the effect produced on the audience is nothing short of hilarious. Of course many, when they see just how this game is progressing, will purposely use some
A BOOK OF ORIGINAL PARTIES

song that they know will make merriment, no matter what his partner's song may be.

MENU

Everybody's Favorites

Chicken Salad

Minced Ham
Sandwiches with Thousand Island Dressing

Cream Cheese and Olive Sandwiches

French Pastry

Homemade Cookies

Ice Cream

Salted Nuts and Coffee

Chocolates and Bonbons
AN EDUCATIONAL PARTY

THE invitations to this party might be appropriately written in the form of little books; or, if it is desired to have something entirely different in the way of invitation, the form of a diploma might be chosen. They should be rolled up, tied with ribbon, and sent through the mail in little boxes. Where a hostess is striving for uniqueness the last suggestion would be the most effective.

When the guests arrive they are told that in this one evening they are to receive a full and complete education. But first they must start in the

KINDERGARTEN

A great deal of fun is occasioned if it is possible to secure the little chairs and tables used in the kindergarten classrooms. On each table is placed a package of vari-colored paper, and as the groups are assigned to their places they are told that their first lesson is in paper folding, and it is up to them to see just what they can make by merely folding
paper. A sheet is stretched across one end of the room and the paper foldings are pinned up for inspection after completion.

Paper-cutting pastime comes next, and each one is supplied with a small pair of scissors and sheets of gayly colored paper. And here there is every chance for a good display of originality and ingenuity, and just wait and see some of the things that will evolve when this pastime is instituted! These works of art join the paper folding on the exhibit sheet, and then after a vote is taken the two who have created the best paper folding and cuttings are rewarded with lollipops.

Next comes a march, and as someone plays the piano, using selections that are usually played in kindergartens, the entire class follows the leader around the room, keeping in step with the music. Finally the leader stops and lines them all up, and as the music continues she puts them through their exercises, insisting that they keep time to the music. Just how much fun will develop at this stage will depend on the leader directing the exercises, for all sorts of funny stunts and exercises can be instituted.

The class is then dismissed and proceeds to 90
AN EDUCATIONAL PARTY

GRAMMAR SCHOOL

Here many contests are held. First there is the ever-popular Spelling Bee. If it is desired to make rivalry keen, it is suggested that the men line up on one side and the women on the other. Then see who wins!

Drawing class comes next, and little cards are distributed each bearing the name of some member of the party. Instructions are then given to the class to draw a sketch of the person whose name appears on their card, as they think they looked in childhood days, these sketches to be presented to the respective persons as souvenirs. To know just what gales of mirth will result from this game you will have to take part in it—but wait until you see some of the sketches when completed!

Next comes Geography, and this game might be played in the same fashion as the Spelling Bee, or by points. If played in the same way as the Spelling Bee, each side is lined up and geographical questions are asked, those failing to correctly answer the questions dropping out. If played by points, secure a large box of beans. The geographical questions (which can easily be compiled by refer-
ence to some textbook) are then asked, and the first one correctly answering a question gets a bean, and so on for the length of time set for the game, at close of which the one having the largest number of beans is the winner. A miniature globe would make an appropriate prize. The "scholars" are then promoted to

**HIGH SCHOOL**

and receive their first course in Literature. Someone stands in the center of the room and recites or reads quotations from the poets, asking the name of the author. The one who answers correctly takes the center of the floor, and this procedure is followed as long as it is desired to continue the game. Or it can also be reversed, someone in the center giving the name of a poet and asking for quotations from his works. This literary game, which really challenges the memory, oftentimes proves very interesting and illuminating as well as amusing.

Contributions for the class paper are then called for, with the statement that such contribution may be in the form of poetry, an article, a drawing, a cartoon, personalities, or general notes. Fifteen minutes are to be
AN EDUCATIONAL PARTY

allowed for the contribution to take form, names being signed on the back. After they are all turned in each one is read aloud or exhibited, and guesses are made as to the authors. Then on to

COLLEGE

This is a good time to bring in the musical part of the evening. Have the books of college songs handy, and see how much everybody will enjoy singing all these old favorites. Then follows the banquet. It is suggested that the dining room be decorated with pennants, school trophies, etc. The refreshments are served in four courses.

Kindergarten—Small Glasses of Milk and Animal Crackers.

Grammar School—Salad, Cookies, Olives, and Pickles.

High School—Cake, Fruit, and Fudge.

College—Sandwiches, Coffee, and Favors.

The suggestion for the menus would be to take four cards, each card bearing the courses. For Kindergarten use pink card, for Grammar School use blue card, for High School orange card, and for College, red card. Tie all together with a combination of gayly
colored ribbons. The following sample place card could be copied in pen-and-ink sketch on plain white cards, the first initial of each name being emphasized as in sketch.
AN EVERYDAY PARTY

This is the sort of party that can be held any time of the year, that doesn’t have any particular scheme of arrangements except to see that everybody has a good time and that as much fun and amusement are provided as is possible for one evening to contain. Therefore invitations may be extended in any sort of fashion desired, or just little personal notes sent.

Start the evening with music and song until everybody is well acquainted and ready for a session of games. Games do not always have to be complicated to afford amusement, and here’s a very simple one.

LETTER OBJECTS

Give everybody pencil and paper and tell them that they are to see how many objects in the room beginning with the letters A R or S they can find and write on the paper in twenty minutes. When time is up have the first person read off his list, the others checking on their lists all of the same objects which
they also have listed. Then when this is done ask the next person if he has any on his list not read by the first, and so on until all have had a chance, it, of course, being understood that as each one reads he is only to read what has not been read before. The person having the most objects correctly listed should receive a box of stationery for his "letter" ability. Competition will be keen, and it will be surprising how many objects can be found beginning with these letters.

STORE PRODUCTS

Quick thinking is what counts in this game. Someone stands in the center of the room, and pointing quickly to some member of the party pronounces the name of a store; for example, here are some of the stores that can be used: Grocery store, delicatessen, butcher, dairy, millinery, department, paint store, book store, gift shop, dress shop, toy store, bird store, jewelry store, shoe store, drug store, etc. The one indicated must immediately respond by stating some product that can be purchased in the store named. If he misses, he must take the center of the floor. The object is to point so suddenly at someone simultaneously
AN EVERYDAY PARTY

giving the name of the store, that the person selected will not be able to respond.

CROSSING THE CONTINENT

Secure an outline map of reasonable size, and pin up in the room. This may be a map of any one of the continents, whichever may be easiest to secure. Then appoint captains of two teams and have them choose their crews. After teams have been chosen present each captain with a box of star pasters of contrasting colors. That is, if red stars are given to one, give blue to other. Any colors can be used for the stars. Secure a good book of conundrums and announce to the teams that the object is to see which team will cross the continent first. The hostess will read these conundrums first to one side and then to the other. If the conundrum is guessed by first team, they start from one side of the continent and paste a star. This same procedure is followed by the second team if they guess their conundrum. If, however, a team fails to answer the conundrum in thirty seconds, the other team has an opportunity to answer it, in addition to their own turn, thus getting a chance for an extra star. It will be exceedingly
exciting to see which team gets across the continent first.

FOUND IN A BOOK

Get a book of brief quotations. Then have each member of the party ask a question and open the book at random and read quotation to which they point. It will be highly amusing to see just what sort of quotations come as answers to the questions asked.

GUESSING RECORDS

Form everyone into a circle and then tell them that records will be played on the victrola, and each in turn is to give the name of the record. If a person misses, or fails to answer, he drops out of the circle, and chance goes to the next one. The last one to remain in the circle is the winner of the game. The loser's prize in this game should be a record catalogue, and the winner's, one of the latest records.

SUPPER PARTNERS

To find partners for supper the following method is suggested: Have men go into one room and the women into the other. Get half
as many pieces of string as there are guests and close the connecting door, with the strings' ends projecting into the respective rooms. The men on their side each take hold
of a string and the girls take hold on their side. Then the door is opened and partners are found on the other end of the string.

And for variety why not have an old-fashioned supper, with a menu card bearing a design something like the illustration, and the following menu:

**Menu**

Saturday Night Special  
(Baked Ham and Beans)

Substantial Fare  
(Potato Salad)

Reminiscences of Picnic Days  
(Frankfurters and Rolls)

A Touch of Society  
(Celery and Olives)

The Snappy Pair  
(Crackers and Cheese)

Staff of Life  
(Bread and Butter Sandwiches)

A Touch of Sweets  
(Stuffed Dates)

A Satisfying Beverage  
(Coffee)
A SUGGESTION PARTY

THE following suggestion is given for the invitation:

Next Thursday night
Right here will be
A cheerful light
To welcome thee.

Inclosed is a card,
An envelope too;
We’re thinking real hard—
What shall we do?

We need your advice,
We want your suggestions,
Therefore, be nice—
Do not ask questions.

Though we have the house,
Our ideas are few;
For the fun of that night
We’re depending on you.

This is to be typed on plain or tinted stationery, whichever is desired. Inserted with the invitations should be the little white
envelopes referred to in which guests are requested to place their suggestions for the evening. They are to bring these envelopes with them on the evening of the party and give them to the hostess, who will keep them unopened until all the guests have arrived. Then one by one the envelopes are opened and the "suggestions" are carried out. Just what these envelopes will contain nobody will know until they are opened, for each person invited to the party makes whatever suggestions for game or form of entertainment he or she may desire. There is an element of mystery about the contents of the envelopes that will arouse the interest of all, and everybody will be on the qui vive as envelope after envelope is opened and their suggestions read and acted upon.

The hostess will, of course, want to plan a few games herself, and perhaps she will find that the following games appeal:

**COMPOSITE PICTURES**

Each one is given four or five pictures, these pictures having been cut out of magazines. You will always find plenty of pictures in the advertising section of a magazine,
A SUGGESTION PARTY

as well as through the main section. Small tubes of paste are also supplied and instruc-
tions are given to make up one picture from parts clipped out of the collection of pictures given. It is optional how much of the various
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pictures are used. You can use just as much or just as little as you want. It depends upon the one making the picture. Ingenuity is something that counts in a game of this sort, for who would think that such a picture as the one here produced was made in just such a way? Pencils may also be furnished, so that anyone desiring to sketch in part of his picture may do so. Then take a vote on the best picture and give the winner a prize—perhaps a small water-color sketch or something equally as appropriate.

CARD SURPRISE

Small white cards, on which have been written the names of the guests, are then passed around and each individual is requested to write on the card some form of entertainment or exhibition which he desires enacted. Of course everybody will think that the name of the person on their card is the one who has to carry out what is written on the card. Therefore, if someone receives a card with Mary Jones' name on and Mary has the reputation of being a beautiful singer, the request will probably be for a song; if Jim Lane can imitate the songs of birds, a
A SUGGESTION PARTY

request that he whistle will most likely be written on his card, and so on. But just watch the consternation in the faces of all when announcement is made that the names on the cards are the partners you will have for supper, but you yourself will have to do what you have written on the card! This turns the tables in a way that will have very funny results, and will cause a lot of merriment.

REFRESHMENTS

To plan something a little different for the refreshments and to carry out the effect of expectancy which such a party will produce the following suggestion is made for serving the supper:

If possible, secure compartment plates, that is the plates which are used to serve what are termed plate dinners. In one section of the plate place a portion of chicken salad on a lettuce leaf; in second compartment place two small bread and butter sandwiches cut very thin; in third compartment place a portion of stuffed olives; in the fourth compartment a slice of loaf cake, and in the fifth salted nuts and candy. Purchase paper napkins of a large size (these come almost as large as a
regular sized dinner napkin) and put them over each plate so that they form a little tent. The extra dishes on the table containing fruit, cake, etc., should also be covered in the same way, so that the table has the appearance of a little colony of white tents. The coffee can be brought in after the guests are seated, so that the illusion will not be spoiled. Try it. It will be a different way of doing things.