Shake them a little, a little,
And then whirl round about.

The quickness and dexterity of the little ones are often remarkable. The right foot is put through the tactics; then the left foot, the right and left ears; the nose, the chin, the eyes and finally the head.

"Oranges and Lemons" is a good deal of a hurly-burly pastime. An elder boy and girl stand and grasp hands. One secretly takes the name "Oranges," the other that of "Lemons." They then proceed about the room and in whispers demand which side each of their playmates has chosen, when the leaders again grasp hands and call for their respective adherents. These grasp their leaders and each other about the waist, and a test of strength, accompanied by tremendous encouraging cheerings, is the result.

A jolly little game is "Hunting the Slipper." After a "hunter" is chosen, the boys and girls sit or rather squat in a round ring with crooked knees, so that skirts and kilts will cover them. The "hunter" from the outside brings a slipper to any child in the ring, demanding, "When will ye ha' it din (done)?"

Any day may be mentioned by the recipient, at which the "hunter" expresses satisfaction, and with a cheery "A' right!" turns away. The fun begins when the hunter returns and demands the slipper, but is met with "Oh, I passed it on!" until it is really discovered, which is never until the hunter has met with many engaging adventures. when the one in whose possession the slipper is found, in turn, becomes the long discomfited "hunter."

The "Mulberry Bush" affords infinite variety of change in its action and application. Boys and girls may "go round by it," but it is usually a pastime for girls. Joining hands they sing:

Here we go round by the mulberry bush,
Mulberry bush, mulberry bush;
Here we go round by the mulberry bush
On a cold and frosty morning.

This is the way we comb our hair
On a cold and frosty morning;

brushing the hair, brushing the teeth, walking to school, sitting at school, and countless other duties, pleasures and shirkings of childhood being imitated in action as "Mulberry Bush" is sung.

There are myriad girls' games nearly all of which, curiously enough, as in other English speaking countries, seem to derive their greatest interest and fascination to little Scottish lassies from their nearness to the mock heroics in the courting, love and marriage affairs of their elders. The commonest of these are "Rise, Sally Walker," in which Sally "rises" and "follows her guidman," is wedded, has lovely children "first a girl and then a boy," in which all of her wedded joys and sorrows are delineated, with marching and singing; "In and Out the Window" in which, in and out of rings, with the interminable singing and marching, a lassie evidently finally departs, and her lover is shriekingly enjoined to "follow her up to London;" "My Name Is Queen Mary,"

My age is sixteen,
My father's a farmer
On yonder green.
He's plenty of money
To dress me sae braw;
There's nae bonnie laddie
Can take me awa!—

but there is a bonnie laddie who gives her "Ha, ha," and takes "her awa." "Breakfast Time," where "Breakfast time's coming on," as well as dinner, supper, bed, church, school, play, and all other possible times, in which it is exact and proper time "to catch a bonnie lassie." "Beds," in which "mither" is sought to buy "milking-scales" for her daughter. The mother aghast inquires where the money is to come from. The father's feather bed shall be sold. The successive queries and answers then put the father in the girls' bed, the girls in the boys' bed the boys in the pig-sty, the pig in the wash-tub, with the final dramatic shift of having the family washing "done by the river ride;" and that most popular and universal of all Scottish girls' pastimes, "The Gala Ship," or "Merrima Tansa."

This "Merrima Tansa (perhaps "Merry Matansa") is played by all the girls present joining hands in a circle, upon which they march round and round singing:

Three times round goes the gala, gala ship,
And three times round goes she;
Three times round goes the gala, gala ship,
And sinks to the bottom of the sea!

They repeat this thrice, curtseying low. The first to curtesy is placed in the centre of the circle, when the others sing:

Choose your maidens one by one,
One by one, one by one;
Choose your maidens one by one—
And down goes (all curtsey) Merrima Tansa!

She chooses her maidens. They take her to a distance, when she is secretly told the name of her lover. The remainder of the girls imitate sweeping and sing several stanzas to the effect that they will "sweep the house till the bride comes home," when the bride is now placed within the circle, and from a score to a hundred stanzas, with marching and various imitations of what the lucky bride accomplishes or undergoes are sung. Each one closes with "Down goes Merrima Tansa!" and the head-ducking; and this wonderful music-drama of childhood is not concluded until the christening of the bride's first-born, with,

Next Sunday morn to church she must gae,
A babe on her knee, the best of 'a—
And down goes Merrima Tansa!

The lads of Scotland graduate at an early age from the rough and tumble games of the alley, the street and the school-yard to golf, foot-ball and cricket. In cricket the goal is called the "hale." If the boys cannot afford wickets, their jackets answer instead. Even with country boys the Association rules are in higher repute than the more famous rules of Rugby. But the boys are well-equipped before the latter dignity arrives. In marbles or "bools," they are universally skilful players. If the marbles be given up at the end of each game, then it is called "funny;" if not, "wunny." In the latter, it all a player's marbles are lost he is termed "rookit." Both games may be played "knuckley" or "ainey." In "knuckley" the nuckle is used for shooting the "bool," in 'ainey" it is thrown from the hand. The more recent games are played by "stotting" the "bool" against the ground and wall and catching it, enabling the "stotter" to get nearer the row of marbles. If his "bool" fails to lay between the mark and the wall, he may be "killed" by the next "stotter."

The wild harum-scarum games of the school-yard and common are principally "King," "Horny," "Wheet," "French Tig," "Too," "Cross Tig," and "Base" or "Cavie" (pronounced cavy.) In the game of "King," one lad is "chapped oot" to chase and touch or "tig" another upon the head. The latter joining hands with him another is added to their number, and so on until all are captured; the last one taken beginning the game anew. "Horney" and "Wheet" are similar to "King." In "Horny the first boy clasps his hands when running to "tig," and may "tig" on any part of the body. In "Wheet" the boys taken do not join hands, but run singly; and generally sides are chosen, the attempt being to pass each other with the fewest possible being taken; for those so captured must then join the respective opposing sides.

In "French Tig" the first boy runs after all the others until a boy is "tigged." The one taken must hold one hand on the exact part of the body which has been touched, until he succeeds in "tigging" another. The chief point in this game is to always "tig" on a portion of the body difficult to hold while "tigging" another. This impedes the "tigger's" running and enables the other boys to gather about closely and give him a royal teasing.

In "Too" the boy that is "chapped oot" is put in a corner called the "den." All the others cavort about and tauntingly cry "Too!" when the boy springs from his den and endeavors to "tig" the others. Those taken assist him in his next sally from the den, when all others must if possible now reach the den while the pursuers are outside, without being tigged. The increasing numbers watching the den constantly add to the difficulties and dangers to outsiders in their attempts to reach the den untaken.

"Cross-tig" may be played by a limited number of boys and its simple though interesting rules render it often a most exciting game. The leader starts to run after another lad. A third boy runs between, and the leader must then chase him. While this chase is going on, a fourth boy (or it may be the lad first pursued) runs between. This one must then be run after; and so on, until one is "tigged" or taken, when the chase, by the latter, is again begun.

The chief game of this general nature for Scottish lads is "Base" or "Cavie." It is played on a narrow, oblong strip of ground arranged as follows:

Side No. 1.	Challenger's X Centre base.	Den No. 2.
Side No. 2		Den No. 1.

The challenger for either side, always selected by toss, goes to the base and shouts after the fashion of knights in the olden tourneys:

"I'll warn ye ance,
I'll warn ye twice;
I'll no stan' up
T' warn ye thrice!"

The opposing side sends out a champion to "tig" the haughty challenger. If successful, the prisoner is sent to the den of the victor, where he must remain until one of his own side succeeds in forcing his way to the prisoner without