

position (Fig. 211). Transfer the loops held by the right thumb to the right little finger by inserting the little finger toward you (from below) into the thumb

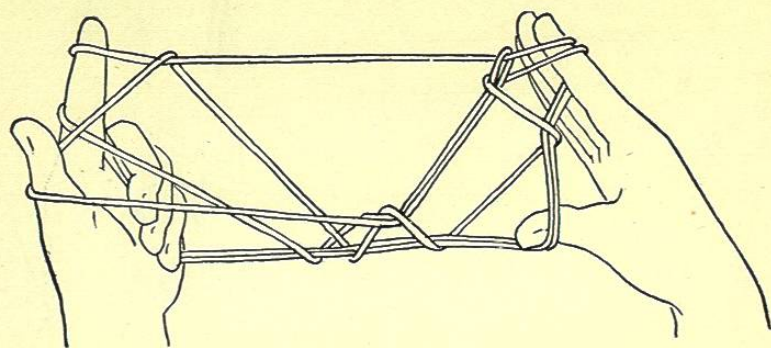


FIG. 211.

loops, and withdrawing the thumb; close the little finger down on the palm (Fig. 212).

*Sixth:* Pick up from below on the back of the right thumb, close to the right index finger, the upper right near index string (which runs straight across to the

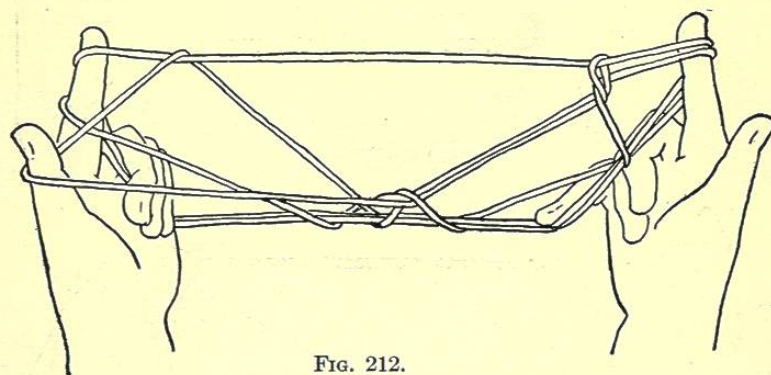


FIG. 212.

left index). Withdraw the right index from *both* its loops and return the right thumb to its position (Fig. 213).

*Seventh:* Release the loop from the *left* thumb and let it hang loosely. Do not draw its strings tight (Fig. 214).

*Eighth:* With the left thumb draw down the left lower near index string (which runs obliquely to the lower strings of the figure) (Fig. 215) until it is below these lower strings and let it hang down; then pass the left thumb away from you

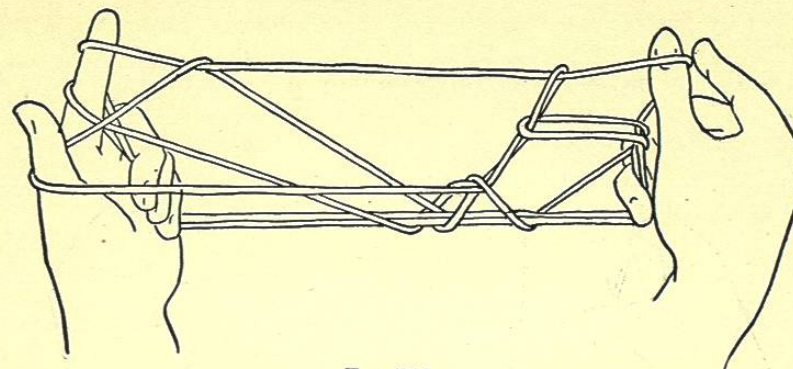


FIG. 213.

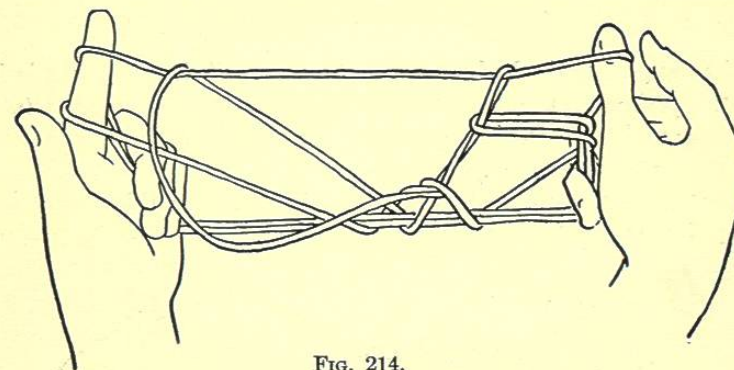


FIG. 214.

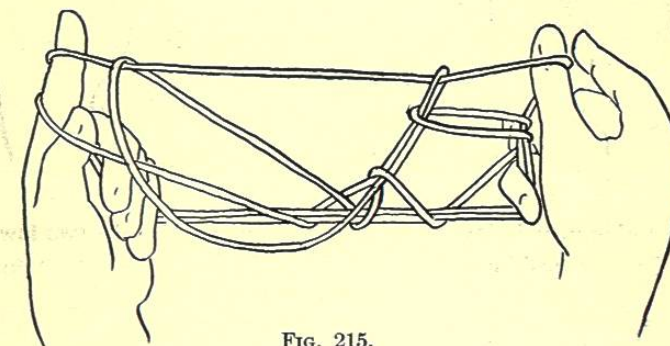


FIG. 215.



over the two lower strings and pick up from below on the ball of the left thumb, to the left of the hanging thumb loop, the hanging index string (Fig. 216), and draw it to the left by putting the thumb against the left index. Draw the hands apart and the "Fish" is formed (Fig. 217). The "head" is near the right hand, the "tail" near the left hand and the "body," with the upright dorsal fin, near the

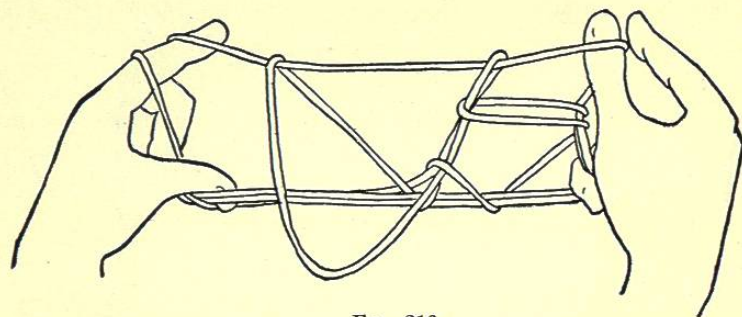


FIG. 216.

middle of the figure. If the body comes out very small, it can be made larger by keeping all the strings in place on the left hand and drawing to the left, with the left middle finger, the crossed strings which separate the "body" from the "tail" and then again extending the figure.

The only difficulty likely to be encountered in forming this very pretty figure is in the *Eighth* movement; if necessary, however, the left middle finger can be used

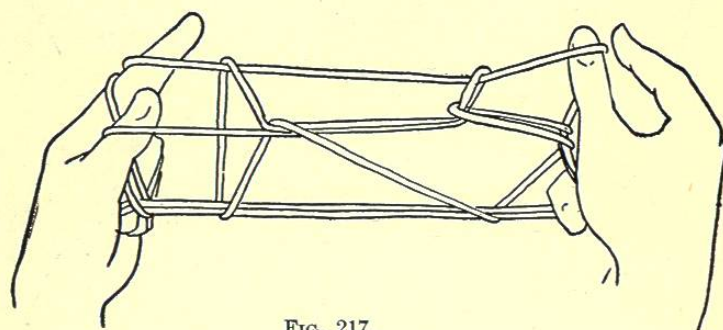


FIG. 217.

to draw the hanging near index string away from you under the two lower strings of the figure, and into a position from which it can be easily picked up on the back of the thumb.

## A RATTLESNAKE AND A BOY



This is a Klamath Indian game obtained for me by Mr. John L. Cox, at Hampton, Virginia, from Emma Jackson of Oregon.

*First:* Opening A.

*Second:* Transfer the little finger loops to the index fingers, by putting each

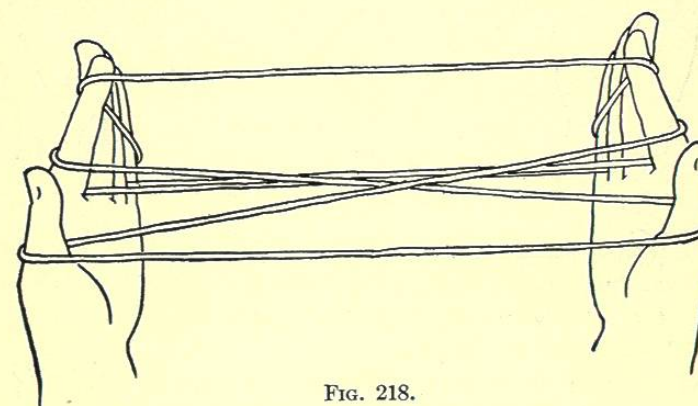


FIG. 218.

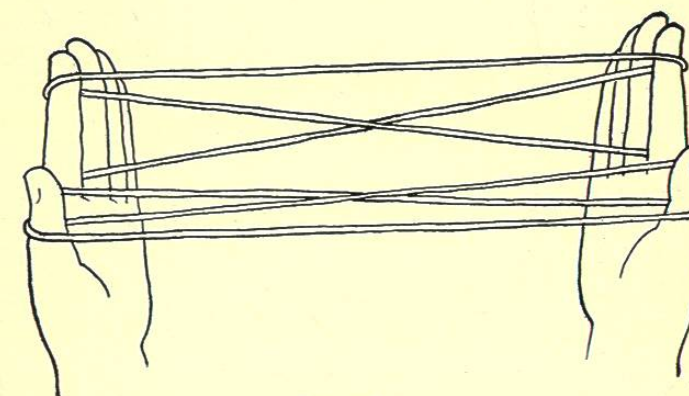


FIG. 219.

index from above down into the little finger loop, and picking up, from below (Fig. 218), the far little finger string, and withdrawing the little finger. You now have two loops on each index and a loop on each thumb (Fig. 219).



*Third:* Pass the middle, ring and little fingers of each hand toward you over both strings of the lower index loop, and pull them down by closing these fingers on the palm (Fig. 220).

*Fourth:* Pass each middle finger from below into the thumb loop (Fig. 221); straighten the finger, put it from below into the upper index loop (Fig. 222) and

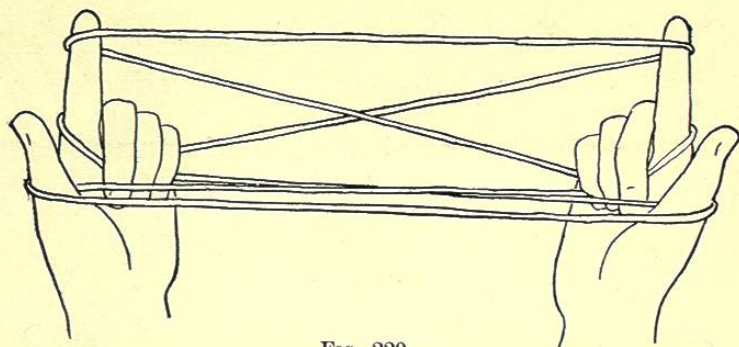


FIG. 220.

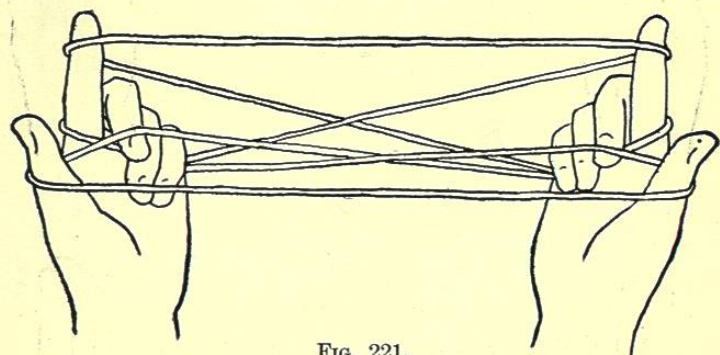


FIG. 221.

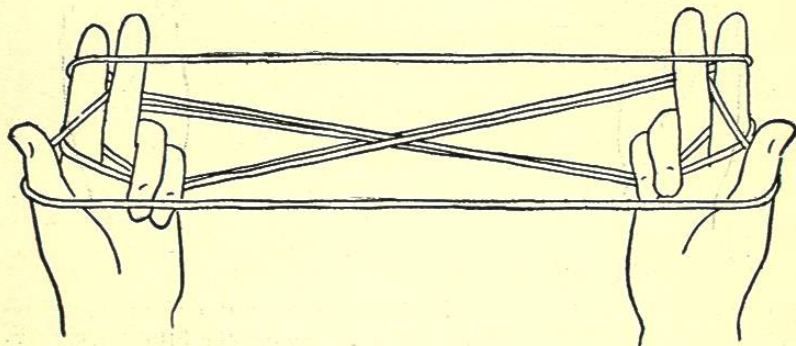


FIG. 222.

pull down on the ball of the finger the upper near index string, and draw it through the thumb loop (Fig. 223), then away from you past the lower index loop (held to the palm by the ring and little fingers). Release the loops from the ring and little

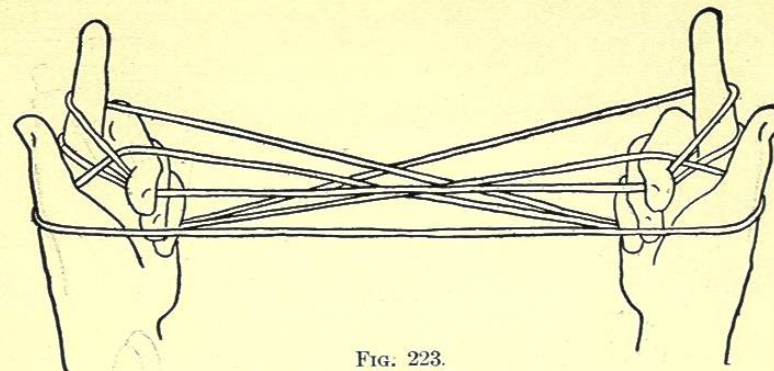


FIG. 223.

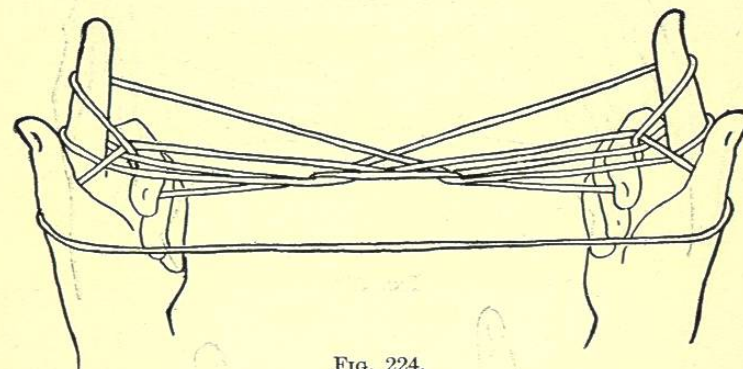


FIG. 224.

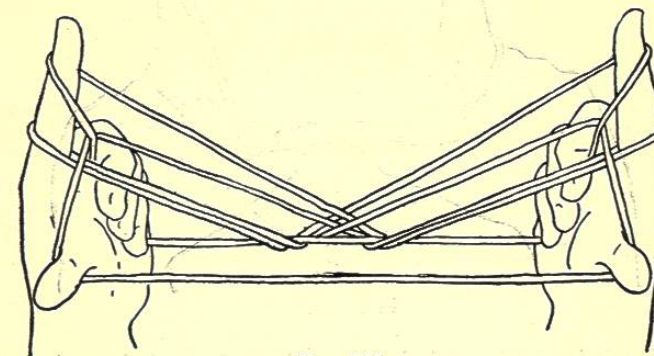


FIG. 225.

fingers (Fig. 224), and insert these fingers into the middle finger loop beside the middle finger (Fig. 225).



*Fifth:* Withdraw the middle finger, and pass it toward you through the upper index loop and under the near thumb string; then, keeping the strings tight, bend the index down on the near thumb string (Fig. 226), and draw this string away

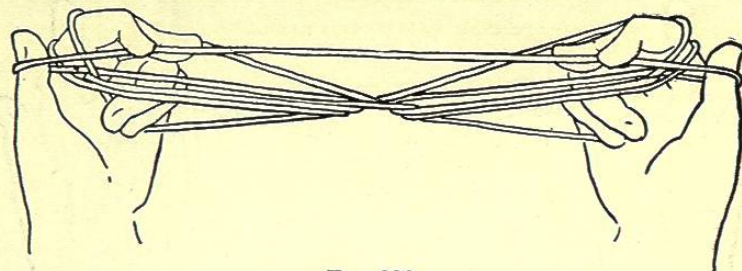


FIG. 226.

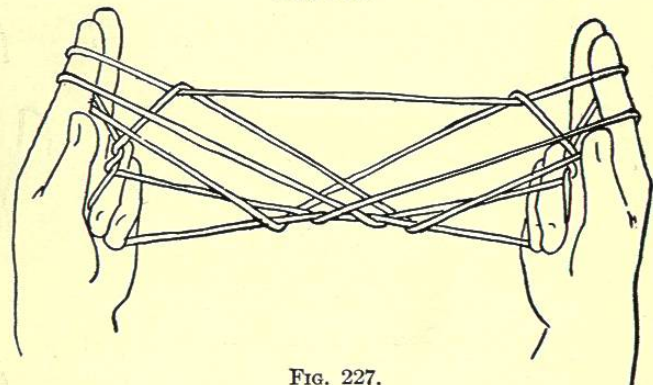


FIG. 227.

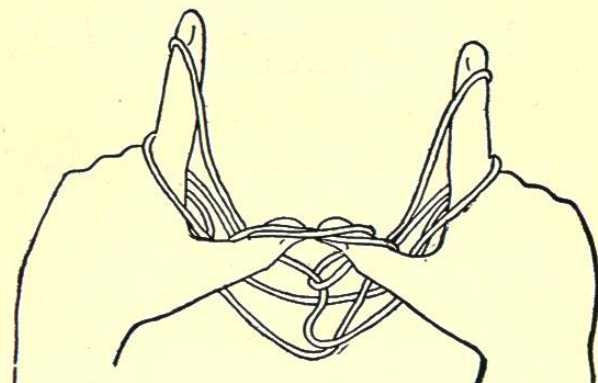


FIG. 228.

from you (holding it between the index and middle fingers) through the index loop, and put it on the tip of the index by turning the palm away from you. Release the loops from the thumbs (Fig. 227).

*Sixth:* Pick up with the back of both thumbs (held close together) the two

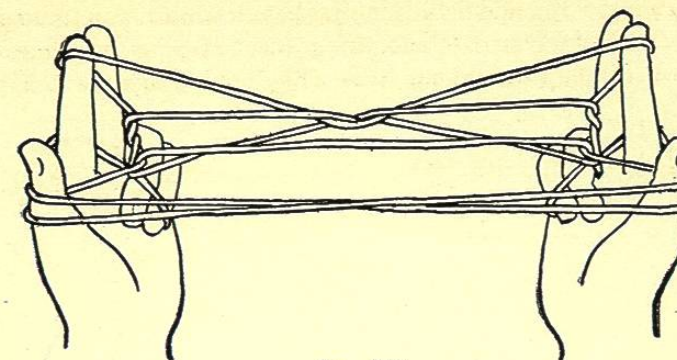


FIG. 229.

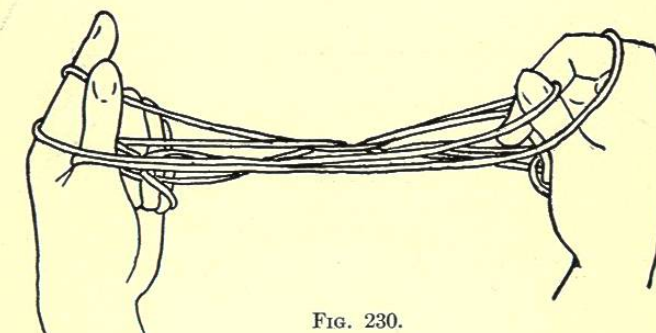


FIG. 230.

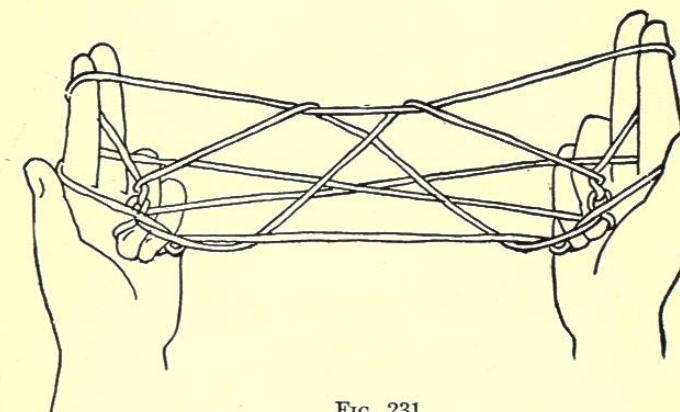


FIG. 231.

lower index strings just where they cross at the bottom of the figure (Fig. 228) and draw these strings out by separating the hands. You now have two straight near thumb strings (Fig. 229).

*Seventh:* Put each thumb against the index, to hold in place the upper near index string (Fig. 230), and then throw the two near thumb strings over the tip of the index, and let them fall on the far side. Separate the hands (Fig. 231).



*Eighth*: Transfer the upper index loop to the thumb, by putting the thumb from below into it, and withdrawing the index from *both its loops* (Fig. 232).

*Ninth*: Put the index toward you, that is from above, into the thumb loop and take the loop off the thumb.

*Tenth*: Pass each thumb away from you through the corresponding side lozenge below the two straight transverse strings, pick these strings up on the back of the

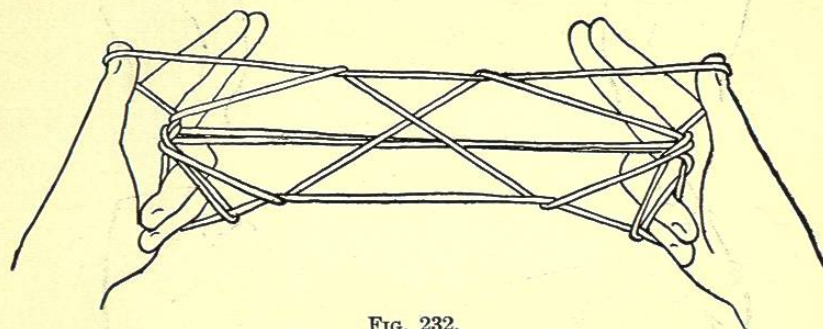


FIG. 232.

thumb (Fig. 233) and return the thumb to its position. Release the loops held down by the ring and little fingers and draw the strings tight (Fig. 234).

*Eleventh*: Pass the ring and little fingers toward you (from below) into the

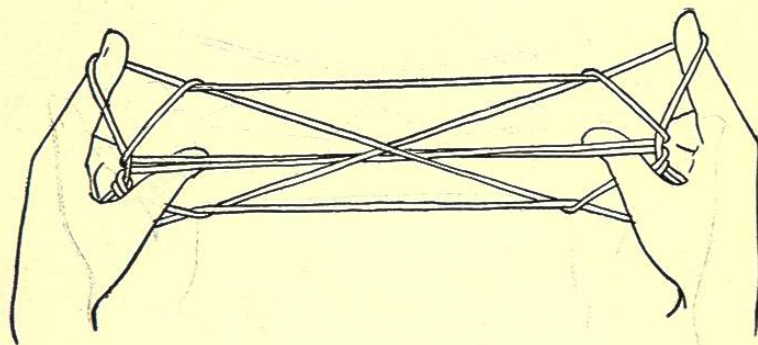


FIG. 233.

two thumb loops and bending the fingers over the two near strings, draw the loops down on the palm and withdraw the thumb (Fig. 235).

*Twelfth*: Put each thumb away from you into the loops held to the palm by the ring and middle fingers, and, drawing the single upper string of these loops toward the palm (Fig. 236, Left hand) with the back of the thumb pick up from the palmar

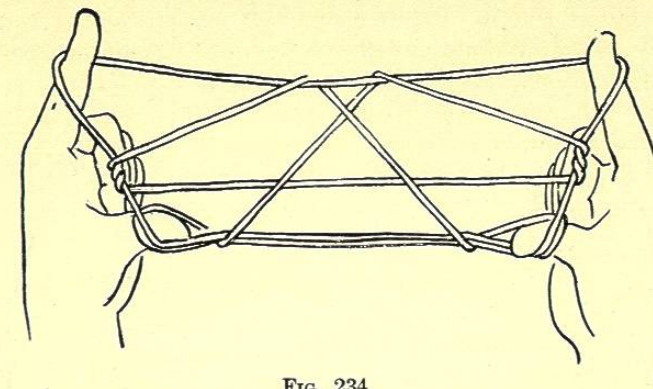


FIG. 234.

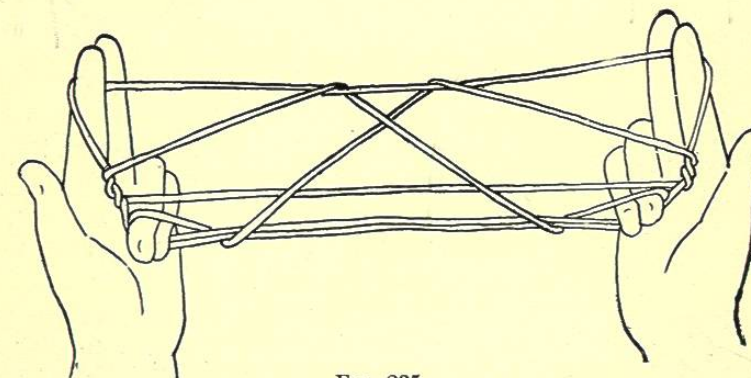


FIG. 235.

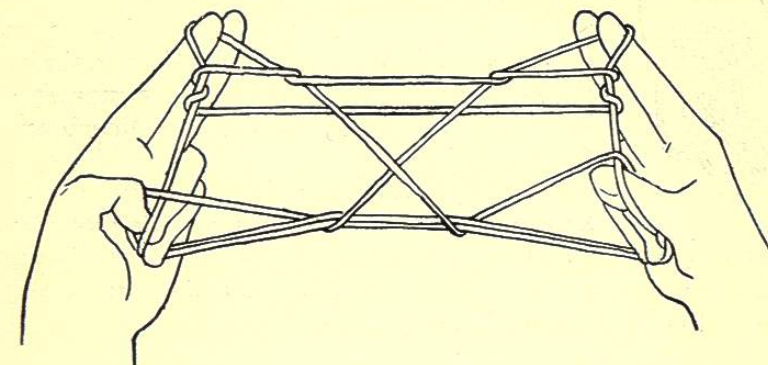


FIG. 236.



side, the string which runs down from the index to the little finger (Fig. 236, Right hand). Withdraw the ring and little fingers (Fig. 237).

*Thirteenth:* Bring the hands close together with the index finger and thumb of the one hand pointing toward the index finger and thumb of the other hand;

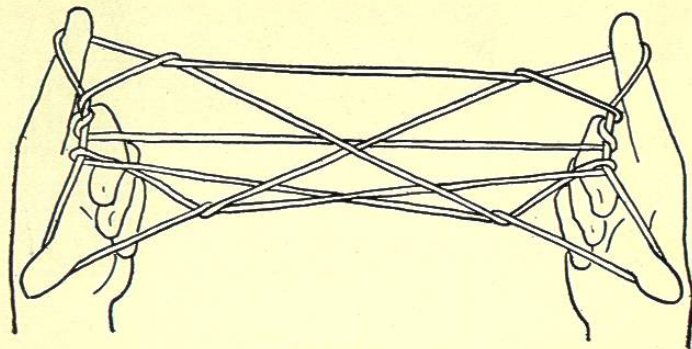


FIG. 237.

then hang the right index loop on the left index and the right thumb loop on the left thumb (Fig. 238). Take up with the right index from the right side the loop which you have just put on the left thumb, and take up with the right thumb, from the left side, the loop which was originally on the left thumb (Fig. 239); then with the right thumb and index lift both loops from the left index, and put the left index toward you into the loop just hung on the left index, and put the left thumb away from you into the loop originally on the left thumb (Fig. 240). Extend the figure on the thumbs and index fingers (Fig. 241). The "rattlesnake" is at the left side of the figure, the "boy" at the right side. The snake can be made to run up and "bite the boy" by releasing the loop from the left thumb and pulling on the left index loop, at the same time quickly and alternately separating and bringing together the right thumb and index (Fig. 242).

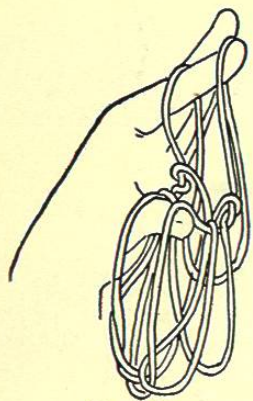


FIG. 238.

This game is the first of a series of four closely related Klamath games. The *Second* and *Seventh* movements are peculiar to these figures, that is, as far as now known; as we discover more figures they will probably occur again. The *Thirteenth* movement is very much like a movement in the Navaho "Butterfly."



FIG. 239.

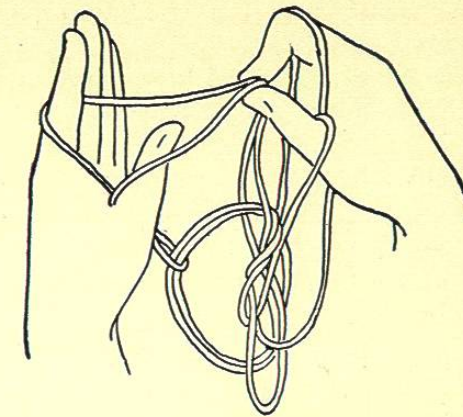


FIG. 240.

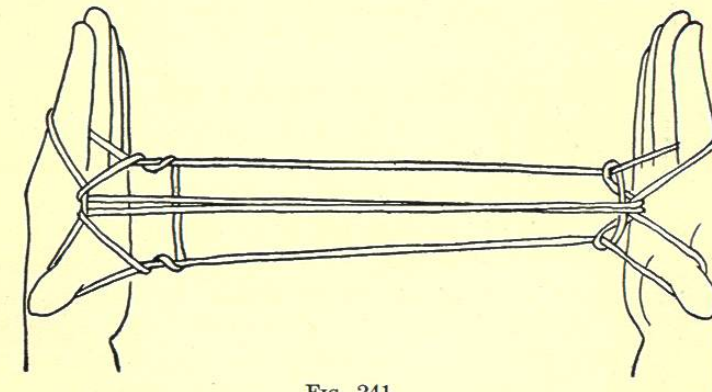


FIG. 241.

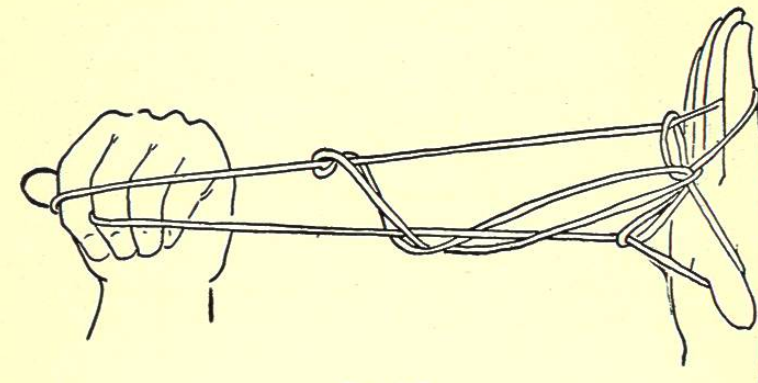


FIG. 242.



## TWO SKUNKS



Mr. John L. Cox was taught the "Two Skunks" by the Klamath girl, Emma Jackson.

*First:* The first nine movements are the same as the first nine movements of the "Rattlesnake and a Boy."

*Tenth:* Pass the thumbs away from you under the figure and then up on the near side of the two straight transverse strings (Fig. 243), and pull these strings down

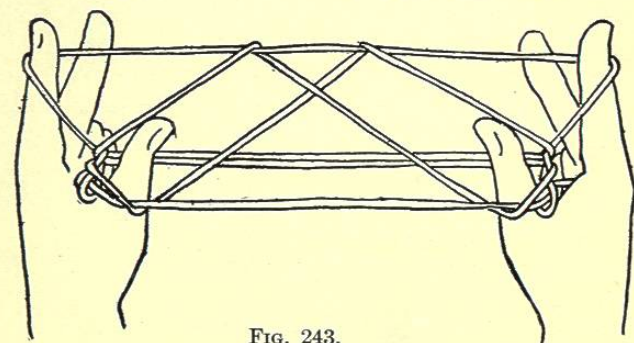


FIG. 243.

on the ball of each thumb and then up toward you on the back of the thumbs (Fig. 244).

*Eleventh:* Pass each index (with its loop well up at the tip of the finger) from below, into the thumb loop (Fig. 245); withdraw the thumb and pick up from

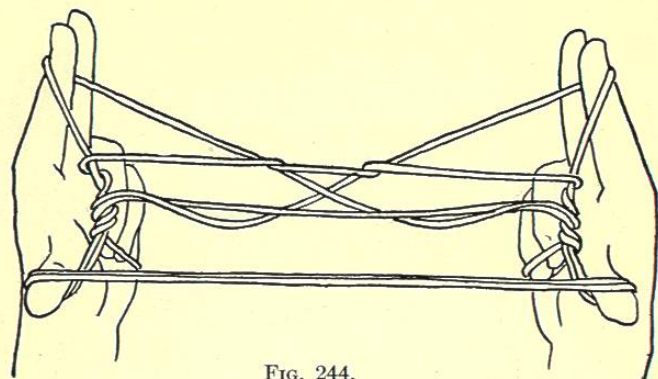


FIG. 244.

below on the back of the thumb the original index loop (Fig. 246) and withdraw the index from all the loops. Now transfer the thumb loop back to the index by

putting the index into the loop from below and withdrawing the thumb and straightening the index (Fig. 247).

You now have on each hand a loop on the index and a loop held down by the little and ring fingers. The figure consists of an upper straight string, a lower

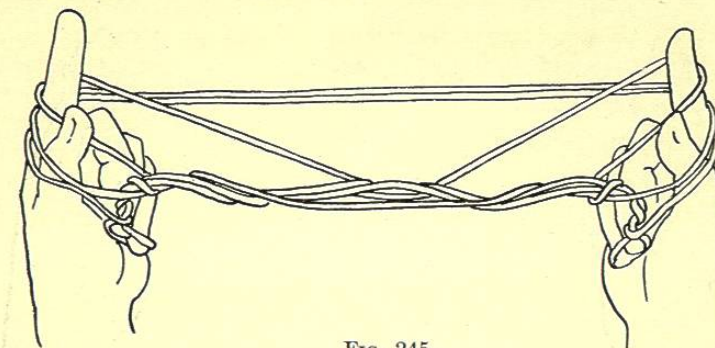


FIG. 245.

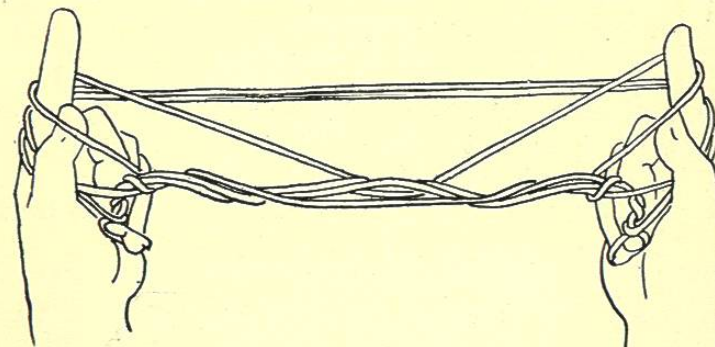


FIG. 246.

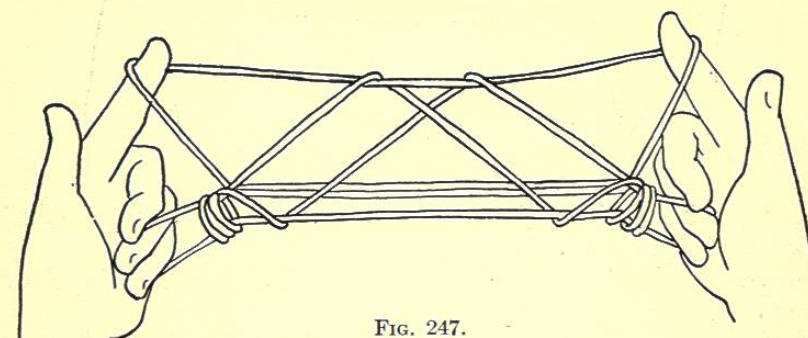


FIG. 247.

straight string and two middle straight strings, also two diagonal strings on each side, which come from a twist around the little finger loop and pass obliquely to



the upper string of the figure. The lower diagonal runs downward and passes under the lower straight string before it runs up to the upper straight string.

*Twelfth*: Pick up from below on the back of each thumb the lower diagonal close to the twist around the little finger loop and before it passes under the lower

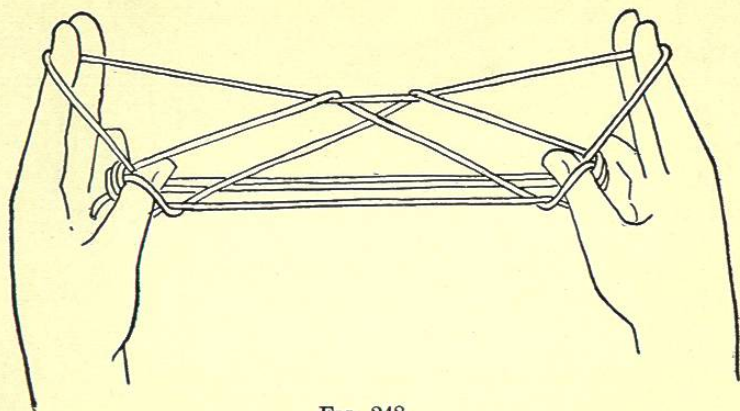


FIG. 248.

straight string (Fig. 248) and, holding the thumb against the index to keep in position the near index string, pass the index and the index loop (Fig. 249) from above into the thumb loop and withdrawing the thumb (Fig. 250) pick up from below on its back the index loop, thus drawing it through the thumb loop. Withdraw the

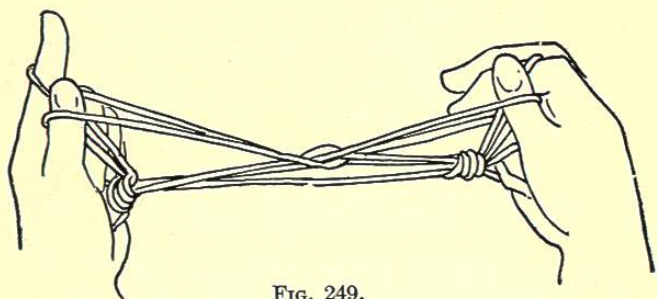


FIG. 249.

index and put it from below into the thumb loop, withdraw the thumb, and straighten the index (Fig. 251).

*Thirteenth*: Repeat the *Twelfth* movement, and draw the hands apart to extend the figure (Fig. 252).

The last four movements of this figure are all novel methods. In the *Twelfth* and *Thirteenth*, it is necessary to observe care in order to get the proper diagonals and pick them up in the right places.

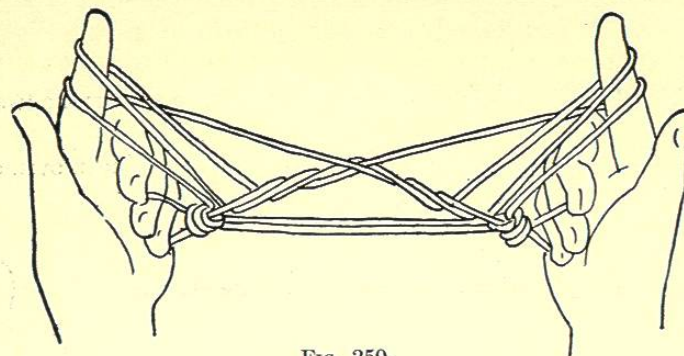


FIG. 250.

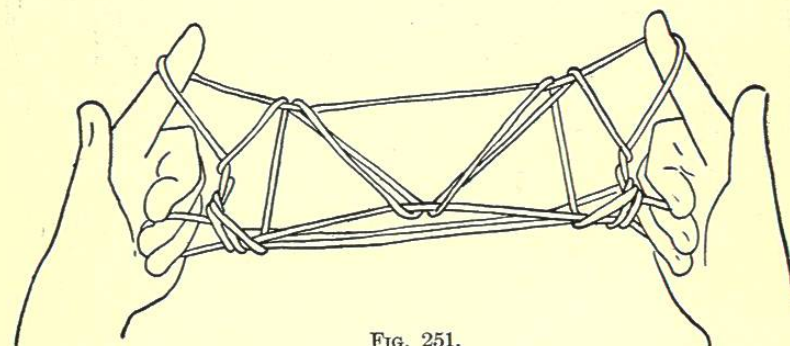


FIG. 251.

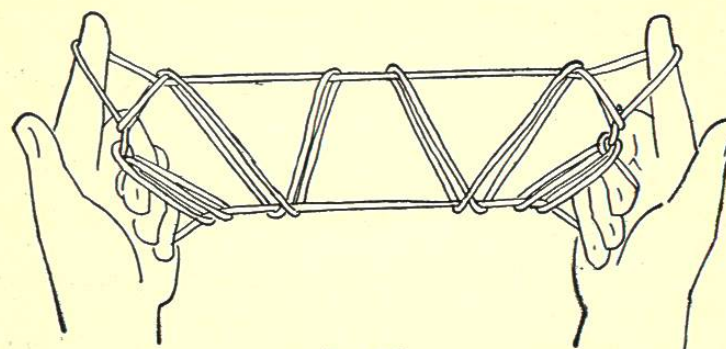


FIG. 252.



## TWO FOXES

This is another Klamath figure, secured in the same way as the two preceding games.

The first nine movements are the same as the first nine movements of the "Rattlesnake and a Boy."

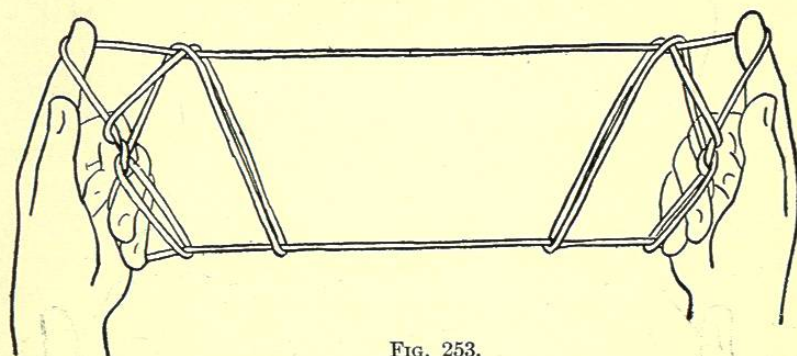


FIG. 253.

*Tenth*: The same as the *Twelfth* movement of the "Two Skunks." The figure is then extended by drawing the hands apart (Fig. 253).



## TWO SQUIRRELS



This is the last of the "Rattlesnake" series of Klamath figures, obtained by Mr. John L. Cox, from Emma Jackson of Oregon.

*First*: Hold the string between the tips of the thumb and index of each hand, so that a short piece passes between the hands and a long loop hangs down. Make a small ring, hanging down in the short string, putting the right hand string away from you over the left hand string. Put both thumbs away from you through the small loop and both little fingers away from you through the long hanging loop (Fig. 254), and separate the hands (Fig. 255).

*Second*: Now go through all the movements of the "Two Foxes" including Opening A, to the very end. Remember that you have two near thumb strings; these must be considered throughout as one string (Fig. 256).

The heads of the "Squirrels" are directed toward the hands; the tails are the loops on the index fingers. The pattern should be held vertically.

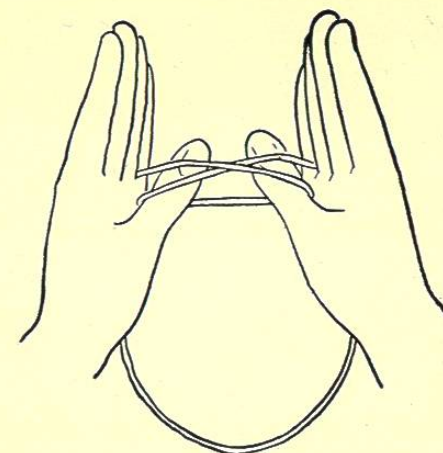


FIG. 254.

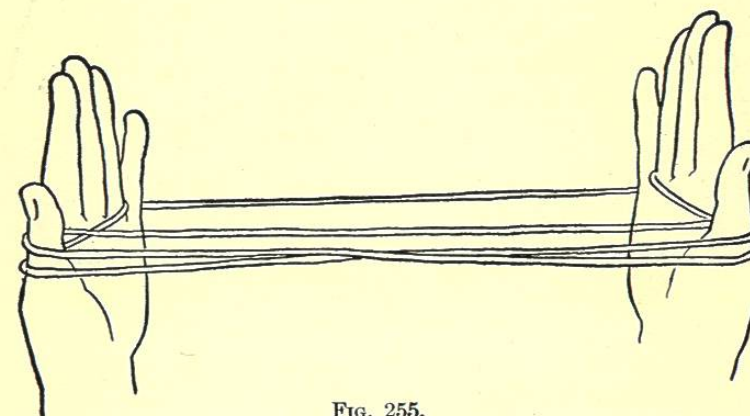


FIG. 255.

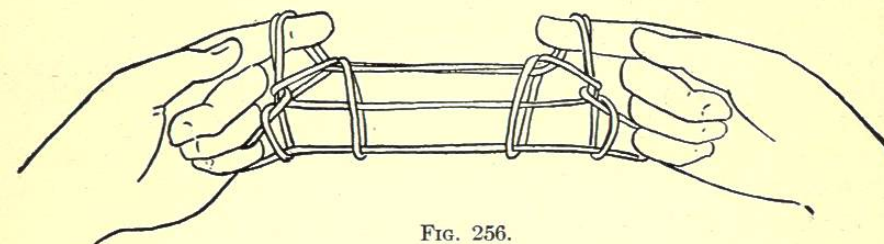


FIG. 256.