

HOBO MARKS

"...I know every handout in every town,"
And every lock that ain't locked when noone's
around..."
excerpt from Roger Miller's
hit song, "King of the Road"

Ever wonder where those boxcar-riding hobos get this valuable information? The hobos had their own secret communication system. As one hobo would travel throughout the country, stopping at farmhouses and townhouses looking for a handout, he would leave behind telltale marks for his fellow hobos. These marks were usually carved on alleyway fences behind the house. From these marks, the next passerby could tell what kind of treatment he could expect from that house - bum's rush or 'King of the Road.'



Steamtrain MAURY
King of the Hobos - East

-  GOOD PLACE FOR A HANDOUT
-  RELIGIOUS PEOPLE, BE SANCTOMONIOUS
-  DISHONEST MAN, DON'T ASK FOR WORK
-  GOOD JUNGLE, MAKE YOURSELF AT HOME
-  YOU CAN SLEEP IN THIS FARMER'S BARN

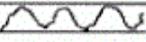
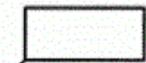
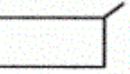
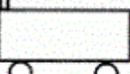
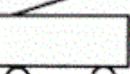
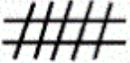
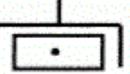
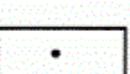
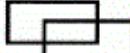
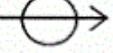
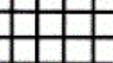
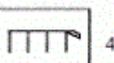
-  POOR WATER
-  BAD BULL, STAY OUT OF THE YARDS
-  THIS SIGN DENOTES TO A BUDDY WHICH DIRECTION ONE IS TRAVELING, AND WHO IT IS
-  THESE PEOPLE WILL HELP YOU IF YOU ARE SICK
-  POLICE OFFICER LIVES HERE

Using these symbols, Write a message to the table next to you, So they will know what to expect at their next railcar stop. Then pass the message to them so they can decode it.

Using these symbols

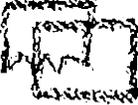
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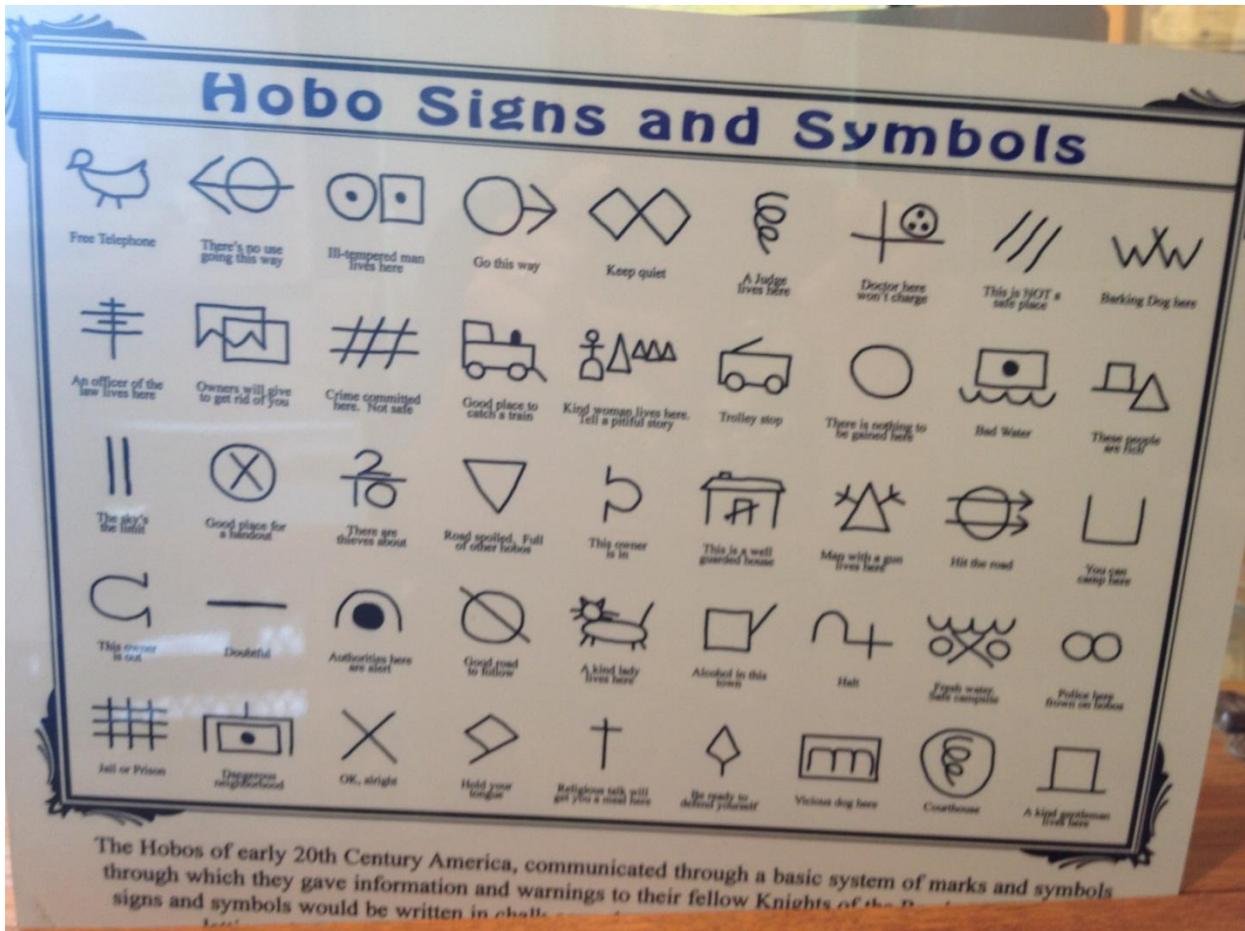
Hobo Codes of the 1930's

 Camp here	 Safe Camp	 Bad Water	 Good Water	 Catch out here	 Don't Give Up
 Cops Active	 Cops Inactive	 No Alcohol Town	 Town Allows Alcohol	 Railroad	 Trolley
 Go	 At Crossroad Go This Way	 Straight ahead	 Turn right here	 Turn left here	 Good Road to follow
 Stop	 Unsafe Place	 Get out fast	 Get Out Fast	 Keep away	 Unsafe Area
 Dangerous Neighborhood	 Danger	 Afraid	 Don't go this way	 Be Quiet	 Jail (yeggs)
 Chain Gang	 Tramps Here	 Be ready to defend yourself	 Worth robbing (Yeggs)	 Hoboes arrested on sight	 Doctor No Charge
 Beware! 4 - Dogs	 Hold your tongue	 Courthouse or Police station	 You'll get cursed out here	 Cowards! Will give to get rid of you.	 You can sleep in the loft

Using these symbols

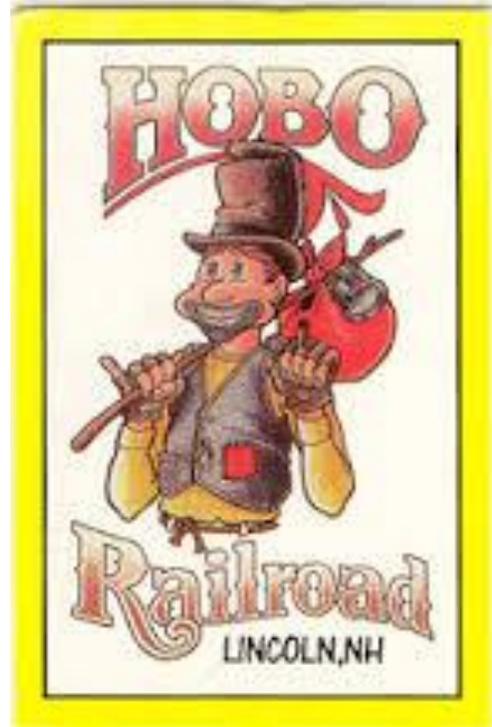
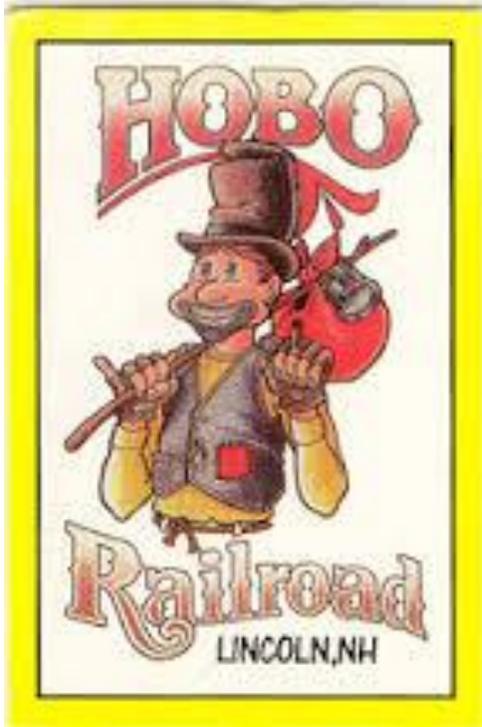
Write a message for the table next to you, So they will know what to expect at the next railcar stop. Pass the message to the table so they can decode it.

 IF YOU ARE SICK, they'll care for you	 DOCTOR HERE, WON'T CHARGE	 FREE TELEPHONE	 ALCOHOL IN THIS TOWN	 OR  YOU CAN SLEEP in HAYLOFT	
 KEEP QUIET	 HOLD YOUR TONGUE	 BARKING DOG HERE	 VICIOUS DOG HERE	 BEWARE of FOUR DOGS	 EASY MARK, SUCKER
 THE SKY is the LIMIT	 TROLLEY STOP	 GOOD PLACE to CATCH a TRAIN	 THIS IS NOT A SAFE PLACE	 MAN with a GUN LIVES HERE	 BE PREPARED to DEFEND YOURSELF
 DISHONEST PERSON LIVES HERE	 COWARDS, will give, to get rid of you	 YOU'LL BE CURSED OUT	 A BEATING AWAITS YOU HERE	 POLICE HERE FROWN on HOBOS	 AUTHORITIES HERE ARE ALERT
 THERE ARE THIEVES ABOUT	 CRIME COMMITTED, not safe for strangers	 JUDGE LIVES HERE	 COURTHOUSE; PRECINCT STATION	 OFFICER of LAW LIVES HERE	 JAIL



Using these symbols

Write a message for the table next to you, So they will know what to expect at the next railcar stop. Pass the message to the next table so they can decode it.



Hobo Names:

Create your own using your initials

- | | |
|-------------------|-------------------|
| McStinkey | Flytrap Charlie |
| Wrong Way Willie | Bindle Joe |
| Hobo Harry/ Hairy | Rail car Robby |
| Tuck | Hobo Jack |
| Frog | Old Timer Tim |
| Backwoods Buddy | Boxcar Bob |
| Railroad Randy | Hobo McGee |
| Weegee | Big Time Smith |
| Slim | Hammer Head |
| Fast Eddy | Rails Rex |
| Bubba | Long Beard Legend |
| Smitty | Bandit Billy |

FYI: When one of their own passes away, they hold a memorial service outside for them. Their final good bye is:
 “He caught the West Bound Train

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Games continued: **Color Tracks** (is will take more planning to put together)

This is a railroad/train themed board game for two or more players. Players take turns spinning the spinner and drawing a skill card. Each skill card has a question or incomplete sentence that needs to be answered correctly. When a “color track” card is pulled, the player must move to the corresponding color on the board, no matter if it means moving forward or back. The 1st player to RR crossing sign wins.

Hobo Signs & symbols: by using the symbols make a message for the next hobo’s that arrive at the next railcar station. Then pass your message to the table next to you so they can decode it.

Instructions for the Candy Train Craft: To make this train craft, use a hot glue gun to adhere a roll of life savers candies to a small pkg of gum. The life savers should stick out over the pack of gum a bit on both sides. Then glue 4 round wrapped candies in place of serve as wheels. Next a large rectangular candy,(caramel) to the life savers toward the back of the train to function as the cab of the engine. Remove the paper slip from the choc. kiss, flatten the point a little and glue the kiss upside down to the top of the life savers, near the front. Finally glue a mini. choc. bar on top of the caramel cab to serve as a roof. The choc.bar should extend beyond the caramel piece a bit in the front.

Songs: “ Little Tommy Tinker” (sung in a round) Little Tommy Tinker, sat upon a clinker and he began to cry: “Ma ! Ma !” Poor little innocent guy.(clinker is a hot ash or cinder)

“She’ll be Comin Around the Mountain”

She'll be coming round the mountain when she comes (repeat)
She'll be coming round the mountain, she'll be coming round the mountain,
She'll be coming round the mountain when she comes

She'll be driving six white horses when she comes (Hee Haw)(repeat)
She'll be driving six white horses, she'll be driving six white horses,
She'll be driving six white horses when she comes (Hee Haw)

Oh, we'll all go out to meet her when she comes (Hi, Babe)(Repeat)
Oh, we'll all go out to meet her, we'll all go out to meet her,
We'll all go out to meet her when she comes (Hi, Babe)

She'll be wearing red pajamas when she comes (repeat)
She'll be wearing red pajamas, she'll be wearing red pajamas,
She'll be wearing red pajamas when she comes

She will have to sleep with Grandma when she comes (Snore)(repeat)
She will have to sleep with Grandma, she will have to sleep with Grandma,
She will have to sleep with Grandma when she comes. (Snore)

We'll be singing Hallelujah when she comes. (repeat)
We'll be singing Hallelujah, we'll be singing Hallelujah
We'll be singing Hallelujah when she comes.

We will all have chicken and dumplings when she comes. (Yum yum)(repeat)
We will all have chicken and dumplings, we'll all have chicken and dumplings.
We will all have chicken and dumplings when she comes. (Yum yum)