

Chapter Seven

Recreation, Social Life, Culture and Family Lore



July 13, 1936 Sporleder-Berns Reunion
South Sioux City, Nebraska
Ernest Sporleder Collection

Prior to World War I (1914-1918), German heritage and culture was well respected in the United States and especially the Heartland where many German immigrants settled.



"In 1884, the *Deutsche Vereinâ* (German Club) was established in Carroll. The founders of the club were Misters Alois Becker, Ferd. Becker, Jos. Stendike, Henry Arnz, Heinrich Mittelman, Henry Kempker, Ed. Conter, August Boehme, Anton Bruch, Gottlieb Krieg, Herm. Pape, Ed. Thuerlimann, F. Florencourt, A. Pohlmann, B. Dietering, and S. Urbany. Mr. Alois Becker was the first president of the club. The organization had the goal of maintaining and fostering the German language and German customs, as well as German social life. Two departments were formed--a dramatic arts department and a singing department--and with this arrangement the club flourished. The family celebrations and public festivals are still remembered cheerfully by many Germans, and some long for the return of those days that they spent in the friendly *Deutsche Verein*. The private family celebrations were the most pleasant that one could imagine, as were the performances of the drama department under the direction of Mr. A. Becker, and the singing department under the direction of the capable conductor, Mr. Frank Kraus, and the public celebrations were especially widely attended not only by the entire German community, but also many Americans who took pleasure in German song. An excellent library was acquired for the materials of the *Deutsche Verein*, and the first two bells in the German Saints Peter and Paul Church were paid for from the profits of an evening festival at the *Deutsche Verein*."

"Franz was in Carroll - A Brief History of Carroll, IA in the Late 19th Century"ⁱ

"At its last meeting, the *Germania-Verein* [German Club] appointed the various committees to prepare for a worthy celebration of German Day. The Arrangements Committee, consisting of Messrs. F. W. Krause, Chas. Ludwig, Aug. Erler, Moses Simon, Jos. Stendike, and A. Becker, met on Sunday evening and adopted several resolutions to ensure that the celebration proceeds in the most splendid manner. It was decided to issue an appeal to all the Germans in the county and surrounding counties, and especially to all the German organizations, so that all Germans may take part in this celebration. All of the German clubs will assemble with their music bands and banners with the rest of the Germans at 10:30 a.m. at the Germania Halle, where the marching order will be issued by the Marshall of the Day, Mr. Beiter. Here will begin the formation of the parade that will march through the streets of the town, which are expected to be richly decked out with flags. After the parade, with drums beating and trumpets sounding, the marchers will proceed to Germania Park, where the Mayor of Carroll, Mr. Beach, will give a welcoming speech and briefly explain the meaning of the day. A good dinner [lunch] will then be served in the upper hall, during which our music section will give a splendid concert. We also note that our band has been practicing a long time for this day, in order to play musical marches etc. in the style of the old Fatherland. At exactly 1:30, the estimable Mr. Henry Vollmer of Davenport will give the formal address. After the speech, the afternoon concert will commence, and there will public entertainment, such as target shooting, clay pigeon shooting, Vogelschießen [shooting at a wooden bird silhouette], sack races, pole climbing, etc. Naturally, good cash prizes will be awarded at the shooting competitions for the first-, second-, and third-place shooters. We wish to especially mention the Vogelschießen, which in Germany is very popular and customary at all shooting festivals and similar events, and which always provides so much entertainment. The celebration will end with a large dance."

Der Carroll Demokrat, September 18, 1891ⁱⁱ

"For the first time in Carroll, the young *Turnverein* (Gymnastics Club) presented gymnastics demonstration. The members had decorated the large room with flags and bunting, and above the stage was a fine-looking motto in ivy: *Gut Heil!* (Best of Luck) In order to put on a relatively good show and earn the goodwill of the public, the young club had undertaken a significant responsibility. For this reason, it invited, at its own expense, the gymnastics clubs from Holstein and Ida Grove, whereby the already large overhead for such a celebration was significantly increased. Many members may have been concerned about incurring a large deficit, but that was not to be the case. The music hall was filled early, and by 8:00 in the evening it was hardly possible to get a seat. At this point, we must remark proudly that the German public showed such a strong interest and was present in such large numbers. At 8:30, the presentation opened with a (human) pyramid down in the hall, and then the gymnastics on the parallel bars were performed. First, the *Turnverein* from Carroll performed some exercises, which were generally good and performed with precision, and despite the shortness of their exertions, they demonstrated great

diligence. It would be an injustice to single out any one man because they all performed quite excellently, and in many respects, just as well as the out-of-town gymnasts. Especially noteworthy was the giant swing, which some out-of-town gymnasts performed, then the display of strength by the gymnastics instructor from Holstein, the staff (or baton) exercises, the balance beam, and the artistic presentation on the parallel bars. In short, almost every part of the production was carried out with precision and great agility and was honored by the public audience with frequent applause. One very small boy, who was known in the hall as ‘that little fellow,’ especially aroused the merriment of the audience because he participated in almost every exercise. He was tossed up onto the horizontal bars by the older gymnasts, and in his gymnastic performances, he demonstrated a skillful dexterity. When forming the human pyramids, the boy always took the upper position, and he climbed with such certainty until he was on top that it was truly admirable. The finale consisted of a ‘living picture’ (a group of gymnasts representing a subject) accompanied by Bengali fireworks. Throughout this pleasant evening, the local *Turnverein*, as well as the *Turnvereins* from Holstein and Ida Grove, earned the warmest thanks of the local public, and the young gymnasts can be certain that they will find enthusiastic support with a repeat performance, hopefully in the near future. The presentation ended at 10:00, and the happy little group of people stayed together dancing and enjoying a glass of beer until the early morning hours. To the gymnasts of Ida Grove, Holstein, and Carroll, we say a hearty, ‘*Gut Heil!*’”

Der Carroll Demokrat, February 17, 1893ⁱⁱⁱ

Playing cards was a pastime that the Sporleder ancestors enjoyed during gatherings. Two common card games were Pinochle and Euchre. Both were played in Germany and other European countries before they came to America. *Schafkopf* was card game more closely related to only the ethnic Germans. When they came to America, it was also called Sheepshead.

Schafkopf

Whenever there was a gathering of the William and Marie Sporleder family for a birthday or holiday, the men usually passed the time playing card games. As a young child, Verna (nee Sporleder) Weber recalls the card game called *Schafkopf*. Grandpa William Sporleder’s self-appointed task was to draw a sheep’s head complete with curved horns with lines through them. As the game progressed, the lines were filled in and each mark had its own meaning as way of keeping score.



Schafkopf is a point-trick game, normally played with a German suited 32 card pack. As in several related games, the card values are: ace, 11 points; ten, 10 points; king, 4 points; over, 3 points; under, 2 points. *Schafkopf*’s special feature is that an “over” and “under” are permanent trumps, ranking above the ace. In play, it’s similar to both Pinochle and Euchre.

Schafkopf is considered to be the national card game of Bavaria. It is also played, probably in several different versions, in the southeast of Germany. In the 19th Century *Schafkopf* was taken to America by German emigrants and became known as “Sheepshead.” Several versions are still popular in Wisconsin and other states with a significant population of German descent. In *Wergin on Skat and Sheepshead* (1975), Joe Wergin describes varieties of Sheepshead for three, four and five players.^{iv}

Official Schafkopf Rules

0. FOREWORD

The game known as Schafkopf belongs to one of the oldest families of card games in Germany and in its present form as “Bavarian Schafkopf,” is one of the most loved and most commonly played games in Bavaria. The Schafkopf-Regulations were adopted in the following form at the First Bavarian Schafkopf-Congress held in Munich on December 17, 1989. The purpose of these written rules is to spread the game of “Bavarian Schafkopf”, as played by the Bavarian Schafkopf Verein, throughout Bavaria and even the whole world, so that it is played alike everywhere. The Schafkopf-Regulations are the basis of all decisions handed down by the Rules Committee of the Bavarian Schafkopf Verein.

1. FUNDAMENTALS

1.1. Idea of Schafkopf

“Bavarian Schafkopf” is a card game designed to be played by four players.

1.2. The Cards (Name & Points) and Purpose of the Game

1.2.1. The deck used for “Bavarian Schafkopf” is made up of 32 cards with the suits ranked as follows:

Acorn
Grass (Green, Leaves)
Heart
Ornament

Each suit has eight cards with the following point values:

The total value of all cards is four times 30 for 120 points.

Ace	=	11 points
Ten	=	10 points
King	=	4 points
Over	=	3 points
Under	=	2 points
Nine	=	no point value
Eight	=	no point value
Seven	=	no point value

The total value of all cards is 4 times 30 = 120 points.

1.2.2. The object of the game is to capture over half the total points, or a minimum of 61.

1.3. Variations of Play

The game is made up of partner hands - two against two - and lone hands - one against three. A partner hand is also called a “call” hand. Lone hands include the Wenz, the Solo, the Wenz-Tout, the Solo-Tout and the Sie. A “Tout” indicates that the lone player must make all eight tricks, while the “Sie” indicates that he has all four Overs and all four Unders.

The ranking order of the possible games is:

Sie
Solo-Tout
Wenz-Tout
Solo
Wenz
Partner (Call)

1.4. Meaning and Ranking of the Cards

1.4.1. The highest trump cards are, excluding during a Wenz, the Overs and the Unders, ranked by their suit as follows:

Acorn-Over
Grass-Over
Heart-Over
Ornament-Over
Acorn-Under
Grass-Under
Heart-Under
Ornament-Under

1.4.2. During a partner hand, Hearts are always trump, and the other suits are all equal in rank. During the Solo and Solo-Tout, the declarer of the lone hand declares trump. This player need not necessarily have one card of that suit to call it trump.

1.4.3. After the Overs and the Unders, the rank of the other cards in all the suits is:

Ace
Ten
King
Nine
Eight
Seven

1.4.4. A Wenz can also be called an Under-Solo because during this hand, only the four Unders in the rank of Acorn-, Green-, Heart- and Ornament-Under, are trump. The Overs fall into rank in their suits, after the King and ahead of the Nine.

2. STARTING THE GAME

2.1. Dealing the Cards

2.1.1. The deal moves around the table in a clockwise rotation. The current dealer will be the player to the left of the previous dealer. Before dealing, the player shuffles the cards and then offers them to the person on his right for the cut. This player then cuts the cards at least once. The dealer then takes the remaining cards, places them onto the cut pile(s) and deals the cards out face down to the other three in two rounds of four cards each.

2.1.2. If the cut player is temporarily absent, then any participant, other than the dealer or the player receiving the first cards, may cut. The missing player waived his right to the cut by being absent.

2.1.3. The shuffling, cutting and dealing of the cards is to take place in such a way that none of the players sees the face side of the cards. If the dealer boxes or turns up a card before the cut, the cards are to be shuffled once more before the cut.

2.2.1. The bidding process determines who the declarer will be. The bidding starts to the left of the dealer. If that player thinks he can play either a partner or lone hand, he declares "Ich spiele" ("I'll play"). If his hand is not that strong, he says "Weiter" ("Pass"). A player that wants to attempt a partner hand must consider who he will call as a partner (see Schafkopf-Regulation 2.3.).

2.2.2. Even though a player has said he will play, all the other players must still declare, or bid. By saying "Weiter", they acknowledge that they cannot play a lone hand. Once a bid of pass or play is announced it cannot be taken back.

2.2.3. If a player has the cards to play a Wenz, a Solo or other lone hand, and someone before him has declared a game, then he must say "Ich spiele auch" ("I'll play also"). If the first player says "Gut" ("Good") then the second player can announce his lone hand. If the first player also wants to play a loner, he announces it. The second player now has to name a higher ranking loner in order to play because games of the same ranking go to the first player. A Heart Solo does not outrank the other suits.

2.2.4. If all four players pass, then there is no game and the cards are collected and dealt again.

2.3. Calling the Partner

2.3.1. The declarer, "calls" his partner by naming a non-trump Ace (Acorn-, Grass- or Ornament -) that he himself does not have. However, he has to have at least one card of that suit in his hand. Whoever has the "called-Ace" is now the partner of the declarer. He cannot do or say anything which might give this away though. The partners will find each other during the play of the hand, when the called-Ace is played.

2.3.2. If a player has the Ace of each of the off-suits that he has in his hand, then he cannot call a partner. He is "locked out."

3. COURSE OF THE GAME

3.1. The Play

3.1.1. The hand starts when the player to the left of the dealer leads a card. Each player follows (in clock-wise rotation) by also playing a card. Playing out of turn or pulling a card from your hand is not allowed. The next lead comes from the player who took the last trick. A properly played card may never be taken back: a card laid, is a card played!

3.1.2. If someone plays a card out of sequence, then the hand is over with his team keeping only the tricks and points made to that point. The other team receives all remaining cards and points.

3.1.3. It is the responsibility of each player to prevent all others from playing a card out of sequence.

3.2 Following Suit

3.2.1. While playing out each hand, each player must follow suit whenever possible. When suit, or trump, is led, and a player has that suit, or trump, he must play it, whether his card is higher or lower.

3.2.2. If a player cannot follow suit, then he can play either trump or a card from another suit. Likewise any suit can be played when trump is called for and the player has none in his hand.

3.2.3. Every trick is made up of one card from each player. This trick belongs to the player who played the highest ranking card of the suit called for. If trump was called for, the trick belongs to the player who played the highest ranking trump card. If the suit was trumped upon, then however trumped the highest wins the trick.

3.2.4. The called-Ace must be played when that suit is led for the first time. If that suit is not led in the first seven tricks, then the called-Ace may be played on the last trick.

3.2.5. If the called-partner wants to lead the called-suit, he can do so only by leading the called-Ace. However, if the called-partner has three other cards from that suit below the Ace in his hand, he may "play from" the Ace by leading one of them. The called-Ace may then be played on any following trick.

3.2.6. Not following suit results in the end of the hand with the guilty party receiving only the tricks and points they have captured up to that point. If the infraction is not caught until the end of the hand, then the guilty party loses the hand “Schwarz” (see Schafkopf-Regulation 4.1.4.).

3.2.7. Although the cards were dealt out properly at the start, in the event that a player ends up with too few or too many cards in his hand, then the team with the right number of cards is declared winners of the hand with a Schwarz victory.

3.3. Rules of Conduct

3.3.1. During the course of the hand, it is not allowed to discuss, or otherwise signal, anything about the progress of the hand: likewise the counting aloud of trump and points is not allowed.

3.3.2. During a partner hand, each player must collect his own tricks. Only after the partners have been determined without question, by either the called-Ace being played or being played from, is a player allowed to collect tricks for his partner.

3.3.3. It is the responsibility of each player to verify the cards played on each trick.

3.4. Shortened Hands

Generally, each hand is played out from the first to last trick. An exception to this is the Sie, which may be laid down to save time. If a player lays down his hand and declares that he can take no more tricks, then all remaining cards belong to the other team, even though it is determined afterwards that either he or his partner may indeed have made one more trick. If a player lays his remaining cards down without saying anything, it is understood that he believes he can make all remaining tricks. If he is proven wrong, then all the remaining tricks go to the other team.

4. SCORING THE GAME

4.1. Counting Points

4.1.1. At the end of each hand, both teams determine how many points they have captured. The point score is used to determine the winner, and by how much.

4.1.2. If a team has 61 to 90 points, then it has just won the hand. If both teams have 60 points, then the team with the declarer on its side has lost the hand.

4.1.3. If a team has 91 points or more, then they have won the hand “Schneider.” The team without the declarer need only get 90 points to win a “Schneider.”

4.1.4. If a team made all eight tricks, then they win “Schwarz.”

4.2. Stoss (Double) and Gegenstoss (Redouble)

4.2.1. If a player believes that the declaring team will not make a minimum of 61 points, then he can Stoss or double the game (Spritzen = to spray, say “Contra”). This double must be offered at the beginning of the hand, before the second card is played.

4.2.2. Either the declarer or his partner can offer a redouble (say “Re”) immediately, that is to say, before another card is played.

4.2.3. At this point, before another card is played, either of the players on the opposite team can double the hand again by saying either “supra” or “sup.”

4.2.4. Finally, either member from the declaring team may, before another card is played, offer another redouble by saying “resupra.”

4.2.5. When the declarer is playing a lone hand, the other players may double a maximum of twice, and the loner may redouble twice.

4.2.6. The declarer remains the declarer of the hand. Even though a double was declared by the opposite team, they need only 60 points to win the hand.

Euchre^v

Euchre is classic card game that was very popular in Europe during the 18th and 19th Centuries. Card historians believe Euchre is a direct descendant of the Spanish card game *Triomphe*. The German origin of Euchre is an Alsatian game called *Juckerspiel* played in the late 1700s with the truncated name *Jucker* that is pronounced about the same as “euchre” or the French term “*écarté*.” Alsace is a providence of France between Germany and France with a mixed population of Germans and French. Support for American Euchre’s origin is found with present day Pennsylvania-Dutch whose ancestors who were of Alsatian and other southwestern German lineage. Euchre is also known as Trumps.

Cards and Deal

A 24-card deck consists of Ace-King-Queen-Jack-10-9 in each of the four standard suits of Clubs (black), Diamonds (red), Hearts (red), and Spades (black) with this order or rank of power. The trump suit ranks differently from the others. The top trump is the Jack of the trump suit called the Right Bower (*Bauer*), second is the other Jack of the same color (Left Bower or *Bauer*), and then follows the other cards of the trump suit: Ace, King, Queen, Ten, and Nine. If there are no trumps, all suits rank from high to low Ace-King-Queen-Jack-10-9.

The dealer deals a hand of five card face-down to each player, dealing the cards two or three at a time, in two rounds. The next card is turned up to indicate the proposed trump suit.

Bidding and Dropping Out

Starting with the player to the left of the dealer, each player has an opportunity to “order up” the turned card establishing that suit as trump. If it is ordered up, the dealer takes it and discards a card face-down. If the first three pass, the dealer can take the turned up card confirming its suit as trump or turn it down. If the dealer turns it down, next each player in turn has the chance to name a trump suit different from that of the turned card.

As soon as a player orders up the trump or the dealer takes the trump or a player names a trump suit, that player’s team is committed to attempt to secure at least three tricks. If the turned trump is not ordered up and not taken by the dealer, and no one names trump on the second round of bidding, then the hand is played without trumps. [We played that the cards were re-dealt.]



Going Alone

After trump has been made, but before the first lead, the player making trump may announce that he is playing alone. The partner of a lone player puts her cards face-down and takes no part in the play.

The Play

The play begins with the player left in the game to the dealer’s left leading to the first trick. Any card may be led and each player in clockwise order must follow suit by playing a card of the same suit as the card led, if possible. A player who cannot follow suit, he may play any card and is not obligated to trump. The trick is won by whoever played the highest card of the suit led unless a trump was played in which case the highest trump wins. The winner of each trick leads to the next one.

Scoring

If all four players are playing then the scores are as follows:

- If the Makers win three or four trick, they score one point.
- If the Makers win all five tricks, they score two points.
- If the Makers take fewer than three tricks they are said to be “euchred” and the Defenders score two points.
- If a member of the Makers’ team is playing alone and wins all five tricks, the team scores four points instead of two; otherwise the scores are as described above.

The game is normally played to 11 points with the team who first reaches 11 or more points over several deals winning the game.

Pinochle

Pinochle is card game derived from Bezique and developed in the United States in the 19th Century. Bezique originated in France and England in the 1860s and initially used 64 cards. Later, there were variations for three players with a 96-card pack and for four players with 128 cards. The Bezique card game usually played with 128 cards by two players.

There are many variations to the game including six players, double decks, passing cards, etc. The description and rules are for the standard single deck with four players as two partners or two teams.

Rules of Four Hand Single Deck Pinochle

Pinochle is played with a deck of 48 cards. The four traditional suits of Spades, Diamonds, Clubs and Hearts are represented with two each of the following cards in each of the four suits; Ace Ten, King, Queen, Jack, Nine. The Ace is the highest ranking card followed by the Ten, King, Queen, Jack, with the Nine the lowest card in the deck.

Dealing

Each player receives 12 cards. The dealer has the option to deal the cards one, two or three at a time, starting with the player on his left in a clockwise rotation until all hands are dealt. Each player arranges their hand according to suit and rank of cards within the suit.

The Bid

Bidding or the auction begins with the player to the left of the dealer. All bids start with the minimum bid as 15. Subsequent bids are raised by one or more points. The bids are made in a clockwise rotation around the table until only one bidder remains and the other three players have passed. Once a player drops out of the bidding, the player cannot return to the bidding.

Players determine how high to bid their hand by estimating the combined total of how many points they think they can total from the “Meld” part of the game and the total counters they think can take during the play of the hands. Failure to make their bid at the end of the hand results in a “Set.” When a Set occurs, the bid is deducted from that team’s points and all points made during the hand are lost including the Meld.

The last remaining bidder wins or owns the bid and declares a Trump suit. This is the strongest suit. Strength is measured by which suit will not only produce the most Meld, but also capture the most Counters during play of the hands.

The Meld

After the passes have been made, all players display and count their Meld. Melds that can be made by any player are as follows:

Run equals 15; Ace, Ten, King, Queen, and Jack of the suit declared as Trump

Double Run equals 30; two each of the cards listed under Run, suit must all be Trump

Pinochle equals 4; Jack of Diamonds and Queen of Spades

Double Pinochle equals 30; two of each, Jack of Diamonds and Queen of Spades

Aces Around equals 10; one Ace from every suit, 4 in total

Double Aces Around equals 100; two Aces from every suit, 8 in total

Kings Around equals 8; one King from every suit, 4 in total

Double Kings Around equals 80; two Kings from every suit, 8 in total

Queens Around equals 6; one Queen from every suit, 4 in total

Double Queens Around equals 60; two Queens from every suit, 8 in total

Jacks Around equals 4; one Jack from every suit, 4 in total

Double Jacks Around equals 40; two Jacks from every suit, 8 in total

Marriage equals 2; one King and one Queen of the same suit, non-Trump suits only

Trump Marriage equals 4; one King and one Queen of Trump

This Meld is not counted if any of the cards are used to make a Run. Extra Marriages in trump can be Meld if not used to make a Run

Nine of Trump equals 1 for each Nine of Trump Melded

Round Robin equals 24; one Marriage in every suit. This is a convenient way to add the sums of Kings and Queens around plus the values of the Marriages.

Each player removes the Meld from their hand and lays it face up on the table directly in front of them. Each of the partners adds their individual Meld together and the player keeping the score records the team totals on the score pad. Partners or teams are not allowed to pool their cards together. Once the totals are recorded, each player returns the cards they Melded to their hand.

The Play

The Bid Winner “Owns the Lead” and starts play of the hand by placing a “lead” card in the center of the table. The player to the left of the Bid Winner plays one card on the “lead” and in a clockwise rotation the other players also play one card on the “lead.” No player is allowed to play “out of turn.” The four cards played are called a “Trick.” Players must “Follow the Suit” of the “lead” card if they can. If they can follow suit, they must try to beat the highest card played thus far in the “lead” suit of this Trick. If they cannot beat the highest card played in the “lead” suit, they may play any lesser card of the “lead” suit. If they can’t follow suit but have Trump, they must Trump the Trick if they hold Trump in their hand. They must beat any other Trump card played in this Trick if they can. If they can’t beat the highest Trump card played, they must play a lesser trump card. If they can’t follow suit or Trump, they may play any card

The player who plays the highest card in the “lead” suit takes the Trick if it was not Trumped. If the Trick was Trumped, the player who plays the highest Trump card takes the Trick. In the case of duplicate

winners, the first card played takes the trick.

Each team collects their own tricks and stacks them face down on the table out of the way of remaining plays. The player who took the last Trick becomes the Leader of the next round of play and continues as before starting with the player on the new Leaders left. Play continues until all cards have been played.

The Count

When play of the hand is finished, each team counts the number of “Counters” taken in their Tricks. “Counters” are only Ace, Ten or King. All other cards count nothing. There is a total of 24 points in the deck. One extra point is awarded the team that takes the last Trick making a total of 25 possible points.

The score keeper adds the count of each team to their Meld and the result is their total. If the Bid Winners Team’s total meets or exceeds their Bid, their total is added to their score by the score keeper. If their total is less than their bid, they are declared Set and the amount of their Bid is deducted from the score they held at the beginning of the hand. All Meld and count are disallowed. If they failed to take at least one Counter during play, they do not save their Meld and they are Set.

The opposing team must take at least one counter during play to save their Meld. If this was accomplished, their total is added to the score they held at the beginning of the hand.

The Hand is completed and the next New Hand begins with the new dealer as the player to the left of the last dealer.

Conclusion of Game

The game continues until a score of 250 points or a predetermined point total is reached by one team. If both teams go over 250 or a predetermined point total in the same hand, the team with the highest score wins the game. An alternative is to play four hands. The winners are than the team with the highest score after four hands.^{vi}

ⁱ “Franzwas in Carroll - A Brief History of Carroll, IA in the Late 19th Century,” as retrieved on Feb 20, 2005 08:42:47 GMT, <<http://www-leland.stanford.edu/~cquinn/walz/historyCarroll.html>>.

ⁱⁱ German Day Celebration, 1891, *Der Carroll Demokrat*, 18 September 1891, Posted By: David Reineke, <david_reineke@admin.state.ak.us>, Date: 12/26/2005 at 17:34:51,

ⁱⁱⁱ Apparently, this was the first public performance of the Carroll *Turnverein*. This gymnastics club was started in Carroll in March of 1892. The first members were: Wm. Winnike, Ph. Zerwas, Wm. Krüger, F. P. Berger, Jos. Wiedermeier, Jr., H. S. Bruch, John Eltgroth, M. Pudenz, B. Brown, Jr., John Gruber, Chas. Fipp, Chas. Kanne, J. H. Lohmann, Jos. M. Wiederhold, A. Wiedermeier, and H. Fipp. These clubs are traditional in Germany, and many were founded in Iowa and throughout America by German immigrants. “Carroll German Gymnastics Club, 1893,” Posted By: David Reineke, david_reineke@admin.state.ak.us> Date: 6/4/2005 at 20:09:08

^{iv} “Schafkopf,” The Gauverband Nordamerika Inc. is an organization founded in 1965 for the purpose of promoting Bavarian and Tyrolean folk dancing, costumes, customs and culture and establishing mutual fellowship. ©1996-2002, Gauverband Nordamerika, Inc., Aktuelliziert 01. Juli 2002, Translation by Thomas Vogt, Alpenroesl St. Catharines, This page is maintained by John McLeod, (john@pagat.demon.co.uk), © John McLeod, 1998, 2004, last updated 20th November 2004, as retrieved on Feb 10, 2005 07:18:24 GMT, <<http://www.pagat.com/schafk/schafkopf.html>>.

^v Parlett, David. *Oxford Guide to Card Games*. “Euchre,” page is maintained by John McLeod (john@pagat.demon.co.uk), last updated 7th September 1999, as retrieved on Mar 4, 2005 03:34:13 GMT, <<http://www.pagat.com/euchre/euchre.html>>.

^{vi} *The Columbia Electronic Encyclopedia*, 6th Ed. © 2005, Columbia University Press, as retrieved on Feb 24, 2005 21:42:26 GMT, <<http://www.infoplease.com/ce6/society/A0839116.html>>.

“Rules of Four Hand Single Deck Pinochle,” as retrieved on Jan 28, 2005 00:57:50 GMT, <http://www.sac-irca.com/pinochle_rules.html>.