



'Here, If you'll Hold my dog . . .'



Gimme a slug of that. I think I'll need it.

Whiffle Ball Game Features Mighty Babe

Text by Carol Wonsavage—Photos by Mike McGowan

What happens on a warm, early spring day when dafodills are coming out and it's too balmy to stay in and study?

The sociology department solved this problem Friday afternoon when the sociology faculty challenged the graduate students to an informal game of baseball—combining crickett's two bases with baseball tactics.

The green in front of Morehead Planetarium resounded with a bevy of yells as faculty slugged away with a yellow plastic bat at a yellow plastic

ball. Bases were a yellow legal pad and blue text-book.

"Come on, Dr. Ellis, knock 'em home!" the crowd standing around the green yelled.

The Denum shorts-clad scorekeeper sat cross-legged among the spectators. 4-1 for grad students.

A little child wandered around the green tugging in a dog's leash, totally oblivious to the shouts around here.

Spring is here and "Play ball!"



The boy wonderchooses his bat.



Sociology profs and grad students join in informal game of whiffle ball.



And the Mighty Babe was up to bat

MoInfo Is Name Of Game: It's Subtle War

By T. G. HILDEBRANDT
MoInfo is a game that is played constantly by the office staff at Graham Memorial Student Union.

Each one of the eleven staff members has developed a vast repertoire of responses and actions that will meet any situation that can occur. To new members of the staff the game is fascinating to learn and they enjoy answering the phones for several weeks until they have mastered the rules and actions, then boredom sets in.

If by chance a member has not properly learned the rudiments, and allows the instigator, the phone caller, to win too many games; the staff

member will be forced to quit for the demands of the job will completely unnerve him. An experienced hand will not allow the instigator to win a game, and will even brutally attack one of the instigators and soundly put him down in an effort to relieve his own irritations. The game is played across the information phones, but much of what is applicable to the phone situation, is also pertinent to the other services that a staff member is required to perform while on duty. It is mostly notable across the counter, but can be seen in the distribution of the morning papers and even when a person is cleaning up the room and is required to ask a person to keep his feet off the furniture.

SITUATION: The office staff member, white, is tired from answering the phones for several hours, the time can be as much as three hours on a Saturday.

A fraternity man, judged from background noises welling from his brothers and their dates playing a social role of suavely getting drunk, phones and issues a directive, rather,

barks an order.
White: The number of Susie Slut, please. (The please is entirely optional)
Black: Please, spell the last name. (The please is entirely optional)
White: Hell . . . I don't know, try schlut.
Black: Hold a moment, please. PAUSE

Black: What was her first name?
White: Susie, no wait, its Martha Susan . . .
Black: Hold a moment please.
Black: Two Cobb Terrace.
White: No, I want her number.

Black: Hold a moment, please. PAUSE . . . PAUSE

White: Emits a shrill whistle to gain attention unpretentiously, the tune could easily be "Can't Wait to Get My Hands on You."
Black: Just a moment, please. Pause

Black: Ha 36-24-36.
White: Thank You.
Black: . . . ???

Distinct Advantages
In the actual game situation, White is rarely aware of his distinct advantages. One already mentioned is the job position of Black, who with just a slight error could conceivably lose his job. White also doesn't realize that the incident of the call itself, the noise in the background and even the asides that he yells to his brothers at the party, all combine to give him the initial advantage the war of

nerves.
This missed opportunity gives Black all the advantages he needs to make this a profitable game for himself. If White were to just omit the optional 'please' of the introductory sentence, or leave it in and just intone it derogatively, he could indicate a good number of his true feelings. One such thought that he might be expressing would be that he really doesn't give a damn about your help and wouldn't even be calling if there was any other way to get the listings.

Since White doesn't usually push home his advantage, Black has the proper comeback to this type of attitude of White, and by speaking the phrase "Please spell the last name," White does indicate to Black that he intends to control this game and furthermore, he will terminate the conversation only when he, Black, is good and ready. Of course the tone of voice and the speed with which Black speaks this phrase show his true intentions, and these are the two attributes Black must have developed over the phone during his apprenticeship year. He could also be saying or a less hidden meaning, "I don't think that I would understand the last name if I was to have him repeat it, he is too drunk for that or it is too noisy at the party; so I must have him spell it for me."

Usual Response
The usual response made to this is some form of an aggravated 'I dont know', which when translated to the second level of meaning comes out, "My God; What a stupid — — —!" But here Black

is on familiar ground and prompt request to have White wait for a minute or so, followed with the asking for the first name again, setting him up for a slight provocation with the confusion of names, which can be immediately undermined by asking him to wait. Here is a definite case of what I mentioned before, the setting up, a leading of the conversation by Black to coerce White into making an easily defeatable attack. Blacks next hold the line is a real blow to White who has been accustomed to waiting for a right good while before being helped further. In seemingly switch of pace Black does not make him wait, however, but deliberately gives him the wrong information.

White is by now thoroughly annoyed, and after a lengthier pause, begins whistling or yelling, or blowing into the mouth-piece of the phone. This is usually in pure annoyance, often even in anger, which is even further aggravated by the brief pause and then the final information.

White's curt thank you is seldom acknowledged, or even if it is, it is done cheerfully enough to further irritate.

Needless to say, black has come out way ahead in this game, often, and surprisingly to me, the whole deal going unnoticed by some of the white players.

Every Friday, Saturday
This particular game is played approximately thirty times every hour on Friday and Saturday nights, with the numbers dropping to as low as one or two during the week. With this frequency it is easy to see why proficiency in game playing is built up and why this could be unnerveing if you let it. I feel that it is obvious that the instigator, Black, is taken in this game exchange, and that it is usually unnoticed by him. There are several reasons for this, perhaps his degree of sobriety, the skill of white in leading conversation and in his controlled voice (gained from observation of the "old pros" that train the new workers), and even the simple lack of observation of White, perhaps by the lack of importance of the phone call to White.

Skill of Operator

The many situations that this game could include varying with the skill of the operator. Usually, only two people are involved, but sometimes on a long distance call, the

commercial operator gets in the game. The diversity of this operator is interesting; usually she helps Black keep White from getting any necessary information until he is good and frustrated. However the operator may not be in the mood for any shenanigans, whereupon she will attack the staff worker with a series of responses that could hinder his further employment if he tries to counter attack.

The basic issue of the game for Black is to give the least amount of information in the most offensive way without being outwardly rude. White is then of course out to try to pump information from Black, but if Black has gained the upper hand, there is little that can be done except to grin and bear it, for black can control the tempo of the game very easily.

Force Play on Black

However, on the other hand, if White should let on that he is familiar with the game, and if he says that he doesn't want any part of it, then Black can do nothing but give the requested information due to the nature of his job.

Black must show a certain degree of hostility in all the games and resentment at any

special privilege request. There are surprisingly few efforts made by White at overthrowing Black within the game structure. As will be seen, they are all perfunctory, subconscious in all probability, or perhaps as is even more often the case, they are allowed by Black to White for the sole purpose of ego building. That is to say, Black sets White up, then cuts him down. This of course gives Black a marvelous psychological boost.

Perhaps the most obvious reasons for this game developing have already been discussed, i.e., the dislike of Black to be disturbed, and the subsequent irritation, in the office, and of Blacks immediate desire to get even.

For the desk worker, this superiority in the game psychologically helps him overcome a major loss in status, for a working male in the university environment is looked down on.



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