

Creeping Up Games

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Question 3 asked about a game which was once known as Creeping Up. Here is the question:

3 Here's the description of another game:

One player stands facing a wall. The other players stand behind a line some distance away. They try to creep up and touch the wall. The player facing the wall can turn round at any time. Any player seen moving must return to the base line. The first player to reach the wall takes the place of the player against the wall, and the game begins again.

Do children at your school play a game like this? (If you do not play it **exactly** like this, do not worry.)

What do you call this game?

This was supplemented by an optional question requesting details of any variations:

47 If children at your school play *the game described in question 3* differently from the way it was described there, I would like to know your rules.

There were at least 63 different answers to Question 3. (We say 'at least', because certain items which we later found advisable to separate were initially grouped together.) Many of them appear to be names for minor variants of this game rather than the basic game as described above, but the descriptions of variations elicited by Question 47 at the end of the questionnaire made it clear that there is a cline between variants of this game, rather than a number of discrete games, and even within one school, the same name may be applied to a game with variable rules. (A number of the accounts elicited are quoted below to show the difficulty of deciding what counts as "the same" game. There are more accounts of all the games related to this in S7 – Creeping Up Variants.) It was commonly reported that this game was played by children younger than the age group we were targeting, but in only one case did they report that they could not remember what it was called. It also appears that in most schools it is largely played by girls.

Because of the complexity of the data collected, we made three different groupings of answers. The majority of the names had some connection to *creep* or *sneak*, and/or to *grandmother*. Because these strands in the name overlapped, these were classified twice. The first time focussed on the distinctions between *Sneak* and *Creep*, giving the categories *Creep up*; *Creep up on X*; *Creep up Granny/Grandma*; *Creep up Jack*; *Sneak up*; *Sneak up on X*; *Sneak up Granny/Grandma*; *Sneak up Jack*; and a miscellany of other terms involving the root *sneak*: these included *Sneak*, *the Sneaking Game* and *Sneaky-Wreaky*.

This group was then cross classified according to whether *Granny* or *Grandma* was used, or some other figure, giving the categories: *Grandma's Footsteps*; *Granny's Footsteps*; *Sneak/Creep Up (On) Granny*; *Grandma's Keys*; *Granny's Keys*; miscellaneous forms involving *Grandma* (e.g. *Grandma's Wall/Garden*; *Grandma*); miscellaneous forms involving *Granny* (e.g. *Granny*; *Granny's Watching*); miscellaneous forms involving *Giant* (e.g. *Sleeping Giant*; *Giant's Treasure*; *Giant(s)*); *Mother's Footsteps*. (There were no reports of *Sneak/Creep up (On) Grandma*, hence the asymmetry at this point.)

The third group looked at the other common names: *Statues, Freeze, Mr Wolf, Traffic Lights, Hot Chocolate*. (Most of these variants involve a warning by the person “in” that they are about to turn around.)

Some comments on the names and rules reported for these games follow.

Historical information

Gomme does not list these names, and nor does the category of “creeping up” games appear in her categorisation (1894, 461ff). Sutton-Smith does have a category of “creeping games”, noting that they are principally played by girls of 7-9 years (1972, 66). The only game recorded prior to 1920 which resembles any of these names is Giant Steps. However, in the period 1920-1950, many more names were noted by Sutton-Smith, though he states that Creeping Up was most common (1972, 70). It is of some interest, then, that this name was not reported from any of the schools which responded to our questionnaire, although some of the other names he reported as regional variants are still reported from the same regions. He notes that in some versions, the person with their face to the wall counts to a specified number before turning round. The other names he records are: Steps; Creepy-Crawly; Creepy; Creeping Jack (Nelson); Creeping; Creep the Curtain; Peep Behind the Curtain; Grandmother’s Footsteps; Go, Go, Stop (Nelson, Wairarapa). Of these, only Grandmother’s Footsteps, Creeping Jack and Go, Go, Stop appear to have direct descendants in our data.

However, Sutton-Smith (1972, 70) also has a category of “treasure” games, which introduce some object placed behind the leader which has to be stolen without the leader catching the players moving. It is clear that some of the games reported in answer to Q3 are of this kind. The most relevant names Sutton-Smith records are Giant’s Treasure (Dunedin, Wellington, Westland); Creeping Jack (Nelson); Get the Keys (Northland, Wellington), Find the Key (Wairarapa).

Variation in “Creep/Sneak Up”

From the school in V12 comes the following description of the game this student called *Creep* (although that name was not reported in the answers to Question 3 from that school):

Person stands against a wall facing their back to the other people and they count up to five while the other people are trying to creep up to the person standing against the wall. When that person turns around then everyone has to freeze and if anyone is caught moving they have to start again. If anyone touches that person they have a turn at standing against the wall.

The teacher at the school in C37-IV1 school copied out information for Section 7 from the children’s work. Because of this, we do not know whether the children used the name *Creeping Up*, or whether this was supplied by the teacher. It was not recorded as an answer to Question 3 at that school. *Creeping Up* is described as a variation on *Sneak up on Granny*. However, the rules supplied are just as in Question 3:

A player faces the wall, the other players creep up on them. The “in” person turns around quickly to spot them.

From O28-CH5 comes the following information:

“Creep up on Granny” is a variation of “What’s the time Mr Wolf?”. It is the same except no-one needs to call out a time. The same is true for “Granny Steps”.

Sometimes it is clear from the descriptions provided that games with this name are what Sutton-Smith calls 'treasure' games, as in this description of *Creep Up* from the school in b16-HS4:

One person stands facing a wall with a bunch of keys next to his [sic] feet. The others have to creep up and get the keys, passing them back to the beginning line. The person "in" can turn around at any time and if he sees someone moving or guesses who's holding the keys, the person has to return to the line, and/or return the keys. This game can be played with any other noisy objects. Once the game is finished another person is picked to be in.

Similarly, the modern version of Sutton-Smith's *Creeping Jack*, *Creep/Sneak Up Jack*, is still sometimes a treasure game and sometimes a pure creeping game, as shown by the following description from the school in P23:

Creep up Jack

Sometimes we have to touch an object (like a shoe) in front of the person facing the wall. Sometimes we also just have to tag the person.

Treasure Games, e.g. Granny's Keys

From the school representing G36 comes the following outline of *Granny's Keys*:

In this game one player is chosen to be "Granny" and is blindfolded and sits in a chair. A bunch of keys is put under "Granny's" chair. The other players sneak up to try and get her keys. When "Granny" hears footsteps she has to point to where they came from and if that person gets caught they go back to the start. When someone reaches the chair they have to try and get the keys and get back to the start without "Granny" knowing. If "Granny" can hear the keys she yells out "Keys" and the person with the keys puts them back under the chair and goes back to the start. If they are also heard from their footsteps they go back to the start. The person who gets the keys back to the start is now "Granny" and the game starts again. If "Granny" calls out "Keys" fifteen times when no one has them the person who is nearest to "Granny" then becomes the new "Granny". Also "Granny" is not allowed to sweep her hand around to get everyone out.

This is clearly a treasure game, and as such, a variant on the basic creeping game, rather than simply another name for it. We assume that any game with this name will involve the use of keys or a substitute, and that this is never a pure creeping game.

Statues

The traditional game of *Statues* (as described, for example, in Sutton-Smith, 1972, 69) bears little resemblance to the creeping up game described in Question 3: at the time covered by Sutton-Smith's research, *Statues* was a game in which a leader decided on postures which must be assumed by the players, and then threw them into the postures, and judges decided whether they maintained them adequately. (The game is not recorded by Gomme, 1894.)

Variants on this game of *Statues* were played at NZ primary schools shortly after Sutton-Smith's research ceased. Most important for our purposes was a variant where everyone moved round freely until the person who was "in" called "Statues", at which point the movers had to stop moving, and anyone seen

moving by the person who was “in” was then out of the game. Again there is little in common with the creeping up game described in Question 3.

However, it is clear from the descriptions which we elicited through our questionnaire that *Statues* is now played in such a way that it bears a strong resemblance to the creeping up game. Consider this (slightly edited) description of *Statues* from the school in R4:

The person who’s “in” goes up the front, turns around and faces a wall. When the person who’s “in” turns around and isn’t looking where the group are, you run up and try to touch the wall. When he [sic] turns to look at the group you have to stand still like a statue. When you get caught moving, you have to go back to where you started. When you touch the wall [it is] your turn to be in.

This is not distinguishable from the game described in Question 3, and we must take it that *Statues* is in at least some schools a pure creeping game.

A *Listener* respondent at school in Wellington from 1938-1945 described the game of “Statues: a sort of sneaking up behind the catcher’s back – freezing into statues to stay safe when he/she turned around.” From this it is clear that even at the time when Sutton-Smith was engaged in research in this field, the name *Statues* was used for two or three quite different games.

Freeze

Freeze is not mentioned by Sutton-Smith 1972, and we have no evidence of earlier records or recollections. However, we have a little information about this game from the schools in V21-WN22 and V21-WN23:

They call the game described in Question 3 “Freeze”, and some children specified that it is played exactly as described in Question 3. However, one child from V21-WN23 adds “when someone says “freeze” you freeze”.

It thus appears that *Freeze* is a name for the game in Question 3, with the possible addition of the warning word.

Mr Wolf

There were several variants of this name: *What’s the time, Mr Wolf?*, *What’s the time?*, *Mr Wolf*, *Mr Wolfie*, and *Wolf*.

Sutton-Smith (1972) lists the game *Wolfie* in a list of “modern” tagging games, but provides no further details. Gomme lists the games *Wolf* and *Wolf and Lamb* but these are entirely different from the game in question.

The game *What’s the time, Mr. Wolf?* as remembered by a 1950’s primary schooler was played as follows: everyone followed the wolf around the playground, periodically asking “What’s the time, Mr Wolf?”, and the wolf would reply with whatever time of day they chose, e.g. “One o’clock”. At some point, the wolf would reply “Dinner time”, at which point the wolf would turn round and chase the followers, and the first person caught then became Mr Wolf. Clearly this bears little resemblance to the creeping up game described in Question 3.

However, the accounts we elicited in response to our questionnaire indicate that the rules for playing the game of this name are very variable, and some variants are very similar to the game in Question 3.

We received several accounts of *What’s the Time, Mr Wolf* from the school in H35.

- 1 It can be played with rules very similar to the 1950’s game described above, except that a starting line is marked on the playground by e.g. a jersey, and you are safe from Mr Wolf once you get behind that line.

- 2 One person faces a wall and a group of people stand behind a line. The people (behind the line) call “What’s the time, Mr Wolf?”, and they start walking towards the wolf. The wolf can call any time. If Mr Wolf calls “Dinner time”, all the people try to run back over the line without the wolf catching them. If someone is caught, they are the wolf. If the wolf can’t get anybody, they are in again. The first person to the wall/to tag the wolf wins.
- 3 As in Question 3, but the person against the wall is called the wolf. If you are seen moving, you get to be the wolf.
- 4 When the wolf says a time, they turn round, and everyone has to freeze. Anyone still moving is out. When the wolf gives chase, anyone they catch is out.

In an account from the school in V21-WN23, *What’s the time Mr Wolf* is described as a variation on the game in Question 3: “when the person who’s playing wolf says “12.00 lunch” you all run away”.

The following account comes from the school in C37-IV1:

What’s the Time Mr Wolf: the wolf faces the wall, the others call “What’s the time Mr Wolf?” as they creep up. If the wolf answers “Dinner time” they all run back to the line without being caught.

Thus it is impossible to be sure whether this is an alternative name for the game in Question 3, or the name of a variant of the game in Question 3, involving at least a warning of the turning around, but often more radical departures, such as running away from the wolf.

Traffic Lights

There were several variants of this name: *Traffic Light*; *Red Light*, *Green Light*; *Red Light*; *Stop Lights*, and possibly *Stop-Go*. Perhaps not surprisingly, no games of these names are recorded by Sutton-Smith or Gomme, and we have no earlier oral reports.

The questionnaire elicited only one description of this game, from the school representing e15:

“Same [as Question 3] except the person facing wall says “Green light, orange light, red light”. When he says “Red light” he turns around.

This is clearly a variant with a warning to precede the turning around.

Hot Chocolate

This game is not listed by Gomme or Sutton-Smith, but some accounts of this game were elicited during school visits. The following accounts make it clear that this name is also used for games which differ considerably in their rules. The first account comes from V21-WN15, and the second from T7:

Hot chocolate: A variation on *Grandma’s Footsteps*. You creep up behind, and freeze when they turn round; you say ‘hot chocolate’ when you manage to tag the person in, and then you have to run back to the start line before the person ‘in’ can tag you.

Hot Chocolate is like *Stuck in the Mud*, but when you get tug you slowly melt, and if you’re not rescued before you get to the ground, you’re out.

Descriptions of games from school visits

During the school visits, attempts were made to find out what the rules for various games were. The variety was overwhelming. The snippets below give some idea of the range of variation uncovered.

From the school in Q3:

Stop/Go is the same as *Freeze*. Both games involve running round while someone says “Stop” or “Go”.

Statues is the name for the creeping up game.

Stuck in the Mud is a different game, but no rules are given.

What’s the time Mr Wolf: neither “lunchtime” nor “dinner time” are the cues for the chase, but “12 o’clock”.

From the school in S4:

Freeze is the name for three different games: it can be the same as *Stuck in the Mud*, or it can be the name for a party game with music, or it can be a ball tag game, where you brandy people.

Statues is the creeping up game.

Stingball is another name for the ball tag game.

What’s the time Mr Wolf was poorly recalled, but there appear to be versions where Mr Wolf calls out times, and also versions where there is a treasure to steal from Mr Wolf. The cue for the chase is “dinner time”, and you are safe behind a designated line.

From the school in T5-WR2:

Statues is the name for three different games: it can be *Stuck in the Mud*; it can be a game where people run around and on the command “Freeze” have to stay motionless; it can be a party game with music.

Freeze is another name for the party game.

Mr Wolf: the cue for the chase is “dinner time”.

They play the creeping up game, and also a version where you steal keys, but have no name for them.

From the school in T5:

The creeping up game is called *Green Light Red Light* by the girls.

Statues is another name for *Stuck in the Mud*, which is also known as *Candles* or *Candlesticks* (this last name was reported as being an old name, used by the grandparent of one child).

Freeze is the name for two different games: one has music; the other is a version of *Ball Tag*.

From the school in T7:

Statues is the creeping up game for the girls, but a party game for the boys.

Hot Chocolate is like *Stuck in the Mud*, see above.

Freeze is like *Tiggy*, but the new person “in” must wait for 20 seconds after being tug before they give chase.

What’s the time Mr Wolf: the time specifies the number of steps you can take forward; “dinner time” is the cue for the chase, you are safe behind the start line.

From the school in V8-AK1:

The game *Traffic Lights*: you stop on “red light” and go on “green light”, either running or skating.

Statues requires music.

Freeze is the name for *Freeze Ball Tag*.

The creep up game can be called *Red Light Green Light* or *What’s the Time Mr Wolf*. In *Mr Wolf*, the cue for the chase is “dinner time”, but there is no safe line. There is also a version where the time given specifies the number of steps you can take forward.

There is also a game called *Mother May I Move?* Children take turns to ask mother. “Mother” can specify the number of steps, or say “No”.

From the school in V8-AK27

Traffic Lights is the same as *Stop-Freeze-Go*: you run round on “Go”, and stop or freeze on “Stop”.

Stuck in the Mud is another name for *Statues*.

What’s the time Mr Wolf: the chase cue is “dinner time”. You take one step whatever time is called, and are safe behind the start line. There is also a version where you have to get some treasure (e.g. a comb) from the wolf.

From the school in X9:

The children reported that they did not know any of the games called *Hot Chocolate*, *Traffic Lights*, *Statues* or *Freeze*. They had no name for creeping up games.

From the school in Z10:

Statues is another name for *Freeze*, and these are both party games with music.

Traffic Lights: on “green light” you can run; on “orange light” you can walk, on “red light” you stop. (Also in class: red light = silence; orange light = whisper; green light = talk).

The treasure game is called *Keys*.

What’s the Time Mr Wolf: for boys, the chase cue is “supper time”; you are safe behind the start line. For girls, it is played walking round, the chase cue is “dinner time” and there is a safe base.

The creeping up game is called *Red Light Green Light*.

From the school in W11-HM6:

One girl only knew *Traffic Lights*.

Statues is another name for *Freeze*, and these are names for the creeping up game. In *What’s the time Mr Wolf*, the time specifies the number of steps, the chase cue is “dinner time” and you are safe behind the start line.

From the school in W12:

Stick/Stuck in the Mud is played, but you have to run from one end to the other. This can also be called *Statues*, but *Statues* can also be played with music.

Freeze is the name for the basic creeping up game, but for some it is played on steps. It is also a short name for *Freeze Ball Tag/Tiggy*.

Traffic Lights is another creep up game, but the person “in” says “stop” or “go”.

Hot Chocolate was not known to boys, but to girls, it turns into *Traffic Lights* (though it was unclear from the information given how this happens).

From the school in Z12-RT3:

Statues and *Freeze* are both names for a game with music.

The creep up game appears to have no name.

From the school in d13:

Statues and *Freeze* are both names for a game with music.

Stuck in the Mud/Glue is played.

The creeping up game called *Green Light Red Light* by girls; boys knew the game but had no name for it.

From the school in T15-NP1:

Red light Green Light is played like this: you spin someone round until they call “red light”, you tell them what they’re supposed to do, and say “green light” and they’re supposed to do it until “red light” is called again, and then freeze.

Statues and *Freeze* are names for the same game, with music and you freeze when the music stops.

Stuck in the Mud is also called *Stiff Candle* (or *Stick Candle*), or *Candlestick*.

The creeping up game has no regular name, but some children thought the name might start with *Granny*. There is a similar game called *Grandpa's Green Undies*, but the rules are not recalled.

From the school in e15:

Red light Green Light is the creeping up treasure game.

In *What's the Time Mr Wolf*, the chase cue is "dinner time" and you are safe behind the start line.

Statues is another name for *Stuck in the Mud*, but also for *Handstand Statues*.

Sticky Glue is the same as *Stuck in the Mud* except that you have to hold a finger and say "sticky fingers" when you tag someone.

From the school in b16-HS4:

Candlesticks, *Stick/Stuck in the Mud*, and *Statues* are all names for the same game. *Freeze* has music.

In *What's the Time Mr Wolf*, you have to pass Mr Wolf before he says "dinner time", and you are safe behind the start line. There is also a version where you follow the wolf around.

From the school in Z18:

In *Stop/Go*, you run round until someone says "Freeze". This can also be called *Freeze* or *Statues*.

Stuck in the Mud can also be called *Statues*.

In *What's the Time Mr Wolf*, the time specifies the number of steps moved, and there is no safe zone.

From the school in W18:

Candles, *Candlesticks* and *Stuck in the Mud* are all names for the same game.

Statues may be another name for *Candles*, or it may be a game where you freeze when you are tagged, and have to wait for everyone to be tagged.

Mr Wolf: the chase cue is "dinner time" or "lunch time", and you are safe behind the start line. There is also a version where those caught by the wolf join the wolf instead of replacing him.

From the school in V21-WN4:

Statues is the same as *Freeze*, and both involve music for girls. For boys, these are the creeping up game.

From the school in V21-WN15:

Freeze, *Statue Tag* and *Stuck in the Mud* are all names for the same game.

In *Stop/Go*, you move around and freeze when the teacher says "Stop".

Hot Chocolate is a variation on the creeping up game: you creep up behind someone and freeze when they turn round. You say 'hot chocolate' when you tag the person in, and then you have to run back to the start before they tag you.

In *What's the Time Mr Wolf*, the chase cue is "dinner time" and you are safe behind the line.

From the school in T21:

They thought there was a difference between *Statues* and *Freeze*, but couldn't pinpoint it.

Candlesticks involves getting tagged, and standing still until someone who is not in frees you by crawling through your legs.

Sneak up on Granny is the creeping up game.

What's the Time Mr Wolf: the wolf says "dinner time" and has to tag someone before they get behind the start line.

From the school in Q21-NL2:

What's the Time Mr Wolf has no safe line.

Freeze, *Statues*, *Stiff Candle* and *Candlesticks* are all names for the same game.

For some, *Statues* is the party game with music, and for some it is the creeping up game.

The creeping up game is also called *Sneak up Granny* or *Creep up Jack*.

From the school in L23:

Statues and *Freeze* are both party games with music primarily.

Stiff Candles is another name for *Stuck in the Mud*.

For *Mr Wolf*, the time specifies the number of steps; a safe home or not is negotiated at the start of the game.

They play a version of *Sneak up Granny* where a letter is called out, and if you have the letter in your name, you move forward one pace.

For some, *Freeze* is another name for *Sneak up Granny*.

From the school in K25:

Mr Wolf: "lunch time" is the chase cue; you are safe behind start line.

Freeze is probably the same game as *Stiff Candles*.

From the school in Q26:

Statues is another name for *Stiff Candles*.

The creeping up game is called *Sneak up on Granny*.

From the school in Q28-CH6:

Candlesticks and *Stiff Candles* are the same game, and this may also be called *Statues*. Some also use *Stuck in the Mud*.

Statues may also be a game with music, and some call this *Freeze*.

Mr Wolf(ie) has two versions. In one, the time specifies the number of steps. In the other, you try to creep up without being seen to move. In both the chase cue is "dinner time" and you are safe behind the base line.

Calling out alphabet letters is called *Poisonous Letter*, but has a twist: one letter is marked as poisonous. The person "in" calls out the letters, and you advance by the number of times that letter occurs in your name. But if the poisonous letter is called and you advance, you are out and have to start again.

There is a game with *Red Light*, *Orange Light*, *Green Light Go*, where you have to do a handstand.

Creep up is usually called *Creep Up*, but one child added "Granny".

From the school in P28-CH16:

Statues, *Freeze* and *Creep up on Granny* are all names for the same game.

In *Mr Wolf*, the chase cue is "dinner time" and you are safe behind the start line.

One child knew *Red light Green light*, which is like *Creep up on Granny*, except the person in says "Red light" or "Green light".

From the school in K31-TM1:

Mr Wolf is played on steps for someone from Northland, and you are safe behind the line.

The creeping up game is called *Sneak up Granny*.

Statues is another name for *Candlesticks*, or can be a game with music.

From the school in H33:

Statues is a game with music.

Freeze is *Statues* without the music.

The creeping up game is *Kiss Granny*. One girl knew *Sneak up Granny*. *Red light Green light* is played.

Mr Wolf says “lunchtime”, there is no safe zone. There is also a variant where the wolf doesn’t chase.

From the school in C33:

Hot Chocolate was known by one Aucklander.

Traffic Lights is not known by boys. It is also called *Stop/Go*, and is played on a hill or steps with the person in at the top. On *Green light/Go*, people try to climb the hill, on *Red light/Stop* they must freeze.

A game where you move forward according to alphabet letters in names is also known, but the game has no name.

Statues, if known at all, is the same as *Stuck in the Mud*.

Freeze, *Candlesticks* and *Jack Frost* are the same game.

Sneak up on Granny is the creeping up game, also *Creep up on Granny* or *Grandma’s Sleeping*.

For some, *Freeze* is a game where you run carrying a ball. The person with the ball yells “Freeze”, and then has to throw the ball at the frozen people to tag them.

Mr Wolf may or may not have a safe zone.

From the school in I35-DN3:

Statues is a party game with music.

In *Traffic Lights*, you say “Stop” and “Go”.

In *Stop/Go*, you don’t say anything, so it is the name for the basic creeping up game.

Candlesticks is played as *Stuck in the Mud* (but that name is not reported here).

Old Granny’s Asleep is either the basic creeping up game, or there are keys to steal.

In *Mr Wolfie* (always with diminutive here), you have to tag the wolf before he says “dinner time”.

From the school in B35:

Statues is a party game for some, and *Candlesticks* for some.

In *Mr Wolf*, you are safe behind start line.

Wizards and Goblins is like *Candlesticks*, but you get hit (with something soft, e.g. a stick!)

There was no clear creeping up game here.

From the school in D36:

Candlesticks is described as “kind of like Statues”.

Sneak up Granny is the name for creeping up.

What’s the Time Mr Wolf the chase cue is “lunchtime”, you are safe behind the start line.

Trees, Rocks, Stars is a teacher-initiated game where you imitate these things with your body.

The variability in the rules given for games with the same name makes it clear that similarity in the names themselves may not mean a great deal. It also makes it clear that there are so many variations on some of the basic games, that they can shade into each other. The rules for any particular play session may be negotiated at the start of play (and probably during it as well). With fluid rules, game names can easily drift from one game to another.

However, it appears that wherever names like Sneak/Creep up (on) Granny/Grandma exist, they belong to the basic creeping up game. It is also clear that this game is known by a variety of other names. We should thus take it that the children answering the original questionnaire provided names for games which were at least fairly close to the creeping up game described.

Distribution of the names in the original data

There were a lot of schools which reported that they did not play this game. Because of this, there are quite large gaps in the data in some areas, notably the central North Island and the north of the South Island.

There is some clear regional variation to be seen in certain names in the *sneak/creep* classification. All the occurrences of both *Creep Up Jack* and *Sneak Up Jack* are found in the north of the South Island, three of the four in the Nelson-Marlborough region. (This is the region where Sutton-Smith recorded *Creeping Jack* before 1950). The highest frequency name in this categorisation is *Sneak up Granny/Grandma*, and 17 of the 19 occurrences are in the South Island, with this term found there largely to the exclusion of other terms. (The two occurrences of *Creep Up Granny* are also in the South Island.)

The categorisation focussing on the *Granny/Grandma* distinction revealed that names involving either of these labels are more commonly found in the South Island than the North: there are 93 North Island schools against 57 South Island schools in our data, but only 16 of the 48 occurrences of these labels are from the North Island. The labels *Granny* and *Grandma* are used equally in the North Island: there are 8 occurrences of each. However, in the South Island, there are only 5 *Grandma*'s but 27 *Granny*'s. There were no occurrences of *Grandmother* in our data, but one occurrence of *Mother's Footsteps*.

Sutton-Smith recorded *Giant's Treasure* in Dunedin, Wellington, Westland; we have four occurrences in the lower North Island, two in Wellington and two in Hawkes Bay. There is also one in Auckland and one in Otago.

This analysis also allowed us to see where the game is known as *Y's Footsteps*: there are no occurrences in the lower areas of the North Island (Wellington, Manawatu, Hawkes Bay, and none in the north and west of the South Island (Nelson, Marlborough, Westland). To some extent, this is the "central" area of NZ, but in the clearest cases, that area includes Christchurch.

The third group also shows some regional variation. *Statues* is much more common in the North Island, but largely unreported south of the Wairarapa. *Freeze* is also much more common in the North Island than the South. *Mr Wolf* is not common in Northland and Auckland, but is found scattered through the rest of the country. *Traffic Lights* is reported sporadically throughout the North Island, but is much more common in Otago and Southland than in the rest of the South Island. *Hot Chocolate* is not a particularly high frequency name, but is reported only in Northland and Auckland and Wellington.

Overall, the frequencies of the commonest names are as follows: Freeze (30), Statues (41), Mr Wolf (40), Traffic Lights (27), Sneak/Creep up (on) Granny (25). Both *Mr Wolf* and *Traffic Lights* appear to be dotted fairly randomly and evenly throughout the country. If there is regional variation, it is principally seen in the other three names.

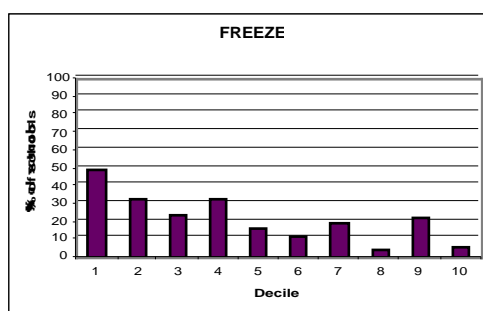
Statistical Analysis

The data for the names *Creep up Granny/Grandma*, *Creep up Jack*, *Freeze*, *Hot Chocolate*, *Statues* and *Traffic Lights* was processed statistically. The following observations resulted.

Freeze

Freeze is just significantly more likely in the Northern Region than the Central Region (p-value 0.0447). However, the differences between the Northern and Southern Regions and between the Central and Southern Regions are not significant.

Freeze was significantly more likely to be found in low decile schools (p-value 0.0049). It then had to be asked whether this was a result of the tendency for *Freeze* to be more common in the Northern Region.



When the interaction between Decile and Main Region was calculated, the analysis showed that there was highly significant variation for *Freeze* (p-value 0.0001) left to be accounted for when both these variables were taken into account (p-value 0.0001). This means that the three regions differ in the way in which this form patterns in relation to decile. Each of the three Main Regions was then investigated separately. Decile was a significant factor only in the Central Region, where *Freeze* was low decile, p-value 0.0145.

Overall, none of the contrasts between the Main Regions was significant when Decile was taken into account, but Decile was significant (p-value 0.0087) when the Main Region distribution was taken into account. Thus Decile is more important than regionalisation in accounting for the distribution of *Freeze*: it is a low decile form. However, since *Freeze* is not significantly low decile in the Northern Region, it is unlikely that it is the Decile distribution which accounts for the fact that *Freeze* is more common in that region than in the Central Region. *Freeze* is significantly more likely in the North Island (p-value 0.0017) than the South.

When the interaction between Main Region and Island was considered, there was significant variation (p-value 0.0098) to be accounted for by Island when Main Region was taken into account, but none of the regional contrasts was at all significant when Island was taken into account, so for this form, the importance of the Island distribution is considerably stronger than that of Main Region.

It is also necessary to consider the interaction between Island and Decile. When Island is taken into account, the p-value for Decile distribution is 0.0277; when Decile is taken into account, the p-value for Island is 0.0049. Thus the Island factor is also more important than Decile in accounting for the distribution of

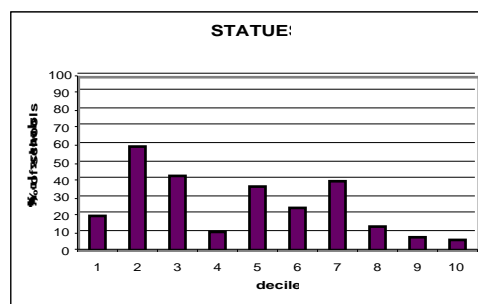
Freeze, and to a considerable extent explains why this form is low decile. However, Decile remains a significant factor for this form.

Thus the most important factor for *Freeze* is that it is a North Island form. Decile is the next most important factor, and the apparent correlation with the Northern Region is largely a result of these two factors.

Statues

Statues is significantly more likely in the Northern Region than the Southern Region (p-value 0.0190); it is also significantly more likely in the Northern Region than the Central Region (p-value 0.0001). There is little difference between the Central and Southern Regions for *Statues*.

Statues was also significantly more likely to be found in low decile schools (p-value 0.0011). It then had to be asked whether this was a result of its tendency to be more frequent in the Northern Region.



When Decile is taken into account, there is still a significant difference between the Northern and Southern Regions (0.0254), and between the Northern and Central Regions (0.0001). When Main Region is taken into account, Decile is also still just significant (p-value 0.0362). It is clear that Main Region has more capacity to explain the Decile distribution than Decile has to explain Main Region variation. Thus to some extent it is true that *Statues* is low decile because it is common in the Northern Region, but Decile still has a part to play in the distribution.

Statues is also significantly more likely in the North Island (p-value 0.0001).

When the interaction between Main Region and Island was considered for *Statues*, there was significant variation (p-value 0.0206) to be accounted for by Island when variation by Main Region was taken into account. There was also still a significant difference between the Northern and Central Regions (p-value 0.0041) when Island is taken into account, although p-values for the other regional contrasts were not significant. It is thus clear that each of these factors has a considerable capacity to explain the other, but it seems likely that the Main Region contrast is the most important for *Statues*.

When the interaction between Decile and Island is considered, the p-value for island when Decile is taken into account is 0.0002, while the p-value for Decile when Island is taken into account is 0.0178. It is thus clear that Island is the stronger of these factors, but Decile still has a part to play in the distribution of *Statues*.

Thus *Statues* is most importantly a Northern Region form, but also a North Island form, and to a lesser extent, a low decile form.

Creep up Granny/Grandma

Creep up Granny is significantly more likely in the Southern Region than the Northern Region (p-value 0.0008); it is also significantly more likely in the Central Region than the Northern Region (p-value 0.0020). However, the difference between the Central and Southern Regions is not significant (p-value 0.0796).

Creep up Granny/Grandma is significantly more likely in the South Island than the North Island (p-value 0.0001).

For *Creep up Granny*, when Island is taken into account, the contrast between the Northern and Southern Regions is still highly significant (p-value 0.0001), but the Northern – Central Region contrast is no longer significant. When Main Region variation is taken into account, the program reported a large sampling error for *Creep up Granny*, because it is almost exclusively reported from the South Island. Thus we must conclude that the Island factor is the most important for this form, and the Main Region contrasts largely follow from that.

Hot Chocolate

Hot Chocolate is significantly more likely in the Northern Region than the Southern Region (p-value 0.0001). There were only two reports in the Central Region (both in Wellington), and so the program failed to compare Central and Southern or Northern and Central, as there was insufficient data.

For *Hot Chocolate*, (where all the reports are in the North Island), there was still some regional effect in the Northern Region, but it was not significant.

Creep up Jack

The Sub-region analysis shows the regionalisation of *Creep Up Jack* to Nelson-Marlborough: it is significantly more likely to be found there than in S-O with the p-value 0.0001. (Direct contrasts with other sub-regions were not made, but huge numbers in the Standard Error column indicate the total absence of this term from all other regions except the West Coast.)

Creep up Jack is also found exclusively in the South Island.

For *Creep Up Jack*, the Sub-region accounts for the Island distribution.

Traffic Lights

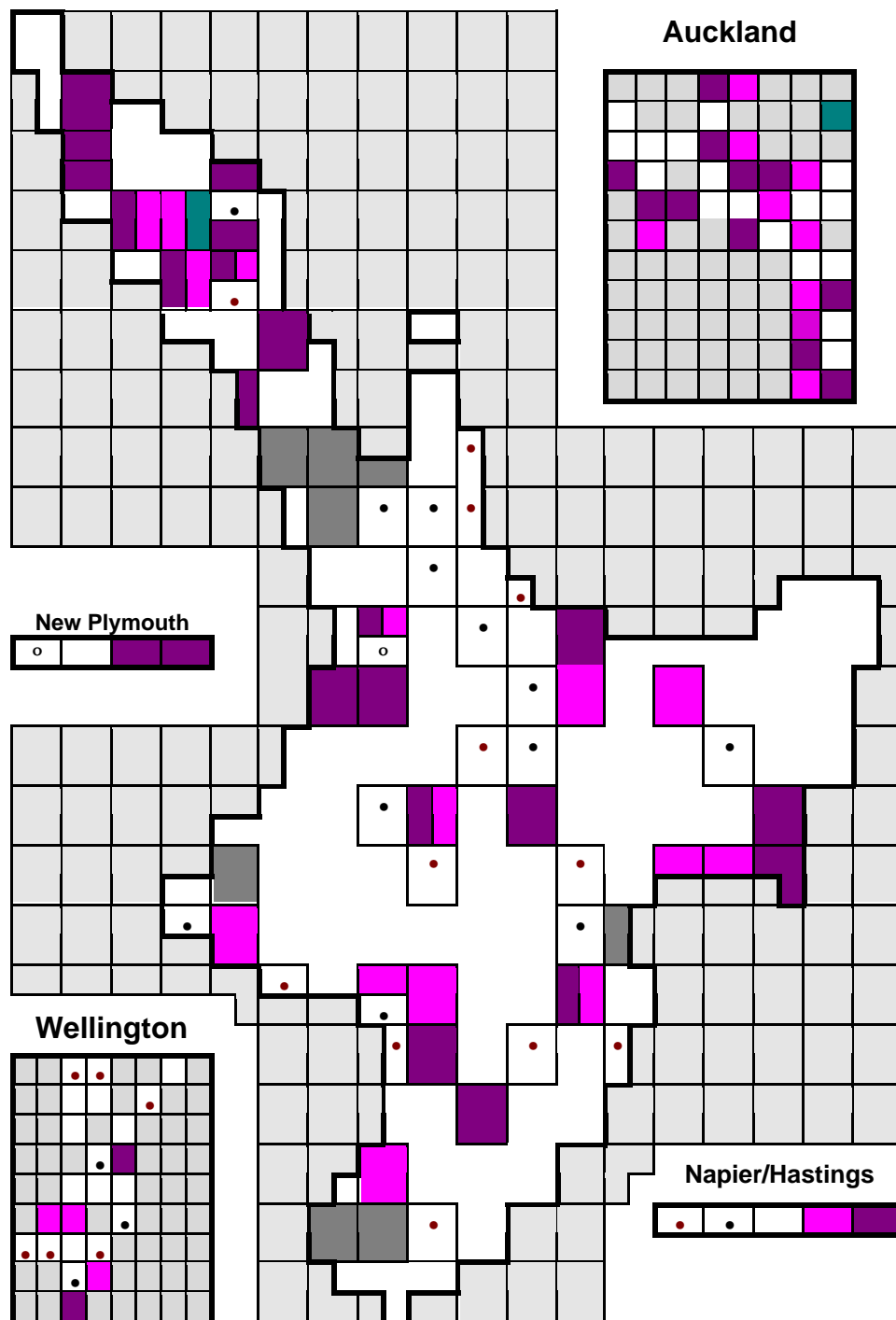
Traffic Lights was just significantly more common in urban schools than rural schools (p-value 0.0344), but was not significantly affected by other factors.

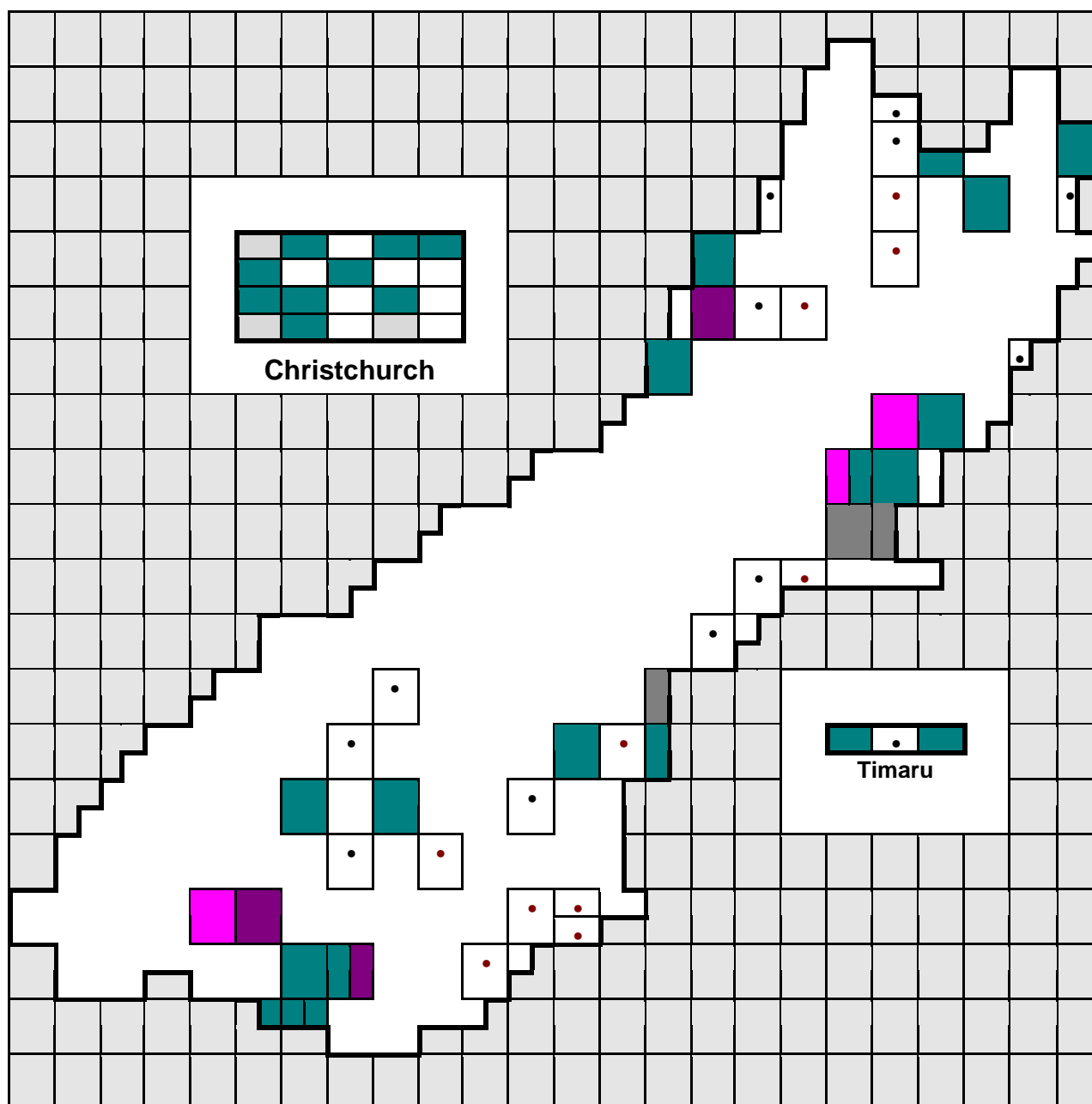
Summary

The overall picture of the variation in this set of data is complex, with Island and Main Region both important, but Decile also playing a significant role, and Traffic Lights showing urban-rural variation as well.

The map showing the distribution of the three main names (*Statues*, *Freeze* and *Creep up (on) Granny* follows.







Map for Q3: Statues, Freeze, Sneak up on Granny





Key

Note that the insets are not to scale, nor all on the same scale for practical reasons. Each box represents one school in both urban and rural areas.

	Statues		See urban map insert
	Freeze		Game not played
	Sneak/creep up on Granny		Another name used (e.g. Mr Wolf)

Q3 Statistics: Creeping Up Games Creeping Up Games by Decile

Analysis Of GEE Parameter Estimates - Empirical Standard Error Estimates

Empirical 95% Confidence Limits

parameter		Estimate	Std Err	Lower	Upper	Z	Pr> Z
intercept	0.0000	
item	crpupg	-1.8718	0.5249	-2.9007	-0.8429	-3.566	0.0004
item	crpupj	-4.3634	0.7722	-5.8768	-2.8500	-5.651	0.0000
item	freeze	-0.1621	0.4405	-1.0255	0.7012	-.3681	0.7128
item	hot_ch	-4.3354	1.2256	-6.7375	-1.9332	-3.537	0.0004
item	statue	0.1903	0.3963	-0.5864	0.9671	0.4803	0.6310
item	traffi	-2.3913	0.5780	-3.5241	-1.2585	-4.137	0.0000
decile*item	crpupg	0.0365	0.0798	-0.1200	0.1929	0.4568	0.6478
decile*item	crpupj	0.0780	0.0806	-0.0800	0.2360	0.9681	0.3330
decile*item	freeze	-0.2335	0.0829	-0.3960	-0.0710	-2.816	0.0049
decile*item	hot_ch	0.1814	0.1652	-0.1423	0.5052	1.0982	0.2721
decile*item	statue	-0.2163	0.0663	-0.3463	-0.0863	-3.261	0.0011
decile*item	traffi	0.1431	0.0826	-0.0188	0.3051	1.7323	0.0832
scale	0.9990	

Creeping Up Games by Main Region

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	.	.	
item	crpupg	1	-0.2877	0.5401	0.2838	0.5943
item	crpupj	1	-26.3653	0.5888	2005.1870	0.0001
item	freeze	1	-2.5649	1.0377	6.1090	0.0134
item	hot_ch	1	-26.3654	0.7164	1354.6158	0.0001
item	statue	1	-1.7918	0.7638	5.5035	0.0190
item	traffi	1	-0.9163	0.5916	2.3988	0.1214
item*region1	crpupg, 1	1	-3.0265	0.8999	11.3104	0.0008
item*region1	crpupg, 2	1	-1.0669	0.6085	3.0738	0.0796
item*region1	crpupg, 3	0	0.0000	0.0000	.	.
item*region1	crpupj, 1	1	0.0000	70342.8077	0.0000	1.0000
item*region1	crpupj, 2	0	23.1465	0.0000	.	.
item*region1	crpupj, 3	0	0.0000	0.0000	.	.
item*region1	freeze, 1	1	1.7093	1.0774	2.5170	0.1126
item*region1	freeze, 2	1	0.8602	1.0842	0.6295	0.4275
item*region1	freeze, 3	0	0.0000	0.0000	.	.
item*region1	hot_ch, 1	1	23.7814	0.8843	723.1894	0.0001
item*region1	hot_ch, 2	0	22.7278	0.0000	.	.
item*region1	hot_ch, 3	0	0.0000	0.0000	.	.
item*region1	statue, 1	1	1.8971	0.8085	5.5057	0.0190
item*region1	statue, 2	1	-0.2451	0.8420	0.0848	0.7710
item*region1	statue, 3	0	0.0000	0.0000	.	.
item*region1	traffi, 1	1	-0.3029	0.6706	0.2041	0.6514
item*region1	traffi, 2	1	-1.0006	0.6817	2.1546	0.1421
item*region1	traffi, 3	0	0.0000	0.0000	.	.
scale	0	1.00	0.0000	.	.	

CONTRAST Statement Results

Contrast	DF	ChiSquare	Pr>Chi	Type
1 -2 for crpupg	1	9.5344	0.0020	LR
1 -2 for freeze	1	4.0293	0.0447	LR
1 -2 for statues	1	27.6609	0.0001	LR
1 -2 for trafficl	1	2.2954	0.1298	LR

Creeping Up Games by Sub-Region

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	.	.	
item	crpupg	1	-0.2877	0.5401	0.2838	0.5943
item	crpupj	1	-26.3653	1.0954	579.2723	0.0001
item	freeze	1	-2.5649	1.0377	6.1090	0.0134
item	hot_ch	1	-26.3653	0.7416	1263.8674	0.0001
item	statue	1	-1.7918	0.7638	5.5035	0.0190
item	traffi	1	-0.9163	0.5916	2.3988	0.1214
item*region2	crpupg, 1	1	-1.3218	1.2213	1.1712	0.2792
item*region2	crpupg, 2	1	-26.0776	216811.094	0.0000	0.9999
item*region2	crpupg, 3	1	-2.6027	1.1607	5.0281	0.0249
item*region2	crpupg, 4	1	-26.0776	104152.681	0.0000	0.9998
item*region2	crpupg, 5	1	-26.0776	153308.595	0.0000	0.9999
item*region2	crpupg, 6	1	-26.0776	113225.901	0.0000	0.9998
item*region2	crpupg, 7	1	-1.7918	1.1902	2.2662	0.1322
item*region2	crpupg, 8	1	-0.4055	1.0206	0.1578	0.6912
item*region2	crpupg, 9	1	0.5108	0.7188	0.5051	0.4773
item*region2	crpupg, 10	1	-0.5596	0.8763	0.4078	0.5231
item*region2	crpupg, 11	0	0.0000	0.0000	.	.
item*region2	crpupj, 1	1	-0.0001	216811.094	0.0000	1.0000
item*region2	crpupj, 2	1	-0.0001	216811.094	0.0000	1.0000
item*region2	crpupj, 3	1	-0.0001	121837.317	0.0000	1.0000
item*region2	crpupj, 4	1	-0.0001	104152.681	0.0000	1.0000
item*region2	crpupj, 5	1	-0.0001	153308.595	0.0000	1.0000
item*region2	crpupj, 6	1	-0.0001	113225.901	0.0000	1.0000
item*region2	crpupj, 7	1	25.1125	1.3575	342.2063	0.0001
item*region2	crpupj, 8	0	24.7558	0.0000	.	.
item*region2	crpupj, 9	1	-0.0001	125175.944	0.0000	1.0000
item*region2	crpupj, 10	1	-0.0001	167941.152	0.0000	1.0000
item*region2	crpupj, 11	0	0.0000	0.0000	.	.
item*region2	freeze, 1	1	2.5649	1.3205	3.7732	0.0521
item*region2	freeze, 2	1	0.9555	1.5089	0.4010	0.5266
item*region2	freeze, 3	1	2.2465	1.1370	3.9036	0.0482
item*region2	freeze, 4	1	1.1299	1.1509	0.9638	0.3262
item*region2	freeze, 5	1	1.8718	1.2050	2.4131	0.1203
item*region2	freeze, 6	1	1.5841	1.1428	1.9213	0.1657
item*region2	freeze, 7	1	-23.8004	177025.517	0.0000	0.9999
item*region2	freeze, 8	1	-23.8004	216811.094	0.0000	0.9999
item*region2	freeze, 9	1	0.4855	1.2804	0.1438	0.7046
item*region2	freeze, 10	1	-23.8004	167941.152	0.0000	0.9999
item*region2	freeze, 11	0	0.0000	0.0000	.	.
item*region2	hot_ch, 1	1	24.7558	1.3229	350.2005	0.0001
item*region2	hot_ch, 2	1	-0.0001	216811.094	0.0000	1.0000

item*region2	hot_ch, 3	1	24.6913	0.9725	644.5740	0.0001
item*region2	hot_ch, 4	1	-0.0001	104152.681	0.0000	1.0000
item*region2	hot_ch, 5	1	-0.0001	153308.595	0.0000	1.0000
item*region2	hot_ch, 6	0	24.0627	0.0000	.	.
item*region2	hot_ch, 7	1	-0.0001	177025.517	0.0000	1.0000
item*region2	hot_ch, 8	1	-0.0001	216811.094	0.0000	1.0000
item*region2	hot_ch, 9	1	-0.0001	125175.944	0.0000	1.0000
item*region2	hot_ch, 10	1	-0.0001	167941.152	0.0000	1.0000
item*region2	hot_ch, 11	0	0.0000	0.0000	.	.
item*region2	statue, 1	1	3.4012	1.3354	6.4868	0.0109
item*region2	statue, 2	1	2.4849	1.1547	4.6311	0.0314
item*region2	statue, 3	1	2.5649	0.9094	7.9560	0.0048
item*region2	statue, 4	1	0.9808	0.8740	1.2594	0.2618
item*region2	statue, 5	1	1.0986	0.9789	1.2594	0.2618
item*region2	statue, 6	1	0.2877	0.9428	0.0931	0.7603
item*region2	statue, 7	1	-24.5736	177025.517	0.0000	0.9999
item*region2	statue, 8	1	0.1823	1.3354	0.0186	0.8914
item*region2	statue, 9	1	-24.5736	125175.944	0.0000	0.9998
item*region2	statue, 10	1	-24.5736	167941.152	0.0000	0.9999
item*region2	statue, 11	0	0.0000	0.0000	.	.
item*region2	traffi, 1	1	-0.6931	1.2450	0.3100	0.5777
item*region2	traffi, 2	1	0.2231	1.0488	0.0453	0.8315
item*region2	traffi, 3	1	0.3773	0.7591	0.2471	0.6192
item*region2	traffi, 4	1	-1.1206	0.8525	1.7277	0.1887
item*region2	traffi, 5	1	-0.6931	0.9747	0.5057	0.4770
item*region2	traffi, 6	1	-0.0645	0.7610	0.0072	0.9324
item*region2	traffi, 7	1	-1.1632	1.2145	0.9172	0.3382
item*region2	traffi, 8	1	-25.4490	216811.094	0.0000	0.9999
item*region2	traffi, 9	1	-25.4490	125175.944	0.0000	0.9998
item*region2	traffi, 10	1	-1.2809	1.2088	1.1230	0.2893
item*region2	traffi, 11	0	0.0000	0.0000	.	.
scale	0	1.00	0.0000	.	.	

Creeping Up Games by Island

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	.	.	
item	crpupg	1	-0.4643	0.2721	2.9122	0.0879
item	crpupj	1	-2.8904	0.5932	23.7437	0.0001
item	freeze	1	-2.8904	0.5932	23.7437	0.0001
item	hot_ch	1	-26.3653	0.4221	3901.7063	0.0001
item	statue	1	-2.8904	0.5932	23.7437	0.0001
item	traffi	1	-2.1401	0.4316	24.5867	0.0001
item*island	crpupg, 1	1	-3.3534	0.7649	19.2223	0.0001
item*island	crpupg, 2	0	0.0000	0.0000	.	.
item*island	crpupj, 1	1	-23.4750	55070.0730	0.0000	0.9997
item*island	crpupj, 2	0	0.0000	0.0000	.	.
item*island	freeze, 1	1	1.9966	0.6356	9.8659	0.0017
item*island	freeze, 2	0	0.0000	0.0000	.	.
item*island	hot_ch, 1	0	23.6912	0.0000	.	.
item*island	hot_ch, 2	0	0.0000	0.0000	.	.
item*island	statue, 1	1	2.5206	0.6296	16.0302	0.0001
item*island	statue, 2	0	0.0000	0.0000	.	.
item*island	traffi, 1	1	0.9079	0.4978	3.3268	0.0682
item*island	traffi, 2	0	0.0000	0.0000	.	.
scale	0	1.00	0.0000	.	.	

Creeping Up Games by Catholic

Analysis Of GEE Parameter Estimates – Empirical Standard Error Estimates

Empirical 95% Confidence Limits

parameter		Estimate	Std Err	Lower	Upper	Z	Pr> Z
intercept	0.0000	
item	crpupg	-1.9459	0.7559	-3.4275	-0.4643	-2.574	0.0100
item	crpupj	-2.7081	1.0328	-4.7323	-0.6838	-2.622	0.0087
item	freeze	-1.0986	0.5774	-2.2302	0.0330	-1.903	0.0571
item	hot_ch	-2.7081	1.0328	-4.7323	-0.6838	-2.622	0.0087
item	statue	-1.4663	0.6405	-2.7217	-0.2110	-2.289	0.0221
item	traffi	-1.0986	0.5774	-2.2302	0.0330	-1.903	0.0571
item*catholic	crpupg, 1	0.3456	0.7912	-1.2052	1.8964	0.4368	0.6623
item*catholic	crpupg, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*catholic	crpupj, 1	-1.4586	1.2548	-3.9179	1.0007	-1.162	0.2450
item*catholic	crpupj, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*catholic	freeze, 1	-0.3460	0.6187	-1.5585	0.8666	-.5592	0.5760
item*catholic	freeze, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*catholic	hot_ch, 1	-0.5188	1.1290	-2.7316	1.6940	-.4595	0.6459
item*catholic	hot_ch, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*catholic	statue, 1	0.5713	0.6688	-0.7395	1.8822	0.8542	0.3930
item*catholic	statue, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*catholic	traffi, 1	-0.5017	0.6229	-1.7225	0.7191	-.8055	0.4206
item*catholic	traffi, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
scale	1.0000	

Creeping Up Games by Urban/Rural

Analysis Of GEE Parameter Estimates – Empirical Standard Error Estimates

Empirical 95% Confidence Limits

parameter		Estimate	Std Err	Lower	Upper	Z	Pr> Z
intercept	0.0000	
item	crpupg	-1.4733	0.3343	-2.1285	-0.8181	-4.407	0.0000
item	crpupj	-4.0604	1.0086	-6.0372	-2.0837	-4.026	0.0001
item	freeze	-1.0761	0.2990	-1.6621	-0.4901	-3.599	0.0003
item	hot_ch	-2.9267	0.5926	-4.0882	-1.7652	-4.939	0.0000
item	statue	-0.9045	0.2875	-1.4679	-0.3410	-3.146	0.0017
item	traffi	-1.0761	0.2990	-1.6621	-0.4901	-3.599	0.0003
item*urb_rur	crpupg, 1	-0.4463	0.4647	-1.3572	0.4646	-.9603	0.3369
item*urb_rur	crpupg, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*urb_rur	crpupj, 1	0.3228	1.2366	-2.1009	2.7464	0.2610	0.7941
item*urb_rur	crpupj, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*urb_rur	freeze, 1	-0.4785	0.4125	-1.2869	0.3300	-1.160	0.2460
item*urb_rur	freeze, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*urb_rur	hot_ch, 1	-0.8109	0.9290	-2.6318	1.0099	-.8729	0.3827
item*urb_rur	hot_ch, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*urb_rur	statue, 1	-0.1032	0.3768	-0.8417	0.6353	-.2738	0.7842
item*urb_rur	statue, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*urb_rur	traffi, 1	-0.9520	0.4501	-1.8341	-0.0699	-2.115	0.0344
item*urb_rur	traffi, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
scale	1.0000	

Creeping Up Games by Decile and Main Region Model 1

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	.	.	
item	crpupg	1	0.2923	1.2352	0.0560	0.8129
item	crpupj	1	-25.3653	1.5315	274.3287	0.0001
item	freeze	1	61.1973	0.7339	6953.3930	0.0001
item	hot_ch	1	-25.3653	4.6838	29.3276	0.0001
item	statue	1	-0.4144	1.5043	0.0759	0.7829
item	traffi	1	-2.3940	1.7054	1.9706	0.1604
decile*item	crpupg	1	-0.1012	0.1949	0.2693	0.6038
decile*item	crpupj	1	0.0000	0.2231	0.0000	1.0000
decile*item	freeze	1	-40.8800	0.1312	97130.4513	0.0001
decile*item	hot_ch	1	-0.0000	0.5164	0.0000	1.0000
decile*item	statue	1	-0.2739	0.2965	0.8536	0.3555
decile*item	traffi	1	0.2388	0.2418	0.9755	0.3233
item*region1	crpupg, 1	1	-1.8738	1.8103	1.0714	0.3006
item*region1	crpupg, 2	1	-1.9513	1.4565	1.7948	0.1803
item*region1	crpupg, 3	0	0.0000	0.0000	.	.
item*region1	crpupj, 1	1	0.0000	88655.2667	0.0000	1.0000

item*region1	crpupj, 2	0	22.2448	0.0000	.	.
item*region1	crpupj, 3	0	0.0000	0.0000	.	.
item*region1	freeze, 1	1	-61.6316	0.9404	4295.3201	0.0001
item*region1	freeze, 2	0	-61.0417	0.0000	.	.
item*region1	freeze, 3	0	0.0000	0.0000	.	.
item*region1	hot_ch, 1	1	21.9104	4.8528	20.3854	0.0001
item*region1	hot_ch, 2	0	16.7742	0.0000	.	.
item*region1	hot_ch, 3	0	0.0000	0.0000	.	.
item*region1	statue, 1	1	0.9211	1.6046	0.3295	0.5660
item*region1	statue, 2	1	0.0334	1.7021	0.0004	0.9844
item*region1	statue, 3	0	0.0000	0.0000	.	.
item*region1	traffi, 1	1	0.4517	1.8523	0.0595	0.8073
item*region1	traffi, 2	1	-1.2109	2.0840	0.3376	0.5612
item*region1	traffi, 3	0	0.0000	0.0000	.	.
decile*item*reg1	crpupg, 1	1	-0.3862	0.4728	0.6674	0.4140
decile*item*reg1	crpupg, 2	1	0.1478	0.2231	0.4388	0.5077
decile*item*reg1	crpupg, 3	0	0.0000	0.0000	.	.
decile*item*reg1	crpupj, 1	1	-0.0000	15820.3269	0.0000	1.0000
decile*item*reg1	crpupj, 2	0	-0.0154	0.0000	.	.
decile*item*reg1	crpupj, 3	0	0.0000	0.0000	.	.
decile*item*reg1	freeze, 1	1	40.7919	0.1711	56860.4666	0.0001
decile*item*reg1	freeze, 2	0	40.5526	0.0000	.	.
decile*item*reg1	freeze, 3	0	0.0000	0.0000	.	.
decile*item*reg1	hot_ch, 1	1	0.1608	0.5522	0.0848	0.7709
decile*item*reg1	hot_ch, 2	0	0.6226	0.0000	.	.
decile*item*reg1	hot_ch, 3	0	0.0000	0.0000	.	.
decile*item*reg1	statue, 1	1	0.1924	0.3127	0.3788	0.5382
decile*item*reg1	statue, 2	1	-0.0182	0.3291	0.0030	0.9560
decile*item*reg1	statue, 3	0	0.0000	0.0000	.	.
decile*item*reg1	traffi, 1	1	-0.0993	0.2694	0.1359	0.7124
decile*item*reg1	traffi, 2	1	0.0018	0.2856	0.0000	0.9949
decile*item*reg1	traffi, 3	0	0.0000	0.0000	.	.
scale	0	1.00	0.0000	.	.	.

Creeping Up Games by Decile and Main Region Model 2, all names

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	.	.	
item	crpupg	1	-0.1306	0.7403	0.0311	0.8599
item	crpupj	1	-26.2770	1.5315	294.4017	0.0001
item	freeze	1	-1.4640	1.1112	1.7358	0.1877
item	hot_ch	1	-27.9930	1.5521	325.2958	0.0001
item	statue	1	-0.9201	0.8627	1.1375	0.2862
item	traffi	1	-2.0609	0.8217	6.2901	0.0121
decile*item	crpupg	1	-0.0272	0.0879	0.0959	0.7569
decile*item	crpupj	1	-0.0154	0.2231	0.0048	0.9450
decile*item	freeze	1	-0.2181	0.0831	6.8841	0.0087
decile*item	hot_ch	1	0.2515	0.1754	2.0563	0.1516
decile*item	statue	1	-0.1637	0.0781	4.3863	0.0362
decile*item	traffi	1	0.1875	0.0863	4.7182	0.0298
item*region1	crpupg, 1	1	-3.0524	0.9047	11.3829	0.0007
item*region1	crpupg, 2	1	-1.0503	0.6110	2.9550	0.0856
item*region1	crpupg, 3	0	0.0000	0.0000	.	.
item*region1	crpupj, 1	1	-0.0134	70335.6608	0.0000	1.0000
item*region1	crpupj, 2	0	23.1564	0.0000	.	.
item*region1	crpupj, 3	0	0.0000	0.0000	.	.
item*region1	freeze, 1	1	1.6099	1.0930	2.1693	0.1408
item*region1	freeze, 2	1	1.0507	1.1030	0.9075	0.3408
item*region1	freeze, 3	0	0.0000	0.0000	.	.
item*region1	hot_ch, 1	1	23.9777	0.9251	671.7656	0.0001
item*region1	hot_ch, 2	0	22.5489	0.0000	.	.
item*region1	hot_ch, 3	0	0.0000	0.0000	.	.
item*region1	statue, 1	1	1.8332	0.8204	4.9936	0.0254
item*region1	statue, 2	1	-0.1349	0.8546	0.0249	0.8746
item*region1	statue, 3	0	0.0000	0.0000	.	.
item*region1	traffi, 1	1	-0.1477	0.6908	0.0457	0.8307
item*region1	traffi, 2	1	-1.1491	0.7014	2.6845	0.1013
item*region1	traffi, 3	0	0.0000	0.0000	.	.
scale	0	1.00	0.0000	.	.	

Creeping Up Games by Decile and Main Region Model 2, Selected items

Analysis Of GEE Parameter Estimates – Empirical Standard Error Estimates

Empirical 95% Confidence Limits

parameter		Est.	Std Err	Lower	Upper	Z	Pr> Z
intercept	0.0000	
item	crpupg	-0.0974	0.7349	-1.5378	1.3430	-.1325	0.8946
item	freeze	-1.4476	1.1123	-3.6276	0.7325	-1.301	0.1931
item	statue	-0.9151	0.8842	-2.6480	0.8179	-1.035	0.3007
decile*item	crpupg	-0.0353	0.0847	-0.2014	0.1308	-.4164	0.6771
decile*item	freeze	-0.2197	0.0909	-0.3979	-0.0415	-2.417	0.0157
decile*item	statue	-0.1652	0.0765	-0.3152	-0.0153	-2.160	0.0308
item*region1	crpupg, 1	-3.0458	0.8851	-4.7806	-1.3110	-3.441	0.0006
item*region1	crpupg, 2	-1.0371	0.6110	-2.2345	0.1604	-1.697	0.0896
item*region1	crpupg, 3	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*region1	freeze, 1	1.5995	1.0104	-0.3808	3.5798	1.5831	0.1134
item*region1	freeze, 2	1.0415	0.9969	-0.9124	2.9954	1.0447	0.2961
item*region1	freeze, 3	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*region1	statue, 1	1.8378	0.8180	0.2347	3.4410	2.2469	0.0246
item*region1	statue, 2	-0.1336	0.8470	-1.7936	1.5264	-.1577	0.8747
item*region1	statue, 3	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
scale	0.9793	

CONTRAST Statement Results

Contrast	DF	ChiSquare	Pr>Chi	Type
1 –2 for freeze	1	1.5545	0.2125	LR
1 –2 for statues	1	21.5312	0.0001	LR

Creeping Up Games by Decile in Northern Region

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	.	.	
item	crpupg	1	-1.5815	1.3234	1.4281	0.2321
item	crpupj	1	-26.3653	146167.824	0.0000	0.9999
item	freeze	1	-0.4342	0.5880	0.5454	0.4602
item	hot_ch	1	-3.4548	1.2694	7.4077	0.0065
item	statue	1	0.5067	0.5583	0.8235	0.3642
item	traffi	1	-1.9423	0.7228	7.2219	0.0072
decile*item	crpupg	1	-0.4874	0.4307	1.2804	0.2578
decile*item	crpupj	1	0.0000	26083.3094	0.0000	1.0000
decile*item	freeze	1	-0.0881	0.1098	0.6441	0.4222
decile*item	hot_ch	1	0.1608	0.1957	0.6752	0.4113
decile*item	statue	1	-0.0815	0.0993	0.6727	0.4121
decile*item	traffi	1	0.1395	0.1189	1.3758	0.2408
scale	0	1.00	0.0000	.	.	

Creeping Up Games by Decile in Central Region

Analysis Of GEE Parameter Estimates

parameter		Estimate	Std Err	Lower	Upper	Z	Pr> Z
intercept	0.0000	
item	crpupg	-1.6547	0.7460	-3.1169	-0.1926	-2.218	0.0265
item	crpupj	-3.1139	0.8195	-4.7201	-1.5078	-3.800	0.0001
item	freeze	0.1557	0.7281	-1.2715	1.5828	0.2138	0.8307
item	hot_ch	-8.4632	0.8875	-10.2026	-6.7238	-9.536	0.0000
item	statue	-0.3813	0.7818	-1.9136	1.1509	-.4878	0.6257
item	traffi	-3.5926	1.4756	-6.4846	-0.7005	-2.435	0.0149
decile*item	crpupg	0.0459	0.1046	-0.1591	0.2509	0.4388	0.6608
decile*item	crpupj	-0.0166	0.0900	-0.1931	0.1599	-.1843	0.8537
decile*item	freeze	-0.3274	0.1339	-0.5899	-0.0650	-2.446	0.0145
decile*item	hot_ch	0.6074	0.0974	0.4165	0.7984	6.2358	0.0000
decile*item	statue	-0.2920	0.1373	-0.5610	-0.0230	-2.128	0.0334
decile*item	traffi	0.2388	0.1879	-0.1295	0.6071	1.2709	0.2037
scale	0.9664	

Creeping Up Games by Decile in Southern Region

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	.	.	
item	crpupg	1	0.2923	1.2352	0.0560	0.8129
item	crpupj	1	-28.3653	883744.347	0.0000	1.0000
item	freeze	1	70.1993	249261.779	0.0000	0.9998
item	hot_ch	1	-28.3653	883744.347	0.0000	1.0000
item	statue	1	-0.4144	1.5043	0.0759	0.7829
item	traffi	1	-2.3940	1.7054	1.9706	0.1604
decile*item	crpupg	1	-0.1012	0.1949	0.2693	0.6038
decile*item	crpupj	1	-0.0000	137420.456	0.0000	1.0000
decile*item	freeze	1	-46.8812	148158.066	0.0000	0.9997
decile*item	hot_ch	1	-0.0000	137420.456	0.0000	1.0000
decile*item	statue	1	-0.2739	0.2965	0.8536	0.3555
decile*item	traffi	1	0.2388	0.2418	0.9755	0.3233
scale	0	1.00	0.0000	.	.	

Creeping Up Games by Island and Main Region Model 2

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.0	0.0000	.	.	
item	crpupg	1	-0.2877	0.5401	0.2838	0.5943
item	crpupj	1	-27.3653	0.5986	2089.8416	0.0001
item	freeze	1	-2.5649	1.0377	6.1090	0.0134
item	hot_ch	1	-27.3653	0.7282	1412.1360	0.0001
item	statue	1	-1.7918	0.7638	5.5035	0.0190
item	traffi	1	-0.9163	0.5916	2.3988	0.1214
item*region1	crpupg, 1	1	23.8156	0.8999	700.3544	0.0001
item*region1	crpupg, 2	1	-0.2356	0.6255	0.1418	0.7065
item*region1	crpupg, 3	0	0.0000	0.0000	.	.
item*region1	crpupj, 1	1	24.7750	188029.864	0.0000	0.9999
item*region1	crpupj, 2	0	24.7750	0.0000	.	.
item*region1	crpupj, 3	0	0.0000	0.0000	.	.
item*region1	freeze, 1	1	-0.3949	1.3510	0.0854	0.7701
item*region1	freeze, 2	1	-0.4555	1.2654	0.1296	0.7189
item*region1	freeze, 3	0	0.0000	0.0000	.	.
item*region1	hot_ch, 1	1	0.2194	0.8940	0.0602	0.8062
item*region1	hot_ch, 2	0	-0.0000	0.0000	.	.
item*region1	hot_ch, 3	0	0.0000	0.0000	.	.
item*region1	statue, 1	1	-0.6242	1.3563	0.2118	0.6454
item*region1	statue, 2	1	-1.9459	1.2677	2.3561	0.1248
item*region1	statue, 3	0	0.0000	0.0000	.	.
item*region1	traffi, 1	1	-2.1070	1.0659	3.9076	0.0481
item*region1	traffi, 2	1	-2.1041	0.9351	5.0634	0.0244
item*region1	traffi, 3	0	0.0000	0.0000	.	.
item*island	crpupg, 1	0	-26.8421	0.0000	.	.
item*island	crpupg, 2	0	0.0000	0.0000	.	.
item*island	crpupj, 1	1	-24.7751	148002.941	0.0000	0.9999
item*island	crpupj, 2	0	0.0000	0.0000	.	.
item*island	freeze, 1	1	2.1041	0.8151	6.6638	0.0098
item*island	freeze, 2	0	0.0000	0.0000	.	.
item*island	hot_ch, 1	0	24.5620	0.0000	.	.
item*island	hot_ch, 2	0	0.0000	0.0000	.	.
item*island	statue, 1	1	2.5213	1.0890	5.3606	0.0206
item*island	statue, 2	0	0.0000	0.0000	.	.
item*island	traffi, 1	1	1.8040	0.8285	4.7412	0.0294
item*island	traffi, 2	0	0.0000	0.0000	.	.
scale	0	1.0	0.0000	.	.	

CONTRAST Statement Results

Contrast	DF	ChiSquare	Pr>Chi	Type
1 -2 for freeze	1	0.0165	0.8979	LR
1 -2 for statue	1	8.2534	0.0041	LR
1 -2 for crpupg	1	1.9422	0.1634	LR

Selected Creeping Up Games by Decile and Island Model 2

Analysis Of GEE Parameter Estimates – Empirical 95% Confidence Limits

parameter		Estimate	Std Err	Lower	Upper	Z	Pr> Z
intercept	0.0000	
item	crpupg	0.2411	0.7149	-1.1601	1.6424	0.3373	0.7359
item	freeze	-1.7786	0.7387	-3.2265	-0.3307	-2.408	0.0161
item	statue	-1.8923	0.7375	-3.3377	-0.4469	-2.566	0.0103
decile*item	crpupg	-0.1092	0.1049	-0.3148	0.0964	-1.041	0.2977
decile*item	freeze	-0.1842	0.0837	-0.3482	-0.0202	-2.201	0.0277
decile*item	statue	-0.1639	0.0692	-0.2994	-0.0283	-2.369	0.0178
item*island	crpupg, 1	-3.5273	0.7351	-4.9680	-2.0865	-4.798	0.0000
item*island	crpupg, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*island	freeze, 1	1.8021	0.6402	0.5472	3.0569	2.8147	0.0049
item*island	freeze, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*island	statue, 1	2.3698	0.6361	1.1231	3.6165	3.7255	0.0002
item*island	statue, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
scale	0.9768	

Traffic Lights by Urban/Rural and Main Region, Model 2

Analysis Of GEE Parameter Estimates – Empirical Standard Error Estimates

Empirical 95% Confidence Limits

parameter		Estimate	Std Err	Lower	Upper	Z	Pr> Z
intercept	0.0000	
item	trafficl	-0.1643	0.6785	-1.4942	1.1656	-.2422	0.8086
item*reg1	trafficl, 1	-0.4085	0.6794	-1.7401	0.9231	-.6013	0.5477
item*reg1	trafficl, 2	-1.4611	0.7493	-2.9296	0.0075	-1.950	0.0512
item*reg1	trafficl, 3	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
item*u/r	trafficl, 1	-1.1225	0.4890	-2.0808	-0.1641	-2.296	0.0217
item*u/r	trafficl, 2	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
scale	1.0364	

CONTRAST Statement Results

Contrast	DF	ChiSquare	Pr>Chi	Type
1 -2 for trafficl	1	4.5119	0.0337	LR