

# BARNSTORMING IN KANSAS

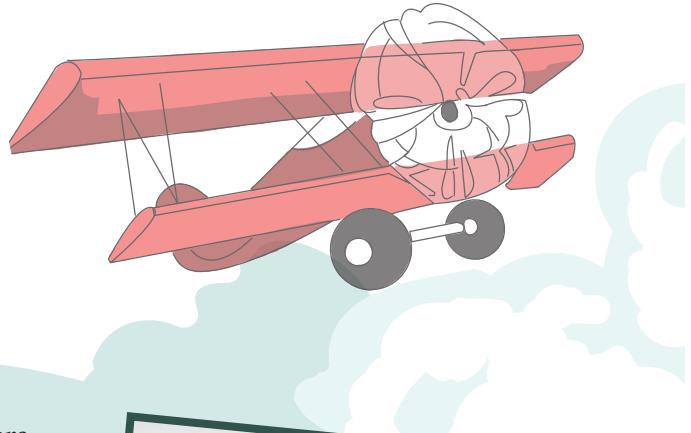
“Barnstormer” was a term used for pilots who performed aerial acrobatics and exciting stunts with their planes. The wide-open fields in Kansas made it an ideal location for stunt flying performances. Barnstormers regularly performed their death-defying tricks at county fairs in Kansas throughout the 1920s. Fairgoers watched in amazement as pilots pulled off acrobatic stunts such as looping the loop, barrel rolls, whip stalls, and downward spins. Some even flew their plane through barns.

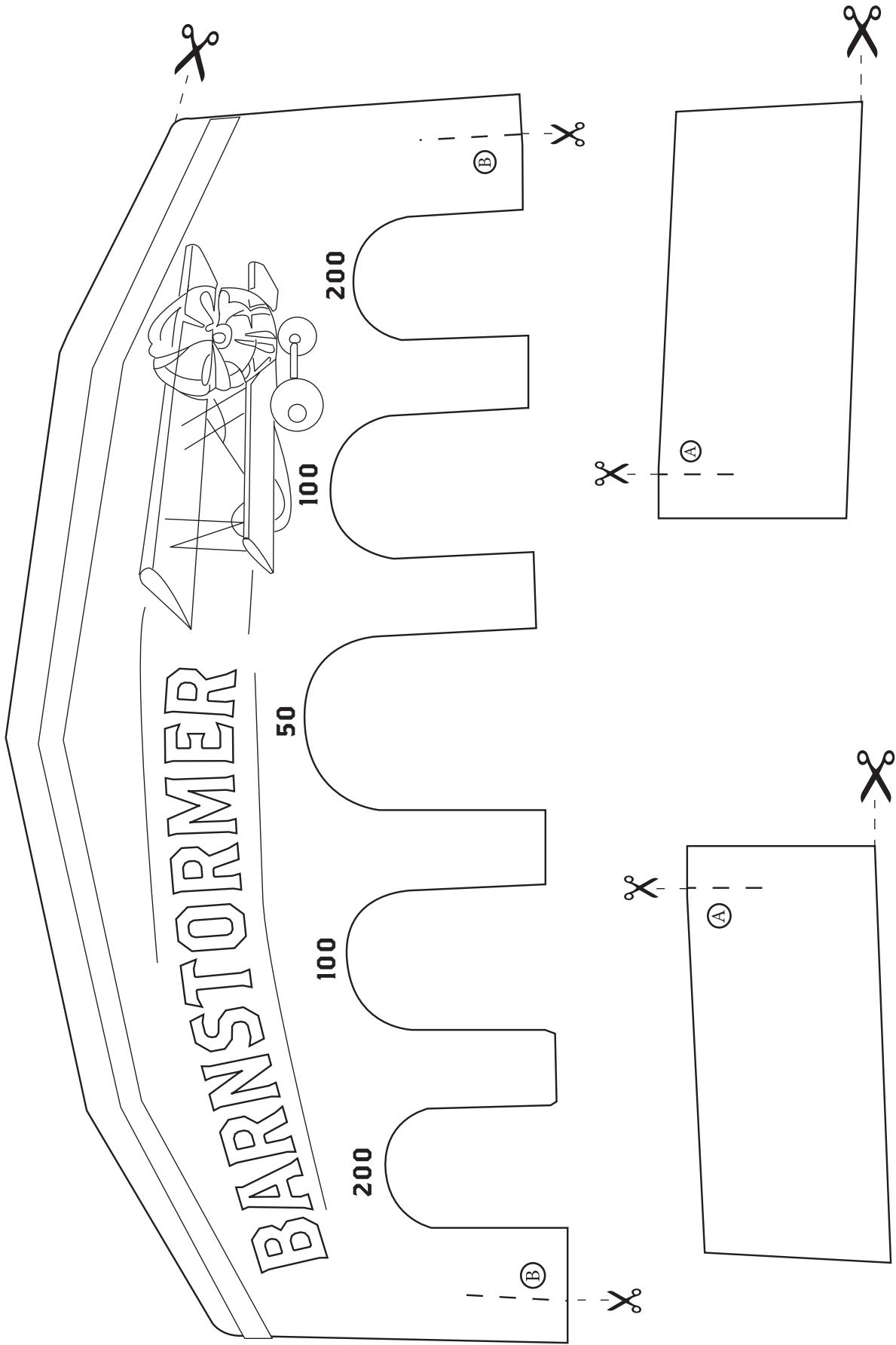
Stunt flying served as good practice for pilots, who needed to learn how to quickly maneuver planes in case of an emergency. Thanks to these skills, several barnstormers later became test pilots for aircraft companies or the military.

World-famous aviator Charles Lindbergh, the first pilot to fly solo across the Atlantic Ocean, made a living as an airplane mechanic and stunt flyer while he lived in Bird City, KS in the early twenties. Lindbergh, or “Lucky Lindy”, was one of many pilots to wing walk, a stunt in which pilots stood on the airplane wing while the plane was flying.

The Garver Flying Circus, formed in Attica, KS, was considered one of the best flying circuses at the time. The company featured champion wing walker Paul Duncan and future aviation CEO Walter Beech.

Katherine Stinson was one of the most popular stunt flyers in the early 20th century. This photo shows Stinson posing by her aircraft at the Kansas Free Fair in 1917. Her show attracted a record number of over 15,000 people.





# DIRECTIONS

Try shooting marbles with this Barnstormer marble game. 3-5 Players take turns rolling their marble through the barn doors. Players earn points when they roll through one of the barn doors. The person with the most points wins.

Materials needed:

- Barnstormer target
- 1 marble per player
- Objects to make bumpers to contain the marbles. (Ex. Towels, books, or toy blocks)

1. Copy the "Barnstormer" marble target and two side pieces onto cardstock. Cut out the three pieces as indicated.
2. Slide slit "A" on each side piece into one of the "B" slits on the marble target.
3. Place the assembled target on the floor. Place objects to act as bumpers on the sides of the marble shooting range and behind the target to catch marbles that have gone through the barn doors.
4. Players take turns shooting their marbles from a few feet away. Each player gets to shoot 5 times.
5. Points are earned when a marble goes through a barn door.
6. The person with the most points after 5 rounds wins the game.
7. If there is a tie each player will shoot again. The player with the highest score wins.

