2-1951

EC2011 Recreation for Rural Youth

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Ice Breakers and Mixers

Mixing Circle

This is a good mixer for dancing parties in the beginning of the evening. Form two large circles, one inside the other, with boys in outer circle and girls in inner. The leader may say, "Ladies to the right -3". The girls move just three men to their right and stop. Next time it might be -- gents to the left - six, and so on. Each time one circle or the other moves the leader announces something the girls or the boys must talk about or do with their new partners -- such as:

1. Girls skip around partner three times.
2. Give your new partner a good reason why you want to borrow a nickel from him.
3. Assume the pose of a girl seeing a mouse (for boys), or Washington crossing the Delaware.
4. Help the boy out of his coat, and tie his tie for him (for girls)
5. Show how a woman drives in traffic (for boys)
6. Demonstrate how you'd like to be proposed to (for girls)

Name Scramble

All players write their names on cards which they put on the floor. Then they march around to music. When the music stops they must pick up any card they find on the floor and find its owner and interview that person as to how far they came, what kind of group they are from, and so on. The last player to find the person he is looking for must pay a forfeit of some kind.

The Gimme Game

All players are seated in a big circle. Every other one stands. As the music plays they move either right or left -- whichever way the leaders says, as many people as he designates (you can do this with chords on the piano). He then must ask for some article from the seated person. Then the leader announces to "reverse" and the players walk back the other way so many people, and ask for something from this player, and so on until they have collected at least four or five articles. Then the leaders say "All aboard", or "Here come the cops!" or whatever is appropriate for the theme of the party, and everyone must return all articles and return to his seat. The last one seated can be in a stunt such as the "Hat game". The whole thing is then repeated with the other people who were seated doing the begging.

Buttons for Two

Much as we are against it, here is a cozy game for just two players which is good for early comers to a party.

Make several charts that look like this one. Then give each player either 5 black or 5 white buttons - the color doesn't matter, just so they are different. The object of the game is like "Tit-Tat-Toe" -- to get three buttons in a row in any direction and to prevent your partner from doing likewise.

A good use for those extra buttons in the sewing machine drawer.
Match tricks

1. Take 8 matches and make two squares and 4 equal triangles (in last year's book)

2. Take 6 matches and make four equilateral triangles

3. Use only 9 matches to make 3 equal squares:

4. Place 17 matches in this formation. Two people play 1 1 1

   Each draws in turn, taking any number of matches he wishes 1 1 1 1 1 1 1
   from any one row. The object is to make your opponent pick 1 1 1 1 1 1 1 1 1
   up the last match.

Word Forming

As a mixer this game is one of the best. Pin on each player a piece of cardboard on
which is printed one of the letters of the alphabet. The card should be at least 3 by
4 inches, and the letters J, Q, X, and Z are omitted, and you can add at least one extra
set of vowels. Appoint several judges, at least one to every 15 players who stand in
conspicuous spots with pencils.

When it's time to begin, each player looks for other persons whose letters in combina-
tion with his own will form a word of three letters. If the group is large, form four
letter words instead of three letter ones. These players get in correct letter order,
and approach one of the judges who writes the word on each card, then the players
separate to go find some other letters to combine with. The player with the most
words on his card at the finish is the winner. About five minutes is sufficient time
to play this.

Indian Observation

This makes a good family or "defroster game" for the beginning of the evening. The
players sit around a table, each with a card with from 9 to 25 spaces on it. There
are many objects on the table--as many as a dozen different things, enough for one for
each player. Someone must start the game by reaching for a number of the objects in
the center of the table, then (with a newspaper held in front of this chart) he places
the objects in various squares. After that he gives the others from 30 seconds to a
minute to look at his chart.

Then he covers it with a newspaper. The others immediately take what they think they
need from the center of the table--placing these things on their own charts in the
same squares as "it" has done. When all are through, the player who made the original
chart takes the newspaper off, and all get to score their results--two points for
everything in the right position, and one point off for everything in the wrong place,
or not placed on at all.

The next player to the left then sets up the next chart, and so on complete round
of the table.

Balloon Push Ball

Divide the group into two teams and station them at opposite ends of the room. Toss
up a balloon in the center of the room, and the two teams rush for it and attempt to
but it to the other team's wall. The team succeeding in causing the balloon to hit
the opposite wall first wins.
Jingle Bells

Music: Song by same name

Formation: All in single circle in couples, hands joined

Song and Action

Song
Dashing through the snow
In a one horse open sleigh
Over the fields we go
Laughing all the way
Bells on bobtail ring
Making spirits bright
What fun it is to ride and sing
A sleighing song tonight

Action
All in to center
All come back out
All slide @ slides to left
All in to center
All back out 4 counts
Slide 8 counts right

Chorus
Jingle bells
Jingle bells
Jingle all the way

Oh what fun it is to ride in a
One horse open sleigh

Repeat chorus

Irish Washerwoman Mixer

Music: Imperial or Folkraft Record by same name
Also World of Fun Series M103

Formation: Partners in single circle - ladies on right

Action:

<table>
<thead>
<tr>
<th>Partner</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fatter</td>
<td>All join hands and into the middle</td>
</tr>
<tr>
<td></td>
<td>And when you get there keep time to</td>
</tr>
<tr>
<td></td>
<td>the fiddle</td>
</tr>
<tr>
<td></td>
<td>All come back out</td>
</tr>
<tr>
<td></td>
<td>Swing corners three quarters round and promenade</td>
</tr>
</tbody>
</table>

(Promenade 16 counts and begin again)

Hot Time in the Old Town Tonight
Folkraft or Imperial

All those ladies in the center back to back,
The gents run around the outside of the track.
You take a little lady, and you swing her round and round.
There'll be a Hot Time in the Old Town Tonight.
Grand March

1. Down the center in twos
2. Alternate twos
3. Cross to the left
4. Cross to the right
5. Cross in the center and exchange partners
6. Down the alley
7. Up the alley in a chain
8. Boys wind up and girls wind up
9. Promenade with partners

Oh Johnny - to music of same name - a mixer

All join hands and circle the ring (to left)
Stop where you are and you give her a swing (swing partner)
Swing that girl behind you (corner)
Swing your own,
If you have time when you get through (swing partner)
It's allemande left with the corner girl (turn corner)
Do-si-do your own
All promenade with the sweet corner maid
Singing: "oh, Johnny, Oh, Johnny, Oh!"

Double Scotch Reel - music - a good Reel

Formation: Man with a lady on each side, set of threes facing each other around large circle.

Action: Men, balance right hand lady
Swing left hand lady (leaving her on right at finish)
Right and left through with opposite
Right and left back (putting lady back where she belongs)
Balance lady on left
Swing right hand lady
Ladies chain with opposite (with right hand lady)
Chin Right back
All three forward and back
Right and Left Through

These calls may be mixed up as the crowd becomes more familiar with them.

Skip to My Lou

Formation: Every one with partners, facing center of circle, girls on boys right. One or more extra players in the center.

Action: Extra player starts skipping around circle and steals any partner he or she chooses, whereupon, the partner left, goes and gets another partner, and so on. Each time, the one doing the stealing, promenades the new partner all the way around the inside of the circle and back to where he started. At any time when the people in the circle start singing, "Let's go to Texas, two by two, everyone promenades the partner at hand until that verse is over, then they stand in a circle again.
Some verses: Fly in the buttermilk, shoo, fly, shoo
Fly, in the buttermilk, shoo, fly, shoo
Fly in the buttermilk, shoo, fly, shoo.
Skip to My lou, my darling.

Little red wagon painted blue
Po he vers a number 10 shoe, etc.

Lost my partner, what'll I do
I'll get another one prettier than you
Can't get a blonde - a red head'll do, etc.

Gone, awagin, what'll I do, etc.

Goin' to Texas, two by two.

Sent My Brown Jug Downtown.

1. Sent my brown jug downtown; Sent my brown jug downtown; Sent my brown jug downtown so early in the morning.

2. It come back with a waltz around; It come back with a waltz around; It come back with a waltz around so early in the morning.

3. Railroad, Sternboat, River and Canoe
   I've lost my true love and I don't know what to do.

4. Oh, she's gone, gone, gone; Oh she's gone, gone, gone.
   Oh, she's gone on that raging canoe.

5. Well, let her go, go, go! Let her go, go, go!
   Let her go on that raging canoe!

Formation: Single circle of partners, holding hands, girls on boys' right.
1. Holding hands, all skip or slide to the right.

2. Circle moves to the left with same step.

3. On the first line, partners face, join right elbows and swing eight steps coming back to place. On the second line, they turn and face corners and join left elbows, swinging around eight steps to place.

4. Partners face and join arms crossing each others elbows and swing vigorously in place, clockwise. (16 steps)

5. Turn and face corners and take same position, this time ending the swing with girls ending on right of corners, thus changing partners.

Small Group Games

Stammer Jumper

This is a good one for a circle of from 15 to 30 players—just so that everyone can hear. A small object is passed around the circle as music plays. When the music stops the player holding the object must stand and name as many words beginning with the letter named by the leader, while the object continues to pass around the ring and back to the same player. Play for five or six turns to see who can get the "championship" score.

Ghosts (Beachcomber)

This ancient game of "Ghosts" was renamed appropriately, "Beachcomber" at a "The Thing" party in tecumseh this year. It is best played with a small group who sit in a circle. The first one to start mentions a letter, and each of the other players in turn adds a letter which will form a word but not finish it. The first three letters don't count, but after that if a person adds a letter which completes a word, he becomes a "Beachcomber" and takes his chair to the center of the ring. For instance, if the first two letters given are M and A, the third player might add D, the third player would not be eliminated, but if the fourth player adds an E, he would become a "Beachcomber". A player may challenge the person who precedes him if he doubts that the letter the player added will form a real word. If the challenger is right, the other player becomes a beachcomber, but if he's wrong, he becomes one himself. A forfeit should be played by all the "Beachcombers" at the end of the game.

Words and Things

Any word of about six letters is announced, and each player (or team, preferably) makes himself a chart by printing the letters of this word in a column on the left side of a card, then up the right side in reverse order.

If HEART is used, for example, it would look like this:

| H | T |
| E | R |
| A | A |
| R | E |
| T | H |

The object of the game is to fill the space in the lines between these letters. The first line requires a word that starts with H and ends with T such as (heartfelt). The second line requires a word that starts with H and ends with R, and so on. The players through first get five extra points for speed, but the ones thinking up the longest words get one point for each letter in the words chosen.
Words Without Songs

Prepare a list of songs well known to the group. From each song pick one line from an odd place. The leader announces one of these lines to the team, and the first team to start the song in the place designated, and finish it first wins. Some suggested lines are:

- "None they say have I"
- "Now me and my wife are parted"
- "They fade and die"
- "Still to us at twilight"

COMIN' THROUGH THE RYE
GOODNIGHT IRENE
I'M FOREVER BLOWING BUBBLES
LOVES OLD SWEET SONG

PREDICAMENTS AND SOLUTIONS

Even numbers of people to make up two rows, then count off. Those on one side are to think individually and without telling anybody else, a predicament. Example: "Grandma fell in the well last night. What did she do?" Those on the other side are to think up some kind of a solution to any problem that might come into their heads. Example: "Took a bath, shaved and went to a show." Then, when each person on both sides has worked out either their predicament or solution, the leader then asks number 1 on the predicament side to give his predicament. When this has been done, he then asks number 1 of the other side to state his solution. Some very peculiar and sometime hilarious answers result.

Blind Men Numbers Change

Blindfold one player and have him stand in the center of a seated circle. All the players have either numbers or Holiday names, and it calls for two players to exchange their seats. If he can touch one as they change seats, the one he catches becomes it.

The Madman's Holiday or Cousin Zeb went shopping

This is for small groups only. The first person to be "it" stands in the center, points to one of the other players and makes a motion such as shaking his fist or sticking out his tongue. The person pointed to stands, repeats the first motion, and adds something, pointing to someone else. The third then repeats the two motions and adds something of his own. So it goes until everyone has gotten into the game. If anyone makes a mistake or forgets the sequence, he is out of the game and must sit down.

The More We Get Together

Sing the song as everyone knows it but having the entire group stand up or sit down on the words "together" and "friend" -- This can cause a great deal of merriment, and if everyone does it right, they will start out sitting down and end up standing up.

Strange Conversations

Send two people out of the room who are usually very good conversationalists. Select two topics of conversation for them which are very unusual and which might not fit casually into ordinary conversation. Then have first one, then the other come in and assign to each one of these topics. Neither knows what the other is going to talk about. Then have both of them come in at once and start a conversation with each other in which each attempts to work up to being able to state the topic given him before the other one does. This can be very funny with the right people.
Stagecoach Upset

Each player in the group is assigned the part of a stagecoach such as "wheel", "window", "seat", "horses", etc. The person who is "it" to start with begins to tell a tale about a stagecoach trip, mentioning along the way, various parts of the stagecoach. Whenever a part is mentioned, that person gets up, turns around, and sits down. When the person telling the story says "Stagecoach upset" everyone changes seats and "it" tries to get a seat too. The one left out must tell the next story, or go on from where it left off.

Mystery Games and Stunts

What Time Is It?

This is another mystery game based on two people being "in" on the clue. One of them tells the group that his partner will be able to tell any hour of the day they select while he is out of the room. They send the other player out, select an hour, for example "3 o'clock". As the player comes back into the room he says, "What time is it" and the one who was left in the room will say, "Oh, I can't remember exactly." "The player who was out of the room will then say, "three o'clock". He receives his clue from the third word spoken by the player in the room. The third word this time was "can't"-starting with "C"-the third letter of the alphabet. In this case, the hours of the day correspond with the first 12 letters of the alphabet.

Pop and I

The leader tells the players that they are going to play a game in which they are to do everything "pop" says, but nothing the leader tells them to do. This is very much like Simon says and Jerusalem and Jericho. Then the leader starts going through many motions, sometimes saying "Pop Says" to do them and sometime not. Any player not doing what Pop says, or doing what the leader says is eliminated from the game. When there are only a few players left, the leader tells them to come up front or to the center of the circle because they are the winners--and of course they always do--then he says, "pop didn't tell you to come".

This and That

Two rows of objects are laid out on the floor or table. One is "This" row and the other is "That" row, though only two of the players know this. One of them goes out of the room while the players remaining select one of the objects. When the accomplice comes back in the room, his fellow worker begins to point to the objects saying, "Is it this", "Is it that", and so on. He is careful that he doesn't call an object in the "this" row "This" unless it is the one chosen, nor does he call anything in the "That" row "That" unless it's the one picked out. This will keep them puzzled for a long time.

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Buckets

This is a pentomine game and if presented properly will make everyone want to carry their buckets around with them all evening. Everyone sits in a circle. The leader explains that each person must pretend there is a bucket on the floor in front of him. Each guest in turn describes his bucket by gestures showing the height, weight, size and other characteristics. From this point on there may be many variations in the game. Ask everyone to show the contents of his bucket by the way he lifts them out with his hands. Then have each pass a handful to his neighbor and ask him to hold it until he can guess what it is.

The Broom Talks

This is a mystery game passed on to us by a gay young minister in Southeastern Nebraska. As usual, there are two people in cahoots. The leader has a broom which he says is endowed with all sorts of peculiar properties, one of which is that it "talks". So he busies himself, sweeping a little here and there until someone in the room makes a substantial noise. Then after sweeping a little longer, he asks if anyone in the room heard the broom say anything yet. Soon his cohort says "yes", he thinks he can hear the broom talk. The leader then tells him to blindfold, and holds the broom handle pointing toward his accomplice - over someone's head, and asks, "Is the broom talking?" His accomplice keeps saying "no", until the leader holds the broom over the head of the person who made the noise when the leader says, "Let the broom talk!" and the accomplice names the right player.

The Plot

This is a good game for people who know each other well, and when you want to play a trick on someone. Send the "someone" out of the room, telling him first, that you are going to think up a simple plot for a story, and he is going to come back and ask anyone he wishes questions that can be answered "yes" or "no". From these answers he is supposed to figure out what the "plot" was. Of course there is no plot and all the players are told to answer the questions asked alternately by "yes" and "no". Be sure you know your group before you try this and pick the right "sucker".

Hat Stunt

This is a good forfeit game. Select two players who are pretty good talkers. Have them bring their chairs out to the center of the circle, and give them two hats. Tell one of them he is to start a conversation, while he stands up, sits down, or takes his hat off, and puts it on. At the same time, the other must answer the conversation, always being sure to take his hat off when the other puts his on, sit down, when the other stands up, and so on. See how long it takes for the first player to catch the other, then reverse the roles.

Direction Facing

After everyone has been on his feet dancing - this makes a good way to seat people or after people have been sitting a while, this makes a good "intermission stunt". Players stand in pairs, with closest elbows joined--all through the game they must move as one person-if they let go each other they are eliminated.

The leader begins to tell a story in which he not only names all the directions-North, South, East West, Southeast, Northwest, etc., but also names Cities, states, and so on. Every time a direction is mentioned, the players must immediately face that way, or be out of the game. The leader should tell the story in a very melodramatic fashion and whenever he says "Around the world", players should make a complete turn around.
JESSIE POLKA

FORMATION: Two or more people in line, facing counter-clockwise, arms around each other's waists.

ACTION: Weight on right foot, place left heel to side-front, lean back. Place left foot beside right and put weight on it. Place right toe back, lean forward. Momentarily touch right foot beside left.

Keep weight on left foot, touch right heel forward, place right foot beside left and put weight on it.

Touch left toe to side, touch left toe in front.

Starting with left foot, take four two-steps forward.

Repeat.

POLKA ZU DREIEN (POLKA FOR THREE) (German)

MUSIC: Folk Dancer record MH 1050

FORMATION: 1 man and 2 ladies, or 1 lady and 2 men in sets of three facing counter-clockwise around circle.

ACTION: 1. All start with right foot, heel and toe polka forward 4 times. Turn around, face the other way (break hands as you do so) and repeat 4 heel and toe polka in other direction.

2. All 3 make a right hand star and do 8 polka steps turning clockwise and back by the left hand 8 more polka steps turning counter-clockwise.

3. Repeat #1.

4. All 3 join hands circle left with 8 polka steps and then right with 8 polka steps.

Repeat as often as desired.

Siebenschritt - German

Seven Step

Music: Folk Dancer Record (Also on World of Fun Series)

Formation: Partners facing counter-clockwise, girls left hand on man's right shoulder, his arm around her waist, hands on hip.

Action: 1. Starting with outside foot-7 steps forward, Seven steps back.

2. Partners separate-boys schottische toward center of circle-girls toward outside-starting with outside foot, then return to partner with another schottische step. Turn with partner with 4 step hops.

Repeat separation but this time boy goes on to next girl ahead and girl goes back to man behind to turn with 4 step hops.
Josephine - American Couple Dance

Music: To record of same name

Formation: Couples facing counter-clockwise, right arm over girl's right shoulder holding her right hand, left hands joined in front of man.

Action: Two-step right - two-step left
   Walk, two, three four
   Two-step apart - two-step across

(Start with right foot)

(release R hands - boys turn back and each two-steps to own right
then to own left-changing hands.

Partners cross so boy is outside and girl on inside - they cross face to face.

Lady turns under the gentleman's arm

Boy walks with 4 steps behind girl to own position, turning lady clockwise under his right arm, catching her left hand in his. They are now in original position.

Susan Gavotte Mixer - American

Music: Lili Marlene

Formation: Partners standing side by side, holding inside hands, facing counterclockwise.

Action:
   Leader's Call.

   Walk two three four
   Slide, Slide, Slide, Slide

   Walk two three four
   Slide, slide, slide, slide

   Step, balance, Step balance
   Step balance, Step balance

   Walk two three reverse
   Back two three reverse

   Face to face, back to back
   Face to face, back to back

   Gent turns away and back to the next

Description

Walk 4 steps forward
Face, join both hands and slide 4 in same direction
Reverse and do same in opposite direction.

Partners face, both hands joined
Step on man's left, ladies right and swing other foot forward, then reverse - do all 4 times

Holding inside hands, walk 4 steps forward, turn, changing hands
Repeat in opposite direction

4 two-steps, starting on outside feet, moving forward

Gent leaves lady, turns to his left and with 4 two-steps goes back to lady behind while girl goes on to next man with 4 two-steps.
BOSTON TWO STEP

MUSIC: Columbia DX 1191. Can also be secured from The Folk Dancer.

FORMATION: For as many couples as will around the room. Partners stand side by side facing forward (counter-clockwise). The man holds the lady's left hand lightly with his right. His left hand behind his back, lady holding her skirt with her right.

ACTION: 1. Partners take one balance two-steps to the side away from each other (men begins with the left and lady with the right foot.)

2. All take one balance two-step inward towards each other without turning the body.

3. Partners take three walking steps forward in the line of direction (counts 1.2.3.). All drop joined hands and turn inward (count 2) to face the opposite direction (clockwise).

4. Partners join inside hands (man's left, lady's right) and repeat 1-3, moving clockwise. Men begins with the right foot and lady with the left.

5. Partners turn to face each other (man's back to the center of the circle). They join both hands across. All take one balance two-step to the man's left, lady's right.

6. All take one balance two-step to the man's right, lady's left.

7. All take two slow slides to the man's left, lady's right: Step (count 1), close (count 2); step (count 1) close (count 2).

8. Partners take ordinary dance position and with four balance two-steps, they dance turning clockwise and moving counter-clockwise around the room.

Danish Family Waltz

Formation: Single circle, with partners, all joined hands.

Action:

1. Face corners (start on man's left and ladies right foot) "Tyrolean" Waltz step toward corner
   Then face partner, step and swing with other foot
   Repeat once more toward corner, once more toward partner
   (4 measures)

2. Waltz with corner 4 waltz steps turning clockwise and keeping in circle so couple ends with new girl on right side.

Continue until you are satisfied you have danced with all the girls.
Skottelebardans

Music: Danish Schottische on Methodist World of Fun Series

Formation: Couples facing counter-clockwise, skating position

Action:

1. Start with both right feet - schottische to the right
    schottische to the left
    4 step hops
    repeat

2. Drop right hands, continue to hold left, partners face,
   Girls face center, boys have backs to center
   Schottische to the right (each moves to own right
   Schottische to the left
   Each swings own right arm up and over to small
   of partners back, at the same time pulling back to lean
   away from each other, turning with 4 step hops

Repeat whole second part.

Folk Dance - Klumpakojis (Lithuanian)
Columbia Record

Formation: All with partner in double circle, nearest hands joined.

Action: 1. Walk 8 steps forward around circle
2. Turn and walk 8 steps the other direction
3. Partners join right hands and walk around each other 8 counts
4. Start by the left hand eight counts
5. (Pause for 2 counts) and clap own hands three times
6. (Pause for 2 counts) and stamp feet three times.
7. Shake the left finger, three counts, and the right finger three counts.
8. Hit partner's right hand and continue turning completely around to
    own left and end with three stamps in place.

9. Repeat 5, 6, 7, and 8.

10. Take partner in "Versouvienna" position and two step for 16 16 measures -
    both using left foot - up to this time, girl start's with R - boy with L.

   All boys move up to next girl for new partner.

Records

<table>
<thead>
<tr>
<th>Dance</th>
<th>Suggested Records</th>
<th>Make</th>
</tr>
</thead>
<tbody>
<tr>
<td>Irish Washervoman Mixer</td>
<td>Irish Washervomen</td>
<td>Folkraft</td>
</tr>
<tr>
<td>Hot Time in the Old Town</td>
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<td>Imperial</td>
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<td>World of Fun M 103</td>
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<td>Folkraft</td>
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<td>Imperial</td>
</tr>
</tbody>
</table>
Rose of San Antone  
Square Dances  
Susen's Gavotte  
Josephine  
Siebenshritt (Seven Steps)  
Balck Forest Mazurka  
Skotellerdans  
Jessie Polka  
Polka for Three  
Denish Familie Waltz  

Rose of San Antone - Figure

Music: McGregor Record

Introduction

Swing boys, swing, you swing her round and round  
And when you get through swinging you promenade around  
Promenade - Promenade back home  
And swing with that gal from San Antone.

Figure

The head couples out and circle 4 awhile  
Do-si-do your honey in that gay old mountain style  
Swing with your opposite as though she were your own  
And swing with the Rose from San Antone.

Explanation - Rose of San Antone

Couple No. 1 circles with couple No. 2 and couple No. 3 with couple No. 4. In the mountain do-si-do, the gentlemen raises his right hand above his head, holding on to the lady's left, and she circles around the gentleman counter-clockwise.
Swing on the corner, she's the gal from way out west
Go back and swing your honey, she's the one that you love best.
Allemande left your corner and you do-si-do your own
Balance with your honey and you weave that ring back home
Weave that ring, you weave it round and round
And when you meet your honey why you do-si-do around
Weave that ring, you keep-on headin' home
And swing with the Rose from San Antone.
Side couples out, etc.,

First Pa and Me
First Pa and Me go straight up town
Bring that other couple down
Bring them down and take them back
Separate around that track
Lady go gee and gent go haw
Right hand swing when you meet
Swing on the corner like swingin' on a gate.
And promenade before its too late.
--- --- --- ---
--- --- --- ---
Same Pa, new Me.

Ride on the Trolley - break
Couple number one take a ride on the trolley
--- --- --- ---
Clang, clang along that line
Hook right on you're doing fine
Couple number two take a ride on the trolley
--- --- --- ---
Clang, clang along that line
Hook right on you're doing fine
Couple number three take a ride on the trolley
--- --- --- ---
Clang, clang along that line
Hook right on you're doing fine
Couple number four take a ride on the trolley
--- --- --- ---
Clang, clang along that line
Hook right on, you're doing fine
Couple number one take a ride on the trolley
--- --- --- ---

On the balance, the couples join right hands, and dip toward each other. They pass right shoulders and do a grand right and left, except that they do not touch hands. When the partners meet halfway round, they do-si-do and then continue weaving until they get home.

Side couples - 2nd goes out to 3rd.
4th goes out to 1st.

Explanation - First Pa and Me
First couple walk thru the center of the set and take couple No. 3 by the hands and back up to place. Then couple No. 1 backs couple No. 3 to their home end divides couple No. 3, lady going right, gentleman left.
In the right hand swing, the couples join right hands and walk one and a half around ending with the lady on the right.
Swing the corner lady and promenade back to gentleman's home.
(Note): (Each Pa goes up town twice.)

Couple number two take a ride on the trolley
Couple number three take a ride on the trolley
Couple number four take a ride on the trolley

Explanation - Ride on the Trolley
Couples are circling left. Couple No. 1 forms an arch and passes down to the end of the line counter-clockwise and then hooks on to the end.

Couple 2, 3, and 4 do the same as the preceding couple hooks on the end of the line. This is repeated with couples following in quick succession.
Three's a Crowd

First gent swings with his young maid
Go down the center and promenade
Split at the foot with your lady fair
And crown right in with the corner pair
The lonesome pair will whirl away
Cause three's a crowd any old day
Everybody swing and whirl
And all run away with that little girl.

Same old gent swing a new young maid
Down the center and promenade
Divide the ring - aren't you smart
You split those corner couples apart
The lonesome pair with nothing to do
They'll swing home instead of you.
Everybody swing and everybody whirl
And promenade with your little girl.

(repeat for 2, 3, and 4 men, 2 times each.)

My Man Is Away in the Bay

Music: Folk Dancer Record - MH 1051

Formation: Square Dance Formation

Action:
1. Introduction: In place swing joined hands up and down.
2. All skip to left all the way around to place.
3. Head couples 3 slides to center, stamp, 3 slides away, stamp
   then 8 long slides clear across hall, men passing back to back,
   then 8 long slides back home with ladies passing back to back.
   Side couples do the same after head couples finish.
4. Ladies in middle skip to LEFT only-twice around while men clap.
5. Repeat 3
6. Men in middle skip to left only-twice around while ladies clap
7. Repeat 3
8. Head couples make basket in middle and buzz step to left.
9. Repeat 3
10. Side couples make basket in middle and buzz step to left.
11. Repeat 3
12. All join hands and skip to left.

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1. Honor your partners ---
   Lady by your side ---
   All join hands and circle wide
--- --- --- ---
   The other way back you're on the wrong track
Make your feet go whiskety whack
And everybody swing your own
And promenade around
--- --- --- ---
--- --- --- ---
--- --- --- ---

2. All jump up and you don't come down
   Swing your honey around and around
   Till her wooden leg makes a hole in the ground
And promenade, boys, promenade
--- --- --- ---
--- --- --- ---
--- --- --- ---

3. Honor your partner and corners all
   Now the lady across the hall
   Swing your honey like swinging on a gate
   And promenade before it's too late
--- --- --- ---
--- --- --- ---
--- --- --- ---
--- --- --- ---

4. Honor your partner ---
   Lady by your side ---
   Bow to the lady across the hall
   All join hands and spread out wide
   Now to the center end make a nest
   Rare right back and stretch your vest
   When your home now what do you do
   Give that pretty little gal a swing
   You swing her and she swings you.
   And promenade around the ring
--- --- --- ---
--- --- --- ---
--- --- --- ---
--- --- --- ---
--- --- --- ---

Allemande with your left hand
Come right back with a right and left grand
Hend over hand and heel over heel
The more you dance the better you feel
Meet your own and promenade back
Keep that gal on the outside track
--- --- --- ---
--- --- --- ---
--- --- --- ---

Allemande your corners all
A right and left around the hall
With the big foot up and the little foot down
You make that big foot jar the ground
Meet your gal and pat her on the head
And promenade - that's what I said!
--- --- --- ---
--- --- --- ---
--- --- --- ---

On the corner with your left hand
Partner right and right and left grand
Went to town in my little red wagon,
Come back home with my axle draggin'
Ace is high and the duce is low
Meet your gal and promeno.
--- --- --- ---
--- --- --- ---
--- --- --- ---

Allemande with your left hand
Dance right into a right and left grand
Chicken in the hen house - turkey in the stack
Meet your honey and turn right back
--- --- --- ---
--- --- --- ---
--- --- --- ---

Give that pretty little gal a swing
You swing her and she swings you.
--- --- --- ---
--- --- --- ---
--- --- --- ---
--- --- --- ---
Old Ark A-Moverin'

(For music see the book "Look Away" available from the Cooperative Recreation Service, Delaware, Ohio, 25¢)

Old Ark's a-moverin', a-moverin', a-moverin'
Old Ark's a-moverin', and I'm goin' home.
Old Ark's a-moverin', a-moverin', a-moverin'
Old Ark's a-moverin', and I'm goin' home.

Old Ark she reel, old Ark she rock
Old Ark she landed on the mountain top
Old Ark's a-moverin', a-moverin', a-moverin'.
Old Ark's a-moverin' and I'm goin' home.

1st Verse:

See that brother dressed so fine,
Dats gonna come for to carry him away.

2nd Verse:

See that sister dressed so fine
She ain't got Jesus on her mind.

Sweet Potatoes (Creole)

1. Soon as we all cook sweet potatoes - sweet potatoes - sweet potatoes
   Soon as we all cook sweet potatoes - eat 'em right straight up.

   Descant: Roo - roo - roo roo
   Hoo Hoo - sing ho kidinkum
   Ro - roo - roo roo.
   Hoo Hoo - Roo Hoo

2. Soon as supper's et, Mammy hollers - Mammy hollers - Mammy hollers
   Soon as supper's et, Mammy hollers - go right to baid.

3. Soon's we tech our haid to the peelow - to the peelow - to the peelow
   Soon's we tech our haid to the peelow - go right to sleep.

4. Soon's the rooster crow in the mornin' - in the mornin' - in the mornin'
   Soon's the rooster crow in the mornin' - gotta wash our face.
SONGS

Sammy Put the Paper on the Wall
(Pappa may be used in place of Sammy)

When Sammy put the paper on the wall, he spilled a pot of paste upon us all.

He papered up the stairs

He papered all the chairs

He even put a border on grandma's shawl on the wall

Spilled a pot of paste upon us all. Like birds of a feather

Sammy put the paper on the wall.

Give Yourself a Pat on the Back

Give yourself a pat on the back a pat on the back a pat on the back

Jolly good health we've had a good day today

Yesterday was filled with trouble and sorrow

Nobody knows what's going to happen to-morrow.

Fare Thee Well

Fare thee well
God rest with thee
When you're away
Please remember me.
ROCK-A-MY SOUL

Gonna Rock-a-my soul in the bosom of A bra ham,
So high you can't get over it,

Rock a my soul in the bosom of A bra ham
So low you can't under it,

Rock a my soul in the bosom of A bra ham,
So wide you can't get a round it,

Oh Rock a my Soul-
Must come in at the door

All things shall perish from under the sky;

Music alone shall live, music alone shall live,

Music alone shall live, never to die.