

1948

EC2006 Recreation for Rural Youth

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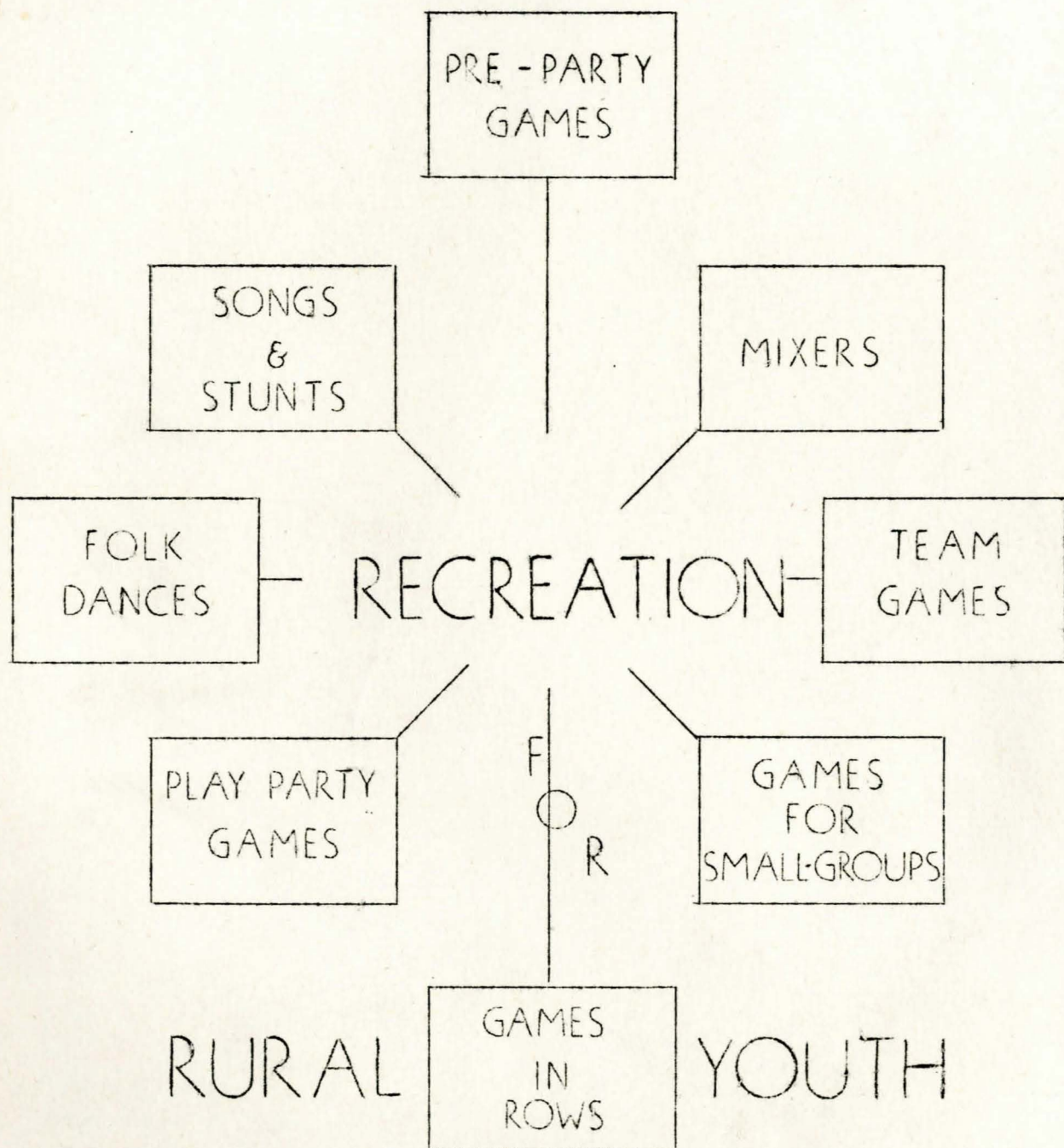
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Nebraska
COOPERATIVE EXTENSION WORK
IN AGRICULTURE AND HOME ECONOMICS
U. of N. Agr. College & U. S. Dept. of Agr. Cooperating
W. V. Lambert, Director, Lincoln

Extension
Circular
2006



PRE - PARTY GAMES

AND

MIXERS

- PRE-PARTY GAMES -

Unlucky Spots

The leader designates at random a number of "unlucky spots" on the floor. They may be drawn with chalk or marked with paper cut-outs. Cardboard discs of different colors are suitable, but the players get a bigger "kick" out of the game if pictures of various kinds are drawn on the floor. At holiday time the leader might quickly draw in various colors a Christmas tree, snowball, a holly wreath, a Santa Claus face and a candy cane; at Hallowe'en, a black cat, a ghost face, a witch and a pumpkin. Or he might draw automobiles and give them the names of standard makes.

To start the game, the leader closes his eyes or turns his back to the group and gives the players the signal to hurry to one of the positions on or around any of the unlucky spots. Then he blows a whistle, and when he does all the players should be standing on or near one of the objects on the floor. The leader now names one of the spots. If he calls out "Snowball," all the players standing around it are eliminated. The game continues. The leader again turns his back, and the players scatter to new positions or remain where they are, if they prefer. The leader blows the whistle after a few moments and names an object, the same one or a different one. If he calls out "Christmas Tree," all the players standing on or near it must take their seats.

Players are eliminated gradually until only a few remain. The leader now adds to the fun by asking the spectators to remain quiet while he listens for the footsteps of the remaining players. This makes the audience watch the game with tense interest while the leader tries to trap the other players on one of the unlucky spots.

Evasion

As each person comes in he is given five or more small safety pins pinned together in a chain. He then asks questions of everyone, endeavoring to get a "yes" or "no" answer. Anyone who says the word "yes" or "no" loses a safety pin to the one asking the question.

Penny Handshake

Plant ten pennies among the group. Players introduce themselves to each other. Those holding pennies give them to the fifth person that they meet.

Hide in Sight

Hide ten or more articles in the following fashion: An aspirin on the mouth-piece of the telephone, a pencil in the groove of the woodwork, a kitchen knife on the desk by the letter opener, coffee beans in a dish of peanuts, a butter plate

between two books, a lump of sugar on the electric light switch and so on. Give guests pencil and paper and tell them to jot down the name of the item and the place where it was seen. They must not give away their discoveries. A prize goes to the finder of the most items in a given time.

Decorations

Divide the crowd into two or more groups depending upon the number present. Supply each group with crepe paper, pins, scissors, ribbon or other decorative material. Have each group select one person from their group and decorate that person to represent the theme of the party. At a "Winter Party" a snowman might be chosen, a Valentine for a February party or a witch for Hallowe'en. Those decorated may then be required to parade before the judges and the winner chosen to preside over the evening party.

Indian Trader

Each person is given a feather and 5 kernels of corn as they come into the room. The feather may be a real feather or may be cut from paper. Each feather has a number printed on one side. It is announced that one of the numbers is "lucky" and that the members of the party can buy or sell feathers until they have what they believe is the "lucky" number. A prize is also given for the one who has made the most by selling during the time the game is played. Simple prizes are then given to the one who has the "lucky number feather" and to the one who has the most kernels of corn.

- MIXERS -

Stoop

Partners are standing in a double circle -- boys on the inside facing clockwise; girls outside facing counter-clockwise. When the music starts playing - all boys move forward and girls move back around circle. When the music stops - all run to grab own partners and "Stoop." Last couple down is eliminated each time.

Tree-some Grand March

Formation: Columns of three, gentlemen in center, lady on each side or lady in center, gentlemen on each side depending on the number of men and ladies present.

1. Triple Grand Right and Left

When a column of three approaches another column of three, players step away from their own partners to make aisles between the files. The first men give their right hands to the other first men, first lady gives her right hand to the other first lady. All move forward down the opposite file, giving left hands to their opposite in the second trio, right to the third, and so on in a grand right and left, all the time trying to keep their own partners three abreast.

2. Arches

When a column of three approaches another column of three, all step away from their own partners to make aisles between the files. Players in Column #1 join hands with partners and raise arms to form arches. Players of Column #2 lower heads but do not join hands. All march forward, the outside men of Column #2 going under

the outer arch, the ladies going under the inner arch and the inside men walking in single file on the inside of Column #1. All try to keep own partners abreast. Repeat when columns meet again. Column #2 now makes arch, while outside men and ladies of Column #1 walk under arches and inside men walk in single file inside of Column #2.

3. Triple Zig Zag

When a column of three players approaches another column of three, all players link elbows in threes. First trios move diagonally right around the approaching first trio, continuing on diagonally left around second trio and so on (i.e. doing a grand right and left in threes with elbows always linked).

4. Arches in Sixes

As the two columns of trios approach, the leading trios face and walk down the center of the hall, six people abreast, gradually joining hands and raising their arms to form arches. All halt. Outer files of men drop hands of their ladies, who follow their leaders, go under the arches made by the lady and the inner man of each trio, down to the rear, and countermarch in a circle back to starting position and join hands with their ladies to make arches. Now the two inner files of men drop hands on both sides, and following their leaders, go under arches formed by their lady and their other man, and countermarch in a circle back to place.

5. Grand march may end up by winding up entire group. The leader on the ends of the front line turns and marches back of his line and then between each line, the person on the left end of each line joins hands with the person on the right of the next line as he passes by. The group may be wound up, then unwound or the leader may cut under the joined arms and through the spiral, thus ending with the group in a circle.

Musical Arches

One single circle of players with two of the players forming an arch. When the music is played the circle marches under the arch. Whoever is under the arch when the music stops is caught. He or she is sent to the enter of the circle and the game continues until another person is caught. If the first person caught was a boy and the second a girl or vice-versa they go to the other side of the circle and form another arch. Each time a couple is caught they form an arch. The game continues until all have been caught and have partners. This is a good mixer and also a good way of obtaining partners for the next game.

Necktie

The necktie is taken off each man as they come into the door. These are all placed together in one part of the room and at a given signal the girls get a necktie and find the owner. These are then partners for the next game. If there are twice as many girls as men two girls may take one necktie and find the owner. This gives groups of three for some three-some game.

SMALL GROUP

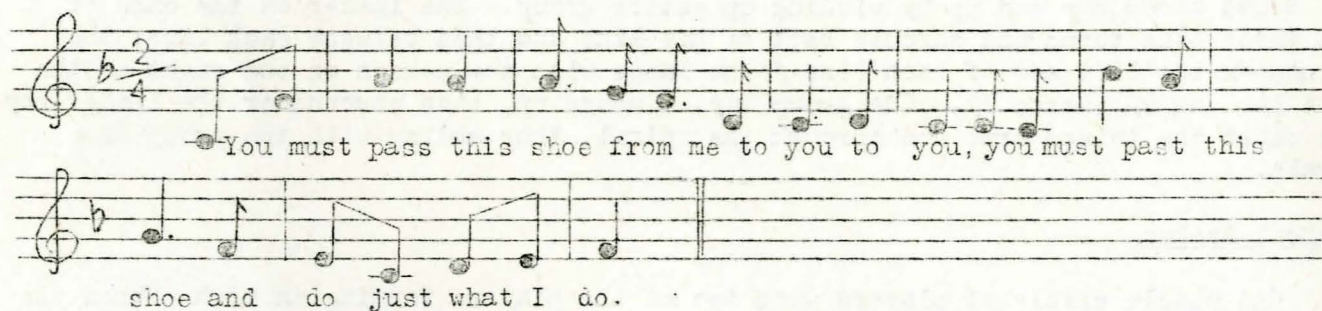
GAMES

- SMALL GROUP GAMES -

Poorhouse

Players select a partner. They join hands and are seated in horseshoe fashion with two chairs, representing the poorhouse, placed at the opening of the horseshoe. Every pair of players is numbered. The two in the poorhouse call out two numbers, and the two couples whose numbers are called must change places, while the people in the poorhouse try to get one of the vacant places. The couples who fails to get a place must go to the poorhouse. Hands must be kept joined during the entire game. Any couple breaking hands must go to the poorhouse.

You Must Pass This Shoe



All players sit in a circle with a shoe in their right hand. As they sing, they pass the shoes to the right in regular rhythm until they sing, "do just what I do", then they hang on to the shoes they have and tap first to the right - then to the left and to the right again. Anyone left without a shoe at this point is out of the game. Play until all are eliminated but one.

Give and Take

Players are seated in a circle with one vacant chair with a box or a stool in the center. On this stool is placed a beater, made by rolling up a newspaper. The player who is "It" stands in the center, takes the beater, hits any person in the circle on the knee, and places the beater back on the stool. The player hit recovers the beater and tries to hit "It" before the latter can sit in the vacant seat. If he succeeds, he places the beater on the stool and sits down before "It" can hit him again. If he does not succeed, he takes "It's" place.

Personalities

Players are divided into several small groups and seated in different parts of the room. Each group send out one representative who leaves the room, with representatives from other groups. Among themselves they select a famous person, living

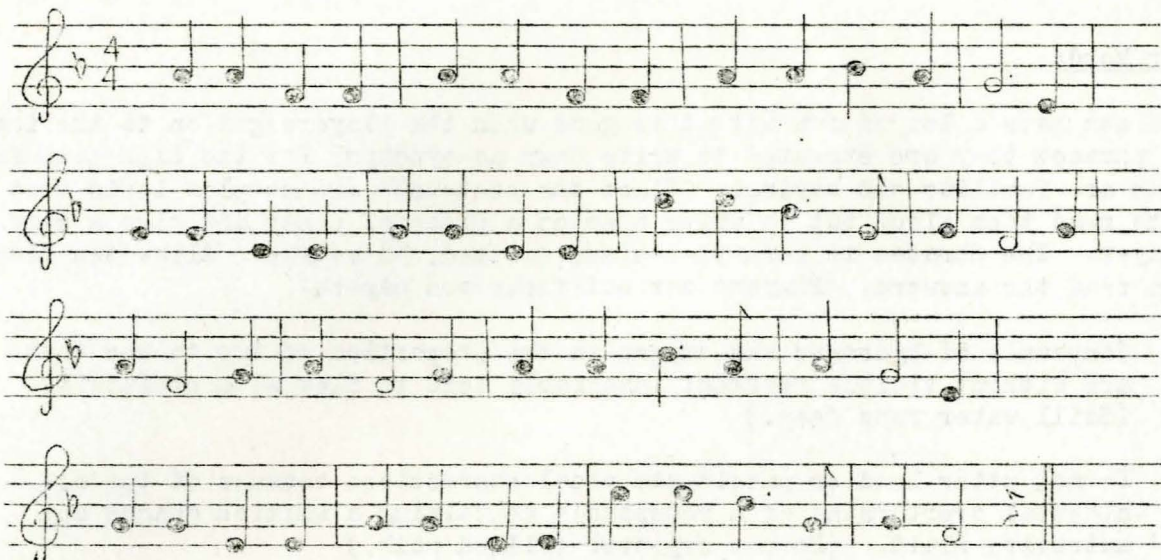
er dead, and when they come into the room, each goes to any group but his own. Members of the group then ask all kinds of questions that can be answered by "yes" and "no" and the first group to finally determine the personality decided upon is the winner.

In Other Words

You can have a lot of fun with this game when the players get on to the idea that all the phrases they are expected to write down as synonyms for the high sounding definitions are familiar old sayings. Since the sentences are complex it is best not to try to read them aloud but to write them on a piece of paper and give a copy to each player. The phrases in parentheses are omitted, of course. Allow ten minutes and then read the answers. Players correct their own papers.

1. Compounds of hydrogen and oxygen in the proportion of two to one that are without visible movement invariably tend to flow with profundity. (Still water runs deep.)
2. Do not utter loud or passionate vocal expressions because of the accidental overturning of a receptacle containing a whitish opaque and nutritive fluid. (Do not cry over spilled milk.)
3. Where there is sufficient positive volition, a successful conclusion may usually be expected. (Where there's a will, there's a way.)
4. It is not advantageous to place the sum total of all your barnyard collections in the same receptacle. (Do not put all your eggs in one basket.)
5. A superfluity of culinary experts has a tendency to disarrange the beef extract. (Too many cooks spoil the broth.)
6. Never calculate the possible number of your juvenile poultry before the usual period of incubation has been fully accomplished. (Never count your chickens before they are hatched.)
7. Each mass of vapory collection suspended in the firmament has an interior decoration of metallic hue. (Every cloud has a silver lining.)
8. The flying phenomena of the ethereal kingdom, of a kindred kind, come into association gregariously. (Birds of a feather flock together.)
9. Deviation from the ordinary or common routine of experience is that which gives zest to man's cycle of existence. (Variety is the spice of life.)
10. The warm-blooded, feathered, egg-laying vertebrate animal which is among the first, invariably comes into possession of a small, legless invertebrate, crawling animal. (The early bird gets the worm.)

Mother Goose Contest



Boys may be too conscious of their years to enjoy this stunt, but the men don't mind going back to their baby days, and they romp through their nursery rhymes with great gusto. The stunt is an especially hilarious one for a men's luncheon club.

Divide the group into two or more teams, provided there are at least ten on a team, for the more the merrier. One team starts by singing a Mother Goose rhyme to the above tune. Instead of singing the last line, however, the singers substitute the words, "And she threw it out the window," and finish the verse in the following manner:

"Old Mother Hubbard went to the cupboard
To get her poor dog a bone,
When she got there, the cupboard was bare
And she threw it out the window,
The window, the window
She threw it out the window.
When she got there, the cupboard was bare
(The third line of the nursery rhyme is
always repeated here.)
And she threw it out the window."

As soon as one team finishes another starts. A team is eliminated if it fails to start singing as soon as its turn comes, if the singers cannot agree on the choice of a rhyme, or if they sing one which has already been sung by another team.

Jump the Shot

This is also known as "Snake in the Grass," and can be played as a team game or individual contest. If it's to be a team game, four players compose a team, and all players from all participating teams stand in one large circle facing the leader who stands in the center with a long rope to the end of which is tied a bean bag, old shoe, or any soft object. This is swung around the circle, about six inches from the ground and as it comes around everyone in the circle must jump over it or be eliminated from the game. The team which has the most players remaining when the game ends is the winner. If individuals are competing, the last player left is the winner.

Charades

Each team sits in a close circle at equal distances from each other. The leader stands in the middle of the room. Each group selects an "actor" who comes out to the leader when the game begins. To these representatives of each group the leader whispers the name of a famous personality, living or dead. They must return to their respective groups and act out something characteristic of the person given, without saying a word aloud. As soon as someone from the group has guessed correctly, he (the one who guessed) runs to the leader for a second personality. The group to complete the list of eight or 10 given by the leader is the winner. Of course, you can change your lists to suit the party you are giving and use proverbs, famous lovers, movie stars, advertising slogans or what have you.

Lincoln Penny

Give each person a Lincoln penny and a paper and pencil. This may be done as a team competition game or on an individual basis. If the latter, a penny might be presented for every correct answer. At this rate, this game costs the committee nine cents. Ask the following questions, the answers to which can be found on a penny.

- | | |
|---|----------------------------|
| 1. The name of a song. (America) | 6. A Chinese beverage (T) |
| 2. The privilege Americans enjoy (liberty) | 7. A perfume (cent) |
| 3. A small animal (hare) | 8. Part of a plant (leaf) |
| 4. A part of Indian corn (ear) | 9. A tropical fruit (date) |
| 5. A part of a hill where you must not pass. (brow) | |

Aunt Dinah's Dead

All players stand in a single circle facing around counterclockwise. One person is "it" in the center. She begins the game by saying, "Aunt Dinah's Dead", to which the group reply, "How'd she die?"

The leader then does some action in place while she says, "She died like this". The group watch her motion and when she finishes, imitate her saying, "She died like this". The leader again says, "Aunt Dinah died", and the game continues with the leader doing some motion and the rest of the group imitating until the leader can't think of any new activities, and says, "Aunt Dinah's living" and while the group reply, "Where's she living?", the leader takes her place in the circle. They all move forward counterclockwise using a jig or "truken" step while they say, "She's a livin' in the country -- she's a movin' to town -- she's shrugglin' her shoulders and truckin' on down". The person standing behind the original leader is the new one.

Christmas Morning

At one end of the room string a rope long enough to pin on it, paper bags for all the players participating. Put the initials of the players on their bags. The game is started by choosing a Santa Claus from the group. All other players stand at a goal line at the other end of the room with their backs toward the rope. Santa places two pieces of candy in every paper bag (socks might be used) but one and in this one he puts a whistle, carefully wrapped in paper.

This done, he gives the signal for the players to rush to the line, empty and replace their bags and then dash to the goal line for safety before the one who found the whistle can unwrap it, count to five and blow it. When the whistle is blown, all who are not safe on the goal line must stop where they are and forfeit one of their pieces of candy to the whistler. The whistler chooses the next Santa from among the number who reached the goal safely. Each bag or sock should be clearly initialed so the player can tell it quickly, for each Santa is allowed to move the bags around on the line. The game continues until every player has been the whistler once, and the winner is the one who succeeds in getting the most candy.

Equipment: paper bags, or socks, candy, whistle, clothesline.

7 Up

This is a counting game with all the players either seated or standing in a small circle. One person begins, the counting starting with "one". The count begins in this way and continues to the right until "seven" is reached. Instead of saying "seven" the player claps his or her hands and the count continues but in the reverse direction. No number ending in "seven" or a multiple of "seven" is spoken. The hands are clapped instead of saying the number and the direction of the count is automatically reversed on each clap. Any person making a mistake is required to place some object in the "kitty." This may be a match of some other designated forfeit. The person who gets to the number fifty gets the "kitty."

Santa is Coming

All the players are seated in one circle. Two or three people in the circle should know the game. The game is started by the leader turning to the person next to him and saying "Santa is coming." That person says "What's he going to bring." The leader then replies "He's going to bring me a ring," or some other object that he may be touching with his hands while he is talking.

The person then turns to his neighbor and the game is repeated. If he says that Santa is going to bring him something that he is not touching he is out of the game. He may be required to push his chair back out of the circle or sit on the floor. He can get back in the game anytime that he knows the secret of the game. The game continues around the circle until most of the players have caught on. The key to this game is that the player must touch the object that he says Santa is bringing. If he is not touching it he is out of the game.

- TEAM GAMES -

Circle Relay

The players of both teams stand in one circle, players alternating so that two members of the same team are not standing by each other.

An object such as a knotted handkerchief, a small ball or bean bag is then given to the leader of each team. At the given signal each leader passes his object to the next member of his team who in turn passes it on around the circle.

Meanwhile the members of the opposing team try to prevent the object from being passed. This may be done in anyway except by holding the hands of the person who is doing the passing. The team that passes its object completely around the circle first is declared the winner.

Ankle Pass

Each team is seated in a row, with their legs straight and their feet together. An object such as a small paper plate, a ball, or some other small article is then placed on the ankle of the leader who is required to pass it to the ankle of the next person and so on down the line without using the hands. If the object falls to the floor it must start at the beginning and be passed down the line again until it has made the trip without falling and without being touched other than by the ankle.

Give

The game leader stands in the center of the floor about equal distance from all teams. He then calls for various objects and the first person who brings that object to him is given a score for his team. The leader may call for a black shoe, a green necktie, a safety pin, a sweater or any other object that the group may have. This is a "free for all" since the first person handing him the article is the winner. A list of 12-15 articles may be called for and the team with the greatest number of points is declared winner.

Turkey Pass

The players in rows, on their knees with their hands behind them. Each player has a straw such as is obtained from a soda fountain. The leader of each team is given a small object cut out of tissue paper. A turkey may be used for Thanksgiving; a Christmas tree for Christmas; a Heart for Valentines day and so on. The object of the relay is to pass this object from one straw to another by suction.

The leader places his tissue paper object on the floor and then proceeds to pick it up and pass it on by sucking on the straw. In a like manner it is passed from one straw to another down the line and back without touching the floor. When dropped on the floor it must be picked up by the straw without use of the hands and passed on from that point.

- GAMES IN ROWS -

The First of May

If all seats are not occupied in the room, the vacant ones are marked with a white "X" in chalk and must at no time be used since they are "haunted." The person who is "it" stands anywhere in the room and tells a little story--made up at the moment--and during the course of it says either, "The first of May," or "moving day." At the mention of either of these phrases all players must move to another seat. The only direction they cannot move is backward, except for players in front seats who may run to the rear seats. While they are moving "it" tries to get a seat, and of course at all times, there must be one less seat than players. The player left out becomes "it."

Second Version: Two adjacent rows play together. The first of May is moving day and the seats are houses. The player without a house is "it." He walks up

and down the street between the rows. The residents change houses before and behind him, and he tries to get a house while someone is moving. At any time he may call out "The first of May" and all have to change.

Changing Seats

This game begins with every player but one sitting in a seat and it cannot be played if seats have arms. The leader stands in the front of the room and gives commands such as "Slide right," "Slide left," "Slide front," "Slide back." As each command is given the players move one seat in the direction given. With each command a row of players is left standing either at the front, rear, left or right side of the room. Those left standing must run around to the side where there are empty seats and get in one. The leader tries to get one of the vacant seats. The person without a seat is it and gives the commands for the next game.

Beater Goes Round

Players sit in their seats with eyes closed, and heads on the desk. One hand is laid palm up on the desk. A player with a rolled up newspaper goes up and down the aisles on tiptoe and drops the newspaper in some player's hand. The one receiving the newspaper at once begins to beat the player in front of him with it. The one being beaten jumps up and runs around the room to escape and the beater chases him and hits him every chance he gets until the runner gets back to his own seat. In the meantime the original "it" has taken the seat of the player to whom he gave the newspaper, and the beater goes around on tiptoe, and puts the newspaper in another player's hand.

Jive On

Players sit in rows, each person being sure that he or she knows the names of those in his own row. The game is started with one player having his name called. He stands and says "Who, me, sir?" and the group replies, "Yes, you, sir", he says, "Not me, sir" and they ask, "Then who, sir." The player must then name someone else in his own row or in some other row. He must be sure to add the word "Sir" on the end of the name and sit down. If a player makes a mistake and hesitates, he must "jive" to the end chair of the row, and all the players in that row move up one chair. The idea of the game is to stay in the front chair as long as possible. While a player "jives" down the line the entire group says the following little ditty:

Jive on, down that line,
Saw you last night out eatin' cheese
If you wasn't eatin' cheese
Whatcha doin' on your knees.

PLAY PARTY GAMES

AND

FOLK DANCES

- PLAY PARTY GAMES -

Here We Go Round the Mountain



Formation: Circle of couples, in promenade position. One couple in center of circle.

Words: Here we go round the mountain two by two
Here we go round the mountain two by two
Here we go round the mountain two by two
Rise up sugar rise.

(As you do the above you walk with partner in line of direction in large circle)

Show us a little motion two by two
Show us a little motion two by two
Show us a little motion two by two
Rise up sugar rise.

(As you sing above, the couple in the center of circle does some original antic, may immitate a train, a toy soldier, a dance or any other antic.)

That's a very fine motion two by two
That's a very fine motion two by two
That's a very fine motion two by two
Rise up sugar rise.

(Everyone in circle does the same as center couple while singing the above.) The original couple then chooses a new couple and game is repeated.

Great Big House in New Orleans



Every room that I was in was lined with pumpkin pie.

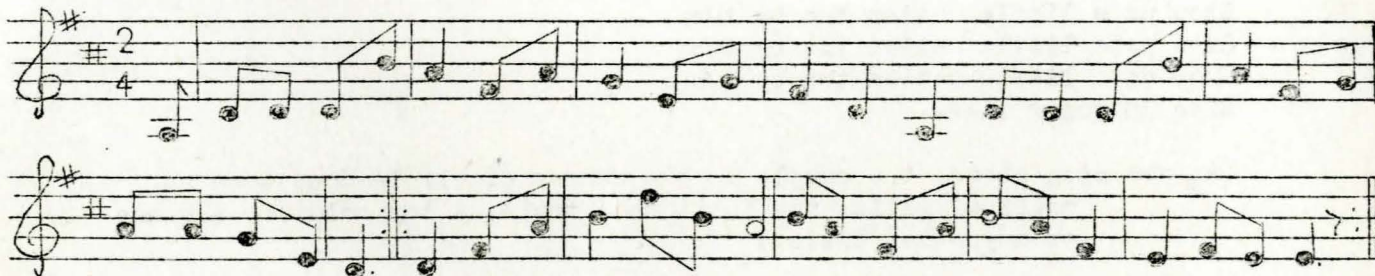
Formation: Couples in single circle.

- Action:
1. On the first verse, all join hands and circle to the right.
 2. Went down to the old millstream
(All girls go to center and join hands)
 3. To get a pail of water
(Boys all come to center, with girls standing to their right and join hands in front of girls.)
 4. Put one arm around my wife
(Boys raised joined arms and swing them up and back of girls)
 5. And the other round my daughter
(Girls swing their joined arms up and around behind boys)

Last Verse:

6. Fare thee well my darling girl
Fare thee well my daughter
(Men swing partners twice around and leave them where they found them on their right side.)
7. Fare thee well my darling girl
With the golden slippers on her.
(Men turn and swing girl behind them once and a half around finishing with her on the right side their partner.)

I Want to be a Farmer

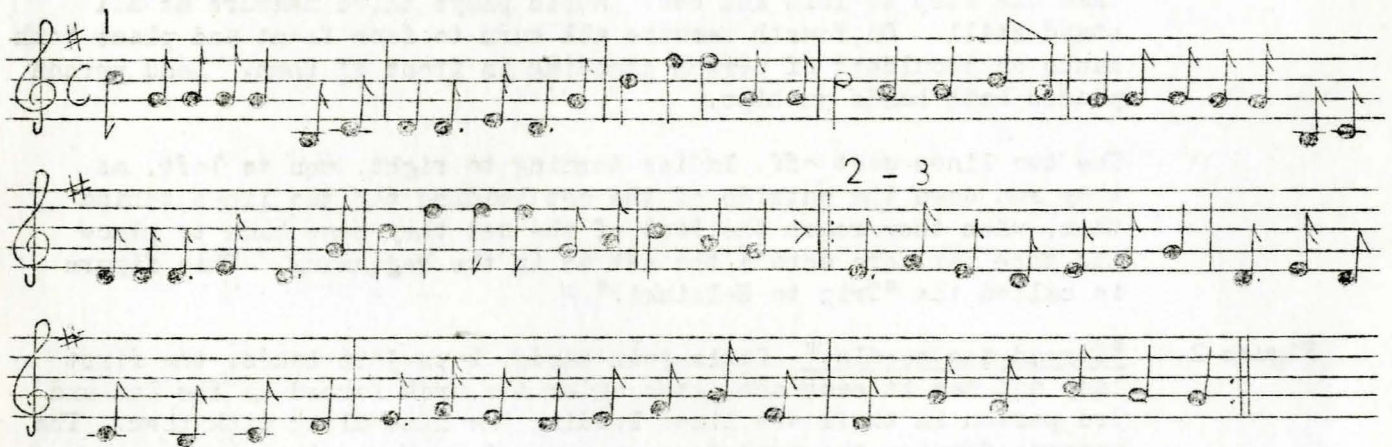


- Words: 1. I want to be a farm-er, a farm-er, a farmer, I want to be a farmer and by my lady stand.
2. With a pitch fork on my shoulder, my shoulder, my shoulder, with a pitch fork on my shoulder and a sickle in my hand.
3. Bow ladies bow, Gents you know how. Swing that left hand lady round. All promenade, All promenade, All promenade, Swing that left hand lady round, All promenade.

Formation: Single circle of couples facing in. Girls are on the right of the boys.

- Action: 1. All join hands and circle to the right on "I want to be a farmer," etc.
2. Everyone takes two steps toward the center of the circle keeping hands joined. Each person puts his own right arm over his head resting his hand on his left shoulder. Circle moves to the left on "With a pitch-fork on my shoulder," etc. Each person bring his own arm back to original position unwinding the circle, on "and a sickle in my hand."
3. Each person bows to his own partner. Each person bows to his corner. Boys swing the left hand lady twice around. Boys promenade with left hand lady counterclockwise, hands joined in skating position. Game begins again.

Jolly is the Miller



- I. Jolly is the Miller and he lives by the mill
The wheel turns around with a right good will
One hand in the hopper and the other in the sack.
The ladies step forward and the gents step back.
- II. Here we go, a-sewing oats, here we go a-sewing oats
Here we go, a-sewing oats, and who will be the binder.

III. I've lost my true love, I've lost my true love
I've lost my true love, and right here I find her.

Directions: All stand in circle with partners.

1. All walk counterclockwise in circle on the first three lines of the first verse. On the last line all the boys turn around and walk in the opposite direction. Ladies continuing counterclockwise.
2. & 3. On the next two verses they continue in the same direction until "right here I find her," when every boy takes the girl nearest him for his partner.

From here on, partners promenade counterclockwise on the first verse and repeat 2 and 3 as above.

Trip to Helsinki

Record: M 106

Formation: Up to six couples in a set in "Virginia Reel formation" longways with girls on one side, boys on the other.

Figure 1 Forward and Back: Boys join hands, girls join hands. Lines run forward toward each other with 6 small running steps and 6 back to place for four measures. Repeat.

Chorus Music plays one measure as all stand still. On second measure all take one step to left and bow. Music plays third measure as all stand still. On fourth measure all turn to face front and place both hands on shoulders of person standing in front of them. Lead person places both hands on hips.

The two lines cast off, ladies turning to right, men to left, as they run down the outside of the set leading the two lines behind them, when they reach the foot of the set they come back to place and face partners across the set as in the beginning. This figure is called the "Trip to Helsinki."

Figure 2 "Thread the needle." Girls join hands, boys join hands, the first lady and man in each set, goes under the arch formed by the 2nd and 3rd person in their own line, leading the line along with them. The persons forming the arch turn under their arms so that they can follow the leader as he proceeds down the whole line, going under the arches formed by each succeeding person. When the leaders reach the bottom of the set, they lead the lines around so that they come back to the original places facing each other as for the chorus.

Chorus Do the waiting, bowing, waiting, turning front and "Trip to Helsinki."

Figure 3 "Over and Under." Odd couples face even couples down the set, holding inside hands. Odd couples make an arch as even couples pass under. Then odd couples go under arch made by even couples. Couples progress in this manner up and down the set, turning around when they reach the end of the set to come back to place. This figure is similar to the one found in "Wave of Tory."

Chorus Do the waiting, bowing, waiting, turning front and take the trip as above.

The Girl I Left Behind Me

Record: Capitol Album Square dance Record

Formation: Partners in single circle all facing center with hands joined.

Action: Four steps in,
 Four steps out,
 Repeat all above.
 Girls to the center with four steps and back four.
 Gents to the center four steps, turn around take four
 steps to the girl who was their corner as they stood in
 the circle.
 Gents swing the new girl four times around (sixteen counts.)
 All promenade new partners (sixteen counts.)

Irish Washerwoman

Record: M 103

1. All join hands around the hall,
 Circle left, don't you fall.
 The other way back, don't be slack.
 You're awful slow and that's a fact.
2. Now everyone promenade into the middle,
 Promenade back, keep time with the fiddle.
 The ladies center and make a nest;
 The gents to the center, the ladies at rest.
 Back to your corner, swing that maid;
 Take your corner and all promenade.
3. Now everyone promenade into the middle,
 Promenade back, keep time with the fiddle.
 The ladies center, make a nest;
 The gents to the center, the ladies at rest.
 Back to your corner, allemande left,
 Allemande left and it's grand right and left.
 Swing your partner, don't be afraid.
 Take your honey and all promenade.

Direction: Everyone takes four steps into the center of the circle, then four steps back. The ladies take four steps to the center and back, the gents stay in place. The gents take four steps into the center and back, but they return to the girl on their left and swing with her twice around. Keeping their new partner, they promenade. Change number 2 may be repeated as often as desired. Finish with number 3. The last change makes it easy for everyone to get their original partner back.

- (a) Right, left, right, hold
 - (b) Left, right, left, hold
- Repeat total of four times
Crouch lower with bent knees and repeat four more times.

2. Clap hands. Boy hooks right elbow with person on right, swings once around. Hooks left elbow with person on left, swings once around. Repeat.
3. Repeat all

Green Sleeves

Record: M 106

Formation: Double circle in sets of two couples, all facing counterclockwise, girls at right of partners.

- Action: 1. Holding inside hands, partners do 16 walking steps forward, tilting step in time to the music.
2. STAR. In each set of two couples, man #1 extends right hand back, palm up, to girl #2. All other then place right hands, palm down, on his to form a right hand star. Walk around to the left eight steps; shift to left hands across and take eight steps back to place.
 3. SLEEVES. Couple #1 join hands (man's right, girl's left) and walk backwards, bending low to pass under an arch made by couple #2, who at the same time are walking forward four steps. Then couple #2 walks backwards and under the arch made by couple #1, who move back to place. Repeat. (The three figures are: March, Star, Sleeves.)

Haymakers Jig

Tune: Irish Washerwoman (Any Jig or Reel)

Formation: All ladies on one side, all gents on the other in two long lines. Every 1st, third and odd couples change cross to begin.

- Action: 1. Gents balance and swing the girl on the left (sixteen counts.)
2. Active couples swing in the middle (those who changed across are active until they reach the bottom of the set where they change across - wait one turn and become inactive.) This takes sixteen counts.
 3. Down the center and back - four in line (eight counts down - eight counts back.)
 4. Each active couple casts off around the one who was on his or her left, thus progressing down the set.
 5. Two ladies chain both active and inactive girl join right hands, give left hand to opposite gent (really own partner) turn around him, take right hands in the middle, and turn around gent who was formerly on their right, ending up with

the old gent on the left. In this way active couples keep progressing down the set, and inactive couples up the set until they reach the top where they change across, wait one turn, and become active.

Cotton Eyed Joe

Record: Imperial 1045

Formation: Scattered around the room by couples.

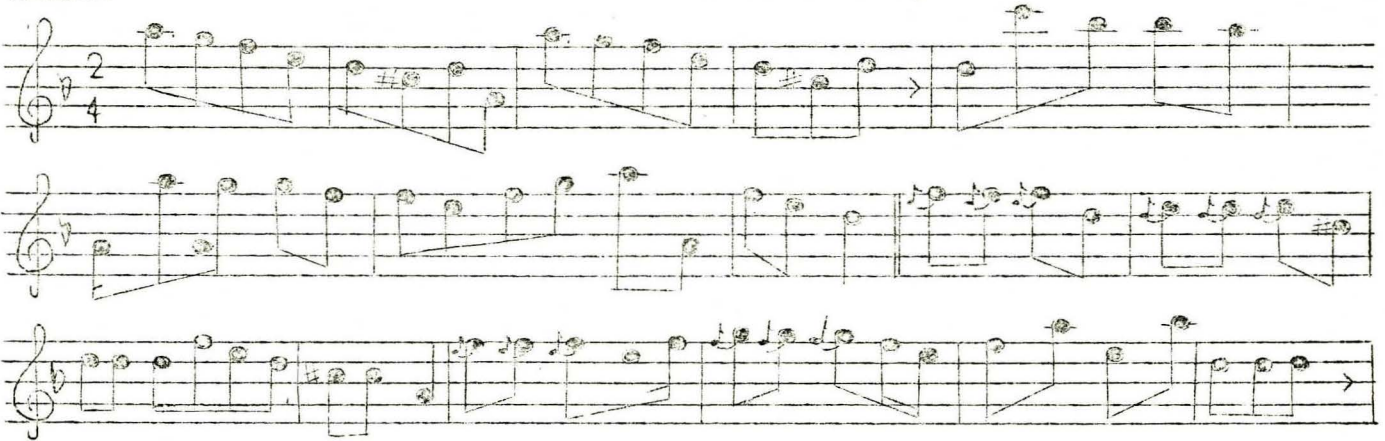
Position: Couples in rather open dance position.

- Dance: A. (Wait four measures (8 counts) of music).
Heel and toe with outside feet and a two-step forward (counterclockwise) - 2 measures
B. Repeat A but in the opposite direction - 2 measures
C. Separate and turning away from partner, circle with four two-steps back around to face partner (turning to man's left - girl's right) - 4 measures
D. Take four push steps to man's left. - 2 measures
E. Repeat D to man's right - 2 measures
F. Dance four two-steps in social dance position - 4 measures

Repeat

Troika

Record: M 105



Formation: Groups of three, man with a lady on each side, facing counterclockwise around the room. The man joins hands with both ladies and the three should be as far apart as possible.

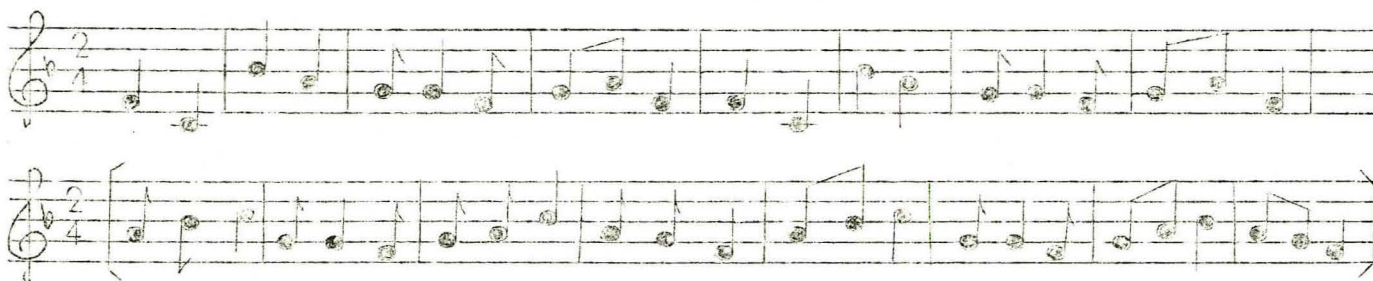
1. Sixteen running steps directly forward starting with the right foot.
2. Keeping the hands joined, the girl on the right runs in front of the man under the arch formed by the man and left lady and back to place with 8 running steps. The other two run in place, the man turning to the left under his own arm as the right hand lady runs under the arch.
3. The lady on the left runs under the arch formed by the right hand lady and the man and back to place with eight running steps.
4. Join hands - circle left - 12 steps. - 3 stamps pause
(Repeat to Right)

Repeat all.

Cherkessia (Circassia) Palestinian

Record: Kismet 130B

CHERKESSIA



Formation: Single circle - No partners, hand-elbow grip

Chorus: Circle moves to left, step forward on right, bring left to right, step back on right, bring left next to right - Repeat for 8 measures (4 times)

- Figure 1. Count 1 circle moves to right - step on right, left foot extended off floor to left.
Count 2 step left behind right. Repeat 8 times.
- Figure 2. Measure 1 circle moves to right, all facing right - step on right and hop. Measure 2 step on left and hop - repeat 4 times (extended free foot behind.)
- Figure 3. All face center-circle moves to right, feet together.
Count 1 - move both toes to right.
Count 2 - move both heels to right.
Repeat 8 times.
- Figure 4. All face center.
Count 1 kick right foot forward (leg straight)
Count 2 kick left foot forward (leg straight)
Repeat 8 times.
- Figure 5. Same as figure 4 but kick feet backwards.
- Figure 6. Circle moves to right, all bend knees in crouch position, walk facing to right, starting with right foot. Two steps to measure.

Repeat chorus between each figure.

Drunken Schottische

Record:

Music Any slow schottische

Formation: Inside hands joined. Both start left foot.

Action: Three slides to left diagonally forward and finishing with a swing of right foot.
Repeat same to right, starting with right foot, swinging left foot.
Cross LEFT over RIGHT
Cross RIGHT over LEFT
Cross LEFT over RIGHT
Cross RIGHT over LEFT

Repeat all but second time do the cross over double time.

Laces and Graces

Record: Imperial 1006

Formation: Couples hold inside hands.

- Action: 1. Point outside toe forward and to side. Turn once around, man to left, lady to right. Balance right, that is step on right, swing left across. Repeat above but balance left. Join both hands slide 4 steps to man's right, lady's left. Join inside hands walk forward four steps. Repeat all except in walking forward take 2 steps and then do a quick polka step (step together step).
2. Do a two step back to back, then face to face and repeat. Drop hands, turn once around, walk away from partner backwards, come to partner, take ballroom position and finish doing a two-step (or polka) around the room.
3. Repeat 1

Black Hawk Waltz

Record: Imperial 1006

Position: Regular dance position

1. Rock--The gentleman rocks forward on his left foot. The lady rocks backward on her right foot. This position is held for the three counts of the measure.
2. Rock--The gentleman rocks back on his right foot. The lady rocks forward on her left foot. This position is held for the three counts of the measure.
- 3 The couple waltzes two regular waltz steps. The gentleman starts these waltz steps forward, on his left foot. The forward rock the backward rock, and the two waltz steps, as described above, are repeated in sequence three more times.
4. The gentleman crosses his left foot over the right, putting his weight on his left foot. At the same time the lady crosses her right foot over the left, putting her weight on her right foot. This step is made a little easier if the gentleman pivots slightly on the ball of his right foot, and the lady pivots slightly on the ball of her left foot, as the cross-over steps is taken. This step takes the three counts of the measure.
5. The gentleman crosses his right foot over the left, putting his weight on the right foot. At the same time, the lady crosses her left foot over her right, putting her weight on her left foot. This step is made a little easier if the gentleman pivots slightly on the ball of his left foot, the lady pivoting slightly on the ball of her right foot, as the cross-over step is taken. This step takes three counts of the measure.
6. On count one of the measure, the gentleman crosses his left foot over his right, putting his weight on his left foot. At the same time the lady crosses her right foot over the left, putting her weight on her right foot. On count two of the measure, the gentleman steps to the side with his right foot, putting his weight on his right foot. The lady makes a similar step with her left

foot. On count three of the measure, the gentleman crosses his left foot behind his right, putting his weight on his left foot. The lady makes a similar step with her left foot.

7. The gentleman points his right foot to the right, keeping his weight on his left foot. The lady makes a similar step with her left foot.
8. The gentleman crosses his right foot over the left, putting his weight on his right foot. At the same time the lady crosses her left foot over her right, putting her weight on her left foot.
9. The gentleman crosses his left foot over his right, putting his weight on the left foot. At the same time the lady crosses her right foot over her left, putting her weight on her right foot.
10. On count one of the measure, the gentleman crosses his right foot over his left, putting his weight on the right foot. At the same time the lady crosses her left foot over her right, putting her weight on her left foot. On count two of the measure, the gentleman steps to the side with his left foot, putting his weight on his left foot. The lady makes the same step with her right foot. On count three of the measure, the gentleman crosses his right foot behind his left, putting his weight on his right foot. The lady makes the same step with her right foot.
11. The gentleman points his left foot to the left, keeping his weight on his right foot. The lady takes a similar step with her right foot.
12. Repeat the steps as described in 4, 5, 6 and 7.
13. Repeat the steps as described in 8, 9, 10 and 11.
14. Repeat the entire dance.

Portland Fancy - (Western Style)

Record: Soldiers Joy

Formation: Four couples stand facing four other couples (ladies always on right of partners) in a large circle around the room, each set being the spoke in a wheel.

- Action: 1. "Chasses across". 8 counts
- a. Couples start with inside hands joined, and begin with inside feet (girls left and boys right). Girl moves in front of boy releasing hand, and he behind her, as they change places, taking three steps. Instead of taking the fourth step, there is a pause of one beat, while partners take opposite hands (girls right and boys left) and pull slightly away from each other.
 - b. They change back to original places, girl moving again in front of boy, using same three steps and a pause, starting with girls right and boys left foot.
2. "Forward and back." 8 counts
- a. Both couples join hands along the line and take three steps toward the opposite two couples, bow slightly on the fourth count, and return to place.

3. "Right and left through". 16 counts
 - a. Boy puts right hand around girls waist, taking her left hand in his, across his chest. They advance toward other couple, drops hands when they meet, girls passing between opposite man and his lady, thus keeping the men always on the outside. As soon as they have "passed through" couples rejoin hands in same position, and wheel around, lady walking forward and gent backing up in place. Thus the man always keeps his lady on his right. Couples return to place, splitting the opposite couple in the same manner.
4. "Ladies change" 16 counts
 - a. Boys stay in place, and girls step out and take right hand of opposite girl. They pass each other and join left hands with opposite man, each man then turning the girl forward as he backs up in place, (he usually puts his right hand around her waist to do this), getting her on his right. Girls then take right hands again, giving left hands to own men who turn them around to place.
5. "Right on through" 16 counts
 - a. Both couples join hands in a line and advance toward the other two couples. They drop hands, right on through (passing right shoulders) join hands with the two couples they meet, and circle left once around.

- SQUARES -

Red River Valley

Record: M 104

1. Now the first couple leads down the valley.
2. And you circle to the left and to the right.
3. And you swing that girl in the valley.
4. And you swing that Red River Gal.

Directions

1. 1st couple goes to the couple on its right.
2. Join hands, circle halfway around to left;
then back to place.
3. Swing opposite girl.
4. Swing partner.

(Repeat as first couples goes on to third and then fourth couple)

Chorus: Allemande left on the corner
And a grand right and left around the hall
And you meet your girl in the valley
And you promenade her back home.

(Then second couple leads out to the third, and so on, with the chorus repeated after each couple has completed its turn.)

Hot Time in the Old Town Tonight

Music: Hot Time In the Old Town Tonight.

Action: (1) Call
First couple out and circle four hands 'round.
On to the next and circle six hands 'round.
On to the next and circle eight hands 'round.
(2) There'll be a hot time in the old town tonight.
(3) Allemande left the lady on the left.
(4) Allemande right the lady on the right.
Allemande left the lady on the left.
And it's grand right and left half around.

You meet your partner and dos-a-dos around.
Step right up and swing her 'round and 'round.
Promenade home, you promenade around.
There'll be a hot time in the old town tonight.

Notes: (1) Sing or chant the call to music - everyone
(2) Circle eight and end at home.
(3) After allemande left, pass partner by without touching, go on to next lady (who is the one on the right of gent's home).
(4) Allemande right is exactly opposite of allemande left - take right hands and go once around each other, face home. Again pass partner by without touching, to corner lady.

Forward Six - Fall Back Eight

<u>Call</u>	<u>Action</u>
1. First couple balance	1. & 2. First couple balance and swing
2. First couple swing	
3. Down the center and divide the ring	3. & 4. First couple goes down the center of the set, through the 3rd couple, divide, the gentlemen goes left the lady goes right and stand along the sides of the third couple, making a line of four with the 3rd couple in the center of the line.
4. And four in line you stand	
5. Forward four; fall back four.	5. The line of four walk forward 4 steps and back up 4 steps.
6. Sashay four to the right.	6. The 1st and 3rd couples still in line walk to the right and stand behind the fourth couple. The 1st gentleman and 1st lady joins outside hands with the gentleman and lady of the fourth couple.

- | | |
|--|--|
| 7. Forward six, fall back eight. | 7. The 1st, 2nd, 4th couples walk forward 4 steps. They back up to place, followed by couple No. 2. |
| 8. Forward eight, fall back six. | 8. Couple No. 2 back up to place followed by couples 1, 3 and 4.
Couples 1, 3 and 4 back up to place. |
| 9. Sashay four to the right | 9. Couples 1 & 3 walk to right and repeat |
| 10. Forward four; fall back four. | & No. 5. |
| | 10. |
| 11. Sashay four to the right | 11. 1st, & 3rd couples walk to right, standing behind couple No. 1. |
| 12. Forward six, fall back eight. | 12. Repeat directions for 6, 7 & 8. |
| 13. Forward eight, fall back six. | 2 |
| | 13. |
| 14. Sashay four to right. | 14. Couples 1 & 3 walk to right. |
| 15. Forward four, and circle four | 15. Couples 1 & 3 walk forward 4 steps, |
| 16. In the middle of the floor. | & form a circle in the middle of the |
| 17. Half way round and through the door. | 16. set, walk halfway around and couple |
| | & No. 1 ducks under the arch formed by |
| | 17. couple No. 2 and both No. 2 and No. 1 return to their original place. |
| 18. And everybody swing. | 18. All couples swing. |
| 19. Repeat with 2nd, 3rd, & 4th couples. | |

S O N G S

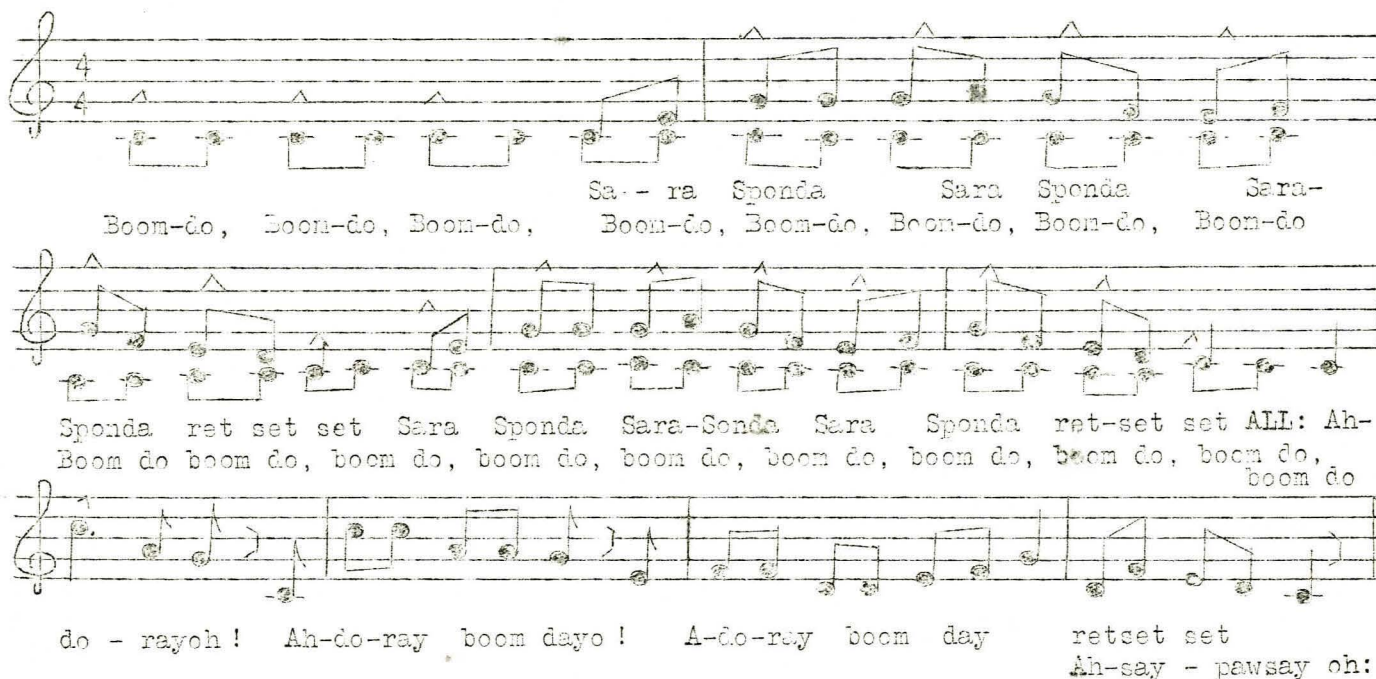
The Cuckoo Round



Cuckoo Round (Continued)

1. The cuckoo sat up in a tree to watch the folk go by
They tried to put him in a clock but he away did fly.
2. Cuckoo, Cuckoo, Cuckoo, Cuckoo, Cuckoo.
Cuckoo, Cuckoo, Cuckoo, Cuckoo, Cuckoo.

Sarasponda



Boom-do, Boom-do, Boom-do, Sa - ra Sponda Sara Sponda Sara-
Boom-do, Boom-do, Boom-do, Boom-do, Boom-do, Boom-do, Boom-do

Sponda ret set set Sara Sponda Sara-Sonda Sara Sponda ret-set set ALL: Ah-
Boom do boom do, boom do, boom do, boom do, boom do, boom do, boom do, boom do,
boom do

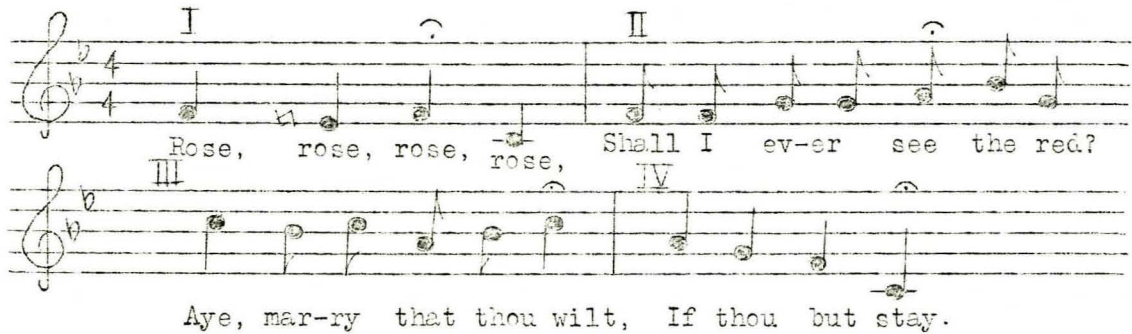
do - rayoh! Ah-do-ray boom dayo! A-do-ray boom day retset set
Ah-say - pawsay oh:

Indians are High-Minded



1. Indians are high-minded.
2. Bless my soul they're double-jointed
3. They climb hills and don't mind it
4. All day long.

Rose, Rose - Round (English)



The Doughnut Song - (Pafferbilly Tune)

Down in the kitchen early in the morning.
See the little doughnuts standing in a row
Hear the perculator perkin' up the coffee
Dunk, Dunk, (make two sounds that would do justice
to a noisy soup-eater)
Down they go.

S T U N T S

Tapeworm Race

Take three long strips of paper and make a ring of each, pasting or pinning the strips together. The first one is made into a simple ring--the second is twisted once before being fastened together and the third is twisted twice.

Call three people out to have a "tapeworm race" and instruct them to tear up the middle of the ring all the way around. They are all very much surprised when they finish to find that each has a different result--one having two separate rings, one having a single very long ring, and the third having two smaller rings chained together.

Deer Hunt

The "hunter" and "deer" are both blindfolded. They stand at opposite ends of a long table. The hunter attempts to catch the deer, and the latter tries to avoid being caught. The onlookers should remain quiet so that the hunter can stalk the deer through any movements he makes. The game is exciting and full of suspense for the spectators as well as for the players. Sometimes, to add to the fun, the hunter is allowed to make an occasional noise by rapping on the table. This gives the deer more chance to get away. The variation is amusing for often the hunter decides to rap just when, without knowing it, he is practically on top of the deer.

Drawing in the Dark

Give each player a pencil and a piece of paper. Turn out the lights and ask the players to draw a picture of a horse. They will undoubtedly be very careful the first time, expecting you to turn on the lights as soon as the horse is completed. But not yet! When they have finished their horses--and lost their places

on the papers--ask them to put a rider on the horse, then a feed bag under the horse's nose, and as final touch have them write the word "oats" on the bag. When the lights go on, exhibit the masterpieces and get ready for a good laugh.

What's Your Name?

Give a piece of ruled paper and a pencil to the first person at each table. At a starting signal, ask him to write his surname on the first line, leaving room for his given name. As soon as he does so he passes the card quickly to the second person. He writes the first person's given name in the proper place, signs his surname on the second line and passes the card to the third player. If he doesn't know his neighbor's name, he must turn to him when he receives the card and ask him what his name is. The game ends when the first person writes down the given name of the last player. If the tables are arranged so that the player cannot be passed easily from the last player to the first, the last player writes down his own given name and then waves the paper in the air as a signal that his team has completed its list of signatures. This is a particularly good game if the players are not well acquainted and have to ask each other what their first names are.

Paying the Rent

The crowd is divided into four groups. Each person is furnished a napkin which they arrange to look like a bow. One group takes the part of the landlord, one group represents the heroine; one group is the hero and the fourth group is the audience. The audience does not need the napkins, instead they hiss the landlord whenever he speaks, they say "Ah" whenever the hero speaks and they say "A-ha" or whistle when the heroine speaks.

Each group rises whenever they speak. The lines are spoken in rhythm.

Landlord (deep, growling voice, Hold napkin to upper lip for mustache): "I've come for the rent! I've come for the rent!"

Heroine: (falsetto voice in distress. Hold napkin to side of head like a hair bow): "But I can't pay the rent! I can't pay the rent!"

Landlord: "You must pay the rent! You must pay the rent!"

Heroine: "Who will pay the rent?" "Who will pay the rent?"

Hero: (manly voice, Hold napkin to neck like bow necktie): "I'll pay the rent! I'll pay the rent!"

Heroine: "My Hero!"

Landlord: "Curses! Foiled again."

Audience: Shave and a haircut six bits.

Texas Polka

Music: Little Brown Jug or any slow polka record

Formation: Couples in double circle facing counterclockwise around room.
Man has right arm over girl's right shoulder, holding her right hand - holds left hands.

Action: 1. Point left heel and touch toe, and beginning with left foot take three steps, man in place, and girl moving out to face him. In order to do this they release left hands, keep holding right. Both then point right heel, and toe, and take three steps so that the girl returns to her original position.

2. Repeat the above, starting with left heel again, but this time release right hands, and hold left, the girl swinging out in front to face the man, and this time when she returns to her original position she turns under the man's left arm.

Heel, toe, one two three

Heel, toe, one two three

Heel, toe, one two three

Heel, toe, one two three

3. Beginning with the left foot, take four polka steps forward in original position.

4. Man continues with four polka steps, releasing the girl's left hand, and turning her under his right arm as she pivots clockwise.

Ten Pretty Girls

Music - Ten Pretty Girls

Formation: Couples in double circle, boys on inside, holding girls right hand in his right (back of her) and her left hand in his across his chest.

Action: Begin with left foot -- both point in front - then to the side (left), and take three quick steps to the right beginning with the left foot. Do the same starting with the right foot.

Walk four slow steps straight forward, beginning with left foot. Kick left foot forward, then straight back, and take three quick steps in place beginning with left foot. At this point the boy leaves his lady and goes on to the one ahead for his new partner. Begin all over again, this time starting with right foot.

La Raspa

Record: Peerless 2238 or M 106

Formation: One man and two girls, joining hands in a small circle.

1. Face in toward center of circle. hop on left and place right foot forward.
Hop on right and place left foot forward.