

1949

EC2007 Recreation for Rural Youth

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RECREATION

FOR



RURAL YOUTH

Cooperative Extension Work in Agriculture and Home Economics
University of Nebraska College of Agriculture, and the United States
Department of Agriculture cooperating, H. G. Gould, Acting Director,
Lincoln.

RECREATION
FOR
RURAL YOUTH

Table of Contents

	Pages
MIXERS - - - - -	1-2
How Is Your Neighbor	
Ladies Aid Society	
First of May	
Millionaire	
Crazy Grand March	
TEAM GAMES AND CONTESTS- - - - -	3-4
Balloon Swat	
Double Circle Relay	
Cork Relay	
Snatch the Handkerchief	
Windy Horse Race	
Turtle Race	
Fuler Race	
SMALL GROUP GAMES- - - - -	5-8
Elmer and Susie	Dollar, Dollar
Human Checkers	Word Lotto
Thieves	F. B. I.
Fox Hunting	
Hangman	
Slipper Slap	
This Is My Nose	
Find The Leader	
Dutch Band	
Bandit	
Jerusalem and Jericho	
MYSTERY GAMES - - - - -	9-10
Jamboree	Mystic Colors
Door Panel Trick	
PLAY PARTY GAMES - - - - -	11-15
Nobody's Business	How D'Ja Do
Brown Eyed Mary	Betsy Liner
Where Is John	O Charley
Sentimental Journey	Four In A Boat
FOLK DANCES- - - - -	16-20
Cotton Eyed Joe	Finnish Raatiko
Spanish Circle	Finnish Kick Polka
Mexican Waltz	Mexican Broom Dance
Herr Schmidt	Plain Schottische
SQUARES- - - - -	21-27
Right Hand Round	My Little Girl
Box the Gnat	Chase the Squirrel
The Farmer	The Grapevine Twist
Northern Lights	Right Hand Over
The Pokey Waltz	

MIXERS

How Is Your Neighbor?

The players are seated in a circle with "it" standing in the center. There are just enough chairs for those seated but none for "it". "It" approaches one of the players and asks, "Who are your neighbors?" If he cannot name them correctly he must exchange places with "it". If he does name them, "it" asks further, "How is Mr. _____" naming one of the player's neighbors. If the reply is "All right," everyone shifts one seat to the right; if he says "All righteous," they shift to the left; if the reply is "Not so good," everyone shifts anywhere they please. During the shifting, "it" attempts to get a seat and the person left without a seat becomes "it".

Ladies Aid Society

Players are sitting in circle of chairs - an even number in the chairs and one extra player in the center. Every other person stands - and moves around as the music plays. When music stops all run for chairs, sit down and talk to right hand neighbor. The extra person tries to catch someone not talking and has that person take his place. Next time the other (even numbered) people get up.

First of May

All players are seated, with no vacant chairs. The person who is "it" walks up and down the aisles, and as he goes, any players may change seats with each other in the two aisles between which he is walking all the time. The person who is "it" tries to get a seat while the others change, and if he is not successful he calls "The first of May", which is moving day everybody.

Millionaire

Two people in the group of players are each presented with a "treasure". Besides the leader they are the only two who know that they have been designated as the "millionaires". As people arrive, they are coupled off--not necessarily boy with girl, and are told to go up and ask any other couple if they are millionaires. Unless both are actually the "millionaires" they will answer no and then each couple splits up and takes one of the other persons for a partner. This mixing continues until someone finally finds the two millionaires together, and then gets the "treasure".

Crazy Grand March

In this version of a grand march, players can start in couples, or the boys can line up on one side of the room, the girls on the other and start the march by coming together in couples down the center of the room. Some of the figures used in this type of march are:

1. Sliding down the alley (couples on one side of room slide face-to-face with hands joined down alley made by other couples who separate).
2. Back to back down the alley.
3. Two step down the alley (couples take regular dancing position and dance down the alley made by the other line of couples).
4. Tunnels (one side make arches, the other go under).
5. Grand right and left.
6. Down in fours.
7. Down in eights.
8. Weaving or snake-dance back and forth between lines.
9. Spiral wind-up.

TEAM GAMES AND CONTESTS

Balloon Swat

Each contestant is given a fly swatter or rolled newspaper and a balloon tied to a piece of string about three feet long. The string is tied around each player's waist so that the balloon is at his back. When the signal is given they begin swatting each other's balloons and try to protect their own. Just as soon as a player's balloon is broken he is eliminated from the game. The group to come through this "free for all" with the most whole balloons is the winner.

Double Circle Relay

An even number of players stand or sit in a circle. They are numbered off "one and two" around so there is an odd and an even team. The first players (standing together) in each team are given similar objects to pass such as small balls, handkerchiefs or corks. When the leader gives the signal to start, these are passed in opposite directions around the circle, odd players passing only to odd players, and even players to their own teammates. The team that succeeds in getting the object around the circle to the one who started it first wins.

Cork Relay

(Peanuts, pecans, chalk or any other small objects are alright to use)

Divide the players into teams and seat them. Place an extra chair at each end of each team, and on the chair beside the first player of each team place ten corks. Each player weaves his fingers into the fingers of the players either side of him.

At the signal the first player picks up a cork, passes it to the second player who passes it to the third, and so on down the line---the hands must be kept clasped throughout. As soon as the first player gets rid of the first cork on its way, he starts the second. The team wins that first deposit all its corks on the chair at the other end of the line. If a cork is dropped in passing it, it must be picked up with hands clasped as described.

Snatch the Handkerchief

Equipment: Handkerchief

Directions: Players stand in two straight lines facing each other. Each has a number. One team begins to number from one end of the line, and the other team begins at the other end. A handkerchief is placed on the ground between the lines. The leader calls a number, for example, No. 7. Each of the two No. 7's tries to snatch the handkerchief and get back to his own place without being tagged by the other No. 7.

Team I 1 2 3 4 5 6 7 8 9 Handkerchief

Team II 9 8 7 6 5 4 3 2 1

Snatch the Handkerchief cont'd.

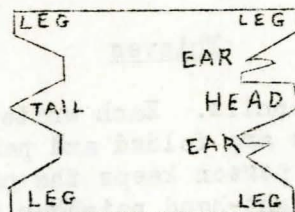
The game is scored thus: If a player gets home with the handkerchief without being tagged, his side makes 2 points; if a player tags his opponent before he is safely at home with the handkerchief the tagger's team makes 1 point.

The players will find the game more exciting if they wait, pretend to snatch the handkerchief, then quickly take it off home.

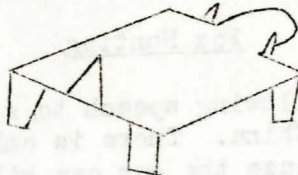
Windy Horse Race

This race takes place on a table with four or five players fanning their horses over the course in competition with each other.

Give each player a three by five card which he tears out as in the following diagram:



When finished the horse will look like this:



The horses are now lined up and raced across the table. Each player fans his horse with another three by five card or with a folded newspaper until his horse goes over the opposite edge. A few side bets will increase the excitement.

Turtle Race

Cut out of heavy cardboard several large turtles, preferably of different colors. Cut a triangular hole in the head and string through this hole a six or eight foot string, one end of which is tied to a chair leg. The turtles are strung so that they start out close to the leg of the chair, string running over the back, through the hole in the neck, and under the head. Those who are "running" the turtles hold on to the other end of the string, and coax the turtles along so that they actually seem to "walk" right along the strings up to the goal line.

The Ruler Race

The captain of each line is provided with a flat ruler. On each is placed a definite number of pennies or other objects. The line wins that has the most pennies on the ruler after each member has made a return trip from the goal line.

SMALL GROUP GAMES

Elmer & Susie

Players stand in close circle with hands joined. A girl and man go inside and the man is blindfolded. Man calls out, "Susie," from time to time and she must answer, "Yes, Elmer" immediately. When Elmer succeeds in tagging Susie, she chooses a new Elmer and he chooses a new Susie, and the game goes on. A variation of this game is to blindfold both the boy and the girl.

Human Checkers

Place seven chairs in a row and seat 3 boys and 3 girls as indicated: B-B-B-O-G-G-G. The object of the game is to move the boys or girls to opposite seats, like checkers, moving or jumping one at a time. No player may move backwards. All may start over again if they get mixed up. The final result should be G-G-G-O-B-B-B.

Thieves

Everyone has paper and pencils. Each writes down the name of any object he chooses. The papers are folded and passed around the circle. When the leader says to stop, each person keeps the paper as he has at the moment. The leader now turns to his right-hand neighbor and asks a question which must be answered by the word he holds. This goes on down the line, each player asking the person on his right a question.

Fox Hunting

The leader makes the following speech to start the game off: "The fox is the sacred animal of China. There is only one thing superior to the fox and that is the gun, because the gun can kill the fox. There is only one thing superior to the gun and that is man because man can shoot the gun. There is only one thing superior to man and that is the fox because the fox is the sacred animal."

The sign of the fox is holding one's thumbs in one's ears and spreading the fingers; the sign of the gun is holding the arms up in position of shooting. The sign of the man is standing with one's hands on one's knees. The players are seated in a circle with "it" in the center. "It" steps in front of a player and gives one of the signs. If "it" gives the sign of the fox, the player must give the sign of the gun. If "it" gives the sign of the gun, the player must give the sign of the man. If "it" gives the sign of the man, the player must give the sign of the fox. If the player fails to give the proper sign before "it" counts to ten, the player is it.

Hangman

This game is best played in groups of four or five. Each player has a pencil and paper. One player chooses a word which he writes on his paper without letting the others see it. He tells them, however, how many letters are in the word. The players who are trying to guess the word make a string of dashes at the top of their paper, allowing one dash for each letter.

Then they start guessing letters. Each one takes a turn. The first player might say "a". But suppose the word chosen happens to be "surprise". As a penalty for the mistake the one who selected the word starts to draw a figure hanging from the yardarm. The figure consists of 5 straight lines and 2 circles. It looks something like this.:



The object of the game is for the player who selected the word to try to make the others complete the figure. Each penalty costs a line, a dash, a circle, or a dot. The other players try to avoid drawing the figure.

If they guess a letter correctly the player who chose the word must tell them so and must indicate in which space the letter appears. If the second player says, "i", for example, the other player must say, "Yes, that letter is in my word. It is the sixth letter." All the other players then write "i" above the sixth dash at the top of their papers. After a few more letters have been chosen correctly, "s", and "r", as examples, the word begins to take form s _ r _ r i s _ . The players then do not have much trouble completing the word. If they have not made too many wrong guesses previously they may even save themselves from hanging from the yardarm.

As soon as one of the players guesses the word, or the hanging figure is completed, another player is allowed to select a word. The game is played until each one in the group has had a turn.

Slipper Slap

The players stand shoulder to shoulder in a close circle, their hands behind their backs. One of them has a swatter. When "It" least suspects it the player who has the swatter hits him, then gets rid of the swatter by passing it quickly to one of the players on either side of him. "It" tries to find who has the swatter and can do it either by pointing to the individual who he thinks has it or by touching him. Any person caught holding the swatter when "It" points to him or touches him, must take "Its" place. The game is full of fun if the players are quick at swatting "It" as soon as his back is turned, and just as quick at disposing of the swatter.

This Is My Nose

"It" stands before one of the players and places his hand on some part of his body—but not on his nose—and says, "This is my nose." The person addressed must, without hesitation, grasp his nose and name the part of the body "it" pointed to before "it" says, "Lemon, lemon, lemon sour, Lemon, 1, 2, 3, 4, 5, 6, 7." For example, if "it" touches his elbow and says, "This is my chin," the player must grasp his chin and say, "This is my elbow." Of course, if he doesn't do it correctly in the time allotted, he must take "it's" place.

Find the Leader

All players are seated in a circle so they can easily see each other. One player is asked to be "it" and leave the room. While he is gone, someone in the circle is selected to be the "leader" and immediately he begins a series of actions which everyone else imitates. "It" comes back into the room and stands in the center of the circle. He tries to decide in three guesses just who it is that's starting the action. Of course, every time he turns his back on the "leader" something new is started. When he has finally guessed who the "leader" is, "it" selects a person to go out of the room, and the game is continued.

Dutch Band

No music but lots of merriment is produced when the Dutch Band performs. All the players stand or sit in a circle. One player in the center is the orchestra leader. He assigns to each player an instrument on which that person is to perform--piano, violin, slide trombone, accordion, drum. Several players may be assigned the same instrument. Before the orchestra performs, the players are allowed to practice up a bit.

The leader of the orchestra is a very queer one. Instead of using a baton, he conducts by placing his thumb in his ears and wagging his fingers. While he does this, all the instruments play. But at any moment, the leader decides to play one of the instruments, which is not unusual. If he chooses the violin, all the violinists must put their thumb in their ears and waggle their fingers until the leader stops playing the violin, then they resume their performances. The leader changes quickly from one instrument to another until he catches someone who is continuing to play his instrument when he should be wagging his fingers. That person must change places with the leader.

Bandit

It sits in the circle. When he names or points at one of the players in the circle and says, "Bandit", that person must put both hands over his ears, and the person on the bandit's right must put the hand nearest to the bandit over his own left ear, while the person on the bandit's left puts his nearest hand over his right ear. The last one to get his hand up each time is out of the game, and stands behind the chair. The one named last names the next player.

Jerusalem and Jericho

All players stand beside their seats. When the leader calls "Jerusalem", all players bend knees or stoop. When the leader says, "Jericho", all stand perfectly still. The players must do as the leader says, not as he does. If a player makes a mistake he must sit down. The last one left standing is the winner.

Dollar, Dollar

The players sit in a circle and pass a silver dollar or half-dollar from one to another while the one in the center, who has as many guesses as he needs, tries to discover who has the coin in his hands. The players sing the following song and keep up a continuous movement of the hands.



Dol-lar, dol-lar how you wander, from the one hand to the other;

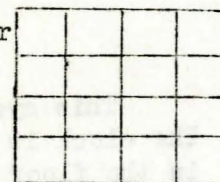


Is it fair, is it fair, To keep (poor Ma-ry) standing there?
(Mrs. Jones)

The rhythm is as follows: Hands together on the first beat, joining momentarily with the neighbor on either side on the second beat, and so on. If the rhythm is kept, it is more difficult for the one in the center to discover the coin. Whoever is caught with it in his hand or drops it, changes places with the one in the center. The center player should stand with his eyes closed through ten counts to give the players a chance to start the coin.

Word Lotto

Players sit in a circle, each provided with a card divided into 16 squares. The object is to fill the card with letters that will make 4 letter words, up or down. The first person gives a letter in a 4 letter word. Each person in the circle puts down the letter in any space he wishes. The person at the left gives any letter he wishes. All put it down. Continue until 16 letters are down. The person having the most words is the winner.



F.B.I.

The person who is it is blindfolded and seated on a chair placed in the middle of the circle. An object is placed someplace near the chair. Someone in the circle is designated to get the object and return to his seat without the person who is it hearing him. If it hears him, he points to the person trying to get the object and if he is successful in three attempts, this person becomes it.

MYSTERY GAMES

Janboree

As the confederate leaves the room he casually places four fingers on the door jamb to signal the leader that he, the confederate, will say "yes" when the leader points to the fourth article. The group then picks any article and the confederate is called back. The leader points to any three articles asking, "Is this it?" "Is that it?" and the confederate answers "no" to each. The fourth article pointed to must be the one the group has selected and the confederate says "yes" when it is pointed out. The signals vary--from one to 10 fingers, and you'd be surprised how hard this is to catch on to.

Door Panel Trick

A player and his partner select four objects, two situated above the others, such as a door with panels, or they place four objects at the corners of a square. Six may also be used. Secretly they agree to name these objects as follows:

This

That

This One

That One

Mathamagic

This mystery game has the face of an imaginary clock for its basis. The clock is predetermined by the leader and "it" using a certain crack in the floor or a straight line to indicate the center. When "it" leaves the room one of the crowd gives a number that he would like to have "it" guess. Most numbers up to 150 may be calculated. A small coin such as a dime may be used to represent the small hand and a larger coin such as a quarter for the big hand. The mystery is solved by "it" multiplying the number indicated by the small hand by itself and then adding to that the amount of the number the larger coins is theoretically upon. Suppose the number was 52. The leader would put the small coin on 7 and the large one on 3. Solution: $7 \times 7 = 49 + 3 = 52$.

Mystic Colors

As in all mystery games the person asking the questions and the one who is "it" know the process before the game starts. "It" goes out of the room. Someone in the crowd names an object (one of solid color is best). When "it" returns the questioner asks if it is a certain object. The answer is "no". The next time an object is mentioned that has the same color as the first object is the right answer.



Stage music, by [illegible]

Formation:

I want to know in a little red wagon,
Gone back home with the top a-dragging,
It's nobody's business what I do.

Stage

Chorus:
It's nobody's business, business,
Nobody's business, business,
Nobody's business, what I do.

Up down round about a mile and a quarter,
Gone old man's wagon to see his daughter,
Nobody's business what I do.

Chorus:

Butterbeans and billy wags,
Peanut butter and the old lady,
Nobody's business what I do.

Chorus:

I've got a wife and she's a daisy,
She won't work and I'm not lazy,
It's nobody's business what I do.

Chorus:

Play Party Games

Nobody's Business



Formation: Single circle, by partners.

Sing: I went to town in a little red wagon,
Came back home with the hub a draggin'
It's nobody's business what I do.

Chorus:
It's nobody's business, business,
Nobody's business, business,
Nobody's business what I do.

Way down yonder about a mile and a quarter,
Some old man's going to lose his daughter,
Nobody's business what I do.

Chorus:

Butterbeans has killed my baby,
Popcorn has killed the old lady,
Nobody's business what I do.

Chorus:

I've got a wife and she's a daisy,
She won't work and I'm too lazy,
It's nobody's business what I do.

Chorus:

Action: Circle to the left, grand right and left on the Chorus.
Meet new partner with the elbow swing.

Brown Eyed Mary



1. If perchance we should meet
On this wild prairie
In my arms will I embrace
My darling brown eyed Mary.

2. Turn your partner half way round
3. Turn your opposite lady
4. Turn your partner all around
5. And prom'nade corner lady.

Formation: Partners in promenade position

- Action:
1. With hands crossed, partners promenade in a circle with three or four feet between each two couples.
 2. Partners join right hands and turn around (so that man is facing back with right hand toward center, lady in opposite direction.)
 3. Each man joins left hands with the lady who was in the couple behind him, and turns her completely around.
 4. Join right hands with partner and turn her entirely around.
 5. Take lady behind in promenade position for new partner, and repeat from beginning.

How D'Ja Do (Tune of Row, Row, Your Boat)

How, How, How d'ja do
How my friend are you
I'm really feeling very fine (shake the right hand)
And hope that you are too. (shake the left hand)

Betsy Liner



- | | |
|-----------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. Bow, bow, Oh, Betsy Liner
Bow, bow, Oh, Betsy Liner | 7. Shake that big foot, shy all around her,
Shake that big foot, shy all around her,
Shake that big foot, shy all around her,
Won't you be my darling? |
| 2. Bow, bow, Oh, Betsy Liner
Won't you be my darling? | 8. Promenade all, Oh, Betsy Liner
Promenade all, Oh, Betsy Liner
Promenade all, Oh, Betsy Liner
Won't you be my darling? |
| 3. Right hand up, Oh, Betsy Liner
Right hand up, Oh, Betsy Liner | |
| 4. Right hand up, Oh, Betsy Liner
Won't you be my darling? | |
| 5. Left hand up, Oh, Betsy Liner
Left hand up, Oh, Betsy Liner
Left hand up, Oh, Betsy Liner
Won't you be my darling? | |
| 6. Both hands up, Oh, Betsy Liner
Both hands up, Oh, Betsy Liner
Both hands up, Oh, Betsy Liner
Won't you be my darling? | |

Where is John?



1. Where is John? The old white hen has left her pen



2. Where is John? The cows are in the corn a-gain--. 3. Oh
Johnnnnn!

This song is usually sung as a round song.

O Charley

- Music: Tune to "Ain't Gonna Rain No More"
- Formation: Boys in one line face an equal number of girls in an opposite line.
- Sing: Oh! It's over the hills to feed the sheep,
It's over the hills to Charley;
It's over the hills to feed the sheep,
It's over the hills to Charley.
- Action: Join hands along the lines. On the first four beats, lines advance toward each other; on the second line retire four steps. Repeat.
- Sing: We're tramping down the weavily wheat,
We're tramping down the barley;
We're tramping down the weavily wheat,
To bake a cake for Charley.
- Action: During the second stanza the lines approach; each player joins right hands with partner opposite, and swings past into opposite position. Repeat to regain original position.
- Sing: O Charley is a fine young man,
O Charley is a dandy;
And Charley loves to kiss the girls
Because it comes so handy.
- Action: The head man swings out between the lines, prances the full length and takes his place at the foot. This shifts partners and everybody is ready again.

Sentimental Journey

Circle - boys inside facing partners. Clasp hands. Take three sliding steps to the left. Drop hands on the fourth count. Take three sliding steps to the right, clap hands on the fourth count. Pada-cake the next 4 counts, left together, right together, left together, both together. The gentlemen and lady turn around in own tracks on two counts. As completed clap own knees, own hands then partners hands on count 1, 2, 3. Repeat all of this completely except following the turn the gent completes his turn around in front of the lady to the left. With this count of 1, 2, 3 each clap own knees, own hands but claps all four with the new partner.

Four In A Boat



Formation: Single circle hands joined, four men in the center.

Sing: Four in a boat and the tide rolls high,
Four in a boat and the tide rolls high,
Four in a boat and the tide rolls high,
Get you a pretty one bye and bye.

Action: Players skip to left. Inner circle to the right
in opposite direction from outer.

Sing: Get me a pretty one, stay all day,
Get me a pretty one, stay all day,
Get me a pretty one, stay all day,
We don't care what the old folks say.

Action: Each of the four in the center gets a partner and
brings her into the center.

Sing: Eight in the boat and it won't go 'round.
Eight in the boat and it won't go 'round.
Eight in the boat and it won't go 'round.
Swing that pretty one you've just found.

Action: Both circles continue to move in opposite direction.
On the last line each man in the inner circle swings
his partner, hands joined, leaves her in the center,
and retires to the outer circle.

Repeat with girls in the center, each one choosing
a man.

FOLK DANCES

Cotton Eyed Joe

Formation: Regular dance position

Music: "Cotton Eyed Joe" Imperial Record 1045

Action: Beginning with outside feet, touch heels forward, then touch toes back. Then with same feet (man's left and ladies right) take one two step forward in line of direction.

Turn to face the other way, starting with man's right and ladies' left and repeat above.

Partners separate and each does four two steps starting with outside feet, and turning away from each other with a strut or style reminiscent of the origin of the dance which is negro.

Partners do four sliding, gallop, or "susie Q" steps to man's left and ladies' right as they face each other, without touching. This part is "free style" and should be a chance for lots of expression.

Four slides or gallops in opposite direction.

Partners take regular dancing position and take four two steps together, turning and moving forward at the same time.

Spanish Circle

Music: The World of Fun Series

Formation: Sets of two couples facing each other around large circle, lady on man's right.

Action: Couples advance with one waltz step, and go back with one, swinging hands forward and back as they move. Each person takes both hands of person opposite, and with two waltz steps they change places. Couples are now facing from two different sides of the quadrangle and have a new partner (the one they just changed positions with). Holding this new partner's inside hands they repeat above figure, ending up by changing partners and positions again. This figure is repeated until each person visits each corner of the quadrangle and is back in original position with starting partner.

Star -- Make a right hand star in center, and do four waltz steps, going clockwise, starting with one waltz step toward the center, and one out, then another in and out. Change to a left hand star and take four waltz steps back to place, going in and out in the same way.

Spanish Circle cont'd.

Up and Cross Over ---Take opposite by right hand, waltz up and cross over, and repeat back to place (4 measures).

Change --- Take partner's inside hands and take four waltz steps around opposite couple, moving to the left, and on to the next couple in the circle.

Finnish Raatiko

Music: Finnish Raatiko - Scandinavian Record

Formation: Couples in regular dancing position.

Action: Eight gay polka steps around the room counter clockwise.

Four sliding steps forward beginning with man's left and ladies' right - on each step, the joined hands moving down and up with each slide.

Eight quick sliding or gallop steps in opposite direction.

Repeat Part 2.

Repeat Part 3.

Finnish Kick Polka

Music: Any polka

Formation: Partners side by side, man having his right arm around girl's waist, she has her free hand on his, her left hand being held in his left hand.

Action: Both start with left feet and take four polka steps forward.

"Bouncing" on the ball of the right feet, both kick the left feet forward twice.

They turn and face the opposite direction by stepping on their left feet, and turning their bodies to look the other way. In this direction they take two of the "kick" steps, bouncing on the left feet and kicking the right.

Repeat starting forward with the left foot on the four polka steps as above.

Mexican Waltz

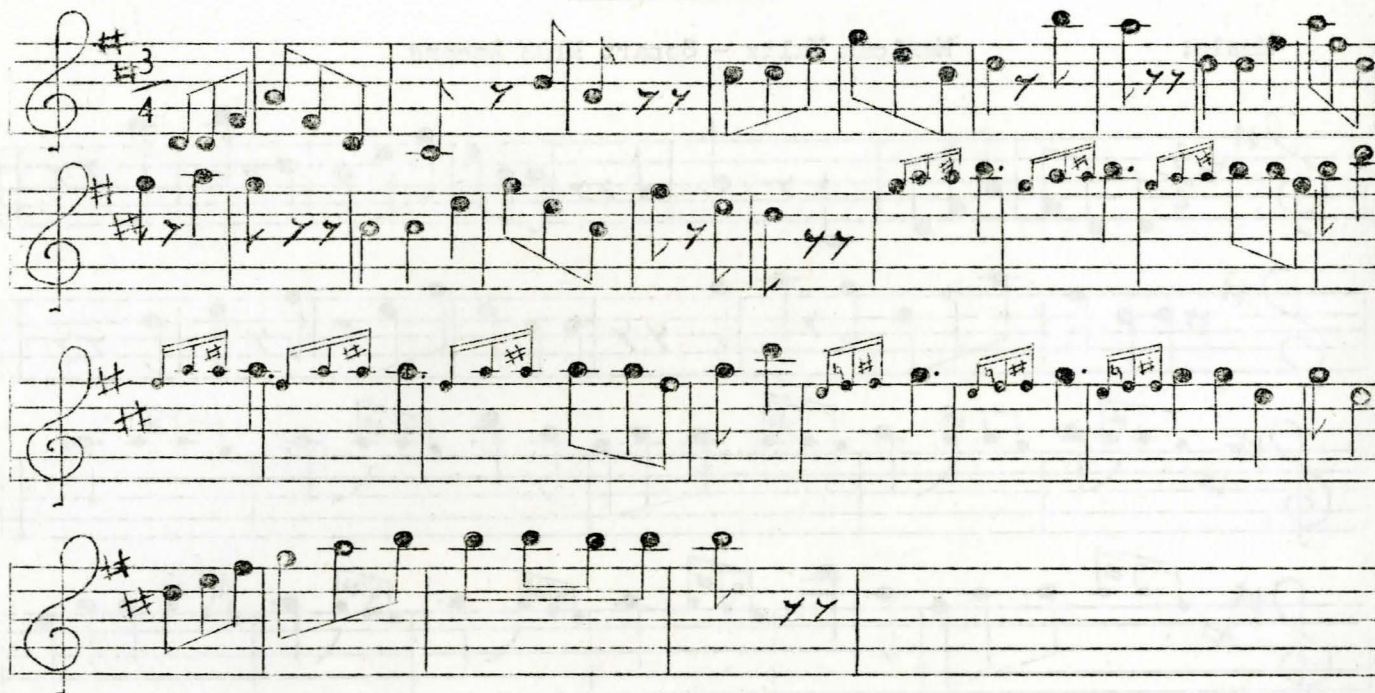
Music: Mexican Waltz - Sonart M103 Record



Formation: Couples with inside hands joined face counter clockwise in a double circle, men on inside, girls on the outside.

- Action:
1. Partners step on the outside foot, man's left and girl's right, and swing inside foot across, using three counts.
 2. Step on inside foot and swing outside foot across, using three counts.
 3. Step on outside foot and leaning slightly in that direction, clap hands twice at the side.
 4. Joining opposite hands and facing in other direction, repeat 1, 2, and 3, using the opposite foot and clapping on the opposite side.
 5. Partners face each other and join hands. They step back on left foot on count 1 and pause on counts 2 and 3.
 6. Partners step forward on right foot on 1 and pause. The arms should be stretched out to the side at shoulder level.
 7. Stepping back again on left foot on count 1, pause and then clap own hands together twice.
 8. Join both hands again and step forward on right foot as in 6 then back away from each other.
 9. Step forward again and release hands, and this time clap twice behind partner's back.
 10. Take regular waltz position and waltz 16 waltz steps.

Mexican Broom Dance



Formation:

Couples with inside hands joined face counterclockwise in a double circle, men on inside, girls on the outside.

1. Partners step on the outside foot, man's left and girl's right, and swing inside foot across, using three counts.
2. Step on inside foot and swing outside foot across, using three counts.
3. Step on outside foot and leaning slightly in that direction, clap hands twice at the side.
4. Joining opposite hands and facing in other direction, repeat 1, 2, and 3 using the opposite foot and clapping on the opposite side.
5. Partners face each other and join hands. They step back on left foot on count 1 and pause on counts 2 and 3.
6. Partners step forward on right foot on 1 and pause. The arms should be stretched out to the side at shoulder level.
7. Stepping back again on left foot on count 1, pause and then clap own hands together twice.
8. Join both hands again and step forward on right foot as in 6 then back away from each other.
9. Step forward again and release hands, and this time clap twice behind partner's back.
10. Take regular waltz position and waltz 16 waltz steps.

The broom part of this dance may be used when there are more men than women at the party, or could be used when there are more women than men. The "broom dance" may be used with any dance.

The ladies line up on one side of the hall, men on the other. When the music starts men go across and get partners and start to dance. One of the men not getting a partner picks up the broom. Whenever he desires he pounds the handle on the floor and all stop dancing and line up as before. The man with the broom has the privilege of going across the hall, picking out the lady of his choice, drops the broom to the floor and starts dancing. Then the other men may come across for partners.

Herr Schmidt

Use Globe record Herr Schmidt

Formation: In couples around the room, facing partners holding each other by the forearm.

- Action:
1. Slide right foot forward (1, 2)
Slide left foot forward (1, 2)
Then quickly slide right, then left, then right (four counts)

Repeat above pattern starting with left foot forward.
 2. Take partner in regular dancing position, or with girl's hands on man's shoulders, he taking her around the waist.
Polka eight steps around the room.

Repeat from beginning each time.

Plain Schottische

Schottische music -- 1, 2, 3, 4 count

Formation: Gentleman takes the lady's hands over her shoulders.

- Action:
- The gentleman begins on his left foot, the lady on her right.
Take three steps forward to the count of the music. Hop,
Take three steps forward to the count of the music. Hop.
To complete the step pattern, you take a step hop, step hop, step hop, step hop. This step pattern is repeated with any desired variations.

SQUARES

Right Hand Round

Introduction: Into the center and make your bow
Back to place, you know how
Circle to the left til you come straight
All the way round you circle eight.

Figure: First old gent off to the right
Around the outside keep the circle tight
Meet your lady with the right hand
Now your right hand lady with the left hand swing
Back to your honey with the right hand swing
The opposite lady with the left hand swing.
Back to your partner with the right hand swing--
Your corner lady with the left hand swing
Now you're through, let's everybody swing.

Two old gents off to the right
Around the outside - keep the circle tight
Meet your ladies with the right hands round
Now your right hand ladies with the left hands round
Back to your honeys with the right hand swing
The opposite lady with the left hand swing
Back to your partner with the right hand swing
Your corner lady with the left hand swing
Now you're through, let's everybody swing.

Three etc.

Four etc.

Chorus: Allemande left - grand right and left.

My Little Girl

Music: "My Little Girl" - Broadway Music Corp.

Formation: Sets of four couples.

Call: Sing:

First couple promenade the outside
Around the outside of the ring
The ladies chain right down the center
And they chain right back again
The ladies chain the right hand couple
And they chain right back again
The ladies chain the left hand couple
And they chain right back again.

Chant:

Now it's all the way round your left hand lady
Oh boy! What a baby
See saw your pretty little taw
Prettiest gal I ever saw
Allemande left with your left hand
Right hand to your partner and a right and left grand
Deedle-I Deedle-I Deedle-I Do
You meet your gal and promeno.

Sing:

And listen while I sing
You swing your honey till she feels funny
She's the gal that you adore.

Next couple promenade the outside (etc.)

Explanation: As first couple promenades around the outside of the set the other couples move into the center. Lady I and Lady III chain and chain right back, then Lady I and III chain with ladies on their right and chain back - then they chain with ladies on their left and chain back. Now the four gents move around their corner going behind first and back to home position. Then they move around partners the same way. All the ladies do is to keep facing center of set and move forward and back as the men go behind and then in front of them. The rest of the call is self explanatory.

Note!!

When singing hold the "prom" part of the word promenade. The call the ladies chain the right and left hand couple is started by the active lady and her opposite lady.

Box The Gnat

Music: Any square dance tune

Formation: Square dance positions

Call: First couple out to the right
Circle four with all your might
Box the gnat
Swat the flea
Swing that pretty girl back of me
Box the gnat - swat the flea
Swing that pretty girl back of me.

Form a ring and make it go
Break that ring with a do-si-do
Now your right and now your wrong
One more change and go along.

Circle four in the middle of the floor
Pick up six and don't get mixed.

Box the gnat, etc. (Repeat 3 times)

Form a ring and make it go
And break that ring with a do-pass-O
Partner left, corner right
Partner left and corner right
Now your right and can't go wrong
Honey in your arms and promenade along.

Circle round in the middle of the floor
Pick up eight and take two more.

Box the gnat, etc. (Repeat 4 times)

Form a ring and make it go
And break that ring with a do-pas-o
Partner left, corner right
Partner left, and corner right
Now your right and now your wrong
Honey in your arms and promenade along.

Allemande left, etc.

Chase the Squirrel

Music: Square dance tune

Formation: Square dance positions

Call: Introduction:

All jump up and don't come down
Join your hands and circle round
The right foot up and the left foot down
The other way back, you're going all wrong.
.....

Figure:

Chase that rabbit, chase the squirrel
Chase that little girl round the world
Chase that possum, chase the coon
Chase that man around the moon
Circle four in the middle of the floor
Half way round and through the door
(or a docey-do call)

(Circle four and make it go
Break that ring with a do-si-do
Do-si-high and do-si-low
One more change and on you go)

Repeat three more times, then allemande
left chorus.

The Farmer

Music: Square dance tune

Formation: Square dance position

Call: First old gent off to the right
Swing that girl around
Take her home and line her up
And lead that line around
The farmer, the farmer
Took another load away
Hey! Hey! the farmer took
Another load away.

Same old man across the hall, swing
that gal, etc.-----

Same old man on to the left, etc.---
Run away home and swing your own
Swing your gal around
Swing her up and swing her down
and Promenade around. (Repeat--"The Farmer")

The Grapevine Twist

All eight balance and all eight swing
Promenade the outside ring
The right foot up and the left foot down
Hurry up boys or you won't get around.

Take your lady by the wrist, and around that
Lady with a grapevine twist
Back to the center with a whoa, haw, gee
And around that gent from Tennessee.

Circle up four.....

.....
Take your lady by the hair and around
The lady over there
Back in the center on the same old track
Around the gent with the crooked back.

Circle up six.....

.....
Take your lady by the wrist and around
That lady with a grapevine twist
Don't forget your figure eight
Around that gent and don't be late
Circle up eight till you come straight
Swing your honey like a rustygate
And promenade her home.

.....
(Continue with 2, 3, and 4th couples)

Northern Lights

Music: Square dance tune.

Formation: Sets of four couples.

Call: First couple off to the right
Take a look at the northern lights
Into the igloo through the door
Clap your hands - call all four
Out of the igloo into the ring
Give your honey a great big swing.

Same old couple off to the right, etc.

Chorus

Allemande left with your left hand
A right to your honey and a right and left grand
Hand over hand and heel over heel
The more we dance the better we feel
Meet your own and promenade home.

Second couple off to the right, etc.

Northern Lights cont'd.

Explanation: First couple lead off to the right.
Stop in front of second couple and look up in the
air (northern lights). Walk through the couple,
face each other and clap hands. Back through
the couple and swing.

Right Hand Over

Music: Camptown Races or any square dance tune.

Formation: Square dance positions

Call: Introduction: Any desired

Figure:

First couple off to the right
Circle four with all your might
On to the next and circle three
Circle three hands round.

Take that girl on your right side
Circle four and dance with pride
Leave that lady and go home alone.
.....

Forward six and back
And the two gents do-si-do
Right hand lady over and
the left hand lady low
Forward six and back, etc. - -
(Repeat three times more)

Left allemande with your left hand
And a right to your honey and right
and left grand
Hand over hand and heel over heel
The more you dance the better you feel
Meet your own and promenade home.....
.....

The Pokey Waltz

Music: Square dance tune

Formation: Square dance positions

Call: Introduction: Any you wish.

The Pokey Waltz cont'd.

Figure:

First couple balance and swing
Lady leads out to the right of the ring
Circle three hands round.....
.....
Lady lead on and the gent solo
Two-four-six and a pokey o.....
.....
Lady hold fast - the gent come on
Four on a corner and pokey around.....
.....
Now go home and what do you do
You swing her and she swings you.....
.....

Change Call

Allemande left the lady on your left
A right to your own and grand right and left
.....
Now you're right - now you're wrong
Honey in your arms - promenade along.
.....

Explanation of SQUARES

Right Hand Around

- Action:
- (a) The first gentleman steps off to the right and around the outside of the circle. He meets his partner, takes his lady's right hand with his right hand and swings around once with her.
 - (b) The gentleman then steps to the lady on his right and swings her once around, left hands joined. He then skips to his original partner and swings her, with right hands joined.
 - (c) He then skips to the lady opposite him, or the lady in Couple No. 3 of the set and swings her around once, left hands joined. He returns to his original partner once more and swings her around, with right hands joined.
 - (d) The gentleman then skips to the corner lady or the lady at his left hand and swings her once around, left hands joined. Then he returns to his original partner and everybody swings.
 - (e) The first and second gentlemen skip out to the right around the outside of the circle. They meet their original partners and swing them around, right hands joined.
 - (f) Both partners then step out to the ladies on their right, and swing them around once, left hands joined.
 - (g) They return to their original partner and swing them around once, right hands joined.
 - (h) The two gentlemen then step across the set to their opposite ladies, and swing them around, with left hands joined. Then they return to their partners and swing them around, right hands joined.
 - (i) The two gentlemen then step over to their corner lady or the lady at their left and swing her around once, left hands joined. They return to their original partner, and everybody swing.
- Three gentlemen etc., same as above.
- Four gentlemen etc., same as above.

MY LITTLE GIRL

- Action: "Chant"
- (a) The gentlemen in the set all step to their left hand lady and perform a dos-a-dos with her. (The dos-a-dos is where the man and lady pass each other to the left, grazing right shoulders. They step sideways behind each other, and still back to back, encircle each other on the opposite side. They graze left shoulders as they return to place.)

- (b) This time the gentlemen perform a dos-a-dos with their original partner. Then they go into the allemande left, (a left hand to your corner and around the corner and back to place), and finish up with a right and left grand (a right hand to their partner, a left hand to the next in line, etc. around the set until they meet their original partner and promenade with her around the set to their home position. There he swings her around and around.

Next couple promenade the outside etc. (same as above)

Box the Gnat-Swat the Flea

The first couple steps out to the second couple and they circle, hands joined.

Box the Gnat - Each person takes his opposite's right hand with his right hand. The couples cross over the gentleman turning under his own right arm.

Swat the Flea - Opposites change hands and cross over again. This time the gentleman crossing under his left arm.

Pass that Pretty Girl Through to me. Opposites pass each other to their partners.

Chase The Squirrel

Chase that rabbit
Chase the squirrel
Chase that little girl around
the world.

Chase the possum
Chase the coon
Chase that man around the moon

Couple No. 1 over to
Couple No. 2 - The girl
steps around couple No. 2
while the gent follows
her, but steps between
couple No. 2 to take the
lead for next part of the
call.

The gentleman takes the
lead, steps around couple
No. 2 and the lady follows,
but steps between couple
No. 2 and into position
for circling.

The Farmer

First old gent off to the right
Swing that girl around

The first gentleman steps
to the right hand couple
and swings his right hand lady.

Take her home and line her up
And lead that line around.
The farmer, the farmer, etc.

Same old man across the hall,
swing that gal

Same old man on to left, etc.

Run away home
and swing your own

He takes the right hand lady to
his home position and places
her between him and his partner.
All three join hands, the
gentleman No. 1 in the lead, and
they step around the circle back
to home position.

No. 1 gentleman picks up
No. 3 lady, takes her to
home position so that No. 1,
2, 3 ladies step with him
around the circle back to
home position.

The No. 1 gentleman picks
up No. 4 lady, takes her
to home position so that
ladies 1, 2, 3, and 4 step
with him around the circle
back to home position.

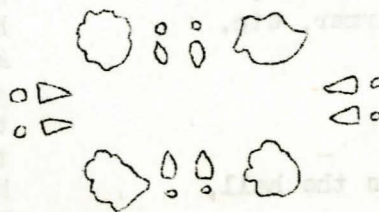
Each girl goes back to
her home position and
swings her own partner.

Northern Lights

The first couple steps to couple No. 2. They stop in front
of the second couple, place their hands on their brow, looking up
in the air (northern lights). The second couple make an arch
(igloo) and the first couple walks through the arch, face each
other and clap hands. They step back through the arch and swing
in the center of the set.

RIGHT HAND OVER

- Action:
- (a) The first couple steps over to couple no. 2 and the
four people circle, hands joined. The gentleman
of couple no. 1 leaves his lady with couple no. 2,
and goes on to couple no. 3, where they circle, hands
joined.
 - (b) The first gentleman then takes lady no. 3 and steps
with her over to couple no. 4, where all four circle.
Gentleman no. 1 then leaves lady no. 3 with couple
no. 4 and goes to his home position alone. This
leaves three people each at home position of couple
no. 4 and couple no. 2. A gentleman stands at home
position of couple no. 1 and couple no. 3.



- (c) Three people on each side step forward and back. The two gentlemen perform a dos-a-dos. The gentlemen of couple no. 4 and couple no. 2 raises his right hand and passes his right hand lady over to the left gentleman. They lower their left hand and pass their left hand lady under their right hand to the gentleman on their right. This is done simultaneously so that the lady on his right passes around as the lady on his left passes between him and the lady on his right. The ladies then twirl to side of gentleman no. 1 and gentleman no. 3, and gentleman no. 2 and 4 stand alone. Six people forward is repeated and the same action as above is performed.