

1950

EC2008 Recreation

Follow this and additional works at: <http://digitalcommons.unl.edu/extensionhist>

"EC2008 Recreation" (1950). *Historical Materials from University of Nebraska-Lincoln Extension*. 2745.
<http://digitalcommons.unl.edu/extensionhist/2745>

This Article is brought to you for free and open access by the Extension at DigitalCommons@University of Nebraska - Lincoln. It has been accepted for inclusion in Historical Materials from University of Nebraska-Lincoln Extension by an authorized administrator of DigitalCommons@University of Nebraska - Lincoln.

S
85
E7
#2008
C:1
E.C.-2008

FEBR. 1950

E.C. 2008

Recreation



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, ASSOCIATE
DIRECTOR, LINCOLN.

RECREATION

Table of Contents

MIXERS	3
Crazy Handshakes	Match Tricks
Numbers Change	Trip to Nebraska
Accumulation	Howdy Partner
Autograph Barter	Follow the Leader March
SMALL GROUP GAMES.	6
Ping Pong Hockey	Strained Conversations
Guess Who	Aunt Sally Went Shopping
Stormy Sea	All Keyed Up
Coffeepot	My Crazy Aunt Matilda
Adverbs	
TEAM GAMES AND CONTESTS.	9
Hand Clap Relay	Dumb Crambo
Animated Anagrams	Personalities
Peanut Relay	Glove and Gum Relay
Charades	Poison Pass
Song Titles Contest	Electric Balloon Race
Football Relay	
MYSTERY GAMES AND STUNTS	12
C-A-R	Magic Steps
Magic Circle	Tom Thumb
Creative Dramatics	
SONGS.	14
Five Little Ducks	
Bingo Song	
This Little Light Of Mine	
SINGING GAMES AND MIXERS	17
Ach Ja	Oh, Johnny
I Want To Be A Farmer	Johnny O'Brown
Brown Eyed Mary	Circle Two-Step
Come My Love	Yankee Doodle
Herr Schmidt for Three	John Brown's Baby
Maine Mixer	
FOLK DANCES.	24
Butterfly Waltz	Sextur
Wedding Waltz	La Rinke
SQUARE DANCES.	26
Glory Hallelujah	Fireman's Dance
Dip and Dive	Jingle Bells
Cage the Bird	Hinkey Dinkey Parlez Vous
Lady of the Lake	Right Hand Over--Left Hand Under

Other Singing Games and Mixers, Folk Dances and Square Dances are found in Extension Circulars 2004, 2005, 2006, and 2007.

MIXERS

CRAZY HANDSHAKES

The leader explains to the group that there are several different types of handshakes:

1. Victory handshake--Clasp hands over top of head and give a victory cry of some description.
2. Pump handle--Clasp partner's hand and shake hands with vigor using whole arm, truly as if pumping water.
3. Chinese--Clasp own hands--bow low three times.
4. Ford--Clasp partner's hand and move arms in circle, as if cranking the car.
5. Paul Bunyan--With right hand clasp upright thumb of left hand. Facing partner, clasp fingers of partner's left hand and move forward and back as if sawing wood.
6. Fishy--Merely touch fingers and "wibble, wobble to and fro."
7. Milk Maid--One person intertwines fingers of own hands, thumbs down. Partner grasps thumbs and moves hands in an up and down motion.

Players move about the room, while appropriate music is played. When the music stops, each one stands back to back with someone else. They turn, introduce themselves and shake hands in the manner which the leader indicates. When the music starts, the group again moves and the action is repeated. The object, of course, is to get acquainted with as many new people as possible.

NUMBERS CHANGE

The players sit in chairs in a circle with one player in the center. They number off consecutively, including the one in the center. The center player calls any two numbers and the players having these numbers immediately change places, while the center player tries to get one of the chairs. If he succeeds, the one left without a chair takes the center player's place; if not, he continues in the center until he does succeed.

ACCUMULATION

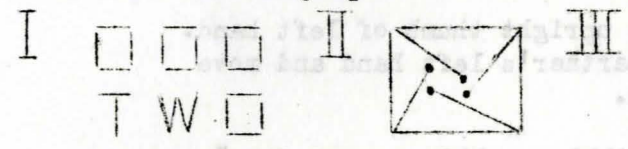
This is a "snowball" partner finding device. Everyone stands in a circle except one or two couples who promenade the inside of the ring while music is played. As soon as the music stops, each goes in search of a new partner (the nearest one available) and then there are two couples marching--when the music stops again, each of the four get a partner, bringing eight on the floor, and so on until everyone has been included. This takes only three or four minutes and leaves everyone in formation for any good play party game.

AUTOGRAPH BARTER

Give a blank card, a pencil and five beans, matches, etc., to each player. Have each person autograph his card. Each player will then sell his autograph for as much as he can or buy the autographs of the other players for as little as possible. Announce that there is a lucky autograph and the person at the close of a given time holding that autograph will receive a prize. The person having the largest number of autographs may receive a prize, as may the person having the most beans, toothpicks, or what ever might have been used for barter.

MATCH TRICKS

Two--Form three squares with twelve matches. Take away any two and leave two.
Squares and triangles--Using eight matches, form two squares and four triangles.
Slagg Sticks--Using ten matches, form five pairs, jumping no more or no less than two matches at one jump.



TRIP TO NEBRASKA

Players are seated in one large circle. Find out from the players how many different towns, counties, or even precincts are represented. One person is "it". He approaches some person in the circle, asks him his name, where he is from, and any other questions he desires. Last of all he may ask, "On your trip to this part of Nebraska, what counties (or towns, or precincts) would you like to visit." If the player questioned says, "Cherry County," all players from that particular county must change places in the circle. "It" also tries to get one of the vacant chairs. The individual who is left without a chair is now "it."

HOWDY PARTNER

Players form a circle facing center. The person who is "it" runs around the outside of the circle and tags a player. The player tagged runs in the opposite direction from "it." When they meet, they stop, shake hands, and tell their names, shaking hands all the while. When they drop hands, they race, still in the direction they were going, for the vacant spot in the circle. The person left out then becomes "it."

GRAND MARCH

Formation: Ladies stand in single file on one side (director's left), facing toward the foot of the hall. Men stand on the opposite side in same formation.
Music: Any good lively march.

Grand March (Continued)

- Action:
1. The two lines move forward away from the director, meet, join hands in couples, and march up the center of the hall toward the director.
 2. Partners remain together as they march. As they reach the director, the first couple goes to the right, the second to the left, the third to the right following the first line of march, the fourth to the left following the second line of march, and so on, meeting again at the foot of the hall.
 3. The two couples join hands 4 abreast and march up the center.
 4. At the upper end of the hall, the 4's alternate (as did the couples in Action 2) right and left, and continue around, meeting again at the foot of the hall, join hands, and come down the center by 8's. (Continue around again if 16's are desired.)

Variations of the grand march

ARCHES

As couples meet at the foot of the hall (as described in Action 2 above), they continue on around the outside of the hall. They do not march down the center. The couples coming from the right lift their joined hands high in the air making a line of arches. The couples coming from the left pass thru the arches. Neither line stops marching. When the lines meet at the upper end of the hall, those who first passed under make arches thru which the others march.

OVER AND UNDER

Files meet again. The first couple makes a bridge and the couple facing them goes under. They then alternate; each couple in each file follows likewise. If desired, this figure can be repeated at the opposite end.

FACE TO FACE

Partners join hands facing each other and skip down the double circle. Couples follow head couple and repeat figure all around the circle.

BACK TO BACK

Same as above, only back to back.

PARTNERS POLKA

Join inside hands, or in regular polka position. Polka down the double circle.

IN AND OUT

In separate lines. Head girl goes under arched arms of second and third girl and so on down the line of girls. Boys do the same in their line.

SMALL GROUP GAMES

PING PONG HOCKEY

Players are seated in a tight circle. One player is "it". A ping pong ball is placed in the center of the floor inside the ring. Players who are seated, place their feet together so that they can kick the ball, if it comes in their direction. "It" hits the ball with a magazine, newspaper, or old plastic record toward some player's feet. That player must try to keep the ball from leaving the circle by kicking it back with both feet. If he lets it out of the circle, or kicks it into the air, he is "it". The person who is "it" keeps the ball moving by hitting it with the paper, or other tool he may be using.

GUESS WHO

Players stand in a small circle. Before the player who is "it" is blindfolded, all members of the circles should know each other's names. "It" is blindfolded and stands in a circle. The circle moves to left, until "it" points to someone. The circle stops, and "it" and the person to whom he pointed hold hands. "It" may ask them questions such as "Are you wearing a sweater?" If the player answers "yes," he may ask "What color is it?" "It" may then ask, "Are you blonde or brunette?" The answer may be "blonde." The person who is "it" may guess John Adams, and the player may say "yes" or "no" depending on whether it is or not. If it is John Adams, he is the next person to be "it."

STORMY SEA

Players sit about the room by couples. Each couple selects the name of some fish, which they keep to themselves. There are two less chairs than there are couples. One couple, known as the "whales" walks about the room calling the names of fish. As they call "blue-gills," "bass," "trout," "gold-fish," and other names, the couples with those names get up and follow the "whales" around. When the "whales" shout "Stormy sea," each couple rushes for seats. One couple is left out and they become the "whales."

COFFEE POT

The players are seated in a circle. One is selected and sent out of the room while the players think of some activity. The player then returns and asks questions of any other player he chooses, which must be answered truthfully. In asking the questions, he must use the word "coffee pot" to represent the activity. For example, the players select "swimming." The one who is "it" might ask, "How often do you coffee pot?" or "Do you coffee pot in the house?" The questioning continues until the one who is "it" guesses the activity. The person who gave the answer that enabled him to guess the answer is next to leave the room.

ADVERBS

One player thinks of an adverb and when he says that he is ready the group asks him to do certain things in the manner that the adverb describes. For example, the player chooses "furiously". The players, whose turn it is to discover the adverb, take turns in asking him to do something which will indicate the nature of the adverb. One tells him to "Walk around the room." He proceeds to walk furiously. Another may ask him "Shake hands with Mary." He shakes hands furiously, and so on until the word is guessed. The player who first names the word becomes "it" and thinks of the next adverb.

STRAINED CONVERSATIONS

Two players are selected from the group. One at a time, each is sent from the room. While the player is gone, the other is given a phrase to work into a conversation. Bob may be given the phrase "taking the pig from the church tower", and Bell may be given "sitting on a lightning rod." The two are then brought into the room to engage in a polite conversation with each other. The object is to work his phrase into the conversation in such a way that the other does not suspect he has mentioned or is mentioning the subject. When one thinks he has discovered the other's subject, he says, "That is your subject" or "I challenge you on that" or something similar. Two other players may then be selected by the conversationalists to try their skill at this conversation.

AUNT SALLY WENT SHOPPING

A small group of five persons can provide a lot of fun during an intermission or while a "breather" is necessary. They must be good sports. The leader begins with the following or any suitable "lingo." My Aunt Sally just loves to shop. She's kind of a queer one though--some of the things she brings home--she just can't resist a bargain. Do you know what she brought home from Omaha the other day? The other player falling into the spirit of the thing asks, "No what?" The leader replies with, "Well she found a new kind of pencil sharpener, and she bought it." When he says that he makes a motion appropriate for a pencil sharpener, such as one finger going around in circles. The next player proceeds to tell the next player and so on down the line. The last person told tells the leader. The leader next tells the second player that Aunt Sally brought home a washing machine, with the other hand making a circle to represent the dolly of the machine, never stopping the motion of the pencil sharpener. All players continue all actions. The leader in turn mentions Aunt Sally's purchases:

a bicycle--pedaling with feet

bubble gum--chewing motions

a chicken and catching a flea--using elbow to scratch the flea

a spring seat for the bicycle--jumping up and buck down at intervals

Any other motion the leader may wish to include. Four or five motions would probably be enough for the players.

ALL KEYED UP

All players are seated in a circle. One player is "it." He carries a bunch of keys or some similar object. As he walks around the circle, he grasps another player's hand, who in turn takes another's hand. All continue to walk around the circle, each added player grasping another's hand until the leader decides to drop the keys or object. All players scramble for chairs and the one left without a chair is next "it."

My crazy Aunt Matilda is a queer one. She likes coffee, and she doesn't like tea. Any number of players may take part. The object is to discover what Aunt Matilda does like for she likes "sugar but not sweets," "games but not recreation" and so on. The secret of course, lies in the fact that she likes nothing with the letter "T" in it.

TEAM GAMES AND CONTESTS

HAND CLAP RELAY

This may be a relay or mixer or a "warmer-upper." Partners face each other, and (1) clap both hands, (2) then own hands, (3) slap knees, and (4) clap own hands behind back. This has a 1,2,3,4 rhythm that can become faster as the leader desires. As a relay, two or three couples may take part in one group. The group clapping the longest will be the winner. Needless to say, this requires good timing.

ANIMATED ANAGRAMS

All teams, about five to eight players on each, line up single file facing a chair or table about ten feet in front of them on which is a pile of cards, each with a letter on it. All the cards are lying face down, one pile for each team. The leader shouts out a word and the first player in each team will run up and take any card from his pile (without looking at it) and return it to his team, tagging the second player, then going to the end of his own line. In the meantime, he shows the other players on his team his letter. The second player runs up and gets another card, and so on, until all the necessary cards to spell the word given have been taken from the pile. The players in the team having these letters then run up and line up behind their chair with the letters. Team first lined up behind their chair receives one point. Play for four or five words. It is necessary to use only a dozen or fifteen cards, using most of the vowels and only the consonants appearing in the words chosen. Suggested letters: A, B, C, D, E, G, I, L, O, R, S, T, U, Y. Suggested words: car, date, bait, about, rate, grade, star, your, route, relay.

PEANUT RELAY

Put as many peanuts (in shells) on table or chair in front of the player at the head of each line as there are players on the team. Each player grasps the next player's left wrist with his right hand. On signal, the first player in each team starts passing the peanuts down one at a time to the other end of the line. No one may release grip on next player's wrist. If peanut is dropped, it must be recovered without breaking the hold.

When all peanuts have been received by the player at the lower end of the line, the process is repeated in returning the peanuts, with this exception--the player at the top of the line keeps the first peanut returned, the second keeps the second, and so on until each player has a peanut in front of him, all raise hands (still clasped) and shout. First team to shout wins the relay, and each losing person must pass his peanut to appropriate person.

CHARADES

This is an old favorite which combines guessing and acting. Players are divided into groups of four or five. Each group selects a word to act in pantomime. Each syllable of the word will be one act. Three minutes or more may be allowed in which to prepare for it. The rest of the groups try to guess what the word is. For example, the group may select the word "prop-a-gate." Two of the group may stand at an angle, shoulders touching to indicate the syllable "prop." One player may walk

Charades (Continued)

about pointing to his eye for the "a" syllable. Three others may act as the "gate"--- one being the post, the other two with hooked elbows may represent the swinging gate. If the group wishes, the entire word may be acted out after the last syllable is given. In the case of propagate the entire group may show the planting of corn, and the growing plant.

SONG TITLES CONTEST

For this game, divide the crowd into small groups of 8 to 12 players seated in a circle. Supply group with several pieces of paper and a pencil. Each group selects one person to be "it." One person in the center of the floor is given a list of five or more song titles. The leader then calls for all those who are "it" to come to him. He gives the first song title to each. They all return to their own groups and draw pictures to represent their song title. The rest of the group can ask questions to which the leader can answer only "yes" or "no." He cannot give them any other hints. The first person to guess the title is the next person to be "it" and he goes to the leader for the second title, and so on until all the titles have been drawn. The group finishing first, of course, wins.

FOOTBALL RELAY

Select two teams of four members each. Make on either floor or table two goal lines, four or more feet apart. Each team selects a goal to defend and kneels behind that goal line. A ping pong ball is placed half way between each goal line. At a given signal, each team tries to blow the ball over the other team's goal line. Knees are always to remain behind the goal line, but the hands may be moved once the game has started. However, they must in no way interfere with the ball. This may be used as a relay with the winning team each time defending its goal with a new opponent. Or, points may be given for each time a team blows the ball over the other goal line, and the winning team will be the team that first scores a designated number of points.

DUMB GRAMBO

Divide the players into two equal groups. One group goes out of the room. The group which remains decides upon some verb which the other must guess and act out. The group outside is called in and told a word which rhymes with the verb chosen. For example, the group chooses "sing." The outside group is told that the word they are to act out rhymes with "ring." This group gets together and decides what it thinks the verb is. It then acts out the verb which it has guessed. From its actions, the other players decide whether or not the right verb has been guessed. If it is correct, they clap their hands, and the group which remained inside goes out. If the first guess is incorrect or the players give up, they must go out again. No speaking must take place on either side after the action begins.

PERSONALITIES

Read off the following list and ask what famous persons are suggested. Have the group divided into two sides and give a kernel of corn to the side whose player guesses the correct name first each time. The side having most kernels at the end wins.

- | | |
|-------------------------|--------------------------------|
| 1. A silver lamp. | 13. Spider web. |
| 2. Pound of flesh. | 14. Rail splitter. |
| 3. Hemlock. | 15. The Iron Duke. |
| 4. A steamboat. | 16. H. H. |
| 5. A locked door. | 17. The Grand Old Man. |
| 6. Cotton gin. | 18. Bard of Avon. |
| 7. The Lone Eagle. | 19. Mark Twain. |
| 8. Sage of Concord. | 20. Iron Chancellor. |
| 9. Coat of many colors. | 21. The Great Dissenter. |
| 10. A whale. | 22. Old Hickory. |
| 11. A glass slipper. | 23. The Rough Rider. |
| 12. A pillar of salt. | 24. The Father of His Country. |

ANSWERS: 1. Aladdin, 2. Shylock, 3. Socrates, 4. Fulton, 5. Bluebeard, 6. Eli Whitney, 7. Lindbergh, 8. Emerson, 9. Joseph, 10. Jonah, 11. Cinderella, 12. Lot's wife, 13. Bruce, 14. Abraham Lincoln, 15. Wellington, 16. Helen Hunt Jackson, 17. Gladstone, 18. Shakespeare, 19. Samuel Clemens, 20. Bismarck, 21. Judge Oliver Wendell Holmes, 22. Andrew Jackson, 23. Theodore Roosevelt, 24. George Washington.

GLOVE AND GUM RELAY

Five or more contestants are on one team. Five girls may compete against five boys or contestants may be selected as for any other relay. Each person is given a glove, preferably a husking glove. The first person in each team is given a package of gum. He is to open the package, take out a stick of gum, unwrap the gum, put it in his mouth and start chewing. He then passes the package on to the next person, who takes out another stick, unwraps and starts to chew the gum, and so on until it reaches the end of the line. The group through first wins.

POISON PASS

Players are standing in a circle. A small object is passed around the circle, a ball, half-dollar, or some other object. Music is played as the object is passed around. When the music stops, the person caught with the object must raise his right hand. The music begins again and is stopped at intervals. If the same person is caught again, he must raise his left foot, the next he must shake his head and the next time he must stand inside the circle. The person caught in the circle may have to name everyone in his group, wash dishes, pay the check, or some other appropriate forfeit.

ELECTRIC BALLOON RACE

There may be any number of players. Each person is given a blown-up balloon. He rubs it on his clothing, or perhaps hair, and when enough static electricity is generated, the balloon will stick to his hair or clothing. At a given signal all contestants start walking toward a goal, perhaps the other side of the room. The person who walks longest and farthest without the balloons falling off is the winner.

MYSTERY GAMES AND STUNTS

C-A-R

Place three articles of any kind in a row. The partner leaves while the leader asks that someone touch any one of the articles and announces that the player who left can tell which one was touched. The leader calls "Come on back" and the partner returns, makes a few mysterious passes over the three articles and then selects number one. That is correct. Before hand, the two have numbered the three articles in their minds. If the leader uses a word beginning with the letter "C" (come back) when calling the partner back, the partner knows it is number one. If he uses the letter "A" (all right) he knows it is number 2. If he used the letter "R" (ready) it is number three.

MAGIC CIRCLES

Players are seated in a circle. Everyone must be absolutely quiet and the leader announces that as soon as someone feels the spell, he must leave the room. His partner soon leaves. The leader then tells the group that this person will be able to tell over whose head he holds his hands when called upon to do so. The leader moves around the circle beginning anywhere. "Hands over head" says the leader, as he extends his hands over some player's head. "Hands over head," repeats the person outside the room. The leader continues here and there about the circle; finally he stops in front of a player, extends hands and says, "Hands over head and rest upon." Whereupon the person outside responds, "Hands over head and rest upon Mary Adams." The secret rests with the group itself. The leader, on the final call, places his hand over the head of the first person to make a noise or definite movement after announcing that there must be absolute quiet until someone feels the spell. Someone always clears his throat, moves his feet or says, "What's going on?"

CREATIVE DRAMATICS

Players are divided into small groups. Each person in the group is assigned a character, such as "Pop-eye," "Rudolph the Red-Nosed Reindeer," "Blondie," etc. The group leaves the room with instructions to prepare a dramatic production with only one "prop," such as a ladder, a chair, or even a pencil. They may decide to have a "soap opera," an amateur show, or whatever they wish. This may be used as a stunt with only one group taking part, or several groups may wish to participate.

MAGIC STEPS

While the confederate is out of the room the group decides on some object, such as a blue necktie. When the confederate returns the leader takes three definite steps and pointing to object says "Is it this girl's red dress?" Confederate says "No." "Is it this man's handkerchief?" Confederate says "No." "Is it this blue necktie?" Confederate says "Yes." The signal was given by the leader in taking those three steps indicating that the third object he pointed to would be the one selected by the group. Vary the steps, from one to five.

TOM THUMB

Three objects are placed in front of the leader, one of which is selected by the group while the confederate is out of the room. Upon returning the latter pretends to make a difficult decision, and then names the correct article. The leader has signalled him with his thumbs. His hands are folded in his lap and very quietly he crosses his right thumb over his left to indicate the article on the right; his left thumb over the right one to indicate the article on the left; and his thumbs parallel and together to indicate the center article.



1. Five little ducks that I once knew
Went over, wiggly once, there were too

But the one little duck with the feather in his back
He ruled the others with his quack, quack, quack.
He ruled the others with his quack, quack, quack.

2. Down to the river they would go
Wiggly, wiggly, wiggly, wiggly, to and fro

But the one little duck with the feather in his back
He ruled the others with his quack, quack, quack.
He ruled the others with his quack, quack, quack.

Actions:

First verse:

1. Five fingers on "Five little ducks."
2. Spread hands wide on "Wet once."
3. Bring close together on "Wiggly once."
4. Hold up two fingers on "Too."
5. Hold up one finger on "one little duck."
6. Wiggly hands behind back on "feather in his back."
7. Fingers together, and open and close fingers while singing "quack, quack, quack."
8. Repeat except do not sing on second "quack, quack, quack."

Second verse:

9. Fingers and fingers together move to side and back on "wiggly, wiggly, wiggly, wiggly, etc."
10. Repeat actions on chorus.

SONGS

FIVE LITTLE DUCKS



1. Five little ducks that I once knew
Fat ones, skinny ones, there were too

But the one little duck with the feather in his back
He ruled the others with his quack, quack, quack.
He ruled the others with his quack, quack, quack.

2. Down to the river they would go
Wibble, wobble, wibble, wobble, to and fro

But the one little duck with the feather in his back
He ruled the others with his quack, quack, quack,
He ruled the others with his quack, quack, quack.

Actions:

First verse:

1. Five fingers on "Five little ducks."
2. Spread hands wide on "Fat ones."
3. Bring close together on "skinny ones."
4. Hold up two fingers on "too."
5. Hold up one finger on "one little duck."
6. Wiggle hands behind back on "feather in his back."
7. Palms together, and open and close fingers while singing on first "quack, quack, quack."
8. Repeat except do not sing on second "quack, quack, quack."

Second verse:

9. Palms and fingers together more to side and back on "wibble, wobble, etc."
10. Repeat actions on chorus.

BINGO SONG

Chorus: B-e, e-i, e-i, ing-go, b-e, e-i, e-i, ing-go,
B-i, e-i, e-i, ing-go, Down on the Bingo Farm.

Verses: 1-The farmer's name was Hiram, in the morning he would hire 'em,
In the evening he would fire 'em, Down on the Bingo Farm.

2-The dog's name was Rover, the mule kicked him over,
And now he is under clover, Down on the Bingo Farm.

3-The cat's name was Tommy, he was kind'a balmy,
So they made him into salomi, Down on the Bingo Farm.

4-The hired man was Moses, on his feet were toeses,
And they didn't smell like roses, Down on the Bingo Farm.

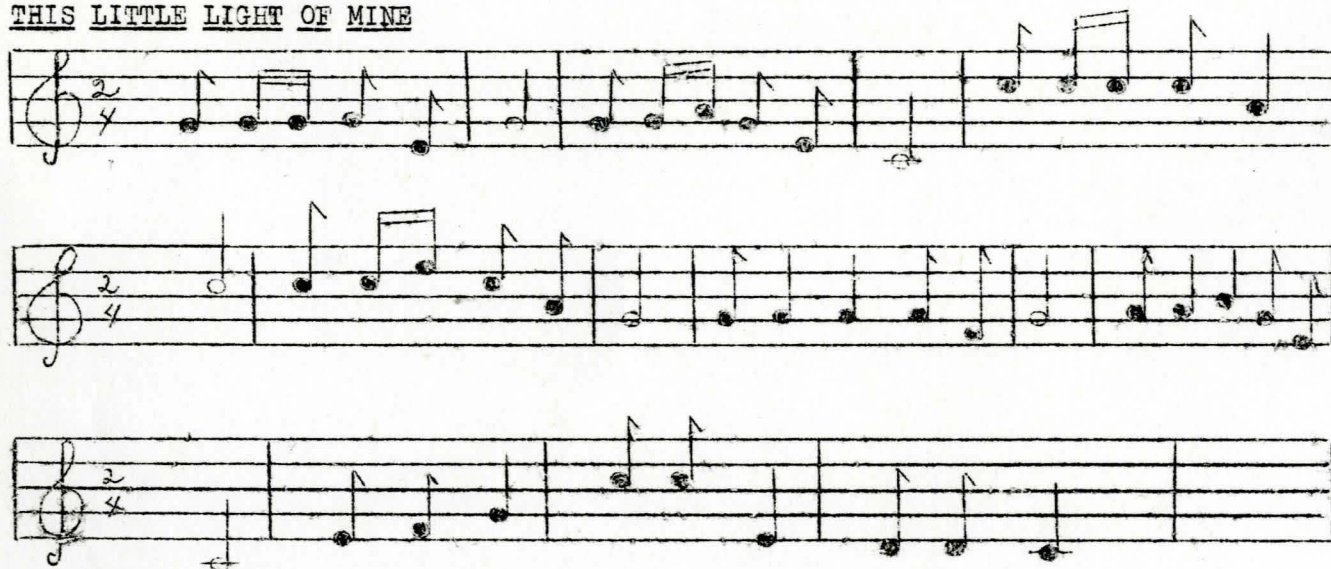
5-Sister's name was Tillie, she was kind'a silly,
But she could make good Chili, Down on the Bingo Farm.

6-Brother's name was Louie, he was slightly screwy,
So they sent him out to Two'ey, Down on the Bingo Farm.

7-Grandma's name was Greer, she was kind'a queer,
She mixed milk with beer, Down on the Bingo Farm.

Repeat the chorus after each verse.

THIS LITTLE LIGHT OF MINE



Verse:

This little light of mine
I'm going to let it shine
This little light of mine
I'm going to let it shine
This little light of mine
I'm going to let it shine
Let it shine, Let it shine,
Let it shine.

Hide it under a bushel no
I'm going to let it shine
Hide it under a bushel no
I'm going to let it shine
Hide it under a bushel, no
I'm going to let it shine
Let it shine, let it shine,
Let it shine.

This Little Light Of Mine (Continued)

No one is going to puff it out,
I'm going to let it shine.
No one is going to puff it out,
I'm going to let it shine.
No one is going to puff it out,
I'm going to let it shine.
Let it shine, let it shine,
Let it shine.

Other verses are sung to fit the occasion such as:

All around this camp, etc.
All around this town, etc.
When I get back home, etc.

1-The dog's name was Rover, he was kind a dandy,
So they made him into a song, Down on the Range farm.

2-The hired man was Moses, on his feet were shoes,
And they didn't smell like roses, Down on the Range farm.

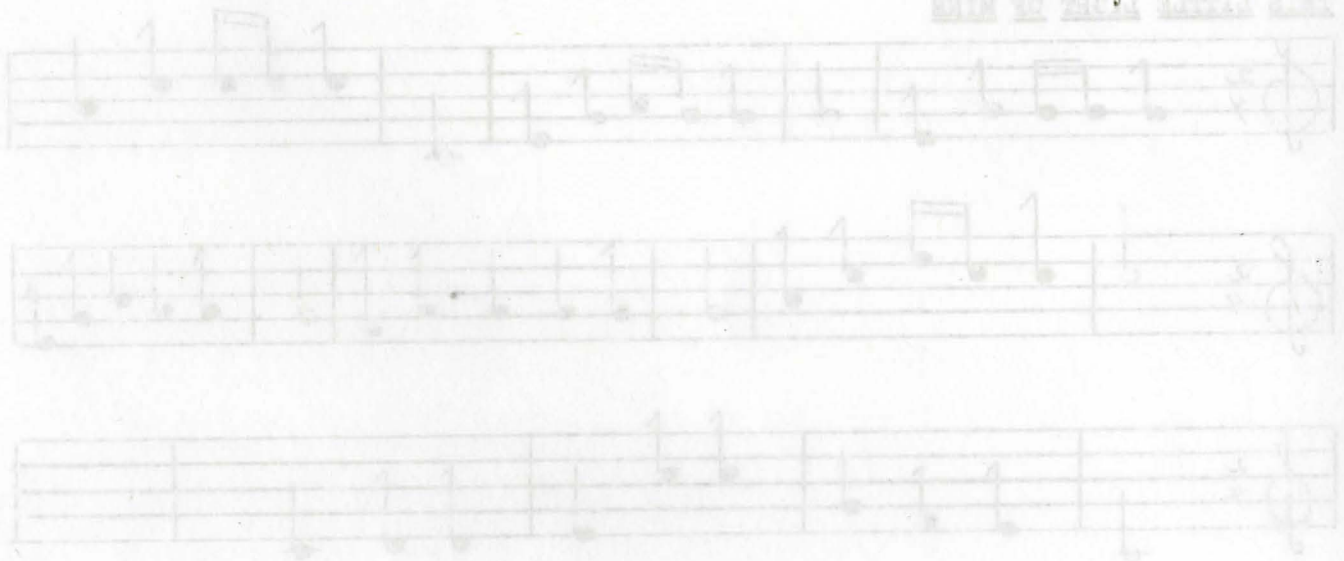
3-Elsie's name was Tilly, she was kind a dilly,
But she could make good chili, Down on the Range farm.

4-Brother's name was Lewis, he was slightly rowdy,
So they sent him out to Texas, Down on the Range farm.

5-Grandma's name was Great, she was kind a sweet,
She mixed milk with beet, Down on the Range farm.

Repeat the chorus after each verse.

THIS LITTLE LIGHT OF MINE



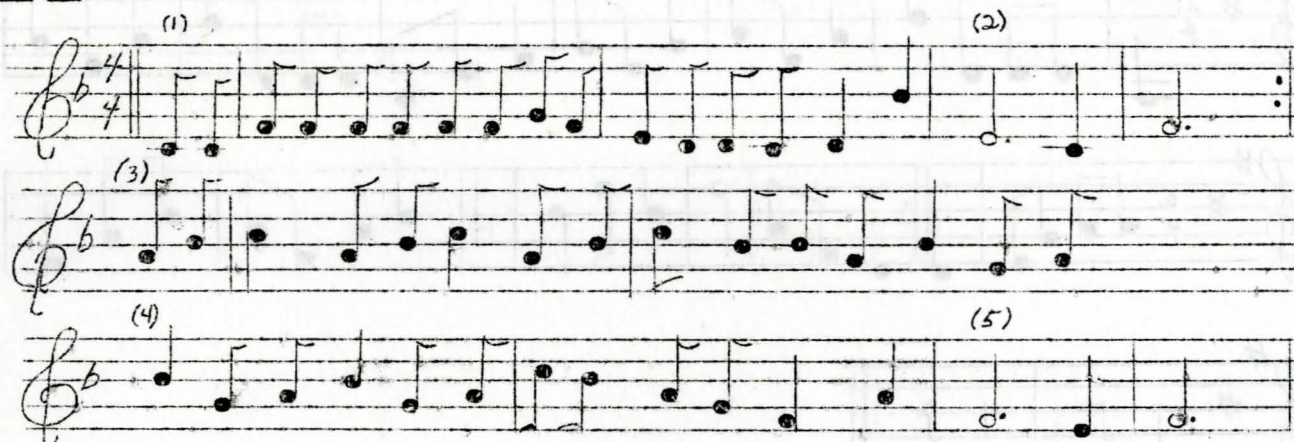
Verse:

This little light of mine
I'm going to let it shine
This little light of mine
I'm going to let it shine
This little light of mine
I'm going to let it shine
Let it shine, let it shine,
Let it shine.

This little light of mine
I'm going to let it shine
This little light of mine
I'm going to let it shine
This little light of mine
I'm going to let it shine
Let it shine, let it shine,
Let it shine.

SINGING GAMES AND MIXERS

ACH JA



- (1) When the mother and the father
Take the children to the fair
(2) Ach Ja, Ach Ja.
(1) They have little money
But it's little that they care.
(2) Ach Ja, Ach Ja.

CHORUS

- (3) Tra la la, Tra la la,
Tra la la la la la,
(4) Tra la la, Tra la la,
Tra la la la la la,
(5) Ach Ja, Ach Ja.

Position: Double circle of partners, faced for marching.

Action: (1) Partners join hands, and walk four steps forward. (2) Face each other and bow on the first "Ach Ja." Then turn their backs and bow again back to back on the second "Ach Ja." (3) Face partner arms outstretched shoulder height, and slide four steps counterclockwise, while moving the arms up and down, windmill fashion. (4) Repeat slide step back. (5) Bow to partner, then step to left and bow to a new partner.

I WANT TO BE A FARMER



1. I want to be a Farmer, A Farm-er, A Farm-er,
I want to be a Farm-er, and by my lady stand.
2. Bow ladies bow, Gents you know how.
Swing that left hand lady round, All prom-e-nade.
3. With a pitch-fork on my shoul-der, my shoul-der,
4. With a pitch-fork on my shoul-der and a sickle in my hand.
5. All prom-e-nade. All prom-e-nade.
Swing that left hand lady round, All prom-e-nade.

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.
 3. Each person bows to his own partner.
Each person bows to his corner.
 4. Each person brings his own arm back to original position--unwinding the circle, on "and a sickle in my hand."
 5. Boys promenade with left hand lady counter-clockwise; hands joined in skating position. Game begins again.

BROWN EYED MARY

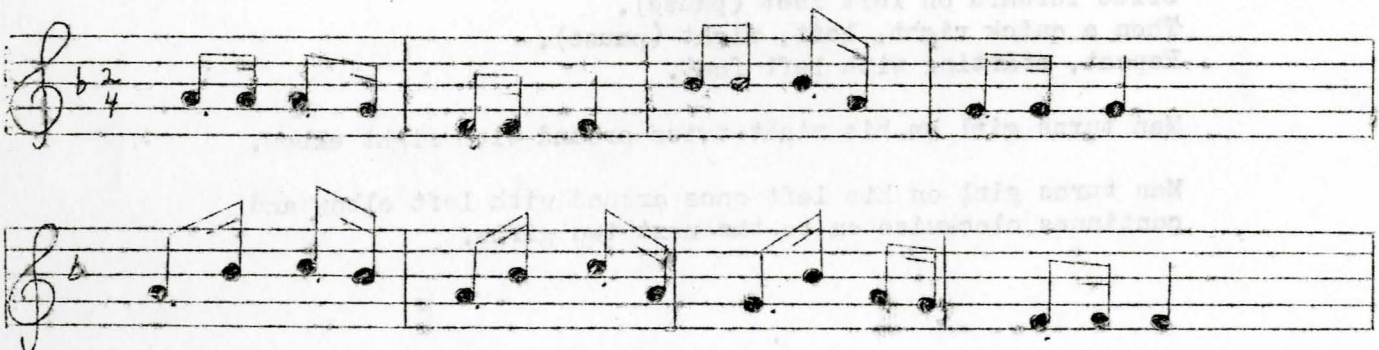


1. If perchance we should meet
On this wild prairie
In my arms will I embrace
My darling brown eyed Mary.
2. Turn your partner half way round
3. Turn your opposite lady
4. Turn your partner all around
5. And promenade corner lady.

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.

COME, MY LOVE



Come, My Love (Continued)

1. Come, my love, and go with me,
Come, my love, and go with me,
Come, my love, and go with me,
And I will take good care of thee.
2. You are too young, you are not fit,
You are too young, you are not fit,
You are too young, you are not fit,
You cannot leave your mother yet.
3. You're old enough, you're just about right,
You're old enough, you're just about right,
You're old enough, you're just about right,
I asked your mother last Saturday night.

FORMATION: A circle of threes faced for marching, two men and a girl, or vice-versa. Two boys join inside hands, join outside hands with girls.

- ACTION:
- (1) During singing of first verse, promenade in circle, counter-clockwise.
 - (2) At beginning of second verse boys join inside hands and form an arch. Girls reverse direction and the file of girls continue marching clockwise while men march counter-clockwise.
 - (3) On the words "You cannot leave your mother yet" in verse 2, boys drop hands in front of approaching girl. On the third verse, circle three. Resume promenade position and repeat from beginning with the new girl. The entire game may be reversed, two girls and a boy being the participants, instead of two boys and a girl.

HERR SCHMIDT FOR THREE

Music: Record by same name.

Formation: Man in the center with girl on each side as in "Pop Goes The Weasel," man facing clockwise--girls opposite.

Action: Three join hands in a circle.
Slide forward on right feet (pause).
Slide forward on left feet (pause).
Then a quick right, left, right (pause).
Repeat, starting with left feet.

Man turns girl on his right twice around with right elbow.

Man turns girl on his left once around with left elbow and continues clockwise on to the next two girls.

MAINE MIXER

Record—Glowworm

Formation: Partners in promenade circle.

- | | |
|--|--|
| 1. Everybody goes to town
Pick 'em up and lay 'em down | 1. Promenade |
| 2. Back away and say adieu, | 2. Back away from partners, |
| 3. Balance to the right of you. | 3. Gentlemen go to girl on right,
balance forward and back. |
| 4. Do-si-do her with a smile | 4. Right shoulder do-si-do |
| 5. Step right up and swing awhile
give that gal another swing
And promenade around the ring. | 5. Swing new girl and promenade. |

Repeat.

OH JOHNNY

Music: Same as name.

Formation: Couples in a large circle.

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

JOHNNY O'BROWN

Music: Tune to "Oats, Peas, Beans"

Formation: Single circle.

- Sing:
1. Swing one lady - said Johnny O'Brown,
 2. Swing two ladies - said Johnny O'Brown,
 3. Swing three ladies - said Johnny O'Brown,
And we'll be off to London town.
 4. Promenade all - said Johnny O'Brown,
Promenade all - said Johnny O'Brown,
Promenade all - said Johnny O'Brown,
And we'll be off to London town.

- Action:
1. Each man chooses and swings a girl.
 2. Each man leaves the first partner and swings another.

Johnny O'Brown (Continued)

3. Each man leaves the second partner and swings on to another.

4. Promenade around the hall with the last girl swung. Extra ladies or men to the center.

The game is often begun with the promenade or chorus and then repeated as described.

CIRCLE TWO-STEP

Music: Red Wing or any suitable two-step.

Formation: Circle of couples, men on the inside, facing counter-clockwise around the circle. The call is as follows:

1. Promenade.
2. Boys step back, ladies forward.
3. Circle four, dance with lady on the left.
4. Girls make circle on the inside, boys on the outside. Circle in opposite directions; boys right, girls left.
5. Promenade, gents stand still, girls go forward.
6. Circle up, grand right and left.
7. Ladies make inner circle, gents outside, ladies make a basket, gents make a bow.

YANKEE DOODLE

Formation: Circle of couples: ladies are on the outside facing counter-clockwise.

Tune: "Yankee Doodle"

Words: 1. Father and I went down to camp
Along with Captain Goodwin,
And there we saw the men and boys
As thick as hasty puddin'.

(Chorus)

2. Yankee Doodle, keep it up.
3. Yankee Doodle, dandy.
4. Mind the music and its step
5. And with the girls be handy.

Action: 1. Partners join inside hands and promenade.
2. Partners face each other, join hands, and slide 4 steps in the direction of the promenade.

Yankee Doodle (Continued)

3. Everyone slides 4 steps back.
4. Partners swing each other once around.
5. Men go forward to the next girl for a new partner.

(Repeat with new partner)

JOHN BROWN'S BABY

Music: John Brown's Body

1. John Brown's baby has a cold upon its chest
2. John Brown's baby has a cold upon its chest
3. John Brown's baby has a cold upon its chest
4. And he rubbed it with camphorated oil.

Chorus:

5. Glory, glory hallelujah!
Glory, glory hallelujah!
Glory, glory hallelujah!
And he rubbed it with camphorated oil.

Formation: Circle, girls on boys' right.

1. Ladies walk forward into circle four steps and back.
2. Men walk forward into circle four steps and back.
3. Ladies walk forward into circle four steps and back.
4. Men walk forward into circle four steps and back.
New lady on their right.
5. Promenade with new partners on chorus.

FOLK DANCES

BUTTERFLY WALTZ

Formation: Same as for most threesomes--man or odd person in middle, girls on either side, elbows joined.

- Action:
1. Six waltz steps forward around circle, three abreast.
 2. Person in middle swing right hand lady with right elbow, left hand lady with left elbow, and continue to swing first one, then the other, all through the fast part of the music.
 3. Person in the middle moves up to next two ahead and does dance all over again.

WEDDING WALTZ

Position: Boy and girl side by side in a single circle.

- Pattern (for boy):
1. Kick in right foot (inside), pivot, kick out.
 2. Step on right foot, kick left, pivot, kick in.
 3. Step back on left, kick in right.
 4. Step back on right, kick in left.
 5. Step back on left, kick in right.
 6. Step back on right, kick in left.
 7. Boy waltz in position while girl waltzes out and around partner.
 8. Partners waltz.

SEXTUR

Music: Music and directions in FOLK DANCES FOR ALL
Record: THE FOLK DANCER MH 1021

Formation: Six couples in a circle, numbered off from 1 to 2.

Action: Figure 1. All join hands slide to left 16 counts.

Chorus: Couples 1 and 4 forward and back with a step-together-step, walk, walk.
Couples 2 and 5 do the same as couples 1 and 4 go back to place.
Couples 3 and 6 do the same as couple 2 and 5 start going back to place.

Grand right and left all the way around the set.

Figure 2. Girls join hands and circle to left sixteen counts. Men clap.

Chorus

Figure 3. Men join hands and circle to the left sixteen counts, twice around, girls clap.

Sextur (Continued)

Chorus

Figure 4. Shoulder waist position, pivot around in place sixteen counts.

Chorus

Finish dance with all joined hands circling to left 16 counts.

LA RINKA

Tune: Imported Columbia DX La Rinka record.

Formation: Couples in skating position around the circle.

Action: Both start on right foot.

- | | |
|---|--|
| 1. Right, slide, right | 1. Step right, close with left, and slide to right again. |
| 2. Left, slide, left | 2. Same to left. |
| 3. Slide, two, three, four | 3. With sliding steps, walk right, left, right, left. |
| 4. Forward, back | 4. With right hands joined, waltz toward partner (partners facing away) |
| 5. Forward and cross over | 5. Waltz forward again, and change places, lady on inside, gent out. |
| 6. Forward, back | 6. Repeat forward waltz and back. |
| 7. Forward and cross over | 7. Forward and cross over with two waltz steps as each returns to place. |
| 8. Take regular waltz position and waltz 16 measures. | |
| 9. Repeat all of No. 1, 2, 3. | |
| 10. Forward, cross over step back and bow. | 10. Partners face with right hands joined, two waltz steps to cross into partners place, ladies inside, gents out, release hands, step back and bow. |
| 11. Forward, cross over | 11. Join hands, waltzing forward, return to original place in two waltz steps. |
| 12. Slide, slide | 12. Take 2 slide steps to man's right. |
| 13. Waltz another 16 measures | |

SQUARE DANCES

The following introductions and fillers may be used when calling squares.
Dashes indicate timing for the calls.

Introductions: 1. Honor your partner -- --
The lady by your side -- --
All join hands and circle wide
-- -- --
Break and trail along that line
Lady in the lead and the gents behind
-- -- --
-- -- --

2. Up the river and around the bend
Join your hands, your gone again.
-- -- --
-- -- --
You're going wrong, the other way back
You make your feet go whickety whack
Now your home you give her a swing
And promenade the outside ring.
-- -- --
-- -- --
-- -- --

3. Honor your partner -- --
Lady on your side -- --
All join hands and circle wide
-- -- --
Now to the center and make a nest
Then rare right back and stretch your vest
Give that pretty little gal a swing
And promenade around the ring
-- -- --
-- -- --
-- -- --

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

Fillers: 1. Allemande with your left hand
Come right back with a right and left grand
Hand over hand and heel over heel
The more you dance the better you feel
Meet your own and promenade back
Keep that gal on the outside track
-- -- --
-- -- --

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

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

4. Do-si round your corners all
See-saw your pretty little taw
Turn your corner like turnin a gate
Right to your partner and right and left eight
Little bit of heel and a little bit of toe
You meet your own and home you go.
- - - -
- - - -

Endings:

1. You know when, I don't care
Take her out and get some air.
2. A little piece of bread lying on a shelf
If you want any more, just call it yourself.
3. Now promenade folks, don't get sore
That's all there is; there ain't no more.

GLORY HALLELUJAH

Tune:

Words:

1. First little lady promenade the inside of the ring
When you get back home you give your man a great big swing
2. The first couple face about, the rest of the set fall in
3. The ladies go right, the gents go wrong, you march around
the ring.
4. The first couple dos-a-dos and then you open out
The second couple dos-a-dos and then you open out
The third couple dos-a-dos and then you open out
The last couple do the same.

Glory Hallelujah (Continued)

5. Everybody forward and back I'll tell you the reason why
Forward again and cross right through and look him in
the eye
6. Everybody swing your own-you swing her till she cries
Swing her right back home - - - -
7. Dos-a-dos your corners with your corners dos-a-dos
8. Dos-a-dos your partners with your partners dos-a-dos
9. Allemande left your corners and a right hand to your own
Right and left around the ring all the way back home.

- Action:
1. First lady promenade.
 2. Head couple face head of all.
Fourth couple, second couple, and third couple fall in
behind first couple.
 3. Cast off--ladies to right; gents to the left.
 4. Pass right shoulders and back to place according to call.
 5. Forward and back; forward and face partner.
 6. Everytody swing.
 7. Dos-a-dos corner.
 8. Dos-a-dos partner.
 9. Grand right and left all the way around.

DIP AND DIVE

First couple out and circle half
The inside couple arch -
You dip and dive and away you go
The inside high and the outside low
It's over and then below -
You dip right through to the other two
And circle half half way round -
It's right and left through and on to the next.

Now circle half way round -
The inside arch and the outside low
The inside arch and the outside low
It's over and then below
Hurry up boys come on let's go
It's one more dip and home you go
Everybody swing your own
You swing your own around.

CAGE THE BIRD

First lady out with
The right hand gent with the right hand round
Back to your own with the left hand round
Opposite gent with the right hand round
Back to your own with the left hand round
Left hand gent with the right hand round
Back to your own with the left hand round
Birdie in the cage and seven hands round
- - - -

Cage The Bird (Continued)

Birdie hop out and the crow hop in
Seven hand around again

- - - -

Home you go with a left allemande
Come right back for a right and left grand
Hand over hand and heel over heel
The more you dance the better you feel
Meet your own and promenade eight

- - - -

- - - -

Second lady, etc.

LADY OF THE LAKE

Music: Irish Washerwoman (Any Jig or Reel)

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

Action: Part I
Gents balance and swing the girl on the left (sixteen counts).

Part II
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.

Part IV
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 inactive.

Sing: Balance and swing the one below
- - - -
- - - -
- - - -
Balance and swing the one you know
- - - -
- - - -
Down the center two by two
- - - -
Right back home like you always do
- - - -
Cast off and the ladies chain
- - - -
- - - -
Balance and swing the one below, etc.

FIREMAN'S DANCE

Tune: "The Fireman's Dance"---best record is Methodist M 107
Also an Imperial Record which is usable.

Formation: Two to four couples on a side in two long lines down the hall.

Action: Tops outside and feet down the center - - - - 4 bars
(top people go down the outside, two end people
join hands and slide up the center)

And back - - - - 4 bars
(and return to place)

Tops down the center and feet outside - - - - 4 bars
(reverse, tops sliding down center, ends sliding
up outside of line)

Right and left through with opposite two - - - - 4 bars
(right and left through with couple facing)

Right and left back - - - - 4 bars

Two ladies chain - - - - 4 bars
(two ladies do chain with each other in couples
facing)

Chain right back

FIRE! FIRE! WATER! WATER! - - 2 bars
(forward toward other couple)

Back - - 2 bars
(back up 4 steps)

Right on through the other two - - - - 4 bars
(pass right and left through opposite couple and
meet new couple)

JINGLE BELLS

Music: Music same as name.

Formation: Sets of four couples.

Action: Introduction:

Allemande with your left hand
Go back and swing around
Swing her east and swing her west
And swing all over town....
Promenade, two by two
Promenade back home
Promenade your pretty little miss
But leave my gal alone.

Figure:

First couple join the sides
And forward six you go
Six fall back on the same old track
And the head couple do-si-do
Forward six again
And six fall back once more
Odd couple swing in the middle of the ring
And six hands around the floor.

Six hand round, six hand round, six hand round
the ring
Swing your gal when you get back and listen
while I sing.
Promenade, two by two,
Promenade back home
Promenade your pretty little miss
But leave my gal alone.

Second couple join the sides
etc.

HINKEY DINKEY PARLEZ VOUS

Introduction: Now all join hands and circle left
Parlez vous
The other way back, you're on the wrong track
Parlez vous
Now swing your partner round and round
And when you're through you set her down
Hinkey Dinkey parlez vous.

Hinkey Dinkey Parlez Vous (Continued)

Figure: The head two ladies forward and back -
Parlez vous -
The same two ladies dos-a-do
Parlez vous -
Now you dos-a-do with your corners all
Go back and swing your partners all
Hinkey dinkey parlez vous.

A right hand to your own-grand right and left
Around your own the other way home
Around your own the other way home
And when you get there what do you do
You swing her and she swings you
Hinkey dinkey parlez vous.

The side two ladies, etc.

(Then head men--side men do it.)

RIGHT HAND OVER--LEFT HAND UNDER

First couple out to the right
Circle four with all your might
Leave that lady and on to the next
Circle three hands round -
Take that gal on your right side
Circle four and dance with pride
Leave that lady and home you go
- - - -

Forward six and back -
And the two gents dos-a-dos -
Right hand lady over and
The left hand lady low -
Forward six and back -
And the two gents dos-a-dos
Right hand lady over and
The left hand lady low -
Forward six and back -
And the gents dos-a-dos
Right hand lady over -
Left hand lady low -

(Chorus)

Allemande left, etc.