

2-1951

## EC2011 Recreation for Rural Youth

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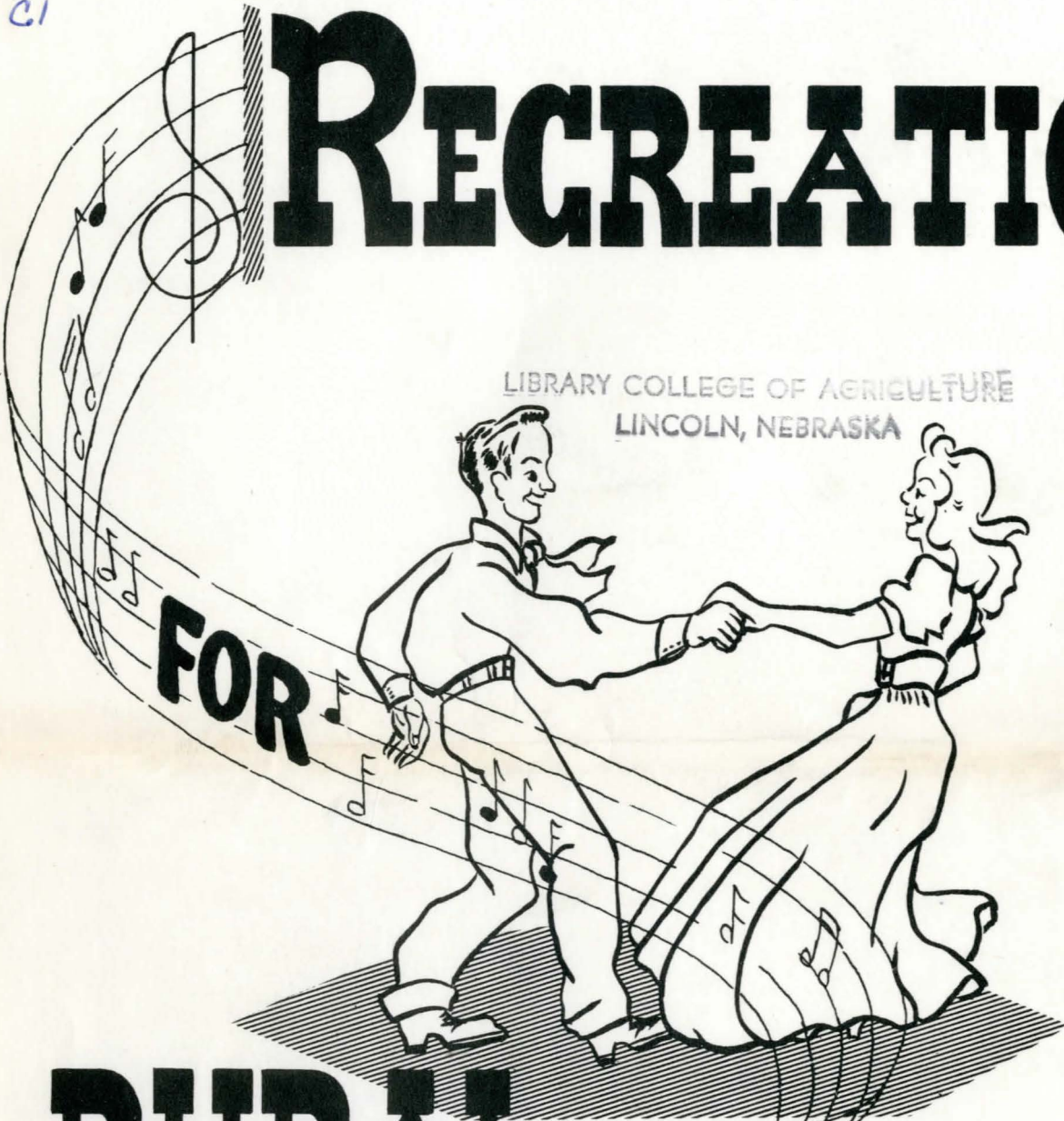
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# RECREATION

LIBRARY COLLEGE OF AGRICULTURE  
LINCOLN, NEBRASKA



## FOR RURAL YOUTH

EXTENSION SERVICE  
UNIVERSITY OF NEBRASKA COLLEGE OF AGRICULTURE  
AND U. S. DEPARTMENT OF AGRICULTURE  
COOPERATING  
W. V. LAMBERT, DIRECTOR



## Ice Breakers and Mixers

### Mixing Circle

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

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

### Name Scramble

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

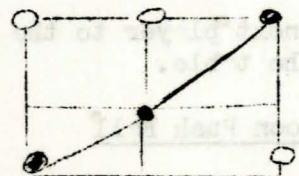
### The Gimme Game

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

### Buttons for Two

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

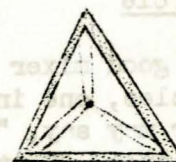
Make several charts that look like this one. Then give each player either 5 black or 5 white buttons - the color doesn't matter, just so they are different. The object of the game is like "Tit-Tat-Toe" -- to get three buttons in a row in any direction and to prevent your partner from doing likewise.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





## Match tricks

1. Take 8 matches and make two squares and 4 equal triangles (in last year's book)
2. Take 6 matches and make four equilateral triangles
3. Use only 9 matches to make 3 equal squares:



The three  
stand up  
to form 3  
standing  
triangles



4. Place 17 matches in this formation. Two people play 1 1 1  
Each draws in turn, taking any number of matches he wishes 1111111111  
from any one row. The object is to make your opponent pick 1111111111111111  
up the last match.

## Word Forming

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

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

## Indian Observation

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

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

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

## Balloon Push Ball

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



JINGLE BELLS

Music: Song by same name

Formation: All in single circle in couples, hands joined

Song and Action

Song	Action
Dashing through the snow	All in to center
In a one horse open sleigh	All come back out
oe'r the fields we go	
Lughing all the way	All slide 8 slides to left
Bells on bobtail ring	All in to center
Making spirits bright	All back out 4 counts
What fun it is to ride and sing	
A sleighing song tonight	Slide 8 counts right
 Chorus	
Jingle bells	Face partners and clap own hands three times in front
Jingle bells	Clap three times behind
Jingle all the way	Clap four times in front, then clap both of partners hands
Oh what fun it is to ride in a	
One horse open sleigh	Swing partner twice around
Repeat chorus	Do same with corner, but swing her one and a half to man's right side as new partner.

Irish Washerwoman Mixer

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

Formation: Partners in single circle - ladies on right

Action:

Patter	Description
All join hands and into the middle	All to center with joined hands
And when you get there keep time to the fiddle	Stamp foot 4 times in center
And when you get back remember the call	All come back out
Swing on the corner and promenade all	Swing corners three quarters round and promenade

(Promenade 16 counts and begin again)

Hot Time in the Old Town Tonight  
Folkcraft or Imperial

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



## Grand March

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

### Oh Johnny - to music of same name - a mixer

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

### Double Scotch Reel - music - a good Reel

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

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

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

### Skip to My Lou

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

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



Some verses: Fly in the buttermilk, shoo, fly, shoo  
Fly, in the buttermilk, shoo, fly, shoo  
Fly in the buttermilk, shoo, fly, shoo.  
Skip to My lou, my darling.

Little red wagon painted blue  
Pa he wears a number 10 shoe, etc.

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

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

Goin' to Texas, two by two.

Sent My Brown Jug Downtown.



1. Sent my brown jug downtown; Sent my brown jug downtown; Sent my brown jug downtown so early in the morning.
2. It came back with a waltz around; It came back with a waltz around; It came back with a waltz around so early in the morning.
3. Railroad, Steamboat, River and Canoe  
I've lost my true love and I don't know what to do.
4. Oh, she's gone, gone, gone; Oh she's gone, gone, gone.  
Oh, she's gone on that raging canoe.
5. Well, let her go, go, go! Let her go, go, go!  
Let her go on that raging canoe!

Formation: Single circle of partners, holding hands, girls on boys' right.



1. Holding hands, all skip or slide to the right.
2. Circle moves to the left with same step.
3. On the first line, partners face, join right elbows and swing eight steps coming back to place. On the second line, they turn and face corners and join left elbows, swinging around eight steps to place.
4. Partners face and join arms clasping each others elbows and swing vigorously in place, clockwise. (16 steps)
5. Turn and face corners and take same position, this time ending the swing with girls ending on right of corners, thus changing partners.

### Small Group Games

#### Stammer Jumper

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

#### Ghosts (Beachcomber)

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

#### Words and Things

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

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

H	T
E	R
A	A
R	E
T	H

The object of the game is to fill the space in the lines between these letters. The first line required a word that starts with H and end T such as (heartfelt). The second line requires a word that starts with H and ends with R, and so on. The players through first get five extra points for speed, but the ones thinking up the longest words get one point for each letter in the words chosen.



### Words Without Songs

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

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

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

### PREDICAMENTS AND SOLUTIONS

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

### Blind Men Numbers Change

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

### The Madman's Holiday or Cousin Zeb went shopping

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

### The More We Get Together

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

### Strange Conversations

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



## Stagecoach Upset

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

## Mystery Games and Stunts

### What Time Is It?

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

### Pop and I

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

### This and That

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

THIS	THAT
THIS	THAT
THIS	THAT



### Buckets

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

### The Broom Talks

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

### The Plot

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

### Hat Stunt

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

### Direction Facing

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

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



## Folk Dances

### JESSIE POLKA

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

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

Place right toe back, lean forward. Momentarily touch right foot beside left.

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

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

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

Repeat.

### POLKA ZU DREIEN (Polka for three) (German)

**MUSIC:** Folk Dancer record MH 1050

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

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

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

3. Repeat #1.

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

Repeat as often as desired.

### Siebenschritt - German

#### Seven Step

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

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

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

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

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



Josephine - American Couple Dance

Music: To record of same name

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

Action: Two-step right - two-step left (Start with right foot)  
Walk, two, three four  
Two-step apart - two-step across (release R hands - boys turn back and each two-steps to own right-then to own left-changing hands.

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

Lady turns under the gentleman's arm

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

Susan Gavotte Mixer - American

Music: Lili Marlene

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

Action:

Leader's Call

Description

Walk two three four  
Slide, Slide, Slide, Slide

Walk 4 steps forward  
Face, join both hands and slide 4 in same direction

Walk two three four  
Slide, slide, slide, slide

Reverse and do same in opposite direction.

Step, balance, Step balance  
Step balance, Step balance

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

Walk two three reverse  
Back two three reverse

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

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

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

Gent turns away and back to the next

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



BOSTON TWO STEP

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

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

- ACTION:
1. Partners take one balance two-steps to the side away from each other (man begins with the left and lady with the right foot.)
  2. All take one balance two-step inward towards each other without turning the body.
  3. Partners take three walking steps forward in the line of direction (counts 1.2.1.). All drop joined hands and turn inward (count 2) to face the opposite direction (clockwise).
  4. Partners join inside hands (man's left, lady's right) and repeat 1-3, moving clockwise. Man begins with the right foot and lady with the left.
  5. Partners turn to face each other (man's back to the center of the circle). They join both hands across. All take one balance two-step to the man's left, lady's right.
  6. All take one balance two-step to the man's right, lady's left.
  7. All take two slow slides to the man's left, lady's right: Step (count 1), close (count 2); step (count 1) close (count 2).
  8. Partners take ordinary dance position and with four balance two-steps, they dance turning clockwise and moving counter-clockwise around the room.

Danish Family Waltz

Formation: Single circle, with partners, all joined hands

Action:

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

(4 measures)

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

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



Skotelebardans

Music: Danish Schottische on Methodist World of Fun Series

Formation: Couples facing counter-clockwise, skating position

Action:

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

repeat

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

Repeat whole second part.

Folk Dance - Klumpakojis (Lithuanian)  
Columbia Record

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

- Action:
1. Walk 8 steps forward around circle
  2. Turn and walk 8 steps the other direction
  3. Partners join right hands and walk around each other 8 counts
  4. Start by the left hand eight counts
  5. (Pause for 2 counts) and clap own hands three times
  6. (Pause for 2 counts) and stamp feet three times.
  7. Shake the left finger, three counts, and the right finger three counts.
  8. Hit partner's right hand and continue turning completely around to  
own left and end with three stamps in place.
  9. Repeat 5, 6, 7, and 8.
  10. Take partner in "Varsouvienna" position and two step for 16 16 measures -  
both using left foot - up to this time, girl start's with R - boy with L.

All boys move up to next girl for new partner.

Records

<u>Dance</u>	<u>Suggested Records</u>	<u>Make</u>
Irish Washerwoman Mixer	Irish Washerwoman	Folkraft Imperial World of Fun M 103
Hot Time in the Old Town	Hot Time in the Old Town	Folkraft Imperial



Rose of San Antone	Rose of San Antone	MacGregor
Square Dances	Best Album Cliffie Stone's Square Dances Without Calls	Capitol
Susan's Gavotte	Lili Marlène	Mac Gregor Broadcast
Josephine	Josephine	Victor (If ordering from Folk Dancer ask for the "best" <u>Josephine</u> )
Siebenschritt (Seven Steps)	Siebenschritte	Folk Dancer
Balck Forest Mazurka	Other of Siebenschritte	Folk Dancer
Skotelberdans	Danish Schottische	Methodist World of Fun M 107
Jessie Polka	Heel and Toe Polka Jessie Polka Little Brown Jug Buffalo Gal Jenny Lind Polka	MacGregor
Polka for Three	Polka Zu Dreien	Folk Dancer
Danish Familie Waltz	Use Waltz on other side of Styrman's Karleons Hambo  Square Dances	

Rose of San Antone - Figure

Mu ic: McGregor Record  
Introduction

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

Figure

Explanation - Rose of San Antone

<p>The head couples out and circle 4 awhile Do-si-do your honey in that gay old mountain style Swing with your opposite as though she were your own And swing with the Rose from San Antone.</p>	<p>Couple No. 1 circles with couple No. 2 and couple No. 3 with couple No. 4. In the mountain do-si-do, the gentleman raises his right hand above his head, holding on to the lady's left, and she circles around the gentleman counter-clockwise.</p>
--	--



Swing on the corner, she's the gal from  
way out west  
Go back and swing your honey, she's the  
one that you love best.  
Allemande left your corner and you  
do-si-do your own  
Balance with your honey and you weave  
that ring back home  
Weave that ring, you weave it  
round and round  
And when you meet your honey why you  
do-si-do around  
Weave that ring, you keep-on headin' home  
And swing with the Rose from San Antone.  
Side couples out, etc.,

### First Pa and Ma

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

### Ride on the Trolley - break

Couple number one take a ride on the  
trolley  
--- ---  
Clang, clang along that line  
Hook right on you're doing fine  
Couple number two take a ride on the  
trolley  
--- ---  
Clang, clang, along that line  
Hook right on you're doing fine  
Couple number three take a ride on the  
trolley  
--- ---  
Clang, clang along that line  
Hook right on you're doing fine  
Couple number 4 take a ride on the  
trolley  
--- ---  
Clang, clang along that line  
Hook right on, you're doing fine  
Couple number one take a ride on the  
trolley  
--- ---

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

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

### Explanation - First Pa and Ma

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

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

### Explanation - Ride on the Trolley

Couples are circling left. Couple No. 1  
forms an arch and passes down to the end  
of the line counter-clockwise and then  
hooks on to the end.  
Couple 2, 3, and 4 do the same as the pre-  
ceding couple hooks on the end of the line.  
This is repeated with couples following in  
quick succession.



# Three's a Crowd

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

--- --- ---  
--- --- ---  
--- --- ---  
--- --- ---

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

--- --- ---  
--- --- ---  
--- --- ---

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

MY MAN IS AWAY IN THE HAY

MUSIC: Folk Dancer Record - MH 1051

FORMATION: Square Dance Formation

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

# Explanation - Three's a Crowd

First gent swings his partner,  
Promenades down the center of the set and  
divides the ring.  
The lady goes right and stands behind the  
number 2 lady,  
The gent goes left and stands behind the  
number 4 gent.  
The number 2 lady and number 4 gent are  
pushed to the center of the set where they  
swing back to the home of the No. 1 couple.  
Everybody swing and promenade the ring.  
(Note:) Each gent divides the ring twice.



1.

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

2.

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

3.

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

4.

Honor your partner --- ---  
Lady by your side --- ---  
Bow to the lady across the hall  
All join hands and spread out wide  
Now to the center and make a nest  
Rare right back and stretch your vest  
Give that pretty little gal a swing  
And promenade around the ring  
--- ---  
--- ---  
--- ---  
--- ---

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  
And promenade - that's what I said!  
--- ---  
--- ---

3.

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

4.

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



Old Ark A-Moverin'

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

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

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

1st Verse:

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

2nd Verse:

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

Sweet Potatoes (Creole)

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

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

2. Soon as supper's et, Mammy hollers - Mammy hollers - Mammy hollers  
Soon as supper's et, Mammy hollers - go right to baid.
3. Soon's we tech our haid to the peelow - to the peelow - to the peelow  
Soon's we tech our haid to the peelow - go right to sleep.
4. Soon's the rooster crow in the mornin' - in the mornin' - in the  
mornin'  
Soon's the rooster crow in the mornin' - gotta wash our face.



SONGS

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

When Sammy put the paper on the wall. He spilled a pot of paste upon us all.  
He papered up the stairs  
He papered all the chairs When Sammy put the paper  
He even put a border on grandmas shawl on the wall He  
Spilled a pot of paste upon We all stick together when  
us all Like birds of a feather  
Fine  
Sammy put the paper on the wall.

(Yourself)  
Give Your Neighbor A Pat on the Back


'Give yourself a pat on the back a-pat on the back a pat on the back and say to yourself - here's  
jolly good health we've had a good day today  
Yesterday was filled with trouble and sorrow  
D. C. al Fine  
Nobody knows what's going to happen to-mor-row. So

Fare Thee Well

Fare thee well  
God rest with thee  
When you're away  
Please remember me.



# ROCK-A-MY SOUL



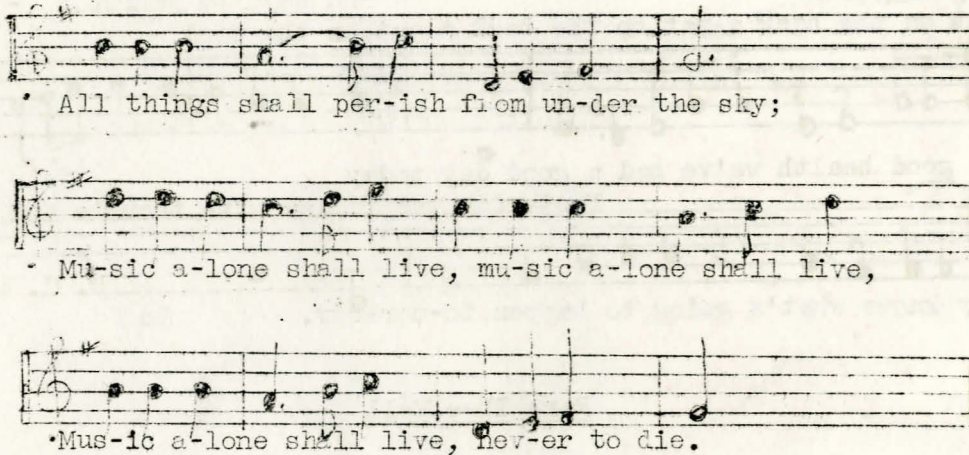
Gon na Rock-a-my soul in the bo som of A bra ham,  
 So high you can't get o ver it,

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

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

Oh Rock a my Soul  
 Must come in at the door

## Music Alone Shall Live



All things shall per-ish from un-der the sky;

Mu-sic a-lone shall live, mu-sic a-lone shall live,

Mus-ic a-lone shall live, nev-er to die.