

2-1952

EC2012 Recreation for Rural Youth

Jane Farwell

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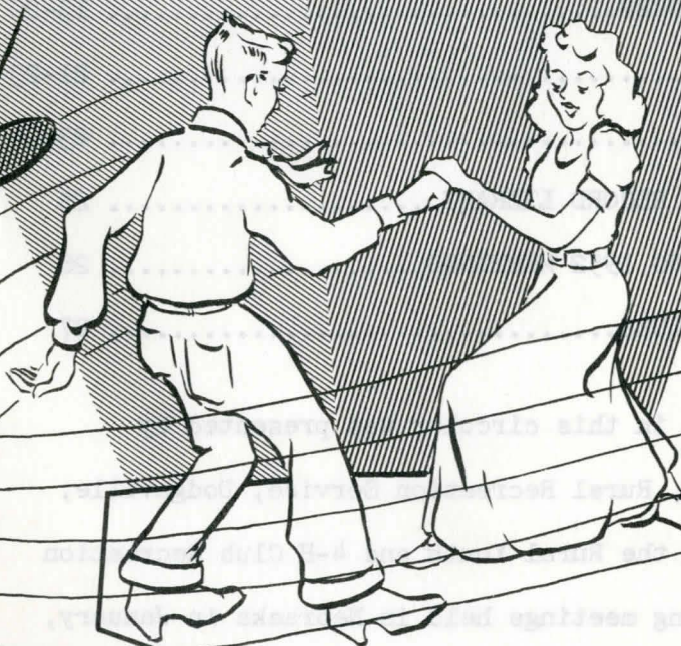
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Feb. 1952

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Recreation



for

RURAL YOUTH

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

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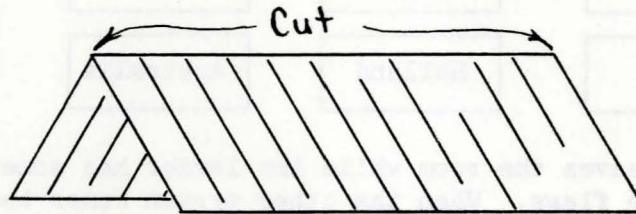
The material in this circular was presented by
Miss Jane Farwell, Rural Recreation Service, Dodgeville,
Wisconsin, during the Rural Youth and 4-H Club Recreation
Leadership Training meetings held in Nebraska in January,
1952.

For further information, contact the local County
Extension Office.

STARTERS

PUT YOURSELF THROUGH A CARD

Give an early arrival to a party a small 3 by 5 card and a scissors and challenge him to cut the card in such a way that he can put himself completely through it. The card must be folded lengthwise, and cut in parallel lines, first from one edge, then from the other. When it is finished, cut through the folded edge except the first loop on either end. You will then have an "elastic" band that would stretch over a very large person.



DOUBLETS

This contest provides fascinating diversion for those who like quiet play which calls for thinking. It is interesting as competition in a group or as solitary amusement.

Two words are named of the same number of letters, these two words being called a "doublet". The contest consists of changing one word to the other by changing one letter at a time, each change making a standard word. That is, one letter in one of the words is changed, thus making a new word; then one letter of this word is changed to make still another word, and so on until the other half of the doublet is achieved.

The process becomes clear by studying an example: The doublet is "pig and sty". Changing one letter at a time, the words are as follows:

Pig-pit-pat-pay-say-sty

Other examples are as follows:

Hold-hole-hale-have

Fat-fag-fig-pig

Each intervening word is called a "link" and the contest is to see who can make the change with the fewest links. Not all words can be linked together in this way, of course. Try the following:

sad to fun

poor to rich

wet to dry

rest to sofa

pen to ink

black to white

elm to oak

flour to bread

blue to pink

MAGIC WRITING

A magic "wand" or a broomstick is all the equipment needed for this game of intrigue, except for a gift of "gab". One player, in cahoots with the leader, goes out of the room. Those left in the room decide on a word such as "come" which the leader will write in magic on the floor when his accomplice returns. The secret of the game, well camouflaged by scribblings on the floor, is that the leader taps on the floor to represent the vowels--one tap for "a", two taps for "e", three taps for "i", four taps for "o", and five taps for "u". He makes statements beginning with the consonants needed to spell the word chosen. Thus he might spell "come" by saying, "Can you see from there?", then scribble a bit, tap out four taps, then say "Most people would get this by now", then tap twice.

UNITED NATIONS FLAGS

This is a variation of the old "magazine" magic. Make nine United Nations flags with file cards and color crayons and place them on the floor in three rows.

| | | |
|--------|---------|-----------|
| Norway | Sweden | Britain |
| France | U.S.A. | India |
| China | Holland | Australia |

The "accomplice" leaves the room while the leader has some one in the room pick out one of the flags. When the other person comes back into the room the leader asks him if he knows which delegate is about to speak in the assembly. As he asks this he points on one flag in the position which the flag picked has in relation to the other flags. For instance, if the Australian flag in this diagram was the one chosen he would point to the lower right hand corner of the first flag to which he points. The accomplice can tell immediately which "delegate" will be speaking.

MIXERS AND SMALL GROUP GAMES

ODDS AND EVENS

All players are seated in a circle-or they could be standing if chairs are not handy. They must know the names of their right and left hand neighbors at all times. Two objects are passed around the room and when the music stops-those caught with the object must introduce the two people on either side. Each time an introduction is made the players move (they have been previously named "odds and evens" alternating. One time the odds move-to the left one notch--the next time the evens all move to the right one notch. When they do this a half dozen times, all players will be seated in a new area-and know at least a half dozen more people.

THE ROOSTERS: A game from Mexico

Put two lively players in the middle of the ring. On the back of each, pin or clip a card with a color on it. Players must hop on one foot and try to find out what color is on the other player's back. The one to find out first is the winner. Sometimes it's more fun to put at least three players in the center.

LAND, AIR, FIRE AND WATER

Players sit in a circle. "It" in the center tosses a knotted handkerchief or roll of newspaper on one player's lap and says, "Air", and quickly counts to 10. Before he finishes, the one who gets the handkerchief must name something that flies through the air. Similarly with land and water. On "fire" the person must not say anything. If he misses he becomes "it".

DANISH GAME - THE OCEAN IS STORMY

Players sit in couples around the room - holding hands all during the game. There is one more couple than pairs of chairs. Each couple chooses the name of a fish and the odd couple are the "whales" and walk about the room calling the names of fishes. When a couple's name is called they must walk behind the whales, doing whatever they do. When the odd couple calls "The ocean is stormy", all fish, still with hands joined, try to find seats. The couple without chairs are the "whales" next time. If there are too many couples to name, use a broom handle and have the odd couple tap in front of each couple they want to follow them.

RHYTHM

Players are seated in a small circle. The chairs are numbered from one up to the highest. And the person sitting in the highest numbered chair starts the game because he is anxious to get "promoted" to a lower number and finally arrive in number one position. So he starts the game by clapping his own hands together twice, then says "rhythm" which officially starts the game. This must be said as he snaps his right and then left fingers (counts three and four). The next time he snaps his fingers he calls first his own number-- then someone else's. That person must answer, on the next snapping of the fingers with his own number, then calls another number. This continues until someone breaks the rhythm, or gets confused. Then that person takes the bottom chair, and everyone sitting below him in the circle progresses up one, taking the number of the new chair.

THE OLD WITCH DIED

All players sit in a small circle with one opening. Right in front of this opening is the "witch's chair". Whoever sits in that chair starts the game saying,

Witch--"The old Witch died"

All answer--"How'd she die?"

Witch--"A doin' this" (does some funny action)

All--"A doin' this" (repeat action that Witch did)

This continues as above until the "witch" runs out of ideas, whereupon she or he will say,

Witch--"The old witch is livin'."

All--"Where's she living'?"

She's living in the country-she's movin' to town

She's riding a broomstick and-shove on down'.

RUNNER AND CHASERS

All players stand in a circle about three feet apart. One is in the center as a "runner" -- two are on the outside of the ring as "chasers". On the signal "go", the runner tries to encircle as many of the players as possible, getting one score for every different person he goes around. In the meantime the chasers try to tag him while he is on the outside of the ring. When he has been tagged three times, he can't make any more scores, and selects someone else to take his place.

LOOSE CABOOSE

People are in groups of threes, one behind the other, holding on to the person in front by the waist. There are two extra players, one being chased by the other. The only way the one can keep from being tagged is to hitch on to the "caboose" of a group of three. Immediately the front player must start running and tries to hitch on to another caboose. If he is tagged he must turn around and start chasing the one who tagged him.

SINGING SYLLABLES

Players are seated in a circle, and one poor soul must be "it" and go out of the room. The rest decide on a word, a state, or a city, with several syllables in it such as "Philadelphia". Each person is assigned a syllable to sing. Then as "it" comes back they are all singing the same tune, but each his own syllable. It's up to "it" to try to determine what the word is.

SWAT

Players stand in a circle with hands behind back. One of them is it and walks around the outside with a rolled newspaper swatter. He carefully gives this to someone who immediately starts swatting the person on his right. Of course the one swatted takes off around the circle, being pursued by the "swatter". On the next round the one who did the swatting presents the swatter to someone else. Don't play for long, especially if there are older people in the group.

GUESS WHO

This is very good in small groups where everyone knows each other well. One player goes to the center of a circle and is blind-folded. Until "it" says Stop, everyone continues to change positions, or if the group is standing up, walks around the circle. When he says "Stop", all must stand still. He then reaches a pointer or a broom stick handle straight in front of him, and whoever is closest to it must take ahold of the other end. "It" then may ask any questions of the player on the other end, or ask him to do things such as recite poems, sing a song, crow like a rooster, etc. in order to try to identify him by his voice. If he can do it successfully the person guessed becomes it, otherwise "it" must take another turn.

INITIAL INTRODUCTIONS

Players sit in pairs facing counterclockwise in a circle. Each player has a card on which he puts his first and last initials, then a personal description such as "color of eyes", "Color of shirt or dress", "color of shoes", etc. They then exchange cards so that inside players have the outside peoples cards and visa versa. First-all the outside players pass their cards around until the music stops. Then they must go in search of the person described on the card they receive. When each finds his new partner, he finds out the complete name, and introduces him, using the initials to describe him. For instance, "This is Darold Bishop - he is deceivngly bashful." After all inside players have been introduced in this way, they go in search of a new partner and do the same thing.

TOSS AND TELL

Keeping the same seating arrangements as in Initial Introductions - players in a double circle. Rings, beanbags, or any similar object is passed around. When the music stops, each player must identify the one in the other circle who has the ring. One score for each identification. Play for two or three minutes, then find out whether the inside or outside circle has the biggest score.

DIRTY STANLEY

Each person seated in a small circle -- not more than a dozen people -- has a number. Prizes are placed on the floor in the center of the circle. As the leader calls a number, that person goes out and selects one prize. When all prizes are gone, the person whose number is called may take a prize away from anyone who has it. Play until everyone has been called at least once, then announce that players may keep what they have at the end of the game.

CONTESTS

NEWSPAPER SCRAMBLE

Thoroughly "scramble" two identical newspapers. Select two contestants to sit in two chairs, facing each other, very close together. Each is presented with a newspaper and told to straighten it out in perfect order without dropping any part on the floor.

BUMPSADAISY

Two people stand, back to back with their feet on the same newspaper sheet. On the signal to "go", each tries to throw the other off balance. The object is to do it without losing balance ones self.

NEWSPAPER ADS CONTEST

Each of 4 teams is given an identical newspaper and a list of 5 to 7 slogans from various ads appearing in the paper. The object is to see which group can find all the slogans, tear out the complete ad in which it appears, and give them to the leader first.

"FUESSBALL" - A game from Germany

This is actually more like hockey, but it was brought to us as "football". Line all the players up in chairs in two long rows - an equal number on each side. At each end, between the rows of chairs, place a single chair, making a goal for each team, and on each chair place a broom. In the middle, between the teams put a rag at least a foot long. This is the "football" or "puck". Now, have the players number from "1" on up the line on one side, and just the opposite on the other side. When any number is called, players on both teams with that number run to get their own broom (which is just at the opposite end as their goal), and with the "stick" end try to push the rag under their own "goal" chair, scoring a point each time they do it.

FINGERS UP

This can be played where there are two or more players. Or it can be used in a big auditorium as a "stretcher" game. Each person faces another with hands behind back. Either the leader counts, "one, two, three, go", or one player does for him and his opponent. On the word "go", each holds up a certain number of fingers in front of him. The first person of the two shouting out correctly the total number of fingers held up by both participants gets the point.

ALPHABET TREASURE HUNT

Each team of players is told to select a letter. When they've done this, they must locate and bring back to their own team as many articles as possible beginning with that letter. The team with the most articles to show at the end of five minutes is the winner.

STUNTS TO ENTERTAIN

NEWSPAPER SCRAMBLE

FINGERS UP

BUMPSADAISY

DUMB CRAMBO

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.

ENEMY SHIPS

A delightful game for young and old, exciting and good for an hour or two on long winter evenings. It is played by two persons and requires pencil and paper. Taking a large sheet of paper, each player draws two large squares with cross rulings as in the illustration. The horizontal lines are lettered from A to J; the vertical ones are numbered from 1 to 10. A score chart as illustrated is placed in a corner of the paper.

| | a | b | c | d | e | f | g | h | i | j |
|----|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | |
| 2 | | | | | | | | | | |
| 3 | | | | | | | | | | |
| 4 | | | | | | | | | | |
| 5 | | | | | | | | | | |
| 6 | | | | | | | | | | |
| 7 | | | | | | | | | | |
| 8 | | | | | | | | | | |
| 9 | | | | | | | | | | |
| 10 | | | | | | | | | | |

Enemy Port

| | a | b | c | d | e | f | g | h | i | j |
|----|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | |
| 2 | | | | | | | | | | |
| 3 | | | | | | | | | | |
| 4 | | | | | | | | | | |
| 5 | | | | | | | | | | |
| 6 | | | | | | | | | | |
| 7 | | | | | | | | | | |
| 8 | | | | | | | | | | |
| 9 | | | | | | | | | | |
| 10 | | | | | | | | | | |

Home Port

| 2 | | | | | | |
|---|--|--|--|--|--|--|
| 3 | | | | | | |
| 4 | | | | | | |
| 5 | | | | | | |
| 6 | | | | | | |

Score Chart

The two large squares are ports, on the "Home Port" the other the "Enemy's Port". In the Home Port draw five battleships; a two-ton, three-ton, four-ton, five-ton, and six-ton; each covering the number of squares indicated according to the letters and numbers in the margins, such as square 4-G.

The object of the game is to sink the other player's ships by hitting each one as many times as it has tons. To fire a shot, call some square by its combination letter-number, such as 4-G. If an Enemy Ship is on that square, a hit has been made.

Care is taken not to let the other players see where the ships are located. The battle is ready to begin. The first player fires four shots each known as Shot No. 1. For example he could say 8-D. The opponent marks in his "Home Port" a No. 1 in his 8-D square, while the one firing will mark a No. 1 in his corresponding square in his "Enemy Port." His next shot might be 3-J. Each marks No. 1 in the 3-J square in the proper port. Two more No. 1 shots are fired, marking as just explained.

When the first player is through firing his first four or the No. 1 shots, the opponent tells him if he hit any of the ships in his port--and the number of shots in each ship. But he does not tell where the ship was. He would not say "You hit 3-J in three ships." He would say, "You made one hit in 3 ships." That makes it much more mysterious and harder to find the location of the 3-ton ship. The player who did the firing would mark a No. 1 in the first of the three squares in the three-ship score chart.

The idea of the game is to see which one can sink the other's ships first. Two shots, one in each of the squares of the two-ton ship, will sink it, while it takes six shots or one in each square of the six-ton ship.

PARTNER GETTING GAMES

HAT PASSING

Ladies standing in one circle-gents in another. Each circle passes around a hat while music plays. When the music stops those who hold the hats are partners and drop out of the ring. Hats continue to pass until everyone has partners.

LADIES SNAKE DANCE

All boys make a circle on inside of ring-girls on the outside. One of the girls is the leader, and leads the others in a line in and out among the boys until the music stops--then each girl puts both hands on a man's shoulder. Any girl without a partner must go into the center and be an old maid.

RIG A JIG JIG

(Directions pg. 13)

SONGS

DOUGHNUT SONG

To the tune of "Pufferbillies"

Down in the kitchen early in the morning
See the little doughnuts standing in a row
See the percolator perking up the coffee
Dunk, Dunk, (next two sounds are like sucking soup)
Down they go.

WE ALL CLAP HANDS

Tune: The Mulberry Bush

"My head-my shoulders-my knees-my toes
"My head-my shoulders-my knees-my toes
"My head-my shoulders-my knees-my toes
"We all clap hands together."

As the song is sung, the hands are placed first upon the head, then shoulders, then knees, then toes. At "We all clap hands together," all clap hands.

Change the words around, such as "My toes, my knees, my shoulders, my head----
My head, my shoulders, my knees, my toes." Change the tempo as you see fit.

ICE WAGON

Tune: The Old Gray Mare

Here we go a ridin' on the ice wagon,
Ridin' on the ice wagon, ridin' on the ice wagon
Here we go a ridin' on the ice wagon,
Here our tale of Whoa! (pull back on reins).

Boys: Any ice today, Ladies?
Girls: No, your ice melts!
Everyone: Giddiup, Napoleon! etc.

LITTLE BELLS OF WESTMINSTER

Round The little bells of Westminster
Go ding, dong, ding, dong, dong,

TOVISKA - Czechoslovakia

(Music can be obtained in "Wisconsin Sings" available for 25 cents from
Wisconsin Recreation Leaders Lab, 428 Lorch St., Madison, Wisconsin)

| | |
|------------------------|----------------|
| Toviska, Toviska | Hu ja hu ja ja |
| Castles in Toviska | Hu ja hu ja ja |
| Were there no lassies | Hu ja hu ja ja |
| I'd never a soldier be | Hu ja ja! |

AS THE SUN GOES DOWN - South African

I think of my darling as the sun goes down,
 The sun goes down, the sun goes down,
 I think of my darling as the sun goes down,
 Down, down below the mountain.

I'll ride, I'll ride, I'll ride, I'll ride
 I'll ride all night,
 When the moon is bright, When the moon is bright;
 I'll ride, I'll ride, I'll ride, I'll ride,
 I'll ride all night;
 I'll get there in the morning.

I'll see my dear darling as the sun comes up,
 The sun comes up, the sun comes up,
 I'll see my dear darling as the sun comes up,
 Up, up above the mountain.

KING OF KINGS Negro Spiritual

Refrain: He is King of Kings, He is Lord of Lords
 Jesus Christ the first and last,
 No man works like him.

1: I know that my redeemer lives-
 No man works like Him,
 And by his love sweet blessings gives,
 No man works like Him

Refrain:
 2: He builds a platform in the air-
 No man works like him,
 And calls the saints from ev'rywhere
 No man works like Him.

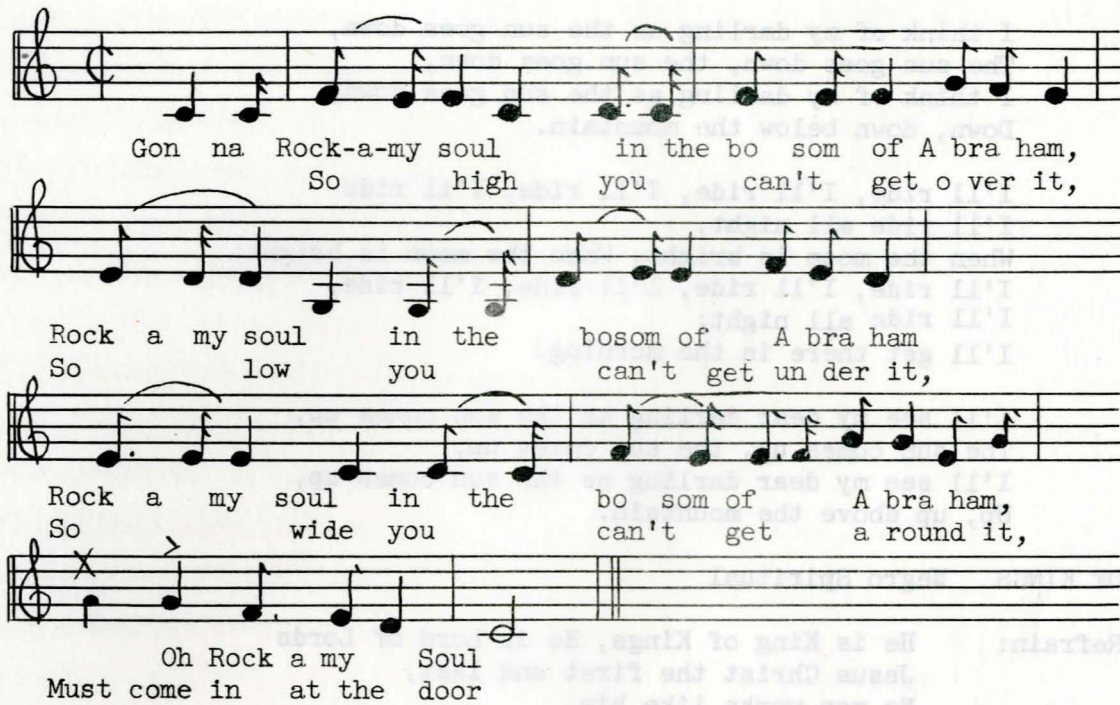
Refrain:
 3: O, sinner, if you will believe,
 No man works like Him,
 Grace of the Lord you will receive,
 No man works like Him.

Refrain:

PEACE OF THE RIVER

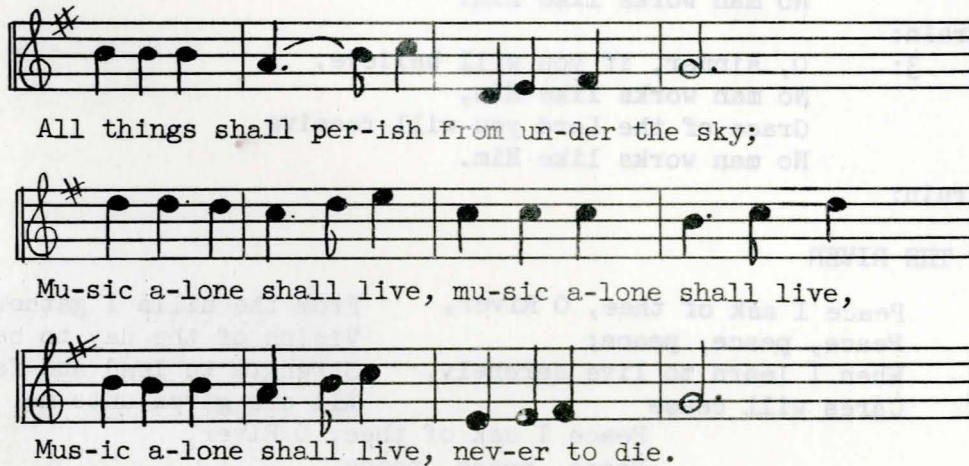
| | |
|--------------------------------|-------------------------------------|
| Peace I ask of thee, O River, | From the hills I gather courage, |
| Peace, peace, peace; | Vision of the day to be; |
| When I learn to live serenely, | Strength to lead and faith to follo |
| Cares will cease | All are given unto me. |
| Peace I ask of thee, O River, | |
| Peace, peace, peace. | |

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 get 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.

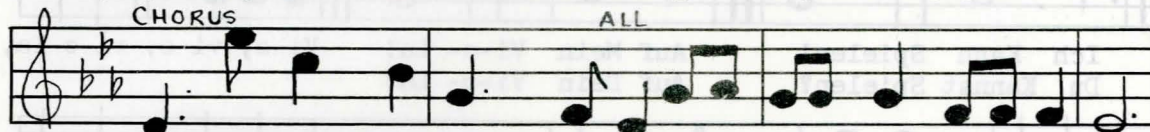
MUSIKANTER



TWO WINGS



(Oh, Lord, I want two wings to veil my face;
 (Oh, Lord, I want two wings to fly a-way ; Oh Lord I



want two wings to veil my face, So the devil can't do me no harm



My Lord, did he come at the break - of day? No!
 My Lord, did he come in the heat - of noon? No! My

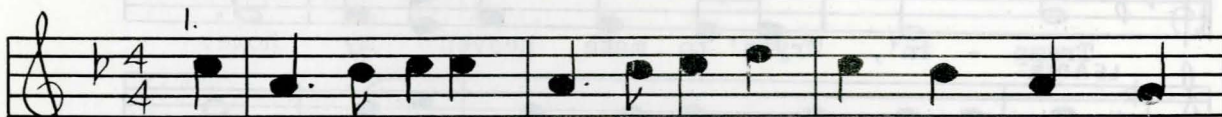


Lord, did he come in the cool of the



eve- nin'? Yes! And he washed my sins a- way.

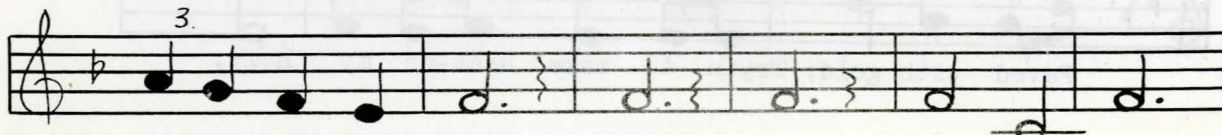
THE BELL DOTH TOLL



The Bell Doth Toll; its echoes roll, I know the sound full



well. I love its ringing for it calls to singing with its



Bim, Bim, Bim, Bom, Bell. Bim, Bom, Bim, Bom, Bell.

FOLK GAMES AND DANCESSALLY DOWN THE ALLEY

Music-Ten Little Indians, Available on Methodist World of Fun, M1-11
 Formation-Double circle-boys with backs to the center facing their partners

All extra girls (Alley Sallys) in the center of the circle.

Action and song:

Here comes Sally down the alley
 Here comes Sally down the alley
 Here comes Sally down the alley
 Way down in Alabam'

(All extra girls get out in the "Alley" and promenade around until the end of the verse when they put left hand up on a man's right shoulder. His partner is now an Alley Sally.)

Hand on the shoulder and promenade
 Hand on the shoulder and promenade
 Hand on the shoulder and promenade
 Way down in Alabam'

(All girls who have partners--including those who didn't have them stolen-promenade with partners.)

RIG A JIG JIG

Words: I. As I was walking down the street
 Heigh O, Heigh O, Heigh O, Heigh O

II. A pretty girl or (a nice young man) I chanced to meet
 Heigh O, Heigh O, Heigh O.

III. Rig a jig jig and away we go, away we go, away we go.
 Rig a jig jig and away we go, Heigh O, Heigh O, Heigh O.

Formation: All players form a single circle, facing in, except one who stands within the circle. No partners are necessary.

Action: I. One player (or more in a large group) walks jauntily around inside the circle until the singing of the words, (2) "A pretty girl I chanced to meet" when he bows to a lady in the circle. If the girl is in the center she sings "a nice young man". (3) On the chorus, the two players join hands, skating fashion and skip around inside the circle. Repeat from the beginning, both players walking around in single file, each takes a new partner and skips around. The game is repeated until each has a partner.

SKATING AWAY



1. There were two couples a-skating a-way, Skating a-skating, a-skating, a-skating away,



There were two couples a-skating a-way, So early in the morning.

2. The ice was thin, and they all fell in,
They all, they all, they all fell in,
The ice was thin and they all fell in
So early in the morning.

3. The old swing out and the new swing in,
The old swing out and the new swing in,
The old swing out and the new swing in,
So early in the morning.

Formation: Players join hands in a single circle. Partners are not required, except for two couples who step into the circle to start the game.

Action: (1) Couples in the center form a right hand star. The two men join right hands, the girls join right hands above the men and at right angles. While everyone sings the first verse, they skip to the right. At the same time players in the circle skip counter-clockwise.

(2) Two couples in the center change to left hands and skip in the opposite direction, and the circle also reverses direction.

(3) Each player in the center selects a new player from the circle. Swinging with both hands twice around in place, they retire to the circle and the four new ones remain in the center for the next round.

(on the third verse, players in circle stand still and clap)

VIENNA TWO-STEP

English (old time dance)

Music: Record called Progressive Two-step #L-734

Formation: Couples in Varsovienne position

Action: Take 4 walking steps forward starting on left foot.
Take 4 walking steps backward starting on left foot.
Do a pas de bas to the left (to center)
Do a pas de bas to the right (away from center)
Step on left foot and hop on left foot at the same time swinging right foot
Take a quick two-step diagonally forward to the right, step-together, (right, left, right)
Now a heel and toe with the left foot and a two-step starting on the left foot
Now a heel and toe with the right foot and a two step starting on right foot
Now take 4 two-steps forward, and on the last two-steps the man moves forward to take new lady.

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.

TURN THE GLASSES OVER



1. I've been to Harlem, I've been to Dover,
I've travelled this wide world all over,
Over, over three times over;
Drink all the brandywine, and

2. Turn the glass over.

Chorus:

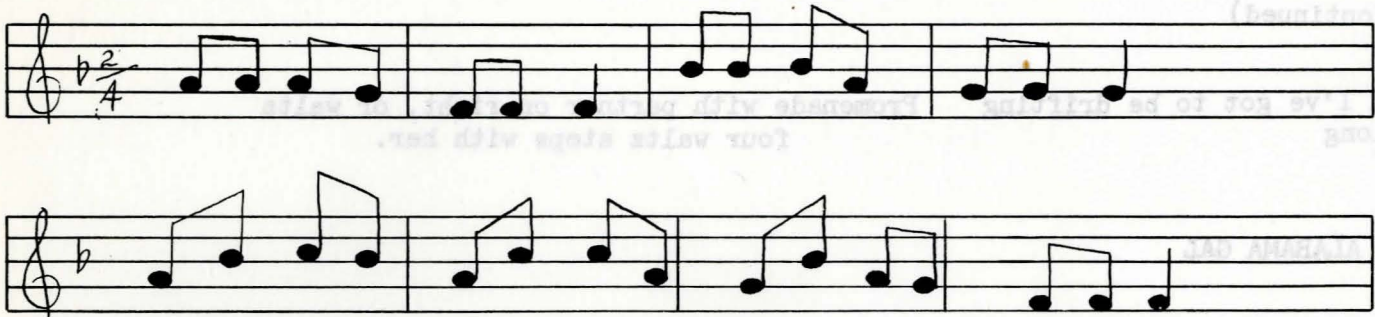
3. Sailing east, sailing west,
Sailing over the ocean
Better watch out when the boat begins to rock
4. Or you'll lose your girl in the ocean.

Formation: Circle of partners, men on the inside, hands crossed in skating position. (Right hands joined, left hands crossed under them.)
One or more extra players are in the center.

Action: (1) Players walk in a circle counter-clockwise until they come to the words "turn the glasses over." (2) Then each couple "wrings the dishrag," as follows: Keeping hands clasped, raise arms, turn away from each other, back to back under your own arm. (A minute's practice will do the trick.)

(3) Girls continue marching in original direction, while men reverse and march in opposite direction (clockwise), during which those in the center join the man's line, (4) On the word "lose" each man takes the nearest girl for his new partner. Those left out go to the center and the game is repeated.

COME, MY LOVE



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.

SO LONG - A Goodnight Circle Mixer

Music - Sing the chorus of "So Long, It's Been Good to Know You."

Formation-Single circle-ladies on the right of partners, all hands joined.

Action:

| Song | Action |
|----------------------------|--|
| So Long | Swing arms in and out, rocking forward and back, |
| It's Been good to know ya' | Ladies release hands and make a complete turn to the right, moving to next man on right. |
| So Long | |
| It's Been good to know Ya' | Repeat above |
| So Long | |
| It's been good to know ya' | Repeat above |
| But a long time since I've | Repeat above |
| Been home | |

continued)

Promenade with partner on right, or waltz
four waltz steps with her.

ALABAMA GAL



3. I'll show you how how
I'll show you how how
I'll show you how how
Alabama Gal

4. Ain't I rock candy
Ain't I rock candy
Ain't I rock candy
Alabama Gal

and sashays down the center between lines and bad

2. Head couple swing at head of set with right hand around, once and a half so that head boy is facing girls' line and

with the right hand around, then on to the second person in line with the left hand, and so on all the way down the line.

3. As soon as all four verses have been sung, the next couple sashays down the middle and back and does the reel. Thus, every time we come back to the first verse, a new couple is

CHRIST CHURCH BELLS (Old English Dance)

Record: Methodist World of Fun M109

Formation: Long-ways -- men on one side, ladies on the other, odd and even couples

Action:

| Call | Description |
|---|--|
| 1. Odd man swings the lady below | 1. Odd gent turn even man's girl (below him) with right hand - 8 counts. (comes back to place) |
| 2. Odd man swings his own | 2. Odd man turns own lady with left hand and back to place |
| 3. Even man swings lady above | 3. Even man swings odd man's partner with right hand turn - back to place (8 counts) |
| 4. Now his own | 4. Even man turns own lady with left hand. |
| 5. Circle left | 5. All four join hands and circle left 8 counts making complete turn |
| 6. Clap right - clap left Cast off one below | 6. All clap own hands, then own partners' right - own hands - then partners left. Odd couples turn away from each other, making a complete turn and fall into the even couples position below while the even couple advances to odd couples place. |

GOOD HUMOR

Record: Methodist World of Fun M109

Formation: All in single circle, facing in -- in couples

Action:

1. Everybody in - 4 counts
Everybody out - 4 counts
2. Everybody in - 4 counts
Everybody out - 4 counts
3. Ladies in - 4 counts
Ladies out - 4 counts
4. Gents in and turn around
and swing the girl behind you (lady to own left)
8 counts
5. Promenade (8 counts)

BLACK NAG (Old English)

Record: Methodist World of Fun M109

Formation: Long ways sets of three couples - girls opposite boys.

Action:

1. All face forward, holding inside hands and advance 4 steps and retire 4 (repeat)
2. First couple face each other, take both hands and slide 4 steps up
Second couple " " " " " " " " " "
Third couple do the same
All turn a "single", once around to right.

3. Do the same, returning to place, this time starting with number 3 couple.
4. Siding -- Partners cross in front of each other and back, taking 4 steps each way - repeat.
5. First man and last lady exchange places with 4 slides.
First lady and last man exchange places with 4 slides.
Middle couple exchange places 4 slides.
All turn a single (once around to own right).
6. "Arming" -- turn partners with right arm 8 counts, then with left arm eight counts.
7. "Hey" -- First the men, top man facing second, and third facing up the set, do a figure eight, ending by turning a single.

Then the ladies do the same hey figure, turning a single at the end.

UNDER THE SPREADING CHESTNUT TREE - a silly novelty

Record: Johnny Calving record by same name.

Formation: All in double circle, holding partners hands.

Action:

Song

Action

- | | |
|--|---|
| <p>1. Underneath the spreading chestnut tree I loved a girl and she loved me There she used to sit upon my knee 'Neath the spreading chestnut tree.</p> | <p>1. Start on outside foot, -- take three steps and hop -- Repeat 3 times, then turn away from partner with 4 step hops, face partner, and slap knees, spread arms, touch chest, head, and toss arms to the sky.</p> |
| <p>2. 'Neath those boughs we used to meet Oh her kisses were so sweet All the little birdies said, "tweet, tweet". 'Neath the spreading chestnut tree.</p> | <p>2. Repeat 1.</p> |
| <p>3. I said I loved her And there ain't no ifs or buts She said, she loved me But the blacksmith shouted "Chest Nuts!"</p> | <p>3. Heel forward, toe, back and Run forward 4 steps, then 2 stamps Repeat.</p> |
| <p>4. Underneath the spreading chestnut tree There I asked that girl to marry me Now you should see our family 'Neath the spreading chestnut tree.</p> | <p>4. Same as 1 and 2 except on the 4 hops around, indicate, the many different sized members of the family.</p> |

SQUARE DANCES

WABASH CANNON BALL

Record: MacGregor 614A

Intro:

NOW EVERYBODY SWING YOUR GAL
 SWING HER HIGH AND LOW
 ALLEMANDE WITH YOUR LEFT HAND
 AROUND THE RING YOU GO
 GRAND OLD RIGHT AND LEFT * JUST LISTEN FOR THE CALL
 YOU TAKE YOUR HONEY FOR A RIDE
 ON THE WABASH CANNON BALL

Figure:

NOW THAT FIRST COUPLE OUT TO THE RIGHT
 AND CIRCLE FOR A WHILE
 ON TO THE NEXT AND PICK UP TWO
 AND WATCH THOSE LADIES SMILE
 ON TO THE NEXT AND PICK UP TWO
 AND LISTEN TO THE CALL
 YOU CIRCLE EIGHT BUT DON'T BE LATE
 ON THE WABASH CANNON BALL
 ALL FOUR COUPLES SEPARATE
 GO ROUND THE OUTSIDE RING
 NOW WHEN YOU MEET YOUR HONEY BOYS
 YOU GIVE HER A GREAT BIG SWING
 YOU DO* - SA ROUND YOUR CORNERS
 AND AROUND YOUR PARTNERS ALL
 YOU TAKE YOUR CORNER FOR A RIDE
 ON THE WABASH CANNON BALL

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

(2nd couple, then third, then fourth do the same figure)

MACNAMARA'S BAND

Introduction:

Now everybody swing your honey
 Swing her high and low
 Allemande left with your left hand
 Around the ring you go
 A grand right and left and then
 You meet her by and by
 You promenade the colleen with the
 Irish in her eye
 (interval of music during the promenade)

Figure:

First odd couple out to the right
 You circle to the north
 And when you finish circling
 You balance back and forth (Hey)
 Turn your corner by the right
 You pull the lady through
 Turn your partner by the left
 And circle when you're through
 On to the next and pick up two, etc.

ending

NOW EVERYBODY SWING YOUR OWN
 SWING HER HIGH AND LOW
 ALLEMANDE WITH YOUR LEFT HAND
 AROUND THE RING YOU GO
 A GRAND OLD RIGHT AND LEFT
 THAT'S THE END OF MY CALL
 YOU HITCH RIGHT ON TO THE OLD CABOOSE
 OF THE WABASH CANNON BALL.

(repeat from line above for third
 and fourth couple until all eight
 have circled and executed the above
 figure, then use the introduction.
 as a "break". Repeat for 2nd, 3rd,
 and 4th couples.)

GRAND SQUARE

Music: Any good slow polka - such as the Victor Emilia Polka.

Formation:

Action: Chorus (which happens after every figure)

Heads take 4 steps to center
Take opposite by hand, and back into side position
Face opposite and separate to corners
Face partners and come together (each part in 4 counts)
(at same time)

Side face each other and back 4 steps to corner
Face opposite and walk toward each other 4 steps
Take opposite by hand and go to center 4 steps
Take partner and back into place 4 steps.
(reverse - heads doing what sides did and sides what heads did first.)

- Figures:
1. All join hands and circle left 16 counts
All circle right 16 counts (Chorus)
 2. Head couples do ladies chain over and back
Side couples do same (Chorus)
 3. Head couples do right and left through (couples cutting through each other) and return.
Side couples do the same. (Chorus)
 4. Head couples sashay 8 slides across-men passing back and return, ladies passing backs.
Sides do the same. (Chorus).

CUMBERLAND SQUARE DANCE

Record: Methodist World of Fun, M 109

Form: Quadrille formation--head and side couples dance alternately.

Music: "My Love she's but a lassie yet" or any other tune.

- A1 Head couples gallop across and back without turning. Sides the same.
(partners facing--keep to the right.)
B1 Heads tight hands across and left hands back (walk)
B2 Sides the same
A1 Heads form a basket and circle left with pivot step.
A2 Sides the same.
B1 All join hands and circle left.
B2 All promenade to places arm in arm with partner. These two figures are danced with a vigorous polka or skip step.

SKIP SQUARE

Record: Silver Bell, Rainbow, Red Wing

Formation: Square dance position

First and third couple forward to center of ring and back

First and third couple forward, divide side couples

Ladies go right, gentlemen go left, meet own partner in home position and swing.

Repeat same for second and fourth couples.

Couples continue swinging in home position until other couples come to divide the ring.

This is a good dance in square formation where there are no calls and either men or women can steal partners by stepping in just before the swing.

POKEY WALTZ - HEEL AND TOE POLKA

First couple balance and swing

Lady lead out to the right of the ring

Circle three hands around

Three hands round in the center of town

Lady lead on and the gent so-lo

Two, four, six, and away we go

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

Lady lead on and the gent so-lo

Two, four, six with a pokey-o;

-- -- -- --

-- -- -- --

Lady hold fast and the gent so-lo

Four on both corners and you pokey-o

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

DUTCH FOURSOME - a folk dance

Music: London record of same name.

Action: Two couples facing each other, all in one big circle so couples can progress around the ring.

1. Holding inside hands, balance toward other couple, then away
Right and left through other couple, joining right hands
after crossing through.

Forward and away, then change places with partner, changing to hold partners inside hand as you face other couple again.
Repeat all up to this point which will bring everyone back to the position in which they started.

2. Hold partners with both hands, facing. Balance toward other couple and away, then right and left through again, this time, boy turning to his left, lady to her right doing a three-quarter turn, ending by holding both hands of opposite. Do same balance and right and left through other couple 4 times, first holding partners hand, then opposite hands, ending up at home again.

3. Right hand star - 4 steps around, ending with two claps as everyone turns to put left hands in, doing 4 more waltz steps back to place and two claps.
All join hands and balance in, balance out, take partners inside hand and take one step away from other couple, then 4 closed waltz steps around other couple to face a new one.

PARTY SCORE SHEET

Possible Points - 5 each

GENERAL

1. Did everyone have a good time? _____
2. Was there close coordination among the different committees? _____
3. Was there a "comfortable" continuity of theme throughout? _____

ATMOSPHERE

1. Did activities really start with people as they came in the door and include everyone? _____
2. Were the committee's plans something anyone could do easily and without embarrassment? _____

REFRESHMENTS

1. Were the refreshments integrated smoothly as a pleasant surprise in the party? _____
2. Were people served easily? _____
3. Did the committee make the most of seating arrangement possibilities? _____

PROGRAM AND LEADERSHIP

1. Rate the leadership on:
 - Control of the group _____
 - Participation of leaders in activities _____
 - Sense of Timing _____
 - Simplicity and Clarity of explanations _____
 - Friendly attitude and Enthusiasm _____
2. Were the "party mechanics" -- moving from one activity and leader to another -- too obvious? _____
3. Was there a balance of leadership? _____
4. Was there a balance of program? _____
5. Did there seem to be the right amount of partner getting and changing devices? _____
6. Was too much use made of the microphone as a "crutch"? _____
7. Were the activities chosen suitable and interesting to those attending? _____
8. Did the last activity unify the group and send them home with a "good taste in the mouth"? _____

SUGGESTIONS FOR A RECORD LIBRARY

Recommended record library for a county, based on what has been used during Recreation training meetings. This is in addition to what has been suggested for this year.

SQUARE DANCES

Capitol Square Dances Without Calls Cliffie Stone's Band. Contains Sally Goodin', Cripple Creek, Golden slippers, Ragtime Annie, Bake the Hoecakes Brown, The Girl I left Behind Me, and Soldier's Joy. Also book on calling.

Capitol 12 inch square dance records by Cliffie Stone's Band

Leather Britches and Tennessee Wagoner
Skip to My Lou and Cumberland Gap
Devils Dream and Down Yonder
Ocean Waves and Chinese Breakdown
A and E Rag and Rakes of Mallow

Single records 10 inch

Capitol Flop Eared Mule and Hell Amongst Yearlings

MacGregor Hop Up Susie and Polka Hoedown

MacGregor Wreck of the Ole' 97

Special Records for Special Calls-mostly singing

Folkraft Irish Washerwoman
Imperial Hinky Dinky Parlez Vous
Folkraft Hinky Dinky Parlez Vous
MacGregor Rose of San Antone
Imperial Red River Valley
Imperial My Little Girl
Folkraft "
Folkraft Marching Through Georgia
Imperial OH, Johnny

COUPLE FOLK DANCES AND MUSICAL MIXERS

| <u>DANCE</u> | <u>RECORD</u> | <u>MAKE</u> |
|--------------------------------|---------------------------------------|------------------|
| Jessie Polka | any good polka, or Heel and Toe | MacGregor |
| Circle Virginia Reel | any jig or reel such as Soldier's Joy | Capitol |
| Texas Schottische | Military Schottische | Decca |
| | Oklahoma Mixer | Folkraft |
| Maine Mixer | Glow Worm | Imperial |
| | | MacGregor |
| Josephine | Josephine | Columbia |
| Black Hawk Waltz | Black Hawk Waltz | Imperial |
| | | Capitol |
| Herr Schmidt | Herr Schmidt | 4-Starr |
| | | FM |
| | | Decca |
| Lili Marlene (Susan's Gavotte) | Lili Marlene | Methodist Series |
| | | MacGregor |
| Patty Cake Polka | Buffalo Gal, Little Brown Jug | Folk Dancer |
| | | MacGregor |

COUPLE FOLK DANCES AND MUSICAL MIXERS (continued)

| | | |
|----------------------|-----------------------|-------------|
| Put Your Little Foot | Varsouvianna | Capitol |
| | | Coast |
| Rye Waltz | Rye Waltz | Capitol |
| Cotton Eyed Joe | Cotton Eyed Joe | Imperial |
| | | Capitol |
| Schottische | Borghild Rheinlander | Scandinavia |
| | Telemark Schottische | Folk Dancer |
| | Starlight Schottische | Columbia |

METHODIST WORLD OF FUN

These are plastic 12 inch records, each of which has about 4 dances. Among the most useful are:

- M103 Irish Washerwoman
 - Captain Jinks
 - M104 Red River Valley, Pop Goes the Weasel, Sicilian Circle, Camptown Races (good for square dance calls-especially right hand up)
 - M105 Spanish Circle, Chimes of Dunkirk, Viva Vadmal, Troika
 - M106 La Raspa, Green Sleeves
 - M108 Crested Hen, Gustaf's Toast, Seven Jumps
 - M113 Lili Marlene, Ten Pretty Girls, Waltz of the Bells
- RECORDS USED DURING 1952 RECREATION LEADER TRAINING MEETINGS

- M111 Rig a Jig Jig
- Ten Little Indians (Sally Down the Alley)
- Oats, Peas, Beans (Come, My Love)

- M112 Turn the Glasses Over
- Alabama Gal
- Sent My Brown Jug Downtown

- M109 Christ Church Bells Good Humor
- Black Nag Cumberland 8 Square

| | | |
|------------------------------|--------------------------|---------------|
| Grand Square | Emilia Polka | Victor |
| | or any good marchy polka | |
| MacNamara's Band | MacNamara's Band | MacGregor |
| Solomon Levi | Solomon Levi | MacGregor |
| Honest John Polka | Honest John | Apex |
| Dutch Foursome | Dutch Foursome | London |
| Vienna Two-step | Vienna Two-step | London |
| Under the Spreading Chestnut | record of same name | Johnny Calvin |
| Wabash Cannon Ball | Wabash Cannon Ball | MacGregor |

LEADERSHIP SUGGESTIONS

ARE YOU PLANNING A PARTY?

Here are some suggestions on getting that next party organized. If you really want to make it something to remember, get a committee together to plan it. You'll have more fun at the planning meeting than at the actual party later.

We like to organize a party committee into 4 sub-committees, with a chairman of each, working in close cooperation with each other, or better yet, with a General Chairman of the whole party.

1. BUILD-UP

This little group "build-up" anticipation and curiosity so that it's very difficult for folks to stay away from your party. This can be done in many ways, through word of mouth, impromptu skits put on at meetings in the county held previous to the actual party, through unusual posters and bulletins, and an attractive invitation that with an unusual angle which does not have very close relationship to the "circular letters" we don't read so often.

2. ATMOSPHERE

This committee does two important things: -- Sets the stage for the party through costuming and decorations; and, gives the first arrivals something specific to do which puts them at ease and gets people into the "party spirit." It is important that anyone who arrives at a party be made to feel comfortable and welcome. And this can often be accomplished by having the guests actually make and put up the decorations and add a note of costuming that fits the party theme.

3. PROGRAM

This committee takes up right along with the "atmosphere committee" very often. It's job is to see that the most people have the best time possible, and everyone goes home a little better person for having participated in your party. In outlining your program here are some helpful hints:

1. Remember the size of group, age, and space you have to work in when selecting activities.
2. Remember that "lop-sided recreation" makes "lop-sided" personalities. So balance your program so it will have appeal to a wider group than just those people who have enough nerve to ask do what they want.
3. Balance the leadership so that no one person is too out-standing -- help push out one or two new leaders each party.
4. Plan simple things early in the evening -- moving gradually to more challenging things after your group loses a -- little starch.

5. Make use of smooth tricks and devices to move easily from one formation to the next so that almost no time is taken arranging people.
6. Taper off the party so the group has "mellowed" after the climax of the party, with a few quieter events just before the signature.
7. Outline your party being sure everyone knows who is doing what and put the program up in a spot where all the committee members but few of the guests can see it.

4. REFRESHMENTS

Instead of the usual "line up over here" attitude toward the refreshments, let's have the committee plan something simple that will fit into the party theme, and a method of serving that will be a "surprise." Don't forget the possibilities in chair arrangements. If part of the committee can fix little "conversation" circles of chairs during the serving of refreshments or right before, people will be in congenial groups to talk, and not in the too frequent straight lines of chairs outlining a dance or gym floor.

CLEAN UP! We've done away with thinking there needs to be a special committee for this unlovely job -- if each committee will take care of its own clean-up problems, the place should be ship shape when all is over.

1. It's easier to see what to do than hear what to do -- you learn twice as fast when you can do both. DEMONSTRATE MORE - TALK LESS!
2. It's easier to understand if you can be seen when explaining -- STAND WHERE EVERYONE SEES YOUR "PRETTY SIDE."
3. It's easier to create friendliness and spirit if you are in the group and not apart from it whenever possible. BE A PART OF AND NOT APART FROM THE PARTY.
4. People will catch what you've got, be it boredom, nervousness, or enthusiasm and friendliness. SMILE -- IT'S CONTAGIOUS!
5. Control your group whenever possible without using a microphone or a whistle as a crutch. Here are some attention-getter ideas:

RAISING RIGHT HAND AND CLOSING THE MOUTH WHEN THE LEADER DOES
(Best with younger people in camps, etc.)

USE OF MUSICAL PHRASE ON PIANO, BELLS, OR SOME APPROPRIATE SOUND
FITTING WITH THE PARTY THEME

USE OF A COMMITTEE TO QUIET PEOPLE IN THE DIFFERENT PARTS OF THE
ROOM

SPEAKING IN A SLOW, CONTROLLED VOICE AND FREQUENTLY CHANGING THE
RANGE OF VOICE AND THE TEMPO

HAVING PEOPLE SEATED, ESPECIALLY AT THE BEGINNING OF A MEETING
TO GIVE THEM INSTRUCTIONS

GET PEOPLE CLOSE TO YOU

6. People will gain confidence if they have a little feeling of success. Explain A LONG GAME OR DANCE PART BY PART, LETTING PEOPLE DO IT A LITTLE AT A TIME.
7. If you use singing games and want people to sing as they dance, TEACH THE SONG BEFORE THE ACTION!
8. A good leader plans partly by "feel" -- because he is continually alert to how the participants are getting along -- STAND FOR A WHILE IN THE OTHER FELLOW'S SHOES -- IT MAY CHANGE YOUR PROGRAM.