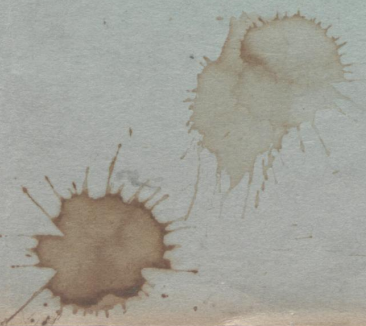


*Set up
Miss Acker*

BARRELS OF



FUN



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SOCIAL RECREATION INSTITUTE

UNIVERSITY TRAINING SCHOOL GYMNASIUM

DECEMBER 5 - 9, 1949

7:30 P. M.

CONDUCTED BY -

MISS HELEN M DAUNCEY - Field Secretary Katherine F Barker
Memorial, National Recreation Association, New York City, New York.

SPONSORED BY -

LXINGTON JUNIOR LEAGUE - COUNCIL FOR SOCIAL PLANNING - PLAYGROUND
AND RECREATION DEPARTMENT of the BOARD OF PARK COMMISSIONERS (WHITE).

INDIVIDUALS REGISTERED -
123

TOTAL ATTENDANCE -
224

AGENCIES AND ORGANIZATIONS REPRESENTED AT INSTITUTE - 26

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GET ACQUAINTED

CHOO-CHOO

Formation: A single circle facing the center. Several players (about one to every ten or fifteen) are asked to come out in the center. Each one chooses a railroad to represent and are told they must see how many cars each train can get. Each one of them runs up to a person in the circle and says "My name is _____. What's yours?" The person addressed gives her name. The first person then moves his feet in rhythm, at the same time repeating the name given him. For

ICE BREAKERS

example, if the girl says her name is "Ruth". the player who is the train says,
 "Ruth"(pause) "Ruth" (pause) "Ruth, Ruth, Ruth?"
 R L R L R

As indicated, the feet slide forward and back at the same time. The first player then turns around so that the second player "Ruth" can hang on to his waist (or shoulder) and they both shuffle across the circle to get another "car" on their train. Each time a new person is added, all those already on the train shouts the new name and moves their feet as described above. As each new person is added, all drop hands and turn to face in the opposite direction so that no person is leader twice.

The winning team is the one with the most players attacked when all in the circle have been chosen.

CROSSED WIRES

Introduction game or ice breaker

Take hold of the left ear with the right hand. Then, reach over and take hold of the end of the nose with the left hand. Clap hands quickly three times. Repeat above several times. Then, after clapping hands, reverse the process.

FINGERS UP

This game may be played where there are 2 or more players, or in an auditorium with hundreds.

Each person faces his partner and holds his hands with fists pointing toward the other. Either the leader or one of the players counts, 1-2-3-GO and on the word GO each player holds up a certain number of fingers. The first person of the two who shouts out the correct total of all the fingers gets the point. Play for five (or more) points.

I SAY STOOP

Played just like "Simon Says" only the leader says "I Say Stoop": "I Say Stand." Players stoop and stand accordingly. Anyone who changes positions on a command not preceded by the words "I Say" is eliminated. Play to see who is the last person to remain standing. Game must be played quickly with lots of surprises and unexpected commands.

MY BONNIE LIES OVER THE OCEAN. (Action Song)

- FORMATION: Group is seated
- TUNE: By the same name.
- ACTION:
- My-- point to self
 - Bonnie -- with both hands outline the figure of a bonnie lassie
 - Lies -- rest left cheek on both hands
 - Over -- put thumbs in back of shoulders
 - The Ocean -- with both hands make waves in front of face
 - My Bonnie Lies over the -- as before
 - Sea -- make letter "C" with left hand
 - My Bonnie Lies over the ocean -- repeat above
 - Oh -- make letter "O" with both hands
 - Bring back -- extend arms straight ahead and bring both hands toward the face, then touch shoulders with each hand
 - My Bonnie -- as above
 - To - hold up 2 fingers of each hand
 - Me -- as before.
 - Chorus: made up of previous words, so repeat action.
- Verse 2:
- My Bonnie leaned over the gas tank -- lean forward and look in tank, making telescope of hands.
 - The height of its contents - measure height
 - To see -- as above
 - She lighted a match to assist her -- pantomime lighting a match
 - Oh, bring back my bonnie to me -- as above
- Repeat chorus.

POCKETBOOK RELAY

Page 3

FORMATION: Group is seated and divided into two teams which compete against each other. Each person is asked to get out his pocketbook or bill fold.

ACTION: Leader asks for a list of objects - one at a time. The person who can produce it first holds it up over his head and a point is given to his side.

SUGGESTED ARTICLES:	1947 penny	two dollar bill
	calendar	Handkerchief with blue on it
	3 cent stamp	receipted bill
	nail file	letter
	driving license	fishing license
	comb	house key
	safety pin	gum etc., etc.

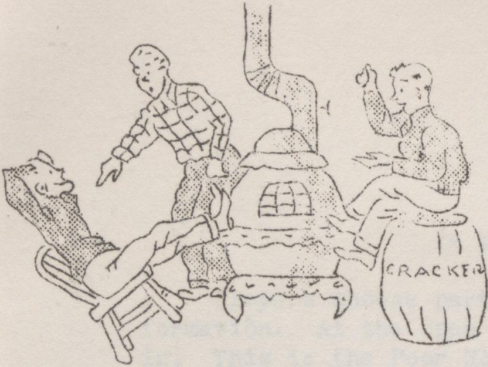
THE MORE WE GET TOGETHER

SONG: By the same name.

ACTION: Group is seated. They sing the song and every time they come to the word TOGETHER or FRIENDS they rise if they are sitting or sit if they are standing.

It must be sung twice in order to leave the group seated as they were at the start.

CIRCLE GAMES

B A N D I T

FORMATION: Circle of players seated.

ACTION: Leader points to any person and says "Bandit" and that person must immediately place both hands over

his ears. Simultaneously the two neighbors of Bandit must place the hand nearest Bandit over the ear on that side. The last of the three to cover his ears must rise and stand in back of his chair. If the Bandit does not use both hands or if one of his neighbors uses wrong hands or both hands, he stands back of his chair leaving empty chairs as the game progresses. (The one who started the game goes back to his chair.) The empty chairs become confusing especially where played fast. NOTE: Each new Bandit calls next Bandit and also acts as judge to eliminate the proper person. Last two players left are the winners.

BEAST, BIRD, OR FISH

Players are arranged in a "three deep" circle - groups of three players standing one behind the other, all facing the center. "IT" stands in the center of the circle. The players are divided into three categories according to their position in line. The first players are "beasts" (nearest the center of the circle). The middle or second players are "birds". The third or outside players are "fish".

"IT" calls out "swordfish" and immediately all the "fish" players change places with each other. In the meantime "IT" tries to get a place and the one left over becomes "IT" and goes to the center. If he calls "lion" all the "beasts" change places - "bluejays" and all the "birds" change, etc., etc.

Encourage players to cross the circle rather than move one place sideward.

FIRE IN THE MOUNTAIN

All the players except one form a double circle facing the center. This means that each person in the outside circle is standing directly behind his partner. The extra player who is "IT" stands in the center. When he calls "Fire in the Mountain- Run boys run!" the players in the outside circle begin to trot around the circle in the line of march (counter-clockwise). "IT" and the players in the inside circle clap their hands. When "IT" stops clapping, he and the inside players hold their arms up over their heads as a signal that all the outside players must step in front of a player with his hands up. "IT" tries to do the same and the player left out becomes "IT" next time.

(The next time the game is played the former inside circle is now on the outside). Avoid tendency to have the circle become too small by asking all players to step back occasionally.

THE POOR HOUSE
(A partner fruit basket)

Players choose partners and sit in chairs placed in a horseshoe formation. At the open end of the horseshoe place two chairs facing in. This is the Poor House. Couples must keep hands joined throughout the game. Each couple has a number which he keeps all through the game.

When the game starts one couple is in the poor house. They call two numbers and the couples whose numbers were called must change places. During the change-over the Poor House couple tries to get the chairs vacated by one of the couples. If they succeed, the couple left over goes to the Poor House. If the Poor House couple call "House Afire" everyone must change seats.

LINE GAMES



HUNTER, GUN, AND RABBIT

The fun in this game is not so much in what the players do but in how they look when they are doing it. The game consists of 2 teams trying to out-guess each other in choosing the word which scores the highest.

SCORE: Hunter scores over Gun (because the hunter can control the gun.)
 Gun scores over Rabbit (because the gun can kill the rabbit.)
 Rabbit scores over Hunter (because the rabbit can run fast and escape.)
 If both teams assume the same pose, no score is made- it is a tie.



To play the game, the two teams line up facing each other about 10 or 15 feet apart. The first person in each line is the Captain and decides on the word and then goes down his team telling each person the same word. He then stays at the foot of the line. At the signal of the leader each team takes the position of the word given by his Captain and the one with the higher one gets a point. Number 2 then becomes Captain, etc., so each person has a chance to decide the word. Play for the first line to get 8 points or whatever the game is. After players are familiar with the game penalize the team for any errors in pantomime. (If every one is doing Gun except one careless player who is doing rabbit - his team loses the point even though the word outrated the other team.)

KEEN EYES

Players stand in 2 lines facing each other. Each person observes closely what the one opposite is wearing. Team A is told to turn around and Team B is given a minute to make some change in costume (untie a shoe lacing, unbutton a button, turn a belt around, etc.) Team A then turns around and each person on the team in turn is given one guess on what the change was. Score one point for each correct guess. The second time the game is played the opposite team does the changing.

SLAP TAG

Two teams line up facing each other about 15 or 20 feet apart. Players of Team A extend their hands in front with palms up. A player from Team B crosses over to Team A and goes down the line touching each pair of hands. When this player decides which player of Team A he wishes to tag he hits that person's hand not only on top - but on top and underneath. He immediately runs back to his own line chased by the player whom he hit twice. If the player from Team B reaches his line without being tagged he is safe. If he is tagged he becomes a member of Team A. The chaser from Team A then taps the hands of Team B and the game continues. The team having the largest number of players at the end of the game wins.



ROW, ROW, ROW YOUR BOAT - Action Round

MUSIC: Old round.

WORDS: 1. Row, row, row your boat
 2. Gently down the stream
 3. Merrily, merrily, merrily, merrily (xox xox xox xox)
 (1) (2) (3) (4)

FORMATION: Four separate columns, each with three players standing abreast, a lady between two men, elbows linked, Columns of threes are numbered 1,2,3,4.

1st Verse: Have all sing the song.
 2nd " Have all sing the song, walking forward four steps on first line, starting with the left foot, backward four steps on second line, forward four steps on third line, and backward four steps on fourth line.
 3rd " Sing through three times with action, as a round, first column being started by the leader; then the 2nd column when the 1st column starts singing line 2; then the 3rd column when the first column starts singing line 3; finally the fourth column.

THREE BLIND MICE - Action Round

MUSIC: Same name

FORMATION: A square (not necessarily even numbers)

Line 3

Line 4

Line 2

Line 4

ACTION: Learn in unison first before each line works separately.

1. 3 Blind Mice - 3 Blind Mice - (cover eyes partially with hands and step forward toward the center 4 steps - then back 4 steps)
2. See how they run - see how they run (take hands away from eyes, face right a quarter turn and take 4 steps in this direction and 4 back to places)
3. They all ran after the farmer's wife, she cut off their tails with a carving knife. (4 steps to center - 4 steps back. Slap hands together on word "cut")
4. Did you ever see such a sight in your life, as 3 blind mice. (Turn around in place 4 steps to right - shading eyes and searching. Stand facing center of square and cover both eyes - shaking head from side to side.)

RELAY

VERSION 1

ALPHABET

Players are divided into two teams. Each player has a card bearing a letter of the alphabet. When the leader announces a word the players holding the letters in that word hurry to the base line which has been marked ten feet away and try to arrange themselves in proper order. At the same time the opposing team is doing the same thing. One point for the winner. A double letter is expressed by shaking the card from side to side.

NOTE: Handbook for Recreation Leaders has lists of words for full teams of 26 each or for smaller teams.

VERSION 2

Players stand in relay formation. A complete set of alphabet cards is laid on a chair ten feet away from each team face down. The base line is some distance back of the chair. When the leader announces a word she states how many letters there are in the word and if there are 6 the 1st 6 players only are involved. Number 1 dashes up, finds her letter, takes her place on the base line then number two runs.

The cards must be left in a neat pile and face down after each person has selected her letter. The team finishing its word first gets a point. These players then go to the rear of their own line so that new players are involved in the next word.

NOTE: Each alphabet set should be a different colored card. Salmon and white or blue and white. 3 x 5 cards can be used and lettered with a speed ball pen.



GAMES AND MIXERS

BINGO

MUSIC: The verse of "Good-Bye My Lover, Good-Bye"
WORDS: The farmer's black dog sat on the fence,
And Bingo was his name,
The farmer's black dog sat on the fence,
And Bingo was his name.
B-i-n-g-o, Bingo was his name
B-i-n-g-o, Bingo was his name.

Spell - - B-I-N-G-O

FORMATION: Couples in a circle facing clockwise.
ACTION: During the singing of the first 6 lines, partners promenade around circle in line of march hands joined in skating position. 32 counts on the Spell girls step out in front to face partner, drop left hands but keep right joined ready for the Grand Right and Left. The letter B is with own partner, then progress - I with the next person, N with the next - G with the next and on O exclaim and turn new partner once around leaving her on Right and ready to repeat all from the beginning.

CAMP TOWN RACES

- MUSIC: By the same name.
- FORMATION: Partners in a circle all facing line of march.
- ACTION:
1. 16 walking steps
 2. Turn to face partner, join both hands and take 4 slides in the direction of the march and 4 slides back.
 3. Keeping hands joined take 6 walking steps turning clockwise.
 4. On count 7 and 8 the girls move one place to the right- taking a new man as partner and repeat all from the beginning,

CLAP POLKA

- MUSIC: Any good lively polka.
- FORMATION: Partners facing each other in a double circle. Both hands joined.
- ACTION: Starting outside foot do heel and toe, heel and toe and slide 4 times in the line of march.
Repeat the heel and toe and the slides moving clockwise,
Face partner and do:
Slap partners right hand with your right 3 times.
Slap partners left hand with your left 3 times.
Slap own hands 3 times
Clap own knees 3 times,
Swing partner once around and on the last count, each man progresses one place to his left.
Repeat all with new partner.

- NOTE: If the group is not ready for a swing, substitute - link right elbows, swing once around and the man progresses to the left.

GLOW WORM

- MUSIC: By the same name or "Sweet Sue" or any smooth 4/4 time.
- FORMATION: Couples in a circle facing the line of march.
- ACTION:
1. Walk forward in line of march 4 steps.
 2. Face partner, and take 4 short steps backward (men toward center of circle, ladies toward outside of circle)
 3. Face diagonally right and walk forward 4 steps to meet new partner (the girl meets the man of the couple who was ahead of her in 1.)
 4. Join both hands and turn clockwise for 4 counts.
Repeat all getting a new partner each time on 3.

This mixer makes a good closing activity by using "I'll See You in My Dreams" or "Good Night Sweetheart."

GOOD NIGHT LADIES

Version I - Done in Couples

Partners in a double circle. They turn to face each other which means the man has his back to the center of the circle.

- ACTION:
- a. "Good Night Ladies" - Shake partners right hand.
 - b. "Good Night Ladies" - Each girl moves one place to the right to shake a new man's hand.
 - c. "Good Night Ladies" - Each girl moves one place to the right again and shakes.
 - d. "We're going to leave you now" - Keep that last man as your partner. Take skating position and all face line of march.

Chorus: Promenade or skip.

Repeat all several times. (Keep the man you just promenaded with for the first handshake.)

VERSION II - Done in 3's

Man in middle - girl on either side of him. All facing line of march.

- a. Man turn to girl on his right - bows and shakes right hand.
- b. Man turn to girl on his left - bows and shakes right hand.
- c. Man bows briefly to lady on his right and left.
- d. He leaves these two girls and walks ahead to become the center one of a new trio.

Chorus: Promenade or skip.

GREEN SLEEVE MIXER

TUNE: Little Brown Jug

FORMATION: 6 - Couples in column formation

Ladies on R. of gents - couples are number 1-2 from front to rear

2	0	X
1	0	x
2	0	X
1	0	X
2	0	X
1	0	X

1. Couples 1 and 2 face to place R. hands to form a star. Walk 8 steps clockwise. Change and place L. hands in a star. Walk in opposite direction 8 steps. Finish by everyone facing up the set.

Green Sleeve Mixer - cont'd

2. Couples 2 make and arch by forming inside hands only.
Couples 1 move backward under the arch made by couple 2 as couple 2 moves forward - 4 counts.
This figure is repeated 3 more times - (4x in all) 16 counts.
Couple 1 makes the arch the second and fourth times.
3. Lines face each other.
Head couple slides to foot of set and stays there.
The rest move up one place. This puts each couple in a new place.
Repeat until everyone has been the "head couple".

LET'S GET ACQUAINTED

- MUSIC: Camp Town Races - (verse is played twice-chorus once for each part)
- FORMATION: Partners in a single circle - girl on the right of the man.
All facing center of circle.
- ACTION: a) Ladies take 3 steps to the center and back to place.
Men take 3 steps to the center and back to place.
Do-si-do your partner (pass R. shoulders - back to back)
Do-si-do your corner (" " " " " " " ")
Promenade your partner - 16 counts
- b) Ladies take 3 steps to the center and back to place.
Men take 3 steps to the center and back to place.
Do-si-do your partner
Swing your corner
Promenade your corner-16 counts.
- Repeat all from the beginning.

NARCISSUS

- MUSIC: By the same name. Available on a record.
- FORMATION: Circle of couples. Partners facing - Men with backs to the center of the circle. Both hands are joined.
- ACTION: Two slow slides and three fast ones, moving in the line of march. Tap the free foot in back instead of closing feet on the three fast slides. Repeat, moving clockwise.
Step and tap in back twice (once in the line of march, once clockwise)
Step and swing free foot forward twice (once in line of march, once clockwise)
Do-si-do with partner and on the walks backward each person moves to the right to face a new partner. (Do-si-do is a back-to-back-with R. shoulders passing)
- Repeat from beginning.

LONDON BRIDGE
Musical Game

MUSIC: Any march
FORMATION: Circle

If the group numbers 50 or less, two couples on opposite side of the circle make an arch. All the other players march around the room and under the arch - single file at a whistle the arch descends on the player passing through at the moment. The person captured goes to the center and waits until another captive is sent in to help him form an arch somewhere in the circle. This continues until everyone is caught. The last ones are of course the most elusive.

If the group is made up of more than 50 players make several arches to start and the players may march in couples. As couples are caught - they make another arch immediately.

SUGGESTION: Use players wearing glasses to form the first arches.

LOOBY LOO

MUSIC: Looby Loo (in "Twice 55 Games with Music")
FORMATION: Men join hands and form a circle.
Girls join hands and form a circle outside.
Each circle moves to the left during the singing and stands still for the action.

ACTION: The action follows the words.
"I put my right foot in
I take my right foot out
I put my right foot in
And shake it all about - Oh!"

Each circle moves to the left while singing
"Here we go Looby Loo
Here we go Looby light
Here we go Looby Loo
All on a Saturday night!"

Each circle stops and does 2nd verse which is, "I put my left foot in", etc.
Repeat circling and then do 3rd verse: "I put my R. hand in, etc.
" " " " " 4th " " "I put my L. hand in, etc.
" " " " " 5th " " "I put my both hands in,
" " " " " 6th " " "I put my little tongue in", etc.
" " " " " 7th " " "I put my big head in, etc.
" " " " " 8th " " "I put my whole self in,

End with a shout after the last circle.

PENNSYLVANIA POLKA
(A Mixer)

MUSIC: Any good lively polka.

FORMATION: Couples in a circle facing the line of march

ACTION: a) Promenade the ring.
b) The gents swing in and the ladies swing out.
c) Partners with the right and all the way 'round
d) Front lady with the left and all the way 'round.
e) Partner with the right and once and a half around.
f) Promenade your corner as she comes down.

DESCRIPTION: a) Partners promenade (about 16 counts)
b) Partners separate by the gent walking in a little circle to his left and the girl to her right. (4 steps)
c) Face partner, join right hands and turn once around.
d) Each man joins left hands with the girl who was in front of him on the promenade and turns her once 'round.
e) Join right hands with partners and turn once and a half 'round, leaving the man on the outside of the circle.
f) He crosses hands with his corner (the girl who was in back of him on the promenade - puts her on his right and he has a new partner to repeat from the beginning.

POP GOES THE WEASEL

MUSIC: By the same name.

FORMATION: Sets of 3 in a circle facing the line of march. Man in the center - girl on either side. Each girl takes one of the boy's hands with her outside hand (in front of boy). Girls join inside hands behind the boy's back.

ACTION: Promenade until the word "Pop" when the boy is released to pop under the arms behind him back to the next two girls. Repeat until boys have been around the room.

"A penny for a spool of thread
A penny for a needle
That's the way the money goes
Pop Goes the Weasel."

POP GOES THE WEASEL (for groups of three)

MUSIC: By the same name.

FORMATION: Lines of 3 in a big circle, all facing the line of march. Man in the center - girl on either side. Each girl takes one of the boy's hands with her outside hand (in front of the boy) and they join inside hands behind the boy's back.

ACTION: Promenade throughout the singing of the song until the word "Pop". The boy is then released to pop under the arms behind him back to the next two girls.

Repeat until boys have been around the room.

POPULARITY

A musical game to be used on occasions where there are too many girls for the number of men, or vice versa.

MUSIC: Any good lively march.

- ACTION:
1. All the girls go to the center of the room
 2. Men form a big circle around the room - all face in the line of march. Put left hand on hip.
 3. When the whistle blows all the girls dash out to get a man's arm. The extra girls go back to the center of the room.
 4. Partners march around the circle until the whistle blows - then the men continue marching along while the girls all turn and march clockwise. At this point all the extra girls in the center join the clockwise marching circle of girls.
 5. On two toots of the whistle all get a partner and march in the line of march. The extras go back to the center and the game is continued repeating 4 and 5 indefinitely.

TEXAS SCHOTTISCHE
Musical Mixer

MUSIC: Any good medium or slow Schottische - we used "Scatterbrain"

FORMATION: Couples in a circle - girl on the right

Girl raises her hands - man reaches across her shoulder to take her right hand in his, then takes her left hand in his left. (This is called the cross shoulder promenade position.)

- ACTION:
1. Slide together - step hold diagonally forward left
Repeat - moving diagonally forward right - walk forward 4 steps L.R.L.R.
 2. (a) Each do a heel and toe left and a 1-2-3- he stands in place - she finishes on his left facing the opposite direction.
(b) Repeat heel and toe and 1-2-3. Girl completes the turn - backing up to the man behind her in the circle on the 1-2-3. Thus each man gets as his new partner the girl who was ahead of him before.

Repeat all as long as desired.

PORTLAND FANCY

MUSIC: In Henry Ford's book "Good Morning"

FORMATION: Two couples standing side by side making a line of 4 facing clockwise, facing a line of 4 facing the line of march. O x O X
They are all in a circle, like spokes of a wheel O X O X

ACTION: The calls are exactly like Sicilian Circle except the first call is eight hands around instead of forward and back and four hands around.

SKIP TO MY LOU

MUSIC:



Words: Verse 1 - Skip, skip, skip To My Lou
 " " " " " "
 " " " " " "
 Skip To My Lou, my darlin'!

Verse 2 - Lost my partner, what will I do?
 " " " " " "
 " " " " " "
 Why, Skip To My Lou, my darlin'!

FORMATION: Couples in a circle facing line of march. Girl on the R. of the boy. Hands joined in skating position.

ACTION: Verse 1 All promenade around the circle.

Verse 2 - Boys keep marching while girls stand and face the center of the circle clapping hands and singing the words. On the words "my darlin" each man takes a new partner and game is repeated from beginning.

Should anyone not have a partner, go directly to the center of the circle for one and then return to the marching circle.

TALLY CIRCLES

MUSIC: Any good lively march.

FORMATION: Single circle, all facing in the line of march.

ACTION: Everyone marches until the whistle blows then stop and listen. Leader says "Make circles of ____." (Leader chooses some number). The circle breaks up and the players arrange themselves in circles of the correct number. Only a few seconds are allotted for making the circles. At the end of the time the whistle blows twice and all players who are not in circles of the chosen number go to the center for one round. The groups circle 8 counts to the left, 8 counts to the right and then break up and everyone comes back to march in a big circle. The next call is for circles of 6, 7, or any small number. When the game is ready to break up in confusion ask for circles of 11 or 12.

WHISTLE GAME

MUSIC: Any good lively march.

FORMATION: Single circle of couples facing line of march.

ACTION: Instruct group to listen to number of whistle toots and form lines of that number continuing marching. Any left over go to the middles of the circle and wait for the next number. Vary the whistle toots from odd to even numbers. Finish in formation for next game such as 2's, 3's or 8's fro a square dance or relay.

SICILIAN CIRCLE

MUSIC: By the same name, Record: Victor 22991

FORMATION: Double circle, in which two couples face each other to form little sets of 4. (One couple faces the line of march, the other clockwise) Each man has his partner on his Right.

- ACTION:
1. Forward and Back 8 counts.
Partners advance forward 3 steps, bring feet together on ct. 4, and retire to place.
 2. Circle four 8 counts.
All four join hands and circle to the left once around.
 3. Ladies Chain Over 8 counts
The ladies cross over to opposite places by giving right hands to each other as the cross over, then left hands to the opposite gentleman who puts his right arm around her waist and turns her counter-clockwise so she is on his right and they again face the opposite couple.
Ladies Chain Back 8 counts
 4. Right and Left Through 8 counts
The couples cross over and exchange places in this manner. They drop hands and walk right through the opposite couple touching right hands to the person they face, (or, "opposites") as they to through. When they reach the position occupied by the other couple man takes his partner's left hand, puts his right arm around her waist and turns her as in the Ladies Chain.
Right and Left Back 8 counts
Return to place in similar manner.
 5. Forward and Back 8 counts.
As in 1.
 6. Forward and Pass Through 8 counts
Each couple walk straight ahead passing as in R and L to face a new couple coming from the other direction.
- NOTE: Drop back a step on the last two counts so that couples are not too close together for the Forward and Back of 1.

VIRGINIA REEL

MUSIC: (Using different music for each of the 3 parts helps to hold a large number of sets together so that no caller is necessary.)

Part 1 - Turkey in the Straw or Irish Washerwoman.

Part 2 - Irish Jig or Reel or Ten Little Indians.

Part 3 - Glory, Glory Hallelujah.

FORMATION: Sets of 6 couples - boys in one line, girls in the other.

ACTION: Part 1 - The Figure

- Call
- 1) Forward and back
 - 2) Turn with the right hand
 - 3) Turn with the left hand
 - 4) Turn with both hands
 - 5) Do-si-do (pass R shoulder)
 - 6) Head couple down you go (Slide to the foot of the set)
 - 7) And back (Slide back to place)

Part 2 - The Reel

- 8) Turn her by the right one and a half
- 9) Left to the next
- 10) Your own with the R
- 11) Left the next, etc., etc., until head couple has reached the foot of the set.
- 12) First couple come back (slide up the set)

Part 3 - The March

Head lady turns to the right - head gent to the left, leading their lines to the foot of the set. All clap. First couple makes an arch at the foot of the set and others walk under and slide to place. Second couple is now the head couple.

N. B. - The Figure may be done by both lines simultaneously or the traditional way is head lady and foot gent do each step of the Figure and the opposite corners (head gent and foot lady) always repeat it right after them.



SSSHH!

QUIET GAMES

CATEGORIES

Divide the group into two teams. The leader has a set of alphabet cards. The leader holds up one card at a time and names a category (e.g. cities, books, songs, birds, animals, etc.) For instance, "Give me the name of a city that begins with the letter "B". A point is given to the side which answers first.

HANDCUFF

Give each couple two pieces of string about four feet long. Tie the ends of one string around the lady's wrists. Loop the other piece of string through the lady's string and tie each end on the man's wrists. They are now handcuffed. Ask them to separate the strings without breaking them or untying the wrist loops.

The trick is to slip the center of the man's string under one of the wrist loops of the lady, pull the string down over her fingers and the handcuff is released. (Have the lady turn her hand palms up as the man's string is pulled under her wrist loop.)

CODES

Accomplice is sent from the room. The group decides on some object. The code is: The accomplice is to answer yes to whatever is mentioned if it comes directly after something which has legs. It may be the first object named by calling the accomplice by her first name to give the clue or code.

HUMBUG

A cube or six sided figure is used and is marked thusly:

B -- Body	A -- Antenna
H -- Head	L -- Leg
E -- Eye	T -- Tail

Each player has a paper and pencil and the object of the game is to see who can complete the drawing first.

The first player shakes the cube and lets it drop on the table. If the letter "B" turns up he may start his drawing. If any other letter is on top, he loses his turn.

Each eye, antenna and leg must be rolled separately.

The eyes and antenna can not be put on the drawing until the head has been drawn. If a player gets a letter he can use he gets one more turn, but not more than two. The completed drawing looks like this:



An adaptation of the game is to mark the cube with the 6 letters -- W-I-N-N-E-R. In this case they must be rolled in the correct order in order to be written.

LIVE NAUGHTS AND CROSSES

Two teams - one of boys and of girls.

Nine chairs are arranged in 3 rows of 3 each. The game is played exactly like the pencil and paper game - the boys take the part of O and the girls X. Players sit one at a time as their turn comes up first a girl sits and then a boy, etc. The side wins which first gets 3 in a line - horizontally, vertically or diagonally.

X	X	O
X	O	X
O	X	X

HUMAN CHECKERS

G G G

M M M

SOLUTION:

- | | |
|-----------------|-----------------|
| 1 - girl moves | 8 - man jumps |
| 2 - man jumps | 9 - man jumps |
| 3 - man moves | 10 - girl moves |
| 4 - girl jumps | 11 - girl jumps |
| 5 - girl jumps | 12 - girl jumps |
| 6 - girl moves | 13 - man moves |
| 7 - man jumps | 14 - man jumps |
| 15 - girl moves | |

MATCH GAME

(May be played with sticks, stones or bottle-caps or checkers.)

Twelve matches (or other objects) are placed in three groups.

Five in the top row; four in the second; three in the third row

```

11111
1111
111

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Two players alternate in taking matches away.

There is no limit to the number that may be taken at one time - but they may be removed from only one row at a time.

(For example: a player may take 4 from the top row, but not 2 from that row and 2 from the middle row.)

Object of the game is to force one's opponent to take the last one. A point is scored for each game won.

WHAT TIME IS IT

Leader has an accomplice for this game. The accomplice goes outside the room and the group decides on an hour of the day. The accomplice returns and is able to guess the hour correctly.

CLUE: 1 o'clock is A; 2 o'clock is B; etc., up to 12 which is the letter L. After the accomplice returns the leader makes some remark and the 1st letter of the 2nd word starts with the letter corresponding to the hour chosen by the group. For example - They choose 4 o'clock. The leader says, "Now don't be in a hurry on this one" or if 6 o'clock is chosen the leader might say, "You'll find this easy."

BLACK MAGIC

DO NOT ANNOUNCE THE NAME OF THE GAME!

Call it a mind reading game.

An accomplice is chosen and the leader whispers to her the clue of the game. She leaves the room and the group decides upon some object in the room. She returns and the leader starts asking - "Is it the table?" "Is it the flag?" etc., etc. The clue is - it will always be the first thing named after something black in color. As members of the group think they have guessed it they go outside and try - they may or may not be successful.

MY FATHER IS A MERCHANT

Leader says "My father is a merchant and he sells socks". The next person in the circle repeats the phrase and mentions another article he sells. The trick is to be touching the article of clothing or furniture when it is mentioned. Those who mention an article without touching it are told it is incorrect, but get another turn the next time around.

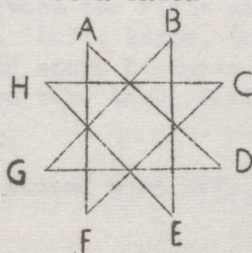
I KNOW CLUB

FORMATION: Group is seated. Everyone must be informed about some subject in order to be admitted.

Leader says "I know law, so I am admitted." "What do you know?" Any subject which contains the letter "I" is refused admission. Players must guess what the clue is.

STAR TRICK

Draw an 8 point star



as indicated.

OBJECT: To place pennies of the star by uncovered point indicated to a point.

or buttons on seven points starting each one from an and sliding along the lines point opposite the starting

EXAMPLE: A penny is moved from H. to E. where it remains; E. is now covered so cannot be used as a starting point.

SOLUTION: The only way to cover the 7 points of the star is to cover each successive move the point from which the penny was started on that particular move.

EXAMPLE: If the penny is moved from H. to E. the next move would be from C. to H. and the penny stays on H. The next move is to C. so it would have to be from F. The two points have to be connected by a straight line.

Players usually have 2 Or 3 pennies left over when they first try the game.



MILITARY SCHOTTISCHE

MUSIC: Any good schottische - 4/4 time. Or record - Columbia #37332.

FORMATION: Couples. Use cross shoulder position as in Texas Schottische.

ACTION: a) Both start with left foot

Cross left foot over right foot (just the toe touches the floor)

Count 1 &

Point left foot to the side

" 2 &

Step in back with the left, to the side with the right and across in front with the left,

Count 3&4

Repeat, crossing right foot over left foot to start.

Repeat all

It may be counted - Cross and point and back, two three.)

b) Two slow walking steps forward - Left, Right.

Turn quickly toward the right shoulder and take three fast walking steps backward. Left, Right, Left.

Two slow walking steps backward. Right, Left.

Turn quickly and take three fast walking steps forward. R. L. R.

Repeat.

Counts for the second part are: Front and front and

Back, two, three

back and back and

Front, two, three.

PUT YOUR LITTLE FOOT

MUSIC: Varsouviana or Put Your Little Foot. Available in records.
Coast records - Rodeo Series #225.

FORMATION: Couples around the room.

Gentleman stands slightly behind partner. His right hand joins her right hand on her right shoulder. Their left hands are joined in front. Both start with left foot.

- ACTION:
- a) Bend left knee, (turning it sideways so left foot is in front of right ankle) Slide left foot to the side, close right foot up to it, and again bend left knee. Counts are - bend, slide close, Bend, slide, close.
 - b) Three walking steps - Left, Right, Left, and point right toe, (During the walking steps the girl moves in front of the man so she is now on his left side.) Their hands are kept joined during the cross over.
 - c) Repeat a starting with the right foot and moving to the right.
 - d) Repeat b the girl moving in front of the man to finish on his right with the left foot pointed.
 - e) Repeat b only 4 times alternating L,R,L,R.

Repeat all from beginning.

HINKY, DINKY, PARLEY VOO

MUSIC: By the same name.

FORMATION: Square sets.

CALLS: The first two ladies forward and bow, Parley Voo
The same two ladies do-si-do, Parley Voo.
Do-si-do with your corners all
Allemande right and a Grand Chain all
Hinkey, Dinkey Parley Voo.

Repeat all, for the two side ladies, the first two men and the two side men.

ACTION: The ladies of couple 1 and 3 meet in the center and bow
They drop back a step and then do a do-si-do (back to back)
All face corners and do a do-si-do
All face partners join right hands and turn once around.

All do a Grand right and left around the set while singing the chorus.

GLORY, GLORY HALLELUJAH

MUSIC: "Battle Hymn of the Republic"
 FORMATION: Square Sets.

CALLS: First lady promenade the inside of the ring
 And when she is home again
 You give her a great byg swing.
 Step right out, and face about,
 Side couples fall in line
 Lady go right, the gent go left,
 And march around the ring.

First couple, do-si-do and do-si-do around
 Second " " " " " " " " "
 Third " " " " " " " " "
 Fourth couple, do-si-do around.

Everybody, forward and back
 I'll tell you the reason why
 Forward again, and passright through
 And look your girl in the eye
 Now step right up and swing her
 And swing her till she cries
 Swing her back to home.

Sashay round your corner,
 And your corner sashay round.
 Sashay round your partner
 And your partner sashay round.
 Allemande left your corner, and
 Allemande right your own
 And a grand right and left around the ring.

All sing the chorus: "Glory, Glory Hallelujah . . ." etc.

Repeat: Second, Third and Fourth ladies lead out,

EXPLANATION:

"First lady promenade" etc. The first lady promenades alone around the inside of the square.

"When she is home again --" When she returns to place, her partner swings her twice around and they finish in their home position with their backs to the center of the square. Girl on the right of the man.

"Side couples fall in line---" The other three couples fall in line, in numerical order behind the couple facing out. Ladies on the right of the man. If couple 1 is facing out, 2, 3, 4 fall in the order named. If couple 2 is facing out, 3, 4, 1 line up, etc.

"Lady go right, gent go left ---" Lead off lady turns to the right, and leads her line of ladies in a half circle while the man is leading the men's line outward. Then the head couples meet they join hands and march through the center of the square to their own

GLORY, GLORY HALLELUJAH - cont'd

home position. The other couples do the same thing, so the formation is now two lines. Partners drop hands, turn to face each other and drop back about four feet apart.

NOTE: During the march everybody sings "Glory, Glory Hallelujah As we go marching on."

"First couple do-si-do---" Each couple, in turn does a do-si-do with right shoulders passing.

"Everybody forward and back---" Each line advances 3 steps, bows, and walks back to place.

"Forward again, and pass right through---" Two lines exchange places by passing right shoulders as they cross over.

"Step right up and swing her---" The two lines move forward again and each gent swing shis own partner back to his home position.

"Sashay round your corner" Walk completely around corner without touching, All keep facing the center of the square and the girl steps forward so the man can pass in back of her first.

"Sashay round your partner" Walk completely around partner as before.

"Allemande left your corner" Turn corner with the left hand.

"Allemande right your own" Turn partner all the way around with the right hand.

"And a grand right and left" Self explanatory.

Everyone sings the entire chorus as they do the grand right and left. Take time to bow to partner before starting the Grand Right and Left and bow again when you meet partner half way around the square. At home position everyone swing and bow to finish.

NORTHERN LIGHTS

MUSIC: Little Brown Jug

FORMATION: Square sets.

CALLS: First couple out to the couple on the Right
Take a look at the Northern Lights
Into the Igloo, through the door
Clap your hands, and clap once more
Back in to the center of the ring
And give your honey a great big swing.

On to the next, the couple on the right
And take a look, etc., etc.

EXPLANATION:

First couple go over to face couple 2
Shade eyes and peer up at the sky
Couple 2 join hands and form an arch. Couple 1 enters and without turning they face each other, clap hands once, pause, and clap again. They now turn and come out of the igloo into the center of the square. Swing in the center twice around.
Proceed to couple number 3, then 4.

Finish with everybody swing!

THERE'LL BE A HOT TIME IN THE OLD TOWN TONIGHT.

MUSIC: By the same name.

FORMATION: Square sets.

SINGING CALL:

1. First couple out and circle four hands 'round.
2. Pick up two, and circle six hands 'round
3. Pick up two, and circle eight hands 'round
There'll be a hot time in the old town tonight.

4. Allemande left with the lady on your left
5. Allemande right with the lady on your right
6. Allemande left with the lady on your left
7. And you Grand Right and Left all around.

8. And when you meet your partner, you do a do-si-do
9. Take her in your arms and round and round you go
10. And you promenade home with the prettiest girl in town
There'll be a Hot Time in the Old Town Tonight.

Repeat for couples 2, 3 and 4 to do the lead out.

Description:

1. Couple no 1 walks to face couple 2, join hands and circle left.
2. Man of couple 1, drops hand of lady on left, walks over to couple 3 and circles left with them.
3. Repeat 2 with man of couple 1 taking in couple 4 and all circle left.
4. Drop hands and face corners, join left hands and turn once around.
5. Face partner, join right hands and turn her once around.
6. Go back to corner girl and turn once around with the left hand
7. Join right hand with partner, stop and bow and then do the Grand Right and Left.
8. When partners meet, halfway around they do a do-si-do (back to back)
9. Partners swing.
10. Promenade partner back home.

OH JOHNNY

MUSIC: By the same name.

FORMATION: Square sets. (Or it may be done in a big circle around the room)

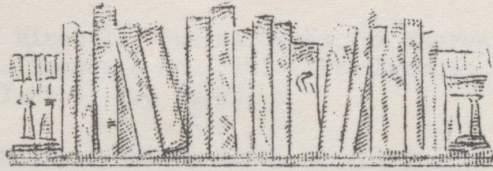
CALLS: Singing call.

All join hands and circle the ring
 Stop where you are and you give her a swing (swing partner)
 Now swing that girl behind you (your corner)
 And swing your own before you're through (partner)
 Allemandes left with your corner girl (turn corner with the left hand)
 And sashay 'round your own (do-si-do with partner)
 Now you all run away with your sweet corner maid (pick up corner)
 Singing Oh Johnny, Oh Johnny Oh. (all sing)

Repeat until all have original partners back.

SQUARE DANCE FUNDAMENTALS

1. Square set is made up of 4 couples. The first or head couple have their backs to the caller unless otherwise indicated by the caller. Couple 2 or side couple is on their right. Couple three or other head is facing the caller. Couple four or other side faces couple two.
2. Partners stand side by side with lady on the right of the gent.
3. Corners are the ladies on the gents' left and the gents on the ladies' R.
4. Honors - Gents bow from hips. Ladies curtsy.
5. Circle Left. Join hands in the set and circle to the left.
6. Circle Right. " " " " " " " " " Right.
7. Forward and Back. Three steps forward and bow and three steps back.
8. Do-si-do. Partners face each other. Gents fold arms across chests. Ladies place hands on hips. Walk forward, pass right shoulder to right shoulder. Having gone one step past each other take one step to the right and walk backward to place without turning.
9. Swing. Partners stand side by side facing in opposite directions with the outside of the right feet together. The left foot is about 6 inches to the side with the toe of the left foot in line with the heel of the right. Take regular dance positions and lean away from each other to get leverage (right hips are touching) with a little pivot step on the right foot, keep showing around on the left as if on a scooter. Do not hop, skip, or jump. For Beginners; The same position with a jaunty walking step for the turn is preferable.



BIBLIOGRAPHY

The following books may be ordered from the:

National Recreation Association
315 Fourth Avenue
New York 10, N. Y.

Nature in Recreation	\$ 1.00
Parties A to Z75
Parties, Plans and Programs.50
Games for Men and Boys50
Games for Children50
Games for Quiet Hours and Small spaces50
Twice 55 Games with Music.25
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Stunts, Contests and Relays15
Arts & Crafts for the Recreation Leader	1.50
Forty Approaches to Informal Singing35
Recreation and the Church50

The following books may be ordered from the publishers:

Gardner, Ella "Handbook for Recreation Leaders" Childrens Bureau pub. 231. Order from Gov't. Printing Office, Washington, D.C. (Do not send stamps)	.25
Harbin, E. O. "Fun Encyclopedia" Abington-Cokesbury Press, Nashville, Tenn. (Available in most book stores)	3.50

Mason & Mitchell "Social Games for Recreation" A. S. Barnes & Co., 101 Fifth Avenue, New York 3, New York.	\$ 3.50
Rorbough, Lynn "Handy II" Cooperative Recreation Service Delaware, Ohio	2.50
Staley, S. C. "Games, Contests and Relays" A. S. Barnes & Co., 101 Fifth Avenue New York 3, New York	3.00
Geister, Edna "Fun Makers for Small Groups" Harper & Brow., 49 East 33rd St., New York 16, New York	1.75
Eisenberg "And Promenade All" (folk games & square dances)	.50
"The End of Your Stunt Hunt"	.50
Order from Helen Eisenberg 2403 Branch St. Nashville, Tenn	
"Young America at Play" Games for elementary and rural school children Order from University Pub. Co., at Lincoln, Nebraska Kansas City, Mo. New York, N. Y. Dallas, Texas	.60
Durlacher, Ed. "Honor Your Partner" (Music, instruction & calls for square dances.) Albums 1,2,3. Each album 3-12" records (6 sides) and are unbreakable.	\$ 10.00 per album plus shipping charges.
Order from Square Dance Associates 102 North Columbus Avenue Freeport, New York	

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