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JUST FOR THE FUN OF IT !!

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Just for the Fun of It

LEADERSHIP

The leader is the key to any successful program of social recreation. It is he who must kindle a fire of interest and enthusiasm in the members of his group, changing them from a passive, somewhat stiff and shy group of individuals into an active, interested, cooperative, and friendly unit.

To accomplish this, advance preparation is essential. This will include careful, detailed planning of the recreation program, thorough understanding of all games and activities to be used, securing all needed materials, and having sufficient assistants to carry out the program. Then the leader must forget about himself and concentrate on helping others have a good time.

A successful recreation leader will:

1. Be enthusiastic. The players reflect the spirit set for them by the leader.
2. Know thoroughly the game to be played.
3. Lead but not drive. "*Let's play--*", rather than "*Now we will play--*."
4. Compliment the group.
5. Speak slowly, clearly, and informally.
6. Be brief in all explanations. Demonstrate when possible.
7. Modify game to meet existing conditions.
8. Stop game at its highest point of interest, never letting it lag; change to another and avoid a loss of interest.
9. Give others an opportunity to lead.

PLANNING THE RECREATION PROGRAM

Given an enthusiastic leader a plan is the next requisite for a successful program of games. Certain basic rules make the program easier for the leader and more fun for the group.

1. Plan program in detail. It is better to have more games than can be used rather than too few. Do not try to fill even a short game period without writing down the order of the games.
2. Select games which you would enjoy playing yourself.
3. Simple games, using little equipment, are usually better than complicated games which require detailed instructions.
4. Alternate groups of active and quiet games.
5. Make your formations follow through, a circle game after a circle game, a line game after a line game.
6. Build up to a climax.
7. Finish with a game which is sure to make a hit, preferably a musical game.

EVALUATION OF PROGRAM

The recreation leader can tell if his programs are successful and leading in the right direction if:

1. There is group cooperation.
2. There is a large percentage of group participation.
3. Members are enjoying the activities, shown by their enthusiasm and demand for more.
4. Members develop in friendliness.
5. Activities are carried into home and other meetings.
6. New interests are being developed, and new skills learned.

An evaluation of the program not only gives the leader information as to where his weaknesses and strengths lie, but makes for a richer and more successful program in the future.

ICE BREAKERS AND MIXER GAMES

HIDDEN TREASURE

A splendid method of breaking the ice in a large group is to give out ten pennies, dimes, suckers, or whatever you choose for treasure, to ten people in the crowd. These treasure bearers are instructed to tell no one about the possession of this treasure, but to count silently the people who shake hands with them.

The group is told that treasure is hidden in the pockets of ten people and that the 15th person who shakes hands with the holder of the treasure gets it. The group immediately begins to shake hands and introduce themselves. Allow three or four minutes. At the end of that time the treasure-holders are asked to step to the front and announce the prize winners.

ACROSTICS

Pencils and cards are given out as guests enter, and each is told to print his full name vertically at the extreme left of his card. Then the guests move about, each trying to find persons whose last names begin with the letters on his card. For example, Ida Moen might find guests with these names to complete her card:

I rwin	M artin
D owns	O lsen
A nderson	E rickson
	N orris

If the group is large no guest's name may be used more than once. A prize may be given for the first completed acrostic, or completed acrostic based on the longest name.

STRING MAZE

Equipment needed: Lengths of string, 1 yard long. One needed for every person.

Tie ends of a piece of string to both wrists of an individual, one end on each wrist. Tie one end of another piece of string to wrist of second individual. Now run the loose end of this string between the tied arms of the first player, and tie this end to the free wrist of the second player.

The two players should now be strung together, being held by the crossed strings. The object of the game is for them to separate without breaking the string. This is accomplished by pulling a loop of the string of one person through the wrist loop of the other individual and slipping it back over his hand.

Give players no cues, let them twist and turn, and figure it out themselves. Tie up as many of the crowd as possible.

ODD OR EVEN

Each person is given a dozen or so peanuts, beans, etc. The object is to get as many nuts from the others as possible. For example, John goes up to Mary with a number of nuts concealed in his hand, and says, "Odd or Even." Mary guesses "Odd," and since there are seven peanuts in John's hand, she collects the seven peanuts. If the guess had been wrong, Mary would have had to turn over to John the number of nuts he held.

BIFF-BANG

Form circles, not more than ten or twelve to each circle. One person is designated as "It" and takes his place in the center of the circle. Players in the circle should learn the names of their right and left hand neighbors immediately. When "It" points his finger at a player and says "Biff" this player must respond by repeating the name of his right hand neighbor before "It" can count to three. If "It" says "Bang" the name of the left hand neighbor must be given. If "It" says Biff-Bang the name of both neighbors must be given.

COME ALONG

This game is played in a single circle. Players learn the names of their neighbors and then stand with their left hands extended into the circle. "It" walks around the circle and takes someone's hand. That person catches the hand of someone else and so a line continues to grow until the whistle blows when everyone must hustle back to his own place and greet his neighbors by name. The last man home is "It" for the next time. If the circle is large several lines may be started from different points.

This may be used as a running game outdoors.

PRE-MEETING GAMES FOR SMALLER GROUPS

Often the recreation leader will be faced with the problem of providing a few games for early arrivers at meetings, etc. The leader must plan his games with these points in mind:

1. People will be arriving over a period of time. Thus games must be used which will allow new arrivers to enter the game.
2. The members of the group may know each other well. Thus many get-acquainted games will not be usable.
3. Frequently space is limited.

The following games will fit the above requirements, since they require little or no equipment, take little space, and can be played by as few as two or three individuals as well as larger groups.

GEOGRAPHY

Group in circle formation. One individual starts by calling out the name of any city. The person on his right must give the name of a city starting with the last letter of the previously named city before the first person can count to ten. (Count slowly.) Third person must call out name of city starting with the last letter of the city named by second person, etc. If the ten-count limit is too difficult, allow more time. Names of cities may not be repeated.

MATCH AND BOTTLE GAME

Equipment: Milk bottle and box of kitchen matches.

Trick is to see how many matches can be piled on top of open bottle neck. Each person is given the same number of matches, 25 or 50, and anyone can start the game by placing one match over the bottle neck. Each player, in turn, does the same until some person disposes of all his matches, winning the game. If all hands are steady, the slender foundation of matches, which may be placed in any fashion just as long as they stay there, soon assumes astonishing shapes and proportions.

Penalize any person who knocks matches off bottle, by making him take all those which drop. Anyone dropping matches inside the bottle must accept a match from each player for every match dropped inside.

RING CHAIR LEG

Equipment: Kitchen chair turned upside down.
3 jar rubber ring

Turn chair upside down. Players throw rings over chair legs from a distance of 6 to 8 feet. Each leg counts score of one.

CLOTHESPIN DROP

Object: To drop clothespins into milk bottle from position in front of straight-backed chair. Players lean over chair back and drop clothespins. Score one for each pin dropped into bottle.

EGG POLO

Equipment: Whole egg shell, which has had contents blown out. Card table or other smooth table surface.

Draw goal line on each end of table several inches from table edge. Any number of players may participate. Divide into two teams. Object of the game is to try to blow the empty egg over opposing team's goal line. Players may not touch table with hands. Score one for each successful goal. Ping-pong ball may be substituted for the egg, if a larger surface is used. Amusing for both participants and spectators.

THE "T" PUZZLE

Make a number of cardboard puzzles 2 by 6 inches in the shape of a T as illustrated. Cut on the bias into four pieces. The players attempt to fit the four pieces into the letter T. This is one of the simplest, yet most difficult puzzles.

PEANUT TARGET THROW

Place a dishpan in center of floor. Inside it place a wash basin or kettle, and in this place a tin cup. Throwing line 10 feet distant. Each player throws 3 peanuts in turn. Score: cup - 3, kettle - 2, dishpan - 1.

QUIET GAMES

RING ON A STRING

Players, preferably seated, form a circle, holding a long string which extends around the circle. Place a ring on the string before tying the ends together. Players pass their hands lightly back and forth on the string, passing ring from one to another. A player in the center tries to guess who has the ring. He may stop the game at any time and make a player lift his hands. If the player has the ring he becomes "It." Continuous movement of all the players' hands makes it more confusing for "It." A spool or a lifesaver mint may be used in the same manner as a ring.

SNAPPY SLAP

Players sit or stand in a circle, their hands before them, palms down. A book is placed on the back of every person's hands. "It" moves about the circle trying to pick up a book from a player's hands and slap them with the book before the player can jerk his hands away. If he succeeds in slapping the player's hands, that person becomes the new "It." If a player drops the book, by moving his hands before "It" snatches the book, this player automatically becomes "It."

WORD LIGHTNING

Players divide into two teams and stand facing each other. The first player on one side says any word, and the opposite player must say another word beginning with the last letter of the word just given.

Each person follows, alternating from team to team very quickly. Any one hesitating or giving a wrong word steps out of line. At the end of a specified time, the winning team is the one with the most players left in line.

THE MISSING OBJECT

Place small objects inconspicuously around the room. Give each player a typed list of the following descriptions. Each player is to find an object to fit each description and write its name on his page beside the description.

Articles are nearly hidden and not numbered, giving no clues as to whether they even belong in the game.

Maid of Orleans	one molasses cookie
A letter from home	letter O on card
The Colonel	kernels of corn
One popular band	rubber band
A perfect foot	ruler
Headquarters	small pillow
A stirring event	spoon
The end of winter	letter R
A pair of slippers	2 banana peels
Pig's retreat	a writing pen
The peacemaker	scissors
An old beau of mine	old ribbon bow
There love is found	dictionary
Cause of the revolution	a tack on tea
An absorbing article	blotter
Sweet sixteen	16 tiny candies
A year behind the time	calendar behind clock
A place for reflection	a mirror

RHYTHM

Group in circle formation.

Action: Maintaining a rhythmical beat is necessary. This is accomplished by hitting both hands on knees or table for three beats and snapping the fingers on the fourth beat. Have the group practice this action several times before starting the game. Each person beats out this rhythm continually throughout the game.

Game: One person is chosen to start the game. Then the group starts out on its drumming and on the fourth count when the fingers are snapped, the starter calls out any letter of the alphabet. Group beats three beats again and on the fourth count the person on the right of the starter must respond with a noun which begins with the letter called. Drum three beats again, and on the fourth count, the second person calls out some other letter. Drum three beats, and third person must give a noun starting with the letter called by second person, etc.

To a bystander the game might sound like this: thump, thump, thump, C, thump, thump, thump, cat, thump, thump, thump, S, thump, thump, thump, soup, thump, thump, thump, L, thump, thump, thump, lamb, etc.

Any one who misses calling his noun on the fourth beat or repeats some noun called before has a third of a ghost on him. When the person acquires a whole ghost, he must pay some forfeit.

LOST BIRDS

There are 17 birds in the accompanying diagram. Start with a letter and you can go horizontally, diagonally, or vertically, but you cannot skip over a letter. How many can you find?

1. blackbird	9. heron	W R C W R T U R
2. bluebird	10. lark	I O B A E D K E
3. bobolink	11. link	N B O L I N Y H
4. canary	12. owl	R K W A N K R T
5. cardinal	13. robin	O E H C R A N U
6. crow	14. thrush	N G A D K I B S
7. eagle	15. turkey	O E L E B L E H
8. hawk	16. wren	W O D P C K U R
	17. woodpecker	

Insects, animals, trees, flowers, and crops instead of birds may be used.

CHARADES

Divide crowd into small groups. The leader announces some broad topic from which each group selects some specific incident to dramatize. Topics selected might be historical incident for the specific month, popular songs, nursery rhymes, some advertisement slogan, famous characters, funny paper characters, etc. Each group selects its subject in secret and all are given five or ten minutes for rehearsal. Have a supply of newspapers and pins to make costumes. Each group presents its pantomime to the remainder of the group, and they attempt to guess the title or subject pantomimed.

ACTIVE GAMES

LIFE SAVER RELAY

Line formation. Each player furnished with toothpick which he places between his teeth. First player in each line is given three candy lifesavers. At the sound of the whistle, first player places one lifesaver on his toothpick and transfers it without using his hands to the toothpick of the second, who passes it, using his mouth only, to the third, etc. As soon as player No. 1 has passed the first lifesaver, he starts with the second. Team which gets the three lifesavers to end of line first, wins.

PEANUT-PASSING RELAY

Players line up in relay formation, either seated or standing. Ten peanuts are laid on the floor in front of the first player in each line. Each player weaves his fingers into the fingers of the players on both sides of him.

At the signal the first player picks up a peanut, passes it to the second player, who passes it to the third, and so on down the line. The hands must be kept clasped throughout. As soon as the first player gets rid of the first peanut, he starts the second. If a peanut is dropped it must be picked up with the hands clasped as described. Team which deposits all its peanuts at the opposite end of the line wins.

TIN CAN RELAY

Players, in relay formation, stand about 20 feet away from goals. An empty tin can is given to first player in each line. At signal, the first player in each line begins rolling the can with his foot. It must be rolled around the goal and back to the next player in line, who repeats the process. After each player has completed his turn he goes to rear of line.

FISHING

Equipment: A large fish is cut from tissue paper, and sheets of heavy cardboard.

The players line up in relay formation. The fish are laid on floor in front of each team. Each player must swim the fish to the goal line, about 10 or 15 feet away. To do this he makes fanning motions with the cardboard behind the fish. The cardboard must neither touch the fish nor the floor.

THROUGH THE BAG

Cut off the ends of No. 10 paper bags, one for each team, and fold back edges a little. At a signal the first person in each line places a bag on his head. He then turns to the person behind him and places the bag on his head. This is done by bending down until the other end of the bag may be slipped over the head. Hands may not be used.

QUEEN DIDO'S DEAD

Players stand or sit in a circle. One player starts the game by turning to his right-hand neighbor and saying, "*Queen Dido's dead*". To which this man replies, "*How did she die?*" The first player replies, "*She died doing this,*" indicating some action as he says it, as waving a hand, stamping a foot, winking an eye, nodding his head, etc. Everyone in the group must do this action, keeping it up while the second person continues the same dialogue with his right-hand neighbor, and adding another action. The actions are cumulative, and the entire group must keep doing them all while the action proceeds around the circle.

HOT HANDKERCHIEF

All players except one sit or stand in a circle. An open handkerchief is passed or thrown from player to player. The odd player stands in the center and tries to get possession of the handkerchief. If he gets hold of it or touches it, the seated player responsible for this must go to the center as "*It*".

PARTNER STOOP

All "*pair off*" in partners. Remember your partner. When whistle blows everyone must mull around, either running or walking rapidly. At a signal, such as blowing the whistle, or stopping music which has been playing for the marchers, everyone must find his partner, take hold of both his hands, and stoop. The last set of partners down is out of the game. Continue until all or quite a few partners are eliminated.

HUNTER, FOX, AND GUN

Two lines of players stand on opposite sides of room, facing each other. Captain of each team decides whether his line shall represent "*hunters*," the "*guns*," or the "*foxes*". Captains run down their lines whispering to the rest of the team what they are to be.

When leader counts 1,2,3, each line walks forward three steps, falls into position, and makes the noise of the object they represent. For example, if a line has decided to be "*hunters*", upon the signal, each player stands erect with hands on hips and says "*Oh*", if "*guns*" all stand in position as though shooting and say "*Bang!*" If they are "*foxes*" they put their thumbs in their ears, waving their fingers, and cry "*yip, yip, yip*".

Points are scored on the following basis: foxes defeat hunters, hunters defeat guns, guns defeat foxes. For example, if one team represents "*foxes*" and the opposing team "*hunters*" one point is awarded the foxes. Ten points constitute a game.

HOW DO YOU LIKE YOUR NEIGHBORS?

Players sit in circle. One player in center points to someone and says "How do you like your neighbors?" "Oh, not so well", comes the response. "Who would you like better?" The player names two other persons in the room. These two must change places immediately with the undesired neighbors and the center player in the meantime endeavors to get a seat. The player left out is "It" and the game proceeds.

If the player answers "Fine" or something similar, there must be a general scramble in which all players change seats. In this mix-up the center player who is "It" will likely get a seat.

FROG POND

All joinhands in a circle. Leader blows several blasts with a whistle. Players count number of blasts, then form inseparate circles with each person representing a blast. For example: three blasts are blown and players form in circles of three, five blasts blown and players form in circles of five. All players who are not members of a circle of the correct number must start the "Frog Pond" in the center of the room. These can play no longer, and may be called upon to do a stunt, later. The leader should change the number of blasts each time. If you do not have a whistle, call out a number ^{or} and hold up the number of fingers desired.

FAMILY FUN

Family groups are held together not only by bonds of love and affection but by the number of interests they have in common as well. This includes not only economic interests but recreational and leisure time interests.

Recreational activities carried on in the home not only bring immediate happiness and pleasure to the family group, but develop understanding and appreciation among the family members.

The games which follow are particularly suited for family fun nights.

THE PROP AND THE MONEY

This game is popular in South America, and may be played indoors or out of doors.

Draw a ring with a diameter of about a yard on the floor. Place a rubber counter or metal washer on top of a section of bamboo 12 to 18 inches long, and set it up in the center of the circle. The players receive ten similar counters apiece and take turns in trying to knock over the stick and the counter on it. If the counter on the stick falls within the ring, the player loses the one he threw. If it falls outside the ring, he may take it all - all the other counters previously played and not collected. The game continues with another counter on the bamboo pole.

MUFFIN PAN GAME

Equipment: Muffin pan and six half-inch cubes, such as sugar cubes. The cubes are marked 1,2,3,4,5, and 10, one number on each side of a cube. The muffin pan is placed against the wall at a distance of 5 feet from the throwing line. Each cube is thrown separately and the score is kept on the basis of the number which lodges face upward in any of the compartments of the muffin pan.

GUESS WHO

This is a simple game, suitable for all ages, and requires no equipment. Someone starts the game, by silently deciding upon some object or person. The others now attempt to guess what this object or who the person may be. "It" answers their questions only by yes and no. Anyone may ask questions. The person who first guesses the correct answer is the next "It."

MATCH-STICK JACK STRAWS

Place a handful of matches of the large size in a heap on the table. The first player takes two toothpicks and, using them as tweezers, attempts to remove a match without disturbing any of the other matches. If he succeeds he continues, but if he fails he passes the toothpicks to the next player. When all the matches have been removed, the player with the most matches wins. Each match removed scores one point.

FOLK DANCES AND SINGING GAMES

SICILIAN CIRCLE

Formation: Any number of couples in a double circle, two couples facing each other to form sets of four, around the circle.

Action: All the sets of two couples each dance the figures simultaneously, each couple advancing to meet a new couple in the last figure, thus forming a new set for the repetition of the dance.

The musical notation for the Sicilian Circle dance is presented in six staves of music, each containing five measures. The key signature is one sharp (F#) and the time signature is 3/4. The measures are numbered 1 through 32. The notation includes various rhythmic values such as eighth and sixteenth notes, and rests. The final measure (32) is marked with "D.C." (Da Capo).

Measure 1-4--*All Forward and Back*--(Partners join inside hands and walk forward toward opposite couple three steps, bringing feet together on fourth count; return moving backward three steps and feet together.)

Measure 5-8--*Circle Four Hands Around*--(Both couples join hands in a circle and move to the left, circling around to places.)

Measure 9-16--*Ladies' Chain*--(Ladies cross to opposite places giving right hands to each other as they pass and left hands to opposite gentlemen who turn them once around. Ladies return, giving right hands as they pass and left hands to partners, who turn them once around into place.)

Measure 17-24--*Right and Left (Over and Back)*--(The two couples cross over and exchange places, the ladies passing between the men who in passing, touch the opposite lady's right hand. When in opposite couple's place, man takes his partner's left hand in his left and they turn half around. Repeat, going back to places.)

Measure 25-28--*All Forward and Back*--(As in first figure.)

Measure 29-32--*All Forward and Pass Through*--(Go forward as above, but as couples meet, partners drop hands and go through to meet a new couple, the ladies passing between the gentlemen.)

Repeat entire dance as often as desired with new sets of four each time.

CIELITO LINDO

Formation: Partners with inside hands joined, in double circle, facing line of march (counter-clockwise).

Action: Moving in line of march, starting with outside foot, partners balance (using one long step and two steps in place) diagonally forward and away from each other and repeat, starting with inside foot moving diagonally forward toward partner. Continue in this manner three more times, to words, "*I'm waiting near by the fountain here, Come my lovely Cielito Lindo.*" Waltz with partner to words, "*Over there in the village square, there is music, Cielito Lindo.*"

Face partner in large single circle, man facing counter-clockwise, lady clockwise. Give right hand to partner and step forward on right foot toward partner, raising hands high, step back on left foot, pass partner with three small steps, on words, "*Ay, ay, ay, ay.*" Give left hand to new partner and repeat stepping forward and backward and passing starting left foot this time, to words, "*Come to your window.*"

With third partner, waltz in regular waltzing position to end of verse to words, "*Ere moonlight fails and the starlight pales, we must hasten, Cielito Lindo.*"

Finish in couples facing in line of march with inside hands joined.

Repeat indefinitely.

Cielito Lindo (Mexican)

With strong lilt



1. I'm wait-ing near-- By the foun-tain here,---Come my love-ly Cie -
 2. Your bright-eyed glance, In the spright-ly dance,--Lights the shad-ows, Cie -



- li - to Lin - do. ----- O - ver there--- In the
 - li - to Lin - do. ----- Here I wait,--- We must



vil - lage square, There is mu - sic, Cie - li - to Lin - do. ---
 not be late For the tan - go, Cie - li - to Lin - do. ---

Refrain:



Ay, ay, ay, ay,-- Come, come to your win-dow-- Ere moon-light fails -



- And the star-light pales, We must has-ten, Cie - li - to Lin - do. --

LOS MATLANCHINES (Mexican)

Formation: Two lines, some distance apart, facing diagonally forward toward the leader, who stands center front.

Women - V

Men - T



Rhythm. Instruments: flute and drum.



The following step is used throughout the dance and will be spoken of as the Matlanchine step.

- Step forward L Count 1
- Draw R foot to L, R toe touches floor without weight ... Count 2
- Step R, closing R heel to L heel Count 3
- Step L Count 4
- Repeat, beginning R

Figure 1. Lines cross as in diagonal marching, men passing in front of women just behind where leader stands.



Figure 2. Each line moves toward rear, then turns inward until leaders meet and lead down center by couples. Then men and women face one another and join hands in their own lines.

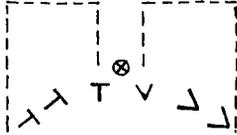
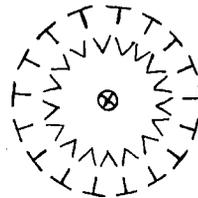
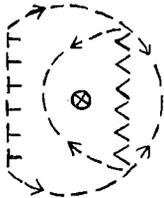


Figure 3. Keeping hands joined, the lines shift into two circles around leader who remains in center. First and last men lead toward one another behind the women, as first and last women lead toward one another inside line of men.



Double circle

Figure 4. Women drop hands, face men, and grasp hands again. Men raise joined hands to form arch under which women pass, still holding hands, with two Matlanchine steps, beginning R. Women are now slightly outside the men's circle with their joined hands across waists of the men. Women take one Matlanchine step to right and one to left, and return to place with two steps.

Figure 5. Men lower joined hands, as women raise theirs to form arch which men pass under with two Matlanchine steps. Women lower joined hands across the backs of the men at about the waist line. All move one Matlanchine step to men's right and then one to left. Women raise hands and men move back to place with two Matlanchine steps.

Figure 6. All drop hands and women step into single circle with men, partners facing. Grand right and left once around circle.

Figure 7. Women join hands in single inner circle as men join hands in outer circle. Inner circle moves to right as outer circle moves to left.

COMIN' ROUND THE MOUNTAIN

Music: Ballad "Comin' Round the Mountain"

Formation: Groups of threes, either one man and two women, or vice versa. Inside hands are joined. All groups face counter-clockwise in large circle.

- Action:*
1. Eight steps forward.
 2. Eight steps in place while lady on right goes under arch made by lady on left and man's left arm. Man turns under own left arm. All finish facing in same direction (counter-clockwise) as before.
 3. Eight steps forward.
 4. Lady on left goes under man's right arm and man turns under own right arm.
 5. Join hands in circle of three, eight steps to left (clockwise).
 6. Eight steps in place while man goes under arch made by arms of the two ladies and they each turn under own arms. Finish in circle of three's with back to center.
 7. Eight steps in same direction (clockwise).
 8. Eight steps in place while man backs under arch formed by arms of ladies, and they turn under their own arms. Finish in straight line facing in line of direction (counter-clockwise).

OH SUSANNA

Formation: In couples, standing in a large circle, facing in.

Action: "I came from Alabama (men march four steps to center)
With my banjo on my knee, (move back four steps to places)
I'm g'wan to Louisiana (Ladies do likewise)
My true love for to see. (return to place, then face partner
and give right hand)
It rained all night the day I left (grand right and left to
end of 'verse)
The weather it was dry
The sun so hot I froze myself. ^{new}
Susanna, don't you cry". (on words "cry" get ^{new} partner and face
to promenade counter-clockwise)

Chorus: (Promenade with new partner)
"Oh, Susanna, oh, don't you cry for me
For I'm goin' to Lou'siana
With my banjo on my knee." (On last word face center to re-
peat all.)

POP GOES THE WEASEL (Traditional Tune)

1. All around the mulberry bush
2. The poppet chased the weasel
3. That's the way the money goes
4. Pop goes the weasel!
5. A penny for a spool of thread
6. A penny for a needle
7. That's the way the money goes
8. Pop goes the weasel.



Partners face each other in two lines in sets of 6 or 8 couples each.

- 1 and 2. The head man and lady catch hands, slide step to the foot of the set and back.
3. Catch hands of the second girl and skip around in a small circle with her.
4. Pop the head girl under the joined hands of the other two and into the second girl's place.
- 5 and 6. Head man and second girl slide down and back.
7. Swing second man.
8. Pop first man into the second man's place and the second couple continues.

The game is played very vigorously.

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