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Section

RURAL LEADERSHIP TRAINING COURSE

IN RECREATION

OREGON 1937

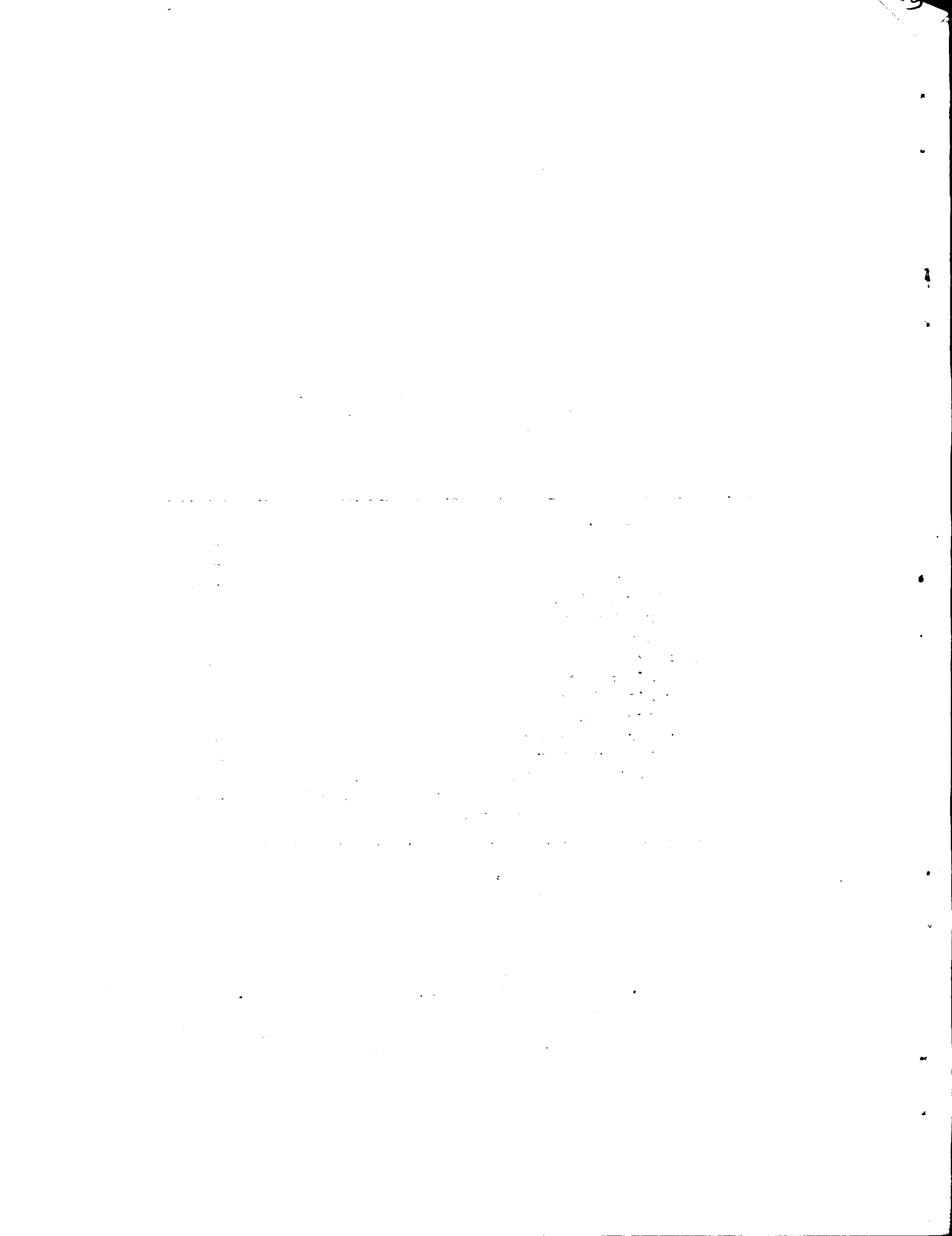
The National Recreation Association, and
The Home Economics Extension Service of
Oregon State College
Cooperating

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Prepared by John Bradford, Representative of the National
Recreation Association

OREGON AGRICULTURAL COLLEGE -- EXTENSION SERVICE
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LEADERSHIP IN RECREATION

The main objective in rural leadership training is to aid able rural people to solve their own problems in the field of spare time and in developing a broader type of social, recreational and cultural life for the rural home and community.

An old saying is that "you can judge the intelligence of any group by their ability to entertain themselves". In these days of "gadgets" the tendency seems to be to let artificial and commercial offerings destroy our own creative ability and to replace real recreation, in which all can participate, with entertainment.

In every community there are numbers of people with talent who will be glad to take their share of the leadership in line with their hobbies and ability and it is not difficult to get together a group of people who, with a little assistance, will become able recreation leaders.

Every rural group such as 4 H Clubs, women's homemakers groups, farm bureau, grange, church young people's groups, rural P.T.A. and other organizations should have their own recreation leaders including song leaders, with real singing at every meeting; people who can direct fine plays, can put on worth while parties, conduct picnic programs whether for ten people or two thousand, who know home play and family recreation, others who are good story tellers or know the birds, flowers, trees, stars, rocks and other interesting things about nature. All kinds of ability exists and can find an outlet in making life more worth while.

The idea that to lead recreation and do it well is a hard task is not true as has been proven by thousands of rural people who have been in the recreation leaders training classes held throughout the country during the past ten years.

Certain principles have been discovered that any person interested in people and in recreation can apply and have their work a success. In so many books and other publications the authors start by telling about the difficulties and possible failures that face anyone interested in leadership. They also tell you that you must "radiate enjoyment and enthusiasm" whatever that may mean or that you must be full of something they describe as "pep" and many other slogans are used. As a matter of fact about the only things required so far as my experience goes, are an interest in folks, a liking for recreation and a willingness to try your best, given these things you should be yourself, an everyday person, who is interested in making life a bit more worth while as you pass by and to do this has taken the time to inform yourself a little better than the average person about this very interesting field of service.

Out of this study have come certain suggestions to help us in planning for any particular type of recreation activity and program; you need to know the length of time to be allowed, the space you will have to use, the number of people, their ages, facts as to the make up of the groups, whether all women and girls, or all boys, or a mixed group of adults or a group of young people and whether the program is to be given indoors or out of doors. With this information you can go ahead and plan a program.

If, for instance, you are to conduct a party in a good sized hall for fifty young people who are all over sixteen years of age, with the sexes about equally represented, you select activities suited to such a group who will like activities a little more strenuous than would suit older people but as not as lively as you would use with younger boys and girls. Singing, rhythmic activities, stunts, and plays, many types of games, and the whole field discussed under the program for the group from 16 to 30 are available. In planning a party for such a group you will realize, of course, that if the hour is set for eight o'clock and you are there fifteen minutes ahead of time to see that everything you will need to use is ready and in order, that these fifty young people will not, in all probability, arrive on the minute and if you want the evening to be a success you will have planned something for those who do arrive on time.

If, on the other hand, you have been asked to take charge of recreation for an hour after another meeting which has been devoted largely to business for a couple of hours, your first task will be to have something to rest these people, maybe to wake some of them up gently, and to have some simple things they can all do quickly and easily as was demonstrated at the session on such meetings. By experience you

will learn to alternate active recreation with restful activities such as quiet games, games of skill, the so-called "brain teasers" that have been found very popular with all groups.

In the community program you will learn to alternate active recreation with fine entertainment such as dramatic presentations, concerts, lectures, debates, and discussions. You will have also, little groups of people meeting in homes who are interested in hobbies of various kinds and will promote annual hobby shows. You will have made a study of the radio and be able to suggest how this can be used by individuals, families and groups, so that its use can be made worth while. In a recent article a writer gave it as his opinion that only 20% of present day radio programs were worth while and another newspaper man commenting on the article said that this estimate was too liberal. How to help people to know about the 20% or whatever it may be is the interesting thing to discover. In Oregon, for instance, there are "radio" clubs of rural people who, in small groups, meet regularly in each others homes and follow some interesting program; after the program is over they turn off the radio and discuss the program for a time. In other places people have made regular schedules for the family listing the offerings having interest for the different members of the family and including some that the family can listen to together.

In one county, after finding out what books were available to rural young people, and discovering that there was a great need, the county agents started a lending library and now have 300 volumes and have reading clubs in all sections of the county. They encourage people to buy their own books and to build up a home library.

In another county, where the only form of recreation was the dances conducted in a road house with a poor reputation, the leaders among the young people planned weekly parties in homes in different sections of the county because there were no buildings available in the county where large groups could meet.

In a great many counties they hold annual music and dramatic tournaments giving thousands of people an opportunity to take part in choruses, glee clubs, quartets, orchestras, plays, pageants, and to sing in light opera. In 1935 one of the outstanding features at the Illinois State Fair was a chorus of 1000 rural people.

In other places groups of young people prepare a program of folk dances and put these on in costume at the county fair, at rallies and achievement days, and other community gatherings.

In conducting activities simple rules have been found useful;

Have a program.

Know your program.

Build your program to fit your group.

Have more material ready than you will need.

Be able to change your program at short notice.

Play with the group yourself if it is an activities program.

Make your directions simple, short and clear.

In giving directions stand where you can be seen and heard, and accommodate your voice to the place you are using.

If the game or activity is new, show with a small group how it should be done.

Watch out for the slow and shy people, they need a little more help.

Have a varied program so that no one activity will be over done.

Always have assistance and divide the responsibility with these helpers (a song leader, game leader, folk dance leader) this gives others who like to do certain things a chance to be of service.

You will find it unnecessary to hurry or to try to cover too much ground with a given program, experience will soon solve many problems of combining activities to get the best results.

As all of these things have been demonstrated at the institute meeting you will not find it hard to understand and apply these simple rules. After all we are not "putting on programs" nor "running a party" but are trying to bring a little more satisfaction and simple fun into the lives of older folks, young people and boys and girls. We do this as our contribution to a better community life because we are interested in people and like to do something that will give us satisfaction and enjoyment.

RURAL RECREATION CALENDARS
FOR 4-H CLUBS AND OTHER RURAL ORGANIZATIONS

- JANUARY - 1st New Year's Day - Call on friends and neighbors
 7th Gregory XIII (Ugo Buoncompagni) 1502 (Our present calendar is known as the Gregorian calendar
 17th Thrift Week starts about this date each year. Start a savings account for summer camp and short course.
 19th Edgar Allen Poe, 1809, Poet, Writer - Read "The Gold Bug."
 25th Robert Burns, 1759, Poet - Read the "Cotter's Saturday Night."
 31st Franz Schubert, 1797, Composer - Have music played at home and at school.
 Have Pot Luck suppers and community play following the supper. Plan winter home socials and family play nights weekly - Include music - reading aloud - home made games - story telling.
- FEBRUARY 2nd Ground Hog Day
 12th Abraham Lincoln, 1809 - Read his "Life" by Hay.
 14th St. Valentine's Day - Parties at Home - Church - School -
 22nd George Washington's Birthday, 1732 - Hold school celebrations
 29th Leap Year - Parties
- MARCH 6th Michelangelo, 1475, Art - Have talk on his life and work at school
 7th Luther Burbank, 1849, Nature - Plan for a home flower garden
 17th St. Patrick's Day - Plays and parties -
 21st First day of spring - Look for early wild flowers
 Easter - earliest possible date, March 24.
 Latest possible date, April 25th - Church celebrations and flowers to hospitals and to old people in your community.
 PLAN FOR ANNUAL MUSIC APPRECIATION TEST ON MAY 1st
- APRIL 1st All Fool's Day - Parties
 3rd John Burroughs, 1837 - Nature - Read some of his stories -
 13th Thomas Jefferson, 1743, Read about his life
 18th Paul Revere's Ride, 1775, Read the Poem
 19th Patriot's Day - Battle of Lexington and Concord, 1775
 30th Washington Inaugurated First President of United States, 1789
 These four give opportunity for school plays and historical pageants.
- MAY 1st May Day - Hold Festival or School Play Day
 Father's Day and Mother's Day come this month - plan a party for your parents as a surprise party -
 Start your home flower garden
 4th John J. Audubon, 1780, Birds, Nature - Read the fascinating story of his life and plan bird and nature walks.
 18th World Peace Day - Plan for observance at school and church.
 21st Charles A. Lindbergh flew the Atlantic, 1927 - Airplane Party
 American Association of Red Cross founded, 1881 First Aid
 25th Ralph Waldo Emerson, 1803, Poetry
 30th Memorial Day - or Decoration Day - Community Celebration
 Prepare for the coming 4-H Camps and Short courses - Plan for Games, songs, stunts and short plays at your club meetings so that you will be able to lead in these activities at Camps and Short courses.

- JUNE Plan to attend Camps and short courses,
Hold County Field day and Picnic
14th Flag Day, 1777, Have community observance
17th Battle of Bunker Hill, 1775
21st First day of summer, longest day of the year.
21st Daniel Carter Beard, 1850, Boy Scouts - Hold Scout Rally
Picnics, Hikes and outings this month.
Listen for Broadcasts from National 4-H Club Camp at Washington
- JULY 1st Battle of Gettysburg, 1863 All of these days lend themselves
to 3rd to plays, pageants, community
4th Independence Day, 1776 celebrations, folk dances and
6th John Paul Jones, 1747 other club and community uses.
14th France, Bastille Day
15th Rembrandt, 1607, Art
This month sees Camps short courses, picnics and fairs
Have community as well as county fairs, stock shows, etc.
- AUGUST 9th Izac Walton, 1593, Fishing - See about stocking all waters in
your county.
15th Sir Walter Scott, 1771, Author - Read "Ivanhoe".
17th David Crockett, 1786, Frontiersman - Read his life.
29th Oliver Wendell Holmes, 1809, Poet - Read "Old Ironsides"
Camps - Picnics - Fairs - Community Pageants
- SEPTEMBER 6th Lafayette Day, Marquis de Lafayette, 1757, School Plays
14th Star Spangled Banner written by Francis Scott Key, 1814
15th James Fenimore Cooper, 1789, Author - Read "Leatherstocking"
17th Constitution Day, 1787, Read at Assembly at School
22nd Emancipation Proclamation, 1862
23rd First day of autumn
First Monday - Labor Day
- OCTOBER Begin to hold music and dramatic try outs this month
7th James Whitcomb Riley - 1853 - Read his poems.
9th Fire prevention day - Fire drills at school and talks on prevention
12th Columbus Day (America discovered - 1492)
31st Hallowe'en - Church, school and home parties
Hold 4-H Club Rallies and achievement days
Hold annual hobby show in your county this month
- NOVEMBER Plan out winter home reading and study courses
1st All Saint's Day
2nd Daniel Boone, 1743 - Read about his life and adventures
*11th Armistice, 1918
13th Robert Louis Stevenson, 1850 - Read "Treasure Island."
19th Lincoln's Gettysburg Address, 1852 - Read to assembly at school
Last Thursday, Thanksgiving Day - Plays - Parties - Suppers
- DECEMBER 4th National 4-H Club Music Appreciation Identification Test
6th Saint Nicholas, Patron Saint of children - Read about him
21st First day of winter - shortest day of year. - Read "Snowbound"
25th CHRISTMAS - Carols - Plays - Music - The Great Family Day
31st New Year's Eve - Watch Night Service.

* NOVEMBER 11th Indian Summer - Hikes to gather nuts in the east.

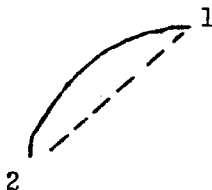
TWENTY POINTS FOR SONG LEADERS

1. Announce your song clearly and definitely.
2. Be sure that the pitch or tone on which the song is to be started is heard.
3. Get your singers all "set" for the start of the song. Leave no doubt in the minds of the audience that now is the time you are going to start to sing.
4. Give a sharp decisive movement which will bring everybody in on the first tone.
5. A clean-cut release or ending of a song is no less important than a good attack.
6. Do not neglect any part of your audience during the leading of a song.
7. Think of your audience as individuals and not as a collective mass; and treat them as individuals.
8. Always maintain variety in the choice of songs.
9. Where the crowd is restless or tired, use a play song or a round.
10. Start with a song that the crowd knows and likes to sing.
11. For the final song, choose one that will make an appropriate and effective ending.
12. In acknowledging requests, don't hesitate to "hear" the one that you think will go best at that point.
13. If the singing occupies only a part of the program, consider proportions; don't use more than your share of the time.
14. In singing at a banquet, see to it that songs come between the courses.
15. Always arrange to have the song leader properly introduced.
16. At a banquet the song leader should have his place at the table along with the other guests, preferably at the speaker's table.
17. Have the piano so placed that the accompanist can see the leader.
18. In selecting the accompanist for community singing, preferably get one who can play most of the songs from memory.
19. Have an understanding regarding what is to be used as an introduction. Generally it is sufficient to have the pianist play merely the tonic chord in the particular key. Otherwise, the audience is liable to mistake the start of the piano introduction for the start of the song.
20. Be on the lookout for promising soloists or groups in your audience whom you can call on to sing a verse or chorus alone to give variety to the general singing.

SONG LEADERSHIP

2/4 time

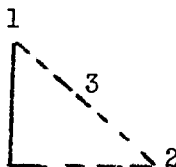
"Dixie"
 "Where is John?"
 "Li'l Liza Jane"
 "In the Gloaming"



Accent first
 beat. Bring
 back smoothly.

3/4 time

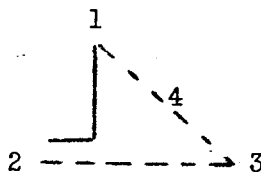
"Come Thou Almighty King"
 "Juanita"
 "Lovely Evening"



Accent
 first beat.

4/4 time

"Ploughing Song"
 "America The Beautiful"



Accent
 first beat.

6/8 time (fast)

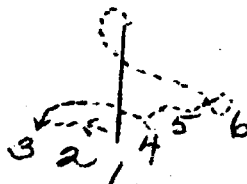
"Three Blind Mice"



Accent
 first and
 fourth

6/8 time (slow)

"Dreaming"
 "Sweet and Low"



Accent first
 and fourth.

(1)

AMERICA THE BEAUTIFUL

I-III

Words by Kath. Lee Bates
Tune, "Materna" by Samuel A. Ward

4/4

O beautiful for spacious skies,
For amber waves of grain,
For purple mountain majesties
Above the fruited plain.
America! America!
God shed his grace on thee,
And crown thy good with brotherhood
From sea to shining sea.

O beautiful for pilgrim feet
Whose stern impassioned stress
A thoroughfare for freedom beat
Across the wilderness.
America! America!
God mend thine ev'ry flaw,
Confirm thy soul in self-control,
Thy liberty in law.

O beautiful for patriot dream
That sees beyond the years
Thine alabaster cities gleam
Undimmed by human tears.
America! America!
God shed his grace on thee.
And crown thy good with brotherhood
From sea to shining sea.

(2)

BELIEVE ME IF ALL THOSE ENDEARING YOUNG CHARMS

6/8

Believe me, if all those endearing young charms
Which I gaze on so fondly today,
Were to change by tomorrow and fleet in my arms,
Like fairy gifts, fading away
Thou would still be adored as this moment thou art,
Let its loveliness fade as it will;
And around the dear ruin, each wish of my heart
Would entwine itself verdantly still.

It is not while beauty and youth are thine own,
And thy cheeks unprofaned by a tear
That the fervor and faith of a soul can be known,
To which time will but make thee more dear.
No, the heart that has truly loved never forgets,
But as truly loves on to the close,
As the sunflower turns on her god when he sets,
The same look which she turned when he rose.

-- Thomas Moore.

(3)

Old Black Joe

4/4
 Gone are the days when my heart was young and gay;
 Gone are my friends from the cotton fields away;
 Gone from the earth to a better land I know,
 I hear their gentle voices calling, "Old Black Joe."

Chorus

I'm coming, I'm coming,
 For my head is bending low;
 I hear those gentle voices calling,
 "Old Black Joe."

Where are the hearts once so happy and so free;
 Children so dear, that I held upon my knee,
 Gone to the shore where my soul has longed to go;
 I hear their gentle voices calling, "Old Black Joe."

(4)

Drink To Me Only With Thine Eyes

6/8

Drink to me only with thine eyes,
 And I will pledge with mine,
 Or leave a kiss within the cup,
 And I'll not ask for wine;
 The thirst that from the soul doth rise
 Doth ask a drink divine;
 But might I of Jove's nectar sip
 I would not change for thine.

I sent thee late a rosy wreath,
 Not so much honoring thee,
 As giving hope that there,
 It could not withered be;
 But thou thereon didst only breathe
 And send'st it back to me;
 Since when it grows and smells I swear,
 Not of itself but thee.

(5)

Carry Me Back to Old Virginny

4/4

Carry me back to old Virginny,
 There's where the cotton and the corn and 'tatoes grow,
 There's where the birds warble sweet in the springtime,
 There's where the old darkey's heart am longed to go.
 There's where I labored so long for old Massa,
 Day after day in the field of yellow corn;
 No place on earth do I love more sincerely,
 Than old Virginny, the place where I was born.

Carry me back to old Virginny
 There's where the cotton and the corn and 'tatoes grow,
 There's where the birds warble sweet in the springtime,
 There's where the old darkey's heart am longed to go.

(6)

The Keeper

The keeper did a shooting go
 And under his cloak he carried a bow,
 All for to shoot a merry little doe
 Among the leaves so green Oh!

Chorus

(First Voices)	(Second Voices)
Jacky Boy	Master
Sing ye well,	Very well
Hey down	Ho down
(All) Derry, derry down	
Among the leaves so green, Oh!	
To my hey down, down	To my ho down, down
hey down	Ho down
(All) Derry, derry down	
Among the leaves so green, Oh!	

The first doe she did cross the plain
 The keeper fetched her back again
 Where she is now she may remain
 Among the leaves so green, Oh!

The second doe she crossed the brook
 The Keeper fetched her back with his hook,
 Where she is now you may go and look
 Among the leaves so green, Oh!

The third doe she ran over the plain
 But he with his hounds did turn her again
 And there he did hunt in a merry, merry, vein
 Among the leaves so green, Oh!

(7)

Song of the Seasons (Hungarian)

Heigh - O! Now from the caves no sound is dripping,
 Feel how the frost is sharp and nipping,
 Thru night the stars are slipping,
 Clap your hands, and shout for winter weather;
 Laugh at cold, we're coasting to-ge-th-er.

Heigh - O! The apples gaily petal flinging,
 Toss out a robin, singing, winging,
 O'er fields with flowers springing,
 Clap your hands, Sing Ho! For April weather,
 Touch the soil we're ploughing to-ge-th-er.

Heigh - O! A lazy burly bee is humming,
 And evening's hot with crickets drumming,
 The lady moon is coming,
 Clap your hands, it's golden summer weather,
 Watch at dawn, we'll wander to-ge-th-er.

Heigh - O! The leaves are flame and copper falling,
 Out from the sea the nets are hauling,
 High up a gray goose calling,
 Clap your hands, it's tossing autumn weather,
 Hail, great storm, we're trudging to-ge-th-er.

(8)

Short'nin Bread

2/4

Put on de skillet, put on the lead,
 Mammy's goin' to bake a little shortnin' bread,
 Day ain't all she's goin' to do,
 Mammy's goin' to make a little coffee, too.

Chorus

Mammy's little baby loves short'nin' short'nin'
 Mammy's little baby loves short'nin' bread,
 Mammy's little baby loves short'nin' short'nin'
 Mammy's little baby loves short'nin' bread.

Three little darkies lyin' in bed,
 Two wiz sick an de other mos' dead;
 Send fo' de doctor - de doctor said
 "Feed does darkies on short'nin' bread."

Slip to de kitchen, slip up de lead,
 Slip ma pockets full of short'nin' bread,
 Stole de skillet, stole de lead,
 Stole de gal to make short'nin' bread.

Dey caught me wid de skillet, caught me wid de lead
 Caught me wid the gal makin' short'nin' bread.
 Paid six dollah's fo' de skillet,
 Paid six dollah's fo' de lead,
 Spent six months in jail, eatin' short'nin' bread.

(9)

3/4

In the wood there was a tree
 The finest tree you ever did see
 And the green grass grew all around, all around,
 And the green grass grew all around.

On that tree there was a limb
 The finest limb you ever did see
 The tree was in the wood
 And the limb was on the tree
 And the green grass grew all around, all around,
 And the green grass grew all around.

On that limb there was a branch
 On that branch there was a nest
 In that nest there was an egg
 In that egg there was a yolk
 In that yolk there was a bird
 On that bird there was a feather
 On that feather there was a flea

(10)

Home On The Range
Cowboy Song

6/8

Oh, give me a home where the buffalo roam
Where the deer and the antelope play,
Where seldom is heard a discouraging word
And the skies are not cloudy all day.

Refrain

Home, Home on the range,
Where the deer and the antelope play
Where seldom is heard a discouraging word
And the skies are not cloudy all day.

How often at night when the heavens are bright
With the light of the glittering stars,
Have I stood there amazed and asked as I gazed
If their glory exceeds that of ours.

Music from E. C. Schirmer Music Company, Boston, Mass.

(11)

Aunt Dinah's Quilting Party

4/4

In the sky the bright star glittered,
On the bank the pale moon shone;
And 'twas from Aunt Dinah's quilting party,
I was seeing Nellie home.

Chorus

I was seeing Nellie home,
I was seeing Nellie home,
And 'twas from Aunt Dinah's quilting party,
I was seeing Nellie home.

(12)

Jingle Bells

4/4

Dashing thru' the snow
In a one-horse open sleigh,
O'er the fields we go;
Laughing all the way;
Bells on bob-tail ring,
Making spirits bright;
What fun it is to ride and sing
A sleighing song tonight.

(13)

Mistress Shady

6/8

O Mistress Shady, she is a lady;
She has a daughter whom I adore.
Each day I court her,
I mean the daughter,
Every Sunday, Monday, Tuesday,
Wednesday, Thursday, Friday, Saturday,
Sunday afternoon at half-past four.

(14)

Cradle Song (Brahms)

Dear, goodnight, yes goodnight,
 Mister Sandman is calling,
 Sail away, to blanket bay
 And return at break of day
 Close your eyes, lullabys
 Soon will banish all harms,
 With the bright morning light
 You'll be back in my arms.

Slumber on until dawn
 While the angels are watching,
 While the moon above you beams
 May you dream the sweetest dreams,
 So goodnight, dear, again,
 Let me kiss you and then
 Slumber on, slumber on,
 I'll be with you at dawn.

(15)

Sweet and Low

Sweet and low, sweet and low,
 Wind of the western sea;
 Low, low, breathe and blow,
 Wind of the western sea;
 Over the rolling waters go,
 Come from the dying moon, and blow,
 Blow him again to me
 While my little one, while my
 pretty one sleeps.

Sleep and rest, sleep and rest,
 Father will come to thee soon;
 Rest, rest on mother's breast,
 Father will come to thee soon;
 Father will come to His babe in
 the nest,
 Silver sails all out of the west,
 Under the silver moon,
 Sleep my little one, sleep my pretty
 one, sleep.

(16)

All Through the Night

1.

Sleep, my child, and peace attend thee
 All through the night;
 Guardian angels God will send thee,
 All through the night.
 Softly the drowsy hours are creeping
 Hill and vale in slumber sleeping
 I my loving vigil keeping
 All through the night.

2.

While the moon her watch is keeping,
 All through the night.
 While the weary world is sleeping
 All through the night.
 O'er thy spirit gently stealing,
 Visions of delight revealing,
 Breathes a pure and holy feeling,
 All through the night.

3.

Hark! a solemn bell is ringing
 Clear through the night;
 Thou, my love, art heav'nward winging
 Home through the night.
 Earthly dust from off thee shaken,
 By good angels are thou taken
 Soul immortal shalt thou waken
 Home through the night.

(17)
Australia - (Sailor's Chanty)

Australian girls are very fine girls,
 Heave away; Heave away;
 With codfish balls they comb their curls,
 Heave away; Heave away;
 Heave away; my bonny, bonny boys,
 Heave away; Heave away;
 Heave away; and don't you make a noise,
 For we're bound for far Australia.

Oh, Cape Cod girls they have no combs,
 Heave away; Heave away;
 They comb their curls with codfish bones,
 Heave away; Heave away;
 Heave away; my bonny, bonny boys,
 Heave away; Heave away;
 Heave away; and don't you make a noise,
 For we're bound for far Australia.

The Cape Cod boys they have no sleds,
 Heave away; Heave away;
 They slide down hill on codfish heads,
 Heave away; Heave away;
 Heave away; my bonny, bonny boys,
 Heave away; Heave away;
 Heave away; and don't you make a noise,
 For we're bound for far Australia.

ROUNDS - Where is John?

Where is John? The old white hen has left her pen;
 O, where is John? The cows are in the corn again;
 O John !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Secret of the Trees

Toope' their trunks the trees are never seen,
 How do they then put on their robes of green?
 They LEAVE THEM OUT ! ! !

Puffabillies

Down by the station early in the morning,
 See the little puffabillies all in a row;
 See the little driver turn a little handle, -
 Puff; Puff; - Sh-----, Sh-----, Off they go.

Row, Row, Row, Your Boat

Row, row, row your boat, Gently down the stream;
 Merrily, merrily, merrily, merrily, Life is but a dream.

Are you Sleeping?

Are you sleeping? Are you sleeping?
 Brother John, Brother John,
 Morning bells are ringing, Morning bells are ringing,
 Ding Ding, Dong; Ding, Ding, Dong.

JOHNNY SCHMOKER

Johnny Schmoker, Johnny Schomoker,
 Ich kan spielen, ich kan spielen (I can play)
 Ich kan spiel mein Kleine drummel (I can play my little drum)

Chorus: Rub a dub a dub; (Imitate beating the drum)
 Das ist mein drummel. (That is my drum)

Johnny Schmoker, Johnny Schmoker,
 Ich kan spielen, ich kan spielen
 Ich kan spiel mein kleine fif-e. (I can play my little fife)

Chorus: Pilly willy wink, (Imitate playing the fife)
 Das ist mein fif-e. (That is my fife)
 Rub a dub a dub,
 Das ist mein drummel.
 Mein rub a dub a dub; mein pilly willy wink;
 Das ist mein fif-e.

Johnny Schmoker, Johnny Schmoker,
 Ich kan spielen, ich kan spielen
 Ich kan spiel mein klein triangle.

Chorus: Ting a ling a ling,
 Das ist triangle.
 Pilly willy wink,
 Das ist mein fif-e.
 Rub a dub a dub,
 Das ist mein drummel.
 Mein rub a dub a dub,
 Mein pilly willy wink,
 Mein tinga ling a ling,
 Das ist triangle.

Johnny Schoker, etc.
 Trombone. Boo oo oom. Das ist mein trombone.

Same for Cymbals. Zoom Zoom Zoom. Das ist mein Cymbals.

Same for Viol. Fal Lal Lal. Das ist mein Viol.

Same for Toodle Sack. Whack, Whack, Whack. Das ist mein toodle sack.

MUSIC APPRECIATION

Today, as never before, in this country there is a widespread and growing interest in and an appreciation of fine music. Throughout rural America we find growing numbers of choruses, quartets, orchestras, school bands, and many thousands of rural people in community singing groups meeting, more or less regularly, just to sing.

Improvement in church choirs and in church music is evident in many places, while Sunday school orchestras are a part of the Sunday school program in many counties.

In 1935 a chorus of 1000 people from the farms of Illinois was a feature of the Illinois State Fair. In Iowa large numbers of young people in various sections of the state sang the opera "The Bohemian Girl." Able, trained song leaders are on the program, increasingly, at Short Courses, Farm and Home Week, and music leaders are giving welcomed courses at camps for farm women.

In addition to leading singing, regular classes for the training of song leaders are held while many thousands of rural leaders in 46 states have for the past ten years participated in the music appreciation and song leading courses which are a part of the leaders training institutes conducted by the members of the staff of the National Recreation Association in cooperation with the Extension Service of the United States Department of Agriculture and of the State Colleges of Agriculture.

How music began is quite unknown but "even in the early days, and probably long before he thought of carving objects or building tombs, man found pleasure in rhythm, and began to develop the crying and warbling, the prancing and preening, of the animals into songs and dances. Perhaps, like the animals, he sang before he learned to talk and danced as early as he sang. From the dance, we may believe, came instrumental music and the drama. The making of such music appears to arise out of the desire to make and accentuate with sound the rhythm of the dance.*** The instruments were limited in range and accomplishment, but almost endless in variety. Native ingenuity showed itself in fashioning drums, whistles, horns, trumpets, gongs, clappers, rattles, castenets, and flutes; the drums were made of wood, skins, bamboo, shells, ivory, brass, copper, and ornamented elaborately with color and carving. The taut string of the bow became the origin of a hundred instruments from the primitive lyre to the Stradivarius violin and the pianoforte.

Professional singers, players, and dancers arose among the tribes".**

In early times the value of music as a part of religion was recognized and the dances and later the songs of most primitive peoples were prayers for rain, to arouse courage for war and for thankfulness after an abundant harvest.

Later there developed religious festivals from which came, gradually, drama, the oratorio and finally the opera.

To trace out the beginnings of music, the drama, dancing and song, among the early peoples offers a fascinating field for leisure time reading and study and in this country we are fortunate in being able to gain first hand information of the probable origin of many of these arts as we watch the drama - dances of the people of the Indian Pueblos of the Southwest.***##

Today we cannot escape music and with the growing perfection and use of the radio it finds its way into the most isolated dwelling of those living many miles from the nearest neighbor while in 50,000 buildings equipped with receivers, over 6,000,000 school children listen to the weekly broadcasts each winter of the Walter Damrosch orchestra and other special broadcasts for children and over a million 4-H members and their families and friends listen to the monthly 4-H Music appreciation hour, sponsored with other programs for adults, by the National government. Many Universities and Agricultural colleges have regular music broadcasts and the state extension service in many states issues handbooks on music appreciation for their 4-H members and for women's groups.

** "The Story of Civilization" Durant

*** "The Golden Bough" Fraser

"Ancient Life in the American Southwest" Edgar L. Hewett

The most encouraging phase of all of this work is the growing participation of thousands of farm people in singing, learning to play instruments, taking part in quartets, choruses, light opera, church choirs, and the growing organization of rural bands and orchestras in increasing numbers of counties.

The place to begin is in the home and with the youngest children by having weekly music hours in which the family may join, not only to sing together but to encourage the playing of instruments and of the formation of family orchestras as well as to listen regularly, to some of the many fine programs to be heard over the radio. All will not be performers but most of us can become, in time, intelligent listeners, which is important, because performance without listeners and intelligent appreciation is of little value.

Music participation and appreciation offers one of the many forms of leisure time activity which enrich rural living and should have an increasing place in all programs for rural betterment.

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 Music and Romance for Youth
 Music for Children
 Music for Everybody - Spaeth - Leisure League of America, 33 Rockefeller Plaza, New York City. 25¢
 People and Music - McGehee - Allayn and Bacon, New York and Atlanta \$1.40
 Music in Rural Education (for teachers) Silver, Burdett Co., New York \$1.25
 How to Listen to Music - Krehbiel - Scribners, New York
 Child's Guide to Music - Mason - H. A. Gray, New York
 The Education of a Music Lover - Dickenson - Scribners.

Inexpensive books for Community Choruses

- The Home and Community Song Book - Concord Series #2
 E. C. Schirmer Music Co., 221 Columbus Avenue, Boston, Mass.
 Twice 55 Community Songs - The Green Book - C. C. Birchard Co., Boston, Mass.
 The Ditson Community Chorus Collection, Book 1. Pub. by Oliver Ditson Co., to be ordered from the Theodore Presser Company, 166 Terrace St., Boston, Mass.

RECORDS USED IN CONNECTION WITH MUSIC APPRECIATION COURSE

		<u>Record Numbers:</u>
<u>RHYTHM</u>	March Militaire - Schubert	4314
	Stars and Stripes Forever - Sousa	20132
	Ciclitto Lindo - Mexican Orchestra	20384
	Verona Waltz - Perry	20249
	Blue Danube Waltz - J. Strauss	6584
	Eagle Dance - Nopi Indian	20043
	Malaguena - Spanish Dance	36036
<u>MELODY</u>	Serenade - Schubert	6927
	Badinage - Herbert	9147
<u>HARMONY</u>	Prelude in C Minor - Chopin	24796
	Deep River - Hampton Singers	24244
<u>TONE COLOR</u>	Dance dos Mirlitons - Tschaikowsky	8663
	The Swan - Saint-Saens	1143
	The New World Symphony - Dvork - Part 3	8738-39
<u>FORM</u>	Rondino - Kreisler	1386
	Amaryllis	20169
<u>MARCH TIME</u>	March from Aida - Verdi	22764
	Golden Jubilee March - Sousa	22020
<u>TRIPLE TIME</u>	Flower Waltz - Tschaikowky	8664
<u>RHYTHMIC</u>	Brahms Hungarian Dance No. 5	1296
<u>PATTERNS</u>	Humoresque - Dvorak	20130
<u>MELODY</u>	Melody in F.	22508
<u>PATTERNS</u>	Beethoven's Sixth Symphony	6439-43
<u>RONDOS</u>	Rondino - Beethoven-Kreisler	1386
	Amaryllis	20169
<u>TONE POEMS</u>	Finlandia - Sibelius	7412
	Danse Macabre - Saint-Saens	6505
<u>SYMPHONIC POEM</u>	The Moldau - Smetana	11434-5
<u>OPERA</u>	Hansel and Gretel - Humperdinck	9075
<u>PROGRAM MUSIC</u>	Peer Gynt Suite - Greig	
	W1, part 4 - Hall of the Mountain King	20245
	William Tell Overture - Rossini	
	The Storm	20606
	Moonlight Sonata - Beethoven	36038
	Liebestraum - Liszt	35820
<u>FOR THE CHILDREN</u>	Children's Songs	24530
	In a Clock Store - Orth	35792
	Babes in Toyland - Herbert	9148
	Wedding of the Painted Doll - Freed-Brown	22043
	The Swan	1143
	Traumerei - Schumann	19854
	Spring Song - Mendelssohn	20195
	Lullaby from Ermine	20130

For use in connection with the above records see;

- "Music for Everybody" Spaeth - Leisure League of America,
33 Rockefeller Plaza, N. Y. C. 25¢
- "People and Music" McGhee - Allyn & Bacon, New York City \$1.40
- "Music in Rural Education" McConathy, Silver, Burdett, N. Y. C. \$1.20

CAMP FIRE PROGRAMS

The importance of the camp fire in the program of the 4-H Club camp can not be overestimated. Because of the lack of opportunity for training in camp craft many leaders of these camps do not realize the tremendous opportunity offered by this evening hour. By training in the ability to entertain, in sportsmanship, public speaking, song leading, dramatics, program organization and in many other ways the camp fire hour can become one of the most valuable parts of the camp week.

Our nation began in discussions around the camp fire during Colonial days; with Washington's soldiers during the Revolution and with those of the hardy pioneers who each evening gathered around the camp fire of the wagon train and listened to the fascinating stories of the guides who were leading them into the unknown west, to "Kit" Carson, "Jim" Bridger, Ezra Meeker, Rogers, Andrew Burnett, and a host of others.

Writing this in Santa Fe we are in the atmosphere of the Spanish Grandees who settled Nuevo Mexico under Coronado and later under Onate entered the Golden land of California. We hear stories of the hardships and the fascinations of those far off days when around the open camp fire, or the hearth of the adobe men told dazzling tales of conquest or of the search for gold which fired the imagination of the boys and girls of those adventurous times.

In New England, a few months later, we stayed at one of the Inns which, during the stirring Colonial days, was the center of the life of the community and sat before the open fireplace around which many of the problems of the young "America" were discussed and could almost imagine the shades of Ethan Allen and the Green Mountain Boys gathered round listening to our discussions.

From the time of our prehistoric ancestors down to the present day Club camp the lure and magic of the flickering flames have exerted their influence and are waiting for us to use them.

The program must be carefully planned to avoid the hitch that comes from inadequate preparation. The program should be outlined on a card so that there will be no hesitation and the leader must be prepared instantly to shift the order of events if any taking part in the program are not ready immediately when their number is called.

One hour and a half should be the longest time to any program and a "live" hour of well prepared numbers is even better. While the program cannot be standardized, the general idea and objectives are relaxation, inspiration and pure fun.

There is no place for long speeches, nor for formal instruction, the latter belonging to the study part of the camp program.

The closing of the campfire is even more important than the opening, the impression made then is the one the camper takes to his tent or dormitory. In 4-H Club camps the use of "Taps" sung by the entire group, with an "echo" by a smaller group some distance from the campfire and this again followed by a bugler still further away is most effective.

An evening hymn makes an impressive closing as do a few words by a respected leader. Every camp should have a special place away from the noisy "campus" for the council ring of campfire. If it is not possible to build a permanent council ring (See Woodcraft League Manual and Camp Fire Helps, Series D No. 2 Boy Scouts of America) the next best plan is to purchase sufficient camp stools so that each camper may have one, as again, the success of the camp fire program largely depends upon the members of the group being comfortable. At Massachusetts State Camp the latter plan is followed while at the permanent site of the South Carolina State 4-H Camp a permanent standard council ring has been built at quite a distance from the center of camp activities.

In preparation of the fire, the log-cabin type, in which three or four courses of light logs four feet in length, are used, lay them up square (log cabin style) and fill the center with light twigs, dry branches, and other easily inflammable dry wood. Extra material should be piled near the circle to be added to the fire during the progress of the evening as necessary. This type of fire gives a maximum of light radiation and a minimum of heat. Two reliable campers are required to keep the fire going, one within the circle near the fire and one outside to keep up the wood supply.

Plenty of dry wood should be provided for each night as the firelight must not be allowed to grow dim. The two fire tenders are responsible for the complete putting out of the fire after the program has closed.

The group should be assembled some distance from the campfire center and go to the campfire in order as the approach has a great deal to do with the discipline of the evening. This can be done without any difficulty and will be readily acceptable to the campers. In leaving the camp fire the leaders should leave with their own groups. Special provision should be made for the seating of officials and visitors.

SAMPLE CAMP FIRE PROGRAMS AS USED IN 4-H CLUB CAMPS

Program 1.

1. Opening ceremonies - 1st night in Camp.
2. Explaining about camp
3. Introduction of groups and leaders
4. Singing by the group
5. Challenges
6. Harmonica solo or quartette
7. Banjo solo
8. Awarding ribbons
9. Camp and club songs
10. Taps

Program 2.

1. Opening ceremonies - Club Pledge
2. Songs - State, National, Club
3. Three minute talks
 - Boy forestry champion
 - Girl news champion
4. Challenges
 - Hand wrestle
 - Rooster fight
 - High whistle - girls
 - Milk drinking contest (Use babies bottles having 2 ounces of milk)
 - Two boys, two girls, one leader
5. Good deeds observed about camp that day - The service idea.
6. A well told story
7. Taps

Program 3.

1. Opening ceremonies
2. Lighting of four fires - one for each H
3. Try-outs for a movie
 - Bring campers up, one at a time and have them demonstrate how they would play the hero, villain, the lover, an old man, the shy maiden, irate father, all of this in pantomime. Pick out a shy boy to be the lover, a bashful adult leader (-) to be the hero.
4. Music
5. Songs by all
6. Taps.

Program 4.

1. Opening ceremonies and songs
2. A folk dance in costume
3. Instrumental music
4. A fun song with banjo accompaniment
5. A seven minute skit which has been well prepared.
6. Fun challenges
7. Adventure story
8. Taps.

Program 5.

1. Opening ceremonies
2. Competitive singing by groups
3. A debate on question of great interest to 4-H members
 - 3 speakers for each side, 3 min. for each speaker - 3 for rebuttal.
4. Group circle games
5. Mystery story
6. Taps

Suggested further types of program

Staff night - Game night -
 Minstrel show
 Mock trial - National night
 State night - College night
 Story night - Rural night
 Boy's night - Girl's night
 Home night - Visitors night
 Faculty night
 Old timers night
 Poetry night - Dramatic night
 Camper's night
 Adventure night
 Reading's night
 Neighbor's night.

HOBBY SHOWS

See "Hobby Horses and How to Ride Them" Gaulkins - Leisure League of America,
35 Rockefeller Plaza, New York City, 25¢

Everyone, these days, is the better for having a hobby to ride as a change from the daily task. There are hundreds from which to choose.

A HOBBY DOES THREE THINGS (among others)

1. It shows what YOU can do
2. It suggests to other people what they might do
3. It brings like minded people together and makes for lasting friendships

To stimulate an interest in worth while hobbies and to guide them along constructive lines an annual hobby show is invaluable and:-

1. Gives recognition and encouragement to the exhibitor
2. Provides a meeting place for hobbyists
3. Reveals hidden talents
4. Presents a wide variety of leisure time activities among which people may find a new means and methods of expression.

THE EXHIBITS SHOULD BE CLASSIFIED ACCORDING TO SOME SYSTEM AND GROUPED BY KIND

Each exhibit should have a tag with the owners name and classification of the hobby. Where exhibitors are children the age should be on the tag.

The following divisions are suggested:-

DIVISION I - CREATIVE ACTIVITIESA. Wood work

1. Construction
 - a. Furniture
 - b. Birdhouses
2. Whittling

3. Toys
4. Miscellaneous
5. Home made games

B. Models

1. Ships
2. Airplanes
3. Kites

4. Backyard playground equipment
5. Miscellaneous

C. Mechanical devices and inventions

1. Electrical

2. Mechanical

D. Arts and Crafts

1. Wood carving
2. Clay modeling - Soap modeling
3. Painting
4. Drawings
5. Photography
6. Leatherwork

7. Metal work
8. Sewing and weaving
 - a. Rugs
 - b. Quilts
 - c. Bedspreads
9. Writing

DIVISION II - COLLECTIONSA. StampsB. CoinsC. Natural Science

- Moths, butterflies
Pressed mounted flowers
Fish - Birds -

D. AntiquesE. Scrap BooksF. MiscellaneousG. Musical instrumentsH. PuzzlesI. Old photographs

DIVISION III - Miscellaneous

- | | |
|-----------------------|----------------------------------|
| A. Paper Construction | D. Magazine and books on hobbies |
| B. Old books | E. Spinning wheels |
| C. Taxidermy | F. Old silverware and dishes. |

DEMONSTRATIONS

- A. Music as a hobby should be presented in an hour of instrumental and vocal music by people who make a hobby of music.
A family or neighborhood orchestra could open the program.
- B. Table decorations
- C. Flower arrangements for the table and the home
- D. Table settings for dinners, teas, luncheons - Napkin folding
- E. Lampshades for various uses in the home-Reading, decoration, art work.

Plan for a one act play by the dramatic hobbyists

Have folk dances in costume by nationality groups or by those who make a hobby of folk dancing

Have a period for games and demonstrate home play activities

Have good community singing under volunteer song leader at opening of night sessions.

WHOLE TOWNS HAVE HOBBIES -

Gainesville, Texas has an annual circus which has an international reputation

Lindberg, Kansas has an annual sing week which attracts thousands of people

Bethlehem, Pa. has a Bach Choir at whose annual concerts people attend from all over the United States and from foreign lands.

Springville, Utah has an annual picture exhibit which is becoming famous.

ALL SORTS OF PEOPLE FIND INTERESTS AND FUN IN HOBBIES

Pelletier, a garage mechanic is an astronomer in his spare time and discovered the Comet now named after him.

A newsboy in Columbia, South Carolina (Robert Lewis) discovered a new star Nova Hercules

On Thursday nights at 8 over W.J.Z. those interested in music as a hobby can hear prominent leaders who make music their hobby, broadcast under the program name "Music is my hobby"

Jack Dempsey is a first class cook

In Portland, Oregon there is an annual hobby show covering more than one floor of one of the great department stores which covers a city block.

Robeti Zupks, the great Illinois University football coach is a painter of fine pictures in his spare time and has had a number exhibited.

Former Vice-President Dawes is a composer and great orchestras play his compositions.

President Roosevelt is an enthusiastic stamp collector.

The stamp collection of the late King George of England was said to be worth over \$500,000

Philip Wrigley has a major baseball team for a hobby

Senator Borah collects engravings - P. H. Johnson, banker, collects canes.

Matthew C. Brush, well known business leader, has a collection of 1500 ivory elephants

The Physicians and Surgeons of New York and Philadelphia hold annual hobby shows which attract wide attention.

Jack Miner of Kingston, Ont., Canada, feeds migrating birds - he is a world authority on birds and spends \$5000 a year feeding them.

Owen D. Young collects first editions

Plays and games every child should know

1. Plays and games that conserve the essential biological and physiological growth of children - good posture - depth of chest - strength of heart - active circulation and good digestion.

Digging	Lifting and hauling	Running
Throwing	Striking	Swinging
Hanging by arms	Swimming	Dodging
Chasing	Playful fighting and wrestling.	

2. Plays and games that tend to make the body the perfect organ of feeling, thinking and execution even under stress of great excitement.

Hill dill	Hop scotch	Jump rope	Hoop rolling
Pom, pom, pullaway	Bean bag board	Relays	Ring toss
Prisoner's base	Ball	Tip cat	Tops, etc., etc.
Tag games	Jacks	Marbles	

3. Plays and games that develop individual virtues, courage, self-control, self-respect, admiration of skill, desire for efficiency, persistence, sense of justice, love of fair play, sympathy, and sociability.

1. Sociability: Singing games, folk games, folk dances.
2. Sympathy: Games of impersonation and dramatic plays and games where players alternate in having undesirable parts.
3. Justice and fair play: All games must be played according to rule.
4. Courage and skill: Rougher type of physical contact games, - hot hand, baste the bear, boxing, wrestling, single stick, etc.

4. Plays and games: That tend toward higher-expression of individual and social relationships and for social ends.

Basket ball	Base ball-	Captain ball
Dodge ball	Volley ball	Football for boys and adapted games for girls
Folk games and dances	Camping experience	
Selected dramatics	Choruses, etc.	
Orchestras		

Book: Education by plays and games. George E. Johnson. Ginn & Co. \$1.44

Publications of the Children's Bureau. U.S. Dept. of Labor, Washington, D. C.

Varied activities in simple handcraft from
everyday things available for use with
children's groups.

Whittling of Spoons, Forks, Knives, Cups, Salad Sets -

Willow whistles - Airplanes - Boats - Toys - Windmills - Tops from spools.

Wooden boxes secured from stores at no cost.

Toys - bookcases - doll furniture - game material of various kinds, such as
bean bag boards - quire pins - tool boxes - wall book shelves.

Made from tin cans.

Coffee cans painted for flower pots - large coffee cans painted with enamel
paint for kitchen sets for flour, sugar, etc.
Candle holders - scoops - cookie cutters.

Use of oil cloth.

Book covers - cottage pillows.

Yarn - Yarn dolls - pillows and many other uses.

Large cardboard boxes.

Miniature stages for play sets - puppet shows - doll houses.

Toothpicks - Toothpick games - puzzles.

Use of wrapping paper.

Prepared with linseed oil for lamp shades.

Old stockings.

Bedtime toys - cats, dolls, dogs.

Old stocking tops as base for wigs for theatricals.

Magazines.

Picture out-outs - Posters - scrap books for little children and to send to
hospitals - pictures shellacked on tables - for decorations - pictures for
game puzzles - pasted on pickle, olive, and jelly jars to make vases.

Newspapers.

Kites - beads - costumes - soldiers' hats - Hawaiian costumes - and many
other uses.

Cereal boxes.

Lanterns - Round oatmeal boxes covered with cretonne for doll cradles.

Candy boxes - doll houses.

Spools - strung together to make dolls and animals.

String begins at the head, one large spool for the head, two a little
smaller for the body, two for each leg, two for each arm.

Window boxes from old lumber material.

Most effective flowers are petunias - nasturtiums - pansies - geraniums.

Picture post cards cut up for puzzles. Certain sets can be framed.

Box of old clothes, hats, jewelry, fans, "frills", and scarfs for "Dressing-up" and
other imaginative play, including dramatics.

Cheese boxes - Make blocks, trains, containers for small play materials, such as
crayons, scissors, checkers.

Milk bottle tops - play money and counting games.

Clothes pins - Dolls, fences for doll houses, drum sticks.

Paper, blunt scissors, flour and water paste, and crayons - Paper dolls, dolls
furniture, and costume accessories.

Salt, flour, alum, bluing and water - modeling material can be made with 1 cup of
salt, 1 cup of flour, 1 teaspoonful alum, bluing to color and water to make
a stiff dough that will not stick to the hands. Store in damp salt or sugar
sack in covered coffee can.

Scraps of soft wood, hammer and large headed nails - hammering for muscle and eye training.

Boards - Climbing, or made into easels. Building huts - teter boards.

Barrels - Rolling, climbing, tunnels.

Sticks - Hobby horses - use in parades.

Rope - For playing horse, pulling boxes, tug of war, swings.

Tin cans and heavy string - stilts.

Old Funny papers for use of the children on rainy days.

Wild flowers that transplant well for yards - White trillium, Solomon's Seal.

Bibliography

Box furniture - Louise Bingham - Should be in school library.

Kites - Kitecraft by Charles Miller - Manual Arts Press, Peoria, Illinois. 50¢

Bird Houses - Siepert.

Manual training toys - Moore.

Dennison's Instruction Book.

Home Handicraft for Boys - Hall - Doranand Co., New York.

Cork Toys - Hoxie - Kindergarten Review - Dec. 1, 1912, School Library.

Homemade Toys and play equipment - Agnes Tilson, Ph.D.

Homemade Play Materials - Marie B. Fowler.

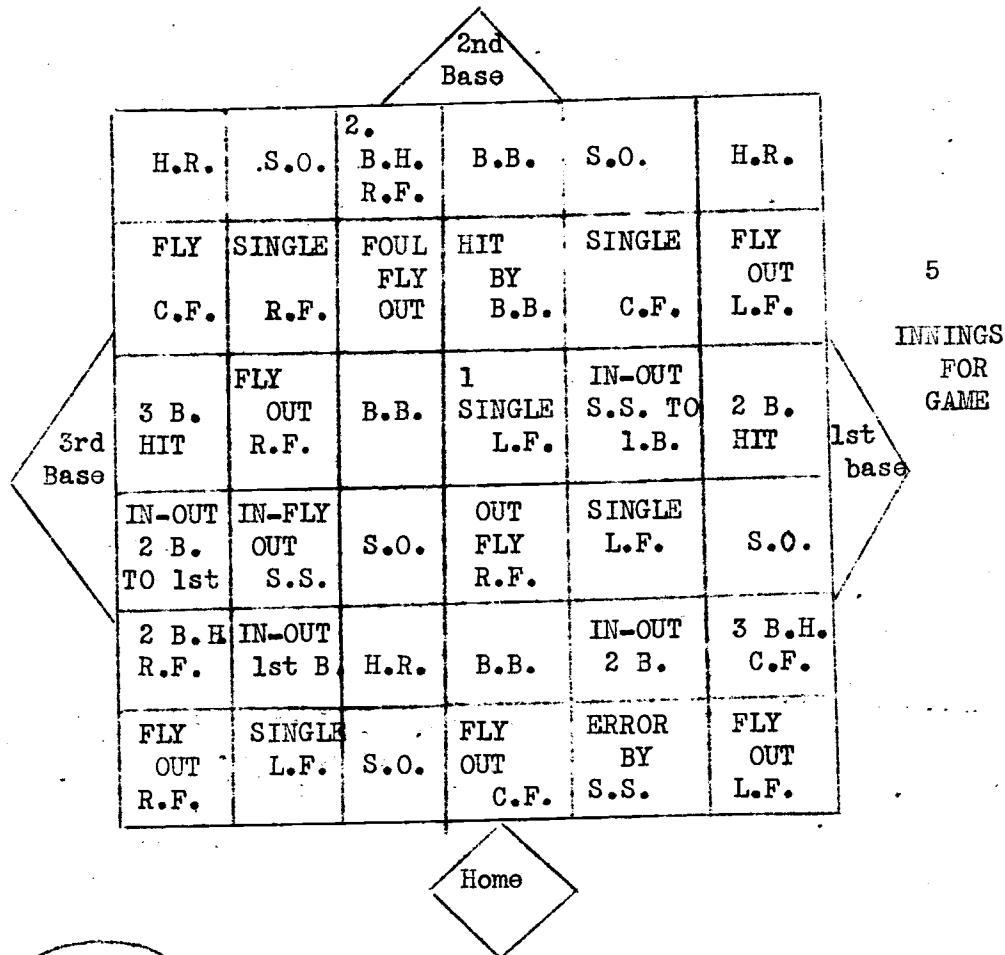
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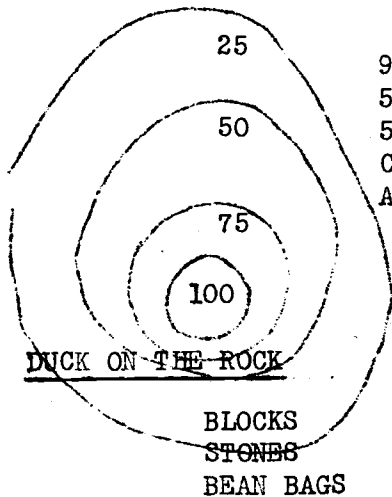
Pre-School Equipment - University Iowa Extension Bulletin #263.

FLOOR BASEBALL - USE FOUR WASHERS

(1)



(2)



(4)

9 INNINGS
500 GAME
5 MEN & CAPT.
CAPT. WATCHES
AT CIRCLE

(3) TIN CAN CRICKET

<u>HIT and RUN</u>	<u>BATTER</u>
Score Until	0-0 Wicket
Wicket	
Knocked	0-0 Wicket
Off	<u>BATTER</u>

(5) BASEBALL WITH
2 FOOT PIECE OF
RUBBER HOSE

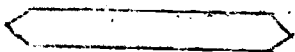
Hose on two bricks or cans
Kick and run - Rubber to be
placed on cans before re-
turn to be out

(6) HIT PIN BALL

Indian Clubs for Bases
Knock over clubs as run
If hit between bases is out--
Use large 10 cent rubber ball

(7) WASHER

Holes 30 feet apart
Line with small milk can
Pitch a washer same as
quoits.

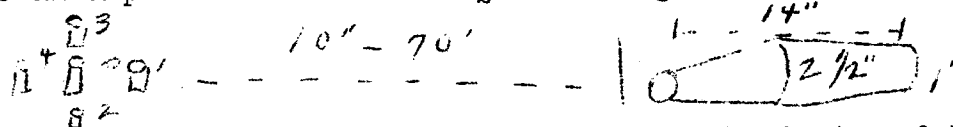
(8) TIP THE CAT:Made from Broom Handles


The cat is a cylindrical piece of wood tapered at both ends (part of a broomstick, about six inches long). The game is played by two or more boys. A small ring is marked out on the ground about twelve feet distant a line is drawn. The first player stands close to the ring and is provided with a stick about two feet long. The pitcher stands on the line and tosses the cat in the ring. The player strikes at the cat. Should the cat alight in the ring, the first player is out. Should the cat fall on the line, he is allowed one tip, but should it fall outside the ring, he is entitled to three tips.

To tip, he hits one end of the cat with a stick and if the cat jumps in the air, he strikes it as far as possible. When he has taken his tips he roughly estimates the distance he has struck the cat and offers the catcher a certain number of jumps. The catcher starts from the point where the cat falls and if he reaches the ring in the right number of jumps, he puts the first player out, but if he cannot accomplish the jumps, the boy counts the number as so many points toward the game, which may be 50 or 100, according to agreement. If the catcher or another player can catch the cat as it is in the air, the boy is out.

(9) Skittles or Stick Bowling:

This game belongs to the bowling family. A playing area of 15 by 75 feet is desirable. The game may be played on a smaller area. Except where the pins are set, the ground need not be smooth or especially prepared. At one end mark a throwing line and set the pins at the other end of the area, a distance of 20 paces or 30 paces. The pins are placed as shown below. The distance between pins is 21 inches or $1\frac{1}{2}$ times length of throwing stick.



The pins are one inch in diameter and 4 inches long. On the top of the pin write the number 1, 2, 3, 4, 10. The throwing sticks are 14 inches long and $2\frac{1}{2}$ inches in diameter at the middle, tapering to one inch at the ends. This game may be played by two individuals or teams of as many as ten players. The stick is thrown underhand. The sticks are three in number. The object of the game is to knock down with the three sticks, or skittles, as many of the pins as possible. If the player knocks them all over, he receives 20 points, counting the number of the pins he knocks over. The player must not step across the throwing line and the stick must hit the ground just in front of the pins. The player or team which first scores an even 100 points is the winner. If more than 100 points are scored, the side starts again at zero.

(10) Half Rubber - A fine game for two boys.

A broomstick the length of a baseball bat. A rubber sponge ball from the ten-cent store. Cut the ball in half. Two players only - A pitcher and a batter. If batter hits the half-ball as it is pitched to him it counts a run. If he misses he is out.

These stunts may be practiced in very limited quarters. They are either individual in character or are competitive in which one individual matches his skill against that of another.

Hand Wrestle. The wrestlers stand with the right foot advanced, clasping right hands. The object is to make one's opponent move a foot from its position on the ground. This constitutes a throw.

Indian Wrestle. The wrestlers lie upon their backs, side by side, with arms locked, feet extending in opposite directions. The right feet are raised and lowered twice. At the third raising, they lock heels together and each endeavors to bring his opponent's leg down to the ground thereby turning him upon his face.

Knocking Off Hats. This is a kind of sparring, the object being to knock off the opponent's hat.

Duel Contests.

1. Mark out a circle six feet in diameter. Two stand within the circle, clasping hands or wrists. Each endeavors to push his opponent from the circle. Pulling may be allowed if desired. Several circles may be drawn and sides chosen. The sides having the largest number of players left in the circle win; or the game may continue until only one player is left in possession of a circle.

2. The game may be varied by drawing two parallel lines, six or more feet apart. Sides stand within the lines, facing each other. At a signal each player endeavors to push his opponent outside the lines. When a player succeeds in doing this, both he and his opponent are out of the game. When all are out, count is made to see which side had the most victories.

3. A large circle is marked off. Players select sides and all station themselves within circle. Three minutes are given to play. Each player tries to force a player outside the circle. When one is forced out, he must remain out, but his opponent may now turn to help his mates. Side having most players in circle at end of three minutes wins.

4. Two take hold of a stick, each trying to twist it from the other.

Cock Fight. A circle is drawn upon the floor. Two players squat within it and place stick under their knees, arms under stick and hands clasped in front of knees. Each endeavors to tip his opponent over.

Pulling Sticks. Two sit upon the floor, toes against toes. Broom handle is grasped by the players and at a signal each tries to pull the other up, off the floor.

Twisting Sticks. Two grasp a broom handle high over their heads. At the word the stick must be brought down between them thereby twisting with the hands of one of the players.

Push Pole. Two stand within a small ring marked upon the floor, grasping a small pole. At the signal, each tries to force the other to step outside the circle.

Knuckle Down. Place toes against chalk line and kneel down and rise again without the help of hands and without moving toes from line.

The Palm Spring. Stand at some distance from and facing wall. Lean forward supporting palm of the hand against wall. Now spring back to place, without moving the feet.

Prostrate and Perpendicular. Fold arms across the breast, lie down on the back, and get up again without using elbows or hands.

The Finger Feat. Place hands horizontally across the breast, the middle fingers touching tips. Let someone attempt to draw the fingers apart by a steady pull.

The Long Reach. Mark a line on the floor or ground. Toe the mark and with a piece of chalk or stick, mark the floor or ground as far as possible from the line, rising again to the position without having moved the toes from the mark. In returning to position, the hand which has supported the body in stooping to make the mark must not be drawn along the ground or placed a second time to the ground.

The Triumph. Place the hands behind the back, palms together, fingers pointing downward. The hands are now to be turned so that fingers point upward, the change being made without taking fingers apart.

Dot and Carry Two. A stoops between B and C, passing right hand behind left thigh of B, whose right hand he grips, and left hand behind right thigh of C, grasping his left hand, B and C place an arm around A's neck. A raises himself gradually, lifting B and C from the ground.

Stooping Stretch. Place outer edge of right foot against a line drawn upon the floor, also left heel a little distance behind the right. With a piece of chalk, mark floor as far away as possible by stooping forward and passing hands between legs, regaining position again without removing feet from line or touching floor with either hand.

The Turnover. Place toes of one foot against wall and without moving toes from wall, throw the other foot over the first, thus turning completely around. A short run may be taken before placing toes against the wall.

Tumble-Down Dick. Tip a chair forward upon the floor, the back being up. Take hold at about the back of the seat and balancing the body with the hands and elbows, lean forward and touch the head to the top of the chair without letting the chair tip to the floor.

Take a Chair from Under. Arrange three chairs in a line and place heels in one and head in the other, the middle one being under the back. Now, sustaining the weight of the body by the heels and head, take the middle chair from under you with your hands, without falling.

Breast to Mouth. Measure the distance from the elbow to the middle finger. Mark that distance upon a stick. Grasp the stick with the right hand, the middle finger being directly over that mark on the stick. Keeping head erect and stick horizontal, with elbow at side, raise the left end of the stick to the Mouth.

Skin the Snake. Players stand in rows in the stride stand position. Each player stoops over and puts his right hand between his legs and grasps the left hand of the player behind him. At a given signal, the last man lies down on his back, putting his feet first between the legs of the player in front of him. The lines walk backward astride the bodies of those behind, and immediately lie down, upon having no more to stride. Upon completing the transformation, all are lying on their backs. The last man who lies down now arises to his feet

and strides forward up the line, the rest following as fast as their turns come. The grasp of the hands must not be broken. The team that completes this maneuver first wins.

Eskimo Race on All-Fours. The performers stand with hands and feet on the floor, knees stiff, hands clinched and resting on the knuckles. Elbows should be stiff. In this position the race is run, or rather "Hitched" over a course about forty yards in length.

Eskimo Jumping Race. Fold the arms across the breast with the knees rigid and the feet close together. Jump forward with short jumps. Man who reaches the finishing line first wins.

Dog Fight. Two players place themselves on their hands and knees facing each other, about three feet apart. Place an endless strap or anything that will not cut into the flesh, over the heads (which must be kept up and back.) At the word "Go" the players pull against each other until one of them is pulled off the mat, or his head is pulled forward, thereby releasing the strap, thus showing the other to be the victor.

Cat Walk. Take a stick three or four feet in length, grasp one end with both hands and place the other end on the floor, a little distance from the feet. Bend over until the head rests upon the hands. Stay in this position and make four or five complete circles. Lift the head and try to walk straight across the floor. Watch out for falls.

The Ankle Throw. This feat consists in tossing some object over the head from behind with the feet. A bean bag, book or basketball is held firmly between the ankles. With a sudden jump, the feet are kicked backward so as to jerk the object into an upward throw, which should end in its curving forward over the head. It should be caught as it comes down.

Rooster Fight. A ring six feet in diameter is drawn on the ground. Two players are placed in this, who stoop and grasp their ankles. In this position they try to displace each other by shouldering. The player who is overthrown or who loosens his grasp on his ankles, loses.

Catch Penny. Place on your elbow three or four penny pieces in a heap; then drop your elbow very suddenly so as to bring your hand rather below the place where your elbow was and try to catch the money before it falls to the ground.

Strength Test. Take a piece of board about thirty inches in length and eight or ten inches wide, one-half inch thick. Place it on the table with one end projecting half way. Take several newspapers and open them, and place them on the table over the top of the board, pressing them firmly down with both hands. Have someone hit the end that protrudes a quick blow, trying to raise the newspapers.

Blindfold Boxing Match. Two men are blindfolded; a book is laid on the mat, both men get on their knees, laying their left hands on the book. Each man has a coach and is permitted to strike when the coach says "Hit." The men may have long paper wads instead of boxing gloves.

Finger Jump. The performer holds a stick horizontally between the fore-finger of his hands, pressing with the fingers to keep it from falling. Keeps the stick in this position, and jumps over it forward and then backward. This same feat may be performed by pressing the middle finger of the two hands without a stick and jumping over them forward and backward, as a dog jumps through curved arms.

Standing Toe Wrestle. The arms folded and hopping on one foot, each wrestler tries to make his opponent put his other foot upon the floor by a side movement of the leg.

Bottle Balancing. Place a round bottle on its side on the floor; then have a person sit down on the bottle, extending the legs full length. Put the right foot on the top of the left toe, afterwards giving the person a pencil and cardboard or a heavy piece of paper, and tell him to write his name on it without his hands touching the floor.

Gymnastic Trick. Place a low stool on the floor close against the wall. The performer faces the wall at a distance of twice the width of the stool. Stoop down and grasp the stool with one hand on either side, and rest your head against the wall. Lift the stool from the floor and slowly raise yourself to the erect position.

Tantalus Trick. The performer stands with his back to the wall. Place a piece of money on the floor and tell him he may have it if he may pick it up without moving his heels from the wall.

Hand Push. The players stand facing each other, and have one foot advanced. The hands are held about shoulder high with the palms facing outward. At a given signal, they try to make their opponent move one foot off the ground or to throw him off balance. The one who succeeds in doing this to an opponent wins.

SIMPLE GAMES WITH LITTLE EQUIPMENT

Daddy in the Castle. Draw a large circle on the ground - "Daddy" is in center the rest outside the circle - Players step or run in or across the circle calling "Daddy, I'm in your castle!" If "Daddy" can tag one, that one becomes "Daddy."

Stealing Sticks. School yard game. "It" places a stick about three feet long against the side of the building; the rest of the players scatter, as many out of sight as possible - While "It" is looking for them a player tries to get the stick and throw it as far as he can, "It" then must get it and return stick to original position. If "It" can tag one of the players before he can throw the stick they change places.

Hoop Target. Roll a barrel hoop - start it rolling and, standing 10 feet away, try to throw a "spear" (a stick four feet long) through the rolling hoop.

One Man On. "It" and a runner - players in a circle, each has a stick about eight inches long. Each player stands on one end of his stick - "It" chases the "runner". If the runner puts a foot on one of the sticks its owner must run. If tagged before he gets his foot on another stick he is "It."

Keely Over. Two teams on opposite sides of school building (rural schools). Throw a rubber ball over the building and yell "Keely over." Those on the other side try to catch the ball before it hits the ground and if they succeed, run around the building and try to hit one of the opposite side with the ball.

French Cricket. Draw a circle on the ground - the group stand around the circle - a "batter" is in the center. Use a soft rubber ball - pitch the ball at the shins of the "batter." He tries to protect himself with the bat but cannot move his feet. The ball is pitched underhand and not thrown.

ACTIVITIES FOR FIRST-COMERS AT SOCIAL EVENING PROGRAMS
ALSO FOR USE WITH SMALL GROUPS ANYWHERE

Have 25 small bottles containing seeds -- have each bottle numbered -- ask to have the names entered on a card which is given. Fill in name of seed on card opposite the number.

Famous Faces

Have cut-outs of famous persons taken from Sunday supplements or magazines - mount these on large cards - give player a card having numbers to correspond to the numbers on the pictures.

Ads

Cut out and mount ads in like manner - remove all marks that would lead to identification, number as above.

Gardening

Mount and number pictures of flowers from seed catalogs - see how many can be identified.

Maps of County in blank

Give each player a small map of the county in blank and ask that prominent buildings, roads, schools, beauty spots, historical places, etc., be put on the map in their proper places. (This game is good for small groups as well as for individuals.)

Puzzles

Have small tables with a dozen puzzles, such as wire puzzles, Chinese box puzzles, Tangram puzzles, and allow five minutes for each solution.

Guessing for small prize (a lolly pop)

Upon a large table have the following with cards of directions on each object:

1. A glass jar of beans (Guess how many)
2. A large dictionary (What is the weight?)
3. A small ball of cord (How long?)
4. Part of a deck any kind of cards (The number of cards?)
5. An orange (How many seeds?)
6. A can of water (Guess the quantity)
7. 1/4 of a page of newspaper (How many words?)
8. Photo of a child or an animal (What is age?)
9. A stick (How long?)
10. A block of wood (How thick)

Do you know the woods? Give a card to each guest to fill in the answers.

- A wood that is china.
- A wood that made California famous.
- A wood that became famous in the Phillipines.
- A wood that is common in the movies.
- A wood that was in the White House.
- A wood that plays in a Shakespeare tragedy.
- A wood that is a spring flower.
- A wood that is used in a business office.
- A wood that is a vine.
- A wood that is a medicine.
- A wood that is a metal.
- A wood that is worn on the feet.
- A wood from which dresses are made.

Smelling Contest

Provide a number of small bottles and fill each with liquids or condiments and various kinds of spices (eight bottles make a good number.) Number each bottle. Give the first-comers pencil and paper on which they write the name of the substance opposite the corresponding number. If the bottles are colored or covered with paper more will depend upon the smelling ability than upon sight recognition.

Making Hats. When the first couple arrives, give the man an old hat shape, some ribbon, a couple of feathers, and some pins. Give the girl a number six paper bag and a couple of colored crayons. The man trims the hat for the girl and the girl decorates the paper bag as a hat for her partner. The hats are then worn for the balance of the activities program, after which they can be auctioned off.

Slogan Guessing Contest -- Have slogans cut from magazines and mounted on heavy cardboard. Give the first-comers a card and a pencil and see how many of the slogans they can name.

Double Handcuff -- As each couple arrives handcuff the woman by tying an end of a piece of string about five feet long to each wrist. Then tie one end of her partner's string to his wrist, loop the other end within her string and tie it to his other wrist. The object of the game is for the partners to get apart without breaking the string or untying any of the knots. This is good for a full half-hour of fun at any time. (An excellent game for the family circle.)

Famous Numbers -- As each guest arrives, have him draw a number from a hat. Use numbers 1 to 40. Provide a card and a pencil for each and ask that a short statement be written about what famous or interesting thing with which their number is or was connected. The first dozen arrivals will have a lot of fun. The results (or lack of them) can then be read to the entire group later in the evening.

A Botany Lesson -- Hidden flowers, fruits, and trees.

<u>Flowers</u>	<u>Fruits</u>	<u>Trees</u>
On a tin car	A green egg	Old man
I'd say	Bees rise to go	I love
Ah! Lida	O grant ma ape	Many a hog
Read Noel	He paces	Oh my cares
A long aim	O anger	Go near

Card Toss -- Give the first comer a pack of any kind of playing cards; provide a box with an opening about the size of a man's number seven hat. (A hat will do also) Ask the player to be seated; place the box or hat five foot lengths from the player. Ask him to hold the deck of cards in the left hand and with the right elbow on the right knee throw the cards into the box or hat. Give one point for each card in the hat. This is an excellent game and becomes more interesting with trying. After much practice one should be able to get thirty cards out of fifty-two into the box or hat.

Silhouettes -- A strong light is so placed that it shines on a smooth wall (a flash light can be used.) The subject sits in a chair between the light and the wall, in such a way as to cast a shadow of his profile on the wall. A leader, acting as an artist, places a white paper on the shadow and traces the outline. This outline can then be colored by the sitter.

Mental Test

33.

Prepare on a sheet of paper or a card. For individuals or for a small group. Underline the word which does not belong in each line.

Hoover, Coolidge, Harding, Pershing
Music, tune, violin, melody
Algebra, geography, history, grammar
Rudder, prow, stern, beam
Argument, address, debate, discussion
Bat, ball, umpire, glove
Pen, pencil, writing, paper
Sing, hum, whistle, lyric
Freud, Adler, Jung, Nietzsche
Congress, Parliament, Cabinet, Legislature
Atheist, Pantheist, Agnostic, Communist
Artichokes, potatoes, asparagus, raisins
Prep school, library, college, university
Bird, fish, oyster, beast
Merit, praise, excellence, superiority
Broil, cook, fry, roast
Thicket, tree, forest, woods
Error, carelessness, indifference, neglect
Drum, flute, orchestra, trumpet
Heel, shoe, counter, sole
Heavens, moon, star, sun
Gun, trigger, stock, barrel
Glue, paint, mucilage, paste
Draw, etch, paint, art

An Art School

Provide large sheets of white paper and a box of colored crayons. When the first couple arrives give the girl some small object, but do not let her partner see the object. Have them seated side by side, but facing in opposite directions. Give the boy a sheet of paper and the crayons. The girl describes the object and the boy draws it from her description. Exhibit both the object and the drawing.

Pencil Puts

This game was invented by Victor Williams of Price, Utah, and published by Crowell Publishing Company, New York, and is an excellent game for first comers or for small groups and for the family circle. Provide each comer with a card as below and a pencil.

<u>Hole</u>	<u>Par</u>		<u>Play</u>		<u>Strokes</u>
1	3	(ou)	TG	(o)	3
2	4	(po)	WW	(ow)	4
3	3		GH		
4	2		IO		
5	3		HT		
6	2		DS		
7	2		IV		
8	1		OA		
9	6		TB		
10	1		GG		
11	2		CH		
12	7		SB		
13	3		PH		
14	5		CD		
15	1		AP		
16	1		BO		
17	2		NS		
18	1		AB		

Play the game as in the solution to the first two holes. The one making the smallest score is the winner.

SHIPS

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Home

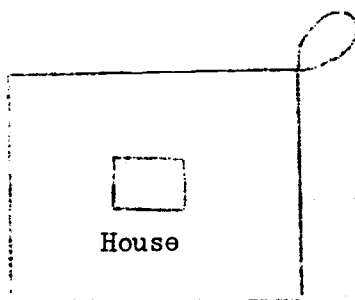
	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Enemy

SCORE

INTELLIGENCE TEST

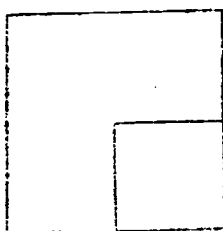
1. His better _____
2. Wilson's _____ points
3. The Unholy _____
4. At the stroke of _____
5. _____ Year itch
6. _____ island dressing
7. A pair of _____ 's
8. "House of _____ Gables"
9. Spirit of _____
10. Pieces of _____
11. _____ th Century Limited
12. The _____ Musketeers
13. _____ Wheel Drive
14. The Gay _____ 's
15. _____ Varieties
16. The _____ th Dimension
17. _____, _____, or fight
18. _____ Keys to Baldpate
19. A _____ Flusher
20. The _____ R's
21. Tale of _____ Cities
22. Fair, fat and _____
23. _____ skiddo
24. _____ come
25. _____ th inning all stretch
26. He sailed the _____ seas
27. _____ corners of the globe
28. The _____ colonies
29. Under _____ flags
30. Tea for _____
31. _____ nessee
32. _____ Wise Men
33. _____ th Day Adventist
34. The _____ Apostles
35. _____ the Night
36. Cat o' _____ Tails
37. Useless as a _____ th wheel
38. _____ Nights in a Bar-room
39. _____ Men on a dead man's chest
40. _____ is company, _____ 's a crowd
41. _____ wonders of the world
42. _____ blind mice
43. _____ Horsemen of the Apocalypse
44. Ali Baba and _____ thieves
45. _____ equals one bit
46. The baker's dozen _____
47. Best _____ out of _____
48. _____ -in-hand
49. _____ cheers
50. Friday, the _____ th
51. A _____ per cent American
52. The roaring _____ 's
53. "A" number _____
54. Around the world in _____ days
55. "You were _____ my village queen
56. _____ years of bad luck
57. The _____ hour over the top
58. Possession is _____ points of the law
59. Sweet _____ and never been kissed
60. _____ and _____ blackbirds
_____ baked in a pie
61. "Into the valley of death rode
the _____
62. The _____ bears
63. Drawn and _____
64. The Armistice, _____ hour, _____
month and _____ day.
65. "The night has a _____ eyes; the
day but _____
66. _____ score and _____ years ago our
Fathers brought forth
67. New York's _____ th Ave. Store
68. _____ for defense but not one
cent for tribute
69. It rained for _____ days and
_____ nights
70. "It is an Ancient Mariner and he
stoppeth _____ of _____
71. _____, _____, buckle my shoe
72. A cat has _____ lives
73. "Twas the _____ of April _____"
74. The first _____ years are the
_____ hardest
75. Rain before _____, dry before



Boulder

A farm of 100 acres. Add another 100 acres without moving house or boulder.

Plant ten trees in five rows with four trees in each row.

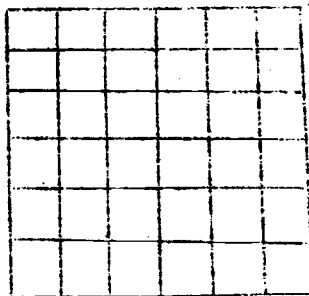


A farmer owned a square farm; he keeps $1/4$ in lower right hand corner which is also square. Divide the remainder among his four sons. Each must have the same size and same shape piece of land.

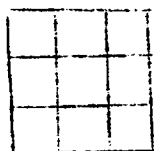
A farmer has a house and a large lot. He builds eight cottages. He has ten apple trees and eight pear trees. He wants to keep the apple trees for himself and give a pear tree to each cottage. How can this be done.

1	13	7	6
11	16	4	10
12	5	15	14
8	9	3	2

Rearrange these 16 digits so that the sum of the vertical, horizontal, and oblique lines may equal 34.



In the 36 squares place 6 of the letter X. No two may be vertical, horizontal, or oblique.



Arrange the digits 1, 2, 3, 4, 5, 6, 7, 8, 9 in three rows of three figures each so that they will total 15 as in above problems.

Three clowns have numbers on their backs as follows:

6, 3, 1. How can the clowns be arranged so that we can divide the total number by 7?

Place four fives in a row in such a position that they equal $6\frac{1}{2}$.

Use the same digit eight times to produce 1000.

Write 24 with three equal digits none of which is eight.

What three figures multiplied by four equal three?

FILL IN THE STATE

In the state of ()
I love to go ()
Can ere I ()

() is Blue
Of shells the waters swash
There () ()

() could I win
I'd ask for nothing more
Upon the theme and

Why is it pray
This love that makes me ()
() () () I

I shun the task
This gentle maid to wed
My suit I guess

There lives a Lass
No other ()
Be half so dear to ()

And her cheeks the hue
On her pink phis
The least complexion ()

The heart of ()
But I only dream
() it o'er and ()

I can't ()
() () ()
Propose to her my will.

'Twould be to ask
And so to press
() () instead.

OBSERVATION

When a horse has been lying down which end gets up first?

A cow - a dog - a cat - a man? Does a cow trot?

How many wheels has a R.R. passenger car? A freight car?

At the end of a radio program how many chimes strike?

On which breast does a policeman wear his badge?

Which is larger, a dime or a cent?

Whose picture is on the dollar greenback?

In the picture "Crossing the Delaware" what is Jefferson's position?

Which side did Lincoln part his hair?

Which grow higher, Oaks or Elms?

Which end of a mosquito stings? a wasp?

Where are a horse's eyes in his head?

CONUNDRUMS

1. If you were to ride on a donkey what fruit would you represent?
2. What goes down a chimney down but not down a chimney up?
3. Why are pianos noble characters?
4. Who was Jonah's Guardian? Why?
5. Why is a buckwheat cake like a caterpillar?
6. What is it that a cat has that no other animal has?
7. Why is your nose in the middle of your face?
8. What is that we can all make but which is never seen after it is made?
9. Why is the letter "U" the jolliest letter?
10. If we were to bore a hole right through the earth, where would we come out?
11. Why are well fed chickens like a successful farmer?
12. What is the difference between a cow and an old chair?
13. Why are potatoes and corn like heathen idols?
14. When does a farmer perform a miracle?
15. When is an axe inconsistent?
16. Who was the straightest man in the Bible?
17. What are the two smallest things mentioned in the Bible?
18. What belongs to yourself, but is used more by your friends than yourself?
19. Why are fowls most profitable for the farmer?
20. What happens when a lighted candle falls into the water at an angle of 45 degrees?
21. Why is the letter "S" like thunder?
22. How much dirt is there in a hole $3\frac{1}{4} \times 6\frac{1}{2}$ feet?
23. What is the difference between a girl and an apple?
24. Why is a youth trying to raise a mustache like a cow's tail?
25. When is the best time to read from the book of nature?

SOCIAL EVENING PROGRAMS

Songs

Music

Discussion - Social Recreation

After the discussion divide into groups of from six to nine.

Edit a newspaper for the County - Each group selects a department editor.

Group one

Local news - County Society

Group two

Editorials - Jokes

Group three

Foreign news - Travel

Group four

Farm Bureau News

4-H Club and Future Farmer news

Group five

Rural notes - Stock market

Group six

Personal items

Group seven

Sports

Group eight

Housekeepers' page - Beauty hints - Fashions

Advice to the Lovelorn - Radio notes

A bedtime story

Group nine

Ads and Comic section

Time for preparation is 20 minutes

Department editors read their material

Folk dances and games to conclude the evening.

A PROGRESSIVE GAME PARTY

Four people for each activity - The two winners progress

Table golf - 4 holes - Shoot a checker

Shoot holes in their order - 5 points for each hole

5 shots for each player

Pitch paper plates at a disk - 3 plates - 5 points for each one touching

Bottle tops into waste paper basket - 10 feet - 5 shots - 10 for each shot "in"

Muffin pan and 3 small balls - 5 feet away - 10 for each "in"

Checker spin - 3 spins - whatever you get

60	10	20
50	100	30
	40	

Toss cards into a box 3 feet away - 5 points for each card "In"

Chair quoits - Turn chair up - throw rings at legs - 10 for each ringer

Sheet from a large calendar - Throw bottle tops - credit the "date" you get.

Tiddle-de-winks golf - Into drinking glass - 5 points 3 winks

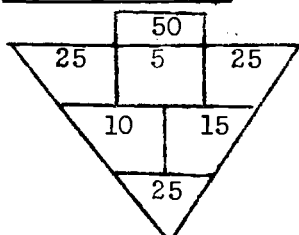
Mason jar rings to clothespins on box - 5 points each ringer

Egg carton - numbers on bottom - Bounce a ping pong ball - whatever you get

Plate into box slit - 5 points for each "in".

Shuffle Board - 3 tin plates and a broom

Bull Board (Use rubber heel)
(Lose all if land in "BULL")



BULL	10	BULL
2	9	4
7	5	3
6	1	8

SUGGESTED APPLICATIONS OF RECREATION ACTIVITIES TO
THE INSTITUTIONS OF COMMUNITY LIFE

THE HOME

A weekly family playnight - As 20% of farm homes are reported to have radios, we suggest a definite program for its use so that all members of the family will benefit - An inexpensive victrola for use in music appreciation, with children's games and in many other ways - Teach and have all of the family memorize the old time hymns and songs - Encourage the learning to play some instrument by each member of the family, many instruments can be made - Family picnics and outings with a purpose -- each birthday in the family should be celebrated -- holiday celebrations - Story telling belongs primarily to the family circle - Reading aloud -- building up a family library - Subscribe to a good newspaper having the world news - Memorizing of poetry - Simple play equipment as recommended at the recreation institute for the yard and home - Use of tools by both girls and boys - Encouraging of hobbies - Handcraft activities. Encourage collections.

THE SCHOOL

Play days rather than athletic meets: the former is inclusive - Music appreciation hour regularly--school orchestra--rhythmic activities - Story hour and Friday afternoon "talent" programs -- harmonica bands -- memorizing of great songs and hymns - Folk dances - Simple dramatics and one-act plays - Exhibitions and hobby and pet shows - Discover and develop talent - Pantomines, charades, puppet theatre writing and producing their own plays - Nature study as recreation - Poetry reading and memorizing, boys like good poetry as well as girls - Room picnics and outings - visits to interesting places by classes - Group and team games with less emphasis upon competition - The National Athletic Badge Tests - Give each boy and girl a chance to excel in something - Follow the Damrosch Music appreciation hour as suggested in the notebooks and show the children how to build home programs for the use of the radio - (See Music in Rural Education, Silver Burdott Co.) - Nature Museums - to be built up by the children.

THE CHURCH

Encourage brief 15 minute organ recitals just before the service - Improve the congregational singing -- memorize the great hymns of the church - Have a monthly service of worship through music as outlined at the recreation institute - Plan for the use of religious drama and the production of fine plays - Children's Sunday school choir--more young people in the church choir - Sunday school orchestra - Carols at Christmas - Annual picnic - Summer Daily Vacation Bible School - Group social evenings for adults - A well-balanced recreation program for the young people's organization as outlined at the recreation institute - Discussion groups and debates upon problems facing young people today with constructive suggestions as to programs and possible solutions - Training camps and conferences.

WHY RECREATION FOR THE 4-H CLUB

To make the meetings more interesting - To get members better acquainted - Hold the older members--teach social activities of interest to young men and young women together - Learn how to apply recreation to your own needs - Avoiding one-sided recreation - Show how to develop many interests for leisure hours - Learn how to do things: games, songs, music, improve speaking, dramatics, rhythmic activities - Camp recreation - Party programs - Learn how to lead in club, school, home, church, and community - Learn of activities that will last throughout life - Recreation for small groups and for home use can be developed.

SUGGESTED ORGANIZATION OF RECREATION COUNCIL

Those Councils exist throughout the country and have been most successful.

The Council is NOT A NEW ORGANIZATION, but the bringing together, for regular work, those representing the different rural organizations and agencies who are interested practically in the social, cultural, educational, and recreational sides of country life.

At no time should the membership of the Council number more than 40 people. This number should be equally divided as to sex; members should be drawn from 4-H Clubs, Women's Homemaker Groups, Future Farmers, Grango, Farm Bureau, rural church and rural school leaders.

RECREATION GROUP

HOLD MONTHLY (or oftener) MEETINGS FOR PRACTISE AND PROGRAM MAKING.

Secure the literature, records and other materials recommended at the institute.

Develop groups to lead programs, and for conducting their own training classes.

At each monthly meeting appoint five members to be responsible for the program at the next meeting. That gives this group a month to get ready.

At these meetings demonstrate various types of programs, such as active recreation, quiet games, party programs, entertainment and dramatic programs, programs to be used with old peoples' groups in county hospitals and homes, for shut-ins, for those physically handicapped, for the blind, for little children, for family groups, holidays, picnics, camps, outings.

IN ADDITION TO THE ABOVE -- AS THE WORK PROGRESSES AND MORE PERSONS BECOME INTERESTED, DIVIDE THE MEMBERSHIP OF THE COUNCIL AS FOLLOWS:

DRAMATIC GROUP

Have walking rehearsals of plays. Read plays together. Plan to build and equip a good stage. Get books from the library on the theater, religious drama, play production, lighting, and make-up.

Secure a copy of "Stage Lighting and How to Make It" -- Baker Company, Boston, Mass.--\$1.25.

Get a copy of "Play Production Made Easy" -- Nat. Rec. Ass'n., New York City--50¢.

Build a model stage and experiment with lighting, scenery, and costuming.

Study make-up under the lighting you will have to use.

Put on at least three good one-act plays from the recommended list.

MUSIC GROUP

Get a copy of "Community and Assembly Singing" by Danzig from H. Witmark, New York, -- 60¢.

Train community song leaders. Encourage male quartettes and mixed choral groups.

Suggested Organization of Recreation Council

MUSIC GROUP (Continued)

Make out a schedule of fine music hours on the radio and send this out as a bulletin.

Organize one county orchestra from those who used to play in orchestras while in High School and College.

Promote harmonica bands in rural schools.

Have a May Day Festival and one at Harvest time. Plan for Christmas Carol singing.

Secure a portable Victrola and work out programs of music appreciation.

Encourage young people to joining church choirs, and have a children's choir in each Sunday School. Improve the congregational singing.

Have a 15-minute organ recital before the start of the Sunday morning service.

STUDY GROUP

Co-operate with the County Library in encouraging good reading, particularly with the children. Have books on recreation and activities available. Encourage HOME libraries.

Subscribe to "RECREATION" Magazine from National Recreation Association, New York City. -- \$2.00 a year.

STUDY HOW TO IMPROVE THE COUNTY FAIR PROGRAMS. Study the problem of camps for 4-H Club members and women's camps; map all places where picnics and outings can be held. Provide for outdoor fireplaces and tables. List all centers where both indoor and outdoor recreation can be conducted. Plan for swimming and bathing places.

MAKE A CARD INDEX OF ALL OF THE TALENTED PEOPLE IN YOUR COUNTY.

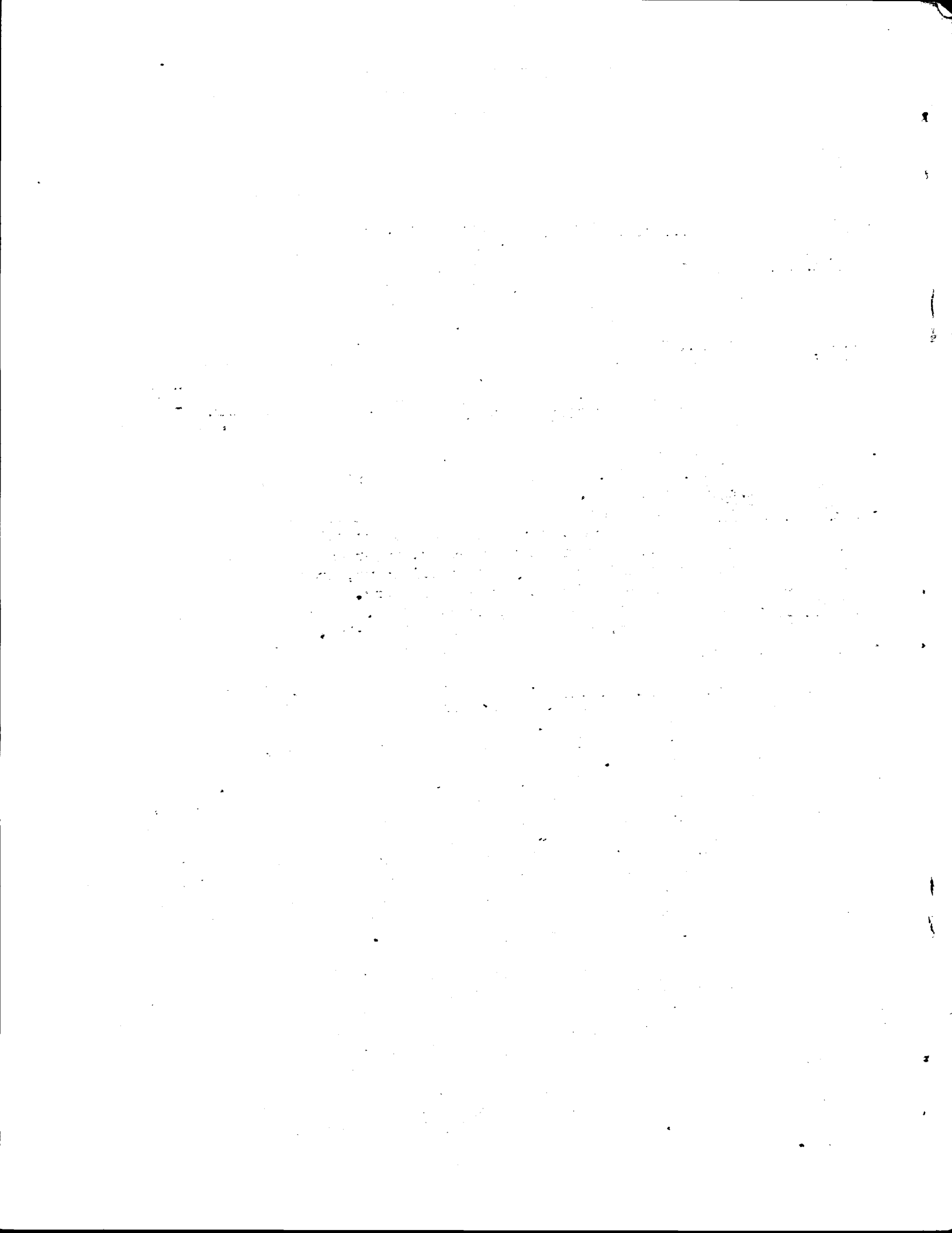
USE THEM.

A COMMUNITY AND INDIVIDUAL SOCIAL, PHYSICAL AND
CULTURAL RECREATION PROGRAM

UNDER THE SUGGESTED "TEN POINT EMPHASIS" YOU WILL FIND CLASSIFIED THE VARIED ACTIVITIES THAT GO TO MAKE AN ADEQUATE PROGRAM OF WORTH WHILE LEISURE TIME EDUCATIONAL AND RECREATIONAL ACTIVITIES FOR INDIVIDUALS AND GROUPS.

1. Nature contacting and nature crafts - Nature lore, Indian lore, camps, hikes, outings, nature guiding, nature books, collections and museums.
2. Social Recreation - Training for right social practices and contacts, the technique and management of parties, dances, dining, etc., the management and control of social recreational centers, and special planning of social contacts of young people of marriageable age.
3. Physical Activities - The culture of the body as a fine art - The Greek emphasis; physical education as equipment for fine and abundant living rather than as a preparation for sports and pastimes which are an end in themselves - the cultivation of self-chosen activities which carry over into adult life - hiking, aquatics, tennis, dancing, archery, golf, horseback riding, and many others.
4. Recreative Music - Music for the joy of self-expression through sound creation - bands, orchestras, chorals, community singing, harmonica bands, folk music, light opera, quartettes, etc.
5. Recreative Drama - There needs to be a TREMENDOUS EXPANSION OF THE DRAMATIC emphasis which has been too largely confined to the production of plays - we need much more dramatic expression through pageants, major and minor festivals, processions, pantomines and tableaux, dramatized poems, dramatized stories, dramatized costume parties, show graphs and puppetry.
6. RHYTHMICS - Fundamental training in rhythmic - folk, national, athletic, interpretative, gymnastic, classical, and social dancing.
7. The Recreative Arts of Line, Color, Form, and Perspective - Painting, sculpture, plastics, and photographic arts.
8. Scientific Experimentation Hobbies - Astronomical, botanical, electrical, chemical, aeronautical and radio. Thousands of boys and adults are tinkering with automobiles, radio, aircraft, boat building, and other outlets.
9. Handicraft Arts - Work in wood, metal, textiles, paper, leather, reed and raffia, bead and wire work.
10. Linguistic Arts - Old fashioned bees, debates, forums, essay writing, topical writing, short story writing, play writing, writing of historical pageants, linguistic arts memory contests of familiar literary expressions and the cultivation of recreational reading - The San Francisco Recreation Department is putting on weekly recreative spelling contests over the radio. There are scores of short-story writing organizations in the West limited to amateur productions. The Texas extension service conducts farm womens' reporters schools training these leaders to write "news" stories. There is need of reviving participation in public speaking, discussion groups, and debating.

Those who rather flippantly assert that there is too much emphasis upon play, recreation and leisure time activities are unaware of the developments in this field and the tremendous interest today in adult education, nor are they familiar with the growing expansion of leisure time activities in education. Much more of school, college and university education in the future will undoubtedly be in the field of preparation in the cultural arts and in "educating" the student in the "art of living" as well as in the methods of getting a living. We have no apology to offer in seeking to interest the ablest rural community leaders in an ever broadening expression of their social, cultural and recreational lives through worth while activities.



CONUNDRUMS

1. If you were to ride on a donkey what fruit would you represent?
Ans. Lair.
2. What goes down a chimney down, but not down a chimney up?
Ans. Umbrella.
3. Why are pianos noble characters?
Ans. Upright and grand.
4. Who was Jonah's Guardian? Why?
Ans. Whale - brought him up.
5. Why is a buckwheat cake like a caterpillar?
Ans. Makes butter fly.
6. What is it that a cat has that no other animal has?
Ans. Kittens.
7. Why is your nose in the middle of your face?
Ans. Because it's the scenter.
8. What is it that we can all make but which is never seen after it is made?
Ans. Bow
9. Why is the letter "U" the jolliest letter?
Ans. Always found in the middle of "fun".
10. If we were to bore a hole right through the earth, where would we come out?
Ans. Out of the hole.
11. Why are well fed chickens like a successful farmer?
Ans. Full crop.
12. What is the difference between a cow and an old chair?
Ans. Cow gives milk; old chair gives way.
13. Why are potatoes and corn like heathen idols?
Ans. Have eyes see not; ears and hear not.
14. When does a farmer perform a miracle?
Ans. When he turns the horse into grass.
15. When is an axe inconsistent?
Ans. Chops the tree down and chops it up.
16. Who was the straightest man in the Bible?
Ans. Joseph: Made a ruler of him.
17. What are the two smallest things mentioned in the Bible?
Ans. Widow's mite; wicked flee.
18. What belongs to yourself, but is used more by your friends than yourself?
Ans. Name.
19. Why are fowls most profitable for the farmer?
Ans. For every grain give a peck.
20. What happens when a lighted candle falls into the water at an angle of 45 degrees?
Ans. Goes out.
21. Why is the letter "s" like thunder?
Ans. Makes our milk, sour milk -
22. How much dirt is there in a hole $3 \frac{1}{4} \times 6 \frac{1}{2}$ feet?
Ans. None.
23. What is the difference between a girl and an apple?
Ans. Squeeze apple to get cider; get 'sid 'er to squeeze her.
24. Why is a youth trying to raise a mustache like a cow's tail?
Ans. down.
25. When is the best time to read from the book of nature?
Ans. Spring opens the leaves; fall turns leaves.

