

4th WARD
TO
Camp



1950

STATE CAMPS - 1950

Manteo 4-H Camp Schedule

June 5 - 10	
June 12 - 17	Currituck, Dare, Gates, Hertford
June 19 - 24	Bladen, Durham, Person
June 25 - July 1	Nash
July 3 - 8	Catawba, Caswell
July 10 - 15	Orange, Wilkes, Gaston
July 17 - 22	Hyde, Northampton, Pasquotank, Camden
July 24 - 29	(4-H Club Week)
July 31 - August 5	Madison, Alleghany, Ashe
August 7 - 12	Halifax
August 14 - 19	Cumberland, Beaufort, Martin, Bertie
August 21 - 26	

Millstone 4-H Camp

June 5 - 10	Wayne, Pender
June 12 - 16 noon	Johnston
June 16 noon - 21 noon	Union, Stanley
June 21 noon - 26 noon	Brunswick, Scotland, Hoke
June 26 noon - July 1	Davidson, Rockingham
July 3 - 7	Lincoln, Cabarrus
July 8 & 9	Honor Club
July 10 - 15	Lee, Moore, Harnett
July 17 - 22	Chatham, Randolph
July 24 - 29	Sampson, Guilford, New Hanover (Jr. Camp)
July 31 - August 5	Richmond, Anson
August 7 - 12	Duplin, Robeson
August 14 - 19	Young Men & Young Women's State Conference
August 21 - 26	Greene
August 28 - 31	Wildlife Camp

Swannanoa 4-H Camp

June 26 - July 1	Alamance, Mecklenburg
July 3 - 8	Open
July 10 - 15	Alexander, Cleveland
July 17 - 22	Guilford, Iredell
July 24 - 29	Franklin, Warren

Western N. C. 4-H Camp

May 29 - June 2	Frozen Foods Meeting
June 7 - 9	Home Demonstration Women from Western District
June 12 - 17	Sampson, Franklin
June 19 - 24	Clay, Mitchell, Watauga
June 26 - July 1	Cherokee, Avery, Swain, Macon
July 3 - 8	Transylvania, Buncombe, Rutherford, Madison
July 10 - 15	Jackson, Graham, Yancey
July 17 - 22	Henderson, Polk
July 25 - 29	Open
July 31 - August 5	Open
August 6 - 11	Haywood
August 14 - 19	Rowan, Davie
August 21 - 26	Open

 C A M P O R G A N I Z A T I O N
A. PRE-CAMP PLANS

1. All County Extension Personnel hold conference and outline all camp plans.
2. Explain camp plans to 4-H Club members at meetings or by letter and give requirements for eligibility for attending.
3. Send letter to those who will attend camp giving detailed plans for transportation, programs, etc.
4. Plan daily menus based on food club members will bring (exception for counties attending Manteo camp).
5. Plan camp program (schedule of activities and time assigned for each).
6. Select older youth and/or adult counselors (at least one for every twenty members).
7. Select a camp nurse.
8. Select instructors (provided at Manteo, Millstone, Swannanoa, and Western N. C. Camp).
9. Assign duties of all camp personnel. Overall general personnel -- one person may assume more than one duty:
 - a. Chairman, afternoon activities.
 - b. Chairman, recreation for evening programs.
 - c. Chairman, assembly programs for each program.
 - d. Cabin inspectors for boys' and girls' cabins.
 - e. Counselors for boys.

9. (cont.)
 - f. Counselors for girls.
 - g. Bugler.
 - h. Registrar.
 - i. Business manager and treasurer.
 - j. Director of all dining room duties.
 - k. Menu planner.
 - l. Chairman for flag-raising and setting-up exercises.
 - m. Pianist and song leader.
10. Publish 4-H Camp Program for each camper (furnished at Manteo, Millstone, Swannanoa, and Western N. C. Camp).
11. Plan programs for the following:
 - a. Flag-raising exercise each morning.
 - b. Camp Assembly for each morning (take approximately thirty minutes for announcements, plans for daily camp events, community singing, devotionals, and short demonstrations by 4-H members).
 - c. Organized recreation for each afternoon.
 - d. Campfire program for each night in camp, if desired.
 - e. Evening recreation for each night in camp.
 - f. Vespers for each night in camp. (The last night may be climaxed with an impressive Candlelighting Service.)
12. Plan for a banquet if group desires one.

B. IN CAMP

1. Agents arrive at camp with group.
2. Register and assign boys and girls to cabins.
3. Individuals make bunks and unpack.
4. Become familiar with camp program and camp grounds.
5. Get acquainted with other campers.
6. Look neat at all times while in camp. Shorts and play clothes may be used for hikes and outdoor recreation. For tours and the evening meals, dress in school clothes.
7. Agents and counselors each assume the responsibility of keeping alert to the well-being of each individual camper. Promote a feeling of camp unity, friendliness, and enthusiasm every minute while in camp. They set the example of conduct for club members to follow.
8. Hold daily councils for camp personnel to review daily camp program and duties.
9. Before the group leaves camp, the cabins, mess hall and grounds should be cleaned thoroughly. Agents should carefully inspect these prior to camp departure.

REQUIREMENTS FOR THOSE ATTENDING 4-H CLUB CAMP

(Prepared by S. Virginia Wilson, Extension Nutritionist, N. C. State College, Raleigh, N. C., and used in Granville County in 1941. May be used as a guide.)

Each Club Member will be expected to Bring the Following:

<u>Personal Articles:</u>	1 blanket	Bathing Suit
	2 sheets	Comfortable shoes
	towels	Take old clothes
	toilet articles (Be sure to include a small jar of Noxema or some sunburn cream.)	

Only one piece of baggage per person will be permitted and all of your belongings except food must be in it.

Food:

- Picnic lunch for Monday (enough for yourself only).
- 1 large frying-size chicken (live) or 2 lbs. ham.
- 1 lb. breakfast or cooking bacon.
- 1 doz. eggs (wrapped and packed in a small box)
- $\frac{1}{2}$ lb. butter (bring in a jar)
- $\frac{1}{2}$ lb. lard (bring in a jar)
- 1 cup sugar
- 1 jar pickles or jelly or preserves
- 1 cake or 2 dozen cookies
- 9 Irish potatoes
- 6 onions

Select three of the following items:

- 3 heads cabbage
- 1 peck string beans
- 6 squash
- 12 cucumbers
- 1 peck apples or any fresh fruit
- 12 beets
- 12 carrots
- 2 quarts of canned fruit or vegetables

AMOUNTS OF FOODS NEEDED TO SERVE 50 PEOPLE
(Prepared by Miss Virginia Wilson)

<u>FRUITS</u>	<u>EQUIVALENT WEIGHTS AND MEASURES</u>	<u>TO SERVE 50</u>
Apples	2-3 medium per lb.	15 to 20 lbs. for sauce or pies
Bananas	3-4 medium per lb.	15 lbs. (1 per person)
Berries (canned)		6-7 qts. for 8-8 inch pies
Grapefruit	Fruit per - Large, 36-46 crate - Medium, 54-64 Small, 70 - 126 (1 med. size yields 1 $\frac{3}{4}$ cups juice and fruit)	25 grapefruits

<u>FRUITS (cont.)</u>	<u>EQUIVALENT WEIGHTS AND MEASURES</u>	<u>TO SERVE 50</u>
Lemons	Fruit per - Large, 180-300 crate - Medium, 300-420 Small, 440-540	4 to 5 medium lemons 1 cup juice
Oranges	Fruit per - Large, 80-126 crate - Medium, 150-216 Small, 250-392	50 to 75
Peaches	3 to 5 per pound 1 bushel equals 48 lbs.	10-12 lbs. for slicing 1 lb. gives 2 cups sliced
Pears	1 #2 can contains 32-36 halves 1 #3 can contains 8-10 halves 1 #2½ can has 8 slices	Depends on number of halves served
Pineapple, canned " , sliced	1 #10 can has 50 slices and 1½ quarts juice	
Strawberries	1 qt. yields 3 cups hulled, or 1 pt. hulled and mashed	8 to 10 quarts
Raisins	1 lb. seedless raisins - 3 cups 1 lb. seeded raisins - 2½ cups	

VEGETABLES

Beans, snap	1 bushel weighs 30 lbs.	10 lbs.
dried lima	1 lb. gives 3 cups cut up.	
dried navy	1 lb. gives 6-7 cups cooked	5-6 lbs.
Beets, fresh	1 lb. gives 4-6 cups cooked 4 medium per pound	5-6 lbs. 1 peck
Cabbage, slaw cooked	1 lb. raw yields 1½-2 cups cooked 1 bushel equals 52 lbs.	8 lbs. 12 lbs.
Carrots	1 lb. shredded measures 2 qts. 4 servings per lb. 4 medium carrots per lb.	14 lbs. 2½ lbs. for strips
Lettuce, head	4-6 medium carrots per bunch 1 lb. gives 3½ cups sliced raw or 2 cups cooked	4-5 heads for garnish 6-8 heads for salad
Onions	4 medium equal 1 lb. 1 cup yields 2½-3 cups chopped	
Peas, fresh	1 lb. yields 1 cup shelled	
canned	1 bu. unshelled weighs 30 lbs. 1 #2 can drained gives 2½ cups 1 #10 can drained gives 12½ cups	10-12 #2 cans 2 #10 cans
Potatoes, white	3 medium per pound 1 bushel equals 60 lbs.	15 lbs. (1 peck) diced or mashed
sweet	3 medium per pound 1 lb. yields 1½ cups mashed	17-20 lbs.
Spinach or Turnip greens	18 lbs. per bushel	1 bushel
Tomatoes, fresh	3 to 4 medium per lb. 1 lug equals 3½ lbs.	10 lbs. for slicing
canned		5 #3 cans or quarts

MEATSEQUIVALENT WEIGHTS AND MEASURESTO SERVE 50

Beef:

uncooked ground 1 lb. equals 2 cups
 cooked ground 1 lb. equals 3 cups
 diced ground 1 lb. equals 4 cups
 round steak

Chicken, for frying

1 chicken serves 5

for roasting

Fish, fresh

Salmon canned, for
 salad or croquettes

Pork Chops

3 to 4 per lb.

Bacon

15 to 20 strips per lb.

Ham, fresh or smoked

Shoulder

Roast - veal, lamb,
beefSausage - cakes
links

8 to 9 links per lb.

Weiners

8 to 14 per lb.

Meat cakes - 12 lbs.

Meat loaf - 10 lbs.

Country fried, 15 lbs.
 10 chickens - 1½-2 lbs.
 fully dressed
 6-8 hens, 5 lbs. each
 15-20 lbs.

8 one-pound cans

15 lbs.

5 to 6 lbs.

15 to 20 lbs.

12 to 14 lbs.

15 to 20 lbs.

8 to 10 lbs.

6 to 12 lbs.

9 lbs.

MISCELLANEOUS

Bread, sliced

16 slices per lb. loaf

26 slices per Pullman loaf

3 per person

6 to 10 loaves

4 to 6 loaves

9 dozen

rolls

Beverages - milk,
fruit drink, tea,
or coffee

1 glass or cup per person

2½ gallons

Corn meal

1 lb. equals 3 cups

Cheese

1 lb. chopped equals 3 cups

3 lbs. for Welsh rabbit
or sandwiches

Crackers

1 lb. equals 100-120 crackers

1 lb.

Grits

1 one-pound package

Ice Cream

1 qt. brick cuts 608 slices

1 gal. bulk, 25-30 servings

7-9 quarts

2 gallons

Potato chips

1 lb. - 5 quarts

2 lbs.

Rice

1 lb. - 2 1/8 cups uncooked

3 to 4 lbs.

Salad Mixture

7 to 8 quarts

Salad Dressing

1 pt. for mixing
with salad

Tea

1 lb. measures 6 cups

1 pt. for garnish

For iced tea, 3 oz.
bulk tea to 2½ gals.
of water

Sandwich filling

2 to 3 quarts

SAMPLE - DAY MENU FOR 100
(Prepared By Miss Virginia Wilson)

MENU	AMOUNT FOOD NEEDED	TO BE PURCHASED DAILY	SERVERS DUTIES	FOOD TO BE PREPARED BY CAMPERS
<u>BREAKFAST</u>				
Bananas	50 bananas cut in half	12 lbs. bananas	Set table with: plate cereal bowl, glass, knife fork, spoon, & napkin, Put on table: butter, salt, pepper, milk, jelly, cereal, and water. Clear table. Arrange table decoration.	
Bran flakes	8 boxes bran flakes	(medium size)		
Scrambled eggs	10 dozen eggs	10 loaves bread		
Bacon	150 slices bacon	12 qts. milk		
Toast	200 slices toast			
Jelly	9 glasses jelly			
<u>DINNER</u>				
Boiled potatoes	1½ pks. potatoes	3 lbs. cheese	Set table with: plate, knife, fork, glass, napkins. Put on table: Butter, salt pepper, water, and milk. Serve hot food from kitchen. Clear table.	Peel 1½ pks. potatoes. String 1½ pks. beans
Stewed tomatoes	10 #3 cans tomatoes	10 #3 cans tomatoes		
String beans	1½ pks. string beans	3 lbs. flour		
Squash	1½ pks. squash	8 lbs. corn meal		
Corn bread	200 servings cornbread	10 #2 cans cherries		
Cherry Roll	80 servings Cherry Roll	9 doz. ½ pts. milk		
Milk	9 doz. ½ pts. milk	(7 choc., 2 sweet)		
<u>SUPPER</u>				
Hamburger	18 lbs. hamburger	18 lbs. hamburger	Set table with: plate knife, fork, glass, and napkins. Put on table: Salt, pepper, mustard, butter pickles, rolls, water and fruit drink. Serve hot food from kitchen. Clear table.	
Fried onions	1 pk. onions	2 pkgs. grits		
Grits	1 qt. mustard	1 qt. salad dressing		
Cole Slaw	2 pkgs. grits	18 doz. rolls		
Pickles	15 qts. cole slaw			
Rolls	4 qts. pickles			
Cake	18 doz. rolls			
Fruit drink	6 cakes			
	5 gals. fruit drink (10 pkgs. Kool Ade) (1 can grapefruit juice) (10 cups sugar) (5 gals. water)			

FLAG RAISING CEREMONIES FOR 4-H CAMPS

Formation of Campers

X	x x x	X
X	a b c	X
X	O	X
X		X
X		X
X X X X X X X X X X X X X X X X X		X

1. Campers (X) form hollow square in front of flag.
2. Color guard of 3 campers (a,b,c) take places at flag pole. Color guard b and c hold flag while attached by "a" to halyard.

Flag Raising

1. Raise flag.
2. All campers (with right hand over heart) - "I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one nation, indivisible, with liberty and justice for all."
3. Leader gives the American's Creed by William Tyler Page adopted by an Act of Congress, April 6, 1918.

"I believe in the United States of America as a government of the people, by the people, for the people; a sovereign state; a perfect union, one and inseparable, established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes.

"I, therefore, believe it is my duty to my country to love it; to support its Constitution; to obey its laws, to respect its flag; and to defend it against all enemies."

4. All campers - "Star Spangled Banner"
5. Leader - give some of the common rules for display of flag.
 - a. Display from sunrise to sunset on buildings and on stationary flag staffs in the open.
 - b. Flag should not be flown in rainy or stormy weather unless there is a

special reason for doing so.

- c. Always raise briskly and lower slowly and ceremoniously.
- d. Never allow to touch ground when being raised or lowered.
- e. When displayed either vertically or horizontally against a wall or elsewhere, the blue field is uppermost and to the flag's own right.
- f. The flag is generally displayed to the right of other flags, on the staff at the speaker's right, etc.

Flag Raising

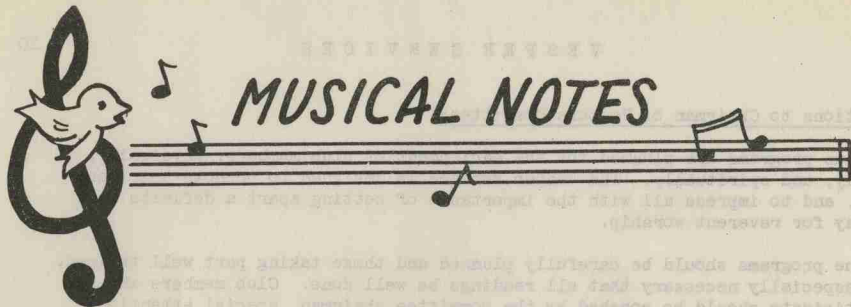
1. Raise flag.
2. All campers - Pledge of Allegiance.
3. Leader - Poem, "The American Flag" by Joseph Rodman Drake:

When Freedom from her mountain heights
Unfurled her standard to the air,
She tore the azure robe of night,
And set the stars of glory there.
She mingled with its gorgeous dyes
The milky baldrick of the skies,
And striped its pure, celestial white
With streakings of the morning light.

Flag of the free heart's hope and home!
By angel hands to valor given!
Thy stars have lit the welkin dome,
And all thy hues were born in heaven.
Forever float that standard sheet!
Where breathes the foe but falls before us,
With Freedom's soil beneath our feet,
And Freedom's banner streaming o'er us.

There are three kinds of people in the world: the Wills, the Won'ts and the Can'ts. The first accomplish everything; the second oppose everything; and the third fail in everything.

--Electric Magazine



BE PRESENT AT OUR TABLE
(Praise God from Whom all Blessings Flow)

Be present at our table Lord,
Be here and everywhere adored,
These blessings grace and grant that we,
May feast in fellowship with Thee.

THE 4-H TRAIL
(The Caissons go Rolling Along)

Over hill over dale, we will find a
greenwood trail
As we club folks go swinging along.
Let it rain, let it shine, we will keep
a steady line,
As we club folks go swinging along.
And it's hi, hi, hee! the 4-H trail
for me
Shout out your numbers long and strong,
Where'er we go, you will always know
That we club folks go swinging along.

CHEW - CHEW
(Row, Row, Row your Boat)

Chew, chew, chew your food
Gently through the meal;
The more you chew, the less you'll eat,
The better you will feel.

I'VE BEEN WORKING ON MY CLUB WORK
(I've Been Working on the Railroad)

I've been working on my club work
All the live-long day,
I've been working on my club work
Just to see if it would pay;
Don't you hear the members shouting
Rise up so early in the day,
Don't you hear the leader calling?
Come, make your club work pay.

FUNICULI, FUNICULA!

Some think the world is made for fun
and frolic
And so do I! And so do I!
Some think it well to be all melancholic,
To pine and sigh, To pine and sigh.
But I, I love to spend my time in singing
Some joyous song, Some joyous song;
To set the air with music bravely ringing
Is far from wrong! Is far from wrong!
Chorus:
Harken! harken! music sounds afar!
Harken! harken! music sounds afar!
Funiculi, funicula, funiculi, funicula!
Joy is ev'rywhere! Funiculi, Funicula!

Ah, me! 'Tis strange that some should
take to sighing.
And like it well! And like it well!
For me, I have not thought it worth
the trying,
So cannot tell! So cannot tell!
With laugh and dance and song the day
soon passes,
Full soon is gone! Full soon is
gone!
For mirth was made for joyous lads
and lasses
To call their own! To call their
own.
Chorus:

Suggestions to Chairman of Vespers Committee:

Camp programs are planned for the enrichment of club members, physically, mentally, and spiritually. The vesper service is designed to promote spiritual growth, and to impress all with the importance of setting apart a definite hour each day for reverent worship.

The programs should be carefully planned and those taking part well trained. It is especially necessary that all readings be well done. Club members who are to participate should be coached by the committee chairman, special attention being given to pronunciation and expression.

It is well to have a beautiful out-of-doors place in which to hold vespers, and far better that this particular spot not be used for any other part of the camp program. The definite association of the place with worship will aid in securing a reverent attitude.

Impress all campers with the importance of reverence during vespers. Let them know that applause is not in good taste. It will be found helpful to explain all this before going to the first vesper service at camp. The importance of careful preparation for this part of the camp program cannot be over-estimated.

I

Group Singing: "Lead on, O King Eternal"

Evening Prayer: "If I Have Wounded any Soul Today"

Scripture: Psalm 121

Hymn: "Now the Day is Over"

Tableaux: THE HEART H

(Equipment - one tall white candle, one blue candle, one yellow candle, one green candle, one red candle, one white candle.)

All of us know that in 4-H Club work we give training to the whole man - not just intellect - not just the skill of our hands - not just our physical health - but also to that all-important part of our being - the Heart.

Many are the ways this spirituality is developed - through kindness to herd and flock, fair play with fellow members, honesty in the treatment of the soil or a fine fabric or good food - or whatever the project may be. We all know so well that as we sow and cultivate and prune, so shall we reap.

It is written in our historical records that in times of crises it has been the spiritual strength and development which has carried people through. Our American way of life, for which we are so thankful, gives us a chance to express that spirit. We increase in spiritual stature as we realize and appreciate the great privilege we, as 4-H Club members, have to develop our skills and ourselves as we see fit.

Attitudes, stemming from an educated heart, are the ones we desire for ourselves and all 4-H Club members everywhere. What is an educated heart? It is one which has in Love and Peace, Joy, Generosity, Sacrifice and Loyalty, Service to Humanity.

The tall white candle represents the Heart H of 4-H Club work. From it can spread to all parts of our county and our world the characteristics of an educated Heart.

(As this speech is made, someone lights the tall white candle.)

Some of my fellow club members will take part in this service at this point to show how we can let our 4-H light shine throughout the world.

(The candle of each speaker is lighted from the tall white candle of the narrator, signifying the outgrowth of the characteristics from the educated Heart.)

The blue candle is symbolic of the Love and Peace we all covet. As we accept the light of Love and Peace from the Heart H of our 4 H's, let us think of the first two of the ten commandments. Both emphasize love - love for God and love for our fellowmen. We know that love worketh no evil, and we have also read the suggestion of the apostle, "Owe no man but to love one another, for he that loveth hath fulfilled the law." There is nothing we want more today than world peace. In order to have it, we must remember what the Psalmist said, "Depart from evil and do good - Seek peace and pursue it-"

Henry Vaa Dyke gave to us the "Footpath to Peace"

"To be glad of life, because it gives you the chance to love and to work and to play and to look up at the stars; to be satisfied with your possessions, but not contented with yourself until you have made the best of them; to despise nothing in the world except falsehood and meanness, and to fear nothing except cowardise; to be governed by your admiration rather than by your disgusts; to covet nothing that is your neighbor's, except his kindness of heart and gentleness of manners; to think seldom of your enemies, often of your friends, and every day of Christ; and to spend as much time as you can with body and spirit in God's out-of-doors. These are little guide-posts on the footpath to peace."

May Love and Peace burn brightly in the hearts and lives of all 4-H members everywhere and influence others for good the world over!

Our yellow candle symbolizes Joy - As we catch the spark of Joy from the Heart H we think of that glad message the angels sang, "Behold, I bring you glad tidings of great joy which shall be to all people!" To all people everywhere. A tremendous responsibility, but one we 4-H Club members accept with assurance, for we know we can spread joy wherever we go!

With the green candle we are symbolizing another characteristic we all desire - Generosity. "It is more blessed to give than to receive" is true not only of our money, but of our time, our talents and our very selves.

From the Heart H we accept the challenge to give of ourselves to our club, our community, and our country - presenting our bodies as a living sacrifice, wholly acceptable in God's sight.

Our red candle is symbolic of Sacrifice and Loyalty - remembering that "God so loved the world that he gave his only begotten Son" - a supreme sacrifice which reminds us that we must be loyal to the best there is in us. As we accept the flame of Sacrifice and Loyalty, we pledge anew our willingness to make any necessary sacrifice for right living and clean thinking.

Finally we use the white candle to symbolize consecrated service to humanity. All of the characteristics we have pledged ourselves to develop would be worth little if we did not translate them into service. All of us need to live up to the best there is. A life dedicated to service means that we must recognize the fact that he who loseth his life in service shall find it. As we accept this flame from our Heart H, let us ask ourselves the question, "Who, then, is willing to consecrate his service this day unto our Lord?"

Hymn: "Follow the Gleam"

Benediction - In Unison:

May the silence of the hills,
The joy of the winds
The peace of the fields,
The music of the birds,
The fire of the sun,
The strength of the trees,
And the faith of a little child,
In all of which is God,
Be in your hearts. - Amen

Prepared by Clay County
Presented at 4-H Club Week, 1949

* * * * *

BETTER TO CLIMB

It is better to strive and climb,
And never reach the goal,
Than to drift along with time,
An aimless worthless soul.

II.

Call to Worship:

Some lives shine out like beacons grand,
 Some seem but candles small.
 But if we truly shine for Him
 The Lord hath need of all.

O, may His spirit fill my soul,
 And lead me day by day,
 That, though unworthy, I shall be
 A light along the way.

Hymn:

"What a Friend We Have in Jesus"

Scripture:

Psalm 139: 1-12

Story:

Before a boy was drafted into the army and left home, his mother gave him a Bible. On the fly leaf of it she had written, "Remember Psalm 139 -- Mother." What a wonderful message for that mother to give her boy as he left the sheltering protection of his home. His mother would not know now where he would be or what he would be doing; but it was certain he could not go any place where God would not be.

God is always where we are, seeking to share life with us. Sometimes His presence is one of judgment, when we are not where we ought to be or when we are doing what we ought not to do. Sometimes he is there in comfort, when sorrow or trouble has come to us. His presence provides us with courage when we are afraid, with strength when we are tempted, with guidance when we have choices to make. He is a Friend when we are lonely. He is anxious to bestow upon us a continual abundance of mercy.

Poem:

NOW IS THE TIME

The clock of life is wound but once,
 And no man has the power
 To tell just when the hands will stop
 At late or early hour.

Now is the only time you own;
 Live, love, work with a will.
 Place no faith in tomorrow, for -
 The clock may then be still.

Story:

In a group of young ladies gathered in the hallway at the YWCA home waiting for the doors to open for Sunday was a precious little girl of seven. She had come alone, it seemed, from quite some distance. One of the young ladies, knowing this, said to her:

"Aren't you afraid to travel alone with no one to look after you and take care of you?"

"No," the little girl replied, "God takes care of me."

"But," responded the big girl teasingly, "I'd be afraid to travel all by myself the way you do. I'd be scared, really I would."

"Oh, then," said the little miss in a very grown-up manner, "You just do not trust God enough, that is all."

There was a silence in the group for some minutes. The young ladies were representatives of many different places of worship, but I wonder if this was not the best sermon that any of them heard that day!

Poem:

Begin the day with God;
Kneel down to Him in prayer;
Lift up the heart to His abode,
And seek his love to share.

Open the Book of God;
And read a portion there;
That it may hallow all thy thoughts
And sweeten all thy care.

Go through the day with God,
Whate'er thy work may be;
Where'er thou are - at home, abroad,
He still is near to thee.

Converse in mind with God,
Thy spirit heavenward raise;
Acknowledge every good bestowed;
And offer grateful praise.

Conclude the day with God,
Thy sins to Him confess
Trust in the Lord's atoning blood,
And please his righteousness.

Lie down at night with God,
Who gives His servants sleep;
And when thou tread'st the vale of death,
He will thee guard and keep.

Prayer:

"A Prayer of Youth"

Our Father, give us clean hands, clean words, and clean thoughts; help us to stand for the hard right against the easy wrong; save us from habits that harm; teach us to work as hard and play as fair in thy sight alone as if all the world saw; forgive us when we are unkind; and help us to forgive those who are unkind to us; keep us ready to help others at some cost to ourselves; send us the opportunity to do a little good every day and to grow more like Christ. Amen.

Hymn:

"This is My Father's World"

III.

Opening Meditation:

My Father has need of the birds and the flowers,
 And a place for each beautiful tree;
 And so I am sure in His wonderful plan
 There's a place and a mission for me.

So wherever I go, and in all that I do,
 I crave the clear vision to see
 My place in my Father's own wonderful plan,
 My task and His blessing for me.

Song: "A Song of the Open Country"

Scripture: Matthew 6:25, 26, 33

Prayer: "We witness the evidences of thy tireless love and care in the universe, O God, and learn how we can live more creatively:
 The joyous bird-notes of the robin on a rainy day--we can find joy even when our skies are overcast and gray.
 The patient and persistent bluebird rebuilding her nest after it has been broken or appropriated by another bird--we can rebuild on the failures or tragedies of yesterday in hope and confidence for a greater tomorrow.

The certainty and trust of the birds on their long migrations--we can trust thee to guide us on our journey through life.
 Help us, O God, to live more fully because of the lessons we have learned today from the birds. Amen"

STORY:

One morning in April, 1911, Jack Miner and some neighbors were shooting Canada geese. A family of five flew overhead. "Don't shoot, boys, they are too far off," said Jack, but his words came late. At the bang of the guns, two of the five fell dead. Another--a huge gander--fell with a broken pinion. The other two--one a goose, one a gander--flew away to Lake Erie.

At his request the boys gave Jack the wounded gander. Taking him to the house, he cut off the end of the broken wing and tied the severed arteries. The pinioned bird was turned loose in the park. Never would he be able to fly again.

An hour later the other two geese returned, circling high in the heavens. On the premises below, full a thousand other geese seemed to be honking to bring them down. They heeded not the invitation. Finally, they circled over the park where their wounded mate was. The big fellow gave one honk, which they answered immediately, and started to lower, making the air fairly hum as they ascended. They lit near their wounded brother.

On May 2 the goose migrated with the large flock, but the gander remained with his pinioned brother. To stay meant giving up all his liberties of the North American continent. That he did, and to live in captivity.

So devoted were these ganders, one to the other, that they were named David and Jonathan. They truly lived the counterpart of the well-known human Biblical story.

Dear old Jonathan! How he would get David to back clear across the pond, then run against the wind and try to fly. Fully twenty times a day he did it, himself flying across the pond. When David did not follow, he would swim back to him. Neither the zero cold of winter, nor the scorching heat of summer could drive Jonathan from his brother.

Jonathan's noble manner soon won the admiration of every visitor to the premises. It took the desire to shoot out of all the neighbors, too. Jonathan was very powerful and active. With both wings sound and with abundant courage, he faced unflinchingly an approaching enemy. He was David's guide and protector at all times. For seven years this friendship endured.

The climax came in January, 1918. During the darkness of night a great horned owl swooped down upon the little flock in the park. While others ran to cover, old Jonathan, true to his role of protector, stayed to give battle to the enemy. The darkness was a fatal handicap. Old Jonathan died fighting. Day-light told the results of the tragic struggle.

As the news seeped over the countryside, people from far and near telephoned to verify its accuracy. "Is it true," they would say, "that old Jonathan is dead?" When assured that it was so, there were sighs and words of sorrow. A great friend had gone, but his lesson of friendship, of love, and of loyalty lives on.

Poem:

SERMONS WE SEE

I'd rather see a sermon than hear one any day;
I'd rather one should walk with me than merely tell the way.
The eye's a better pupil and more willing than the ear,
Fine counsel is confusing, but example's always clear;
And the best of all the preachers are the men who live their
creeds,
For to see good put in action is what everybody needs.

I soon can learn to do it if you'll let me see it done;
I can watch your hands in action, but your tongue too fast
may run.
And the lecture you deliver may be very wise and true,
But I'd rather get my lessons by observing what you do;
For I might misunderstand you and the high advice you give,
But there's no misunderstanding how you act and how you live.

---Edgar A. Guest.

Hymn:

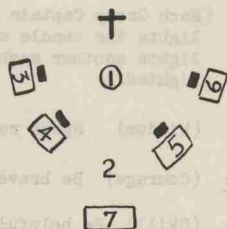
"Fairest Lord Jesus"

Benediction:

"Lord our God, the Source of Life and the Giver of rest, we come to thee in the quiet of the evening hour, at the close of a day of relaxation and re-creation, for thy benediction. Lord, bless us and keep us; Lord, make thy face shine upon us and be gracious unto us; Lord, lift up thy countenance upon us and give us peace. Amen."

A 4-H CANDLELIGHT CEREMONY

1. Large candle or small fire
2. Narrator
3. Wisdom (Head)
4. Courage (Heart)
5. Skill (Hands)
6. Strength (Health)
7. Camp Staff & Adult Leaders
- Group Captain



(A lighted cross in background is optional. No. 1 is a large (huge) lighted candle. No. 2 is the Narrator, preferably an Adult Leader. No. 3 is the Head group with their Group Captain standing before them with an unlighted candle. No. 4 is the Heart group; No. 5, the Hands group; No. 6, the Health group; No. 7, the Adult Leaders. All groups are arranged as in No. 3.)

Narrator: "In the beginning God created the heaven and the earth..... and He said, Let there be light; and there was light." He sent His Son to be a Light unto the world; and Christ selected men to help him carry His great light to the entire world. That light shown above all human weaknesses -- and other men and women lighted torches from the Master and his disciples. And the Bible which starts with a morning followed by night ends with a day that shall know no night. In the twenty centuries that have elapsed since that great event, men and women have borne high the light.

Oh, God, give us:

Head: Wisdom, that we may be able to mold a better world for our Father;

Heart: Courage, that we may follow the light, even in darkness and temptation;

Hands: Skill, that we may create earthly joys;

Health: Strength, that we may carry forth the teachings of Christ.

Narrator: Down through the ages to our own generation, man has met the call of Christianity and carried the light of the world forward. We have all of the past at our command if we but have the interest to study it. We have all of the future in our hands if we but have the spark within our souls to light the candles of the next generation. It is a task for all of us. It is not just a simple task of learning the Bible and repeating it -- no, it is far from that easy. This task must reach into our everyday life. It must be the light of our actions in our homes, in our community, in our state, our nation, and our world. We cannot carry our burden to the church and stop there. We must carry the highest ideals into the home, into the school, into our work, and into our life by following the Light that God has given us.

(Each Group Captain steps up and lights own candle and then lights the candle of one member of his group, who in turn lights another member's candle, etc. until all candles are lighted.)

Head: (Wisdom) Speak reverently and honestly.

Heart: (Courage) Be brave and obey the will of God.

Hands: (Skill) Be helpful by doing for others.

Health: (Strength) Live clean and wholesome lives.

Narrator: In our 4-H Club each member holds a candle. How far the light from your lone candle will reach you can never be sure. But you can be sure it will reach beyond you and will light the path of another if you keep it burning and if you stay on the highroads. If you hide it under a bushel basket and stand alone, you may well hide the light of the largest candle. It is not the big candle alone that lights the world -- it is the big candle and the many little candles that make a real light.

Head: Each of us has a candle we must keep burning -- each in our own place.

Heart: All working together for the great light -- the light that our Father showed us through His Son -- the light that means the worth of man.

Hands: God placed man on earth and gave him problems of his day. He sent a light to guide each along the path of night;

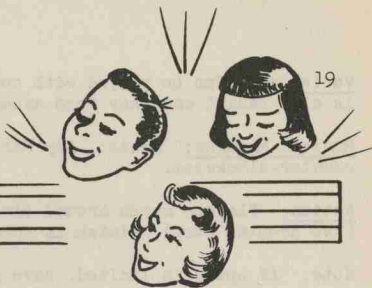
Health: But there is always a wind or draft to blow that light out and it is our task to keep it burning.

Narrator: Yes, there is a place for everyone. There is a candle made of responsibility with a wick of ability, lighted by a flame of durability, which each of us must carry.

"Let your light so shine before men, that they may see your good works, and glorify your Father which is in Heaven."

(Group Captains, beginning with the Head, lead the members with their candles burning to the dormitory. Candles are collected at the dormitory.)

IT'S FUNTIME!



STARTERS

Choo-Choo: Formation: Single circle facing the center. Several players (about one to every ten or fifteen) are asked to step to center.

Action: Each of the leaders in center chooses his favorite railroad to represent and is told he must see how many cars his train can get. Each of them runs up to a person in the circle and says "My name is _____. What's yours?" The person addressed gives her name. The leader then moves his feet in rhythm, at the same time repeating the name given him. For example, if the girl's name is "June", the leader who is the train engine says "June" (pause) "June" (pause) "June, June, June".

Rt. foot Lt. foot R L R

As indicated, the feet slide forward and back at the same time. The leader then turns around so that "June" can hang on to his waist and they both shuffle across the floor to get another "car" on their train.

Each time, from then on, when a new person is added, all those already in the train shout the new name and move their feet as described above. As each new person is added, all drop hands and turn to face the opposite direction so that a new person is the leader each time.

The winning team is the one with the most players attached when all in the circle are gone.

Descriptive Initials: Seat everyone in a circle. Ask each to introduce to the group the person on his right and describe that person with words starting with his initials. For example, "On my right is Amelia Printly, who is awfully pretty." "On my right is Vern Rainy, who is very rambunctious." In a small well-acquainted group the first round may be compliments and the second round may be slams.

METHOD OF GETTING PARTNERS

Arches: Formation - Single circle facing counter-clockwise. Two or more couples, depending on size of group, form arches by joining hands and raising them in line of direction.

Action: Players march in line of direction - when music stops, couples forming arches lower hands and try to catch a player in their arch. If they succeed, the person who was caught goes to the center and waits for another "caught" person and the two go to some part of the circle and form an arch of their own. Continue until all have been caught except one person. That person is named the winner.

Variation: Can be played with couples. If one person is caught, his partner is also caught and they form arches.

Musical Madness: Music: Any March Tempo. Formation: Single circle facing counter-clockwise.

Action: Players march around circle - whistle once (walk alone) whistle twice (two people, etc.) Finish in formation for next game.

Note: If space is limited, have group circle instead of walking forward.

ACTIVE GAMES

Bandit: Formation: Single circle with all seated, facing center. One person is chosen to start the game.

Action: When "It" points to one of the players in the circle and says "Bandit" that person must put both hands over his own ears. The person to the right of the bandit must put the hand nearest to the bandit over his own left ear, while the person on the bandit's left puts his nearest hand over his right ear. If any one of the three makes a mistake by using two hands when only one is to be used, or covering the wrong ear, or failing to react at all, or is the last to get into position, that person is eliminated and stands back of his chair. The last two persons to be seated are the winners.

Poorhouse: Formation: Couples sitting with hands joined in a semi-circle or horseshoe formation. At the open end of the horseshoe, place two chairs and have them facing the other chairs. Number off couples, including the couple in the center. This couple is in the "Poorhouse" and this is the position in which they do not want to be.

Action: Two numbers are called by the couple in the "Poorhouse" and these couples (with hands still joined) run to change one of the places left vacant in the change before the other couple reaches it. The extra couple goes to the "Poorhouse." If the couple occupying the "Poorhouse" calls "House afire", all couples have to change. Keep original numbers always.

The Family Takes a Walk: The whole group is divided into teams, or "families," to take part in this relay. Each team is composed of a "father," a "mother" and as many "children" as are left for all teams to have an equal number. The first player of each team, the "father" starts walking as fast as he can up to and around a designated goal, which may be a box, a stool, or a chair. He returns to the starting line, takes the "mother's" hand, and walks with her around the goal. They return to the starting line and one of the "children" joins them, linking hands with the "mother." The trip to the goal and back continues until the whole family is walking. As the line increases, the first players have to take only a few steps in each direction and swing their lines around in order to pick up the rest of the family. The object of the game is to see which team is quickest in getting around the goal.

Posture or Balance: Divide the group into teams. Have the members of each team stand in line, single file. At the signal "Go," the first player of each team places a book on the top of his head and, without using his hands to balance it, walks to a given goal and back. He gives the book to the second player, who repeats this action. The first player goes to the foot of his line. If a player drops the book, he must stop, put the book back on his head, and continue. The first team to complete the trip wins the game.

MUSICAL MIXERS

Four Leaf Clover Mixer - Music: The Same.

Formation: Couples facing center, standing in circle, gentlemen with lady to right.

- Words:
1. Ladies to the center and back again now
 2. Docey your part--ners all
 3. Gents to the center, and back again and
 4. Do--cey your corner's all
 5. All to the center and back again
 6. Swing that corner girl
 7. Promenade your corner, your left hand lady
 8. Tra la la la la la la la

- Action:
1. Ladies walk 4 steps to center and back to place
 2. All face partners, pass right shoulder to right (girls with hands on hips and men with arms folded across chest) and back to place.
 3. Men repeat 1.
 4. All face corners (turn back to partner) and pass right shoulder to right shoulder and back to place.
 5. All join hands and walk 4 steps to center and back to place.
 6. All drop hands, face corner and swing corner.
 - 7&8. All promenade around circle with corner.

Yankee Doodle: Formation: Circle of couples - ladies are on the outside facing counterclockwise.

Tune: "Yankee Doodle."

- | <u>Words</u> | <u>Action</u> |
|---|--|
| 1. Father and I went down to camp
Along with Captain Goodwin,
And there we saw the men and boys
As thick as hasty puddin'.
(Chorus) | 1. Partners join inside hands
and promenade. |
| 2. Yankee Doodle, keep it up. | 2. Partners face each other, join
both hands, and slide 4 steps
in the direction of the promenade. |
| 3. Yankee Doodle, dandy. | 3. Everyone slides 4 steps back. |
| 4. Mind the music and its step | 4. Partners swing each other once
around. |
| 5. And with the girls be handy. | 5. Men go forward to the next girl
for a new partner. |

(Repeat with new partner)

SQUARE DANCEGeneral Directions:

1. A square or set is composed of four couples, generally called a "hollow square."
2. The lady always stands to the right of the gentleman, thus making the girl on his right his partner or the man on the girl's left her partner. A man's corner is on his left - a lady's is on her right.
3. The position in which the couple stands at the beginning of the dance is known as their "home" and they return there at the conclusion of a figure. When the call is given to go "home" the man takes "home" the lady he is dancing with.
4. The head couple is the one with backs to the caller and the music, and the other couples (going to right) are named 2nd, 3rd, and 4th, consecutively. For some dances the two couples facing each other are called "head couples" and "side couples" with the head couples being the ones ordinarily called 1st and 3rd, and side couples, 2nd and 4th.

Allemande left: All couples execute at the same time and in the same manner. Turn back to partner (all face person on other side-corner) join left hands with this person and walk once around counterclockwise, finishing facing partner or in place.

Grand Right and Left: Partners face each other and give right hands to each other. Passing right shoulder to right shoulder; each giving left hands to the next dancer, right to the next, and so on around the circle, until all reach original place. If right hands are joined, pass right shoulders; and if left hands are joined, pass left shoulders to left shoulders.

Note: If the call is "Meet your partner and promenade Eight", the couples promenade with own partners from the opposite side of the set until they get home.

Do-Si-Do: (Simple version) Couples face each other, man folds arms over chest--girl puts hands on hips. Pass right shoulder to right shoulder, take one step to right and walk backward to place.

Note: Turn during this figure to make it more beautiful.

Do-Si-Do or Docey-do (second version) Join left hands with partner, turn completely around counter-clockwise. When men are back to back with each other, they join right hands with opposite partner (corner) and turn around clockwise until facing partner. Then join left hands with partner and turn in place, finishing in original position.

Introduction and Fill-ins:

Honor your partner -- and the lady by your side - -
 All join hands and circle wide - - - - -
 Break and trail, single file,
 Lady in the lead, Indian style - - - - -
 You swing yours, and I'll swing mine - - - - -
 All around your left hand lady - - - - -
 See-saw your own pretty baby - - - - -
 On your corner with your left hand,
 Back to your own for the right and left grand - - - - -
 Listen children to what I say -
 Meet your honey, and go the other way - - - - -
 Corn in the crib - Sugar in the sack
 Meet your honey, and turn right back - - - - -
 Promenade boys, Promenade home.

Venus and Mars: Music - Cripple Creek, etc.

Formation: Hollow Square

Calls: 1. Eight to the center with a right hand cross.

2. Back with the left and don't get lost.
3. The first lady out and form two stars.
One like Venus and one like Mars.
4. The ladies lead in and the gents lead out,
and you change those stars round about.
5. The ladies lead out and the gents lead in,
and you change those stars around again
6. Find your sweetheart, find your mate
Take that girl and you promenade eight.

Directions:

1. All to the center, touching right hands and circling clockwise.
2. Repeat 1 with left hands touching and circling counter-clockwise.
3. First lady steps from star, extends right hand and begins turning clockwise--the fourth lady follows her, the third lady next, and the second lady last. There are now two stars, a right hand one and left hand one.
4. First lady steps to left hand star in front of her partner (there has been only one revolution), her partner changes over to right with all ladies stepping in front of her partner as they change over.
5. Repeat 4 with ladies changing to right hand star and partners to left.
6. When partners meet the ladies hook elbows with partners and promenade home.

Repeat all with the 2nd, 3rd, and 4th lady leading out consecutively.

Sashay Four: Music - Ragtime Annie, etc.

Formation: Hollow Square

Calls: 1. First couple balance and swing

2. Down the center and divide the ring--the lady go right and the gent go left and stand four in a line old man.
 3. Forward up four--fall back four--
 4. Sashay four to the right---
 5. Forward up six--Fall back eight--
 6. Forward up eight--Fall back six--
 7. Sashay four to the right
- Repeat 3, 4, 5, 6, 7.

8. Forward up four in the middle of the floor and circle four in the middle of the floor.
9. Swing your partner and home you go.

Variation: (for 9) Break that circle with a docey-do--partners left--corners right--partners left--corners right--One more change and hold her tight and

10. Promenade boys--promenade home.

Directions:

1. First couple face each other, take a step backward, bow, then step together and swing once around
2. First couple pass down the center of the set and walk between the 3rd couple. First lady goes to right, around man of third couple and first man goes to left around the lady of third couple. First couple stands beside third couple

- with third couple in center--a line of four and hook elbows.
3. The "line" walks forward 4 steps and backward 4 steps
 4. The "four" sashay (slide) to position behind 4th couple and free hands are joined with free hands of 4th couple. (4th couple have inside elbows locked.)
 5. The "six" go forward 4 steps--the couple "2" follow them as they walk backward the 4 steps.
 6. The "eight" walk to second couple's position and the "six" walk backward 4 steps while couple "2" stays home
 7. The "four" sashay to right to stand in couple No. 1's position.
Repeat 3, 4, 5, 6, 7.
 8. The "four" walk forward 4 steps--join hands to form a circle and circle to left
 9. Couple 1 and 3 swing partners and go "home."

Variation: Give partner left hand, turn completely around to face corner, join right hands with corner, and turn once to face partner--left to partner--right to corner and

10. Promenade home.

* * * * *



COMING EVENTS

June 14 - 21	National Camp, Washington, D.C.
July 24 - 29	4-H Club Week
July 31-August 3	Farm and Home Week
August 14 - 18	Young Men & Young Women's Conference, Camp Millstone
August 28 - 31	Wildlife Conference Camp Millstone
July 31-August 13	Danforth Camp - Older Girls
August 14 - 27	Danforth Camp - Older Boys

TEACHING THEM TO DRIVE: (a dramatic stunt)

This stunt may be quickly and easily prepared. If necessary, the parts may be read, but it is better to memorize them since it enables the actors to dramatize the story more effectively. Two couples and four chairs are the basic essentials. Place the chairs in pairs facing the audience, with one pair at the right of the stage and the other at the left. Couples are seated, one representing a husband and wife; the other, sweethearts. The man who is teaching his wife to drive says the first verse of his part; then the lover tells his sweetheart how to do it in his first verse. The husband and lover alternate verses throughout the stunt, but each acts as though the other were not on the stage.

The stunt will be more amusing with "props." These may consist of dated driving costumes, the make-up and character of the two women, improvised automobiles (packing boxes or army blankets over chairs), horns and sound effects for the engine, and steering wheel and gears. Action may be developed to include getting into the car (impatience on the part of the husband and wife and great solicitude on the part of the sweethearts), dramatization of the story, and the leaving of the car at the end of the lesson.

The stunt is also effective as a reading, one complete part being read first, and then the other, with no attempt at alternating the parts.

First, you see your car is out of gear.
How? By this gear shift lever here.
How can you tell? Well, feel it. See?
The thing is simple as can be.

Now step on that to make it start.
Great Scott! You'll tear it all apart
If you don't take your foot off quick
The second that it gives a kick!

Now throw your clutch. For goodness'
sake!

Your clutch! Your clutch! No, not
your brake!

Why? 'Cause I tell you to, that's why.
There, now you needn't start to cry.

Now pull this lever into low.
Step on the gas and start off slow.
Look out! You almost hit the fence!
Here, let me drive. You've got no
sense.

To learn to drive the auto, dear,
First put the lever into gear.
Then push your left foot in like this.
That's fine. Now teacher gets a kiss.

Now step upon the starter, so;
That makes the precious engine go.
Now let your left foot back like this.
Good!! Teacher gets another kiss.

Upon the gas you now must step,
That fills the engine full of pep.
That's great. You are a clever miss.
Here, teacher gets another kiss.

Now change to second. Now to high.
You can do it just as good as I.
Now stop the car right here, and then
We'll do the lesson once again.

ROMAN MOB:

An intellectual little game in which the leader divides the crowd into three sections, giving one the words, "This way, that way" to say; the second group, Walla Walla"; and the third group, just "Rhubarb." All repeat their words slowly and softly at first, increasing speed and volume until general furor reigns. An excellent method of calming down a lively crowd to the point of control, and a "pepper-upper" for a phlegmatic group.

GIANT SNEEZE:

Also very up-lifting, especially if done with dead seriousness. Give the following sounds, each to a group:

1. His-shee
2. Has-shee
3. Hoe-shee

Have groups practice individually, then put together in one giant sneeze. Try, just try, to keep from laughing!

IN THE PET SHOP:

Characters: The owner, the collegian.

Boy: (coming into store) Is this a pet shop?

Owner: It certainly is, young man, What can I do for you?

Boy: (uncertainly) I just want to look around.

Owner: Want a canary?

Boy: Don't think so.

Owner: Woman bought one the other day. Good singer, but it had one leg. She brought it back and complained. I says to her, "It sings all right, doesn't it?" She said "Yes." And I said, "Well, lady, for five bucks, you can't expect Fred Astaire, can you?" Haw, haw, haw!

Boy: Really, I want a goldfish.

Owner: For your girl, maybe?

Boy: No, I want it myself.

Owner: Come over here and pick the one out that you want. (Takes him to bowl.)

Boy: O. K. I see one I like.

Owner: Point it out to me.

Boy: The one swimming around over there. (Points)

Owner: With the white spot?

Boy: That's the one.

Owner: O. K. It's gonna be hard to catch it. It's a lively fish! (Struggles to catch it. Brings it up for the boy.)

Boy: I don't like it as well as I thought I did.

Owner: Well, pick out another one. We strive to please at _____'s Pet Shop.

Boy: Give me that bright colored one on your side.

Owner: This one? (Points)

Boy: Yes, that's the one.

Owner: (Catches fish.) Like this one?

Boy: It's just what I wanted.

Owner: All right, if you'll wait a minute, I'll get a bowl for it and have it right out for you.

Boy: Oh, don't bother. I'll swallow it right here. (Takes fish and prepares to do so for

BLACKOUT

GOOD WORKS:

Characters: Old Lady, Beggar.

BEGGAR: (Muttering to self, seeing old lady approaching) Here comes a sucker!

(As she approaches, says) "Please help the unfortunate, ma'am!"

OLD LADY: (Kindly) Why, certainly, poor scull, certainly.

BEGGAR: I've lost all my money and am reduced to begging for a living.

OLD LADY: (Sympathetically) That's too bad. I'm so sorry!

BEGGAR: Yes, ma'am, I've certainly seen better days!

OLD LADY: It is a little cool, isn't it?

BEGGAR: I ain't had nothin' to eat in ten days!

OLD LADY: Well, let me see what I have in my purse.

BEGGAR: I've got a wife and fifteen kids.

OLD LADY: Well, isn't that fine. I know I have some money here.

BEGGAR: It's tough to see the little ones hungry, ma'am.

OLD LADY: (Taking out money) Here, my good man!

BEGGAR: (Disgusted) A penny.

OLD LADY: (Not hearing) And now, tell me how you lost all of your money.

BEGGAR: Well, ma'am, the trouble was that I was like you. Always giving away large sums to the needy!

BLACKOUT

COMEDY SKIT:

BOB: Well, well, if it isn't my old friend, Bill. How're you feeling, old top?

Bill: Oh, I can't kick!

BOB: Aha! Rheumatism, eh?...Ah, by the way, how did you come out in your date with the dentist?

Bill: To tell the truth, I was bored to tears!

BOB: Is that so?

Bill: I can honestly say that he spared no pains! By the way, something funny happened while I was there.

BOB: What was that?

Bill: A woman came in and said, "Doctor, I'd like to have a little wart removed. He said, "You're in the wrong office. Divorce lawyer is in the next office."

BOB: By the way, do the Cohens live close to you?

Bill: You mean the clothing store Cohens?

BOB: Naw. These people are the Ice Cream Cohens. They live in the same square with you.

Bill: Maybe so. I guess we don't move in the same circle.

BOB: By the way, do you know where I could buy a pencil around here?

Bill: Hard or soft lead?

BOB: Soft. I'm writing a love letter to Susie.

Bill: I wish I had a girl. You know, I'd like to go out with Hedy Lamarr again?

BOB: Hedy Lamarr? Again?

Bill: Sure. Once before I felt like I'd like to!

BOB: Susie is some gal! Last night I slipped up, put my hands over her eyes, and said, "If you don't guess who it is in 3 guesses, I'll kiss you!"

Bill: What did she say?

BOB: She guessed Santa Claus, Jack Frost, and Mother Goose!

Bill: By the way, I passed your house yesterday morning on the way to work.

BOB: You did?

Bill: Sure. I saw all your family wash in the yard.
 BOB: That's funny! They usually wash in the bathroom!
 Bill: Yeah, mine do too. My little brother's favorite game is "Ring around the bathtub."
 BOB: Did your uncle get the job he wanted the other day?
 Bill: No, it was at the Model Laundry.
 BOB: The Model Laundry? Well, couldn't he work there?
 Bill: He was afraid to try it. He said he hadn't had any experience washing models.
 BOB: Well, whatever I do, I guess I'm not cut out to be a farmer.
 Bill: I was out on the farm the other day. A lady came along and said, "That's a funny smell--what is it?" "That's fertilizer," the farmer said. "For the land's sake," she says, and he says, "Yes, ma'am."
 BOB: Is zat right?
 Bill: Then she asked him what made the milk so blue. He said it was because it came from discontented cows.
 BOB: Say, I'm glad I saw you. Come on and go home with me for supper. We've got just dozens of things to eat tonight, and you're welcome.
 Bill: Okay, let's go. Now, what are we gonna have, for instance?
 BOB: Beans!

CURTAIN

THE BRUTAL MINER:

Give the following characters and sounds each to a group of people, then read or tell the story. As each character is mentioned, the proper group rises, makes the appropriate noise and sits down.

Characters:	Brutal Miner.....	Grrrrr"	
	Tired Wife.....	"Oh, dear"	
	A Lazy Son	(Yawns) "Oh-h"	
	Young Daughter.....	"Tee hee"	
	Beautiful Daughter.....	"Ah"	
	Handsome Harry.....	"Ah Ha"	
	Auto.....	"Honk Honk") Entire Group
	Cat.....	"Meow"	

"Once upon a time in a far West there lived a brutal miner -- who had a tired wife --, a lazy son --, a giggling young daughter --, and a beautiful daughter --. On the other side of the mountain lived Handsome Harry--. This young man drove his auto -- over the mountains and carried the mail to the brutal miner --.

"One day the tired wife -- was cleaning the house, and the beautiful daughter -- was helping her. The young daughter -- was playing with the cat -- on the steps. The brutal miner -- came out and kicked the cat --; the tired wife -- and the beautiful daughter -- rushed out with brooms and hit the brutal miner -- but this did not bother him. He grabbed the tired mother -- by one arm and the beautiful daughter -- by the other and shoved them into the house. The young daughter -- ran away with the cat.

"Just then Handsome Harry -- drove up in his auto -- and saw the brutal miner -- abusing the tired wife -- and the beautiful daughter --. Handsome Harry -- rushed to the rescue and grabbed the brutal miner -- and threw him down the mine shaft.

The beautiful daughter -- flew into the waiting arms of Handsome Harry - while the tired wife -- and the young daughter -- watched with enthusiasm.

"Handsome Harry -- took the beautiful daughter -- in his auto -- to the little church in the wildwood, and they lived happily ever after.

"Thus ends the story of the brutal miner -- who met his fate at the hands of Handsome Harry --, who married the beautiful daughter --. The brutal miner's insurance cared nicely for the tired wife --, the young daughter --, and the cat --."

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