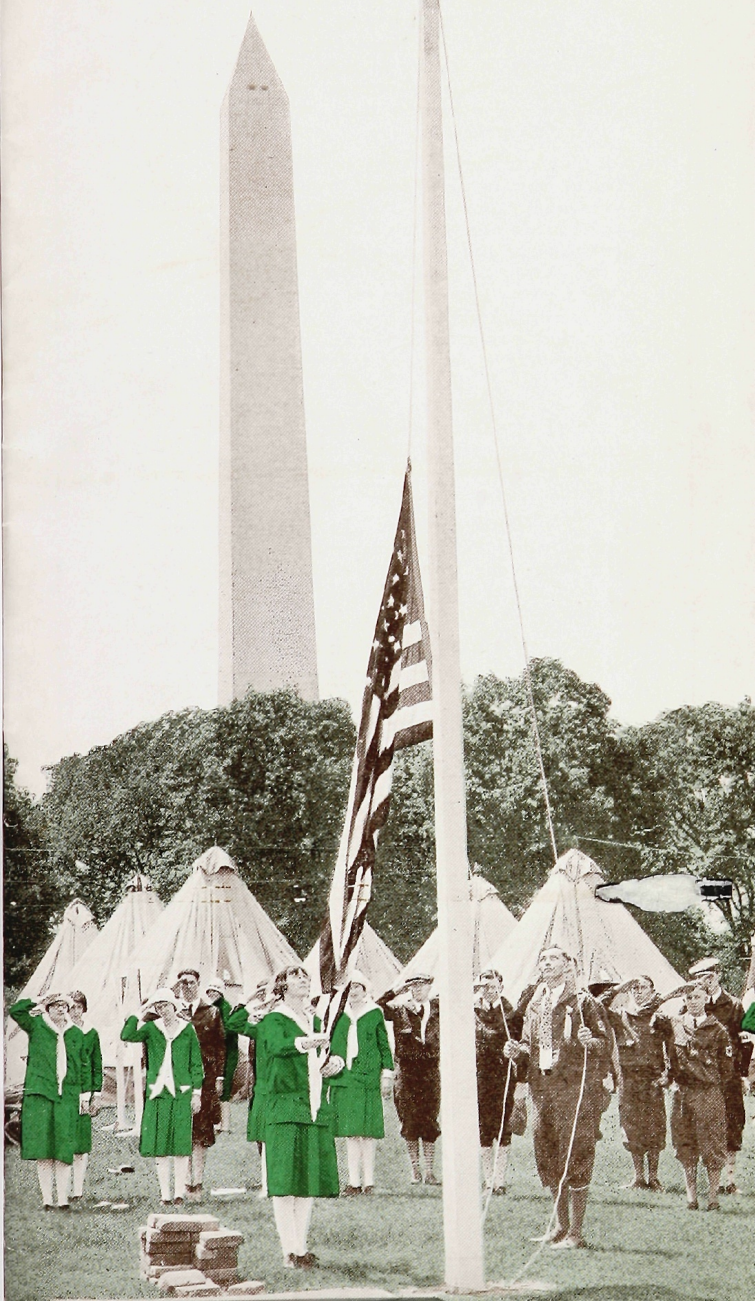


1927

4-H
Handy
Book



FOREWORD

This second annual 4-H Handy-Book is offered because of the very great demand for the initial issue published a year ago. A serious attempt has been made to include all of the up-to-date official material approved by the state club leaders and considerable other material which has been suggested by groups of leaders from time to time in order that the contents may be of even more value to local leaders and others in the development of the 4-H club movement.

The number of items carried in our equipment supply department has been increased, the object being to make it possible for 4-H club leaders to secure all equipment needs from one source and in this way to simplify ordering and standardize material used in every state in the Union. Our policy regarding all equipment is to furnish only high quality, satisfactory material at a reasonable price. Since the National Committee is incorporated under the laws of the State of Illinois NOT FOR PROFIT, any and all net profits that may accrue from the sale of equipment will be used to aid the agricultural colleges and the United States Department of Agriculture in extending 4-H club work among boys and girls.

This Handy-Book will be sent free to state, county and local volunteer club leaders upon request—one copy to each person. Additional copies may be had for the use of 4-H clubs at 8 cents per copy, prepaid.

Yours for the furtherance of club work,

THE NATIONAL COMMITTEE.

Acknowledgment

We are indebted to practically every state and national leader of Boys' and Girls' Club Work in the United States for the suggestions which have gone into this 1927-28 4-H Handy-Book, both as to subject matter and equipment, which indebtedness we hereby gratefully acknowledge.

The photograph on the cover of the First National 4-H Club Camp was furnished by courtesy of the United States Department of Agriculture.

4-H CLUB WORK—WHAT IT IS

By Dr. C. B. Smith, Chief,

Office of Cooperative Extension Work,
U. S. Department of Agriculture

Boys' and girls' 4-H club work is a publicly-supported and directed educational enterprise of the United States Department of Agriculture, State agricultural colleges and county governments cooperating. It is designed to teach through doing and is so organized as to teach better practices in agriculture and home economics, and the finer things of rural life, while at the same time developing wholesome, industrious, public-spirited boys and girls.

Membership in 4-H clubs is voluntary. Rural boys and girls from 10 to 20 years of age may join by applying to a county extension agent, usually located at the county seat. One of the essentials of membership is that each boy and girl taking up the work shall learn and demonstrate some better practice in agriculture or home economics under the guidance of a competent leader, keep a record of this work, make a public exhibit, and report on it to the county extension agent.

Members of 4-H clubs are associated in groups of 5 to 50 or more. These clubs are conducted in accordance with parliamentary practices. The club program usually flows from and centers about the work each boy or girl is doing at his or her home. The program is enriched by demonstrations, exhibits, songs, games, yells, music, and social activities. Tours about the county to study livestock, farm crops, home improvements, etc., are often made a part of the club activities.

In summer, county, district, state, and sometimes regional camps of about a week's duration are held. Usually once a year from 250 to 2,500 outstanding representatives of the clubs are brought to their State agricultural college for a week's instruction and inspiration. At these camps, matters that make for character, appreciation of nature, pride in rural life and accomplishments are stressed.

In club work involving poultry, dairying, beef cattle, sheep, hogs, and sometimes various field crops, club members are taught matters of finance, marketing, exhibiting, demonstrating, cooperation, and like matters. They are associated with bankers, breeders, college teachers, merchants, and the public in worthwhile enterprises and taught the ethics of business. Through club work, rural cooperation is taught and rural leadership developed.

4-H Club Work—What It Does

4-H club work gets hold of young rural people while their minds are plastic; gives them guidance when they need it; teaches them some of the inspiring things in agriculture and farm home life and gives them a vision of its possibilities as a life work.

4-H club work demonstrates the best practices in agriculture and home economics to entire communities and counties by means of the original projects carried by the members, by their exhibits, their fairs, their expositions and their public demonstrations.

4-H club work develops rural leadership; community pride and spirit; young men and women who know how to conduct meetings, organize community projects and to judge crops, livestock and products of the farm and home.

4-H club work emphasizes the home as that is the place where the project is usually carried out and brings parents and children increasingly together in a common interest.

4-H club work develops self-reliance, ambition and aggressiveness. It applies business methods to farming and promotes industry and thrift.

It fosters individual ownership, a love of nature and the open country.

It brings out the best effort and thought and gives rural boys and girls an opportunity to earn money and acquire property.

4-H club work shows boys and girls how to do the wholesome, helpful things and to play the game fairly.

It teaches boys and girls how to meet together, work together, play together, cooperate and achieve.

Above all it develops the highest type of manhood, womanhood and American citizenship.

The National 4-H Club Emblem

is the four-leaf clover with the letter "H" on each leaf running parallel with the mid-rib of the leaf. The four "H's" represent the four-fold development of the Head, Heart, Hands and Health.

The National 4-H Club Pledge

I pledge

my **head** to clearer thinking,
my **heart** to greater loyalty,
my **hands** to larger service, and
my **health** to better living,

for my club, my community, and my country.

Note: In repeating the pledge, raise right hand to side of head when speaking line No. 1; lower right hand over left breast when speaking line No. 2; extend hands, palms upward when speaking line No. 3 and stand at attention when speaking line No. 4. (The above pledge was officially adopted by the State Club leaders in conference assembled at Washington, D. C., June 17, 1927.)

The National 4-H Club Colors

are green and white. The white background of the 4-H flag symbolizes purity and the green 4-H emblem is nature's most common color in the great out-of-doors and emblematic of springtime, life and youth.

The National Club Motto

is "To make the Best Better". This should be the aim of every club member and his guide in all that he does every day.

Plan of Organization for a Local 4-H Club

1. Leaders should secure information in regard to 4-H club work from the county extension agents, or if there are none, from the Extension Service at the State Agricultural College.

2. Assemble the boys and girls and present to them the possibilities of 4-H club work, having in mind what project or projects the club will carry.

3. Enroll those interested who promise to carry on faithfully. Have them sign membership application cards which may be secured from the county agent's office or College.

4. In most states it is necessary also to have the parents of the boys and girls sign these membership cards.

5. Call a meeting of those who have had the cards properly signed and hold an election of officers, which usually consists of president, vice-president, secretary-treasurer, reporter and song and cheer leader.

6. Send the names of the boys and girls who have enrolled to the office of the County Extension Agent and secure in return instructions and report books for the members. (Since the plan of organization varies some in the different states, the above may be considered only as a general guide recommended by some of the colleges. Always use the organization methods recommended by your own Agricultural College which will also include suggestions for conducting club meetings, carrying through the projects to completion and starting new projects with the same organized group.)

Regular Order of Business For a 4-H Club

Depending upon the club and the state, regular club meetings are held as frequently as twice a week to perhaps only once a month. The following procedure is usually found very satisfactory for a meeting:

1. The meeting is called to order by the president who rises from the chair and says,

"Will the members of the.....please come to order? The meeting will be opened today by the singing of a (4-H club song) led by....."
(name of club)

2. Roll call by secretary. The president says,

"We will now have roll call. Will the secretary kindly read the roll and in response will the members present please give a brief report of the progress each has made since our last meeting?" (Other replies may be given in response to roll call depending upon the project of the club or the season of the year, or simply by answering "present".)

3. Report of the last meeting by the secretary. At the conclusion of the reading of the minutes, the president says,

"Are there any additions or corrections?" Hearing none, he may say, "If not, they stand approved as read." If there are corrections, then the president directs that they be made unless there is an objection, in which case a vote of the club members present is required.

4. A report of the treasurer may now be called for if desirable, which is handled in the same manner as the secretary's report.

5. Business session.

The president will call for reports of standing committees, or bring up for general discussion some problem which has confronted the club previously, but which has not been disposed of. For instance, the president may say,

"At the last meeting there was a general discussion about the matter of arranging for a tour to the home of each member on some Saturday afternoon during July and inviting our parents and the county extension agent, but no action was taken at the last meeting. Does the club wish to dispose of the matter today?"

Club member (rises and addresses the president): "Mr. President." The president recognizes the member by repeating his or her name as Mr..... or Miss..... (Should two club members rise and address the president at the same time, the president must decide on which one may speak first and does so by saying ".....has the floor."
(name of club member)

The club member recognized then has the privilege of speaking and may say, "I move that the president appoint a committee of three to arrange for a club tour on some Saturday afternoon during July and to see to it that our parents are invited." The club member then sits.

Any club member agreeing with the motion may say, "I second the motion", without going through the formality of rising and addressing the chair.

The president may say, "You have heard the motion which has been duly seconded. Is there any discussion?"

After a pause another club member may address the chair, be recognized and say, "Mr. (or Miss) President, I move that the club give some kind of entertainment very soon to raise funds to send one or two of our members to the state short course."

Since there is already a motion before the club and this motion has no bearing upon the original motion the president must say, "Your motion is out of order because there is a motion already before the club."

Still another club member may address the president and say, "Mr. President." (After being recognized he may say): "I am in sympathy with the motion before the club, but I do think that the tour would attract many more parents if we could plan for an ice cream social at the house of..... at the

end of the tour late Saturday afternoon. The committee could arrange for the refreshments and a small charge could be made which might be utilized to send a delegate from this club to the next short course providing some of our members are selected to represent this county as well as our club. Since I understand that the tour is to end on the farm of near town, perhaps some of the business men would like to attend as well. I therefore wish to offer an amendment to the motion as follows: I move that the original motion be amended to include that the committee arrange for ice cream to be served at the farm of (So and So) at the close of the tour and that a small charge be made, the proceeds of the funds to be used to send delegates to the next state short course providing some of our members are selected."

Club member: "I second the amendment."

The President: "You have heard the amendment which has been properly seconded. Is there any discussion?"

Club member: "Mr. President."—"It seems to me as though we should have some songs and perhaps a demonstration of our project at this ice cream social so that those who go on the tour will have the work of our project summarized. This might help us to get some additional prize money for our county fair exhibits, especially if some of the business men attend."

Maker of the amendment: "Mr. President."—"I accept the suggestion and wish to include it in the amendment providing it is agreeable to the member who seconded the amendment."

The Club member who seconded the amendment: "Mr. President"—"I accept."

President: "Is there any other discussion?"

President (hearing none): "Are you ready for the question?"

Voice: "Question."

The president then repeats the amendment and says: "All in favor of the amendment to the motion please say Aye. Opposed, No." (Or he may do it by asking for a raising of hands.)

After voting, the president says, "The ayes have it. The amendment to the motion is carried."

The president may then say, "Are you now ready for the main motion as amended?" If there is no discussion or further question, the president may put the question or he may ask the secretary to read the motion as amended before calling for a vote. He then says, "All in favor of the motion as amended, please say aye. Opposed, no." After the vote the president may say, "The motion as amended is carried."

The president may appoint the committee as requested by the club immediately or he may wait and give it further consideration. If he appoints the committee at once, he may say, "I appoint John, Ruth and Gertrude as a committee to arrange for the club tour and social as requested by the motion. (The first named person on a committee is its chairman and should preside at its meetings. Should the chairman fail to call the committee together, the majority of the committee may agree on the time and place, notify the members and transact the business.)

Typical Minutes of a Meeting of a 4-H Club Secretary

(These should be written in ink in the permanent record book immediately following the adjournment of each meeting. Motions made but not seconded need not be transcribed to the permanent record. The minutes should give an accurate account of the entire proceedings of the meeting, showing in detail the things DONE rather than the things SAID. Motions that are made, seconded and carried should be very carefully written.)

"The tenth regular meeting of the 4-H club was held at the home of Frank on Saturday afternoon, June 16th, with the president in the chair. Following the singing of "America the Beautiful," roll call was responded to by 100 per cent of the members.

County Extension Agent.....was present and made suggestions for caring for our gardens during the summer months and upon the harvesting and caring for the root crops and the preserving of tomatoes.

A motion was made and carried that our local leader, Mrs.make tentative entries for exhibits at the county fair to be held at.....in August and that every member exhibit some one product.

After games and refreshments, the meeting adjourned."

Other Rules of Parliamentary Law

Only members in good standing are entitled to make motions, vote or hold office.

There are three ways of voting:

1. Yes or No.
2. By raising hands or standing vote.
3. By balloting, i. e., by marking Yes or No on slips of paper that are distributed to the members.

Regarding Committees

Committees usually are appointed to give more detailed study to a proposition than can be given by the whole 4-H club group. Unless specified in the original motion that a committee has full authority to proceed, committees will refer their decisions back to the 4-H club group, which is a committee of the whole. Chairmen of committees are expected to report before the whole committee and the recommendations made by the committees may be accepted or rejected by the club by accepting the report of the committees.

Other Rules Regarding Motions

A motion which has been made and seconded may be withdrawn by the maker if he or she does so previous to the time the motion is stated by the chair but not afterwards. If a 4-H club feels that the passing of a motion has been a serious mistake, the motion may be annulled by passing a motion or a resolution to rescind or repeal or reconsider it. If notice of such proposed action is not given at a previous meeting, a two-thirds majority of those present, or a majority of all the members of the club, is required to rescind a motion. Such a motion to rescind is a main motion without any privilege and can be introduced only when there is nothing else before the club. The effect of a motion to rescind is to set aside or revoke a previous act.

A motion to adjourn is always in order except when a speaker has the floor, when a vote is being taken or when the 4-H club is in the middle of some business that cannot be abruptly stopped. If the motion is simply to adjourn, it is not debatable and if voted down may be renewed any number of times during a meeting but not immediately after being voted down. If the motion is to adjourn to some definite time or place, or both, it is debatable and if voted down may be reconsidered.

If a motion becomes involved because of amendments or is not well understood by the members, a motion may be passed referring it to a committee for further consideration. Such a motion to commit or refer it to a committee is intended to take the subject from the main body of the club and to transfer it for consideration of a smaller number. This motion may be made while an amendment is pending and is debatable. If more than one kind of committee is suggested, then the vote will be first on the committee of the whole; second, on a standing committee and third, on a special (or select) committee. The effect of the adoption of the motion to commit is to end the consideration of the matter in the body, and to pass it over to the designated committee.

If at any time a 4-H club does not wish to consider further a motion which is before it or wishes to dispose of it permanently without allowing it to come to a vote, a motion may be introduced that the question lie on the table. The motion is neither debatable nor amendable and permanently disposes

of the question until a majority of the club see fit to take it up again.

Reconsider

A 4-H club member who voted with the majority on a motion may, on the same day or at the same meeting in which the motion was disposed of, make a motion to reconsider the previous motion. Such a motion cannot be made while another motion is pending, otherwise it may be taken up at any time and when it is, it has precedence over every other motion except the motion to adjourn. When a motion to reconsider is entered upon the minutes, it need not be acted upon at that session, but it must be acted upon at the following meeting of the club or it is lost.

Take from the Table

A motion to take from the table a question which lies there may be made at any time under the head of unfinished business. It cannot be reconsidered if adopted, but if lost the question itself is not debatable and cannot be amended and does not open the main question to debate.

To Limit Debate

A motion to limit discussion to a certain number of minutes for each club member may be made if there is a tendency to unnecessarily prolong the discussion.

Unanimous Consent

A club may decide upon a proposition by unanimous consent. This method is employed usually in matters of little moment, for instance the 4-H club president may say, "If there is no objection (some specific thing) will be considered the action of the meeting." If any member objects, the matter must be decided by a vote.

Point of Order

Of course 4-H club presidents always try to conduct the meetings of the organization in the proper manner according to parliamentary rules. If however, some mistake should occur inadvertently, a club member may rise and without waiting to be recognized may address the president and say, "I rise to a point of order." The speaker should then stop and the presiding officer will say, "Please state your point of order." The member should then quietly and briefly explain why he regards the speaker out of order or the procedure not good parliamentary law. If the president agrees with the club member he says, "The point of order is sustained. The speaker will please yield the floor," or he will do whatever is necessary to stop the unparliamentary procedure. If the president does not agree with the club member, he says, "The point of order is denied. The speaker may continue."

If the club member who arose to the point of order is still convinced that the president is wrong, he may arise and without waiting to be recognized may say, "Mr. President, I appeal from the decision of the chair." Then the 4-H club president says, "Shall the decision of the chair stand as the decision of the 4-H club?" The question is now open for debate and may be discussed by any 4-H club member. The president may also discuss the question without leaving the chair. When the discussion is ended a vote is taken in the same manner as on other questions. If the president is sustained his decision stands. Otherwise, he must yield to the wish of the majority of the club members.

Speak but Once

It is usual for a club member to speak but once on any one motion except when it is necessary to make clear his position or explain some essential part of the discussion.

Members Must Vote

Every 4-H club member in good standing who is attending a club meeting at the time a motion is stated should vote either for or against the motion. It sometimes happens that for

special reasons a member by a majority vote of the other club members present is excused from voting.

Do Not Mention Names in Debate

In discussing a motion it is expected that no club member will mention the name of another member present. Such members are identified by their location in the meeting or as the member who spoke last or as one's opponent.

The Flag of the United States

The national flag was officially adopted by Congress June 14, 1777. Accordingly June 14th is now generally observed as Flag Day. It is generally accepted that the white color in the flag signifies purity and innocence; the red, strength and valor, and the blue, vigilance, perseverance and justice.

The flag of the United States has thirteen horizontal stripes—seven red and six white—the red and white stripes alternating, and a union, which consists of white stars of five points on a blue field placed in the upper quarter next the staff and extending to the lower edge of the fourth red stripe from the top. The number of stars is the same as the number of states in the union. There are now forty-eight stars arranged in six horizontal and eight vertical rows, each star with one point upward.

Proper Method of Displaying the Flag

There is no federal law now in force pertaining to the manner of displaying, hanging or saluting the United States flag, or prescribing any ceremonies that should be observed in connection therewith. However, there are federal laws prescribing certain penalties for the desecration, mutilation or improper use of the flag in the District of Columbia and a warning against desecration of the American flag by aliens was issued by the Department of Justice in 1917.

There are, however, certain fundamental and commonly accepted rules which if understood generally would indicate the proper method of displaying the flag. The methods are simple. It should be kept in mind that the national flag represents the living country and is itself considered as a living thing. The union of the flag or blue field is the honor point; the right arm is the sword arm and therefore the point of danger and hence the place of honor. The staff edge of the flag is the heraldic dexter or right edge. When the national flag is carried, as in a procession, with another flag or flags, the place of the national flag is on the right. When the national flag and another flag are displayed together, as against a wall from crossed staffs, the national flag should be on the right, the flag's own right—i. e., the observer's left—and its staff should be in front of the staff of the other flag. When a number of flags are grouped and displayed from staffs the national flag should be in the center or at the highest point of the group. When the national flag is hung either horizontally or vertically against a wall the union should be uppermost and to the flag's own right—i. e., to the observer's left. When displayed from a staff projecting horizontally or at an angle from a window sill or the front of a building the same rules should be observed; the union should go clear to the "truck," as the peak of the staff is called, unless the flag be at half-staff. When the flag is suspended between buildings so as to hang over the middle of a street a simple rule is to hang the union to the north in an east and west street or to the east in a north and south street.

When 4-H club flags are flown on the same halyard with the national flag the national flag must always be at the peak. When flown from adjacent staffs the national flag should be hoisted first. No flag or pennant is authorized to be placed above or to the right of the national flag.

International usage forbids the display of the flag of one nation above that of any other nation in time of peace. When the flags of two or more nations are to be displayed they should be flown from separate staffs or from separate halyards of equal size and on the same level.

As already stated, there is no federal law governing the subject, but it is suggested that the national flag, when not flown from a staff, be always hung flat, whether indoors or out. It should not be festooned over doorways or arches nor tied in a bowknot nor fashioned into a rosette. When used on a rostrum it should be displayed above and behind the speaker's desk. It should never be used to cover the speaker's desk nor to drape over the front of the platform. For this latter purpose as well as for decoration in general, bunting of the national colors should be used, and since the blue union of the flags always goes to the honor point the colors should be arranged with the blue above, the white in the middle and the red below. Under no circumstances should the flag be draped over chairs or benches, nor should any object or emblem of any kind be placed above or upon it, nor should it be hung where it can be easily contaminated or soiled. No lettering of any kind should ever be placed upon the flag. It should not be used as a portion of a woman's costume nor of a man's athletic clothing. A very common misuse of the flag is the practice of embroidering the flag on cushions and handkerchiefs and the printing of the flag on paper napkins. These practices, while not strictly a violation of any present federal law, certainly are lacking in respect and dignity and cannot be considered as evidence of good taste. The war department sees no objection to flying the flag at night on civilian property, provided it is not so flown for advertising purposes.

It is the practice in the army, each day in the year, to hoist the flag briskly at sunrise, irrespective of the condition of the weather, and to lower it slowly and ceremoniously at sunset, indicating the commencement and cessation of the activities of the day. On Memorial Day (May 30) at all army posts and stations the national flag is displayed at half-staff from sunrise until noon and at full staff from noon until sunset.

When flown at half-staff the flag is always first hoisted to the peak, the honor point, and then slowly lowered to the half-staff position in honor of those who gave their lives to their country, but before lowering the flag for the day it is raised again to the head of the staff, for the nation lives and the flag is the living symbol of the nation.

When flags are used in connection with the unveiling of a statue or monument they should not be allowed to fall to the ground, but should be carried aloft to wave out, forming a distinctive feature during the remainder of the ceremony.

The flag should never be hung nor displayed union down except as a signal of distress at sea.

It is the practice throughout the country to display the national flag on all patriotic occasions, especially on the following days:

Lincoln's birthday, Feb. 12; Washington's birthday, Feb. 22; Mothers' day, second Sunday in May; Memorial day, May 30; Flag day, June 14; Independence day, July 4; Armistice day, Nov. 11.

In certain localities other special days are observed in the same manner.

Old Flags Not Used

Old or wornout flags should not be used either for banners or for any other purpose. When a flag is in such a condition that it is no longer a fitting emblem for display it should not be cast aside nor used in any way that might be viewed as disrespectful to the national colors, but should be destroyed as a whole, privately, preferably by burning or by some other method lacking in any suggestion of irreverence or disrespect to the emblem representing our country.

4-H club boys when saluting the flag at any time will do so by removing the hat or cap and placing it over the left shoulder with the right hand. Girls with or without hats will place the right hand over the left shoulder.

Pledge of Allegiance

I PLEDGE ALLEGIANCE TO THE AMERICAN FLAG
AND TO THE REPUBLIC FOR WHICH IT STANDS;
ONE NATION, INDIVISIBLE,
WITH LIBERTY AND JUSTICE FOR ALL.

4-H Club Initiation Ceremony

The candidate and the guide stand outside door. Guide gives four long raps. Doorkeeper answers by four short and one long rap.

Doorkeeper gives names of club members who wish to enter.

Doorkeeper: "Mr. or Madame President, (name of candidate) is without and wishes to enter."

President: "Admit her (or him), if she (or he) is with the club guide." (Admit candidate, guide leads her (or him) to president.)

President: "To you (name of candidate) who is about to become a member of the National Boys' and Girls' Clubs of America, active member of the (name of club) chapter of (name of township), (name of county), (state), I wish to give you the object of all club work in America.

These clubs are organized to make us better citizens by teaching us how to work and play together, by giving us a means of learning better methods of farming and home making and to encourage us to pass these better methods along. In short, production, demonstration and socialization are the aims of this club. The guide will now take you to the vice-president who will give you the meaning of our symbol and motto." (Guide leads candidate to vice-president.)

Vice-President: "The symbol of this organization is the green four-leaf clover with the four white H's, one on each leaf, meaning the education of the Head, the Heart, the Hands, and the Health. (Four long raps on the door thus—give four long raps, slowly), meaning education of the Head, Heart, Hands, Health (rap as you say each of the four words) will always admit you to this room. The answer is four short raps and one long one, thus (give four short raps and one long one), thus (rap as you say each word) meaning to 'Make the Best Better.' The motto of this club is 'Make the Best Better.' The guide will take the candidate to the newspaper reporter."

Newspaper Reporter: "You have been given the symbol and the motto of this organization. I shall give you the slogan which we hope every one of our club members are trying to live up to. The (name of state) slogan is (use slogan of your state). The guide will lead you to the secretary where you will be told the goal toward which this club is working this year." (Guide leads candidate to the Secretary.)

Secretary: "This club wants every person who joins it to feel that she (or he) has really joined something worth while. We want you to know that you are joining a national organization with headquarters in Washington, D. C. Our counselor and guide is our local club leader (substitute your leader's name). Our club joins hands with all of the other 4-H clubs in the county through our county club committee consisting of (substitute your own committee names). These people form a link with similar committees over the state. These join hands with our Boys' and Girls' Club Department at the State College of (name of state), which in turn reaches out and joins hands with other states, making a 48-link chain which has its lock in the Department of Agriculture at Washington, D. C.

"You are now familiar with our plan of organization.

"You now know the object, motto, emblem, slogan and goal of this club. Are you willing to live up to all of these? (Candidate says, 'I will.')

"Please escort the candidate to the Historian, who will read our rules and regulations." (Guide leads candidate to the historian.)

Historian: "Before you become a member of this organization we wish you would become familiar with our rules and regulations. (This is a suggested goal for a garment club.) Substitute your own):

1. A club meeting every two weeks during the summer vacation, every six weeks during school time.
2. One complete outfit of clothing made by each member consisting of underwear and a dress.

3. At least one public demonstration by each member and one public exhibition by the club during the year.

4. Record book kept up to date and summarized at the end of the year.

5. Every girl to take a vital part in this club.

"You are now familiar with the rules and regulations, ideals and purposes of this club. Do you still wish to become a member?"

Candidate: "I do."

Historian: "You will sign the club roll. (Candidate signs the club roll.) The candidate will now be taken to the president.

President: "You will repeat the club pledge after me:

I pledge

my **head** to clearer thinking,

my **heart** to greater loyalty,

my **hands** to larger service, and

my **health** to better living,

for my club, my community, and my country.

(If possible have someone sing as a solo "The Four Leaf Clover" song of Coombs. If this is impossible all sing it softly.)

President to Guide: "Please conduct the candidate out of room."

NOTE

If a white cord is placed on the floor making the four leaf clover, the candidate will understand why the officers are placed as they are.

If all members are dressed in middie blouses with a green four leaf clover on the left arm, the ceremony will be more impressive. If very soft music is played all through the initiation it will be a prettier service. It always makes anything on this order more lovely if carried out with dignity. Have candidate leave room before you break up your four leaf clover. After this is done all members should rush out and welcome the new members into the organization.

If each officer knows her part so she need not read it from a page it will be more effective. If an honorary member is taken into the club use the same ceremony adding the word "honorary" and omitting the requirements, substituting the question, "Will you promise to be loyal to 4-H club work always?"

Tree Planting Ceremony

(After the ceremony used at the First National 4-H Club Camp, Washington, D. C., June 18, 1927.)

NOTE: Every 4-H club should conduct this ceremony at least once a year, either in the spring or fall. Invite everybody in the neighborhood and have one or two prominent citizens make appropriate addresses. Special music will also add to the impressiveness of the occasion.

Following the program a picnic dinner may be served. The tree may be planted on the grounds of the community house, court house, school house, public library, or the public park. Ask your county agent what species to plant and where to secure it.

PROGRAM

1. Opening remarks—By a 4-H club leader.
2. Group song—"On Forest Land" (Tune, Maryland, My Maryland").

Great forests grew in days gone by
On forest land, on forest land,
Where now bare sands and black stumps lie
On forest land, on forest land;
For saw and axe in careless hand
Have swept the trees from forest land,
And fire has flung its glowing brand
On forest land, on forest land.

The acres burned, the acres bare,
On forest land, on forest land,
The acres wrecked by lack of care,
On forest land, on forest land,
Now spread their millions, barren, dead,
Where no man works, no game is fed;
And muddy streams their banks o'erspread,
On forest land, on forest land.

Drive out the fire that seeks to spoil
Our forest land, our forest land,
And save the trees and save the soil,
On forest land, on forest land.
We'll cut our logs with careful hand,
Leave seed to grow a later stand,
And plant with trees the idle land—
Make forest land a harvest land.

—L. C. Everard.

3. Planting Ceremony. Planting Crew—4 boys.
(The bugle call summons the planting crew of four boys, each with a spade, who enter singly and group themselves about the tree. As each boy takes his position he recites a verse of "Plant a Tree" by Lucy Larcom. The fifth and last verse of the poem is recited in unison by the four planters.)

- a. Bugle Call
- b. Dedication

First Tree Planter:

He who plants a tree
Plants a hope.
Rootlets up through fibers blindly grope;
Leaves unfold into horizons free,
So man's life must climb
From clods of time
Unto heavens sublime.
Canst thou prophesy, thou little tree,
What the glory of thy boughs shall be?

Second Tree Planter:

He who plants a tree
Plants a joy.
Plants a comfort that will never cloy;
Every day a fresh reality,
Beautiful and strong,
To whose shelter throng
Creatures blithe with song.
If thou couldst but know, thou happy tree,
Of the bliss that shall inhabit thee!

Third Tree Planter:

He who plants a tree—
He plants peace.
Under its green curtains jargons cease.
Leaf and zephyr murmur soothingly;
Shadows soft with sleep
Down tired eyelids creep,
Balm of slumber deep.
Never hast thou dreamed, thou blessed tree,
Of the benediction thou shalt be.

Fourth Tree Planter:

He who plants a tree—
He plants youth;
Vigor won for centuries in sooth;
Life of time, that hints eternity!
Boughs their strength uprear;
New shoots, every year,
On old growths appear;
Thou shalt teach the ages, sturdy tree,
Youth of soul is immortality.

All:

He who plants a tree—
He plants love,
Tents of coolness spreading out above
Wayfarers he may not live to see.
Gifts that grow best;
Hands that bless are blest;
Plant! life does the rest!
Heaven and earth help him who plants a tree,
And his work its own reward shall be.

The first tree planter hands his spade to the 4-H club leader who takes it and places the first spadeful of dirt in the hole. The hole is then filled by the crew.

4. Solo or any special music.

5. Recitation by a club girl—

I think that I shall never see
A poem lovely as a tree;

A tree whose hungry mouth is pressed
Against the earth's sweet flowing breast;

A tree that looks at God all day
And lifts her leafy arms to pray;

A tree that may in summer wear
A nest of robins in her hair;

Upon whose bosom snow has lain—
Who intimately lives with rain.

Poems are made by fools like me—
But only God can make a tree.

—By Joyce Kilmer,
(Soldier-poet, died in World War.)

6. Recitation by a club boy:

GOOD TIMBER

The tree that never had to fight
For sun and sky and air and light,
That stood out in the open plain,
And always got its share of rain,
Never became a forest king
But lived and died a scrubby thing.

The man who never had to toil,
Who never had to win his share,
Of sun and sky and light and air,
Never became a manly man
But lived and died as he began.

Good timber does not grow in ease;
The stronger wind, the tougher trees.
The farther sky, the greater length;
The more the storm, the more the strength;
By sun and cold, by rain and snows,
In tree or man, good timber grows.

Where thickest stands the forest growth
We find the patriarchs of both,
And they hold converse with the stars
Whose broken branches show the scars
Of many winds and much of strife—
This is the common law of life.

—Selected.

7. Address: by a prominent farmer or other citizen.

8. Concluding Group Song: "Made of Wood"

(Tune, "America the Beautiful")

The ships hard fought by John Paul Jones,
The rails that Lincoln split;
Brave Freedom's huts at Valley Forge,
The synonym of grit;
Mount Vernon's halls and columned porch
Where Washington once stood;
America these mean to us,
And all were made of wood.

The staff that held Fort Moultrie's flag,
By gallant Jasper raised;
Bold Perry's fleet from forest hewed
That doomed a foe amazed;
The wagon trains that won the West
And every fear withstood;
America these mean to us
And all were made of wood.

The pines that clothe the southern plains,
The big trees of the West;
The Douglas fir on Cascade slopes,
The spruce o' the Rockies' crest;
The white pine of New England's hills,
The hemlocks on Mount Hood;
America these mean to us,
Pride, beauty, wealth in wood.

—L. C. Everard.

4-H Camp Suggestions

4-H camps have become an established and valuable part of the 4-H club program. Nearly every state agricultural college in the Union and the Department of Agriculture now has printed or mimeographed publications available for county extension agents and others, outlining the necessary plans for successful camps. Therefore only a very few of the most fundamental points are included here.

A 4-H club camp differs from practically every other camp for boys and girls in that it is organized for instruction in agriculture and home economics in addition to the conducting of organized play and recreation. Purdue University defines a 4-H club camp as one "Consisting of a group of club members, leaders and instructors assembled in the out-of-doors, in an organized way, for a period of from three to five days for the purpose of recreation, exchange of experiences, instruction and inspiration."

Planning for a Camp

1. Develop a committee from three to five leaders, members or representatives of civic or farm organizations, to assist agent.
2. Decide on a place and date.
3. Announce time and place in newspapers or in letters to members.
4. Tell parents and club members about the camp at community meetings.
5. Delegate as much responsibility to the boys, girls, men and women as possible.
6. Financing. Usual charge is \$1.00 per day per camper or in some states provisions may be supplied by club members in lieu of the fee.

Selecting a Camp Site

1. Choose a place of scenic beauty.
2. The ground should be high and dry and the subsoil permeable to provide good drainage.
3. Be sure of a good supply of pure drinking water.
4. If possible have the camp located near desirable swimming

places that are not polluted and are free from deep holes, mud, etc. (The safe swimming section should be roped off.)

5. The camp site should be easily accessible and still have the quality of privacy away from counter attractions which may demoralize camp organization and program.

6. The ease of securing vegetables, poultry, livestock, etc., for instruction work may also well be considered.

Suggested Daily Schedule for Camps

(After I. W. Hill, Field Agent, United States Department of Agriculture)

- 6:00 A.M.—Reveille (Inspection during Breakfast hour).
6:20 A.M.—Roll Call. Setting-up Exercises.
6:35 A.M.—Flag Raising. Sing National Anthem. Repeat Pledge of Allegiance and 4-H Club Pledge. Announcements. Wash.
7:00 A.M.—Breakfast.
8:00 A.M.—Group Instruction.
11:15 A.M.—General Assembly.
12:15 P.M.—Dinner.
1:30 P.M.—Leaders' Conference.
2:00 P.M.—Exploring Tours. Games and Athletics. Group Contests.
4:00 P.M.—Assembly. Report of Inspection. Short talk on leadership.
4:30 P.M.—Swimming or rest period.
6:00 P.M.—Supper.
6:30 P.M.—Recreation.
7:30 P.M.—Sunset Service.
8:00 P.M.—Campfire program.
9:30 P.M.—Taps.

Leaders may secure detailed instructions regarding camp equipment, organization, discipline and program from the State Extension Office at the Agricultural College. Following is a partial list of the states which have published excellent bulletins or information on camping:

Georgia	Ohio
Idaho	Oregon
Indiana	Tennessee
Kentucky	Washington
Michigan	West Virginia
Missouri	Wisconsin

Grace

Suitable for use at club camps, at morning meal. This may be mimeographed and read by the entire group, giving each member opportunity to recognize the Creator.

"The day returns and brings us the petty round of irritating concerns and duties—help us to play the man. Help us to perform them with laughter and kind faces—let cheerfulness abound with industry. Give us to go blithely about our business all this day, and bring us to our resting beds—wary, contented and undishonored. And grant us in the end the gift of sleep. Amen."—Robert Louis Stevenson.

SUGGESTED GAMES, STUNTS AND PROGRAMS

For the Recreation of 4-H Clubs in Camps or in Their Own Communities.

From a compilation by John A. Martin

Get Acquainted Games

Introduction in Circle Formation

"I'm Glad to Meet You"—Double circle formation, inside circle moving in one direction, the outside circle moving in the opposite direction. A march is played until the whistle blows, when the music stops, the circles face, and each person introduces himself to the person opposite. When the whistle blows

again, the circles continue marching in the same direction as before, and the game proceeds as above.

Introduction Game

Before the crowd gathers, secretly distribute five one-penny coins among your friends, requesting them to say nothing about the coin. At the opening of the game the director addresses the gathering, stating that so many coins are in the possession of as many persons present, and each and every person is to shake hands with each other and properly introduce themselves. If a person shakes hands with a person having the coin, the coin is passed with the shaking of the hand and continues to travel until the director blows a whistle. The person then having the coins in their possession are considered the owners.

Other Suggestions for "Matching Partners"

1. Cut advertisements in two, or if the same ones are duplicated, cut them in different ways.
2. Give names of states to boys and capitals of states to girls.
3. Give problems in addition to boys and answers to girls.
4. Send all the girls into one room, all the boys into another. Stretch a big cloth or sheet across the door between the two rooms. The girls put their feet under the sheet, while the boys choose the owner of a certain shoe for a partner. The same thing may be done choosing hands, eyes, etc.
5. Use mother goose characters. Mr. and Mrs. Jack Spratt, Jack and Jill, etc.
6. Give conundrums to boys and answers to girls.
7. Using good jokes such as Ford Joke Books—give questions to boys and answers to girls.
8. Form two circles, one of boys and one of girls, and march around chairs to music with one less chair in each circle than players. When the music stops, everyone rushes for a chair and the boy and girl left are partners. One chair is removed, and the game continues until everyone has a partner. This is especially good for a small group—otherwise it takes too long.
9. Give duplicate slips to boys and girls, naming a stunt. Each boy in turn does his stunt, and when a girl recognizes it as the same one described on her slip, she claims him for a partner.
10. Prepare two baskets of flowers both alike, and pass one to boys and one to girls. The boys and girls who select similar flowers are partners.
11. Give all young men needles and thread the same size. At signal they all start threading their needles. As fast as they finish they may choose a partner.
12. For Hallowe'en, Valentine, Christmas or George Washington's birthday socials such cardboard articles as hearts, hatchets, bells, pumpkins, may be cut into irregular parts and presented to the guests as they enter, with their names written thereon. Different colors should be used in making each article, and the whole heart or pumpkin should be made of similar colors and posted around the room. These serve to guide the guests in assembling. At a signal, all those having bits of cardboard of any one color, group under the wall object of that same color, and quickly fit the pieces together. See which group finishes first.
- A number might be written on one side of the cards distributed, and after the puzzle contest is over, partners for the march might be secured by finding the mate to the number in hand.
13. Birth Months—Around the hall, on large cards, the names of the months have been posted. Each person is requested to stand under the sign of his or her birth month. Each group is to get acquainted and plan some simple charade, for preparation of which they are given five minutes; at the end of which time the groups present their charade to the other groups for interpretation.

Games in Which All May Take Part

Circle Relay (20 or more players)

The players stand in five or more divisions in single file, facing the common center. This formation is like the spokes of a wheel. There shall be one odd player, who shall run outside the circle and tag the end player of any one line. This person shall pass the tag to the person in front of him in his same line and each person does the same until the last person in that line is tagged. At the instant you receive the tag pass it forward and start at once around the circle, coming back to where you started. The fun comes in the pushing and squeezing while circling the outside in order that you shall not be left out.

Clothes Pin Race (10 or more players)

A clothes line is stretched across a given space. Two or more persons are given 18 clothes pins each and a certain space on the line. Pins are placed on the ground. With one hand behind the contestant's back, the clothes pins are placed on the line one at a time. One minute time is allotted to see how many pins can be placed on the line.

Dodge Ball—Circle Form (10 or more players)

Group divided into two teams, one team forming a circle and the other team standing within the circle. The team forming the circle has possession of the ball. The object of the game is to hit the person within the circle with the ball (any soft ball may be used for this purpose). The persons within the circle hit with the ball drop out of the game temporarily. When every member of the team within the circle has been hit with the ball, those players then change places with the other team, and the game continues.

Drive the Pig to Market

The players are divided into two or more teams of equal number and line up in single file, facing in the same direction. At the opposite end of the room a chair is placed even with each line. An Indian club or block is laid on the starting line. The first player in each team starts the race by kicking the club with the side of the foot, down the room, around the chair and back to place. As soon as the club crosses the starting line, the second player repeats the play, and so on, the returning players going to the end of the line. The race is won by the side whose last player first kicks the club back over the starting line.

(Instead of kicking the club or block the players may use a bean bag or dumb-bell.)

Folding Chair Relay (Any number of players above 10)

Form two or more teams of equal numbers. A folding chair is placed on the head of each line at a distance of 25 feet, or more. At a signal the first person of each line starts for the chair (chair to be laid unopened flat on ground), picks the chair up, opens it, sits on it, closes it up again and lays it on the ground, then goes back and touches the next person in his line, who in turn does the same. Each person after touching his partner proceeds to the end of the line. The line finishing first wins the game.

Hook On

As many as will can play. Players form in groups of threes, one behind the other and lock arms around the waist of the person in front. One or two extra players are "it". Persons "it" try to "hook on" to the last person of any of the lines of three. If the person succeeds the first person drops off and becomes "it". The object of the game is to prevent the person getting on the rear end of your line.

Hopping Relay (Any number of players)

Form two or more lines with an equal number in each line. The leader of each line or team jumps to a goal, runs back and touches the next person in line, then takes his place at the foot

of his line. The team finishing first, wins. This game is great fun if played by couples, holding hands and hopping or jumping to the goal.

Necktie Relay (for unlimited number boys and girls)

Divide the group into an even number of couples, boys and girls as partners. Next divide into teams, with an even number of couples in each. At a given signal the first girl in each team takes a necktie and ties it around the neck of her partner, unties same, and passes it to the next girl in her team. The game continues until the last girl has tied and untied the necktie. The team finishing first, wins.

Partner Tag (11 or more players)

All the players but one take hands in couples. The one who is free, or "it" chases any couple in the group, trying to catch the free hand of someone. When he does, the third person becomes "it". This game may be played with arms linked, instead of hands. If there are a large number of players, have two or more "chasers".

Suitcase Race

Each contestant has a suitcase and an umbrella. In the suitcase are a hat, a coat, gloves, and any other clothing desired, so long as the contents are uniform. At a given signal all contestants run to the goal, open the suitcases, put on the clothes, close the suitcases, open the umbrellas and run to the starting point. The use of the relay plan adds greatly to the excitement.

Vis a Vis (Any number)

Single circle formation, with partners facing. One odd player stands in the center of the ring, and calls, "Face out," "Face in," "Face your partner," "Hop on the right foot," "Left foot," "Clap your hands," and any other motions he may think of. As soon as he wishes, he may call, "Vis a Vis," whereupon all players seek new partners including the center player. The person left without a partner then takes his place in the center and gives the commands.

Walking Relay Race (10 or more players)

Divide the players into even teams by couples, preferably boys and girls as partners. The head couple of each team begins walking when the signal "Go" has been sounded. They walk to a given goal and return to their own team, touch the hand of the second couple, who do just what the first couple did and so on until all have played. The team finishing first wins.

If the number of participants is large, the team may be arranged in the four corners of the room and the "line of march" will then be around the room, the couples from each team starting from their own corner, walking around the room until they reach "home" again. Chairs may be placed at four corners of the room to designate the "line of march." All players should walk around the room in the same direction.

Catch the Handkerchief

Players to be grouped in twenty-five or less to a circle. The person who is "it" shall stand in the center until the game starts. A handkerchief is given to some member of the circle, and the object of the game is to throw the handkerchief from one person to the other, across the circle and otherwise and keep it from the person "it". The last one touching the handkerchief before being caught by the person "it" shall then in turn replace the person "it".

Note—Best results are had when no knot is tied in the handkerchief.

"I Say Stoop"

The players stand in a circle, and in front of them stands the leader or director. The leader says quickly, "I say, stoop!" and immediately stoops and rises again. The players all imitate the action; but when the leader says, "I say, stand," at the same

time stooping, the players should remain standing. Any who make a mistake and stoop when the leader says, "I say, stand!" are out of the game.

Tag Games

In "Tag," one player is "chaser" or "it" and tries to touch or "tag" the other players; the one tagged then becomes chaser. There are many kinds of "tag" games and it adds to the interest and fun to vary them.

Japanese Tag

In this form of game, whenever a player is touched or tagged, he must place his left hand on the spot touched, whether it be his back, knee, elbow, ankle, or any other part of the body, and in that position must chase the other players. He is relieved of this position only when he succeeds in tagging someone else.

Stiff-Knee Tag

All players keep stiff knees and play tag. (For older children.)

Note—This is a good game, and also a good leg-muscle exercise.

Cross Tag

"It" starts after any player he chooses, but must change his course to pursue any other player who runs between "it" and the one he is chasing. Thus a fresh runner may at any time divert "it" from a tired player who is nearly tagged.

Note—This game is very good for developing skill and alertness.

Musical Games

"Jolly Is the Miller"

Music—First part of "Turkey in the Straw"

Formation:—Circle about the room with partners. Have the odd persons—either men or women, whichever are in the majority—in the center.

Words:—"Jolly is the miller who sits in the mill
The wheel goes round with a right good will
One hand in the hopper and the other in the sack
The right steps forward and the left steps back."

On lines 1, 2, 3 march around the room with your partner, the odd persons standing in the center of the ring. Line 4, "The right steps forward, and the left steps back." Do just what the words state, the person on the outside, or right, moving forward, the person on the inside, or left, moving backward (should the circle be moving counter clockwise). In this way a new partner is secured, for the person who moves backward meets the person stepping forward from the couple immediately behind, and vice versa. As this change of partners takes place, those persons in the center try to step in and take a partner. Those players left without partners step to the center of the ring and the game continues as above.

Popularity

Music:—"Turkey in the Straw," one verse only, repeated over and over. A whistle is blown at the end of the verse, or at unexpected intervals.

This game is invaluable where there are more boys than girls, or vice versa. Assume that there are more boys. All of the boys bunch in the middle of the room. The girls circle around them in a large circle, faced for marching, which means always with the left hand toward the inside of the circle. At a command, every boy who can takes a girl for his partner. The rest stay in the center. The boys and the girls forming the double circle, march around until the whistle blows.

The boys then about face and march in the opposite direction, while the girls continue marching forward.

At a second whistle all the boys, including those from the center, jump to get partners. The left-overs are not allowed to

leave the circle, but must go to the center and wait for the next chance. The marching continues as before. This is one of the most popular games for large groups.

Yankee Doodle (Any number)

(Musical game, to the tune of "Yankee Doodle")

Father and I went down to camp
Along with Captain Good'in
And there we saw the men and boys
As thick as hasty puddin'.

Chorus

Yankee Doodle, keep it up,
Yankee Doodle dandy,
Mind the music and the step
And with the girls be handy.

Formation:—Circle with partners marching around the room, counter-clockwise, boys on the inside with girls on their right.

During the verse:—March around the room.

Chorus:—1st line: Join both hands and glide four steps to side, in the direction you were marching.

2nd line:—Glide four steps in the opposite direction.

3rd line:—Keep hands joined and swing partner with either the running or skipping step (once around).

4th line:—Boys move up one place and bow to new partner.

Repeat as long as desired. Players may sing or not at their pleasure.

Quiet Games

Crambo

A player says, "I am thinking of something (in or out of this room) that rhymes with "care." The others ask, "Is it chair?" "Is it hair?" etc. The one who guesses correctly has the next turn.

Drop the Keys

Players are seated in a circle. An odd person (without a chair) walks around within the circle, holding a bunch of keys. He nods to someone seated in the circle, who falls in behind the leader; this player nods to someone else and that person falls in behind the other two. The game continues in this way until the leader pleases to drop the keys, when everyone marching runs for a chair. The odd person (player without a chair) begins the game again. If possible have a soft march played during the game.

Guessing Game with Matches

All are seated in a circle. The leader places five or six matches on the floor before him. His accomplice leaves the room. The leader asks one of the group to select a match, and when one is decided upon, the accomplice returns. The leader asks his partner—"Is it this one?" "Is it that one?" pointing to the various matches. The accomplice will guess which match was selected by the group.

The catch in the game is to watch the leader's foot. When it moves, ever so slightly, the accomplice knows that the right match has been touched.

Hands Over Head

A leader and his accomplice are necessary to this mystifying game. The leader leaves the room while his accomplice passes around among the players, occasionally stopping in front of one of them, and with hands extended over the player's head says, "Hands over head." The leader answers from without "hands over head." The accomplice continues around the circle in like manner until finally he stops in front of a player and with hands extended says, "Hands over head and rest upon—(John Smith)," the leader from without naming the person over whom the hands are extended.

The trick: The accomplice places his hands over the head of the person before whom he has been standing at the time the leader withdraws from the room.

I Have a Face

Players are seated in a circle. One player turns to his neighbor and says, "I have a face." The neighbor asks, "What kind of a face?" The first person answers "A (beautiful) face." In this instance the descriptive word begins with the letter "b". The same letter must be used by all players. For instance, it might be a "blank" face, a "bushy" face, etc. The game continues by the second player addressing the third, the third addressing the fourth, etc. Any other letter than "b" might be used and several rounds of the circle may be made, still using the same letter. (Do not play this game with more than 30 players, as it will become tiresome.)

The Laughing Game

Players are seated in the circle. The first player starts with the word "Ha," the second says, "Ha, ha," the third "Ha, ha, ha" and so on, each one in turn adding one more "ha" than has been made by his neighbor. In each case the "Ha, ha's" must be made without laughing, which is almost an impossibility. Before the circuit has been completed the entire circle is in peals of laughter. Each one guilty of laughing drops out of the game. The one remaining longest without laughing wins.

Geography

The players are seated in a circle and may use any geographical term—river, country, state, city, body of water, island, etc. No term shall be used twice. The director starts the contest by naming something geographical. The individual at the right of the leader has ten seconds to think of something geographical beginning with the last letter of the previous person's term. The director shall do the counting and if a player fails to think of something geographical within the time limit, he shall be eliminated from the game and the same letter given to the next player. Persons giving any knowledge or hints to any other player shall be eliminated. The last person to survive wins the game.

Music Memory Story

For this entertainment all that is needed is a piano and pianist. Have the pianist state that he is going to tell a little romance, and that when there is a break in the story, the few chords he will play will provide the cue. Any man who wants this cue repeated must call out "Encore"; and it will be played a second time. Too much of any one tune must not be played—just a few chords. Anyone from the group may guess the song when played, and a bean given to the person making the first correct guess. The person receiving the most beans may be given a small prize.

Here is the story:—I once knew a young fellow, such a nice chap. Let me see, his name was "Robin Adair." He had a nice girl, and her name was "Katie, Beautiful Katie." They had known each other for years and met "Comin' Thru the Rye." She said, "For you I will leave 'My Old Kentucky Home.'" So they got married and the bridesmaid's name was "Annie Laurie," and the nicest part of her costume was "Oh Dem Golden Slippers." She wore a green dress because she loved "The Wearing of the Green." After the wedding the bride said, "Oh Boy, Oh Joy; Where Do We Go From Here." For their honeymoon trip they went "Marching Thru Georgia." And then Robin went "Over There." Going over, he was "Rocked in the Cradle of the Deep," while she watched the papers every day to see what would happen "When Pershing's Men March into Picardy." Before he left Robin said, "Keep the Home Fires Burning." I will soon be back when we have wound up 'The Watch on the Rhine.'" He had a friend in the same platoon, named "Private Michael Cassidy." Both of them talked every night about the "Old Folks at Home." "Private Michael Cassidy" also had a sweetheart. Her name was "Kathleen Mavourneen." He said he wanted to see her, but it was "A Long Way to Tipperary," and he could not go there for the week-end. They often would have "Just a Song at Twilight." Finally the Americans got to the "Beautiful Blue Danube" and

conquered "Fritzie Boy." Then Robin returned to "Home, Sweet Home" and his country "America."

Trick Games

Pass Along

Each person wishing to enter the game should bring an article worth not more than ten cents, the more comical the better. At the start of the game the participants join hands and form a circle (their packages in hand). When the music starts the packages are passed to the right, and when the music stops each person retains the package in hand. He unwraps his package in some unseen place; if he likes it he keeps it and drops out of the game. If, however, he is not satisfied, the article should be rewrapped and he should return to the circle. This continues until every one is satisfied.

"Spirits Move"

A leader and his accomplice are required in this game. The one illustrating the game leaves the room. His accomplice passes among the players, and stopping before one of the number with hands outstretched, says, "Spirits Move." The leader from without replies, "Let them move." Again the accomplice passes among the number and steps in front of another player, saying, as before, with hands outstretched, "Spirits Move." Again the reply from his accomplice, "Let them move." He proceeds in this manner until finally he takes his stand before another one of the group, saying "Spirits move and rest upon." The leader from without completes the sentence by adding the name of the person over whose head the hands are extended. The trick is this: The one over whose head the accomplice's hands rest is the one who spoke last before the leader retired from the room.

A Magazine Contest

Have the players seated in a group or circle. The leader of the game announces the contest, stating that (a bean) will be given the first person correctly answering each of the following magazine questions. At the close of the game the player having the most (beans) may be given a small prize.

Question	Answer
1. One Hundred Years	Century
2. Santa Claus	St. Nicholas
3. A Noted Fairy	Puck
4. Sailors' Hoodoo	Black Cat
5. Decider of Justice	Judge
6. A Prospect	Outlook
7. What to Cling to	Life
8. A Citizen of the World	Cosmopolitan
9. A Boy's Jackknife	Youth's Companion
10. Hash	Review of Reviews
11. Prosperity	Success
12. Money the Trusts Want	Everybody's
13. The Suburbanite	Country Gentleman
14. The Flag We Are Proud Of	American
15. What We Should Take Every Year	Vacation Days
16. The Coming Man	American Boy
17. What Every Girl Should Be Accomplished in	Good Housekeeping
18. A Beautiful Sight	Sunset

Game of United States

All questions are answered by using the abbreviation of some state in the United States.

What state:

1. Is the cleanest
2. Is most religious
3. Never forgets itself
4. Saved Noah and family
5. Is a physician
6. Is a grain
7. Seems to be in poor health

8. Is an exclamation point	O.
9. Is a parent	Pa.
10. Is to cut long grass	Mo.
11. Is to study carefully	Conn.
12. Is a number	Tenn.
13. Is a metal formation in itself	Ore.
14. Is the happiest	Ga.

A Penny for Your Thoughts (Indian Head Penny)

Provide each person with a pencil and paper and an Indian head penny. The director explains that the answers to the following questions are things which are found on every penny. The questions may be written on the paper beforehand, or the person may write them as the director asks them.

Question	Answer
1. A weapon	An arrow
2. What our fathers fought for	Liberty
3. Name of a flower	Tulips (two lips)
4. Name of an animal	Hare (hair)
5. A South American fruit	Date
6. A rowing term	Feather. Skull(ing)
7. What we love	America
8. Name of an ocean	Indian
9. Place of worship	Temple
10. A messenger	One cent (sent)
11. A method of voting	Eyes and nose (Ayes and Noes)
12. A beverage	Tea
13. A portion of a river	The mouth
14. Plenty of assurance	Cheek
15. Term of marriage	United State(s)
16. An occupation	Milling
17. Writing from the absent	Letters
18. One of the first family	Indian
19. Mode of ancient punishment	Stripes
20. Mode of inflicting it	Lashes
21. An emblem of victory	Laurel wreath
22. Part of a hill	Brow
23. Part of a bird	Feathers
24. Part of a school	Pupils
25. A book of the Bible	Numbers
26. A piece of armor	Shield
27. The cry of victory	Won (one)

Stunts (Where a few entertain a group)

Talking Match

Two contestants are to stand facing each other, and one is to hold some object as long as the other person continues to talk. If the person talking hesitates in any way the object is then given to him and the other person is to start talking. A five pound cake of ice makes a good object.

Cock Fight (stunt for boys)

The boys form couples about the room. The players face each other and with folded arms each hops on one foot and endeavors to cause the other to lose balance by brushing against him. The player first touching the floor with two feet loses. When a player in any couple has fouled (touched the floor with both feet) the couple is out of the game. The couple remaining on the floor longest, wins.

Milk Drinking Contest

One baby's bottle filled with milk, corked with a nipple, for each contestant. All persons start at the same time. The first person to suck the bottle empty is the winner.

Newspaper Race

Each contestant is given two newspapers, one for each foot. He places one newspaper in front of him and steps on it with the right foot. He then places the other one in front of this for his left foot, and so on, being allowed to step on newspaper

only. The contestants race to a given mark and back. The first one back wins.

Smiling Contest—Circle Formation

Seat several players opposite each other in the center. Time them to see which refrains from laughing the longest. The players in the group endeavor to cause the center contestants to laugh by making ridiculous remarks.

Wagon Wheel (for boys)

Eight to twenty players sit, shoulder to shoulder, on the floor or ground with their feet toward the center. One person stands in the center, folds his arms, stiffens out, and lets himself fall upon the people sitting down. In defense the players sitting down use their hands and push the center persons away from them. If a person fails to protect himself and the pivot man falls upon him, that person has to take the center place.

Suggested Forfeits

1. Say three nice things about yourself.
2. Answer truthfully four questions asked by anyone.
3. Place one hand where the other can't reach it (elbow).
4. Answer "No" to any four questions asked by anyone.
5. Laugh, cry, whistle and sing each in the four corners of the room.
6. Walk up to four people and get down on knees and smile.
7. Yawn till some one else yawns.
8. Imitate three barnyard noises.
9. Give this Siamese yell twice very slowly and twice very fast Owha tagoo Siam.
10. Put yourself through a keyhole. (Write "yourself" on a slip of paper and put it through the keyhole.)
11. Sit upon the fire. ("The fire" is written on a slip of paper and sat on.)
12. Shake a penny off the forehead. (The person presiding holds a penny in his hand and after wetting it, proceeds with an air of great importance to fasten it firmly on the forehead just above the eyes. He then removes his hand and the coin as well, and commands the person operated upon to try to shake it off. Most people will be deceived for several minutes.)

Sample Programs for Rally Day

(Submitted by Mississippi)

I.

- 9:00 to 11:00—Registration of 4-H Club Members
11:00—Devotional Rev. R. L. Nicholson
11:10—Song Mississippi Club Song
11:20—Address C. A. Cobb
12:00—Parade By all 4-H Club Members
12:30—Free Lunch
By Citizens of DeKalb for Members and Leaders ONLY
1:30—Pageant by Clubs Each Club to entertain in turn
3:00—Club Songs Each Club to sing a song
4:00—Athletics for girls Flag Race (for girls over 15)
Egg Race (for girls under 15)
Athletics for boys... 50 yard Dash (boys over 15)
50 yard Sack Race (boys under 15)
One boy and one girl from each club in each event.
5:00—Rest
7:00—Style Show By 4-H Club Girls
7:15—FREE PICTURE SHOW for 4-H Members and Leader.
All others pay. Name of show is "Slide, Kelly, Slide".
Winning club will receive banner at opening of show.

Regulations

1. Club making highest total score will receive Banner to be displayed in school building.
2. Score will be based on performance of each club as follows:
Percentage of members present 35%
Best showing in parade 15%
Best entertainment 20%

Best club song	20%
Best showing in athletics	10%
	<hr/>
	100%

II.

- 9:45 A.M.—Songs—Led by A. H. Doty
 Devotional
- 10:00 A.M.—Welcome addresses
 Response—By club boy and club girl
- 10:15 A.M.—Millsaps Quartet
- 10:30 A.M.—Speakers
- 11:10 A.M.—Five Minutes' Program—By each club
- 12:25 P.M.—Presentation of Loving Cup for 1927
- 12:30 P.M.—Basket Dinner
- 1:45 P.M.—Formation of Parade
- 2:15 P.M.—Parade—Led by Jackson Boys' Band
- 2:45 P.M.—Announcement of Rally Day Champion

Music Appreciation

A large number of girls' clubs now include music appreciation as a part of their regular 4-H work. If a classical number is played at each meeting of the club and the members are told something of its history and motif, they will soon come to appreciate good music and will experience definite reactions to the different numbers.

The following suggested list is the same as that used for the first state music memory contest for the 4-H club girls of Iowa at their annual short course in December, 1926.

Ave Maria	Schubert
The Swan	Saint-Saens
Hungarian Dance No. 5	Brahms
Toreador's Song (Sirs, Your Toast)	Carmen Bizet
Stars and Stripes Forever	Sousa
By the Waters of Minnetonka	Lieurance
Marche Militaire	Schubert
To a Wild Rose	MacDowell
Minuet in G	Beethoven
Liebstraum No. 3	Liszt
Narcissus	Nevin
Humoresque	Dvorak
Sextette from Lucia	Donizetti

Art Appreciation

Coincident with the development of music appreciation, art appreciation is becoming a valuable activity as a part of the program of 4-H clubs. Especially interested are the girls of "Own your own room" and "Home Beautification" clubs, but all will receive much pleasure and inspiration from it.

For the general guidance of club leaders, two lists of masterpieces are here given, being supplied by Margery Currey, Educational Director, American Art Bureau.

For groups of sufficient size and importance, an arrangement can be made for the free loan of exhibits for a few days so that these masterpieces may be studied. Write to the National Committee for details. We hope to have available very soon single prints at moderate prices so that 4-H club girls in their room improvement projects may purchase these lovely pictures if they desire.

List No. 1

Title of Picture	Artist
Age of Innocence	Reynolds
Madonna of the Chair	Raphael
The Horse Fair	Bonheur
Fighting Temeraire	Turner
The Song of the Lark	Breton
Dance of the Nymphs	Corot
Avenue of Trees	Hobbema
Infanta Maria Theresa	Velasquez
Flower Girl in Holland	Hitchcock

Peace and Plenty	Inness
Portrait of the Artist	Rembrandt
Mona Lisa	De Vinci
George Washington	Stuart
Mother of the Artist	Whistler

List No. 2

The Mill Pond	George Inness
King Lear	E. A. Abbey
Monarch of the Glen	Edwin Landseer
Children of Charles I	Van Dyck
Boyhood of Sir Walter Raleigh	Millais
New England Harbor Scene	Harry S. Vincent
Children of the Shell	Murillo
Wind Mill	Ruysdael
A Ship Picture (Constitution and Guerriere)	Marshall Johnson
Shepherd Boy	Lenbach
An Etching	Rudolph Lesch
A Woodblock	Rudolph Lesch

Health Program

Most of the states endeavor to have every club member "play the health game" and be health contestants. These contests, local, county, state and national, are valuable in demonstrating to every member the importance of regular health habits as related to longevity and success in life.

Getting Ready for the National Health Contest

(After Miss Miriam Birdseye, Home Economics Division, United States Department of Agriculture)

1. Bring weight within zone normal for height, age and type of build by regulating diet, exercise and rest. It is better to be slightly over the average weight than under it, especially for the type with heavy bones and firm muscles.

2. Brighten color in cheeks, lips, ears and membranes of eyelids by feeding with iron-rich foods.

3. Insure clear, bright eyes with sleep and rest, good digestion and elimination. Give champion a day's rest if possible after reaching Chicago.

4. Teeth should be filled, cleaned and polished. Brush after breakfast of the day of the contest. A visit should be made to dentist shortly before contest.

5. Sweet breath is dependent on good digestion and elimination and freedom from diseased tonsils, decaying teeth and sinus infections.

6. Skin. Cleanliness, exercise, good digestion and elimination insure a clear skin. A full bath should be taken shortly before the contest itself. Use a skin lotion if hard water makes the skin rough.

7. The score card includes credit for vaccination scar against small-pox.

8. Excessive perspiration or odor may be checked by the use of dusting powder made of 1 part baking soda to 2 parts corn-starch, or by commercial preparations.

9. Hair should be recently and becomingly trimmed, freshly shampooed, scalp freed from dandruff by thorough brushing. Hair should be glossy and becomingly dressed, but not smeared with heavy preparations to hold it in place.

10. Hands. Clean; skin smooth, not chapped (use hand lotion if necessary) cuticles clean and pressed back, nails clean, filed and shaped. A Cutex manicure set is useful.

11. Feet clean, no odor. Wear clean hose day of contest. Nails clean and trimmed; corns and callouses removed or rubbed down with sandpaper or file some days before contest. Bunions reduced and toes straightened if necessary by wearing pads. Weak arches strengthened by exercises.

12. Posture. Contestants should try to bring their posture up to accepted posture standards by strengthening the muscle-groups involved in posture (neck, upper back, lower back,

abdomen, front and back of thighs) and loosening up shortened muscles. This is best done by sleeping flat without a pillow or a very low pillow in a room with abundance of fresh air, trying to sit and stand erect, and appropriate exercises. Forward head, uneven or rounded shoulders, muscle-bound chests, shortened muscles at back of knees, weak arches and bent toes, have been common difficulties among otherwise high-scoring contestants.

13. Clothing should be simple, well cut, becoming and recently pressed. A girl's wardrobe should include also a middy suit or one-piece dress and a boy's wardrobe should include a white shirt and dark string tie.

Achievement Day Suggestions

The Achievement Day is the formal ending of the season's 4-H club work. At this time the achievements are presented at a meeting to which parents and friends are invited. Through this review of the 4-H club work, good methods are demonstrated, results exhibited and interest stimulated in 4-H club work for another year.

The program will vary with local interest. Some will take the form of a regular meeting, others will be in the nature of a luncheon or banquet. Often a parade is held previous to the meeting. An exhibit may be held in connection with the Achievement Day. The program may give the club an opportunity to put on a model club meeting.

The following general program is suggested:

1. Meeting called to order by 4-H Club President.
2. 4-H Club Song, led by club members. Audience joins in singing.
3. 4-H Club Motto and Pledge in unison by Club.
4. Roll Call, by Secretary.
5. Reading of minutes of last meeting, by Secretary.
6. Election of officers for next year.
7. Club History, by President or local leader.
8. 4-H Club Song.
9. What 4-H club work means to the community, by a leading citizen.
10. Review of 4-H club work in County, by County Extension Agent.
11. 4-H Club Song.
12. Review of methods used or best stories of club members.
13. Presentation of Standard Charter, medals and other awards: County Extension Agent.
14. Announcement of future plans. Local Leader or County Extension Agent.
15. 4-H Club Team Demonstration or Judging Contest.
16. Social Period—games, refreshments.

Additional Suggestions for the Achievement Day

1. Style Show: Wear garments made.
2. Demonstration Team from neighboring club if local club does not have a team.
3. 4-H Club play.
4. Where there are several clubs in the community they may all join together for the Achievement Day Program.
5. Have program announced in papers and arrange to have reporter get write-up of meeting.
6. County Achievement Days are successful, but the community program should not be discarded.

—Chas. E. Potter, Montana.

ANOTHER PLAN

When planning for an Achievement Day it is necessary to allow plenty of time for the final reports and the Leader's Summary to reach the state office and for the Certificates of Achievement to be returned. Many of the most successful Achievement Days have had programs in which **each member gave a short talk**, not over two minutes, telling of various club activities. The following is prepared in response to requests and may be suggestive to other clubs:

Club Songs Audience
 Roll Call (give financial report as response) Club Members

Secretary's Report	Secretary
Why I Became a Club Member	Member
Value of the Calf Club as Seen by a Banker	Banker
Individual Demonstration	Member
My Experience as a Club Member	Member
Observation of a Club Boy's Father	Father
Club Song	Audience
Impressions of Club Work	Member
Value of Club Work as Seen by a Mother	Mother
Presentation of Certificates of Achievement	Extension Agent
Placing of Seal of Achievement on Charter	Extension Agent
Club Songs	Audience
Time—Afternoon or Evening.	
Place—School House, Church or Community Hall.	
The President of the Club Presiding.	
Club Songs	Audience
Our Business Meeting	Club Secretary
Why I Am Glad I Became a Club Member	Member
The Clubs of Our County	County Superintendent
Individual Demonstration (topic to be selected)	Member
Why Other Boys and Girls Should Become Club Members	Member
How the Club Has Been of Value to the Community	Father
Clothing Club Songs (composed by the club)	Club
Club Leaders Summary	Leader
Team Demonstration	Club Team
What Our Club Has Done for Me	Member
How the Club Has Helped Our Daughters	A Mother
Lessons Learned About Appropriate Dressing	Member
Ways the Community Has Helped the Club	Member
Short Play or Skit Containing Ideas Gained in the Club	Club
Presentation of Certificates of Achievement	Extension Agent
Placing of Seal Upon the Charter	Extension Agent
Signing Names on Back of Charter	Club
Club Songs	Audience

A banquet may follow with toasts featuring phases of club work. One club took as its idea the 4-H Club-Mobile and the toasts responded to were various parts of the auto.

—L. I. Frisbie, Nebraska.

Authorities Praise Club Work

"Probably no activity is of more importance to the future standing, prosperity and social position of agriculture than the Boys' and Girls' Farm Clubs. Their activities warrant the belief that they will greatly aid in the solution of many of the problems of farm life and it gives me very great pleasure to accept the Honorary Chairmanship of the National Committee on Boys' and Girls' Club Work."—President Calvin Coolidge.

"4-H Club Work and this camp (National 4-H) have no duplicate in any other nation."—Secretary of Agriculture, W. M. Jardine.

"The results accomplished by these boys and girls lead me to believe that more of the energy of the extension forces may well be directed to work with them. The present enrollment can be materially increased if the energies of the extension forces are concentrated on the selection and training of local leaders. The 4-H club work is such an efficient agency in training for rural citizenship that we should have little difficulty in obtaining the required number of adults to organize and direct the work properly. Of the 5,000,000 boys and girls who have been enrolled in 4-H clubs since 1914, a million or more should be available as a source from which leaders may be selected.

Most effective work in the improvement of farm and home practices and the upbuilding of rural communities can be done through increased club membership provided with earnest and enthusiastic local leaders."—Director of Extension Work, C. W. Warburton.

"Agriculture is the basis of prosperity in our nation and it must be placed and continued on a sound and economic basis, and I know of no better way toward gaining this end than by enlisting the best thought and effort of the young people in

our rural communities."—Thomas E. Wilson, Chairman, National Committee on Boys' and Girls' Club Work.

"We are contributing to further Boys' and Girls' Club Work, believing it to be the most constructive influence at work for sound and sure progress in the rural field."—C. H. Markham, Chairman of the Board, Illinois Central Railroad.

"The economies in producing agricultural products at a less cost, including the conservation of soil fertility, are the foundation of future agricultural prosperity. It is my judgment that more progress is being made in this line through the activities of the Boys' and Girls' Club Work than through any other channel."—Alex Legge, President, International Harvester Co.

"Boys' and Girls' Club Work should be available to every farm boy and girl of club age. Money spent in the extension program with boys and girls lays the foundation for a more successful agriculture and a higher standard of farm life."—E. T. Meredith, Former Secretary of Agriculture.

"I am a firm believer in club work, feeling that it is making a real contribution to better farming, and that when we have better farming real prosperity will return to this country."—Cyrus McCormick, Jr., Vice President, International Harvester Company.

"In the long run, work with the Juniors is more profitable and brings larger results than work with adults. It is difficult to change the ideas and methods of men and women who are past middle life; it is much easier to start the boys and girls with good ideas than to correct wrong ideas after they have once been formed. The great need in American agriculture is to encourage the right kind of boys and girls to remain on the farm. The serious problem is not the number of boys and girls that go to the city, but the kind of boys and girls that remain on the farm."—Dean Alfred Vivian, Ohio State University.

"Of all the extension work, I am convinced that the work with boys and girls is the most profitable and brings the most returns for the amount invested."—Hon. Chas. W. Pugsley, former Assistant Secretary of Agriculture, now President South Dakota Agricultural College.

"The chief trouble with agriculture is that the farmers are not putting into practice the best methods which the Agricultural Colleges have discovered.

Believing that the quickest method of bringing into practical, everyday use, the best methods of agriculture, as demonstrated by our colleges, is through Boys' and Girls' Club Work, I would rather, today, invest in endowment of the Boys' and Girls' Club Work than in Agricultural Colleges."—Melvin A. Traylor, President, American Bankers Association.

"I think this is one of the best pieces of constructive work that has been started, and I hope it will grow, because its educational activities will do more than anything I know of to help keep the boys and girls on the farm."—Charles Donnelly, President, Northern Pacific Railroad.

"Boys' and Girls' Club Work is tremendously important to the present and future livestock and agricultural situation in United States."—Frank W. Harding, Chief Executive, American Short Horn Breeders Association.

"The farm boys and girls of today must be depended upon to properly represent agriculture tomorrow. 4-H club work is doing more than anything else to develop them to carry this burden. It should be extended to reach many more thousands of farm boys and girls."—Sam H. Thompson, President, American Farm Bureau Federation.

"I am heartily and enthusiastically a supporter of every sound policy that improves the boys' and girls' club work, not only as undertaken by our Agricultural Colleges, but every agency that brings to the boys and girls of the open country a vision of the opportunities for service in rural life.—L. J. Taber, Master National Grange.

"I do not know of any work being done among the country boys and girls, outside of the public schools which are being maintained for them, which is more vital in increasing personal efficiency or which is more necessary in bringing about the

ideals which we Americans have for our agriculture than Boys' and Girls' Club Work.

It is building better farms, better homes and better boys and girls. It should be extended so that it may reach every farm boy and girl in the nation."—J. H. Puelicher, Past President, American Bankers Association.

"I regard the 4-H work the most important and significant development in agriculture in recent years."—Frank O. Lowden, President, Holstein-Friesian Association of America.

POEMS WITH THE 4-H CLUB SPIRIT

WHAT IS SUCCESS?

It's doing your work the best you can,
And being just to your fellowman.
It's making money, but keeping friends,
And staying true to your aims and ends.
It's figuring how and learning why,
And looking forward and thinking high
And dreaming a little, but doing much;
And keeping always in closest touch
With what is finest in word and deed.
It's being thorough, yet making speed;
It's going onward despite defeat,
And fighting staunchly yet keeping sweet
It's struggling onward with a will to win,
And taking loss with a cheerful grin.
It's sharing sorrow and work and mirth;
And making better this good old earth.
It's being honest and playing fair,
And looking up at the stars above;
And trusting God's wisdom, mercy and love;
It's serving and striving through strain and stress.
It's doing your noblest. That is Success.

—Reported.

RESULTS AND ROSES

The man who wants a garden fair,
Or small or very big,
With flowers growing here and there,
Must bend his back and dig.

The things are mighty few on earth
That wishes can attain;
Whate'er we want of any worth
We've got to work to gain.

It matters not what goal you seek,
Its secret here reposes;
You've got to dig from week to week
To get Results or Roses.

—Edgar A. Guest.

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IF I KNEW YOU

"If I knew you and you knew me—
If both of us could clearly see,
And with an inner sight divine
The meaning of your heart and mine;
I'm sure that we would differ less
And clasp our hands in friendliness;
Our thoughts would pleasantly agree
If I knew you and you knew me."

—Nixon Waterman.

OPPORTUNITY

They do me wrong who say I come no more,
When once I knock and fail to find you in;
For every day I stand outside your door,
And bid you wake and rise to fight and win.

THE MAN WHO IS DOING HIS BEST

No matter how little he's getting;
No matter how little he's got;
If he wears a grin, and is trying to win—
He is doing a mighty lot.
No matter how humble his job is,
If he's striving to reach the crest,
The world has a prize for the fellow who tries—
The man who is doing his best.

Today he may be at the bottom
Of the ladder to wealth and fame;
On the lowest rung, where he's bravely clung,
In spite of the knocks—dead game;
And slowly he's gaining a foothold,
His eyes on the uppermost round;
It's a hard old climb, but he knows in time
He will land—and be looking down.

The fellow who never surrenders,
And is taking things as they come;
Who never says "quit" and exhibits grit,
When the whole world's looking glum;
The fellow who stays to the finish,
That nothing can hinder or stop,
And who works like sin, is the chap who'll win—
And some day he'll land on top.
—James Edward Hungerford.

IT'S ACHIEVEMENT THAT COUNTS

Oh, it's fun to go swimming
Or fishing on the pond;
To camp out in the woods that skirt the shore.
There's a thrill in climbing mountains,
And of motoring we're fond,
But sport alone gets tame without a chore.

For there's something kind of cheering
In the joy that goes with work.
We feel that we've a part in life's great plan
And our pleasure's all the keener
If our duty we don't shirk—
It's achievement after all that makes the man.

BE A BOOSTER

If you think your club the best,
Tell 'em so!
If you'd have it lead the rest,
Help it grow.
When there's anything to do,
Let the others count on you.
You'll feel good when it is through,
Don't you know.
If you're used to giving knocks,
Change your style:
Throw bouquets instead of rocks
For awhile.
Let the other fellow roast,
Shun him as you would a ghost;
Meet his banter with a boast
And a smile.
When a member from afar
Comes along
Tell him who and what you are—
Make it strong.
Never flatter, never bluff;
Tell the truth, for that's enough,
Be a booster—that's the stuff—
Don't just belong!

CARVING THE STONE

Isn't it strange that princes and kings,
And clowns that caper in sawdust rings,
And common folks like you and me,
Are builders for eternity?
To each is given a bag of tools,
A shapeless mass, and a book of rules;
And each must make, ere life is flown,
A stumbling-block or a stepping-stone.

—Selected.

WHAT COUNTS

It isn't the job we intended to do
Or the labor we've just begun,
That puts us right on the Ledger Sheet;
It's the work we have really done.

Our credit is built on the things we do,
Our debit on things we shirk,
The man who totals the biggest plus,
Is the man who completes his work.

MAKING THE MAN

We all are fools until we know
That in the common plan,
Nothing is worth the making
If it does not make the man.
Why build these temples glorious
If man unbuilted goes?
We build the world in vain,
Unless the builder also grows.

—Elbert Hubbard.

AS A MAN THINKETH

"If you think you are beaten, you are!
If you think you dare not, you don't!
If you'd like to win but think you can't!
It's almost certain you won't!
If you think you'll lose, you've lost!
For out in the world we find
Success begins with a fellow's will—
It's all in the state of mind.
Life's battles don't always go
To the strongest or fastest man!
But soon or late the man that wins
Is the one who thinks he can."

WANTED—A GIRL

Wanted—a girl who is loyal and true,
With the brain to plan and the will to do;
With spirit loyal that none can doubt,
Who thinks of other folks 'round about;
A girl whose actions makes her mother proud
And takes her place in the busy crowd
And plays her part in a splendid way,
No matter if skies be blue or gray:
A girl who is willing, whose nerve is keen,
Whose thoughts and actions are always clean;
Who works with her head and heart and hands,
A girl whom everyone understands
I know that always she'll play her part
In lowly hamlet or city mart.
A girl with never a thought of fame
Who's always trying to play the game,
And out of its clamor and din and whirl,
The world pays tribute to such a girl.

—H. Howard Biggar.

Dedicated to the 4-H Club Girls of Nebraska.

4-H CLUB SONGS

AMERICA, THE BEAUTIFUL

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.

MOLLY MALONE

Is your mother in, Molly Malone?
No, she's out.
Is your father in, Molly Malone?
No, he's out.
May I come in by the fireside,
And sit for a while with you?
But she said with a smile,
No, you can't for a while
For the fire's out, too.

HELLO, HELLO, HELLO, HELLO!

Hello, Hello, Hello, Hello!
We're glad to meet you,
We're glad to greet you,
Hello, Hello, Hello, Hello.

4-H CLUBS FOR ALL

(Tune: "Let Me Call You Sweetheart")

What's the club we cherish,
In old U. S. A.
Clubs that ne'er shall perish
In old U. S. A.
Always growing stronger
In old U. S. A.
List of members longer
In old U. S. A.

What's the club we love most,
It's the 4-H Club;
What's the club they all toast
It's the 4-H Club;
What's the club you may test,
It's the 4-H Club;
What's the club that is best,
It's the 4-H Club.

—From Tennessee.

NURSERY RHYMES

(Tune: "Throw It Out the Window")

Old Mother Hubbard went to the cupboard
To get her poor dog a bone
When she got there, the cupboard was bare
So she threw it out the window;
The window, the window, she threw it out the window
When she got there, the cupboard was bare
And threw it out the window.

Little Jack Horner, sat in a corner, etc.
Jack and Jill went up the hill, etc.
Old King Cole is a merry old soul, etc.

HOT DOG

(Tune: "Scale of C")

I had a little dog,
He had a stubby tail,
He wasn't very fat
He was thin as a rail.
He'll always be a puppy dog,
He'll never be a hound.
I sold him to the butcher man
For twenty cents a pound.
Bow-wow-wow-wow-wow-wow-wow. HOT DOG!

GRACE SONG

(Tune: "Old Hundred")

Be present at this table Lord
Be here and everywhere adored
These mercies bless, and grant that we
May dine in paradise with thee.

IT ISN'T ANY TROUBLE

It isn't any trouble just to S-M-I-L-E
It isn't any trouble just to S-M-I-L-E
You'll find your care and trouble
Will vanish like a bubble
If you only take the trouble
Just to S-M-I-L-E.
(Repeat using L-A-U-G-H and G-R-I-N)

'ROUND HER NECK SHE WEARS THE 4-H EMBLEM

'Round her neck she wears the 4-H emblem
She wears it in the winter and the summer so they say,
If you ask her: "Why the decoration?"
She'll say: "It's fur my lover who is fur, fur away."
Fur away (fur away). Fur away (fur away).
If she is milking cows or mowing hay
'Round her neck she wears the 4-H emblem,
She wears it for her lover, who is fur, fur away.

WEAR A 4-H SIGN

(Tune: "Ja-Da")

Wear-a, wear-a, wear-a little 4-H sign,
Wear-it, wear-it, just to show that you're in line,
Wear a 4-H button just to show that you're in style,
Wear a 4-H button just because it's well worth while,
Wear-a, wear-a, wear-a little 4-H sign.

WE'VE GOT A CLUB

(Tune: "Eliza Jane")

We've got a club down in our town,
We're on the go,
We raise calves, and pigs and corn,
Just watch us grow.

Chorus:

O! Come on in,
Club work is fine
We are the workers
Fall right in line.

Farmers must be business men,
That well we know.
Club work teaches us to think
As well as hoe.

Head and heart and hand we pledge,
Then health will flow,
Let 4-H's be our sign,
Where e'er we go.

IS EVERYBODY HAPPY?

Is everybody happy?
Sure they are!
Then go and make your neighbor happy, too!
Is everybody happy, regular?
Anybody 'round you feeling blue?
I'm sorry for the man who can not smile.
For when he's dead he's dead an awful long while.
Is everybody happy? Sure they are!
Then go and make your neighbor happy, too!

HIKE SONG

(Tune: "Glory, Glory, Hallelujah")

We'll hike, hike, hike along the Club Turnpike,
We'll hike, hike, hike along the Club Turnpike,
We'll hike, hike, hike along the Club Turnpike,
As we go hiking on.

Glory, Glory, hallelujah,
Glory, Glory, hallelujah,
Glory, Glory, hallelujah,
As we go hiking on.

VARIATIONS OF MISTRESS SHADY

Oh, Mr.
He is a dandy,
He has a
Which we adore.
We are for
We mean the
Every Sunday, Monday, Tuesday, Wednesday, Thursday,
Friday, Saturday afternoon at half past four.

OUR CLUB

Our club will shine tonight,
Our club will shine,
We'll shine with beauty bright,
All down the line.
We're all dressed up tonight,
That's one good sign,
When the sun goes down
And the moon comes up,
Our club will shine.

CLUB WORK

(Tune: "Jingle Bells")

Club work girls, Club work boys,
Club work every day,
Oh, what joy it is to work.
And Oh, what fun to play.
Head and heart, hand and health,
That is what we say,
Stands for Club work everywhere,
In our good old U. S. A.
(Repeat whole song)

STANDARD CLUBS

(Tune: "Solomon Levi")

We have a Standard Club right here,
Achievement is our aim,
Our head, heart, hands and health we pledge,
Four H-s is the game.
We're working for the first year seal,
And mean to win it, too,
Whatever we begin this year,
We're bound to see it through.
Our Club is Standard, Achievement is our aim
Our Club is Standard, we play a winning game.

AND I TELLS 'EM

We're known as club workers,
We don't like the shirkers,
We work on the farms far and near;
As we walk down the street
All the people we meet
Ask how we come to be here.

We all work together
To make the best better;
We play the achievement game fair;
As we walk down the street
All the people we meet
Ask how we come to be there.

(Between the first and second verses, AND I TELLS 'EM
may be spoken very emphatically)

THE 4-H CLOVER

(Tune: "Whispering")

Club folks all have something to tell you,
And it's worth while listening to,
It's about 4-H clover glory,
And it will bring good luck to you.

Chorus:

Here's to the head that does the thinking,
Here's to the hands that do the working,
Here's to the heart that must be willing,
Health we must have to be cheerful and happy.
Now can our good luck never fail us,
If we must prove it, come and watch us,
We'll always keep the clover with us,
Fortune it will ever bring.

HE'S ALL RIGHT SONG

(Tune: "What's the Matter with Father?")

What's the matter with
He's all right,
What's the matter with
Out of sight;
Of him, you bet, we think a lot,
He can have whate'er we've got;
What's the matter with
He's all right.

THE MORE WE GET TOGETHER

(Tune: "Ach Du Liber Augustine")

The more we get together, together, together,
The more we get together
The happier we are,
For your friends are my friends
And my friends are your friends
The more we get together
The happier we are.

CHEER, CHEER, CHEER

(Tune: "Hot Time")

Cheer, cheer, cheer,
The clubs are here,
Hu—rah—rah!
We're boosting all the year,
And on Achievement Day,
We're surely here to say,
We've met the Standard in
Club work this year.
Oh

(Repeat verse)

CLUB SPIRIT

(Tune: "I Ain't Nobody's Darling")
Hurrah for 4-H club work!
I'm gay as can be,
'Cause I know 4-H club work,
Has done lots for me.

When I'm too old for club work,
I'll teach others what I know.
I'll be a Local Leader,
And keep club work on the go!

THE CHIGGER SONG

(Tune: "Polly-Wolly-Doodle")
Oh, there was a little chigger,
And he wasn't any bigger
Than the point of a very small pin;
But the lump that he raises
Just itches like the blazes
And that's where the rub comes in.

Chorus:

Comes in, comes in,
Oh, that's where the rub comes in,
For the lump that he raises
Just itches like the blazes
And that's where the rub comes in.

4-H CLUB WORKERS

(Tune: "Juanita")

When in our Club work,
We have learned to cook and sew,
Then work's a pleasure,
More like play, you know.
And when someone calls us,
"Come and help your mother now,"
We will never grumble,
For we know just how.

Chorus:

Workers, 4-H workers,
Tell me why you look so gay!
Leader, 4-H leader,
Now our work is play.

Pig comes a-grunting,
Rubs his nose against my shoe,
"Ugh-ugh" he's hungry,
Now I've work to do,
I'll raise maize to feed him,
Treat the seed and grow the best,
Keep my record daily,
And he'll beat the rest.

Chorus:

What fun, to be a producer,
Working for our county fair,
Head, Heart, Hands and Health pledged,
Each to do his share.

OH ME, OH MY

Oh me! Oh my!
We'll get there by and by;
If anybody loves their club work,
It's I, I, I, I, I.

(Repeat first verse)

Oh my! Oh me!
We're happy as can be;
If anybody loves their club work,
It's we, we, we, we, we.

ON WITH CLUB WORK

(Tune: "On Wisconsin")

On with boys' clubs, on with girls' clubs
Plunge right in the work,
Let no laggard join our numbers
For we never shirk.
On with girls' clubs, on with boys' clubs
Let this be our cry:
We will "Start up, keep up, finish up,"
Win or die.

SMILE A WHILE

Smile a while and give your face a rest,
Stretch a while and ease your weary chest,
Reach your hands up to the sky,
While you watch them with your eye.
Jump a while and shake a leg dear sir,
Now step forward, backward as you were,
Then reach right out to someone near,
Shake his hand and smile.

(Use motions)

CLUB ROUND

(Tune: "Row, Row, Row Your Boat")

Hoe, hoe, hoe your row
Steadily every day,
Merrily, merrily, cheerily, cheerily,
Half our work is play.

Can, can all you can,
Everything comes our way,
Merrily, merrily, cheerily, cheerily,
Half our work is play.

Grow, grow, grow a pig,
Fatter every day,
Merrily, merrily, cheerily, cheerily,
Growing a pig will pay.

Sew, sew all you can, etc.

Bake, bake all you can, etc.

Plant, plant all you can, etc.

THE 4-H CLUB-MOBILE

(Tune: "The Old Gray Mare")

Let's take a ride in the 4-H Club-Mobile,
4-H Club-Mobile, 4-H Club-Mobile,
Let's take a ride in the 4-H Club-Mobile,
For many long years to come.

Chorus:

For many long years to come.
For many long years to come.
Let's take a ride in the 4-H Club-Mobile
4-H Club-Mobile, 4-H Club-Mobile,
Let's take a ride in the 4-H Club-Mobile,
For many long years to come.

HONOR SONG

(Tune: Chorus to "Boola, Boola")

Mr. Mr.
We're glad to meet you,
We're glad to greet you
We shall never
Know your equal
Mr. here's to you!

BRING THE GOOD OLD 4-H SIGN

(Tune: "Marching Through Georgia")

Bring the good old 4-H sign,
We'll give a hearty cheer,
For the club work training,
That it gives us every year,
Head and Heart and Hands and
Health are all remembered here,
In making the best even better.

Chorus:

Hurrah! Hurrah! We'll make the echoes ring!
Hurrah! Hurrah! The club work is the thing!
We'll boost the farm and country till old Agriculture's King,
By making the best even better.

THE SIGN OF THE 4-H'S

(Tune: "Tramp, Tramp, Tramp")

With four H's for my sign,
Head and Heart and Hand and Health,
I will join with all the rest
And fall in line.
I am going to do the work,
And I'll promise not to shirk,
And altogether we will make our club work shine.

Chorus:

We will strive to make our clubs best,
We will work with pep and zest,
For these clubs are just the kind
That we've always hoped to find.
It's the dawning of a new and better day.

CLUB WORK, OH!

(Tune: "Old Black Joe")

Gone are the days when my work returned no pay,
Gone are the times when I idled hours away,
Gone are my doubts for the better thing I know,
I hear the home folks' voices calling,
Club work, Oh.

Chorus:

I'm coming, I'm coming
For my bank is full of dough,
I hear the home folks' voices calling
Club work, Oh.

Why do I hoe and can and feed and keep
Record of all I do and knowledge seek?
So that myself and others too may know,
How best to make the better be
Club work, Oh.

Chorus:

I'm coming, I'm coming,
I no longer am a "sub"
I hear (name of state) Juniors calling,
Standard Club.

WE'RE HERE FOR FUN

(Tune: "Auld Lang Syne")

We're here for fun right from the start,
Pray drop your dignity;
Just laugh and sing with all your heart,
And show your loyalty.
All other meetings we've enjoyed,
Let this one be the best,
Join in the songs we sing today,
Be happy with the rest.

LOVE'S OLD SWEET SONG

Once in the dear dead days beyond recall,
When on the world the mists began to fall,
Out of the dreams that rose in happy throng,
Low to our hearts Love sang an old sweet song,
And in the dusk where fell the firelight's gleam,
Softly it wove itself into our dream.

Chorus:

Just a song at twilight, when the lights are low,
And the flick'ring shadows softly come and go;
Tho' the heart be weary, sad the day and long,
Still to us at twilight comes love's old song,
Comes love's old sweet song.

'WAY DOWN UPON THE FARM

(Tune: "Swanee River")

'Way down upon the farm they found me,
I'm glad they did;
For since I've entered 4-H Club work
I'm sure some happy "kid."

Chorus:

All the world seems glad and cheery,
Everywhere I go;
And all because of 4-H Club work,
Oh! How I love it so.

THE CLUB TRAIL

(Tune: "There's a Long, Long Trail")

There's a long, long trail a-winding,
Into the land of our dreams,
Where the boys and girls are winning,
On their demonstration teams.
We'll have lots of drills in canning,
Until our dreams all come true,
And we're going to show the public
What the 4-H Clubs can do.

There's a long, long time for hoeing,
To keep your garden all clean,
When the summer sun is shining
And the weeds are growing green,
When you'd like to play a ball game,
Or drive an auto so new,
But we're going to show the public,
What the 4-H Clubs can do.

OLD McDONALD HAD A FARM

Old McDonald had a farm,
Ee—igh, ee—igh, O!
On this farm he had some chicks,
Ee—igh, ee—igh, O!

With a chick-chick here
And a chick-chick there
Here a chick, there a chick,
Everywhere a chick-chick.
Old McDonald had a farm
Ee—igh, ee—igh, O!

(For other verses use ducks (quack-quack), turkeys (gobble-gobble), and a Ford (rattle-rattle), repeating lines 5-8 inclusive in first verse and similar lines in each succeeding verse.)

WE'RE HERE TO SEE THE FAIR

(Tune: "Battle Hymn of the Republic")

We are winners in the club work from the counties of the
state,
We have worked all through the summer, now we're here to
celebrate;
We have left the other members hanging on the garden gate,
While we came to the Fair.

Chorus:

Glory, Glory, Hallelujah! Glory, Glory, Hallelujah!
Glory, Glory, Hallelujah! Yes, we came to the Fair.

You may think to win in club work is an easy thing to do,
That the road that leads to vict'ry is quite easy to pursue,
But, believe me, it's a tussle from the start till we get thru,
To win and see the Fair.

We are farmer lads and lassies and we know just how to toil,
We are always up and doing, making profits from the soil,
We raise winning pigs and chickens and can fruit that will not
spoil,

So, we can see the Fair.

When we started in the club work, we went in to do or die,
Now we're here while all the others are lamenting with a sigh,
And we'll have fun here in (use name of town) or we'll know
the reason why,
While we are at the Fair.

BOYS' AND GIRLS' CLUBS FOR ME

(Tune: "Smiles")

There are boys who take to banking,
There are boys who like the law,
There are boys who think the busy doctor
Is the one whose life has not a flaw.
There are boys who strive to make big fortunes,
But for us you need not feel alarm,
For the boys whom we want in the future,
Are the boys on the good old farm.

There are girls who think the city
Is the only place to go,
There are girls who do not care for cooking,
Or who have no time to knit or sew.
There are girls who think the joy of living
Is an auto or a dress so fine,
But the girls whom we want in the future
Are the girls with the 4-H sign.

There are clubs for girls in sewing,
There are clubs in canning, too,
There are clubs that teach us to feed poultry,
As the best of poultry breeders do.
There are clubs for raising corn and taters,
Feeding pigs, or calves, or sheep so fine,
All these clubs to make us better farmers
Are the clubs of the 4-H sign.

There are clubs to spend your money,
There are clubs to join for fun,
There are clubs to chase along the cattle,
Or with clubs sometimes a game is won;
There are clubs we often swing for dumb bells,
There are clubs that father took to me,
But of all the clubs that you could mention
Are the Boys' and Girls' Clubs for me.

HAIL! HAIL! THE CLUB'S ALL HERE!

Hail! Hail! The club's all here!
Do we like our club work? YES,
We like our club work.
Hail! Hail! We're full of cheer,
Do we like our club work? YES! YES!

DREAMING

(Reminiscent of Liebestraum)

(Copyright—Words by Fannie R. Buchanan. Music by Rena M. Parish. Printed by special permission)

My home must have a high tree Above its open gate
My home must have a garden Where little dreamings wait
My home must have a wide view Of field and meadow fair,
Of distant hill of open sky, With sunlight everywhere.

My home must have a friendship With every happy thing
My home must offer comfort For any sorrowing
And every heart that enters Shall hear its music there,
And find some simple beauty, That every life may share.

My home must have its mother May I grow sweet and wise.
My home must have its father With honor in his eyes.
My home must have its children, God grant the parents grace,
To keep our home through all the years, A kindly, happy place.

This is a song which will live and was one of the first original 4-H Club songs to be published. We can supply sheet music at 25 cents per copy. Every 4-H Club in America should learn to sing this song.

A PLOUGHING SONG

(Copyright—Words by Fannie R. Buchanan. Music by Rena M. Parish. Printed by special permission)

A growing day, and a waking field, And a furrow straight and long
A golden sun, and a lifting breeze, And we follow with a song.

Chorus:

Sons of the soil are we, Lads of the field and flock
Turning our sods, Asking no odds, Where is a life so free?
Sons of the soil are we, Men of the coming years.
Facing the dawn, Brain ruling brawn, Lords of our lands
we'll be.

A guiding thought, and a skillful hand, And a plant's young leaf unfurled.
A summer's sun, and a summer's rain, And we harvest for the world.

Chorus:

A rousing 4-H Club Song for the boys. Both music and words reflect the spirit of true club members. Sheet music 25c per copy.

CLOSING SONG

(Tune: "Taps")

Day is done, gone the sun from the lake,
From the hills, from the sky.
All is well, safely rest;
God is nigh.

AMERICA

My country, 'tis of thee,
Sweet land of Liberty,
Of thee I sing.
Land where my fathers died,
Land of the Pilgrims' pride,
From every mountain side,
Let Freedom ring.

My native country, thee,
Land of the noble free,
Thy name I love.
I love thy rocks and rills,
Thy woods and templed hills,
My heart with rapture thrills,
Like that above.

Let music swell the breeze,
And ring from all the trees,
Sweet Freedom's song.
Let mortal tongues awake,
Let all that breathe partake,
Let rocks their silence break,
Thy sound prolong.

Our fathers' God, to Thee,
Author of Liberty,
To Thee we sing.
Long may our land be bright,
With Freedom's holy light,
Protect us by Thy Might,
Great God, our King.

4-H EQUIPMENT

This price list on equipment effective August 1, 1927, supersedes all previous quotations.

The 4-H club equipment listed in this booklet is all high quality material. An endeavor is made to carry every item needed by 4-H club leaders to help them in developing club work. Money order or check should accompany all orders. Do not send coins in envelopes as they are likely to get lost or stolen. We will make C. O. D. shipments on orders amounting to \$2.00 or more. Shipping charges are prepaid to any post office or express office in the United States.

Any net profits made on the sale of supplies will be used to help the Agricultural Colleges and the Department of Agriculture to extend the 4-H club movement. We guarantee every item to be satisfactory or your money back.

PAPER GOODS

No. 3. 4-H hats, our most popular number. Well made of crepe paper, club colors with emblem. Just the thing for club rallies, parades, banquets, achievement days, etc. Our large quantity purchases have enabled us to offer these at the following surprisingly low prices.

10 for	\$.50
25 for	1.20
50 for	2.10

100-500 for	\$4.00 per 100
500 or more for	\$3.80 per 100



No. 3

No. 3C. 4-H crepe paper hats especially suitable for girls. Same quality and price as No. 3.



No. 3C



No. 45

No. 45. Crepe paper sash, suitable for use in parades, stunts or by demonstration teams.

Each	\$.10
10 for	.90
25 for	2.20
50 for	4.30

NO. K-2. 4-H HATS

Made of double thickness of crepe paper, sewed. Suitable for either boys or girls. Makes fine appearance in a parade or at a 4-H club banquet.



10 for \$.90
 25 for 2.10
 50 for 4.00

100 to 500 for \$7.65 per 100
 500 or more for \$7.50 per 100

No. K2

NO. 191. 4-H HATS

Unique design, attractive for girls. May be used in stunts, 4-H club parades, parties, banquets or on achievement days.

Same price as No. K-2.



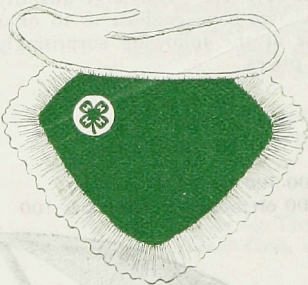
No. 191

NO. 22. APRONS

Best quality crepe paper as illustrated. Especially attractive for club girls in parades; also nice for favors at picnics or banquets. Can be worn by girls in demonstrations.

Our special prices:

Each \$.10
 10 for .90
 25 for 2.20
 50 for 4.30





No. 22

NO. 131. 4-H LIVESTOCK CLUB CARDS

Printed cardboard signs, same as illustration. Size 11x9 1/4; for use by Baby Beef, Sheep and Pig Club boys in stalls at fairs.



10 for 30c, 25 for 65c, 50 for \$1.25, 100 for \$2.40

	4-H LIVESTOCK CLUB	
BREED _____		
DATE OF BIRTH _____		FIRST WEIGHT _____
FINAL WEIGHT _____		
TOTAL GAIN _____		DAILY GAIN _____
LENGTH OF FEEDING PERIOD _____		DAYS _____
COST PER 100 POUNDS GAIN _____		
RATIONS FED _____		
OWNED BY _____		
		COUNTY _____

No. 131

NO. 132. 4-H LIVESTOCK CARDS

For pure bred livestock such as dairy calves, pigs, sheep. Similar to illustration. Size 7x9¼ inches. Increase your sales by advertising at the fairs. Same prices as No. 131.

	4-H LIVESTOCK CLUB	
BREED _____		
DATE OF BIRTH _____		
OWNED BY _____		
		COUNTY _____

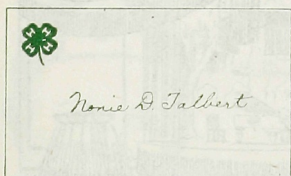
NO. 133. SLOGAN DISPLAY CARDS

Set of 12, green print on heavy white cardboard. Just the thing to boost club work in booths or club departments at local, county, state or national fairs. Vary in size from 14 by 11 inches to 7 by 9¼ inches. The following slogans are included:

- "Ownership is a Fundamental Incentive in 4-H Club Work."
- "4-H Clubs Mean Ownership, Partnership, Leadership, Citizenship."
- "4-H Club Work develops leadership and community spirit."
- "4-H Club Work teaches thrift."
- "4-H Clubs—the greatest power for progress in rural America."
- "4-H Clubs Work 'To Make the Best Better.'"
- "4-H Club members learn through experience."
- "There are 600,000 4-H club members in the United States."
- "4-H Club Work is conducted through the extension division of your Agricultural College."
- "4-H Club members work through their own organization with their own officers."
- "4-H Clubs show how to work and save rather than to play and spend."
- "Livestock 4-H club members learn thru experience the best principles of care, feeding and management."

Per set, prepaid, \$1.25

NO. 134. PLACE CARDS



No. 134

The up-to-date and convenient thing for that banquet on Achievement Day, Rally Day or during the Short Course. Fine white cardboard with 4-H emblem, as per illustration. Size 2x3¼ inches.

50 for \$.55

100 for .95

NO. 30 4-H LABELS

Actual size. Printed in green. Prepared especially for labeling canned goods.

50 for \$.25
100 for .45
500 for 2.15
1000 for 4.00



No. 30

NO. 31. 4-H STICKERS

Two-inch good quality special novelty. For use on envelopes, letterheads, or in membership drives.

50 for \$.25
 100 for .40
 1000 for 3.10



No. 31

NO. 32. 4-H STICKERS

Same size as illustration. Just the "checker" for decorating stationery, place cards, paper napkins, 4-H club programs or announcements and typed or mimeograph news bulletins.



No. 32

Available **only** in envelopes containing 100 each.
 100 to 500 for 45c per 100 500 to 1000 for 35c per 100

NO. 33. PRINTED TAGS

For use on exhibits at fairs, printed with 4-H emblem in colors. Size 4 1/4 by 2 1/4.

50 for \$.30
 100 for .50
 500 for 2.40
 1000 for 5.70

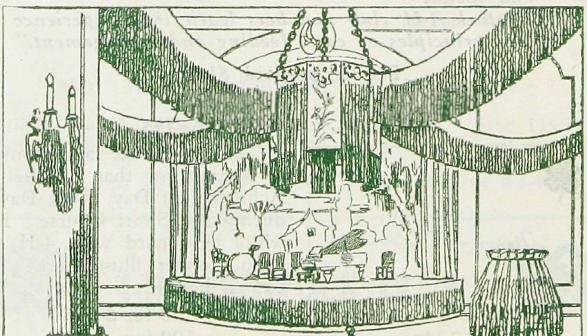


No. 33

NO. 33A. PLAIN TAGS

Same as above with no printing.

100 for 40c



No. 712

CREPE PAPER FRINGE

Cannot be beat for decorating floats, booths or interior of rooms. Made of double thickness crepe paper, two colors, green and white, 20 inches deep. A float can be fixed up in "jig time" with this fringe. Has rich and distinctive appearance. Sold in not less than six yards per order, at 25c per yd.

6 yards for \$ 1.50
 10 yards for 2.40
 50 yards for 11.75



712 FRINGE.

NO. 414. EMBOSSED PAPER NAPKINS, PLAIN WHITE

Size 14 by 14. Package of 40 in glassine paper.

Per package \$.20 5 packages for .90
 10 packages for 1.60

NO. 136. TWO COLOR ART POSTERS

12x15 inches

"We're for More Club Work"

Use in advertising rallies, distribution day programs, achievement days and other special occasions.

Less than 100 5c each 100 to 500 \$4.00 per hundred
500 or more \$3.75 per hundred

FAVORS



No. 44

No. 44. 4-H Club horns made especially for club folks; in green and white with emblem.

Each	\$.09
10 for	.85
25 for	2.00
50 for	3.85
100 for	7.50



No. 41

No. 41. Decorated cricket covered with green and white crepe paper, rose shaped.

Each	\$.08
25 for	1.75
50 for	3.25



No. 46

No. 46. Balloons, make dandy table decorations. Green with four leaf clover showing through.

Each	\$.07
10 for	.65
25 for	1.50
50 for	2.85
100 for	5.25

FELT GOODS

NO. 21. COTTON FELT SKULL CAPS

Especially adapted for wear at club camps, by boys demonstration teams or in judging contests. Well made of high quality cotton felt. Suitable for permanent wear. Make excellent awards for completion of records.



No. 21

Single caps, postpaid.

Each	\$.30
10 for	2.75
25 for	6.40
50 for	12.50
100 for	24.00

NO. 14. CHEVRONS

First used officially at the First National 4-H Club Camp, 2 1/2" wide; for use on 4-H uniforms. Made of high quality felt, green border, 4-H clover, all sewed, excellent job at

15c each.

100 for \$14.50



No. 14

NO. 20. ARMBANDS

Diamond shape, green emblem on white felt, size 3 by 5 inches; equipped with elastic. A good identification mark for club boys and girls in crowds, such as Farm Bureau picnics, camps or fairs. Effective in parades.



No. 20

Waterproof Process Emblem

Price each	\$.20
10 for	1.90
25 for	4.50
50 for	8.50
100 for	16.00

Sewed Emblem

Price each	\$.25	50 for	11.00
10 for	2.40	100 for	20.50
25 for	5.75		

NO. 19. SWEATER EMBLEM

Four and one-half inches in diameter; white felt circle with green felt emblem sewed on. A splendid insignia for club uniforms or sweaters. Very durable. Our special price 45c each or ten for \$4.00.



No. 19

PENNANTS

Our 4-H club pennants are made from best felt, stitched letters. Order by number. You will be pleased with any of these



No. 12

selections. Extra letters will be stitched on any of the pennants at ten cents per letter. Fine for individual or club awards.

No. 12. Size 12 by 30 inches. Extra good quality of white felt, excellent value. Will look nice with name of your club. Process waterproof emblem, postpaid 90c.

No. 120. Same as above, with green felt emblem sewed on, \$1.25 each.

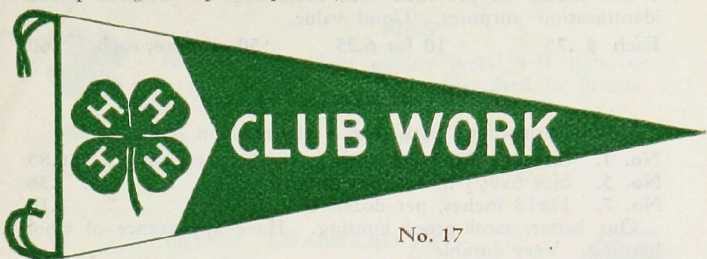
No. 130. Design and quality same as No. 120 except size 14 by 36 inches, \$1.50 each.



No. 15

No. 15. Size 14 by 36 inches. Our "LEADER" Pennant. Two colors, best felt, all sewed, beautiful banner for any club. Our special price, \$1.75 each.

No. 16. Size 17 by 36 inches. Same as our Leader Pennant except larger. Special price, \$2.00 each.



No. 17

No. 17. Size 27 by 72 inches. Our "MASTER" Pennant. Beautiful design, all sewed. Excellent value at \$5.00 each. For display on every prominent club occasion.

BANNERS



No. 18 Banner. Size 27 by 30 inches. Green felt with white border. Green 4-H club emblem in center. All sewed. Just the thing for awards for winners in given projects or at rallies. Can furnish any lettering desired, not to exceed twenty letters. Add ten cents per letter for over twenty letters. Good value, \$6.00 each.

FLAGS



No. 11

NO. 11. FLAGS

Regulation 4-H flags, size 24x36 inches. Best cotton bunting, process waterproof 4-H emblem, well sewed, two grommets at

4-H Jewelry

PINS



No. 51. Excellent quality metal 4-H pins, exact size as illustration. Can be furnished in bronze or silver oxidized finish at **6c each**.

No. 51

50 for \$2.80
100 for 5.50

NO. 52. ENAMELED PIN

The most beautiful two color enamel 4-H pin we have ever seen. Supplied in 4-H club colors, green and white. No rough surfaces, highly polished. A1 finish. Equipped with pin joint and clasp. Can be furnished in bronze, silver oxidize or electro gold plate. Nothing has been spared to make this the most beautiful 4-H club insignia ever provided for club members. Same size as illustrated.



No. 52

Each \$.19

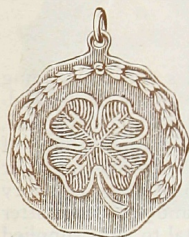
25 for 4.50

50 for 8.00

100 for 15.00

MEDALS

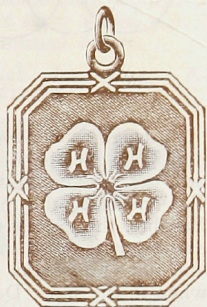
Artistic 4-H medals, suitable for prizes in demonstration contests, health contests, judging contests, style shows or for outstanding 4-H club records. Exact size as illustrations. Will furnish any medal listed here with cordeliers or ribbon sautoirs suitable for girls; also leather fobs for boys without extra charge.



No. 53

DESIGN NO. 53

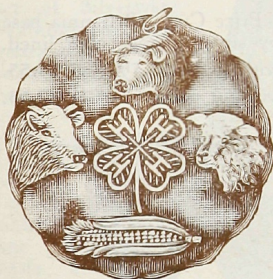
10K solid gold ..	\$8.50
Gold filled	2.20
Sterling silver ..	1.20
Silver oxidized ..	.50
Bronze45



No. 54

DESIGN NO. 54

10K solid gold	\$11.75
Gold filled	3.25
Sterling silver	2.25
Silver oxidized60
Bronze55



No. 55

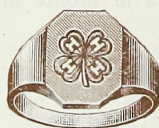
DESIGN NO. 55

Especially for awards for winners in stock or grain judging contests. Same size as illustration. Leather fobs supplied with same free of charge at the following prices:

10K solid gold	\$12.50
Gold filled	3.50
Sterling silver	2.50
Silver oxidized75
Bronze65

4-H RINGS

Sizes one to eight. Suitable for awards in any club contest, very appropriate for presentation to those having outstanding records in clubs. A very nice remembrance for any club member from parents.



No. 56

NO. 56

14K solid gold.....	\$7.00
10K solid gold.....	5.75
Sterling silver.....	2.65

NO. 57

14K solid gold.....	\$7.50
10K solid gold.....	6.25
Sterling silver.....	2.85

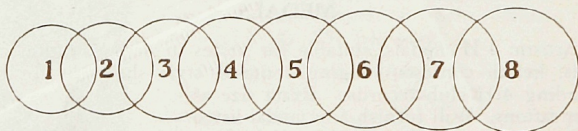


No. 57

ENGRAVING

Rock bottom prices. 3 cents per letter for script and 4 cents for block letters on all medals and rings.

TO FIND CORRECT RING SIZE: Borrow a ring that fits your finger, place it over the circles until you find one the exact size of the ring inside. The number of the circle denotes your finger size. If ring size falls between two sizes, order the larger size.



Silverware

A magnificent line of silverware for prizes for outstanding 4-H Club members. The workmanship is of the highest standard, the designs are artistic and only the best materials are used. For instance, the pedestals furnished on all trophies are of Bakelite, the newest thing for this purpose. They have a richer and brighter finish than is obtainable on the best ebony and they will not chip, break or dent when dropped and will not blister when in the sun. Device for attaching pedestal to cups supplied without extra charge. Allow 10 days for delivery if engraving is wanted.

PRIZE CUPS AND TROPHIES



No. 61

No. 61. Prize Cup. Britannia base metal, heavy silver plated, gold lined. Height with pedestal 5 1/2" at \$3.55. Height without pedestal 4" at \$2.55.



No. 62

No. 62. Another most attractive design. Same size, quality and price as No. 61. Just the thing for prize awards at local and county fairs.

No. 63. Beautifully designed trophy. Suitable for county health winner, style show winner, stock judging team or for firsts in exhibits.

Height with pedestal $7\frac{5}{8}$ " at \$7.40.

Height without pedestal $5\frac{7}{8}$ " at \$5.95.



No. 63



No. 64

No. 64. Prize Cup. Unique design, heavy silver plated, gray finish, gold lined. Appropriate for all around county champion or for firsts at state or larger events.

Height with pedestal $18\frac{1}{4}$ " at \$25.00.

Height without pedestal $14\frac{1}{2}$ " at \$21.75.

NOTE: We can furnish loving cups and trophies of every design and quality. Write us for illustrations and prices. Engraving on prize cups as follows: **Large block letters at 5c per letter.** Best craftsmanship guaranteed.

No. 65. Water pitcher. Practical gifts are preferred to loving cups in some quarters, hence, we offer this silver plated water pitcher of unusual design.

Has nickel silver base. A bargain at \$13.85.



No. 65



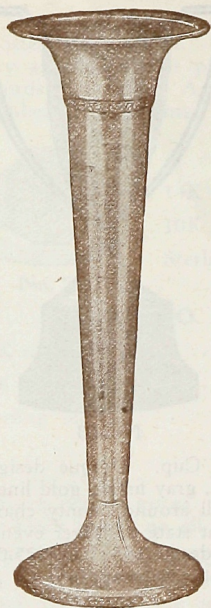
No. 66

No. 66. Exquisite Bon Bon Dish. Height $2\frac{3}{8}$ inch, diameter $6\frac{3}{4}$ inch. Will bring joy to any 4-H club girl as a prize. Excellent value at \$3.95.

No. 67. 26-Piece set of Silverware, Wallingford plate, guaranteed twenty years. Nickel silver base plated with pure silver. Six each: Dinner knives (stainless steel blades), dinner forks, teaspoons, tablespoons and one each butter knife and sugar spoon. Complete with Royal Blue gift case. Make precious gift for county champion 4-H club girl. One of our best values at \$11.75 complete.

(One letter engraved on each piece at \$1.75 extra.)





No. 68

No. 68. Graceful Silver Vase. Height 12 in. A most delightful ornament for any 4-H Club girls' room. Special value at \$5.65.

No. 69. Same as No. 68. Height 15 in., at \$7.15.

"UNDER THE 4-H FLAG"

By John F. Case

Unheard of value! This regular \$2.00 volume at only \$1.55 net, postpaid. We do not expect to make one penny on this book, but we are offering it at this price so that every club leader and member may read it and gain inspiration to "carry on" for club work with more zeal than ever.

With Six Illustrations

"Move or die!" That's a nice threat for a fellow to find written in blood on his barn door. That wasn't the worst, however—bullets, bear tracks, where no bear had been seen for years, and "hants" as old Lem Peters called visitors who left no traces. But Bob Barton wasn't the boy to be driven away by threats even though his parents were willing to go for the sake of safety. He had too much at stake, anyway, with Stonewall Jackson to be raised into a prize pig and his own position as first-base on the 4-H team to be secured against the determined efforts of Hal Carson. Besides, Katie O'Neal, trying equally hard for a prize at the state fair style show, would be disappointed in him and even if she was only a girl Bob wanted her approval. No, Bob vowed to stay and solve the mystery and thanks to Stony's squeal, he did. A splendid story for boys and girls, full of suspense and action and the zest of spirited rivalry.

The best novel ever written based on 4-H club work. Should be read by every 4-H club leader and member. Full of fun, mystery and inspiration.

"Under the 4-H Flag" makes a dandy prize award to club members completing their projects or for prizes on exhibits or demonstrations at local, county or state fairs.

The reading of two or three chapters of this book at each club meeting will help the program and attendance.

PARENTS who want to keep their children interested in the farm should put this book in their hands.

UNDER THE 4-H FLAG



JOHN F. CASE

BANKERS AND BUSINESS MEN

This book makes a dandy prize for your young friends in 4-H club work. Your name inscribed on the inside front cover will remember you kindly to them for a lifetime.

A boy will be a better boy and a girl a better girl for reading, "Under the 4-H Flag."

A book that looks to the dawn of a new day in agriculture. It will point the way to thousands of rural boys and girls and show them the opportunities and satisfactions in farming as a life work.

TESTIMONY

4-H Club Leaders and Others Praise, "Under the 4-H Flag"

"Yes, I did receive a complimentary copy of UNDER THE 4-H FLAG. I thought it was just corking. I started to read it at eleven o'clock one night and read until three: the next night I started to read at eleven again and finished it at two-thirty.

The story is well written and is highly possible. We have quite a number of instances in Connecticut of similar accomplishment. This should be an inspiration to every 4-H Club member."

A. J. BRUNDAGE, State Club Leader,
Connecticut Agricultural College,
Storrs, Conn.

"I wish to assure you that I never read a story so gripping as "Under the 4-H Flag." I have recommended and urged the county agents of the State to read this story and I have suggested to them that it would be a fine means of encouraging Club Work in their counties if they would get the schools to put the book into their libraries as well as getting the individual members to get the book and read it."

G. V. CUNNINGHAM, State Boys' Club Agent,
County Agent and Home Demonstration Work,
Athens, Georgia.



"This is a wholesome story that is full of interest and should be read by all farm boys and girls."

E. B. MATTHEW, State Supervisor,
Vocational Agriculture Education,
Little Rock, Arkansas.

"I found this a very interesting book indeed and it is one of the few books on the market which portrays the farm life of our people in the right way. I wish I could get more of our boys and girls in the 4-H clubs and their leaders to read this book. I am sure that this would stimulate and encourage the farm boys and girls immensely."

P. C. TAFF, Assistant Director,
Iowa State College of Agriculture,
Ames, Iowa.

"I have read it with a great deal of interest and believe that it is a book that will be helpful to extension agents and local club leaders in creating a bigger, broader spirit toward Boys' and Girls' Club Work."

J. W. WHITEHOUSE, State Leader Junior Club Work,
Lexington, Kentucky.

"I have had it read by several and each declares it to be 'A book that will live.' I am taking it with me today on a trip not only to read but to review briefly with several groups. Club work needs this type of literature, and I add my appreciation to that of many others for the work of Mr. Case and the backing of the J. B. Lippincott Company."

E. J. JENKINS, State Boys' Club Agent,
College Park, Maryland.

"With reference to your letter of March 2nd may I say that I have just finished reading UNDER THE 4-H FLAG by John F. Case, and the book is everything that you say it is in your letter to me."

CHARLES E. POTTER, State Club Leader,
State College, Bozeman, Montana.

"We have recommended this publication through our Stem Winder, a local Nebraska Club paper which goes to all our leaders, and I have given publicity to it over radio. A copy of the portion of the talk was sent the publisher.

Personally, I like the book very much, and it has been in circulation about the State Club Office, and each individual who has read it complimented it very highly. We are recommending that it be used for prizes for Boys and Girls Club Work."

L. I. FRISBIE, State Extension Agent,
Boys and Girls Club
Extension Service Agricultural College,
Lincoln, Nebraska.

"The book is well written and I found based on facts. The thread of mystery going through it is gripping and I think will hold the attention of the boys and girls until they have finished the book. I am sure that all who read it will get a renewed inspiration concerning Boys' and Girls' 4-H Clubs. I am recommending it in our Leaders' Conferences to each of our local clubs."

EDWIN I. PILCHARD, Specialist in Junior Club Work,
University of Illinois, Urbana, Illinois.

"I have had an opportunity of testing the value of this excellent book as a stimulus of 4-H club work in my own family. My ten-year old son has just completed reading the book and thru the inspiration afforded by this story of achievement, is entering garden club work this year with a fine spirit of enthusiasm."

CECIL W. CREEL, Director, Nevada Extension Service,
University of Nevada,
Reno, Nevada.

"I want to most heartily endorse the idea which John Case is using and commend that he and other authors use the scene of the country boys and girls who are identified with our 4-H club programs in more of the novels and fiction.

I certainly have enjoyed reading this book and shall recommend it to club members of our state. Thank you again for the complimentary copy and hope that the sales and inspiration of this book will encourage the authorship and publication of more books of that kind in the future."

C. B. WADLEIGH, State Club Leader,
Durham, New Hampshire.

"I wish that it were possible for every farm boy and girl in America to read this book because I feel that any one, either boy, girl, man or woman reading this book will have a greater love for the farm and the farm home and an inspiration to accomplish greater things."

L. R. HARRILL, Club Leader,
State College Station,
Raleigh, North Carolina.

"I have read this book through and feel that it is a valuable contribution to 4-H club literature. It brings out the excellent features of club work in an interesting manner which is sure to have an appeal to every boy and girl whether a club member or not. I am sure that it will be of great value to all Extension workers who have a copy in their library."

H. M. JONES, State Club Leader,
State College, Brookings, S. Dakota.

"Based on approved methods, it serves as a source of good information. A clear-cut thrilling story that grips the attention to the last sentence, it portrays character development, loyalty to neighbors and community and instills in the reader a high estimate of agriculture as a profession.

Anyone who reads UNDER THE 4-H FLAG will be convinced the 4-H Club work builds character and citizenship along with its development of agriculture."

G. L. HERRINGTON, State Club Leader,
University of Tennessee, Knoxville, Tenn.

"I have read this book with much interest and satisfaction. It is a fine 4-H story. I wish the book were in the hands of every one of our local leaders, as well as county extension agents."

E. L. INGALLS, State Club Leader,
Burlington, Vermont.

"In regard to Mr. Case's book UNDER THE 4-H FLAG will say that I read it with a great deal of interest and considered it the best book of its kind or of other books and bulletins in explaining what 4-H club work is and its possibilities. It offers a real challenge to workers from the State Club Agent down to Local Leaders to do better work or rather brings out their responsibility when working with young people. We will publish a notice in our next Club Letter of this publication and suggest that each club buy at least one copy as property of the club. * * *

C. A. MONTGOMERY, State Boy's Club Agent,
Virginia A. & M. College,
Blacksburg, Va.

"Miss White and I have read the book entitled 'Under the 4-H Flag' and found it to be an intensely interesting story for boys and girls as it carries a splendid inspiration for better rural leadership. We have already begun recommending it to our club members and County Extension Agents. A notice of its availability with our recommendation has been published in the Club Record which has already gone to 6000 4-H Club members in this State."

R. M. TURNER, Assistant Director,
Agriculture Extension Service,
State College of Washington,
Pullman, Washington.

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on
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A representative committee of public-spirited citizens incorporated, not for profit, under the laws of Illinois, to promote and increase 4-H club work among rural boys and girls. Our purpose: *To make club work available to every rural boy and girl in America.*

Offices at 58 East Washington Street
CHICAGO, ILLINOIS

