

# 4-H CLUB MEMBERS HANDY BOOK





## F O R E W O R D

*This 4-H Handy Book is a departure from that published a year ago. Heretofore the Handy Book was prepared for both leaders and boys and girls, but this issue is intended primarily for the use of 4-H Club members. If the following pages prove inspiring and helpful to club members, the mission of this Handy Book will have been fulfilled.*

*The boys and girls who receive it will appreciate the fact that there are almost a million of their fellows enrolled in the 4-H Clubs and that the expense of distributing these Handy Books is very great. For that reason and for the purpose of advertising the 4-H Club movement we have included a number of pages on which are listed 4-H supplies. It is hoped that these supplies will appeal to club members and that the sale therefrom will make it possible to distribute Handy Books to every 4-H Club member in the United States.*

*It is our aim to carry every supply item necessary for 4-H Clubs. Our policy regarding the supplies is to furnish only high quality, satisfactory material. Since the National Committee is incorporated NOT FOR PROFIT, any and all net profits that may accrue from the sale of equipment will be used for prizes and otherwise to assist the Extension Service in developing further the 4-H Club movement.*

*This Handy Book will be sent free, while the supply lasts, to 4-H Club members and leaders. Only those requests coming from County Extension Agents and State Club Leaders can be recognized. County Extension Agents will please request only the number of copies which they are positive they can place in the hands of the boys and girls, one to each member.*

*Yours for the furtherance of Club Work.*

NATIONAL COMMITTEE ON BOYS AND  
GIRLS CLUB WORK

360 North Michigan Ave.

Chicago, Illinois

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## 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 1930 4-H Club Members Handy Book, both as to subject matter and equipment, which indebtedness we hereby gratefully acknowledge.*

*The photograph on the cover 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.

## 4-H Club Work—What It Offers To You

You are a 4-H club member. Did you know that more than \$1,000,000 in prize money is distributed each year to club members having outstanding records? The prizes available include—educational trips to Europe; to various parts of the United States such as the National 4-H Club Camp at Washington; the National 4-H Club Congress held at Chicago; the National Dairy Exposition held at St. Louis; Camp Vail held at Springfield, Massachusetts; the Royal 4-H Club Conference held at Kansas City; Camp Plummer held at Portland, Oregon; Southern States Club Congress held at Memphis; and many other events which lack of space prevents mentioning. Then there are many scholarships offered which include collegiate scholarships, club camp scholarships, and short term scholarships.

Included also in the awards are many thousands of dollars in cash prizes, trophies, watches, medals and other worthwhile recognition.

But best of all, the thing which the 4-H Clubs are doing for you is to provide a broad, yet practical education which will help you to bring true your dreams of things to come. Do you wonder how you will manage to go to college? Are you gazing into the horizon where lies that orderly farmstead of which you will some day be master? Do you ever let your thoughts wander to that cozy home with well placed windows and attractive curtains and all the rest—and in it you, its mistress? Do you hope to become a leader in your community? The 4-H Club of which you are a member, offers you the opportunity to achieve your goal. **You can start right now where you are.** And the friends which you are sure to make through 4-H Club contacts will help you to climb life's ladder.

## The National 4-H Club Emblem

is the four-leaf clover with the letter "H" on each leaflet running parallel with the mid-rib of the leaflet. The four "H's" represent the fourfold 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 4-H Club Creed

I believe in Boys' and Girls' 4-H Club Work for the opportunity it gives me to become a useful citizen.

I believe in the training of my HEAD for the power it will give me to THINK, PLAN and REASON.

I believe in the training of my HEART for the nobleness it will give me to be KIND, SYMPATHETIC and TRUE.

I believe in the training of my HANDS for the ability it will give me to be HELPFUL, SKILLFUL, and USEFUL.

I believe in the training of my HEALTH for the strength it will give me to ENJOY LIFE, RESIST DISEASE, and MAKE FOR EFFICIENCY.

I believe in the United States of America, in the State of ..... and in my responsibility for their development.  
(state)

I am, therefore, willing to devote my efforts for the fulfillment of these things which I believe.

## Goals of a 4-H Club Member

*After Gertrude L. Warren, United States Department Of Agriculture & Others.*

1. To make my best better.
2. To learn to preside well at business meetings and to speak in public.
3. To encourage boys and girls in my community to enroll in Boys and Girls 4-H Clubs.
4. To win without bragging, and lose without squealing.
5. To live in keeping with what the four H's of the 4-H Club insignia mean.
6. To willingly follow in some undertakings as well as lead in others.
7. Finish school and attend college.
8. To be of assistance to others who may need help in their club project.
9. To learn to appreciate the best in music and art.
10. To become an intelligent homemaker or farmer.
11. To see the wonders of nature and the advantages of living in the country.
12. To become a local leader.
13. To complete my project and earn an achievement pin.
14. To be a member of a judging team—county, district, state, and national.
15. To be a member of a demonstration team—county, district, state, and national.
16. To be the outstanding club member of county, state, and nation.
17. To win a health championship, of county, state, and nation.
18. To win county, state and national recognition for leadership.
19. To be awarded local, county, district, state, interstate, and national premiums for exhibits.
20. To render service whenever there is an opportunity.





## Organizing a Local 4-H Club

For complete information on how to organize a 4-H Club write your County Agricultural Agent or the State Leader at your agricultural college.

### Model Constitution And By-Laws

Change to suit local conditions by making more specific. Should be read to all club members before putting their names on the club roll in the Secretary's book.

#### I. Constitution

ARTICLE 1. The name of this club shall be known as the ..... 4-H Club of ..... community, ..... county, ..... state.

ARTICLE 2. The purpose of this club shall be to improve the home making, agricultural, educational and social advantages of boys and girls of this community and vicinity through group meetings, home projects, practical demonstrations, talks, games, songs, exhibits, etc. These purposes will be accomplished by carrying out standard club requirements.

ARTICLE 3. Five or more members shall constitute this club, each of whom shall be between the ages of 10 and 20 years, inclusive. All boys and girls living in ..... community and vicinity shall be eligible to membership upon agreeing to follow the requirements of a 4-H project as required by the County Extension Agent.

ARTICLE 4. The officers of this club shall be a president, vice-president, secretary-treasurer, song and yell leader, and club reporter.

ARTICLE 5. Robert's or Reed's rules of order shall govern all meetings.

ARTICLE 6. This club shall hold ..... regular meetings each month at ..... on ..... from ..... until ..... The club officers, upon the approval of the local club leader, may call special meetings when needed.

ARTICLE 7. This club shall be organized and managed under the direction of the local club leader in cooperation with the county leader and the Agricultural Extension Service of the ..... College of Agriculture.

#### II By-Laws

##### ARTICLE 1.

**Election of Officers:** The officers shall be elected by ballot at the ..... meeting in ..... of each year. (month)

##### ARTICLE 2.

**Duties of Club Officers:** Consult your own state club literature.

##### ARTICLE 3.

**Duties of Club Members:** Consult your own state club literature.

##### ARTICLE 4.

**Committees:** The following standing committees will be appointed by the president: executive, program, membership and publicity. Committees for special purpose may be appointed by the president at any time.

##### ARTICLE 5.

**Order of Business:** The order of business for regular meetings shall be as follows: **Business Session** (officers in charge): A. Call to order. B. Roll call. C. Reading of minutes of last meeting. D. Additions or corrections to minutes. E. Reports of Committees. F. Old business. G. New business. H. Inspection of Record Books. I. Adjournment of Business Session. **Discussion, Demonstration or Work Session** (club members and leaders in charge): Program for meeting. **Social Session** (committee in charge): Songs, games, stunts, refreshments, etc.





ARTICLE 6.

**Quorum:** A quorum shall consist of ..... of  
(usually two-thirds)  
the membership present at any meeting.

ARTICLE 7.

**Amendments:** This constitution may be amended at any regular meeting, notice having been given at a previous meeting.

### 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  
(name of club)  
order? The meeting will be opened today by the singing of  
(a 4-H club song) led by.....”

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: “.....  
(name of club member)  
has the floor.”

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.

### 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 motions 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 arise 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 members who spoke last or as one's opponent.

### News-Writing Guides for 4-H Reporters

Many 4-H Clubs are publishing regularly either mimeographed or printed papers, which tell of club plans and give news. Many clubs, not having a newspaper, have a press reporter, who reports regularly to the local newspaper the workings and plans of the club. Good news stories are important factors in keeping the community actively interested in your club and its development. For this reason all 4-H members should know the rudiments of news writing.

It is difficult to define news. Charles A. Dana, famous editor of the *New York Sun*, says, "News is anything which interests a large part of the community and which has never been brought to its attention."

One of the most important factors in writing a news story is to collect all the necessary facts. When you can answer the questions asked by five W's—WHO, WHAT, WHY, WHERE, and WHEN—you are ready to begin writing.

The first sentence of your story should contain all the essential facts of the story, so that the busy person can glance at this and get the gist of the entire article without reading all of it. All of the five W's should be included briefly in the first sentence if possible. The first sentence may, accordingly, be rather long. It may form a paragraph in itself, but it must be grammatically and clearly written. The remainder of the story is simply an enlarging of the first paragraph or sentence by adding all the newsy, interesting details at hand.

The important details should come first, and the unimportant last, for oftentimes the editor does not have enough room for the entire story and he must omit the last paragraphs. If the non-essentials are at the end they can easily be left out, and the story will not need to be rewritten.

Short, simple words should be used in short, simple sentences of clear grammatical construction. Know what you are going to say, then say it briefly and as concisely as possible. A good story is not always a long one.

Accuracy is one of the requisites of a reporter. Always know the full name or initials of any persons mentioned. There may be half a dozen Mrs. Smiths in town, but only one Mrs. Leonard A. Smith. Be sure all names are spelled





correctly. Be definite. The club made \$40.39 at its community party, and not about \$40.

Use enough details to make your story as interesting as possible. One issue of a newspaper is of fleeting importance. Therefore, your story should get to the editor while it is still "news" and before everyone knows about it.

Stories to be submitted to an editor should be typed, if possible, and should be double spaced with plenty of margin at the top and sides. This makes the story easy to read and leaves space for corrections or changes which the editor himself may wish to add.

## How To Become Successful

1. Find useful things to do.
2. Give the best that is in you to the task at hand.
3. Consult with your parents, your leaders and the representatives of your agricultural college.
4. Explore as many club projects as you can and discover what you like to do best.
5. Accept offices of responsibility.
6. Do your tasks cheerfully.
7. Do more than your leaders and parents request—not just enough to "get by."
8. Do not be discouraged by temporary disappointment.
9. Acquire all the education you can—especially in the field you like best.
10. Plan ahead—set a goal for your future.
11. Play the health game. Sleep regularly—Eat a balanced diet—breathe fresh air—keep clean. Avoid the use of narcotics.
12. Co-operate with others. Learn to follow as well as lead.
13. Think. Read good books.
14. Have courage. Do not be afraid to undertake a new task. Overcome fear by knowing facts.
15. Be thrifty. Have a budget. Buy what you need. Do not spend recklessly.
16. Make friends.
17. When you play, do so with as much zest as when you work.
18. Be thoughtful and kind to others.
19. Be observing. Learn to see the beauties and mysteries of nature—the habits of plants, animals and birds which are all about you.

## How To Be Healthy

*By Miss Mary E. Murphy, Director.  
Elizabeth McCormick Memorial Fund.*

A good inheritance is a fundamental factor in good health. There is, however, for each of you the responsibility and opportunity of building on this inheritance. A yearly medical examination followed by correction of defects noted by the physician, and a visit to the dentist twice a year, should be a part of the program of every club member. Just freedom from defects is, however, a meager view of health. What you desire is an endurance and abounding vitality which will carry you through the duties and pleasures of your lives with satisfaction and eager interest. A program of wholesome living will help to insure this. This includes regularity of routine; long hours of sleep with an early bedtime to balance an early getting-up time; plenty of time in the sun and air with exercise adapted to physical condition; fresh air at night as well as day; habits of personal cleanliness; nutritious meals including the kinds of food that provide the essentials of maintenance, growth and energy. Such a program should provide a balance between physical and mental work and play. Here's to the health of every 4-H Club Member!





# Musical Selections Every 4-H Club Member Should Know

By Fannie R. Buchanan

Music is now so much a part of every home, that it surely should have a place in the 4-H Club program. From the following list of standard compositions, the 4-H members of many states select one composition to be heard at each Club meeting. Before the number is given the leader or the music chairman tells something about the composition and suggests special points of interest for which to listen as the music is played. Where this plan has been carried out club members soon find themselves familiar with the numbers, and also find greater pleasure in all music.

Selection	Composer
Hungarian Dance No. 6 .....	Johannes Brahms
Toreador Song from Carmen .....	Georges Bizet
Stars and Stripes Forever .....	John Philip Sousa
By the Waters of Minnetonka .....	Thurlow Lieurance
Amaryllis .....	Ghys
Liebestraum (Dream of Love) No. 3 .....	Franz List
Blue Danube Waltz .....	Johann Strauss
Butterfly .....	Grieg
Barcarolle, from Tales of Hoffman .....	Jacques Offenbach
Melody in F .....	Anton Rubinstein
Largo, from the New World Symphony .....	Antonin Dvorek
Rondino .....	Beethoven-Kreisler
Swing Low, Sweet Chariot .....	Negro Spiritual
Hallelujah Chorus from the Messiah .....	George Friedrich Handele
Light Cavalry Overture .....	Von Suppe
Deep River .....	Negro Spiritual
Aire for the G. String .....	Johann Sebastian Bach
Shepherd's Dance .....	Grainger
March of the Toys .....	Victor Herbert

## Pictures for Your Room

Below is a list of masterpieces, any print of which would make a suitable and splendid addition to a boy's or girl's room. These may be purchased from any good art store, or the National Committee can furnish you with sources of supply in case you do not find what you desire.

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 .....	Valasquez
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
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





## Good Books for Club Members

*The following list was prepared by Jessie Gay Van Cleve, Specialist in Children's Literature, American Library Association.*

It includes books that have been read for many years as well as those of more recent publication. They are divided into two groups, those that will be most enjoyed by the younger girls and boys of the 4-H Clubs and those that will appeal to the older members.

Books for reading may be borrowed from a town or county library or state library agency. If library service is not available you may wish to purchase some of these books through your nearest book dealer.

Good Books are good friends. Get acquainted with them.

### For Boys and Girls From Eight to Twelve

Title	Author
Little Women .....	Alcott
Arabian Nights Entertainments.	
Alice's Adventures in Wonderland, and Through the Looking Glass .....	Carroll
Don Quixote; Retold by Judge Parry.....	Cervantes
Adventures of Odysseus and the tale of Troy.....	Colum
Life of Robinson Crusoe.....	Defoe
Hans Brinker.....	Dodge
Wind in the Willows.....	Grahame
Jungle Book .....	Kipling
Boys' King Arthur, edited by Lanier.....	Malory
Kari, the Elephant.....	Mukerji
Merry Adventures of Robin Hood.....	Pyle
Home Book of Verse for Young People.....	Stevenson, B. E.
Treasure Island .....	Stevenson, R. L.
Adventures of Tom Sawyer.....	Twain
Rebecca of Sunnybrook Farm.....	Wiggin
The Swiss Family Robinson.....	Wyss
The Tangle-Coated Horse.....	Young

### Books for Older Boys and Girls

Title	Author
In Brightest Africa .....	Akeley
Lorna Doone .....	Blackmore
A Dutch Boy Fifty Years After.....	Bok
The Flight of the Heron.....	Broster
Under the 4-H Flag.....	Case
Last of the Mohicans.....	Cooper
Tale of Two Cities.....	Dickens
Daughter of the Seine.....	Eaton
Courageous Companions .....	Finger
Daughter of the Middle Border.....	Garland
Boys' Life of Theodore Roosevelt.....	Hagedorn
The Mutineers .....	Hawes
Far Away and Long Ago.....	Hudson
Les Miserables .....	Hugo
Rip Van Winkle and the Legend of Sleepy Hollow.....	Irving
Smoky, the Cowhorse.....	James
The Trumpeter of Krakow.....	Kelly
Kim .....	Kipling
The Jumping Off Place.....	McNeely
Jim Davis .....	Masefield
Master Simon's Garden.....	Meigs
Pran of Albania.....	Miller
The Best Animal Stories I know.....	Minot
Myself When Young .....	Mirza
Story of My Boyhood and Youth.....	Muir
The Chief of the Herd.....	Mukerji
Pearl Lagoon .....	Nordhoff
Lindbergh Flies On.....	Reeves
Abe Lincoln Grows Up.....	Sandberg
Daughter of the Samurai .....	Sugimoto
The Hero of Vincennes.....	Thomas





Personal Recollections of Joan of Arc.....Twain  
 This Singing World.....Untermeyer  
 Story of Mankind.....Van Loon  
 Two Books About Books and Reading  
 The Winged Horse; the Story of the Poets and their  
 Poetry .....Auslander and Hill  
 Adventures in Reading .....Becker

## Games and Stunts

*For the Recreation of 4-H Club Members  
(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.

#### 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 the 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 conoundrums 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 Halloween, 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. They 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.

## 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 at 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.

### 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 back over the starting line.

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





## 4-H Handy Book

### 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 from 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 line of three. If the person succeeds, the first person drops off and becomes "it." The object of the game is to present 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 of 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 girls 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 some one. When he does, the third person becomes "it." This game may be played with arms linked, instead of hands. If there are a larger number of players, have two or more "chasers."

### Clothes Pin Race

*(10 or more players)*

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

### Suit-Case Race

Each contestant has a suit case and an umbrella. In the suit case are a hat, a coat, gloves, and any other clothing desired, so long as the contents are uniform. At a given signal all contestants





the clothes, close the suit cases, 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





### 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 some one 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 boys or girls, whichever are in the majority—in the center.

Words:

“Jolly is the miller who sits in the mill,  
The wheel goes around 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 some one seated in the circle, who falls in behind the leader; this player nods to some one 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 Games 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 be 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 through 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 Mitchel 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 everyone 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 |





## 4-H Handy Book

- 11. Prosperity ..... Success
- 12. Money the Trusts Want..... Everybody's
- 13. The Suburbanite..... The 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. Beautiful Sight..... Sunset

### Game of the United States

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

#### What state:

- 1. Is the cleanest..... Wash.
- 2. Is most religious..... Mass.
- 3. Never forgets itself..... Me.
- 4. Saved Noah and family..... Ark.
- 5. Is a physician..... Md.
- 6. Is a grain..... R. I.
- 7. Seems to be in poor health..... Ill.
- 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 (T)
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.....	Feather
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 person 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 until 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.)



## 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 in force now pertaining to the manner of displaying, hanging, or saluting the United States flag, or prescribing any ceremonies that should be observed in connection therewith.

There are, however, certain fundamental and commonly accepted rules which if understood generally would indicate the proper method of displaying the flag. It should be kept in mind that the national flag represents the living country and is itself considered as a living thing. When the national flag is carried, as in a procession, with another flag or flags, the place for 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 or 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-mast. 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.

### Flag "Don'ts"

- Don't festoon it over doorways or arches.
- Don't knot or "rosette" the national flag.
- Don't cover a speaker's desk with it—display it above or behind him.
- Don't drape it over chairs or benches.
- Don't use it as a portion of a costume.
- Don't embroider it on cushions, handkerchiefs or napkins.

### How to Salute the Flag

4-H Club boys will salute by removing the hat or cap with right hand, placing it over left shoulder. Girls with or without hats will place the right hand over the left shoulder.

### Pledge of Allegiance

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





## 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 closet 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.  
  
These 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.

(Copyright—Reprinted from "A Heap o' Livin'." Used by permission of Mr. Guest's publishers, Reilly & Lee Co., Chicago.)

### If I Knew You

"If I know 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,  
Where 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.

### 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:





### 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 a-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!





### 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 that 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 unbuilt 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 make her mother proud,  
Who takes her place in the busy crowd  
And plays her part in a splendid way,  
No matter if the 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.)

### From “The Chambered Nautilus”

Build thee more stately mansions, O my soul,  
As the swift seasons roll!  
Leave thy low-vaulted past.  
Let each new temple, nobler than the last,  
Shut thee from Heaven with a dome more vast,  
Till thou at length art free,  
Leaving thine out-grown shell by life's unresting sea.

—Oliver Wendell Holmes.





## 4-H Handy Book

### 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 awhile with you?  
But she said with a smile,  
No, you can't for awhile,  
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.

#### 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 'em 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'er we go.

#### The More We Get Together

(Tune: "Ach Du Lieber Augustine.")

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





### 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 a 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.)

### 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.

### 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.)

### 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.





## 4-H Handy Book

### 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.

The sheet music for the three following 4-H Club songs may be secured from the National Committee at the following prices: Dreaming, Plowing, and Health Songs, 25c per copy.

#### Dreaming

(Reminiscent of *Liebestraum*.)

This is a song which will live, and was one of the first original 4-H Club songs to be published. Every 4-H Club in America should learn to sing this song.

(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.

#### A Plowing Song

A rousing 4-H Club song for the boys. Both music and words reflect the spirit of true club members.

(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.





## Song of Health

(4-H Club song for boys and girls)

(Copyright—Words by Fannie R. Buchanan. Music by Rena M. Parish. Printed by Special Permission.)

Iron of the earth, Glow of the sun,  
Breath of the four, winds clean;  
Hours for work, Hours for play  
With stars and sleep between.

### Chorus:

Our goal to health, the quest for man and maid  
The great adventure rare,  
For health holds life and laughter and strength, and happiness  
to spare.

Our goal is health, the quest for man and maid,  
Lift high the goblet fair,  
And pledge the toast from coast to coast,  
“Our health, the wealth we keep and share.”

Faces that lift, Pulses that throb,  
Limbs that are lithe and strong,  
Heads that think, Hands that do,  
And hearts that serve with song.

### Speed Away

Speed away, speed away with your 4-H Club light,  
To the girls and the boys who are waiting tonight,  
With your message of service and comradeship true,  
With your songs and your smiles spread club work anew,  
Head, Heart, Health and Hand join all in one band  
Speed away, speed away, speed away.

### Four-Leaf Clover

I know a place where the sun is like gold,  
And the cherry blooms burst with snow,  
And down underneath is the loveliest nook  
Where the four-leaf clovers grow.

One leaf is for hope, and one is for faith,  
And one is for love, you know,  
And God put another in for luck,  
If you search, you will find where they grow.

But you must have hope and you must have faith,  
You must have love and be strong—and so—  
If you work, if you wait, you will find the place  
Where the four-leaf clovers grow.

“From WHEN THE BIRDS GO NORTH AGAIN by Ella Higginson Copyright The Macmillan Company.”

Sheet music for the above song can be furnished by the National Committee on Boys and Girls Club Work, 360 North Michigan Ave., Chicago at 50c per copy.



# 4-H Supplies

*Before Ordering Read This Carefully*



All 4-H Club equipment listed in this booklet is high class material. We aim to carry every item needed by 4-H Club members and leaders. Money order or check should accompany all orders. Do not send coins in envelope as they are likely to become lost or stolen. We will make C. O. D. shipments on orders in excess of \$2.00. **WE PAY POSTAGE ON ALL ORDERS TO ALL PARTS OF THE UNITED STATES OR ITS POSSESSIONS, except on item No. 35.** Every item guaranteed to be satisfactory or your money back.

Address all orders to National Committee on Boys' and Girls' Club Work, 360 North Michigan Avenue, Chicago, Ill.



## PAPER HATS



No. 3

No. 3. Our most popular number. Tens of Thousands sold. Well made of crepe paper, club colors with emblem. Just the thing for parades, club rallies, parties, banquets, achievement days, etc. Our large quantity purchases have enabled us to offer these at the following surprisingly low prices. Order No. 3:

10 for \$ .50

25 for 1.20

50 for 2.10

100-500 for \$4.00 per 100

500 or more—\$3.80 per 100

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

10 for \$ .50

25 for 1.50

50 for 2.10

100-500 for \$4.00 per 100

500 or more for \$3.80 per 100



No. 3 C

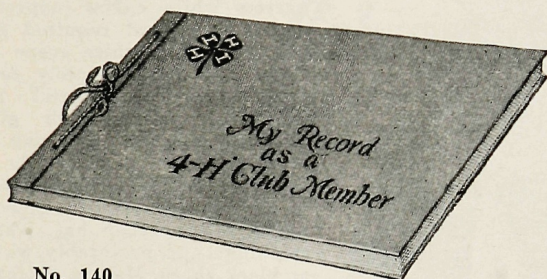




# Our Specials

On the following four pages are listed items which will appeal particularly to individual club members. Here again our quantity purchases enable us to furnish very best qualities at most attractive prices. We are headquarters for all 4-H Club supplies.

**No. 140. Beautiful Keepsake Record Book.** Just what you are looking for—a record and memory book combined. A place for your ribbons, snap shots, newspaper clippings, programs, and every reference to your 4-H Club experience. Save



No. 140

your records and have them in shape to enter one of the Annual Leadership Contests which provide collegiate scholarships and other valuable awards. Contains 36 pages, 12 divisions, such as: "Prizes I Have Won;" "Interesting People I Have Met;" "Trips I have Taken;" "My Financial Record," etc. Has large paper envelope in back for miscellaneous articles. Semi-flexible, loose-leaf cover artistically decorated. Size 10x13 inches. Sent Prepaid for \$1.75.

Extra sheets for Record Book—25c per doz.,

## Our "Favorite" Pennant



No. 15

**No. 15. Our "Favorite" Pennant.** Made of best felt. All sewed, stitched letters. Will make a bright spot in the scheme of your room decoration. Our quantity purchases make it possible for us to quote a special price of only \$1.50, postage prepaid.

(See Page 43 regarding special lettering)





# 4-H Club Girls Uniform Material

COLOR AND QUALITY OF MATERIAL APPROVED

BY U. S. D. A.

The same quality, color and style as used at the National 4-H Club Camp. May be worn for school, dress, at Club meetings, in giving demonstrations and at parties, banquets, camps, State Short Courses, and State Club Camps. Style becoming to any figure.



The regulation uniform consists of blouse and skirt of soft green material, long sleeves, detachable white collar and narrow white cuffs, (approximately one yard required for two sets) and white crepe de Chine tie. Approximately four yards of green material required for average Club girl. Knickers of same color may be made (two additional yards of material required). The balance of the uniform consists of soft white felt crusher hat, white stockings and preferably white or black shoes. Make a uniform as a part of your clothing project if your leader approves.

**Everfast Poplin**, best quality. Lustrous Apple Green color, 36" wide, for blouse, skirt, and knickers. Order No. 80. Special price—Postpaid at .70c per yard.

**White Poplin**, same quality as green, suitable for collars and cuffs, 36" wide—Order No. 81. At .70c per yard.

**Everfast Broadcloth**, Apple green color, lighter weight than poplin, finely woven. Guaranteed to satisfy. Order No. 82. Excellent value at .50c per yard.

**White Cambric**. Good quality for underbody. Approximately one and one-half yards required for one uniform. 25½" wide. Order No. 83 at only .12c per yard.

**White Felt Crusher Hats**. Excellent quality. Will retain any shape desired. Sizes 6¾ to 7½. Order No. 86. Excellent value at \$1.50 each.

**White Crepe de Chine Ties**. Very fine, heavy quality. Unfinished, 50" long, 6" wide, ready for picoting. Order No. 84, a bargain at .70c each.

**Regulation Green and White Felt Chevron**. Ready to stitch on sleeve—Order No. 14. For illustration see page 41. Only 15c each. We pay the postage.





# Beautiful 4-H Jewelry

*A Different 4-H Pendant  
New Attractive Design*



No. 523 Actual Size

No. 523. An accessory any Club girl or boy will be proud to wear. Latest artistic creation. Suitable for any occasion. Must be seen to be appreciated. Girl's Cordelier or boy's fob furnished free. Postpaid at:

Bronze .....	48c
Silver Oxidized.....	54c
Gold Plated .....	88c
Sterling Silver .....	\$1.28
Gold Filled .....	2.35
10K Solid Gold.....	8.88

## Achievement Award Medal

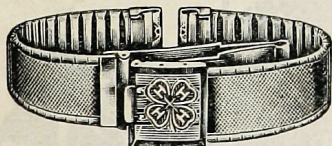
No. 58. This is the design usually used by leaders in making awards or in giving recognition to County, State or National champions in any project. Artistically designed. The words: "National," "State," "County," or "Individual" may be ordered stenciled on the top panel, and the name of the project such as "Clothing Club" or "Corn Club" can be supplied on the lower panel. Approved by most State and National Leaders. Allow ten days to prepare order and ship. Actual size 1 7/8 x 7/8 inches. Postpaid at:

Bronze .....	\$ .85
Silver Oxidized .....	1.05
Gold Plated .....	2.00
Sterling Silver .....	3.25
Gold Filled .....	4.25
10K Solid Gold.....	13.75



No. 58

## Boy's Wristwatch Band

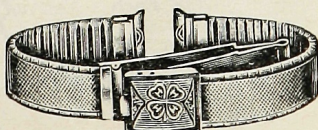


No. 526

No. 526. Best handsome, heavy mesh, adjustable, wrist-watch band, chromium plated (Silver-like finish.) Complete with 4-H emblems on clasp. Length when closed 6 1/4 inches, adjustable to smaller size, width 5/8 inches. Regular \$3.00 value. Money saving price, postpaid, \$1.98.

## Girl's Wristwatch Bracelet

No. 525. 4-H Club girl's watch bracelet, patent folding clasp, find textured mesh, chromium plated (silverlike finish), length closed about 6 1/4 inches, adjustable to smaller size. 4-H Emblem on clasp. Big value, postpaid \$1.68.



No. 525





We are your 4-H Club insigna. A handsome piece of jewelry any Club member will be proud to show. Fully guaranteed. Big value. Postpaid:

# 4-H Club Rings

Beautiful Designs in Gold and Silver



No. 56

Sterling Silver .....	\$2.59
10K Solid Gold.....	5.79
14K Solid Gold.....	6.98



No. 57

Sterling Silver .....	\$2.79
10K Solid Gold.....	6.28
14K Solid Gold.....	7.48

## 4-H Cub Flag

No. 11. Regulation size 24x36 inches. Just the thing to fly at all your mid-season Club meetings, such as Club Camps, Exhibits, Round-Ups, and other special Club events. Best cotton bunting. Process water proof 4-H emblem. Well sewed, two holes at end. Excellent value, postpaid at:

.75c Each

10 for \$6.25

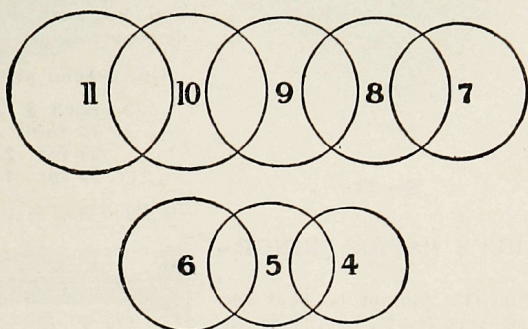
50 or more, each .60c







TO FIND CORRECT RING SIZES: 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 the ring falls between two sizes, order the larger size.

**ENGRAVING.** Service for Club members. Rock bottom prices. .03c per letter for script and .04c per block letters.



No. 45

#### No. 45. 4-H SASH

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. 191. 4-H HATS

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

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

100 to 500 for \$7.65 per 100

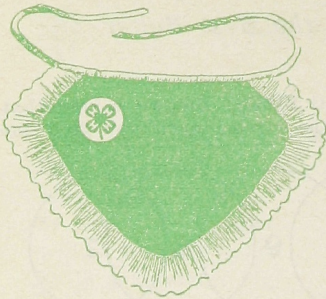
500 or more for \$7.50 per 100







**NO. 22. APRONS**



No. 22

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.

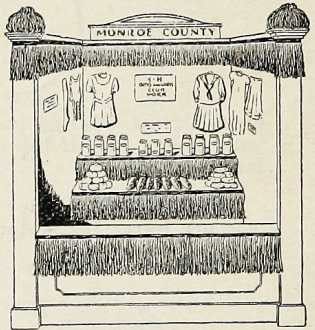
Our special prices:

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

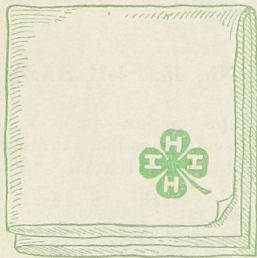
**CREPE PAPER FRINGE**

No. 712. 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 booth 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 yard.

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



No. 712



No. 23

**4-H PAPER NAPKINS**

No. 23. Just what you need for picnics, parties, banquets, and achievement day luncheons. Sold in lots of 100 only. Excellent value. 52c per hundred.

**TABLECLOTH ROLL**

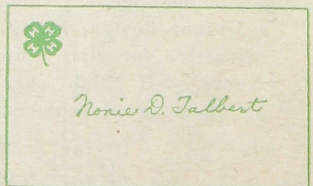


No. 23A. 300 foot roll plain white crepe paper tablecloth. A cheap and handy means of preparing your banquet tables. Makes nice background for green decoration. Roll postpaid, \$3.28.

**NO. 134. PLACE CARDS**

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 2x3 1/4 inches.

50 for	\$ .55
100 for	.95



No. 134





No. 46

### 4-H BALLOONS

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

### 4-H NUT CUPS

No. 42. A very pretty and dainty ruffled Nut Cup. Will add a touch of color to any dinner, tea or banquet table. In green and white, the club colors, with attractive 4-H decoration on handle.

Price 70c per dozen.



No. 42



No. 31

### 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. 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.

Available only in envelopes containing 100 each.



No. 32

100 to 500 for 45c per 100    500 to 1000 for 35c per 100

### NO. 24. 4-H BUTTONS

Best quality celluloid 4-H buttons, one-half inch diameter; very neat, suitable for use anywhere on any occasion, or can be used in membership campaigns. No orders under 25 accepted.

Price in lots of 25 to 100, 2c each

100 lots for	\$1.35 per 100
500 lots for	\$1.25 per 100



No. 24






### 4-H Handy Book


#### NO. 131. 4-H LIVESTOCK CLUB CARDS

Printed cardboard signs, same as illustrated. Size 11x9¼; 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.....

Ration Fed.....


Owned by.....

..... County


No. 131

#### NO. 132. 4-H LIVESTOCK CARDS

For pure bred livestock such as dairy calves, pigs, and 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 14x11 inches to 7x9¼ 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 850,000 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 and to play and spend wisely."*

*"Livestock 4-H Club members learn thru experience the best principles of care, feeding and management."*


Per set, prepaid, \$1.25





4-H CROPS CARDS

No. 130. Good quality cardboard for use in labeling Crops and Grain Exhibits at local, county, state and national fairs. Postpaid at



**4-H CROPS CLUB**

Variety .....

Owned by .....

..... County

10 for	.25c
25 for	.60c
50 for	1.15
100 for	2.15

JAUNTY REGULATION 4-H CAPS

No. 137... Used by 4-H boys and girls everywhere, at camps, fairs and regular club meetings.

Six panels, green and white cambric, waterproof process emblem in green.

Sent prepaid at 10c each for less than 100.

100 or more at 9c each  
 1000 or more at 8½c each  
 Express prepaid, cash with order.



No. 137



No. 141

No. 141... Here's a 4-H Sign for your gate! It tells your community and the world that you are doing big things in club work. Lithographed in green and white on steel sheeting. Practically indestructible. All ready to nail up. Size 10x14 inches.

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





## 4-H Handy Book

No. 34. A 4-H Linen Badge, very durable and practically weatherproof. For use at fairs, rallies, and 4-H Club meetings. Fill in your name with pen or pencil. Invert badge, fasten

with pin to coat lapel or dress, fold downward, over and concealing pin. Size, 2¼x7 inches. Price:

Each .....	\$ .12
10 for .....	1.10
25 for .....	2.50
50 for .....	4.75

### OFFICIAL 4-H SONG BOOK

No. 138A. A 4-H song book containing songs with words and music classified as follows: 4-H Club Songs, Folk, Humorous, Old Favorites, Patriotic, Sacred, Social, Spirituals and Rounds. Approved by National and State Club Leaders.

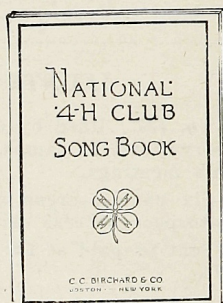


MY NAME IS \_\_\_\_\_

I AM A MEMBER  
OF \_\_\_\_\_

4-H CLUB  
OF \_\_\_\_\_

No. 34



No. 138 A.

### NO. 30. 4-H LABELS



No. 30

No. 30. Labels, actual size, printed in 4-H green especially for labeling canned goods prepared by Club girls.

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

### NO. 33. PRINTED TAGS

For use on exhibits at fairs, printed with 4-H emblem in colors. Size 4¼ by 2¼.

50 for \$ .30
100 for .50
500 for 2.40
1000 for 4.70

### No. 33A. PLAIN TAGS

Same as above, with no printing.

100 for 40c
-------------

Entry No. \_\_\_\_\_

Lot \_\_\_\_\_

Class \_\_\_\_\_

No. 33





**GIRLS' HEAD BAND**



No. 89

No. 89. Best quality white duck. 4-H emblem, embroidered in French stitching. Fast color. Will launder like new. Just the thing to set off a girls' demonstration team. 35c each.

**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



No. 19

45c each or ten for \$4.00

**NO. 14. CHEVRON**



No. 14

First used officially at the First National 4-H Club Camp, 2½ inches wide; for use on 4-H uniforms. Made of high quality felt, green border, 4-H clover, all sewed, excellent value at

15c each

100 for \$14.50

**4-H ARM BANDS**

No. 20. Emblem and border in green on white felt. Size 8½x4¼ inches. Equipped with elastic. A good identification mark in crowds, such as Farm Bureau picnics, camps or fairs. Effective in parades. Waterproof process emblem.

Price, each.....	\$ .20
10 for.....	1.90
25 for.....	4.50
50 for.....	8.75
100 for.....	16.50

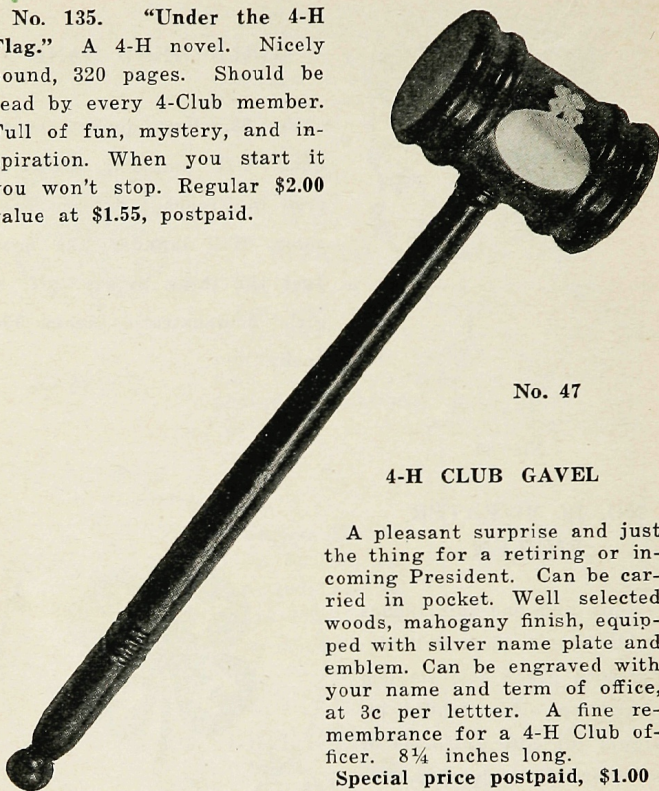


No. 20





No. 135. "Under the 4-H Flag." A 4-H novel. Nicely bound, 320 pages. Should be read by every 4-Club member. Full of fun, mystery, and inspiration. When you start it you won't stop. Regular \$2.00 value at \$1.55, postpaid.



No. 47

4-H CLUB GAVEL

A pleasant surprise and just the thing for a retiring or incoming President. Can be carried in pocket. Well selected woods, mahogany finish, equipped with silver name plate and emblem. Can be engraved with your name and term of office, at 3c per letter. A fine remembrance for a 4-H Club officer. 8¼ inches long.

Special price postpaid, \$1.00

NO. 101. "WINNIN' PA."—4-H CLUB PLAY

A means of putting some money into your Club treasury. Have a good time, entertain the folks in your community and collect a tidy sum for prizes or whatever your Club needs. Seven characters, three scenes with simple settings. Time required 20 minutes. Single copies postpaid 10c each. Set of 8, one for each character and one for the director, 50c, postpaid.

NO. 136. ART POSTER

Two color art poster, 12" x 15." Use in advertising rallies, distribution day programs, achievement days and other special occasions. Attractive poster for your room or den.

For sale at actual cost, to boost club work.

Single copies .....	06c	each
25 to 100 .....	05c	each
100 to 500 .....	04½c	each
500 or more .....	04c	each

PENNANTS

Our 4-H Club pennants are made from best felt, stitched letters. Order by number. You will be pleased with any of these selections. Extra letters will be stitched on any of the plain pennants for 30c pattern charge plus ten cents per letter. Fine for individual or club awards.





No. 12

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. 16. Size 17 by 36 inches. Same as our Favorite Pennant except larger. See page 31.

Special price, \$2.00 each.



No. 17

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

NOTE: On Nos. 15, 16 and 17 can furnish any lettering desired, not to exceed eight without extra charge. Add ten cents per letter for over eight letters.

On special lettering please allow 3 extra days for shipping.



No. 18

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.





No. 35

### 4-H EGG CARTONS

Poultry club members! Start in business for yourself. This high grade egg carton has been designed to assist 4-H Club members in establishing a regular market for quality eggs of their own production.

Sell direct to individual customers at regular intervals. Specialize in high class retail trade using select quality eggs.

This carton gives an individual touch to your product. Lettered in green, with 4-H emblem and place for your name or name of your local club. Packs one dozen eggs. Fits all standard crates and shipping cases.

Sold in lots of 250 cartons to club members and poultry clubs. Individual members may pool orders. Weight of 250 cartons is 40 lbs.

Our price F. O. B. Chicago:

250 at \$ 3.95	750 at 11.35
500 at 7.65	1000 at 15.00
2000 at 14.30 per M	

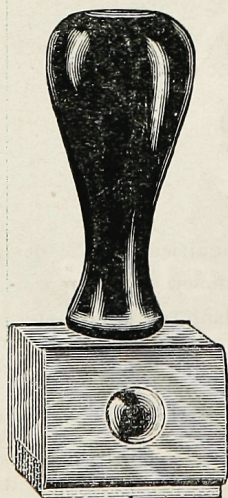
### SUPERIOR RUBBER TYPE OUTFIT

No. 35A. Two printing lines. Five each of the important letters, three and two of the others. Equipped with ink pad. Excellent value at 75c each.

#### 4-H RUBBER STAMP

No. 25. Just the thing for County Extension Agents, 4-H Club officers and others for stamping correspondence during enrollment season and in identifying 4-H Club material going through the mail. May also be used for stamping ribbons used as awards for club members. Postage prepaid, only 49c.

No. 25A. Self feeding, green ink pad, 1½x2¾ inches. Each 25c. When purchased with 4-H Rubber Stamp No. 25, 69c per set.



No. 25







**4-H MEDALS**

**No. 50. Dairy Medal**  
Beauty is expressed in every line of this magnificent new medal, especially designed for awards in 4-H dairy contests, such as judging, demonstration or on a 4-H Club member's record. Two-thirds actual size. Cordeliers or fobs furnished free.



No. 50

Bronze ..... .75  
Silver Oxidized.. .85  
Gold Plated .... 1.25  
Sterling Silver .. 3.00  
Gild Filled ..... 4.00  
10K Solid Gold..\$12.50



No. 50 A.

**No. 50A. Poultry Medal**  
Same size and quality as No. 50 but furnished with special poultry design. Same prices as No. 50.



No. 524

**No. 524.** Here is the latest style in medals. Concave face with four leaf clover entwined with clinging vine. Makes a beautiful pendant or medal for prize awards of any nature. Order No. 524.

Bronze .....\$ .60  
Silver Oxidized .. .70  
Gold Plated ..... 1.10  
Sterling Silver ..... 2.40  
Gold Filled ..... 3.50  
10K Solid Gold... 12.50

**No. 53.** Artistic 4-H medal suitable for pendants or fobs. Can be used for prizes in demonstration contests, health contests, judging contests, style shows, etc. Exact size as illustrated. Will furnish any medal listed here with cordeliers or ribbon sautoirs suitable for girls; or leather fobs for boys without extra charge. Prices postpaid:

Bronze .....\$ .45  
Silver Oxidized ..... .50  
Gold Plated ..... .85  
Sterling Silver ..... 1.20  
Gold Filled ..... 2.20  
10K Solid Gold..... 8.50



No. 53



No. 54

**No. 54.** A dignified artistic design suitable for almost any purpose. A beautiful pendant for a neck piece.

Bronze .....\$ .55  
Silver Oxidized..... .60  
Gold Plated..... 1.00  
Sterling Silver..... 2.25  
Gold Filled..... 3.25  
10K Solid Gold.....11.75





No. 55

No. 55. To be used for awards in stock or grain judging contests. Same size as illustrated. Leather fobs supplied free of charge at the following prices, postpaid:

Bronze .....	\$ .65
Silver Oxidized .....	.75
Gold Plated .....	1.25
Sterling Silver .....	2.50
Gold Filled .....	3.50
10K Solid Gold.....	12.50

**PRIZE CUPS AND TROPHIES**

Allow 10 days for delivery if engraving is wanted.

No. 161. Prize Cup. Britannia base metal, heavy silver plated, gold lined. Height with pedestal 5½ inches at \$3.55. Height without pedestal 4 inches at \$2.55.



No. 161

No. 62. Another most attractive design. Same size, quality and price as No. 161. Just the thing for prize awards at local and county fairs.



No. 62



No. 63

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

Height with pedestal 7¾ inches at \$7.40.

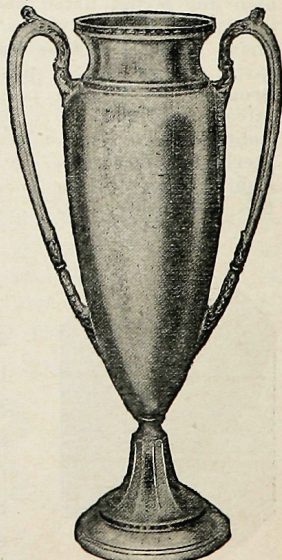
Height without pedestal 5¾ inches at \$5.95.

No. 164. Prize Cup. Superior quality. Graceful and artistic design. Heavy silver plated, gray finish, gold lined. An appropriate award for individual achievement or for firsts at state or larger events.

Height with pedestal, 22 inches, \$30.00.

Height without pedestal, 18 inches, \$27.50.

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. 164





## OFFICIAL 4-H CLUB PINS

**Beautiful Design—Something Every Member Wants.**

These are distributed to club members upon the approval of State Club Leaders only. The pin has been adopted by the State Club Leaders of the Agricultural Colleges and the U. S. D. A., and has been protected by patent right.



**Des. A. Carried in stock. Immediate shipment.**

**Design A.** Emblems are lettered FIRST, SECOND, THIRD or FOURTH to indicate the number of years of achievement—laurel spray on three sides.

**Design B.** With year on top panel. Name of state, abbreviated if necessary, on lower panel.



**Des. B with state name. Special made to order. Time—2 to 4 weeks.**



**Design L.**

**Design L.** Laurel spray on four panels.

**Design S.** State name or abbreviation on lower panel. Laurel spray on other panels.



**Design S.**

All pins other than bronze have green enamel background. Emblems furnished in three materials—bronze, sterling silver, and 10K gold filled. All orders must be approved by your State Club Leader.

**NOTE:** On initial orders for Design "S" and for each year die of Design "B" a die charge of \$5.00 is required unless 1000 or more pins are ordered.

Design wanted: "A," "B," "L" or "S?" Answer.....  
If design "B," or "S," what state? Answer.....

	Bronze Finish		Sterling Silver		10K Gold Filled	
	Regular Clasp	Safety Lock	Regular Clasp	Safety Lock	Regular Clasp	Safety Lock
First Year ...						
Second year..						
Third Year...						
Fourth Year .						
Design "L" ..						
Design "S" ..						
T'tal No. Pins						
Price each ..	.08	.11	.20	.24	.22	.27
Total Cost ...						

Name .....

Address .....

Approved by .....

State Club Leader



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This booklet is published by the  
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on

**BOYS' AND GIRLS' CLUB WORK**

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A committee of representative 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 360 North Michigan Ave.,

CHICAGO, ILLINOIS



1930