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Extension Division

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SUGGESTIONS FOR LOCAL LEADERS
OF
JUNIOR AGRICULTURAL CLUBS

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EXTENSION CIRCULAR NO. 177

Suggestions for Local Leaders of Junior Agricultural Clubs

By J. W. WHITEHOUSE, State Leader Junior Club Work.

MOTTO: TO MAKE THE BEST BETTER.

Boys' and girls' club work is a phase of agricultural education which teaches farm boys and girls between the ages of ten and eighteen the best known methods in farming and home making. Each club member is required to take some project in farming or home making and carry it thru as outlined. Instructions and record books are furnished without cost. A certificate of achievement is granted by the University of Kentucky when a project is satisfactorily completed. A complete record of the time spent and cost of growing or making the product is required. This is to teach the club members the economic side of the work.

Health and recreation have a large part in the club program. Plays, games, stunts and pageants add to the enjoyment of club meetings. The first step in community cooperation is learned in the Junior Agricultural Clubs. The club members also have an opportunity for service in their community in demonstrating their improved methods.

This work is conducted by the College of Agriculture of the University of Kentucky and the United States Department of Agriculture.

ORIGIN AND GROWTH OF CLUB WORK.

Club work was started among the boys in Holmes County, Mississippi, in 1907 by the United State Department of Agri-

culture for the purpose of teaching the farmers of that section how to grow corn. In one year 2,000 boys were enrolled in the corn project. In 1910 other projects were added for boys, and girls' club work was started. From its very beginning club work has been a most popular phase of extension work and has made a phenomenal growth. It is now a part of the extension program of every state in the Union. In 1923, 600,954 boys and girls were engaged in club work in the United States. Kentucky took up club work in 1908 and in 1923 had 20,000 club members enrolled.

4-H CLUBS.

Boys' and girls' clubs have gone under the name Junior Agricultural Clubs and are generally so known to the public. This name is not really appropriate under the general plan of club work as now carried on, with the girls' work being of equal prominence with the boys'. A better name would be Junior Farm and Home Clubs or 4-H Clubs, the four H's standing for Head, Heart, Hand and Health. Club work is planned to develop the four-fold life of its members.

The state and national club pledge is: "I pledge my HEAD to clear thinking, my HEART to greater loyalty, my HANDS to longer service, and my HEALTH to better living for my club, my community and my country."

TEN OUTSTANDING BENEFITS OF CLUB WORK.

1. Creates interest in farm life and rural opportunity and checks the flow of the best farm boys and girls to the cities.
2. Teaches efficiency in farming and home making which insures a greater income and a higher standard of living.
3. The record kept on the project is a lesson on the business side of farming.
4. The exhibition of products at fairs and shows in competition with fellow club members creates ideals and teaches fair play and good sportsmanship.
5. Teaches unselfishness in working with others for the good of all.
6. Ownership of products grown or made teaches independence and a regard for property rights. Also encourages the thrift idea.

7. Teaches self-help which is the confidence and belief in one's own ability to accomplish.
8. Wholesome play and recreation are a part of all organized club programs.
9. Teaches cooperation for the improvement of the school, the church and the community.
10. Helps to honor farming and rural home-making.

CLUB PROJECTS.

A club project is any specific piece of farm or home work which may be undertaken by a club member, such as growing a pig or calf, raising an acre of corn, canning fruits and vegetables, or making garments. The object of having club members carry on these projects is to teach them the best known methods of doing farm and home work and to make of them better and more prosperous farm citizens. To be a bona fide club member, a boy or girl must do a farm or home project.

When five or more club members in a community are engaged in the same project, with an adult leader, they are called a project group. These project groups were formerly called clubs but it is better for the work to have only one club in a community, composed of all the club members, and to call it a Junior Community Club.

Definite outlines and instructions can be furnished by the Club Department on more than thirty projects. This large number is offered in order that every community in Kentucky may be able to select the projects most adaptable to its conditions and needs. It is recommended, however, that no community select more than five projects and under average conditions better results will be obtained if only two or three are chosen. If a large number of club members demonstrate the same project the improved method will be more readily adopted by the community than if there are only a few demonstrations. More interest will also be taken by the club members.

In selecting the projects for a community, the various farm and home problems should be studied and those projects selected which will demonstrate improved methods along those lines which most evidently need improving. For example, suppose

that in a certain community few or none of the farmers feed a balanced ration to their hogs but feed grain alone. Under such conditions a pig-feeding demonstration will be helpful. A canning project should be selected by a community which grows good fruits and vegetables but does not can or preserve its winter supply. It is relatively easy to select suitable projects for a community if a little study is given to the conditions and needs.

STEPS IN ORGANIZING A JUNIOR COMMUNITY CLUB.

1. Arouse interest among the boys and girls in club work. This can be done most easily, in communities where the work is new, by visiting the school and outlining the benefits and opportunities of Club Work to the boys and girls of club age. The play and recreational side should be emphasized as well as the educational advantages.
2. Get the approval of the parents. This may be done by having those who desire to enrol secure the signatures of their parents to their enrollment cards. A much better way, however, is to get the parents to attend a meeting where the aims and objects of club work are explained. This will insure better cooperation thruout the year.
3. Secure some adult resident of the community to be the local community leader who is interested in the development of the community and likes to work with young people. Such persons usually will take the leadership of the club if the opportunities and possibilities are made clear to them.
4. Call a meeting of the prospective club members and the local leader. At this meeting the following things should be done:
 - a. Make a record of all those who are to be club members, giving name, age, address, project and parents' names.
 - b. Elect officers, president, vice-president, secretary-treasurer, and appoint necessary committees.
 - c. Select the projects.
 - d. Outline program for the year, which should include time and place of meeting, monthly topics for discussion, community activities to be undertaken, demon-

stration teams and judging teams to be selected and trained, club fairs, shows, tours, plays, games, entertainment, songs and yells.

- e. Appoint a club reporter to write up the events of the club for the local papers and State Club Office.
5. Secure a leader for each project group. Each project group will need some local person to encourage and help it. If corn, pigs and clothing were the three projects chosen by a community, there should be a leader selected for each of these project groups who is especially interested in the project of the group he or she leads. In some cases the community leader may also be the leader of a project group.
6. Give each member a membership card.
7. Teach club pledge and motto.

For further information on the organization and conduct of a Junior Community Club, see the secretary's book and the Club Manual, Extension Circular 117, College of Agriculture, University of Kentucky.

COMMUNITY LEADERS.

The success or failure of a Junior Community Club largely depends on the interest and activity of the adult leader. It is a great privilege and opportunity to be the leader and adviser of a fine active group of boys and girls who are trying to develop themselves into good useful citizens. Hundreds of men and women in Kentucky are giving freely of their time and thought in directing the activities of such groups.

Any resident of a community may be a successful leader if he or she enjoys association and work with boys and girls. All the detailed information on the activities of the club can be secured from the county agricultural or home demonstration agent, or the College of Agriculture, University of Kentucky.

SUGGESTIONS ON CLUB PROGRAMS.

Each club should have a regular time and place for meeting and it has proved desirable to hold monthly meetings with

a minimum of eight meetings during the year. In general it seems best to hold the regular club meeting in the afternoon as it is usually more convenient for the smaller club members to attend. There are no objections to holding the meetings at night if it is for the best interest of the club. Special meetings to which the whole community is invited usually will be better attended if held at night.

There should be a definitely prepared program for each meeting and the assignments should be given out by the president and club leader at least a month in advance. All assignments should be accompanied by instructions on the sources of information needed. If the information on the subject to be discussed is to be found in a state or government bulletin or circular, these should be given the club members and the topics marked. All Kentucky bulletins and circulars and Farmers' bulletins of the United States Department of Agriculture will be sent free upon request. One or two farm, home or community subjects, relative to the projects being done by the members, should be discussed at each meeting.

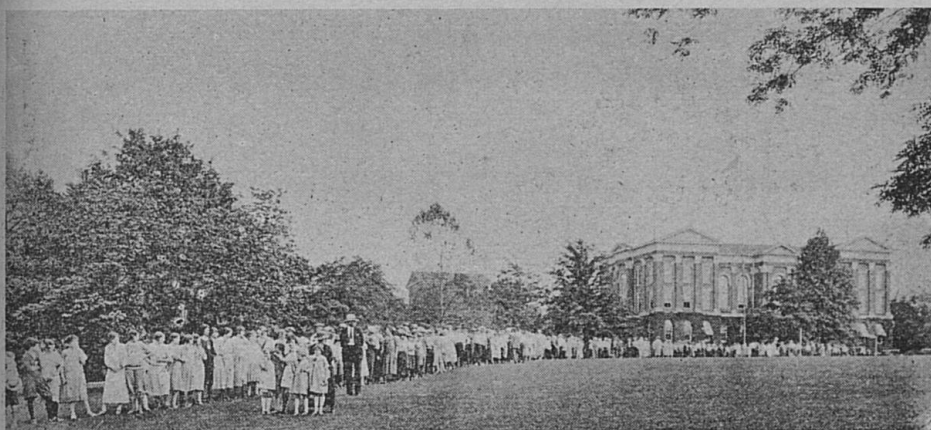
The meeting should not last longer than an hour to an hour and a half and the educational phase should not take more than half of this time. The remaining time should be given to recreation and making plans for social, community and county activities. All meetings should begin and close promptly at the time set. If this is done the parents will be more willing to allow their children to attend.

Elsewhere in this circular will be found songs, yells and games suitable for club meetings. For further information on programs see Kentucky Extension Circulars 91, 117 and 136.

JUNIOR WEEK.

Junior Week is the greatest of the many events enjoyed by club members. It is held on the University campus at Lexington each year in June. Club members from more than half of the counties in the state meet each other on this occasion and enjoy the good things prepared for them. Interesting instruc-

tion is given the boys on farm topics and to the girls on home problems. The club members have the opportunity of seeing the University buildings, laboratories, farm, Experiment Station and other equipment. The afternoons are given over to recrea-



Junior club members on the University campus, Junior Week, 1924.

tional activities and each evening a free picture show is held at the new Basket Ball building.

The girls occupy the rooms in Patterson Hall used by the college girls during the school term and the boys room in the men's dormitory. Board is furnished by the University Cafeteria and at Patterson Hall. The expense of attending Junior Week is \$7.00 for room and board, which is the actual cost for this accommodation. Many of the boys and girls who attend Junior Week are inspired to return and complete their education at the University.

DEMONSTRATION TEAMS.

One of the easiest ways to teach a community to adopt a new or an improved method in farming or home making is to have two or three club members show the community how the new or improved method should be carried out.

Club members who give such demonstrations are called demonstration teams. These teams are trained by the county or home demonstration agents or local leaders. They are taught

The leader of each junior community club should train a team to demonstrate some new or improved farm or home method which is most needed by the community. A county contest should then be held with all the community teams entered to determine the best farm and home practice demonstration teams. These county champion teams will be entered in the state contest which is held at Lexington during Junior Week. Demonstrations by any of the community teams may be given before luncheon clubs, business men's organizations and other public gatherings. The Club Department has twenty-five demonstrations outlined, copies of which will be sent free on request.

LIVE STOCK JUDGING.

Each year a live stock judging contest for junior club members is held at the Kentucky State Fair. Every county that has a county agricultural agent is eligible to enter a team. Three members and an alternate constitute a team. It is expected that several teams will be trained in each county by the



James Robinson, of Boyle County, and his grand champion baby beef. This steer sold for 80c per pound.

local leaders and county agent and that a county contest will be held to select the team to be entered in the state contest. A silver cup and substantial cash premiums are awarded in this contest.

FAIRS AND SHOWS.

A community and county fair or show should be included in the program of each club. One of the best ways to teach types and standards is in a show where products are compared and awards made by a competent judge. Shows should be held for their educational value and not for the premiums awarded. Small premiums help to get out the exhibits and are of value. If too much money is offered in premiums the educational value may be lost and bad feeling created among the losers. It is not necessary to have a large number of exhibits in order to have a worth-while show. It is usually not difficult to secure premiums sufficient for a community show. Attractively printed ribbons or cards are often more prized by the exhibitors than the cash awards.

CLUB CAMPS.

County camps are conducted by the Extension Division of the College of Agriculture, for junior club members who are



Totem pole line-up—Madison and Rockcastle County club camp, 1924.

doing good work. The opportunity to attend camp is offered as a reward for good work done.

The camps open Monday afternoon and close Friday morning. The program consists of practical instruction in agriculture and home topics during the forenoon and recreational activities in the afternoon. The whole program is designated to inspire boys and girls with the advantages of country life and rural opportunity. The camp leaders and instructors are expert in their lines, which makes the camps profitable and pleasant to the adults as well as the club members.

The club members bring their provisions from home, which makes the cost of the camp very small. The girls are well cared for by the home demonstration agent and women club leaders of the county and the boys are under the care of the county agent and men leaders.

ACHIEVEMENT DAY EXERCISES.

Every club member who completes a project and turns in a record of it to the local leader or the county or home demonstration agent is entitled to receive a certificate of achievement from the College of Agriculture, University of Kentucky. An achievement day program should be held in each county for the awarding of these certificates and all those who are to receive them, together with their local leaders, should attend. An appropriate program and the usual ceremonies should precede the awarding of the certificates. Club members who are given no recognition for good work done will not have the incentive to continue as will those who are made to feel that they have completed some worth-while piece of work and have received their certificates of award.

RECREATION.

Recreation is one of the greatest needs of boys and girls in the rural districts. More play is needed to enliven their lives and teach them fair play, good sportsmanship and cooperation. The progress of a community depends on the pulling together

of the citizens of that community for better churches, better schools and better citizenship. The playing of group games is a good lesson in cooperation which like all other subjects can be most effectively taught to young people.

The following are some of the simple games which can be learned easily and will be enjoyed by the club members. Some of these are indoor games and some are suitable for the playgrounds.

CLUB GAMES—HAVE YOU SEEN MY SHEEP?

The boys and girls form a ring with a player outside the circle. The one outside touches one of the players on the back and asks, "Have you seen my sheep?" To this question the other replies, "No; how was it dressed?" The first child then describes some player, who, when he recognizes himself, must run around the circle and try to regain his place without being tagged by the one outside the circle.

NOSE AND TOE TAG.

The players arrange themselves in a limited playing space, and the one who is "IT" runs in and out among the players, seeking to tag anyone who has not assumed the "nose and toe" position.

Each player, in order to be safe from the tagging of "IT," must grasp his nose with his right hand and the toe of his left shoe with his left hand. As soon as the tagger has passed by, and a player is not in danger of being touched, he may assume an ordinary standing position, and may move about within the playing space. "IT" may make use of certain devices for tagging a player, by pretending to pass him, and suddenly turning to tag the player who may be off his guard and have relinquished his "nose and toe" position.

FORTY WAYS OF GETTING THERE.

All players stand in a row on one side of the playground. From thirty to forty feet from this row and parallel to it a goal

line is drawn. An umpire is appointed. The first player in the row is asked to cross over to the goal line in any manner which may please him. The second person then follows and so on but each one must go in a different manner.

If any person goes across in a manner which has previously been used, he must return and cross again. A prize may be given to the person going across in the most original way.

SNATCH BALL.

Divide the boys and girls into two groups. Line the groups in straight lines facing each other and about 10-30 feet apart (10 if indoors and 30 if outside). Number each player, beginning with "one;" then place a ball in the center circle between the two lines. The referee calls out a number; for example "eight." Each player whose number is eight rushes out to snatch the ball and get back across the line before the other number "eight" can do so or touch him. Either can snatch the ball and run and if one does get back safely across the line without being touched, it counts one point for his side. If, however, the fellow who snatches the ball is touched, then one point is counted for the other side. Eleven points constitute the game.

I SAY STOOP.

The players form a circle with one player in the center. When the player says, "I say stoop," all must stoop, and when she says "I say stand" all must stand. Those in the circle will do what the central player says, not what she does. For instance sometimes the central player stands when she says "stoop" and stoops when she says "stand." In either case the players must not do what the central player does, but do what she says. If any player does not obey the command he sits down in place. The winner is the last one standing up. The game is more interesting if the central player gives the commands quickly.

BUZZ.

This game may be played by from five to thirty persons.

One person begins to count by saying "one," the player at his left, "two," and so on until the number SEVEN is reached, whereupon the word "Buzz" is substituted. The next player says "eight," and so on around until a multiple of seven is reached, such as 14, 21, etc., when the word "Buzz" is substituted for the right number.

"Buzz" is also used instead of any number that contains the number seven, e. g., 17 and 27. For 71 the players say "Buzz one" for 72, "Buzz two," and so on; and for 77, "Buzz buzz."

Whenever a player says a number when he should say "Buzz" or says "Buzz" in the wrong place, he is out of the game and must sit silent. The counting is then begun at one by the next player.

If a player forgets his number or miscounts after a Buzz, he must pay a forfeit, but can continue playing.

The object of the game is to reach one hundred, but as mistakes are frequently made, this is a difficult feat. If the counting is carried on quickly the game will be found to be a lively one.

SORE SPOT TAG.

In this ludicrous game of tag the game begins as in the simple form but the first one who is tagged must hold his left hand on the part of his body which was touched; and he cannot take his hand away until he in turn tags someone else. The object of the game is to cause as much inconvenience to the players as possible. Hence "IT" tries to tag his victim on the knee or foot or between the shoulders or elsewhere, so that he may be handicapped as much as possible on account of the requirement that he shall nurse his "sore spot" until he succeeds in tagging some other player.

RELAY RACE.

Select teams of five or more. Each team in single file lines up behind the starting line. At a signal the first player in each file runs to the goal and back again, touches the outstretched hand of the second player who runs to the goal line and on his return "touches off" the third player and so on. This continues until all the players in the file have run to the goal line and back. When a player starts running the file moves forward until the foremost player toes the starting line. The team whose last player crosses the goal line first on his return wins the game.

DODGE BALL.

Make a circle (35 feet in diameter) with chalk. Have two teams, one placed around the outside of the circle and the other within the circle. The team on the outside of the circle has a volley ball or basketball with which to try to hit any of those within the circle. No player must strike at another from a space on the line or within the circle—if the player does so, the throw is not counted. Each player when struck by a fair ball leaves the circle. The ball may be thrown from one member to another of the team on the outside, but not passed. When the ball is thrown and remains or rebounds into the circle one player from the outer team may go in and get it, but he or she must resume his place outside the circle or throw the ball to one of his teammates. To pick the winning team the game must be timed and the team having most players in the circle at the end of a number of minutes previously fixed is the winner.

INDOOR TRACK MEET.

Divide the crowd into at least four groups, each of which chooses a captain. Each group enters two or more contestants for each event.

A committee of judges should be selected, a clerk to announce events, a timekeeper, and a starter.

1. Standing Broad Grin—
Who can grin the broadest? Use a yardstick to measure if you want results.
2. Eighteen Inch Dash—
Each contestant is given a piece of string eighteen inches long, on one end of which a lump of sugar is tied; the other end is taken in the teeth. Who can chew to the sugar first?
3. Shot Put—
Each entrant stands on a chair and tries to drop ten beans one at a time into a glass jar placed on the floor. Use dried lima beans and a Mason quart jar.
4. Hammer Throw—
The contestants one at a time toe a mark and see who can throw the farthest a paper bag filled with air.
5. Relay Race (for winners of other classes only)
Beginning at a given signal, who can eat two soda crackers and whistle first? The hands are kept folded behind the back while the crackers are fed to the contestants by assistants.

CROWS AND CRANES.

The teams of equal numbers are formed in parallel lines about a yard apart. One line is named the Crows and the other the Cranes. All players stand facing the director, who takes his place about two yards from one end of the lines. Thirty feet back of each line is a base, or safety line. The director starts the game by making a throat or guttural sound of "er" as "er-r-r-r" and then suddenly runs it off into either "Crows" or "Cranes."

The side whose name he shouts turns quickly and runs to safety while the other side runs after them, tagging as many of their players as possible. Those tagged must fall out of the game.

The game may be repeated a definite number of times or a score may be kept, the side retaining the most men being the winner.

SONGS.

Young people enjoy singing, especially if the songs are appropriate and easy to sing. Singing should be made a part of all club meetings. Below are a few selected club songs set to familiar tunes. The Club Department has a song-book containing more than 100 songs with music, which can be had for 20c a copy.

GREETING.

(Tune: "Help It On.")

How do you do, Mr. _____
How do you do?
Is there anything that we can do for you?
We'll do the best we can,
We'll stand by you like a man,
How do you do, Mr. _____
How do you do?

(Substitute "Thanks to you" for "How do you do.")

NEW CLUB GREETING SONG.

(Tune: "Boola Boola.")

President Coolidge, how are you?
We're glad you're with us—
We're glad you're with us—
We'll try to show you what our clubs are doing.
President Coolidge, We're for you.

(R. A. T.)

YES, WE ARE FROM KENTUCKY.

(Tune: "Yes, We have No Bananas!")

Yes, we are from Kentucky!
Kentucky's the State that we love
And we will forever by earnest endeavor
Her faith and loyalty prove.
Yes, we are from Kentucky!
Kentucky's the State that we love.

I'M FOREVER BOOSTING CLUB WORK.

(Tune: Chorus, "I'm forever blowing Bubbles.")

We're forever boosting Club Work,
 Junior Club Work everywhere,
 Our aim is high, we will always try

To keep our banner in the sky.
 Achievement is our watchword,
 The four-leaf clover rare,
 Means Health and Happiness forever,
 Junior Club Work everywhere.

2.
3.
4.
5.
6.**CLUB BOYS, CLUB GIRLS.**

(Tune: "Reuben, Reuben, I've Been Thinking.")

Club boys, club girls, I've been thinking
 What a sad State this would be
 If the clubs were all transported
 Far away from you and me.

Cheer up, speed up, all ye members
 _____ County our home shall be
 We're happy farmers of tomorrow
 And we belong to the 4-H-C.

BOOST YOUR CLUB.

(Tune: "Good-night, Ladies.")

Boost for club work,
 Boost for club work,
 Boost for club work,
 For we are in to win.

Chorus

Merrily we push it on,
 Push it on, push it on
 Cheerily we push it on,
 Bound to do our best.

W
W
W**SONG PUNS.**

1. What makes a board walk walk, boys,
 What makes a board walk walk?
 What makes a board walk walk, boys,
 What makes a board walk walk?

W
W
W

What makes a board walk walk, boys,
What makes a board walk walk?
Tell me now do you know
What makes a board walk walk?

- | | |
|---------------------------------|------------------------------------|
| 2. What makes a gum-drop drop. | 7. What makes a salt-shaker shake. |
| 3. What makes a cow-slip slip. | 8. What makes a wood-chuck chuck. |
| 4. What makes a horse-fly fly. | 9. What makes a pork-chop chop. |
| 5. What makes a moth-ball bawl. | 10. What makes a Sham-rock rock. |
| 6. What makes a cat-fish fish. | 11. What makes a dumb-bell bell. |

OUR CLUB WILL SHINE.

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.

WE'RE HERE TO SEE THE CAMP.

(Tune: "Battle Hymn of the Republic.")

We've members in the club work from the counties of the State;
We have worked all thru the summer, now we're here to celebrate;
We have left the other members hanging on the garden gate,
While we came to the Camp.

Chorus

Glory, Glory, Hallelujah! Glory, Glory, Hallelujah!
Glory, Glory, Hallelujah! Yes, we came to the Camp.
You may think to win in club work is an easy thing to do;
That the road that leads to victory is quite easy to pursue;
But, believe me, it's a tussle from the start till we get thru;
To win and come to Camp.

Chorus

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

When we started in the club work, we went in to do or die;
 Now we're here while the others are lamenting with a sigh;
 And we'll have fun here at Club Camp, or we'll know the reason why,
 While we are here at camp.

CLUB RALLY SONG.

(Tune: "Auld, Lang Syne.")

We're here for fun right from the start
 Pray drop your dignity;
 Just laugh and sing with all your heart,
 And show your loyalty.

May other meetings be forgot,
 Let this one be the best,
 Join in the songs we sing today,
 Be happy with the rest.

CLUB SONG.

(Tune: "Hail, Hail, The Gang's All here.")

Hail! hail! the club's all here,
 Do we like our club work,
 Yes, we like our club work,
 Hail! hail! we're full of cheer,
 Do we like our club work, YES.
 Hail! hail! the club's all here,
 Ev'ry one a winner, ev'ry one a winner,
 Hail! hail! the club's all here,
 —————ready for a good time now.

Hail! hail! the club's all here,
 Ev'ry one a winner, hear that call for dinner,
 Hail! hail! the club's all here,
 Can't we have our dinner now?

PARTING SONG.

(Tune: "A Perfect Day.")

We are nearing the end of a perfect day
 Which will long remain in our thoughts,
 It should send each member or guest away
 With the joy that the day has brought,
 For club work means service at work and play,
 And friendships that never fade,
 So we grasp at the end of a club-camp day
 The hands of the friends we've made.

YELLS.

why, Good yells are needed on many occasions. Each club should appoint a yell leader and learn a few of the following yells.

Good, Better, Best,
Work with a zest;
Make the best better
And make the better best,
CLUB WORK
CLUB WORK
CLUB WORK

—o—

Stand us on our heads,
Stand us on our feet,
————! —————!
Can't be beat!

—o—

Razzle, Dazzle, rub-a-dub
We are Kentucky's Canning Club;
We can peaches, tomatoes, beans,
Of all the canners, we're the queens
Rah! Rah! Rah!
Kentucky!

—o—

Razzle Dazzle,
Razzle Dazzle,
Not a thread but wool,
All together, All together,
That's the way we pull.

—o—

er, Rip saw! Rip saw! Rip saw, bang
We belong to the —————gang.

—o—

Feed 'em on corn,
Feed 'em on hay,
Feed 'em on anything
To stop that bray.

—o—

Sweet milk, clabber milk, butter milk, whey,
We can beat—————any old day.

—o—

Rah, Rah, Rah, Rah, Ray!
We say Junior Clubs—what do you say?

Take a look, take a look,
 Best you ever saw,
 —————Rah, Rah, Rah.

—o—

Rickety, Rickety, Russ!
 We're not allowed to cuss
 But nevertheless,
 We must confess,
 There's nothing the matter with us.

—o—

Health, Heart, Head, Hand,
 These are the signs of the 4-H band
 Rah, Rah, Rah!

—o—

Wash 'em out, wring 'em out,
 Hang 'em on the line,
 ————— beats 'em every time!

—o—

Green beans, corn bread,
 Ice cream and cake,
 Every ————— camper
 Is here to celebrate.

—o—

You tell 'em, I'll tell 'em,
 Everybody knows

—————
 Have the straightest rows.

—o—

When you're up, you're up,
 And when you're down, you're down.
 But when you're up against the —————Club
 You're upside down!

—o—

1—2—3—4

Who're we gonna yell for?
 What for, who for?
 Everybody yell for

—————Club —————Club ————— Club.

(NOTE: The word club may be omitted if desirable).

—o—

We're from old Kentucky
 Where the bluegrass grows,
 The best state in the nation
 As anybody knows,
 K-E-N-T-U-C-K-Y Kentucky.

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on by
with
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