Chase The Squirrel #2

Informant/Performer: Children Buncombe County, N.C., 1927 Source: Jan Philip Schinhan, ed. Frank C. Brown collection of North Carolina Folklore, Vol V Durham, N.C.: Duke University Press, 1962





Game Directions

This is a sort of steeplechase. One boy is given a start; then the rest chase him, singing (the song) and following exactly in his tracks. The object is to see if they can catch him by taking the same risks he does.

Alternate game:

A ring of players is formed, about the outside of which circles a child who carries a knotted handkerchief, with which he finally taps another on the should, and starts to run round the ring. The child touched must pick up the handkerchief, and run in the opposite direction from the first. The two players, when they meet, must courtesy three times. The toucher endeavors to secure the other's place in the ring, failing which, he must begin again.

(alternate game directions for "Hunt the Squirrel" from Newell, William Wells, Games and Songs of American Children)