

# No. 1.—M.O. FOR MAUDIE-O.

M. O for Maudie-O! Bon nie, bon-nie Maudie-O! I love a fresh rose: Call up-on me.

KEY G.  $\text{d} : \text{d} \text{ ,r} | \text{m} \text{ ,r} : \text{d} | \text{r} \text{ ,r} : \text{r} \text{ ,m} | \text{f} \text{ ,m} : \text{r} | \text{s} : \text{s} \text{ ,s} | \text{s} : \text{s} | \text{s} \text{ ,s} : \text{s} | \text{s} : \text{—}$

Ped.

A ring is formed. Hands are joined. Maud stands in the centre. The ring walks round, singing:—

M.O. for Maudie-O!  
 Bonnie, bonnie Maudie-O!  
 I love a fresh rose;  
 Call upon me.

At "Me" the ring stops. All raise their right hands, like children in class wishing to answer, but in this case desiring to be chosen. One is chosen—Ethel. She enters the ring.

The ring moves round, singing "E.O. for Ethel-O! Bonnie, bonnie Ethel-O! etc."

At the same time Maud and Ethel, joining right hands, dance round each other quickly, but stop with the ring at "me."

Ethel chooses another (Annie), Maud rejoining the ring. The verse is now "A.O. for Annie-O!" and the movement continues as before till all have been "It."

*This game differs from some of the older games, in that "It" is a desirable position. In many of the earlier games, "It" appeared to be under some form of taboo, and could only be chosen by means of the wizardry of a counting-out rhyme.*