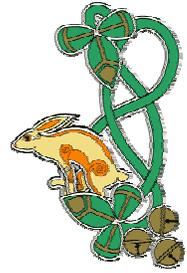


A Wabbit's Tale

(The 2005 California Morris Ale)

Duck Season Wabbit Season Duck Season Wabbit Season.....
Wabbit Season Duck Season Wabbit Season Duck SeasonBLAM!



Web site

Most of the information about the 2005 California Ale, "A Wabbit's Tale" can be found at our web site, <http://www.wabbits-tale.org>. It's always a good idea to check there for latest/greatest information.

About the event

The site for The 2005 California Ale is the Headlands Institute and Conference center in the Marin Headlands. Just north of San Francisco across the Golden Gate Bridge, this site is nestled on Rodeo Beach, 20 minutes from downtown San Francisco, 40 minutes from San Francisco Airport, or 40 minutes from Oakland.

If you are flying in and need a lift from the airport, please contact our Travel Tsarina, Beth Bergen, as soon as you know your flight details. She may be reached at +1-510-451-9112, or beth@anacreon.com. We can arrange rides from either Oakland Airport (OAK), or San Francisco Airport (SFO).

If you have any questions before the event, please send email to info@wabbits-tale.org or registrar@wabbits-tale.org. Once at the event, we'll have 3 folk with cell phones desperately waiting for your call (contacts and numbers to be provided at checkin).

Although we don't know how well the cell phone coverage works out by the camp, each phone is on a different cellular network, so if one doesn't work, go ahead and try the others. We expect no problem with these during the Saturday tours or Sunday after-party. **Please use these phone numbers ONLY for the Ale and don't give them out to the public.**

If you are arriving early

If you happen to be in the area before 6p, there will be an unofficial pre-ale pub gathering at the Marin Brewing Company (see **Sunday – Marin Brewery** below for location information). Dancers will be meeting outside or inside near the dart board area. Ethan Hay is our contact/organizer there (no, he's not MBC staff – he's one of us!)

When you arrive at camp

Registration will be open from 6 pm onward. Please don't arrive earlier than this. When you arrive, please follow the signs to check-in and registration. When you leave your car for the weekend, please use the main lots at the east and west ends of the campus.

At check-in you will be given a map, the location of your accommodation, your badge, any pre-ordered T-shirts or hankies (please bring exact monies owed for these), and a registration / insurance form to sign. Please wear your badge to help us get to know each other. There will be a

notice board near the check-in desk with last minute information. You may also post messages here. Advance order T-shirts should be picked up at check-in.

After check-in, please unload your car quickly, and then please park your car in one of the main lots for the weekend. Although we do not recall problems in the past, please be aware that the camp has no security, and buildings are not locked.

What to bring

- _____ Warm sleeping bag and pillow(s) (cots with no linens are provided, but the rooms *are* heated)
- _____ Bath towel (never forget your towel)
- _____ Alarm clock (see Earplugs)
- _____ Toiletries (toothbrush, toothpaste, soap, washcloth, &c)
- _____ Music and Dance impedimenta (instruments, songs, dots, kit, bells, hankies, sticks, clogs, vicodin, ice, ace bandages, other inducements)
- _____ A drinking stein, cup, tankard, or other vessel for camp
- _____ A flashlight
- _____ Earplugs (see Alarm Clock)

Additional optional items to consider (especially if you plan to go hiking while at camp)

- _____ Foot gear: sturdy, ankle supporting, preferably waterproof
- _____ Hat
- _____ Gloves or mittens
- _____ Jacket – a lightweight parka with a hood is a good choice
- _____ Sweater -- wool is best
- _____ Sunglasses, sunscreen
- _____ Camera (and film if not digital)
- _____ Quarters for washers and dryers, laundry soap (if you plan to use the onsite laundry during the weekend)
- _____ Rain gear
- _____ Water bottle

Camp Rules

Smoking is only allowed in designated outside areas. Absolutely no smoking within buildings.

No firearms, guns or explosives of any kind.

Flammables must be kept in locked storage, and you must inform a committee member.

Liquid fuel stoves and lanterns are not allowed.

No (non-human) animals.

If you move furniture or beds, please put them back at the end of the weekend.

Rooms must be left clean.

You must be out of your room by 10am, Sunday.

You need to have left camp by 12:30pm, Sunday.

Religion

We are not organizing any religious events; however there are spaces available for those wishing to organize gatherings. Please let us know ahead of time.

Tentative schedule (details may change):

Friday

6:00 pm – 10:00pm Check-in at registration, unload
6:00 pm on Snacks, drinks, consuming of mass quantities, and pickup dancing (when we reach critical mass) in the dance hall
8:00 pm First run thru of mass dances
11:00 pm Second run thru of mass dances
Evening: possible singing circle at the fire pit

Saturday

8:00 am - 9:00am Breakfast, in dining hall
9:15 am Tour busses load and depart
9:30 am – 5:30pm Touring in San Francisco: stops at Justin Herman Plaza 10:00 am -11:15 am, Aquatic Park 11:30 am - 1:30 pm (lunch, show dances) Finnegan's Wake 2:00 pm-3:30 pm (pub stop), and Union Square 4:00 pm - 4:45 pm (times approximate)
5:30pm Busses return to camp
Evening Dinner in dining hall (staggered seatings)
Evening Pickup dancing in dance hall, singing circle at the fire pit

Sunday

8:00 am on Continental breakfast in the dining hall available throughout the morning
Clean out your room (must be out by 10am)
9:30 am Workshops (tentative): Bacca Pipes sword dance, Button Accordion, Border
10:00 am – 11:45am Dances from Malvern, Squires/Foremans roundtable
12:00 noon Depart for informal après Ale tour location in Marin.
12:30 pm Carousing and dancing at the Marin Brewing Company

Merchandise

We are proud to showcase the artwork of Lee Thompson-Herbert in our Ale T-shirt and hankies. The T-shirt will include a list of attending teams on the back. Hankies will be available for a mere \$10, and T-shirts are only \$20 in sizes Medium, Large, Extra Large, and Extra Extra Large (sorry the Smalls are all taken). You can see pictures of both on our web site. Advance orders can be picked up when you check-in. Bring exact money, if possible, or a check payable to "Ric Goldman" with "The California Ale" in the memo line.

No Skits

We've designated The 2005 California Ale as a Skit-Free Zone! Enjoy the beach, the fire pit, the dancing and the people.

Mass dances

Mass dances for "A Wabbit's T'ale" are, Froggy's First Jump (Ducklington), Lollipop Man (Ducklington), Solder-O (processional), Tinner's Wabbits (Border) and Vandals of Hammerwich (Lichfield). All of these will be taught on Friday.

Driving Directions

The Headlands Institute provides its own location /directions information at <http://www.hiconferencecenter.com/maps.html>.



The camp address is Golden Gate National Recreation Area, Bldg 1033.

Heading North on Hwy. 101 from San Francisco:

1. Cross the Golden Gate Bridge and take the Alexander Avenue exit - the second exit. Merge right onto Alexander Avenue (do not go left under the freeway).
2. Take the first left (in approx. 1/10 of a mile) at the left hand turn lane.
3. Go straight to the tunnel entrance, and follow the Directions from Tunnel below.

Heading South on Hwy. 101 from Marin County:

- 1/1a. Take the second Sausalito exit - the last exit before the Golden Gate Bridge. Turn right and follow the road beneath Highway 101. Go straight after the stop sign.
2. Take the first left at the left-hand turn lane.
3. Go straight to the tunnel entrance and follow the Directions from Tunnel below.

Directions from Tunnel:

3. Wait for the green light before proceeding through the tunnel on Bunker Road.
4. Continue slowly through housing area (watch for speed bumps), and straight at McCullough Road. Pass the horse stables on your left.
5. Veer slightly right at Field Road. Bunker Road now passes below the old chapel (now a visitor center) and crosses Rodeo Lagoon.
6. At the next fork, keep left on Bunker Road; continue towards the beach.
7. Soon (approx. 1/10 of a mile) you will see a Headlands Institute sign on your right. You should also see signs for the Ale check-in / registration. Follow those signs to find us.

Sunday – Marin Brewery

No formal tours are planned for Sunday. Instead we have Après Ale gathering at the Marin Brewing Company, 1809 Larkspur Landing Circle, Larkspur, CA 94939, phone +1-415-461-4677. This is a public gathering open to all, so **invite your friends**.

MBC have their own web page at <http://www.marinbrewing.com/brewery.html> which includes directions. By the way, they are just across the street from the Larkspur Landing bus terminal where you can get the Marin Airporter Bus about every half-hour to and from SFO airport for only \$16 (see <http://www.marinairporter.com>)

Froggy's First Jump

Style: Ducklington

Tune: "Froggy's First Jump"

This dance was written by Paul Handford, foreman of Thames Valley International. The tune comes from **Froggy's First Jump** by the Albion Band, on their **Shuffle Off** album. (Note: the figures performed in the SF Bay area differ from the original.)

Foreman's Notes: Sets of as many as can (it's been danced with sets of over 15 pairs of dancers), long sticks, left-footed. In almost all cases, each forry caper turns the dancer 90 degrees CCW (left) and the next another 90 degrees CCW.

Musician's Notes: Completely drop out during both sticking parts of last chorus.

A: for naught

A: Foot-up-and-down

Double up, double in place, two forry capers turning out to face down, Double down, double in place, two forry capers turning out to face across the set.

B: Chorus

Face across. Clash twice forehand (FH) to left, once backhand (BH) with partner, pause (pull stick to chest, some people shout "UGH!" here). Twice BH to right, once FH with partner, pause. Twice FH to left, BH, FH with partner; twice BH to right; once FH with partner, pause. Four slow singles across, passing R shoulders, two forry capers into line with a clash on the last beat. REPEAT

A: Crossovers

Dance two doubles past partner, passing right shoulders. Two forry capers CCW and back towards partner to clash. Repeat, capering CCW again.

B: Chorus

A: Baskets

Hold stick in R pointed at partner's feet, touch partner's stick with yours. Dance two doubles around each other back to place, two forry capers CCW, turn to face partner, clash. REPEAT

B: Chorus

A: Rounds

Usual half rounds. Circle half way CW, two forry capers with a shout on the second, circle back CCW to place, two more forry capers to end in line, clash on last beat.

B: Chorus

- Shout "QUACK!" instead of "UGH!"

Lollipop Man (aka Boys Of The Bunch)

Style: Ducklington

Tune: "Lollipop Man"

This is the dance that most sides call "The Lollipop Man". However, Ducklington Morris uses the "Lollipop Man" tune as a processional dance. The notation is based on the version commonly performed in the San Francisco Bay area. (The figures are the same; however the Ducklington version ends the corner crossing with a galley and plain capers.)

Foreman's notes: Sets of six, hankies. Most of the forry capers are preceded by one of the infamous Snatch Capers. The Snatch Caper is a quick downward snap of both hanks so they crack like a whip, then a quick upward movement to shoulder height to start the forry caper. Easier seen than explained.

Singing notes: Often on the walk around leading into the dance, this little ditty can be heard...

Oh, the lollipop man has a great big stick
And he only charges a penny a lick
And he always gets it whenever he can
He's a dirty old bugger, he's the lollipop man.

A: Once-To-Yourself

A: Foot-Up-And-Down

Double up, double in place, two forry capers to face down. Double down, double in place, two forry capers to face across.

B: Chorus

First corners (1 and 6) face each other and dance open side step left and right in a small loop back to place. Two snatch capers, the first one without any forward travel. Land the second Forry caper with feet together and arms spread, coming face-to-face with your corner in the center of the set. Two double steps to corner's place, passing right-shoulder. Two snatch capers right to face your corner. At the same time as the first corners dance their second forry caper, second corners (2 and 5) come in with a forry caper, then perform the same steps as first corners. Repeat for third corners. At the same time as the third corner dances the second caper, all the other dancers come in with a snatch caper leading into the next figure.

A: Rounds

Half rounds: two doubles CCW, two snatch capers to turn around, two doubles CW, two snatch capers into set, face across.

B: Chorus

A: Rounds

B: Chorus

A: Whole Hey, finishing with four plain capers facing up.

Soldier O

Style: Processional

Tune: "Soldier O"

By Ed Stern (1989)

Foreman's notes:

"Outside foot" starts all forward-facing steps.

Doubles are the basic Morris double step, nominally Adderbury in style, however the music is in jig time. Doubles are step-step-step-hop, but because of the music, the steps are not of equal length. The arms starting straight out to front, chest high, hands a shoulder width apart. The arms drop on the first beat and rise back on the third.

Capers are regular plain capers, arms end the last caper at chest height, ready to start a double. Both hanks make circles to either side of the dancer.

Side steps are simple open side steps, moving in the line of procession. The leading arm moves the hank in a CW circle, between waist and chest height.

Musician's notes:

Entire dance is repetitions of ABB, with extra A's for the single-file.

A: for naught

A: Long processional

6 Doubles forward, 4 plain capers in place.

B1: Crossing

Double forward. Double facing forward but crossing the set, evens crossing in front of odds.

4 side steps facing across (7 foot falls, hop), turn to face up.

Double forward. Double facing forward but crossing the set, evens crossing in front of odds.

4 side steps facing across (7 foot falls, hop), turn to face up

B2: Crossing

All that again

(There are four crossings between each A part.)

Ending I:

Leader calls "Single file", all dancers merge into single line, keep processing

Ending II:

Leader calls "Capers" or "Going out". End the phrase of music with four plain capers.

Tinner's Wabbits

Style: Border

Tune: "Scotch Polka"

Collected from Grimspod Morris at Rochester Sweeps Week 2004

Foreman's Notes:

Sets of three, for as many as will in triangles
Single Stepping with long sticks.

A for Naught

A: Figure 8

Dancer 1 goes between Dancer 2 and 3, and dances a figure eight around Dancers 2 and 3, and should have enough time to dance around 2 a second time.

B: Chorus ("Sticking")

1 strikes 2, then 2 strikes 3, then 3 strikes 1, this repeats 3 more times and finishes with 3 strikes to the ground, then a pause.

A: Star

Left Hand Stars, grab wrist of dancer to your right with left hand lightly and dance a counter clockwise circle.

B: Chorus

A: Figure 8

Dancer 2 goes between Dancer 3 and 1, and dances a figure eight around Dancers 3 and 1, and should have enough time to dance around 3 a second time.

B: Chorus

A: Rabbit Traps

Each take the stick in your right hand, lay it down to cross over next dancer's stick leaving a large triangle in the middle, and dance a clockwise circle.

B: Chorus

A: Figure 8

Dancer 3 goes between Dancer 1 and 2, and dances a figure eight around Dancers 1 and 2, and should have enough time to dance around 1 a second time.

B: Chorus

A: Grand Rounds and Off

All sets form one Massed Rounds figure, and dance around in clockwise direction.
Designated person (hope you have one) leads everyone off. Repeat until out.

Vandals of Hammerwich

Style: Lichfield

Tune: "Vandals of Hammerwich"

Notes based on those by Jonathan Coxhead

Foreman's notes:

Set of eight, long sticks, sticks are held across the front of the body in both hands when not in use.

Double steps. The normal sequence is 4 double steps and 4 hucklebacks (which are big, open, exaggerated backwards single steps with high knees) followed by 2 capers and a ``rest`` (during which there is a clash).

Sequence: Swagger round; chorus; heading up; chorus; back-to-back; chorus; heading down; chorus; hey; chorus ending all facing up. The dance is usually done with NO once-to-yourself. The music starts with 2 notes, and then the dancers are in.

A: Swagger round

1 3 5 7 lead up and turn R at the top of the set, then lead down the other side, turn R and walk back to place in time for the caper-caper-clash. At the same time, 2 4 6 8 lead up and turn L (passing the other line R), down the other side and back up (passing L at the bottom) back to place for their capers. This is walked (in time to the music).

B: Chorus

Stick is held at one end by both hands. Clash 2-handed on the R diagonal forehand, on the L diagonal forehand, then partner forehand, backhand, forehand; 2 sidesteps R, 2 sidesteps L, caper, caper, show; repeat replacing the show with a clash. For the very last chorus, all face up and replace the last clash with a show---everyone holds their stick above their heads in horizontal position.

A: Heading up

All face up. 3 4 take 1 or 2 double steps to stand outside 1 2 (respectively). Simultaneously, 7 8 do the same with 5 6. There are now 2 lines of 4 facing up. The 4 double steps are completed in this position, and then everyone hucklebacks to place for the capers.

B: Chorus

A: Back-to-back

In 2 double steps only, partners pass R then fall back L to make a line along the middle of the set. Huckleback from here back to place, then in another 2 double steps, do the entirety of a back-to-back L with your partner, ending in place for capers. (So the stepping sequence of 4 double steps, 4 hucklebacks is replaced by 2 double steps, 4 hucklebacks, 2 double steps for this figure.)

B: Chorus

A: Heading down

Just like heading up, but head down... (1 2 dance down outside 3 4 while 5 6 dance down outside 7 8. At the end of the 4 double steps, everyone hucklebacks to place for the capers.)

B: Chorus

(continued on next page)

A: Lichfield Hey (double A music)

Dancers 1 4 5 8 are 1st corners, 2 3 6 7 are 2nd corners. There is one sequence that repeats four times to finish the Hey. (faces, not places)

1st corners pass R (in pairs) in 1 double step; 2nd corners do the same;
all do 1 double step in place; then if you are in an end position, you cross the end of the set in 1 double step passing L; if you are on the side, you move up or down the side also passing L. This is 1/4 of the way through, and the sequence is the same each time except that 2nd corners start next time, then 1st again the 3rd time, and 2nd the 4th.

The music for this figure is double-length. After 14 double-steps of music, you are nearly home; but instead of the final pause and double step to get there, you do 2 capers instead (passing L) and clash when you get there---as you land.

B: Chorus

Froggy's First Jump

Piccolo

A

1

2

B

Lollipop Man

Piccolo

A

3

B

3

Soldier-O

Musical score for "Soldier-O" in 6/8 time, key of D major. The score consists of three staves of music. The first staff begins with a treble clef, a key signature of one sharp (F#), and a 6/8 time signature. The melody is written in a single line. The second staff continues the melody and includes a repeat sign. The third staff concludes the piece with a double bar line and repeat dots.

Scotch Polka

Tinner's Rabbits

Musical score for "Scotch Polka" in 2/4 time, key of D major. The score is for Piccolo and consists of three staves. The first staff is labeled "A" and contains the first section of the melody. The second staff is labeled "B" and contains the second section. The third staff shows the continuation of the melody, with some rests in the later measures.

Vandals of Hammerwich

Musical score for "Vandals of Hammerwich" in 2/4 time, key of D major. The score is for Piccolo and consists of two staves. The first staff is labeled "A" and contains the first section of the melody. The second staff is labeled "B" and contains the second section.