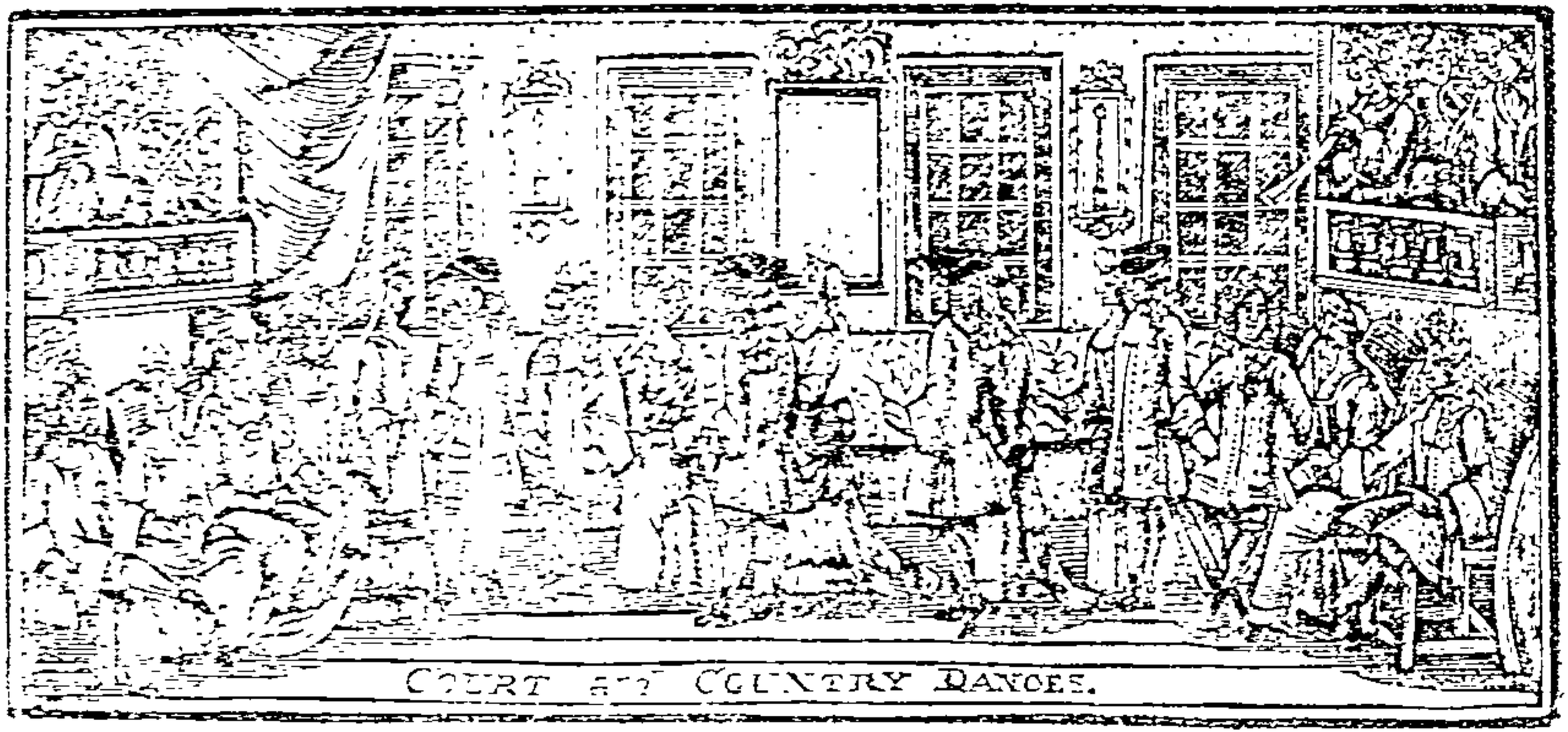


COURT AND COUNTRY DANCES.

The Second BOOK of the

Compleat Country Dancing-Master:

CONTAINING

Great Variety of DANCES, both Old and New;

PARTICULARLY

Those perform'd at the several MASQUERADES:

Together with

All the Choicest and most Noted COUNTRY-DANCES,

Perform'd at COURT, the THEATRES, and publick BALLS;

With their proper Tunes, and Figures (or Directions) to each DANCE:

The Tunes fitted to the Violin, or Hautboy, and most of 'em within the Compass of the Flute.

Note, In this, and the first Book, are contain'd all the Dances generally used, and more correct than the former Editions; printed in the LONDON CAPITAL CHARACTER, far exceeding any other of the Common Press.

LONDON, Printed by *H. Meere*, for *J. Walsh*, Servant in Ordinary to his Majesty, at the *Harp and Hautboy* in *Katherine-Street* in the *Strand*, and *J. Hare*, at the *Violin and Flute* in *Cornhill*, 1719. Price bound 3s 6d.

An EXPLANATION of the several Characters us'd in this BOOK.

D. stands for Double. A Double is four Steps forward and backward, closing both Feet.
S. ——— Single. A Single is two Steps, closing both Feet.
Set and turn S. Is a Single to one Hand, and a Single to the other, and turn single.
W. stands for Woman.
We. ——— Women.
Co. ——— Couple.
Co. ——— Contrary.
The Figure half round, is the Hey half round.
The whole Figure, is the Hey all four round.
Proper, is when the Men and Women are on their own Sides.
Improper, is when the Men are on the Womens Side, or the Women on the Mens Side.
1 denotes the Strain of a Tune play'd once over.
2 ——— the Strain twice over.
3 ——— the Strain thrice over.
1 stands for the Mens Places, in the Figure on the Top of each Page.
2 ——— the Womens Places, in the Figure on the Top of each Page.

An Alphabetical Table *of all the* DANCES *contain'd in this* VOLUME.

A	Page
A Trip to *Holy well*	16
A Trip to the Bell	53
Albion's Queen	82
A Trip to *Islington*	87
Aldenard Battle, or *London* Spy	129
A Trip to *Marrow-bone*	131
All alive	138
A Pint of *Derby*	141
About Ship	154
A Trip o'er *Tweed*	162
A Trip to *Nottingham*	196
A Trip to *Westminster-hall*	221
A Pinch of Snuff	239
A Health to the Tackers	245
A Trip to the Camp, or *Elverton* Grove	247
Argyle	273
A Trip to *Bleinheim*	280
A poor Shepherd in Love	285
All together one after another	306
As quick as you Please	330
A Health to all honest Men	338
A Trip to the Boar	360
A Trip to *Kilburn*	365
B	
Belvedera	6
Bonny Lass	27
Bleinheim Pound	49
Brisk and airy	51
Belinda	62
Barcelona	75
Bleinheim Castle	88
Bump her Belly	114
Belgia retriev'd	116
Berkshire	142
Buckingham House	151
Boys and Girls to play	157
Billingsgate	158
Bar a Bar	163
Barn Elms	176
Beaux Stratagem	189
Burgundy's Flight	197
Blackwell-hall	213
Burlington-house	237
Britannia's Success	254
Brook and *Hellier*	265
Barnicles	288
Britain's Glory	314
British Toper	335
Blundell's Maggot	374
C	
Confederacy	84
Coppinger's Maggot	105
Churchill's March	152
Camberwell	180
Count *Leon*	188
Chalk's Hornpipe	230
Captain *Corbet's* Maggot	275
Cheshire-hall	303
Charming Maid	318
Chloe's Farewel	342
Constant *Leander*	345
Cupid disarm'd	346
Come along *Joan*	348
Compleat *Britain*	352
Cook's Humour	357
D	
Daphne's Delight	36
D. of *Marlborough's* March	46
Donawert Pass	47
Draw *Cupid*	66
Double the Cape	81
Dutch Skipper	120
Dame of Honour	126
Dash the Drawer	130
Ducks and Drakes	139
Drive the Monsieur from *Flanders*	172
Dutchess of *Grafton*	191
Disappointment	203
Diamond hall	219
Duke of *Anjou's* Flight	235
Doway	269
Dunkirk	286
Duke *d'Aumont's* Delight	292
Doctors-Commons	310
Dorinda's Tea-Table	339
Dudmason-hall	340
E	
Ever happy	73
Eccles's Maggot	136
Evans's Jigg	160
Elect. of *Hanover's* March	179

Every

Every Lad his Lass [illegible]
Essex Lasses 190
[illegible] Delight [illegible]
Ever Pleasant [illegible]

F

[illegible] 11
[illegible] 22
[illegible] or, The [illegible] 84
[illegible] 63
[illegible] 77
[illegible] 121
[illegible] 152
[illegible] 224
[illegible] 277
[illegible] 266
[illegible] 297
[illegible] 311
[illegible] 337
[illegible] 375
[illegible] 376
[illegible] 166

G

[illegible] 58
[illegible] 125
Golden Grove 17[illegible]
George's Maggot 202
Green Hastings 224
Good Luck at last 273
Grange-Court 257
[illegible] 295
[illegible] 315
General [illegible] March 362
General's Conquest 375

H

Hanover Square 5
[illegible] 37
Hasty Jigg 41
[illegible] 42
[illegible] 48
Highland Lass 70
[illegible] 76
[illegible] 96
[illegible] Fields 111
[illegible] C 125
Humours of the Age 226
[illegible] 259
His Majesty's Health 316
Happy Conclusion 320
Happy Couple 322
Her Killing Eyes 323
Highland Wedding 332
Happy Improvement 347
Hampstead Manour 364

I

Jolly Widow 31
Jolly *Roger* 67
Jigg it o'er Feet 89
In the Fields in Frost, &c. 134
Isaac's Maggot 137
Islington Wells 146
I must be marry'd a Tuesday 147
Irish Round 165
Jack the *French* Man 178
Justice Busy 183
Jolly Bacchus 268
[illegible]'s Grace 309
Jockey rejected 331
Joy after Sorrow 344

K

Katherine Street 50
Kensington-Green 109
Kill him with Kindness 119
[illegible] 150
Kit-Kat Club 171
King's Maggot, or New Year 238
[illegible]'s Maggot 276
Kitty's Whim 304
King *George*'s March, and the Jigg 370

L

Lady's Triumph 1
Love in a Mask 7
Lady *Herbert*'s Delight 25
Lord *Hereford*'s Delight 26
Lambeth Ferry 58
London's Glory 59
Lord, what's come to my Mother 64
London-Bridge 68
Lord *Cuts*'s March 94
Lady *Essex* 98
Livingstone's-Green 149
Lady *Mary*'s Courant 173
Love's Triumph 185
Lord *Killmurry*'s Delight 194
Lady Dainty 200
Lisle 208
Love and a Bottle 211
Ludlow Castle 220
Lines 287
Lincoln Heath 302
Love in a Hop yard 315
Lovely Bride 327
Last Disappointment 356

Madam

M

Madam *Betty* 22
Mr. *Heath's* Dance 24
Moreton Castle 29
Montague House 65
Manage the Miser 79
Moderation 83
Marlborough House 97
May Day 104
Mr. *Hill's* new Paspey 107
Morgan's Thoughts 113
Monk's March with the Wanderers 124
Mr. *Savage's* Whim 128
Merry be your Hearts 145
Miss *Hoyden* 148
May Fair 174
Marlborough's Victory 186
Merry Conceit 204
Mrs. *Hill's* Dance 205
Mourning in Fashion 217
Mr. *Mottley's* St. *James's* 218
Mark Anthony 241
Merry Hop 255
Mohocks 274
Masquerade Royal 281
Madamoiselle *Duplin* 284
My Lady's Lap-Dog 306
Mother *Crump* 341
Measure for Measure 343
Merry Milk-Maids. 361

N

Neptune 8
Neat, Mr. *John* 14
New *Margery* 39
New Man-Tiger 45
New *Roger*, or *Don Boin* 56
New Anything 86
New Czar 108
New *Epsom* Wells 143
North *Britains* 144
Nymph divine 156
New Minuet 184
Next Oars, or The Sheep-shearers 262
Neptune's Triumph 271
Noint the Teazer 279
North's Maggot 291

O

Orielton House 21
Old *Noll's* Hornpipe 23
Old *Harry* 33
Old *Roger*, the new Way 55
Over the Hills and far away 74
Orleans baffled 132
Of all Comforts, or *White-Chapel* Mount 216
Off with the Mask 244
Orange *Nan* 258
Old *Hob*, or, The Mouse-Trap 277
Oxford Act 282
Our happy Meeting 295
Oswestry Wake 336
Old Maid in Tears 355
Old Cibell 363

P

Pretty Nun 10
Penelope 38
Paul's-Alley 43
Prince *George's* Birth-Day 91
Prince *Eugene's* March 106
Pretty *Poll* 125
Put in all 140
Patt's Maggot 164
Paston's Maggot 212
Ponders-End 233
Peace and Plenty, or Old *Oxford* 264
Portabella 309

Q

Queen *Ann's* Coronation Day 57
Quesnoy 270
Queen's Square 298
Queen of Hearts 324

R

Robin and *Kate* 4
Reuben 11
Ramellies Rout 115
Recruiting Officer 193
Richmond Green 215
Room for Ramblers 242
Rigadoon Royal 251
Rinaldo, or, The hopping Lady 294
Royal Fishery 299
Royal Sovereign 311
Richmond Hill 373

S

Sally in our Alley 9
Sally's Fancy 13
Soulton Jigg 17
Shropshire Round 28
Shawbury Park 32
St. *Brides* 34
St. *David's* Day 37

St. Mar-

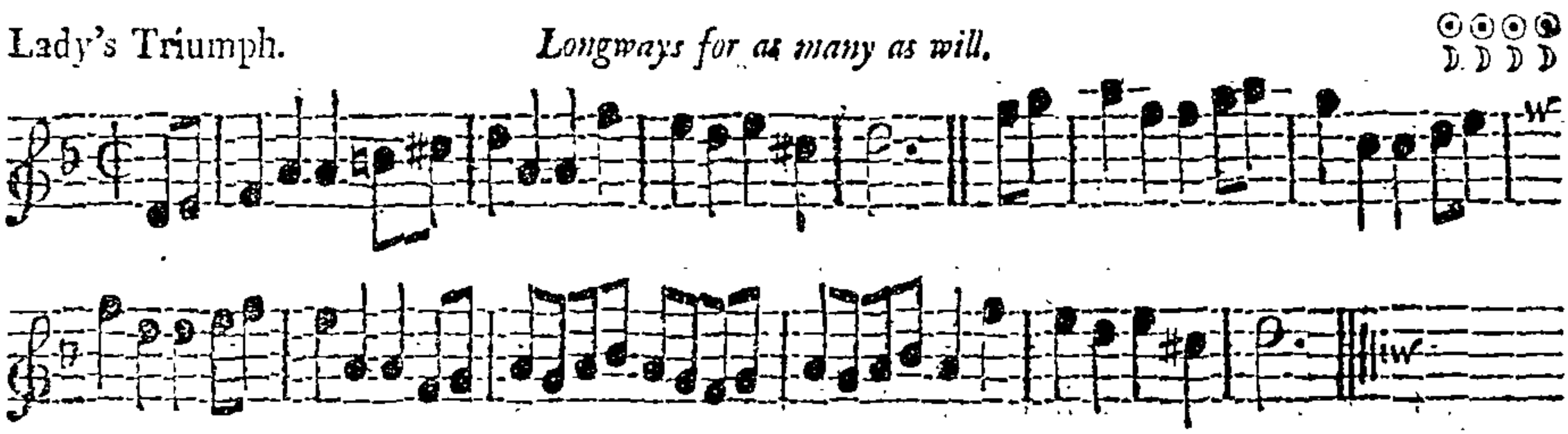
[illegible] 22
[illegible] Dance 72
[illegible] 100
[illegible] 110
[illegible] 117
[illegible] 119
[illegible] 119
[illegible] 200
[illegible] 223
Strawberries and Cream 236
[illegible] in the Afternoon, or, The Pretender's Trip 240
[illegible] 270
[illegible] 27-
[illegible] 215
[illegible] 2--
[illegible] 221
[illegible] 240
[illegible] 274
[illegible] 279
[illegible] 271
T
[illegible] 2
[illegible] 2
[illegible] 22
[illegible] 25
[illegible] 22
The Wedding Dance 60
The Bridge Minuet 71
The Quaker's Dance, Intro'd in the Play house 72
The [illegible] Frolicks 80
The Union 90
The Devil in the Bush 92
The [illegible] 99
The [illegible] 101
The Volunteer 113
The [illegible] 155
The Lady's last Stake 16-
The Printer's Delight, or, Sugar Cakes and Ale 165
The Pursuit 169
The Sword-dance, or Strum 17-
The Heath 182
The constant Lover 199
The *Bilen* 212
Tipling [illegible] 225
The [illegible] 226
The [illegible] Delight 227
The Collier's Daughter, or, Duke of *Rutland's* Delight 231
The [illegible] of [illegible] 234
The [illegible] 240
The Foot Guards March, or, Boatswain *Hillard's* Delight 243
The Hay Makers 248
The Tub 250
Times I cannot, or, *Tom Trusty* 263
The Phenix 290
The Taylor's Hop, or, *The Cucumber* 293
The Rover reform'd 323
The tuneful Nightingale 326
The Beau's Retreat 328
The Charmer's Slip 350
The Friendship 375
V
Venetian Embassador 85
Vigo, or, St. *Mary's* Port 95
Vain Promise 117
Vendosme's Retreat 1-7
Union Jigg 198
Virgin's Frolick 229
[illegible]'s Maggot 231
Vicar of *Taunton-Dean* 2-2
Virgin Pullets 317
W
Well done, *Jack* 15
Wedding Supper 61
Woodstock Bower 112
We'll Wed, and we'll Bed 122
Well house 153
Way of the World 161
Would you have a young Virgin, or Poor *Robin's* Maggot 167
Wood-Lark 201
Whitsun - Hollidays, or, The Parson in the Pease 252
Whig's Folly 256
Windsor Prophesy 260
Windsor Terras 261
Wood's March 312
White hard Cabbages, or, Easter Tuesday 363
Y
Young Sir *John* 30
Young *Strephon* 127
Young *Roger* 210
Young *Phillis* 245
Young *Phillis* of *Wakefield* 301
Young *Damon's* Flight 351
Z
Zephyrs and *Flora* 319

The

The Second Book of, The DANCING-MASTER:

Containing DIRECTIONS and TUNES for DANCING.

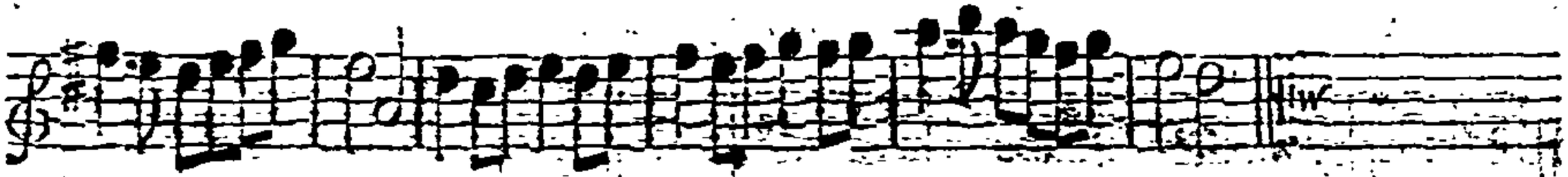
Lady's Triumph. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

THE 1ſt Cu. ſet and caſt off into the 2d Cu. Place. The ſame back again. Then go thro' the 2d and 3d Cu. and turn your Partner in the 2d Cu. Place. Figure thro' the 2d Cu. and turn your Partner.

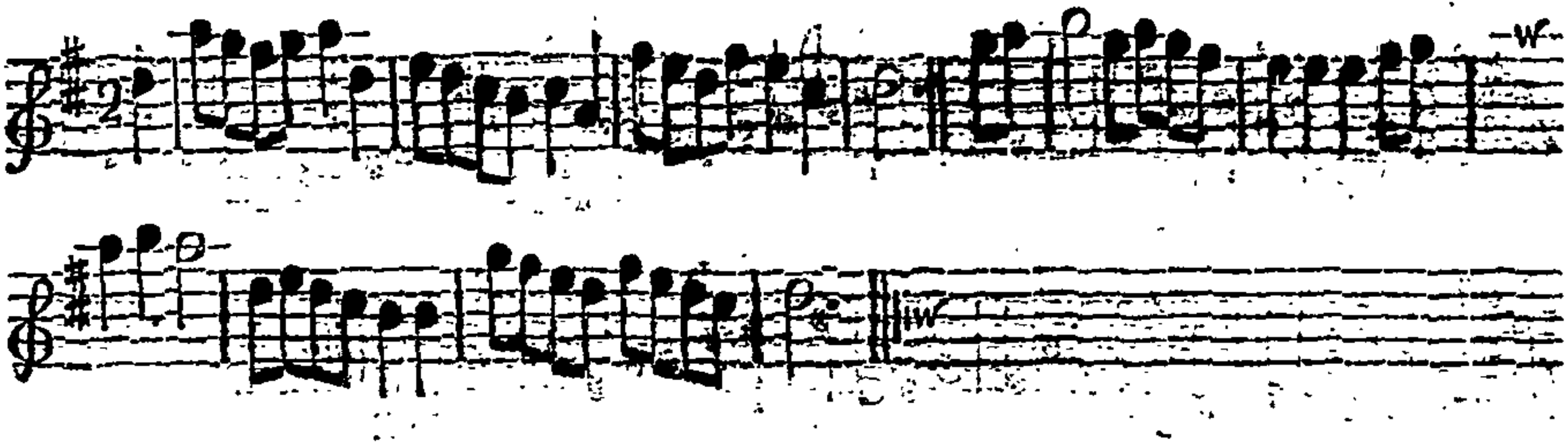
Tom jolly. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

First Cu. clap their own Hands first, then shake right Hands with one another, the Man leading the Wo. round him into his own Place, then both cast off. The 2d Cu. do the same. Now all being improper, right and left, beginning sideways 'till they come proper, then 1st Cu. cast off and turn single. All four jing-boys, turn single, lead thro' the Top, cast off, and turn Partners.

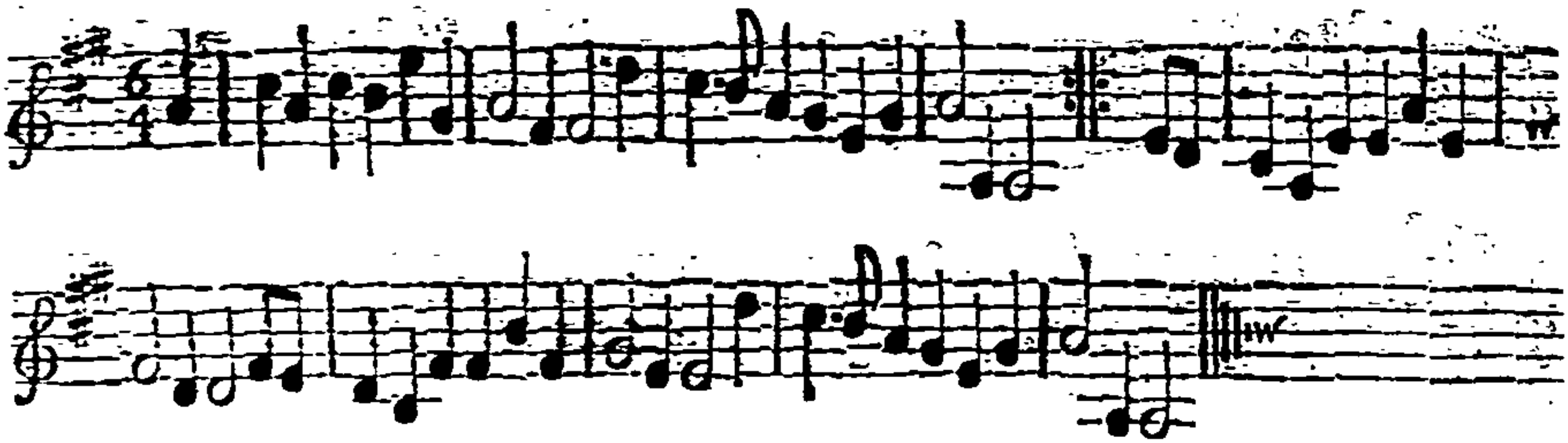
The white Widow. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

First Cu. cast off, then the 2d Cu. cast off immediately, and all four lead up. The 1st Cu. being the outermost Persons, slip in behind the 2d Cu. the 2d Cu. slipping out before, one after the other; then the 1st Cu. lead up, and the 2d Cu. cast down into their own Places at the same Time. The 1st Cu. set and turn single, then lead thro' and turn single. The same back again, cast off, and turn Partners.

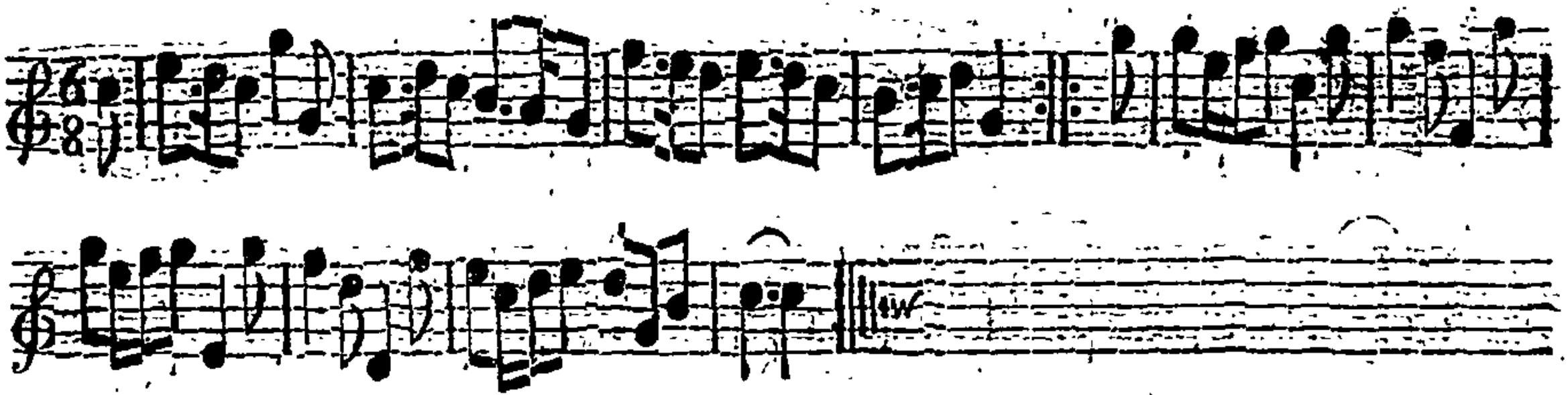
Robin and *Kate.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

First Man take his Partner by the right Hand, and lead her round into his own Place quick, then take Hands with the 2d Man, and go Hands round all three to the Right, the 1st Cu. falling into their own Places. The 1st Wo. do the same with the 1st Man, only turning all three to the Left. The 1st Man take his Partner by the right Hand, leading her round the 2d Man, thro' the 2d Cu. and round the 2d Wo. into the 2d Cu. Place. Then cast up and down again, and turn your Partner.

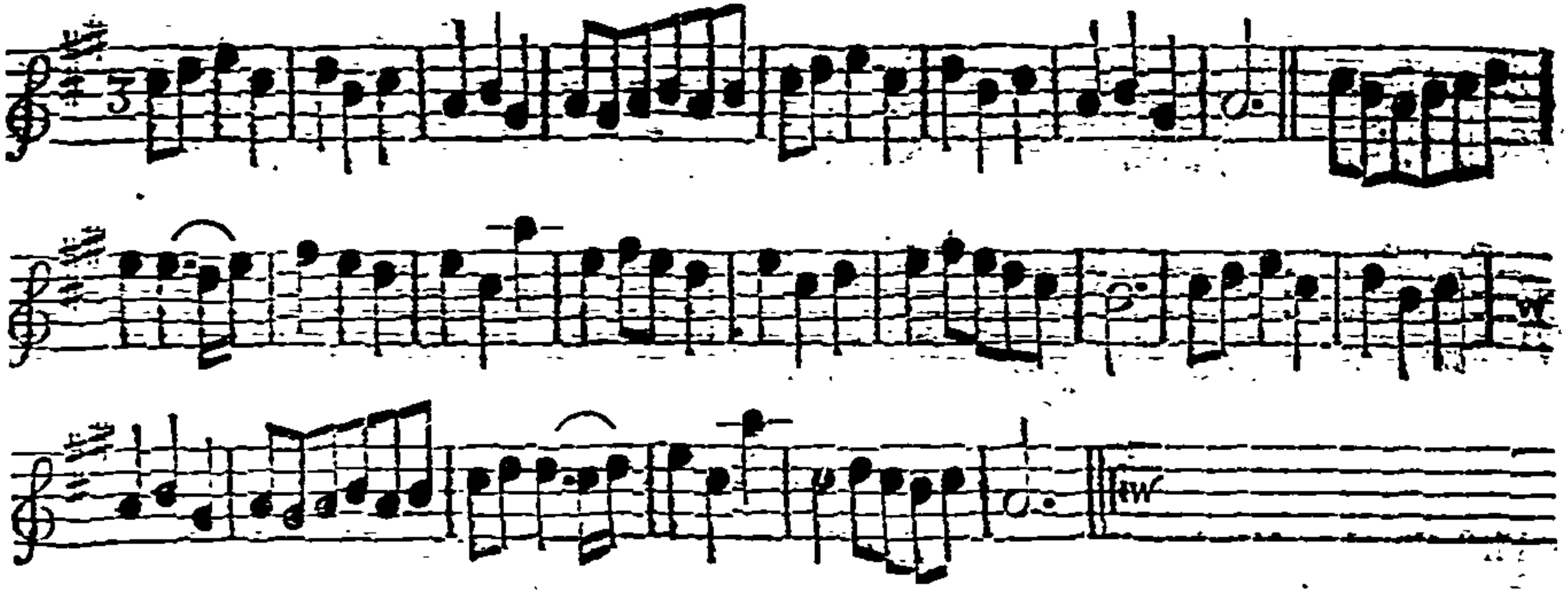
Hanover-Square. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

First Cu. clap Hands twice, and caſt off into the 2d Cu. Place. Then clap Hands and caſt off into the 3d Cu. Place. Lead thro' the 3d Cu. and turn ſingle, then lead thro' the 2d Cu. turn ſingle and ſet. First Cu. take Hands, and ſlip one Step down and one back again, then caſt off and turn.

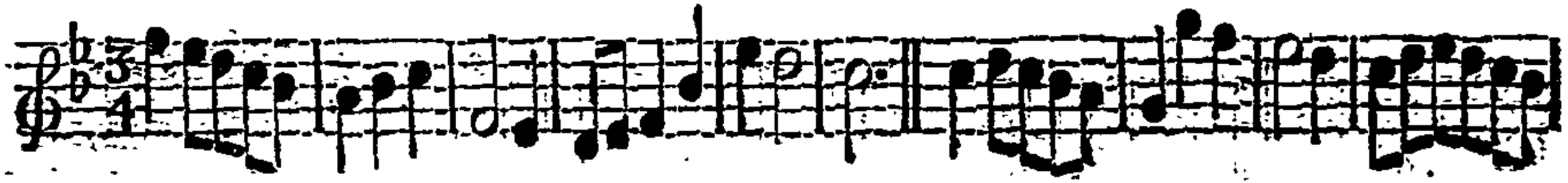
Belvedera. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once.

First Man lead his Wo. by the right Hand half round, and back again by the left Hand : Cast off first into the 2d Cu. Place, then into the 3d Cu. Place : Then lead thro' both Cu. and cast off; then all three Cu. take Hands round 'till the 1st Cu. meet in the Middle and turn Hands :

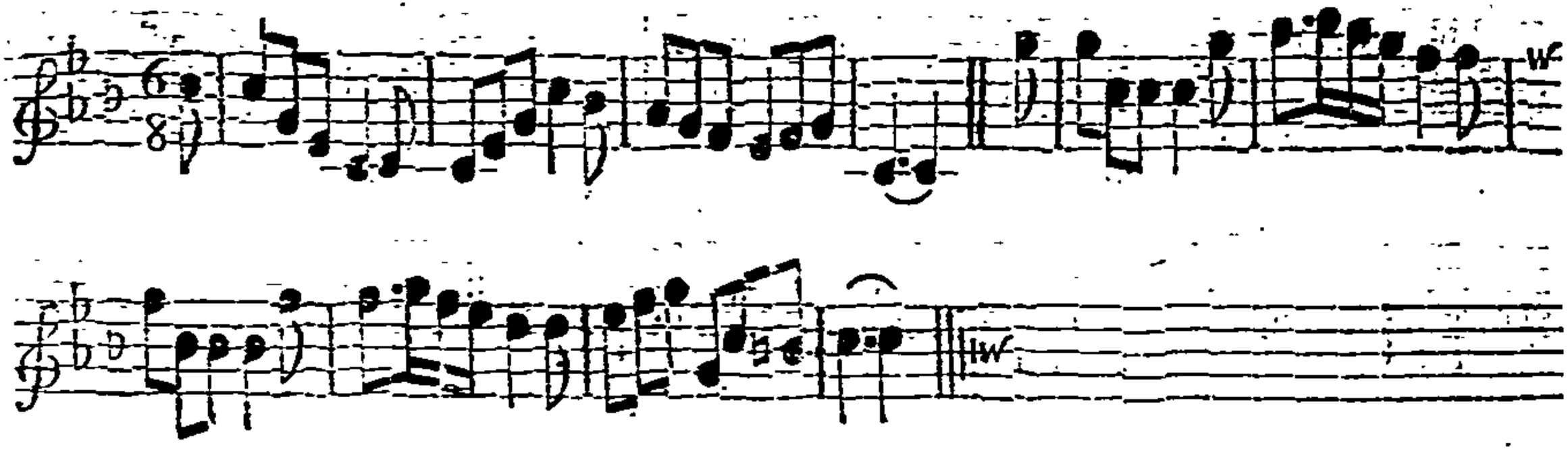
Love in a Mask. *Longways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

The 1st Man and 2d Wo. do the Minuet Step, and turn each other proper. The 2d Man and 1st Wo. do the same. The 1st Cu. go the Figure thro' the 3d Cu. and turn each other in the 2d Cu. Place.

Neptune. *Longways for as many as will.*



N te, *Each Strain is to be play'd twice over.*

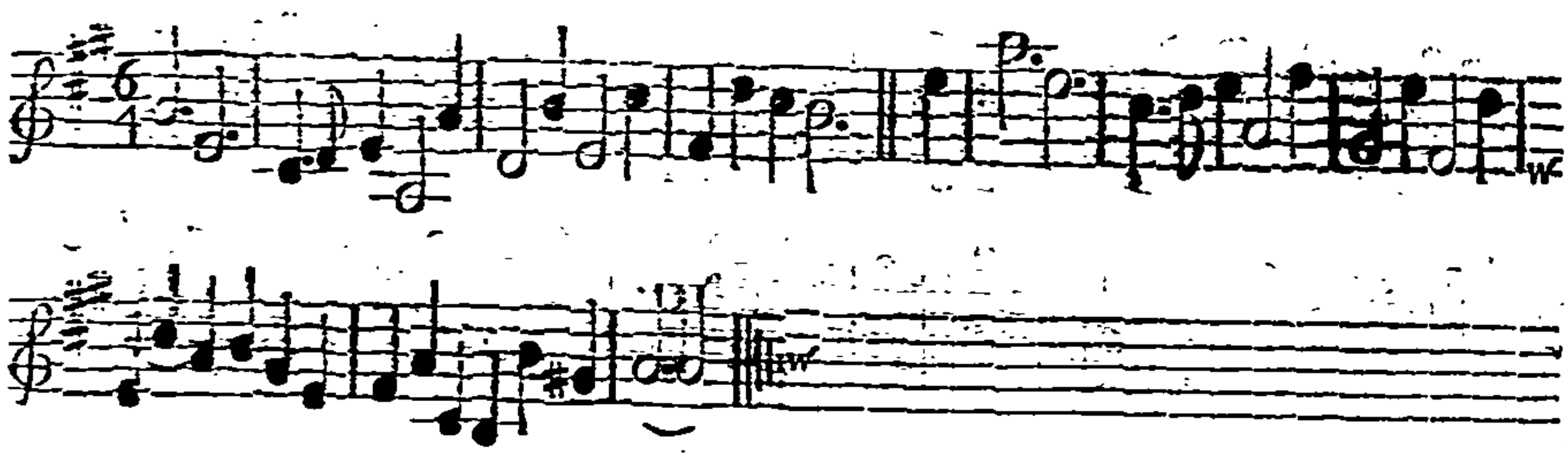
The first Cu. cast off and turn single. The same back again. Then whole figure thro' the 2d Cu. Cross over and turn your Partner proper.

Sally in our Alley. *Longways for as many as will.*

Note, *Each Strain is to be play'd twice over.*

The 1ſt Man caſt off, and the 2d Wo. caſt up and half figure. The 2d Man caſt up, and the 1ſt Wo. caſt off and half figure. Then the Men being in the We. Places, and the We. in the Men's, fall back all four, and croſs over into your own Places, right Hands and left quite round. The 1ſt Man change Places with the 2d Wo. and the 2d Man with the 1ſt Wo. and go quite round, caſt off and turn Partners.

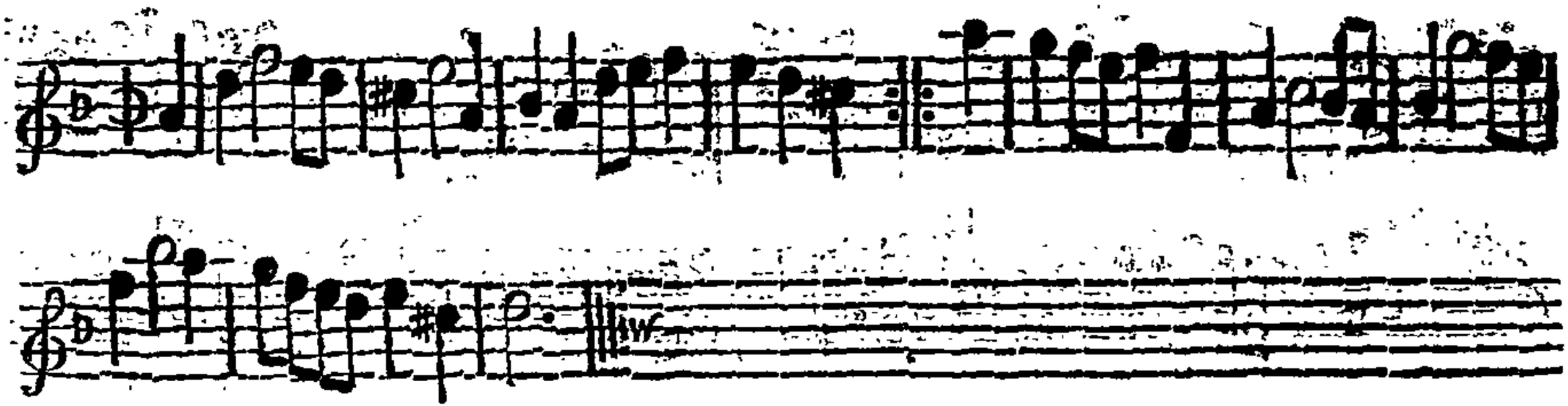
Pretty Nun. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. take both Hands, the 2d Cu. do the ſame, and go round into each others Places. The ſame back again. The 1ſt Man change Place with the 2d Wo. then the 2d Man with the 1ſt Wo. and all four turn ſingle. Hands acroſs and turn quite round, then 1ſt Cu. turn proper.

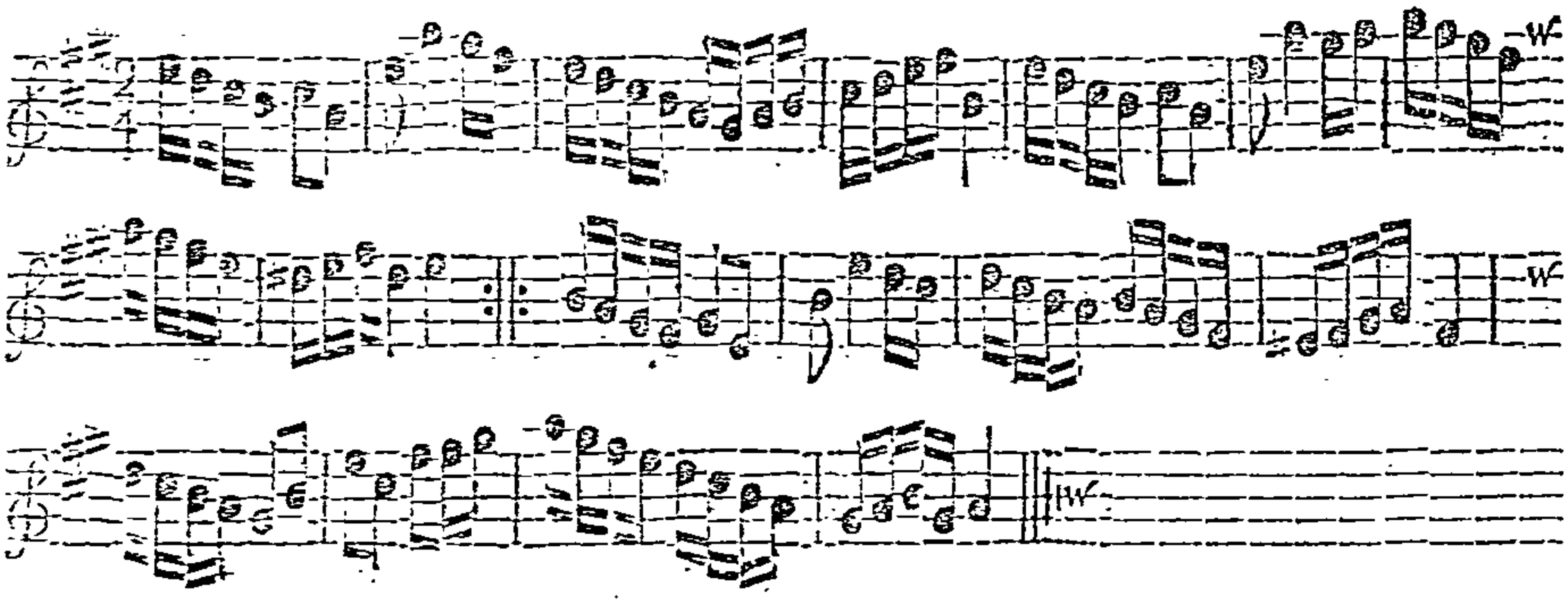
Fryar *Bungy.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man caſt off round the 2d Cu. the Wo. following. Then the 1ſt Wo. do the ſame back again, the Man following. Croſs over, and figure thro' the 3d Cu. The 1ſt and 2d Cu. take all four Hands, and turn quite round firſt, and then ſingle.

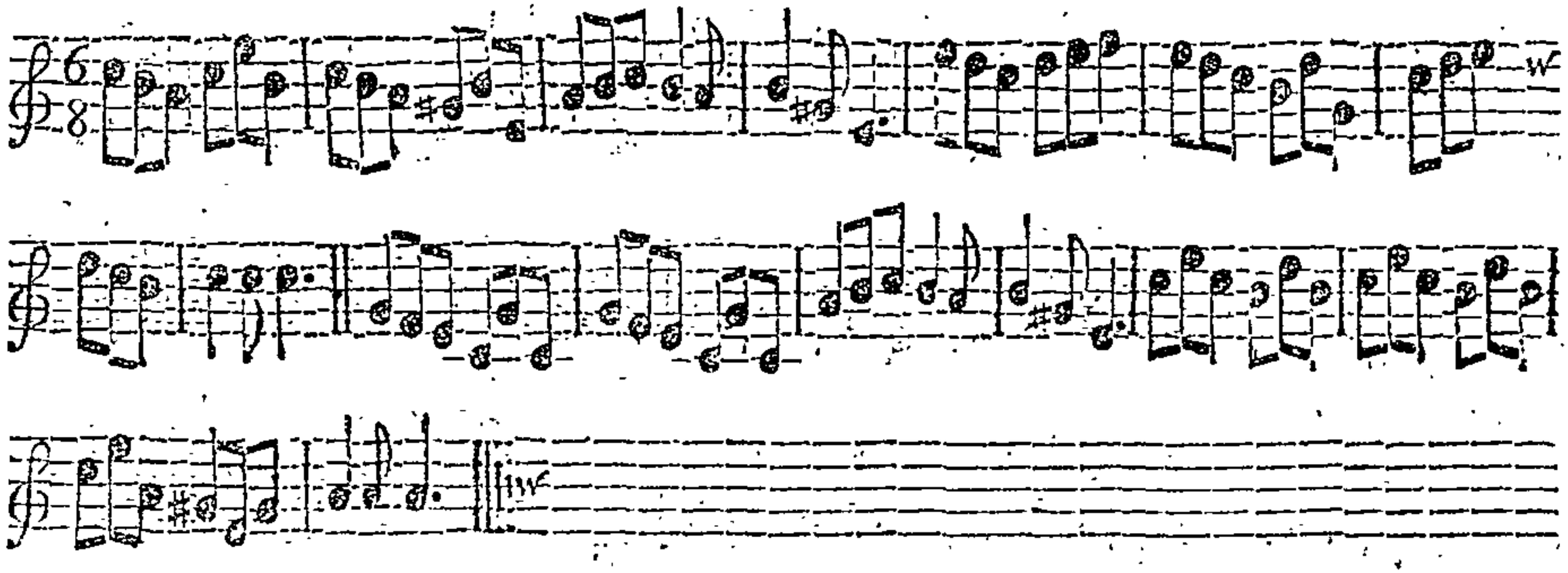
The Charmer. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Cu. take Hands, go thro' the 2d, and ſet to the 3d Cu. then turn about to the 2d Cu. and all four take Hands abreaſt, lead up, and the 1ſt Cu. caſt off :_ The 2d Cu. do the ſame with the 3d and 1ſt Cu. :_ The 1ſt Cu. figure thro' the 2d Cu. all four take Hands and turn quite round :_ The 1ſt Cu. croſs quite round the 2d Cu. clap Hands and caſt off into the 2d Cu. Place :_

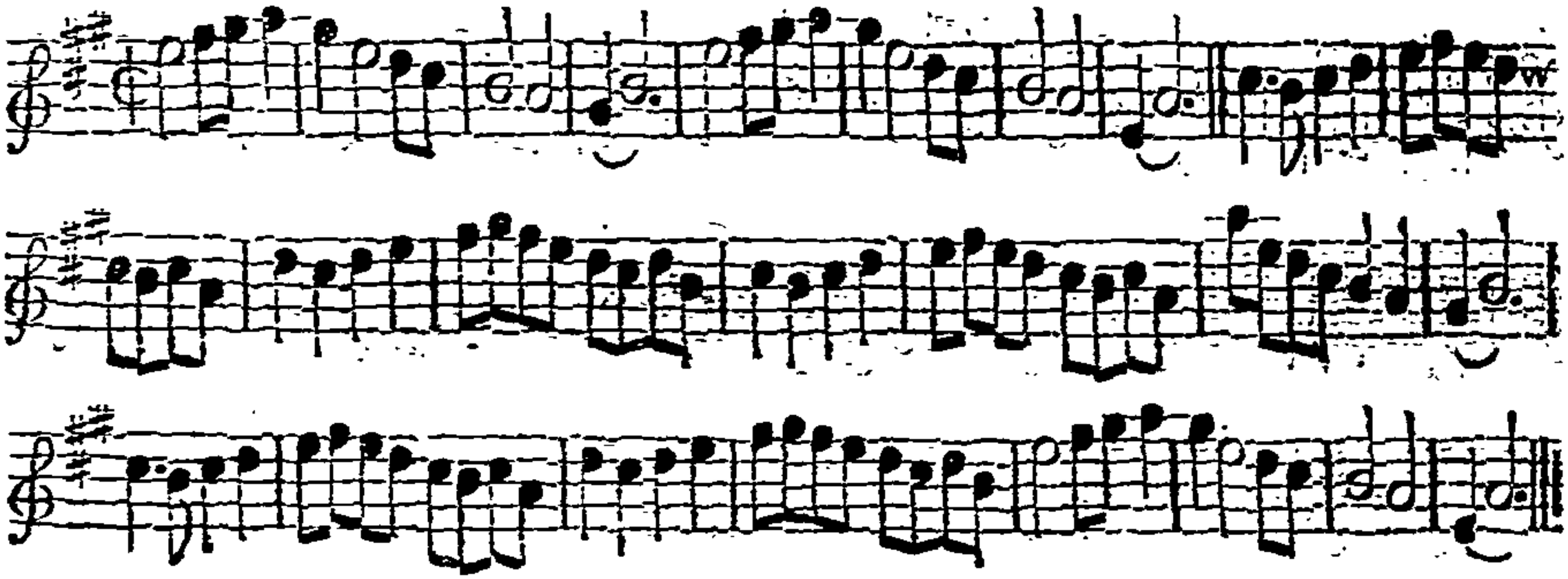
Sally's Fancy. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

The two 1ſt Men whole figure round their Partners, then the 1ſt Man lead his Partner thro' the 2d Cu. : The two firſt We. figure round the Men, and the 1ſt Wo. lead her Partner thro' : The 1ſt Man ſet to the 2d Wo. and turn ſingle, the 1ſt Wo. ſet to the 2d Man, then 1ſt Cu. caſt off : The 1ſt Man takes his Partner by both Hands, and draws her quite round the 3d Cu. and round the 2d Cu. :

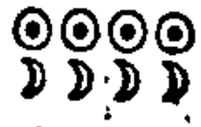
Neat, Mr. *John.* *Longways for as many as will.*

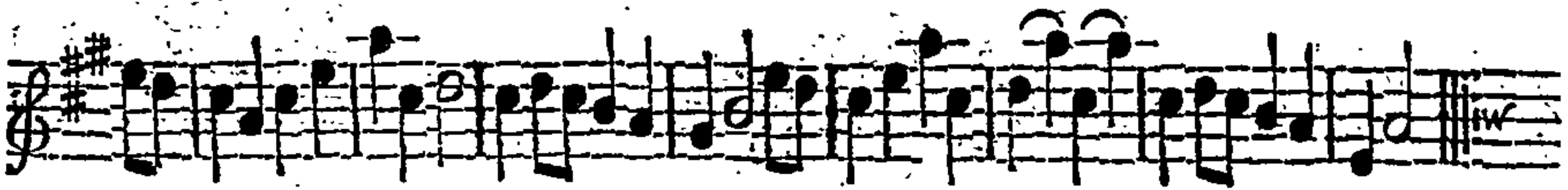


Note, Each Strain is to be play'd twice over.

The 1ſt Cu. change Places, ſet and caſt off below the 2d Cu. :‖ Then change as before, caſt off below the 3d Cu. :‖ The 1ſt Cu. go the whole Figure contrary Sides, ſet and caſt up above the 3d Cu. and turn in the 2d Cu. Place proper :‖ The 1ſt Man go the Hey with the 3d Cu. the 1ſt Wo. at the ſame Time go the Hey with the 2d Cu. the 1ſt Cu. lead up abreaſt with the 2d Cu. then ſlip up to the Top and caſt off :‖

Well done *Jack.* *Longways for as many as will.*

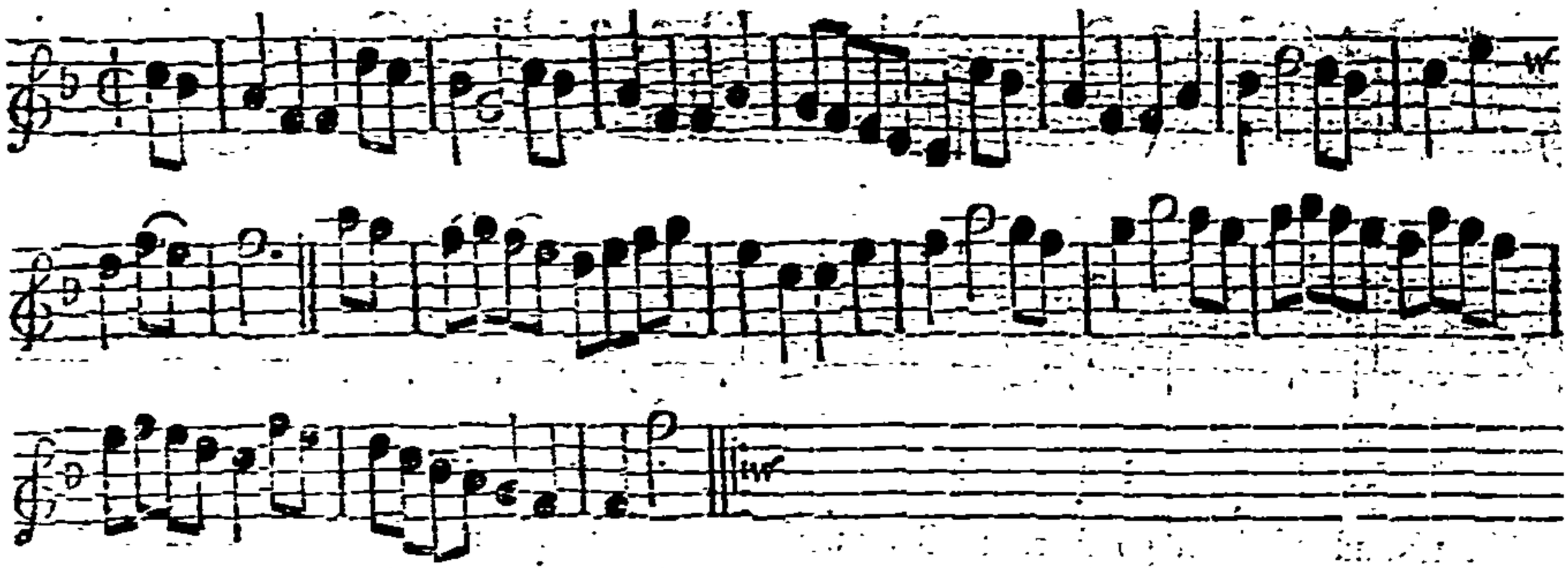




Note, *Each Strain is to be play'd twice over.*

The 1ſt and 2d Men go Back to Back with their Partners, and turn each a round and a half. Then Back to Back ſides, and turn as before. The Men being improper, the 1ſt Cu. go right Hands and left with the 2d Cu. half round, all dance and turn ſingle. The 1ſt Cu. lead thro' the 3d Cu; then caſt up and turn Partners quite round.

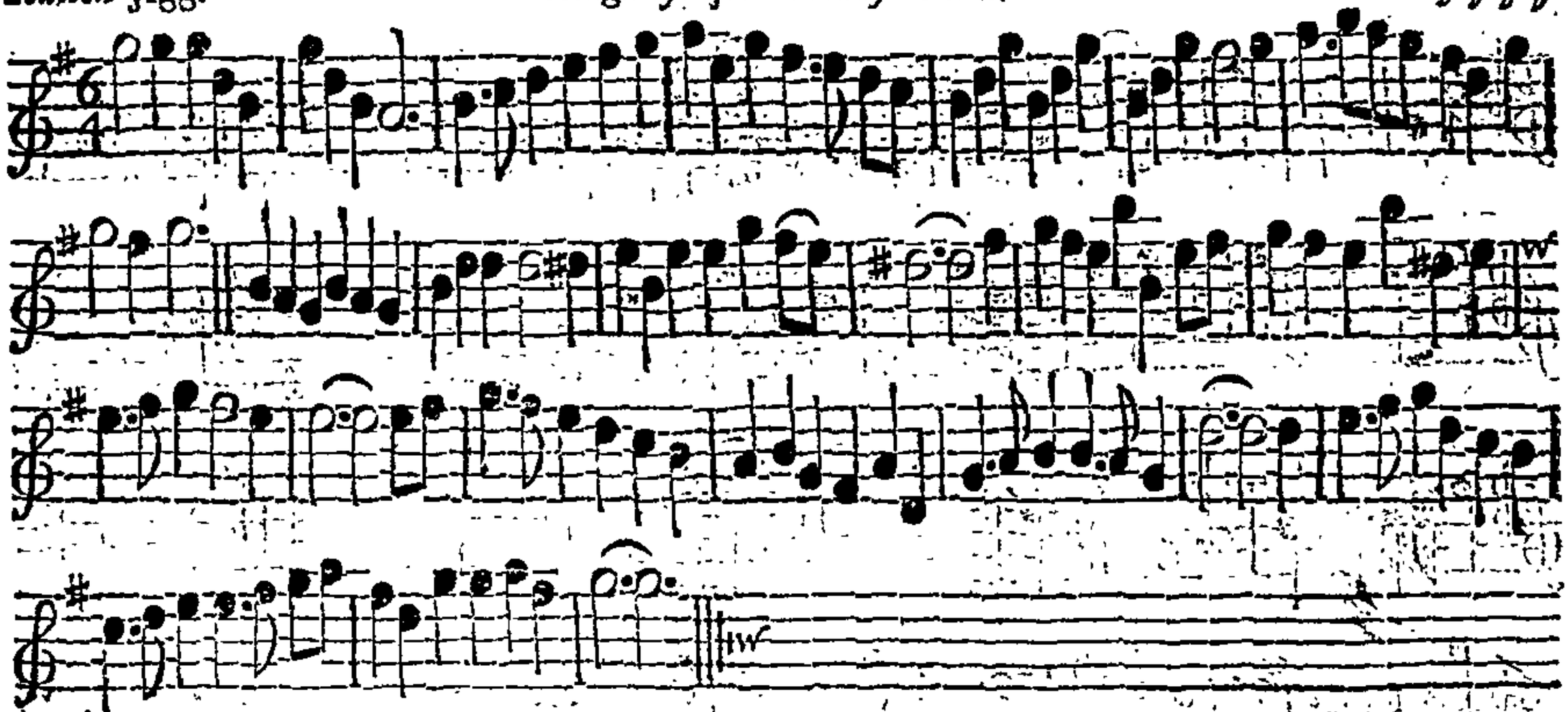
A Trip to *Holy-well.* *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Cu. turn the 2d Cu. across, and turn Partners. The 1st Cu. go the Hey with the 3d Cu. The 1st Cu. set, and the 1st Man cast off, the 1st Wo. at the same Time cast up to the Top, then take each Hands with the 2d and 3d Cu. and go half round. The 1st Cu. meet in the Middle and turn half round, take Hands with the contrary Cu. and go half round, which brings the 1st Cu. into the 2d Cu. Place.

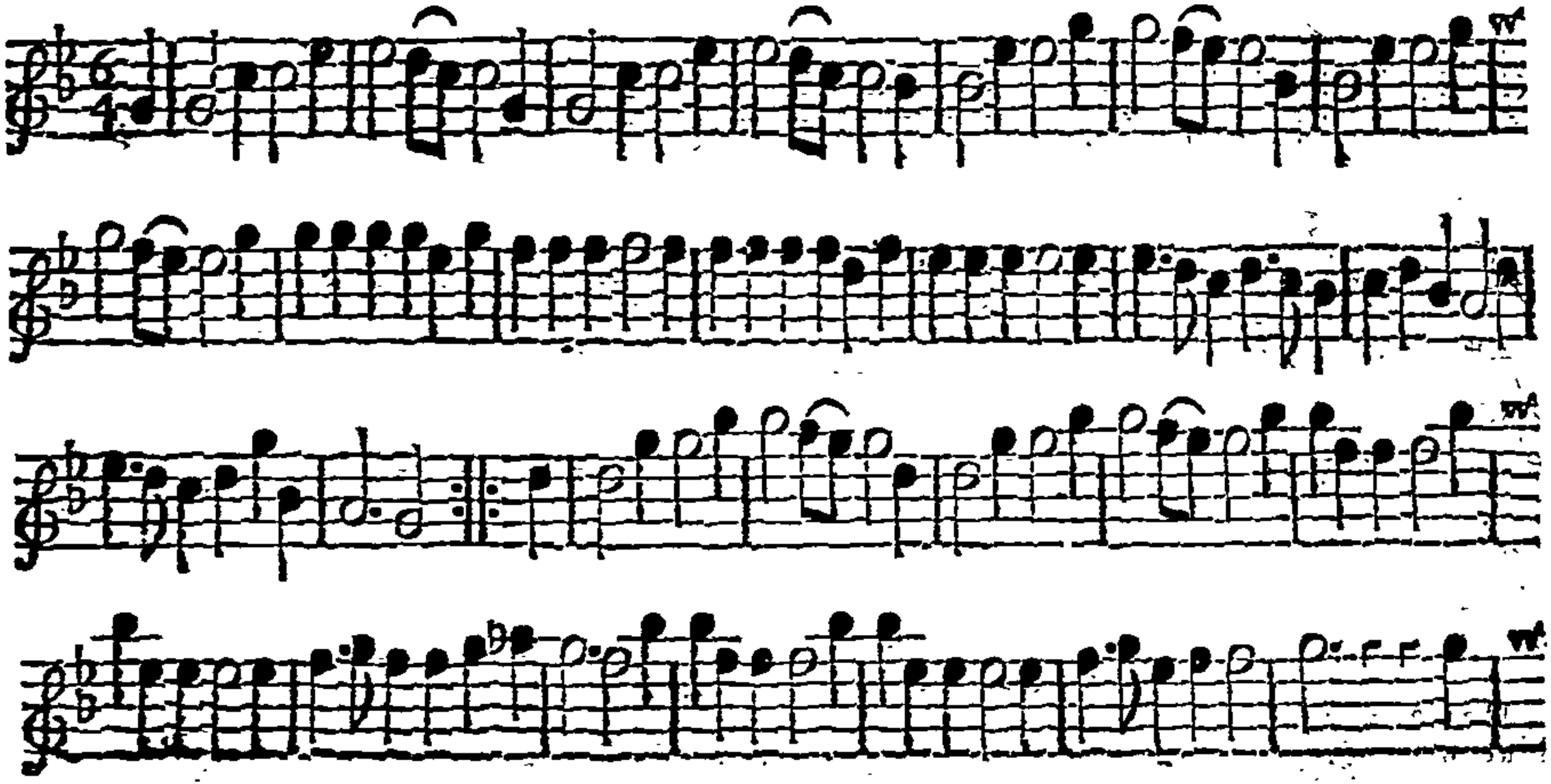
Soulton Jigg. *Longways for as many as will.*



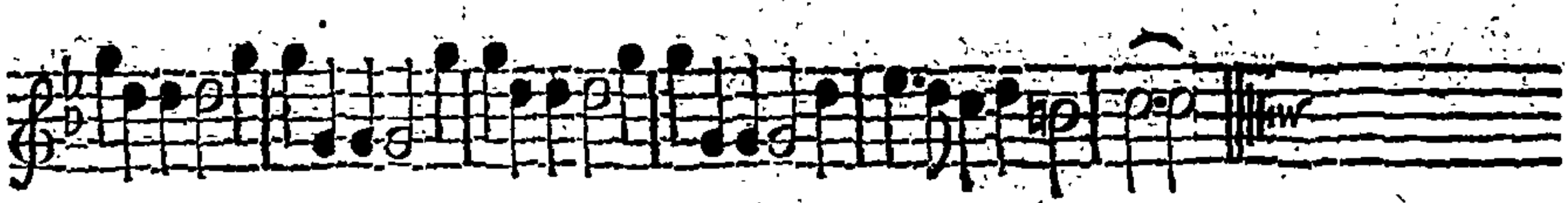
Note: The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. sett and cast off, then clap Hands, and turn Sides; the 2d Cu. do the same : First Man change Places with the 2d Wo. and the 1st Wo. with the 2d Man, then all four sett and turn single; then right Hands and left half round, then sett and cast off .

The Tatler. *Longways for as many as will.*



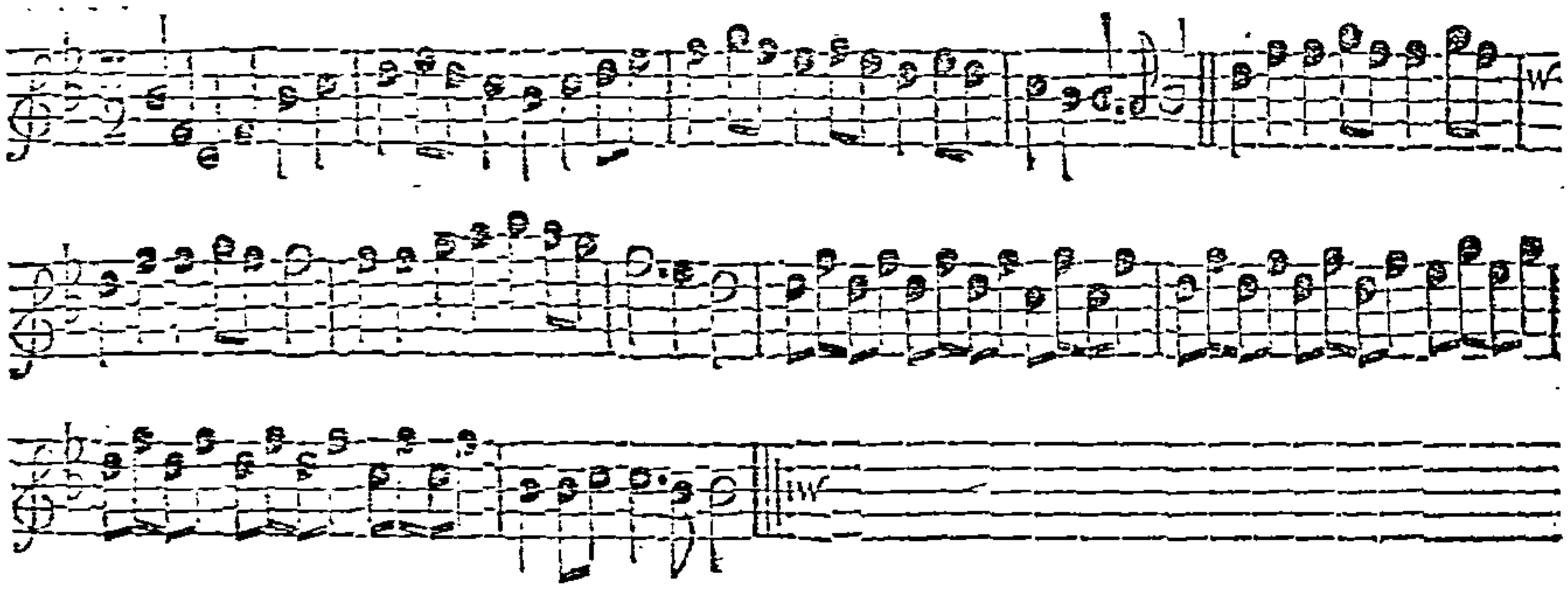
The Tatler. *Longways for as many as will.*



Note : *This Tune is to be play'd quite through.*

First Man leads his Partner up and down, the 2d Cu. do the same at the same Time; then the two Men lead out and in, the two We. do the same at the same Time, then Hands all four quite round and cast off. Second Cu. being at Top, they cross over and turn, then the 1st Cu. cross over and Back to Back, then clap Hands Sides, then with your Partners, and turn single.

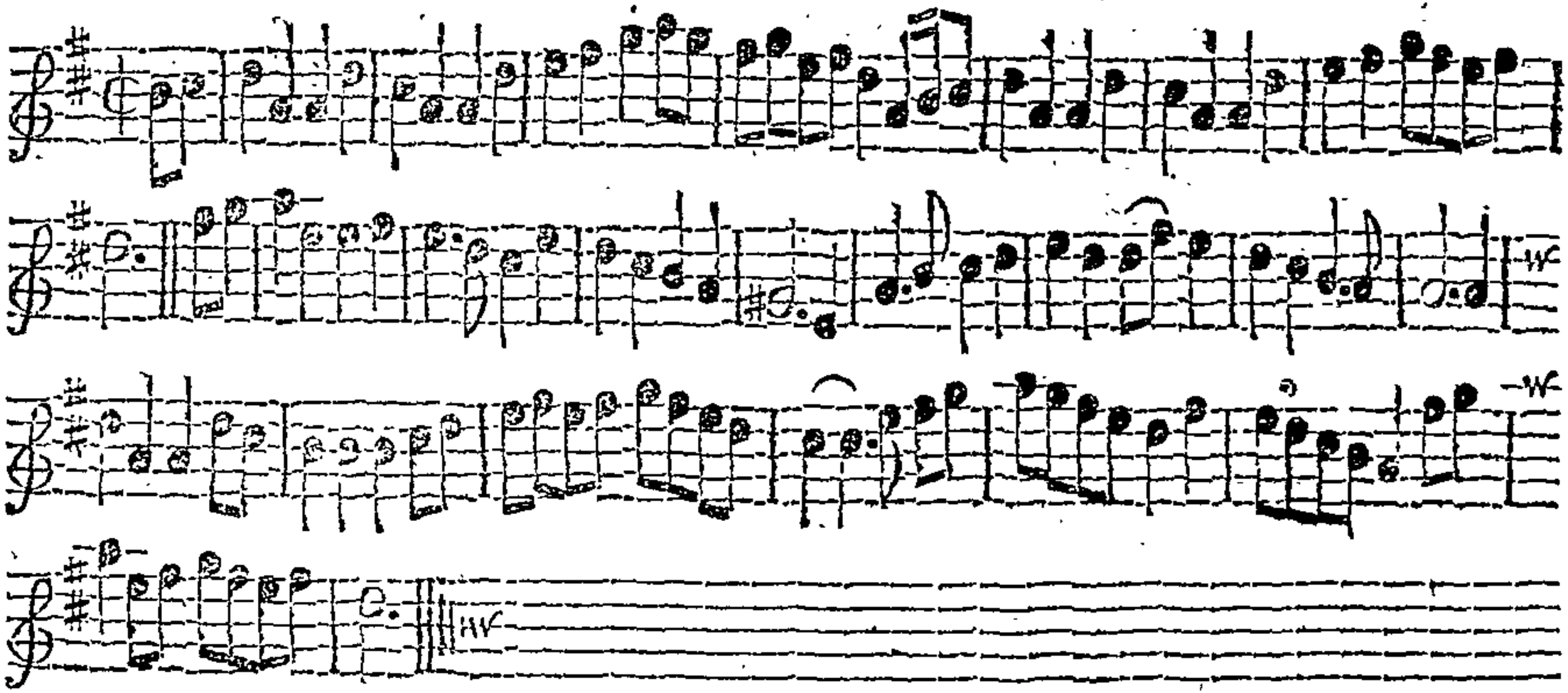
Longways for as many as will.



Note, *Each Strain is to be play'd twice over.*

The first Man sett to the 2d Wo. and turn her; the 1st Wo. and 2d Man do the same. Clap Hands with your Partners and turn, then right Hands and left half round; then lead your Partners up to the Top and cast off, then right Hands and left quite round.

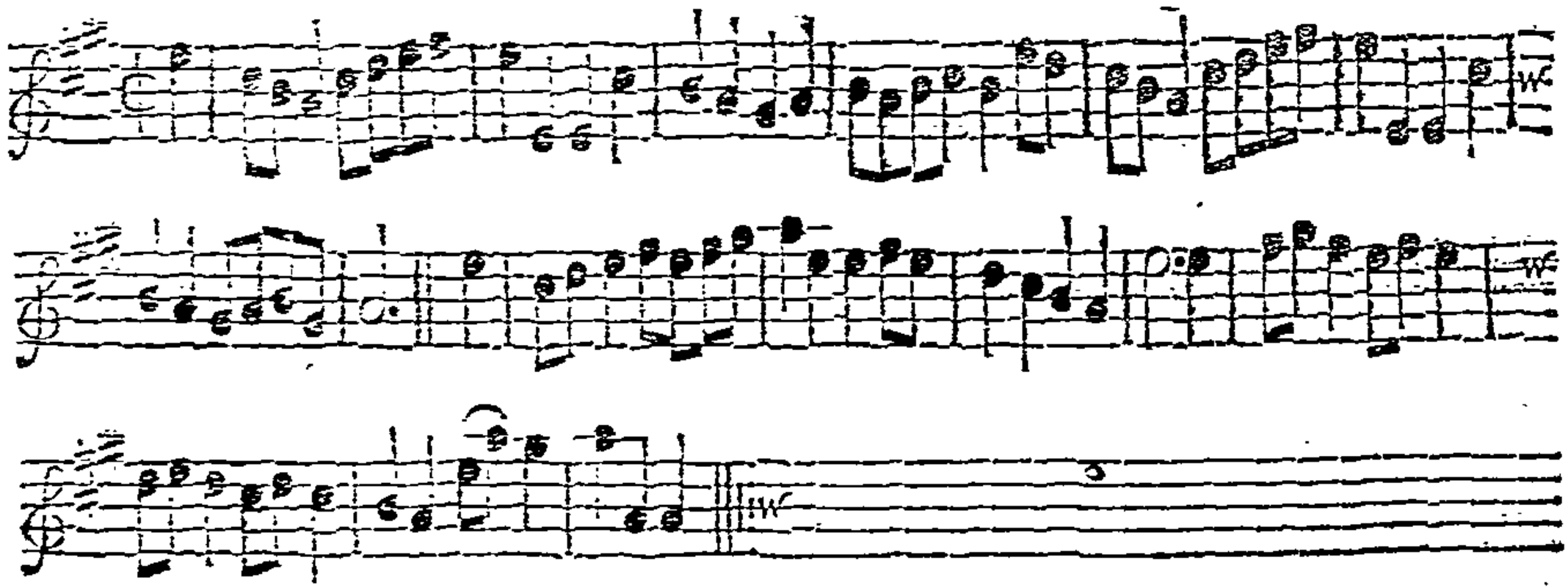
Orielton House. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

The 1st and 2d Cu. sett across and turn all four single, then sett and turn to your own Places ⁝ Then cross below the 2d Cu. and up again to your own Places; the first Man change Places with the 2d Wo. and the 1st Wo. with the 2d Man, then Hands half round and cast off ⁝

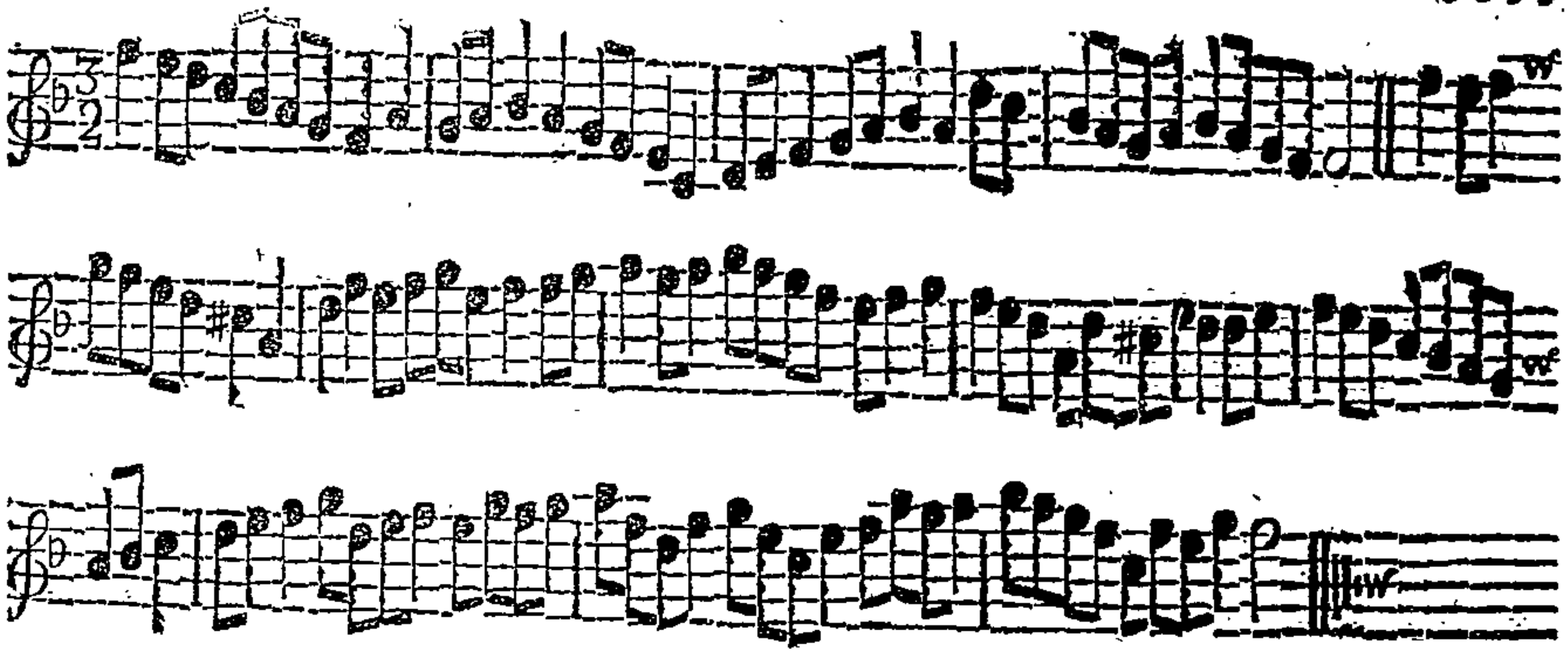
Madam Bray. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. go the whole Figure thro' the 2d Cu. then caſt off and lead with inſide of the 3d Cu. and caſt up into the 2d Cu. Place ∴ Then lead up thro' the 2d Cu. and caſt off, then right and left Hands round, and ſett to your Partner, and caſt off ∴

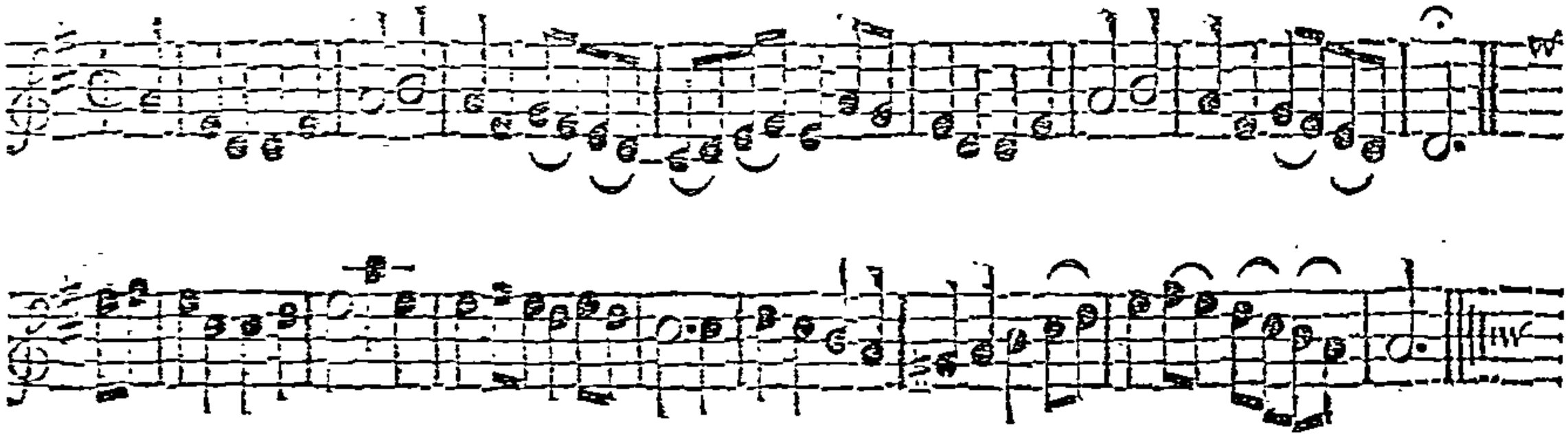
Old *Noll*'s Hornpipe. *Langways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

The 1ſt Cu. caſt off and turn Partners, the 2d Cu. do the ſame. Croſs over, then croſs below the 3d Cu. then caſt up to the Top, and ſett and caſt off.

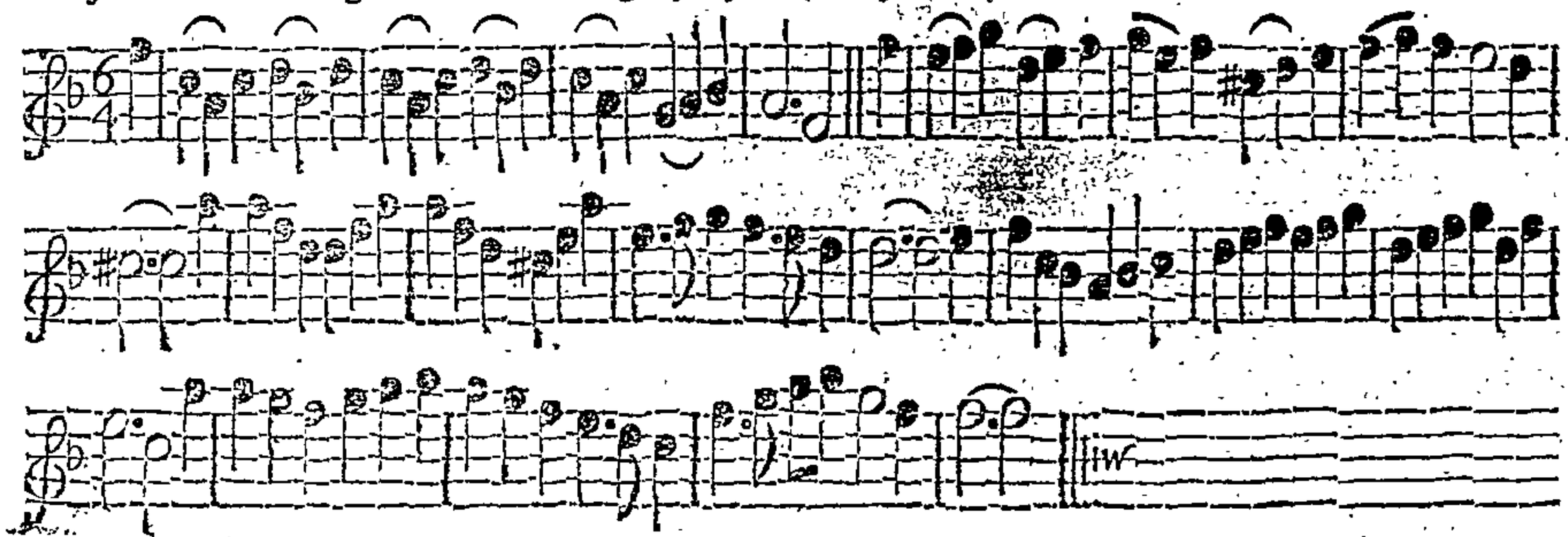
Mr. Hand's Dance. *Longways for as many as will.*



Note: *The first Strain is to be play'd twice, and the last but once over.*

The 1st Cu. cast off and turn the 3d Cu. then sett and cast up to your own Places ∴ The 1st Cu. cast off, then take Hands with the 2d Cu. and go quite round ∴

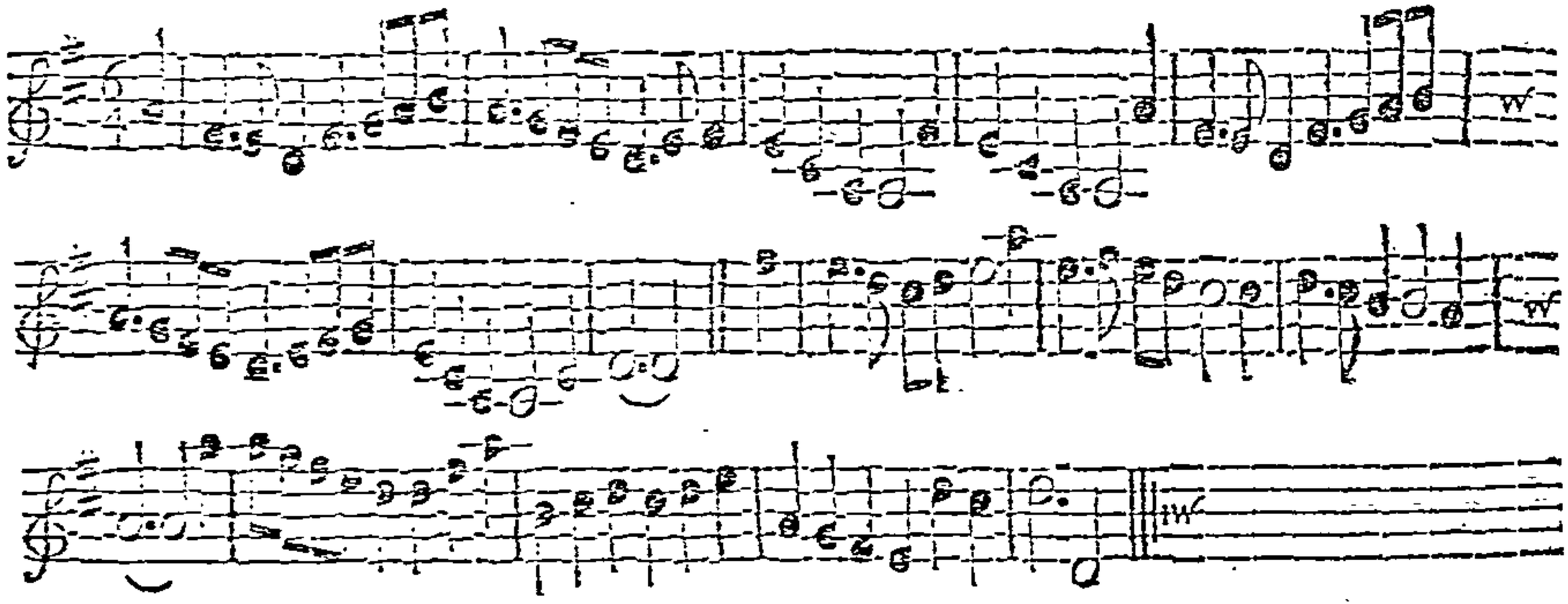
Lady *Herbert*'s Delight. *Longways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

The 1ſt Man turns the 2d Man half round, the 1ſt Wo. turns the 2d Wo. half round at the ſame Time; then turn Partners in each others Places, and right and left half round. First Man caſt below the 3d Cu. the 1ſt Wo. at the ſame Time ſlip down between the 2d Cu. and caſt up and meet in the Middle; ſett and turn, the 1ſt Man go round the 2d Cu. 'till he comes into his Place; the 1ſt Wo. go round the 3d Cu. and meet her Partner in the 2d Cu. Place.

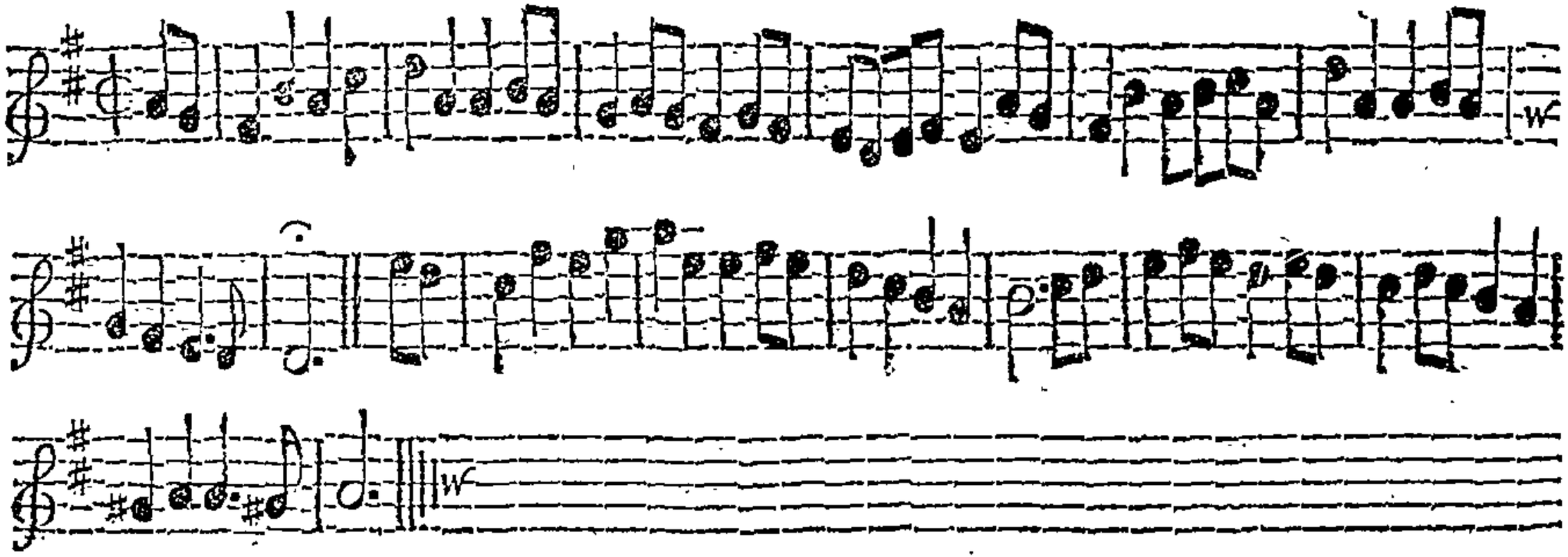
Lord Hereford's Delight. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

First Cu. clap Hands and cast off, then lead thro' the 3d Cu. and cast up into the 2d Cu. Place, then clap Hands and cast up and turn ; First Cu. slip down the Middle and fall back, then the 1st Man take Hands with the 2d and 3d Men, the 1st Wo. the same with the 2d and 3d Wo. then all change Places, and then fett and change to your proper Places ;

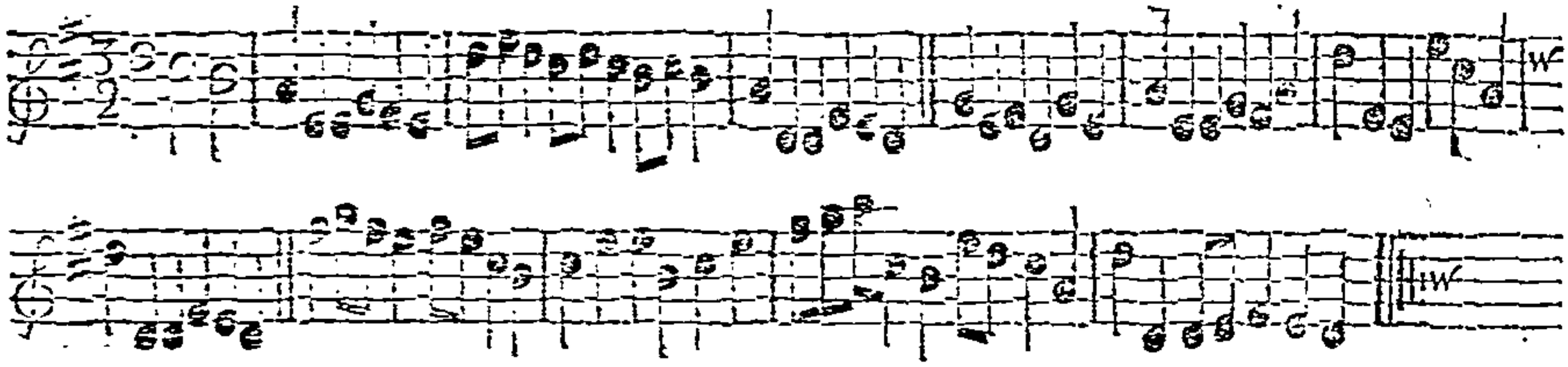
Bonny Lafs. *Longways for as many as will.*



Note: *The first Strain is to be play'd twice, and the last but once over.*

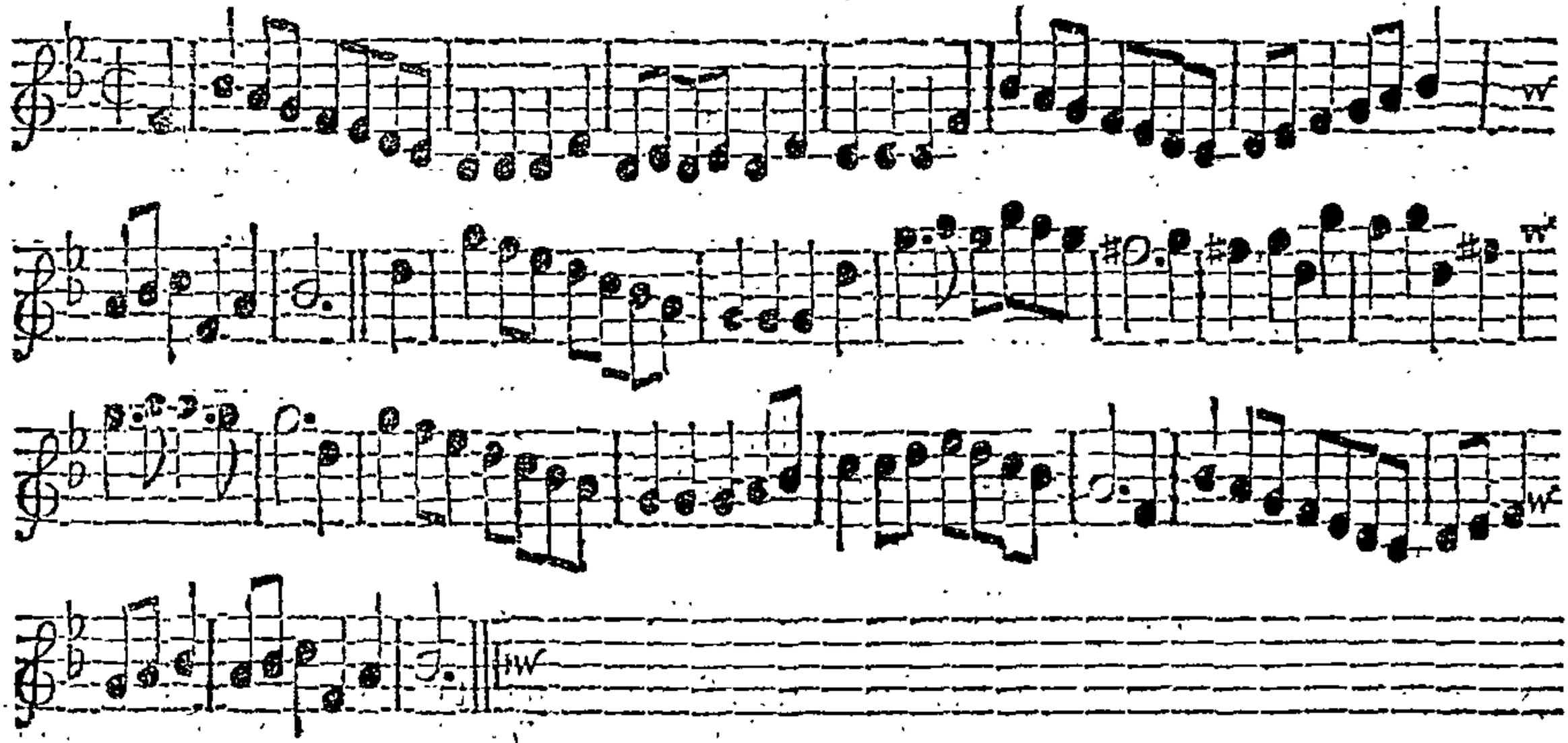
First Cu. crofs over, then fett and caft off below the 3d Cu. and then caft above the 3d Cu. then fett and crofs up to the Top. The two Men change Places with the two We. then Hands acrofs all four half round.

Sir Roger Round. *Longways for as many as will.*



Note, The first and second Strains are to be play'd twice, and the last but once over.

First Man fetr to the 2d Wo. and cast off, the 2d Wo. slip up the Middle at the same Time, and cast off; 1st Man being in the 2d Man's Place, fetr to his Partner, the cast off, the 1st Man slip up the Middle at the same Time, and cast off. : First Man go the Figure of 8 thro' the 3d Cu. and the 1st Wo. thro' the 2d Cu. at the same Time; then the 1st Wo. figures thro' the 3d Cu. and the 1st Man thro' the 2d Cu. : First Man cast below the 3d Cu. 1st Wo. cast up to the Top, and meet in the Middle of the Room and turn.



Note, The firſt Strain is to be play'd twice, and the laſt but once.

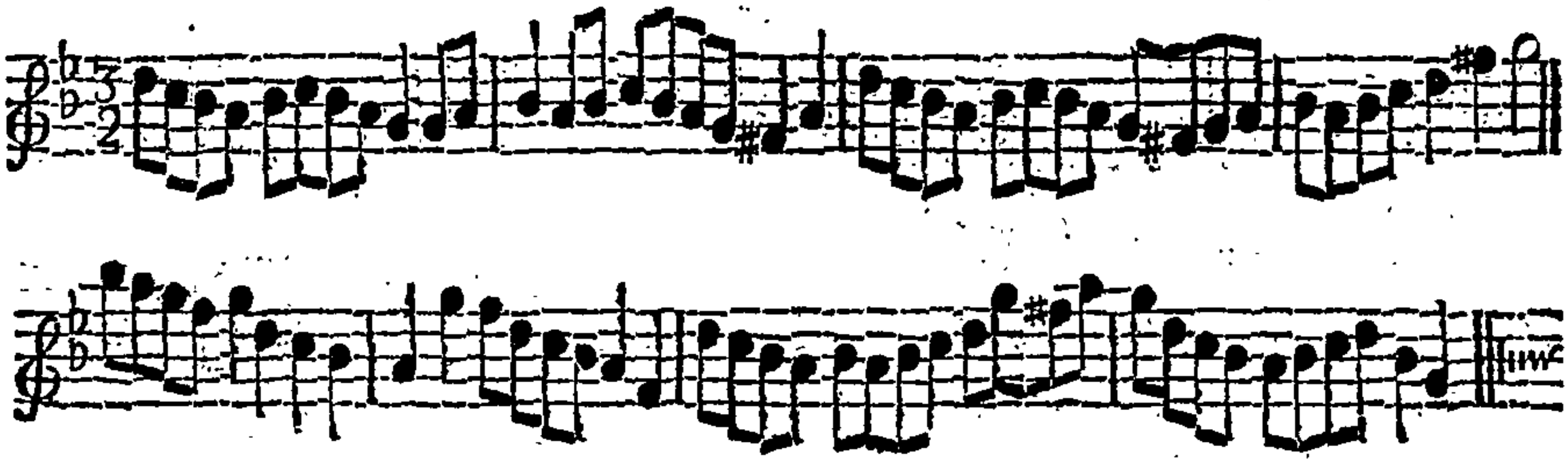
The two 1ſt Men go thro' the two 1ſt We. and caſt into their Places and turn, the 1ſt Cu. lead thro' the 2d Cu. and caſt up and turn : The 1ſt Cu. half Figure in the 2d Cu. and caſt off and turn ; then caſt below the 3d Cu. and lead up to the Top and caſt off .

Young Sir *John.* *Longways for as many as will.*

Note, *Each Strain is to be play'd twice over.*

The first Couple slip down the Middle and turn single, then cast off below the 3d Couple ⅄ Then cross above the third Couple, then cross up to the Top, kiss your Partner and cast off ⅄

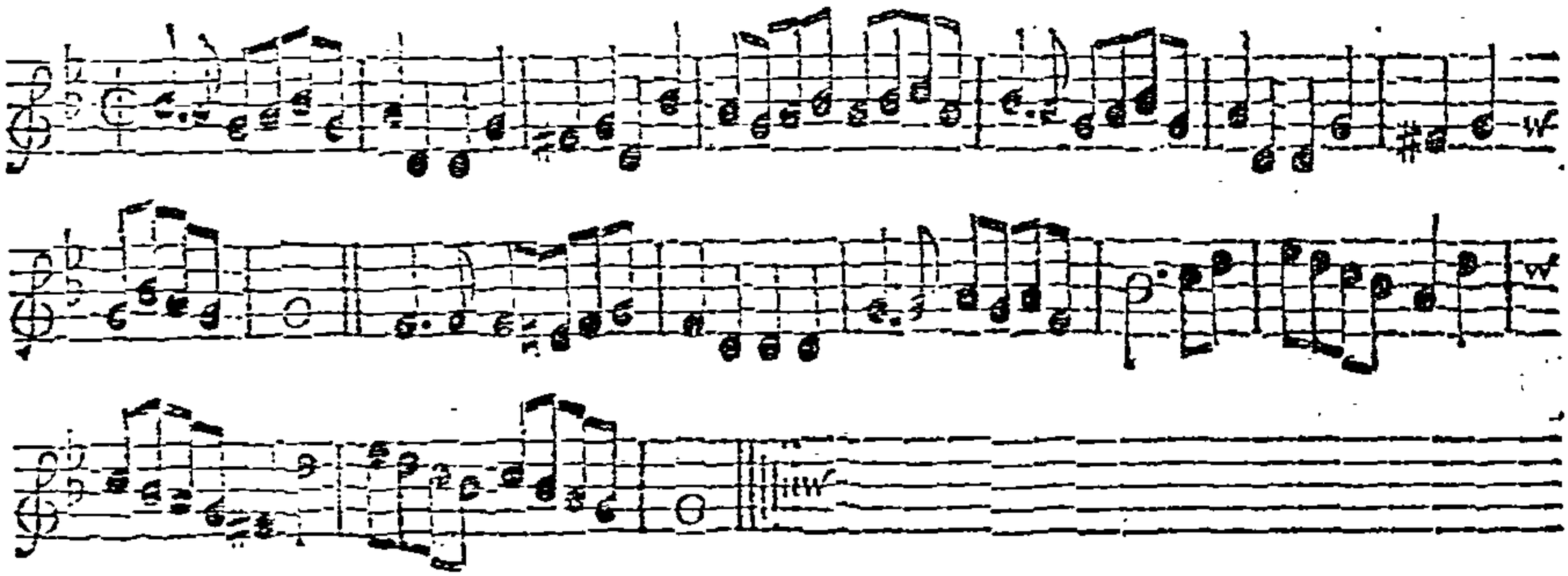
Jolly Widow. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The firſt Couple take Hands with the ſecond Couple, and lead down, then caſt off below the third Couple; then fall back with the third Couple, and caſt up into the ſecond Couple's Place ∴ Then the firſt Couple croſs up to the Top, and go the Figure thro' the ſecond Couple, then take Hands, and lead down the Middle and up again, and caſt off ∴

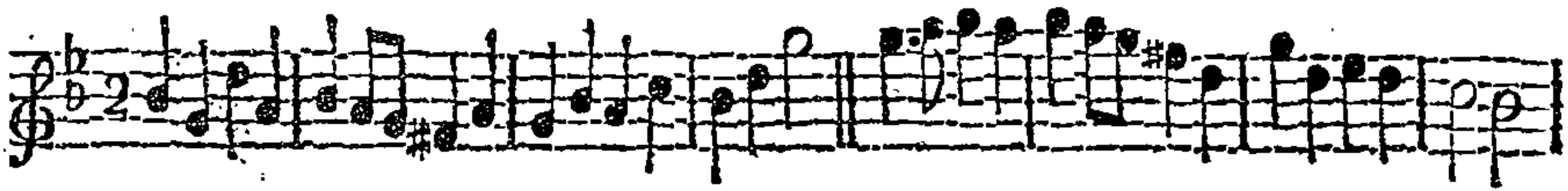
Sbambury Park. *Longways for as many as will.*

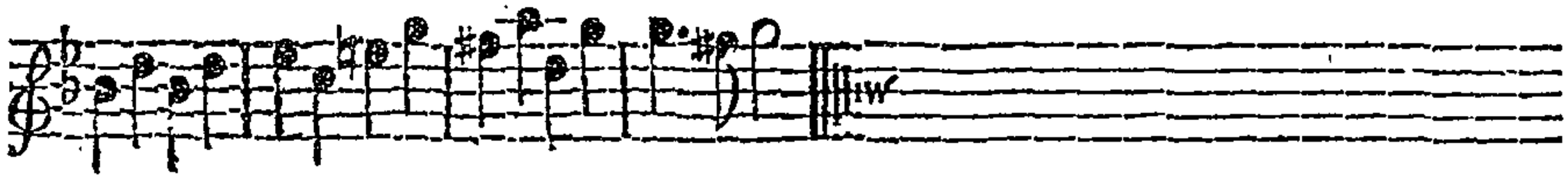


Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. go with inſide of the 2d Cu. then on the outſide of the 3d Cu. and lead up to the Top, and caſt off; then the 2d Cu. do the ſame ∴ Then the 1ſt and 2d Men ſett to their Partners, and take Hands and go quite round, then lead between the 2d Cu. and caſt up, then right and left Hands half round ∴

Old *Harry.* *Longways for as many as will.*



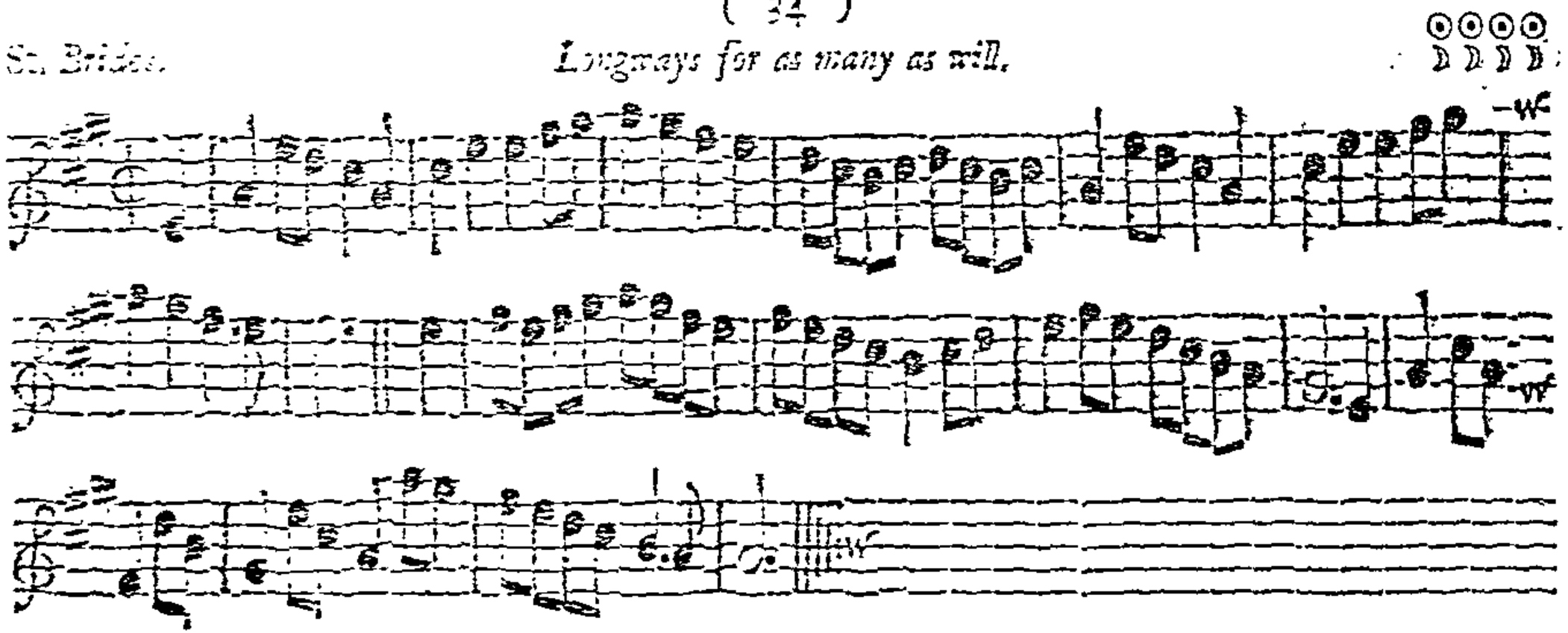


Note, *Each Strain is to be play'd twice over.*

The firſt Couple clap Hands and caſt off. Then the ſecond Couple do the ſame. Then caſt off and turn your Partner with inſide below the third Couple, then caſt up above the third Couple, and Hands round with the ſecond Couple.

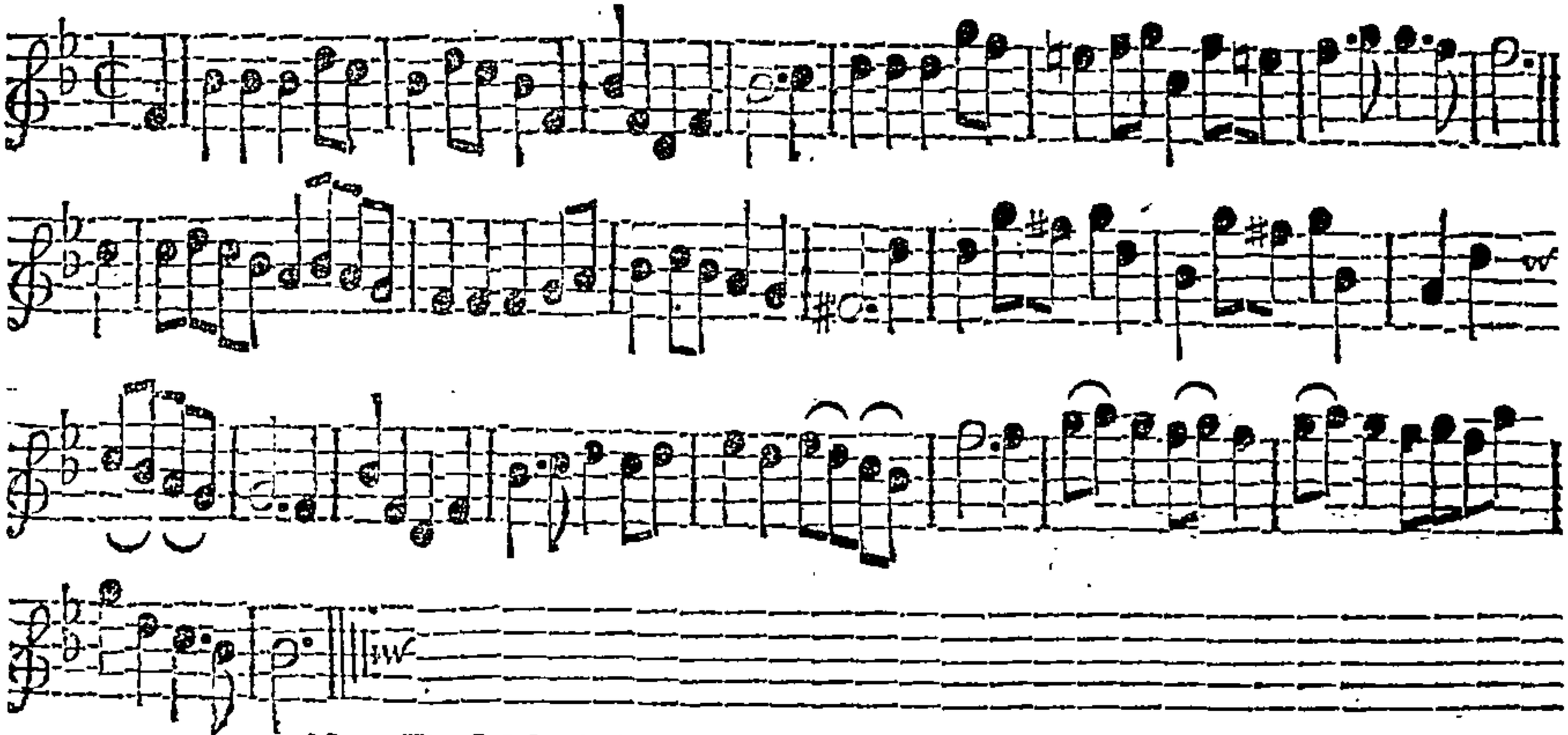
St. Bride.

Longways for as many as will.



Note, Each Strain is to be play'd twice over.

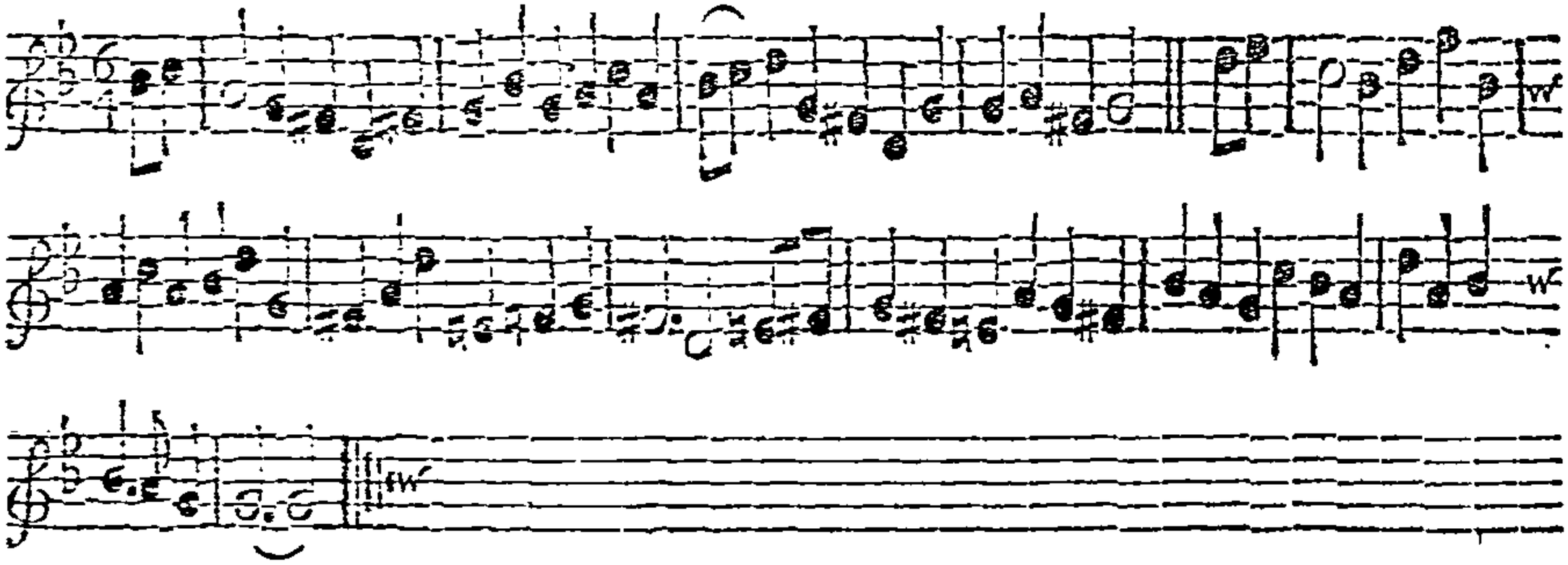
The first Cu. go the Hey with the 2d and 3d Cu. and cast off into the 2d Cu. Place; then Hands quite round with the 3d Cu. and cast up to the Top ∴ The first Cu. cross the Inside of the 2d Cu. and below the 3d Cu. then cross up to the 2d Cu. Place; then the 1st Man change Places with the 2d Wo. and 1st Wo. with the 2d Man, then Hands. ∴



Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. cast off below the 3d Cu. and cross up to the 2d Cu. Place. The 2d Cu. do the same. The 1st Man change Places with the 2d Wo. and the 1st Wo. with the 2d Man, then the 1st Cu. cast off below the 3d Cu. and the 2d Cu. cast off below the 1st Cu. at the same Time; then the 2d Cu. cast up to the Top, and the 1st Cu. follow you at the same Time, which brings the 1st Cu. into the 2d Cu. Place.

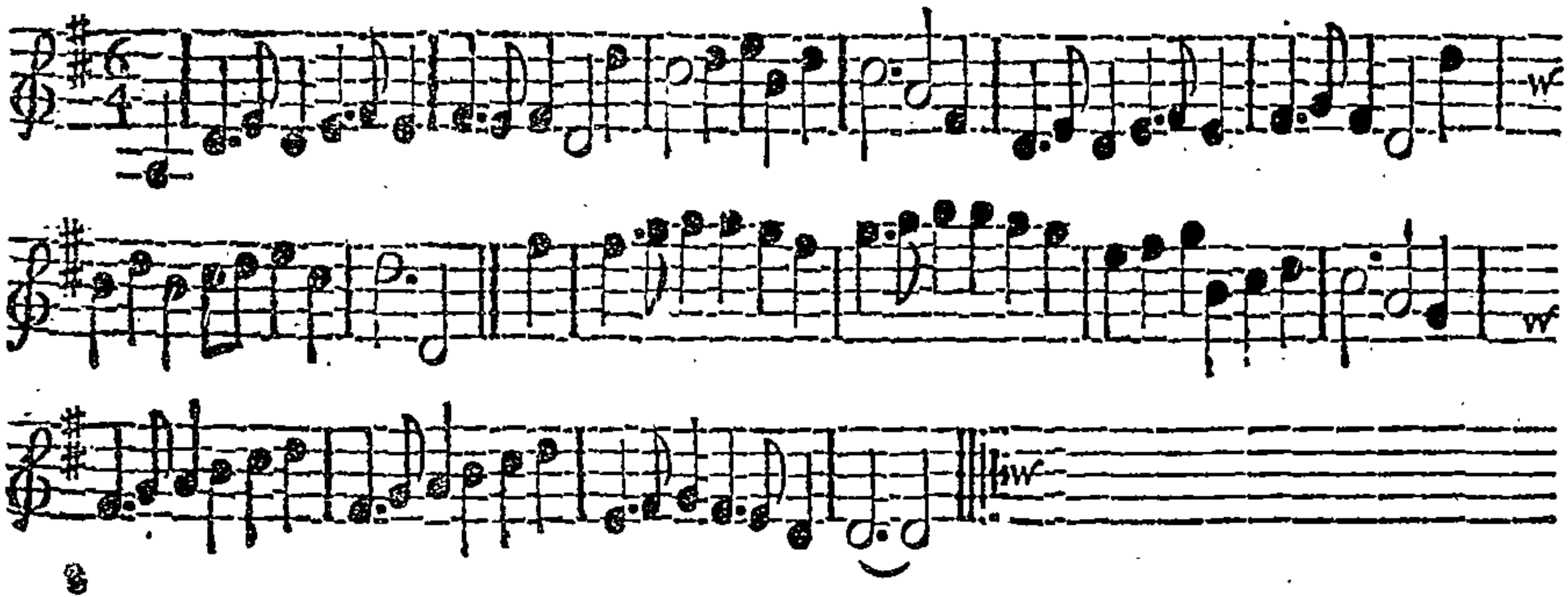
Daphne's Delight. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The first Couple cast off and cross below the third Couple, and turn up the Middle in the second Couple's Place. Then Hands across with the second Couple, and go half round and turn single; then Hands back again, and right and left quite round.

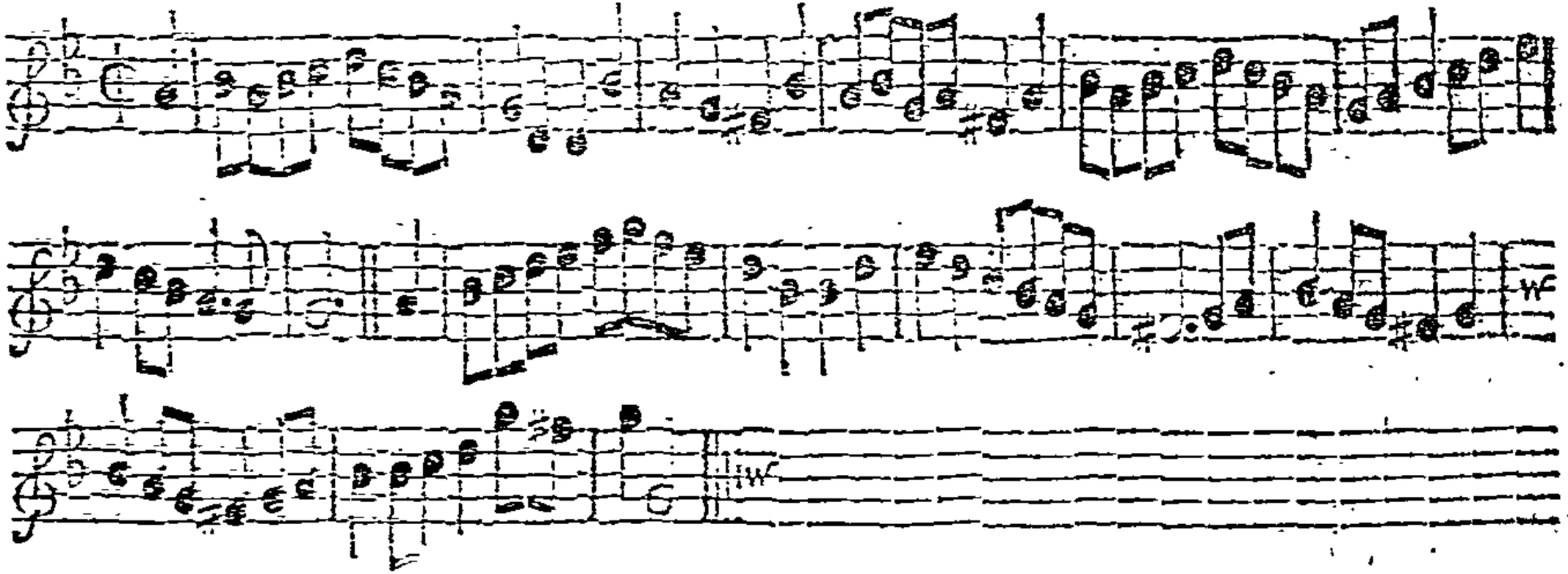
St. *David's* Day. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The two first Men change Places with the two Women, the first Couple cast off and change Places again, then the second Couple cast off ∴ Hands half round, then clap Hands with your Partners, and turn all four single; then lead up abreast, and cast off ∴

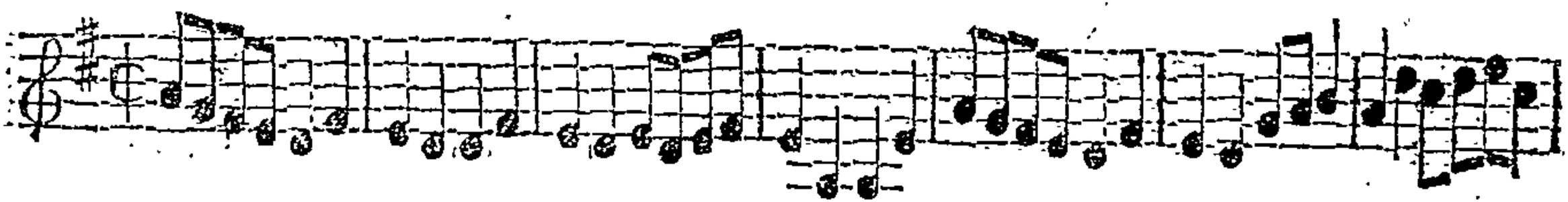
Penelope. *Longways for as many as will.* D. D. D. D.

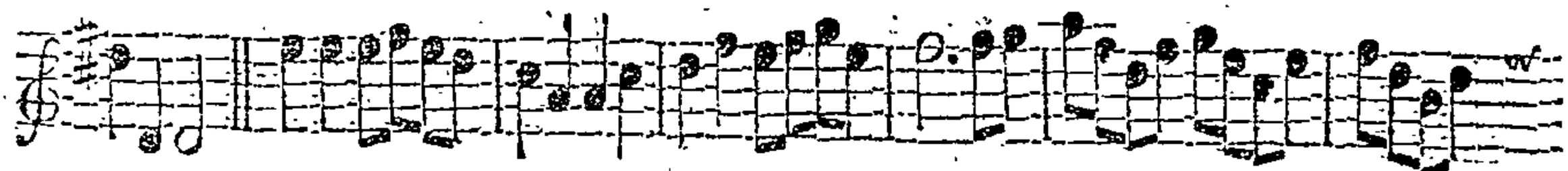


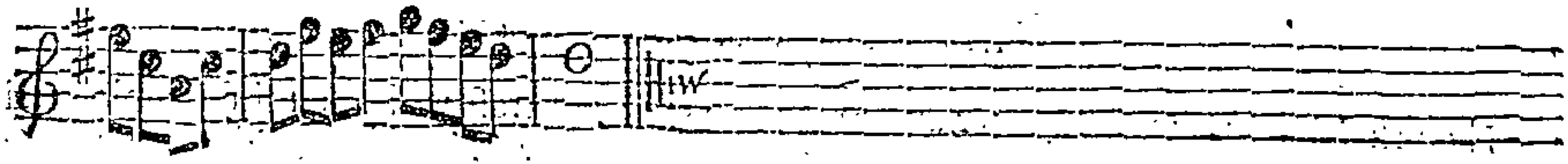
Note, Each Strain is to be play'd twice over.

The 1st Cu. cast off and lead thro' the 3d Cu. and cast up to the 2d Cu. Place, then cross up to the Top, and figure in the 2d Couple ‖ The 1st Man casts off, and his Partner slips down the Middle and casts up, and he slips up at the same Time; then the 1st Wo. casts off, and the 1st Man slips down the Middle and casts up; then the 1st Man takes his Woman by her right Hand, and leads her round the 2d Man, then up the Middle, and cast off ‖

New *Margery.* *Longways for as many as will.*



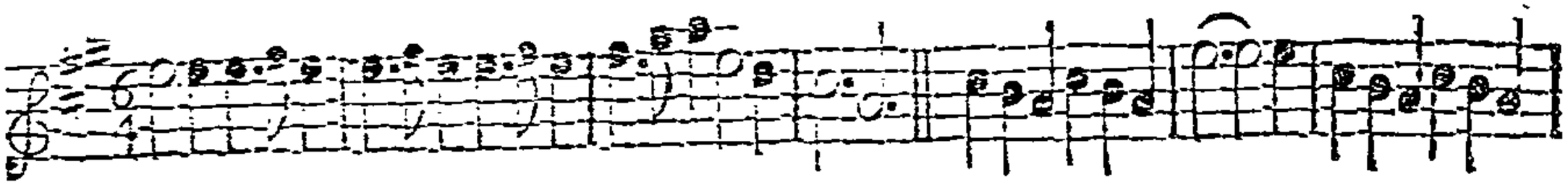


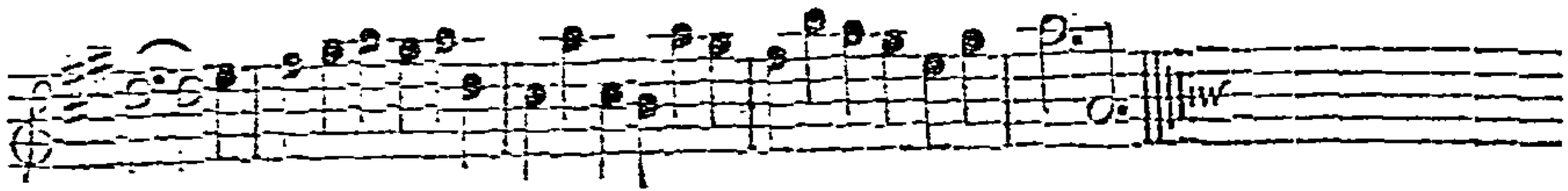


Note: Each Strain is to be play'd twice over.

The first two Men sett to their Partners and turn single, then turn half round, then all four sett and go half round again, which brings the first Couple into the 2d Couple's Place ∴ The 1st Couple cast off and turn, then the first Man change Places with the 2d Woman, and the 1st Woman with the 2d Man, and turn Partners ∴

The *Welch* Whim. *Longways for as many as will.*

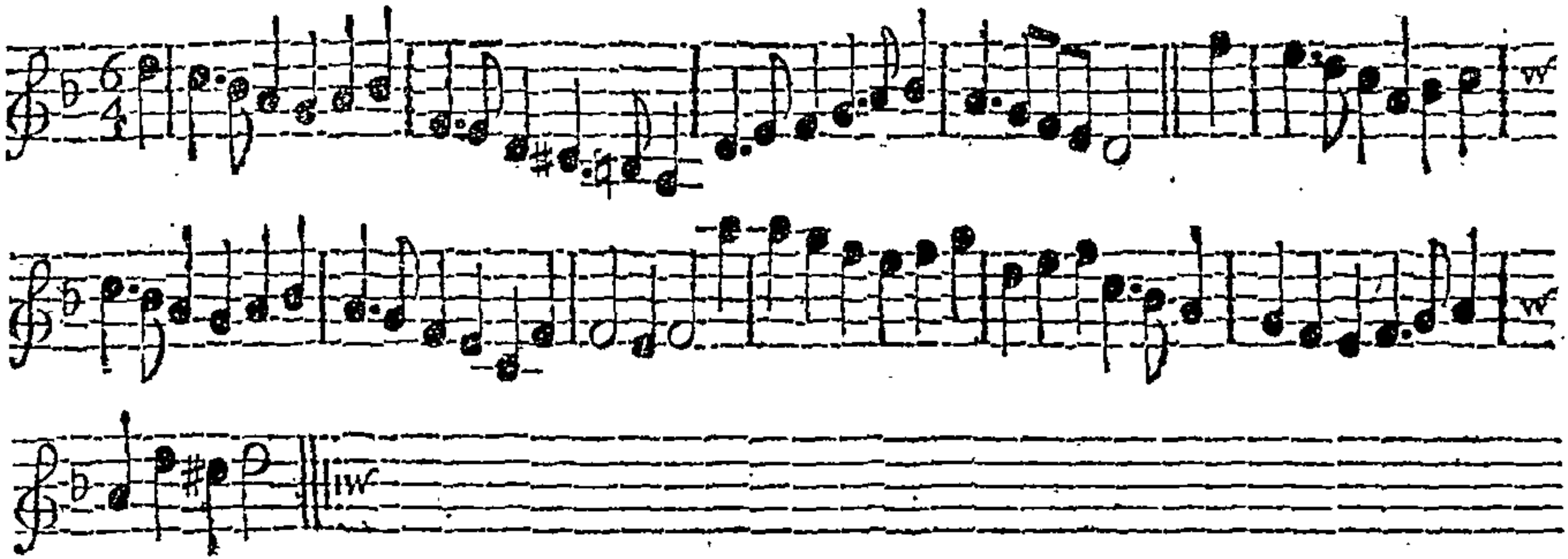




Note, *Each Strain is to be play'd twice over.*

The first Man setts to his Partner and casts off, then sett across with the third Couple, and all four single, *This to the first Strain play'd twice.* Then the first Man change Places with the second Woman, and the first Woman with the second Man, then Hands all four half round, and cast off below the third Couple, and lead up to the Top, and cast off again, *This to the last Strain play'd twice.*

Hailſton Jigg. *Longways for as many as will.*

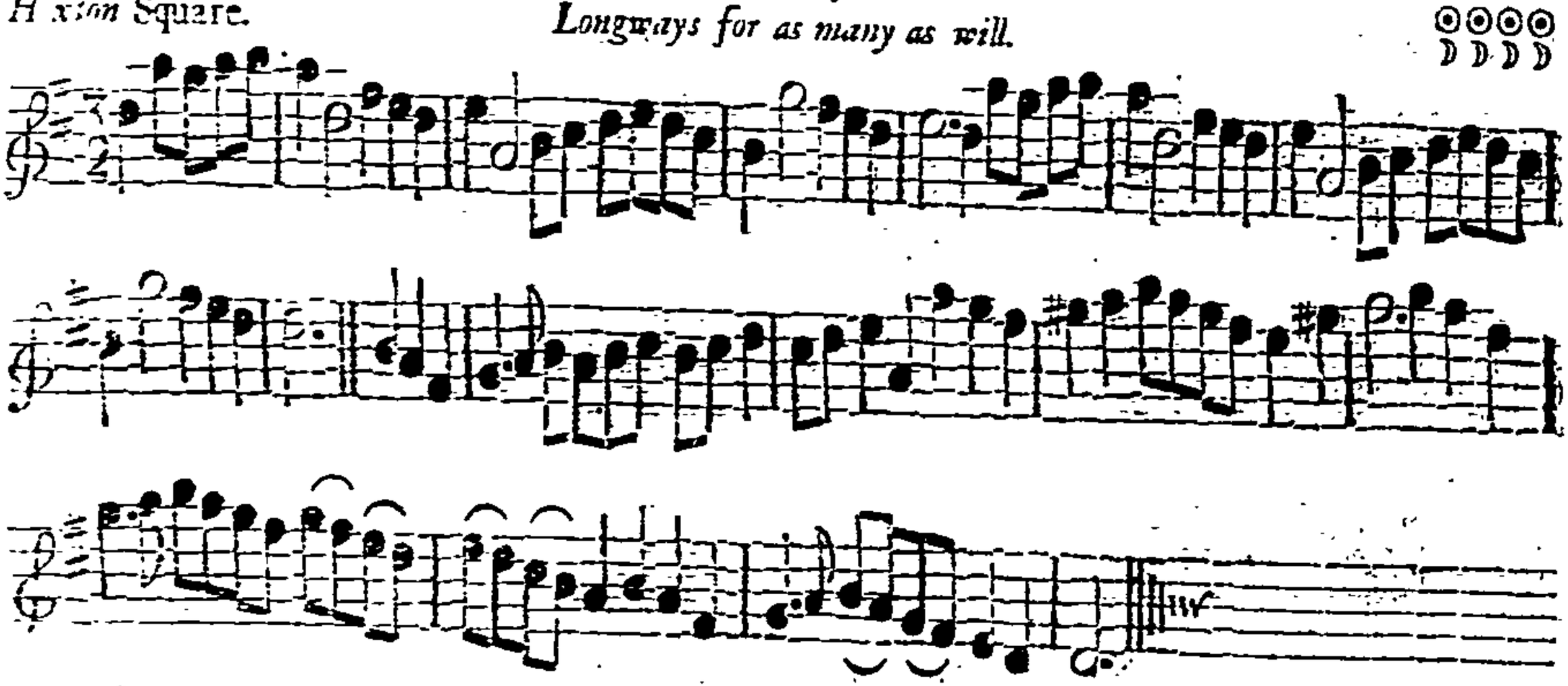


Note, *Each Strain is to be play'd twice over.*

The firſt Man ſetts to the 2d Wo. and caſts off, the 1ſt Wo. ſetts to her Partner, who is in the 2d Man's Place, and caſt off ∴ Then go the Figure in the 3d Cu. then figure at the Top, then the 1ſt Man change Places with the 2d Wo. and the the 1ſt Wo. with the 2d Man, then right and left quite round ∴

H xton Square.

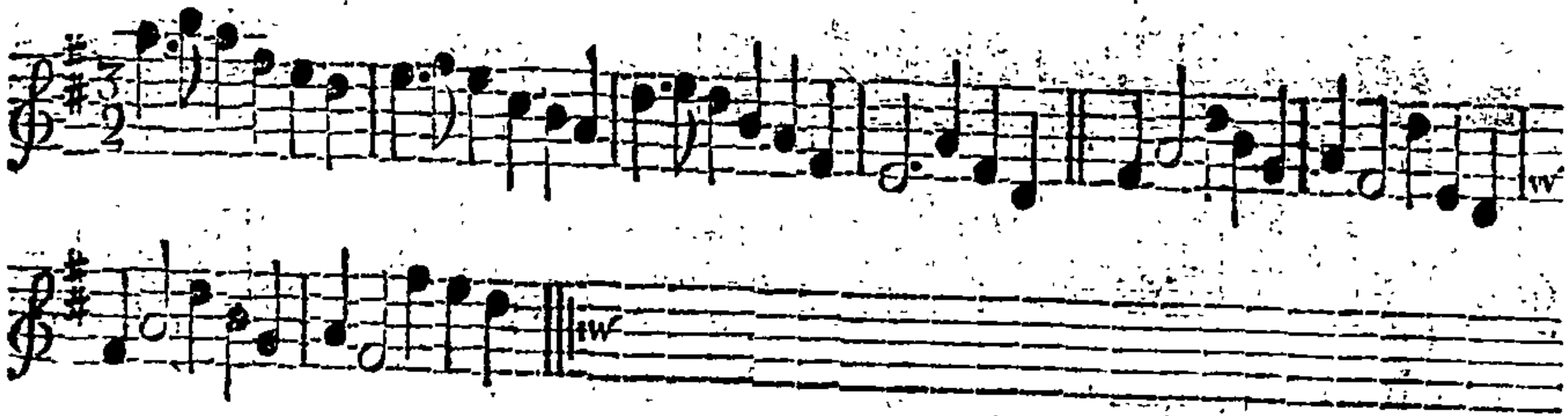
Longways for as many as will.



The first two Men fall back, the We. the same, then 1st Man turn right Hands with the 2d Man, the 1st Wo the same, then half figure ÷ Now the Man is on the Wo. Side, begins as at first ÷ Now they are all in their proper Places, the 1st Man casts off, and goes round into the 1st Wo. Place, the Wo. following him, then back again, all into their proper Places ÷ Clap Hands, then all four take Hands and go clear round with your Faces outward, then turn single, and right and left ÷

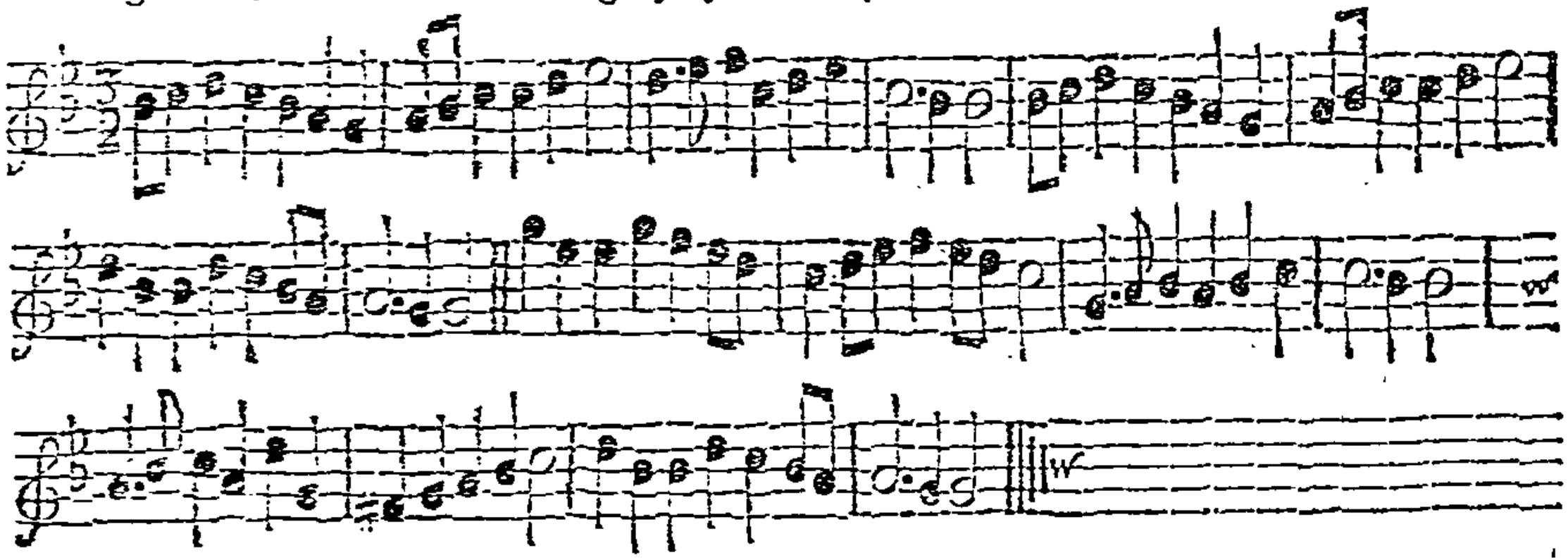
Paul's Alley.

Longways for as many as will.



The 1ſt Cu. take both Hands, and turn down the Middle into the 2d Cu. Place, while the 2d Cu. caſt up ſlow and meet above ∴ The ſame again, that is, the 2d Cu. turn down the Middle, and the 1ſt Cu. caſt up ∴ The two Men lead to the Wall quick, then change Hands and lead in again, then both turn round ſingle, and floor it, or foot it twice, the We. doing the ſame at the ſame Time ∴ Then beginning with your Partners, go right Hands and left half round ∴

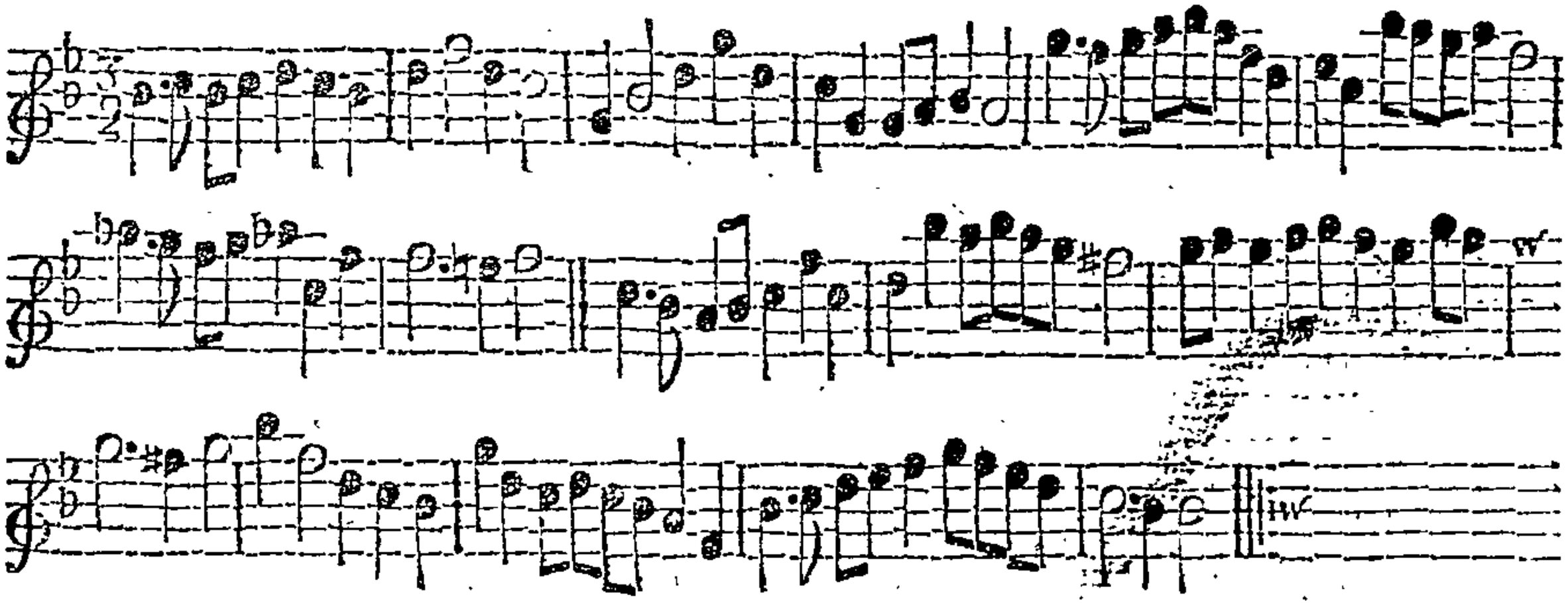
St. Margaret's Hill. *Longways for as many as will.*



Note: The first Strain is to be play'd but once, and the last twice over.

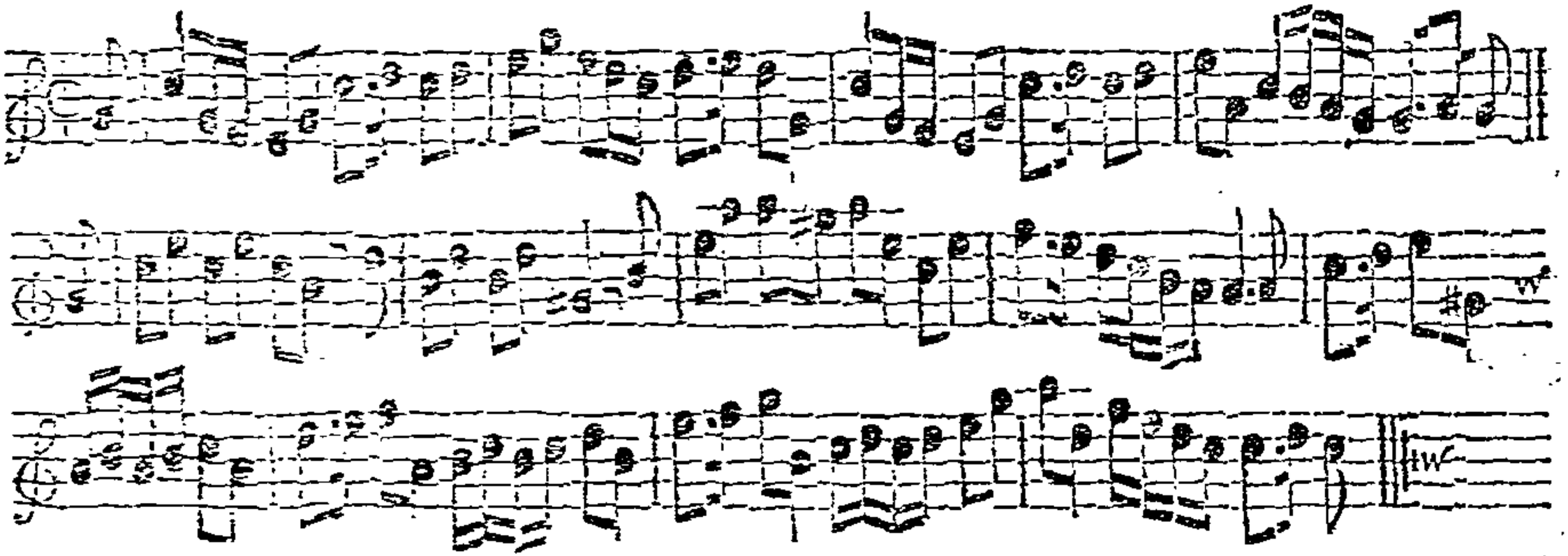
The 1st Cu. cast off both together, the Man falls in between the 3d Cu. and the Wo. falls in between the 2d Cu. then fall back. and Hands half round. The 1st Man turns the 3d Wo. and his Partner turns the 2d Man at the same Time, then turn your Partner half round, and lead her thro' the Bottom Cu. and come up and turn her, then the Wo. turns the 3d Man, and her Partner turns the 2d Wo. both at once; then turn Hands half round, and lead thro' the upper Cu. and cast off and turn.

New Man-Tiger. *Longways for as many as will.*



The 1ſt Man ſetts to the 2d Wo. then turn ſingle and caſt off, then turn the 2d Wo. and ſtand below :_ Then the 1ſt Wo. do the ſame _: Then both croſs over the 3d Cu. and ſingle figure, then right Hand and left to the Top, then croſs up to the Top, and ſingle figure; then right and left to the Bottom.

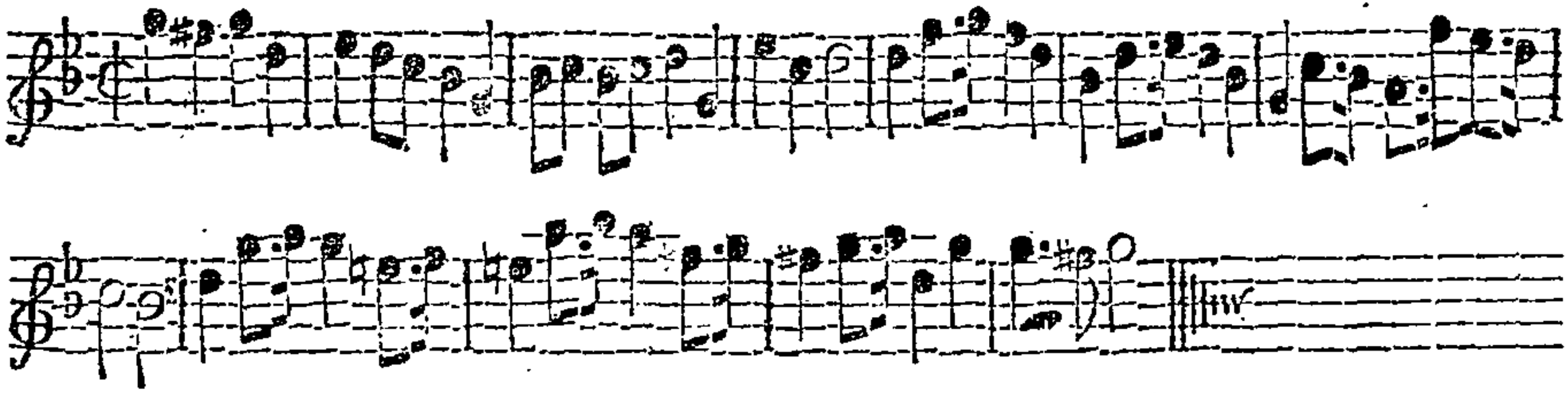
Duke of *Marlborough's* March. *Longways for as many as will.*



Note: Each Strain is to be play'd but once over.

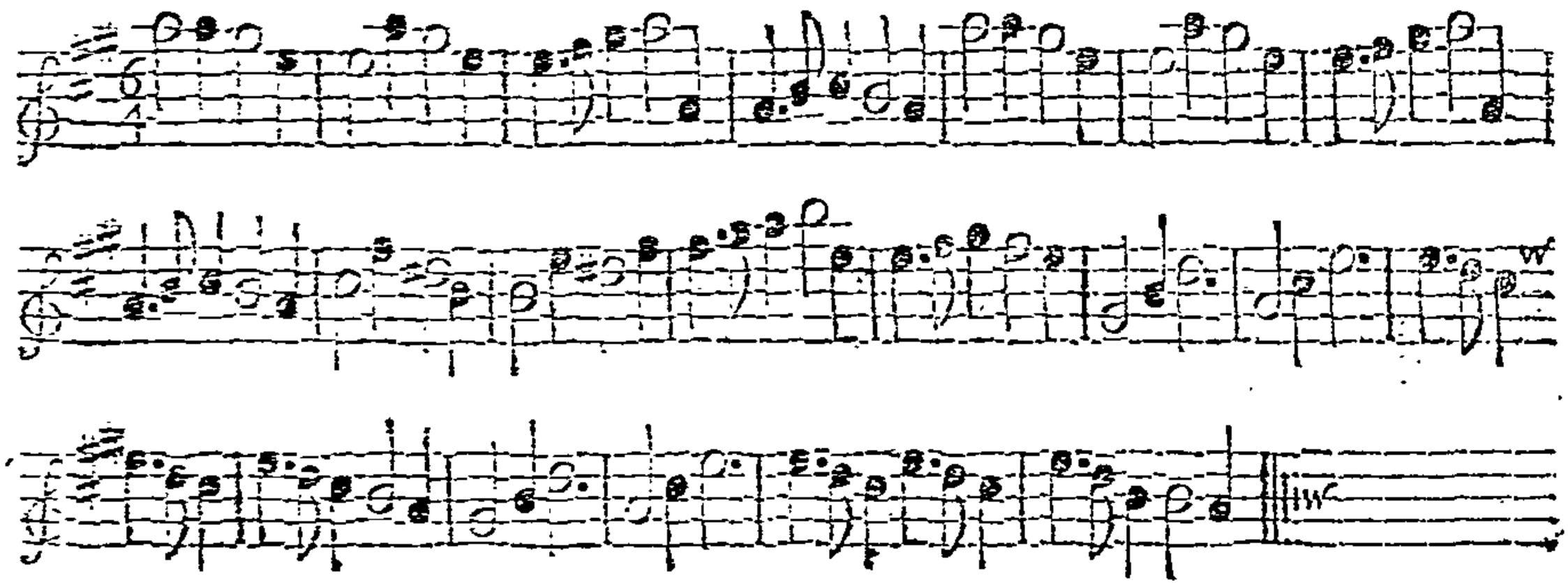
The 1st and 2d Men move up two or three Steps, and turn back to the Left into their own Places again; the We. move down at the same Time, and do the same. Each Man take his Wo. by the right Hand, and change Places with her, Men with their Faces down, and We. with theirs up, then all turn single to the left Hand from each other, to each other's Place, Men being improper. Then 1st Man and 2d Wo. goes half round their own Partners on the Outside, and turn right Hands round, the 1st Man ends below, and the 2d Wo. above. The 1st Wo. and 2d Man do the same after them. And so to the End.

Donawert Pass. *Longways for as many as will.*



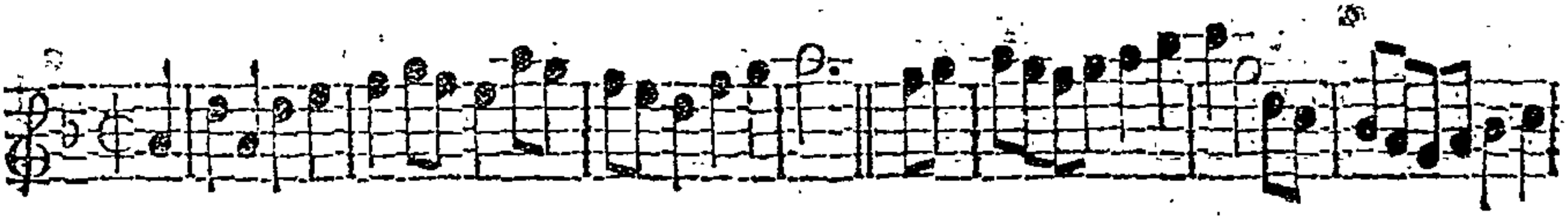
The 1st Man sett to his own Wo. and then take Hands with the 2d Man, and turn round into his own Place, the 1st and 2d We. do the like at the same Time, then the 1st Cu. cross over into the 2d Cu. Place, then all four take Hands and lead up abreast, then the 1st Man cross over and go below the 2d Man, while the 1st Wo. goes below the 2d Wo. and clap Hands, then all four Hands and go quite round, the other Cu. do the same.

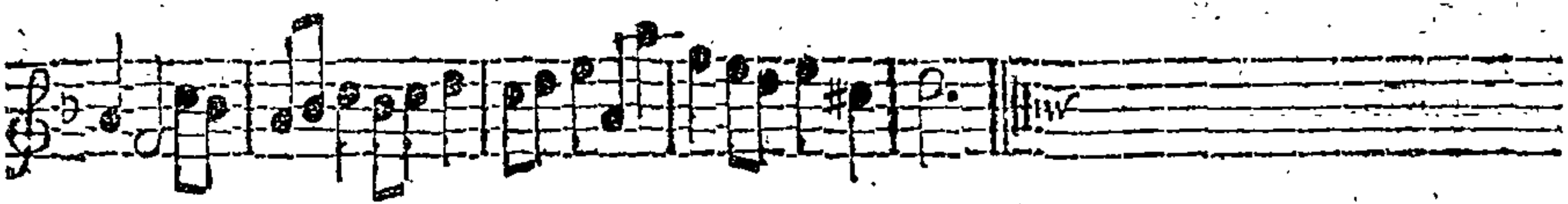
Hobby-Horse Battle. *Longways for as many as will.*



The two Men take Hands and lead to the Wall, and both caſt off into their own Places again and ſett, the two We. do the ſame at the ſame Time. Then the 1ſt Cu. lead thro' the 2d Cu. and caſt up into their Places. Then croſs over into the 2d Cu. Place, and lead up all backwards and forwards, and then half figure into their own Places.

Bleinheim Pound. *Longways for as many as will.*

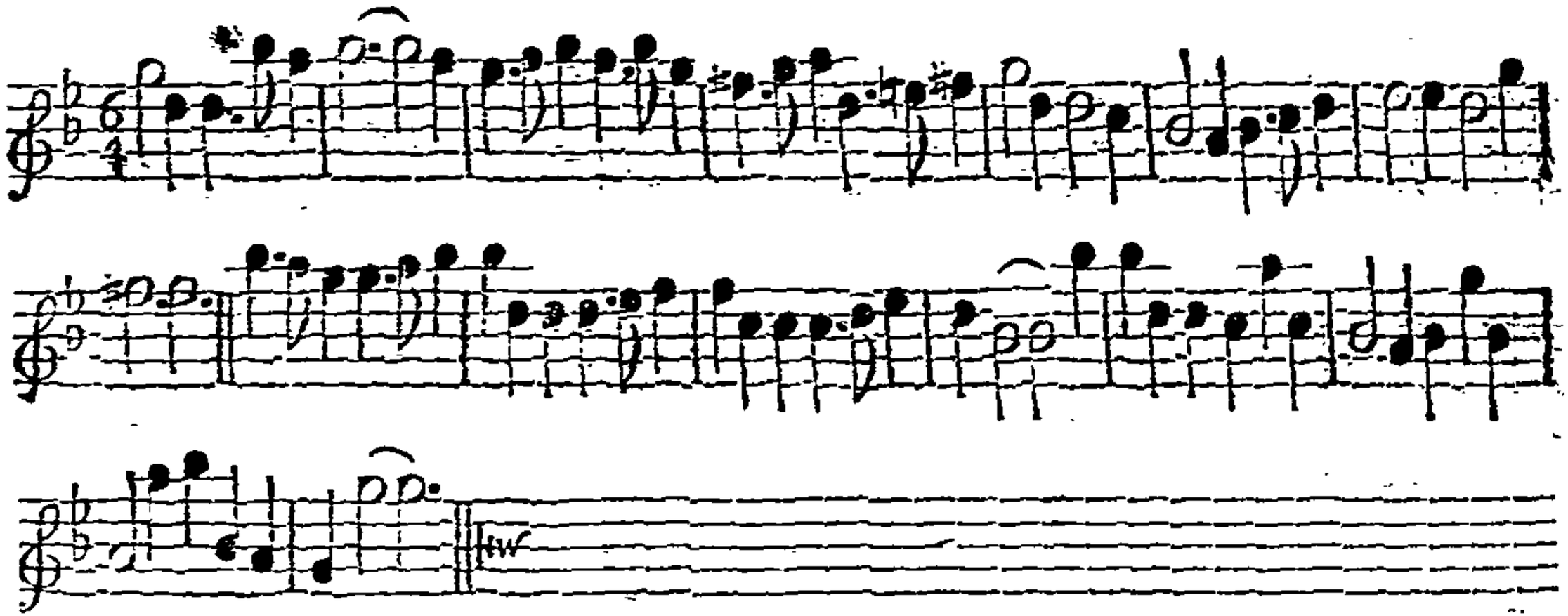




Note, *Each Strain is to be play'd twice over.*

The 1ſt Man turn the 2d Wo. once round. The 1ſt Wo. turns the 2d Man once round. Then croſs over and lead up all four abreaſt, the 1ſt Cu. being between the 2d Cu. Then the 1ſt Cu. caſt off, and right and left quite round.

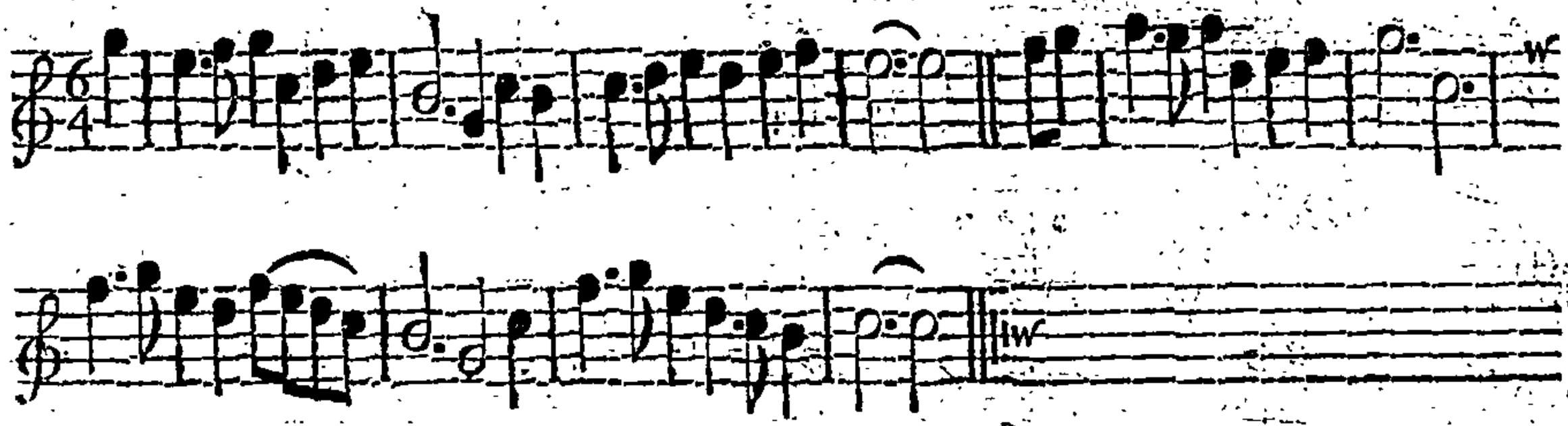
Katherine-street. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Cu. Back to Back with the 2d Cu. and then with their Partners. The 1st Cu. turn the 2d Cu. then turn their own. Meet all four and sett, then turn single, and clap Hands, all four going quite round. The 1st Cu. go the Figure thro' the 2d Cu. and cross over and turn their own Partners.

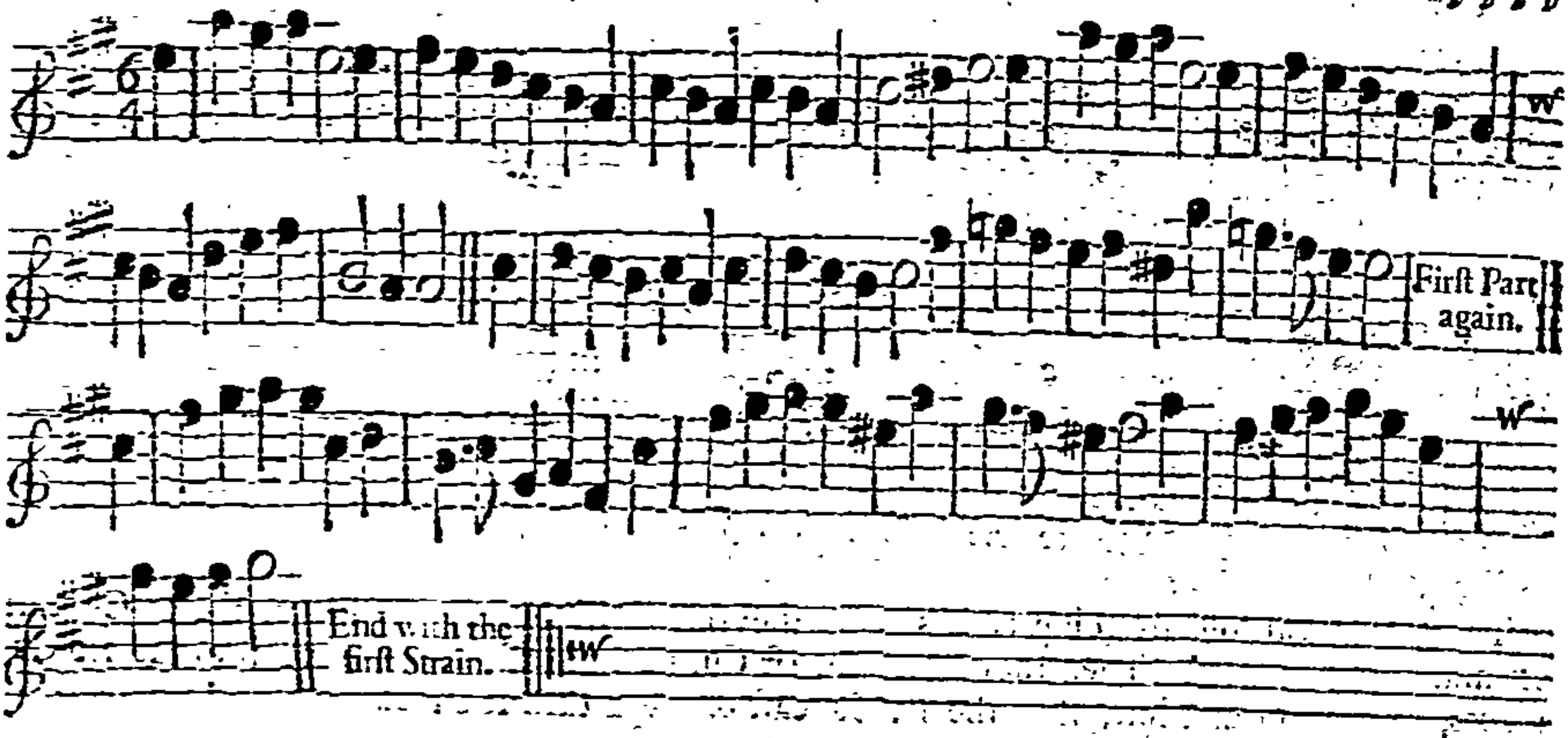
Brisk and airy. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1st Cu. cast off and clap Hands, then they being in the 2d Cu. Place, the 2d Cu. cast off and do the same. Then they draw the 1st Cu. into the 2d, and the 2d into the 1st Cu. Places, then right and left, then the 1st Cu. cast off, and turn it out.

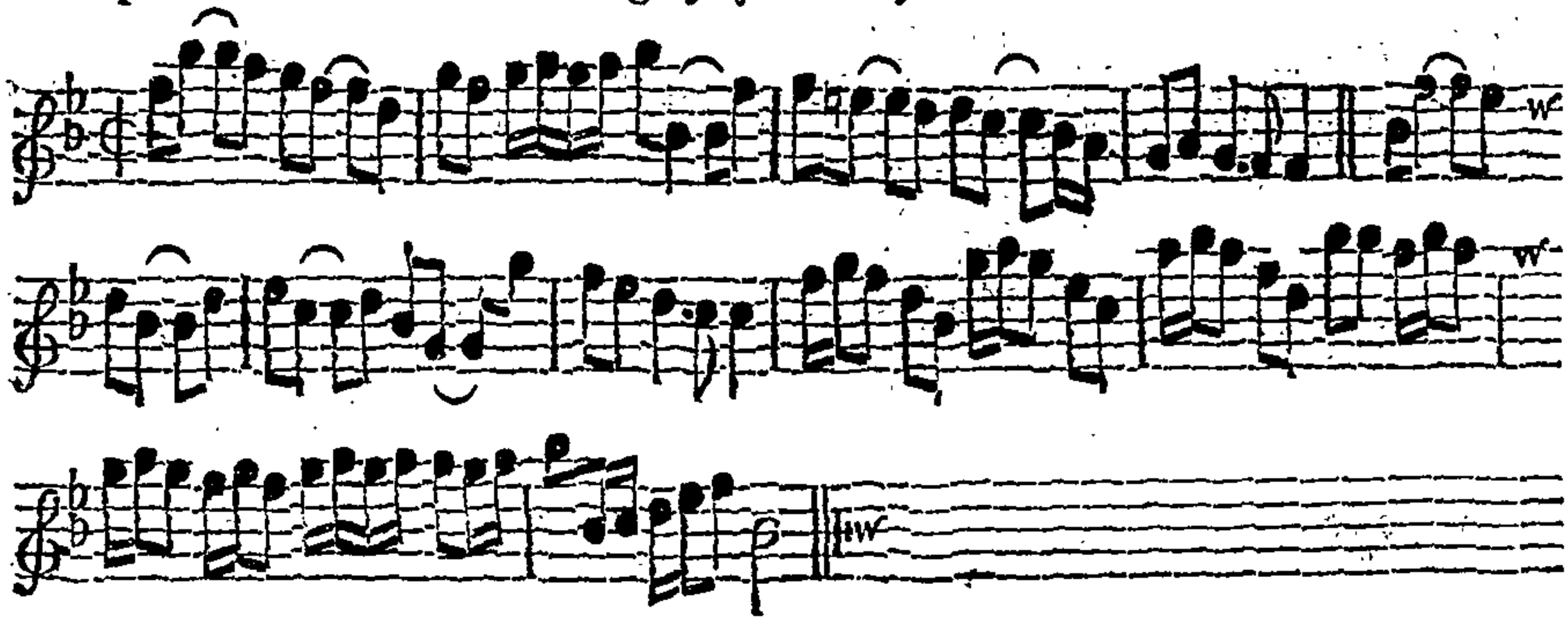
Subligny's Dance. *Longways for as many as will.*



Note, *Each Strain is to be play'd but once over.*

First, all four Hands half round, then back again into their own Places; then the 1st Cu. ros over the 2d Cu. and so thro' the 2d Cu. and cast off into the 2d Cu. Places.

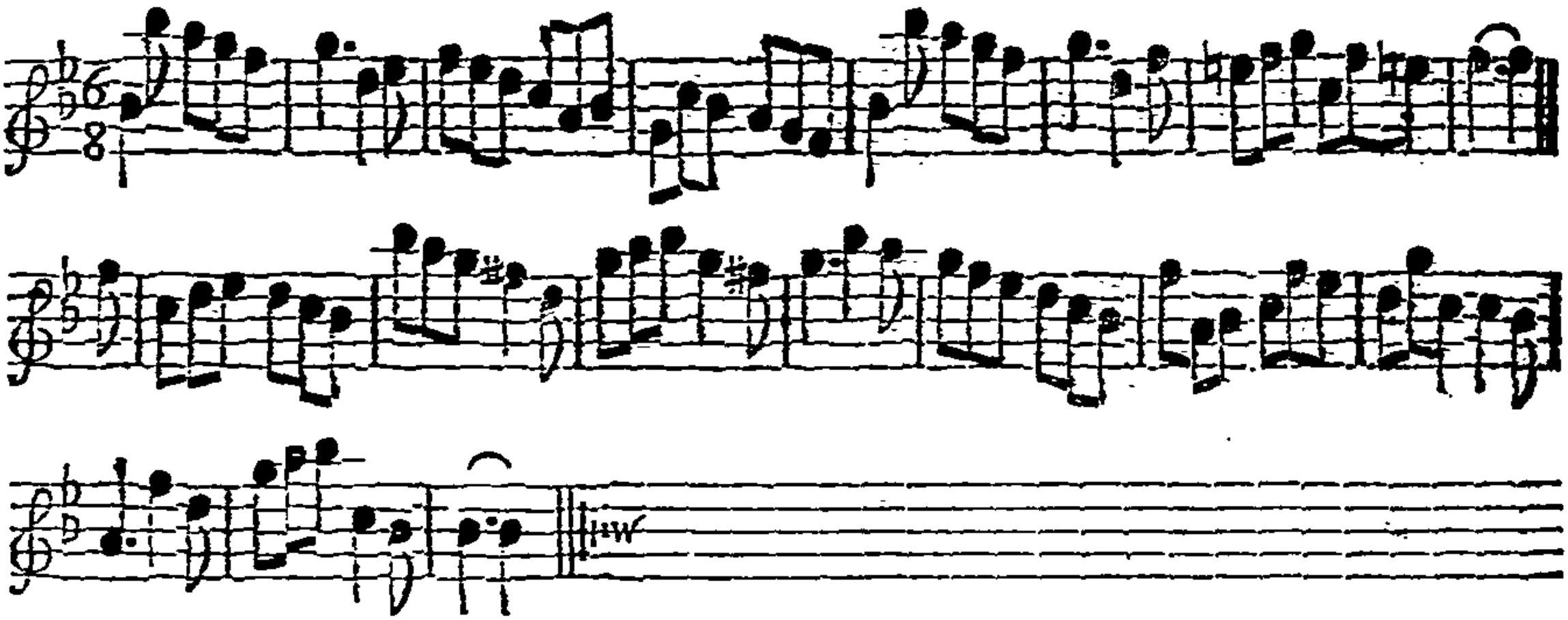
A Trip to the Bell. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

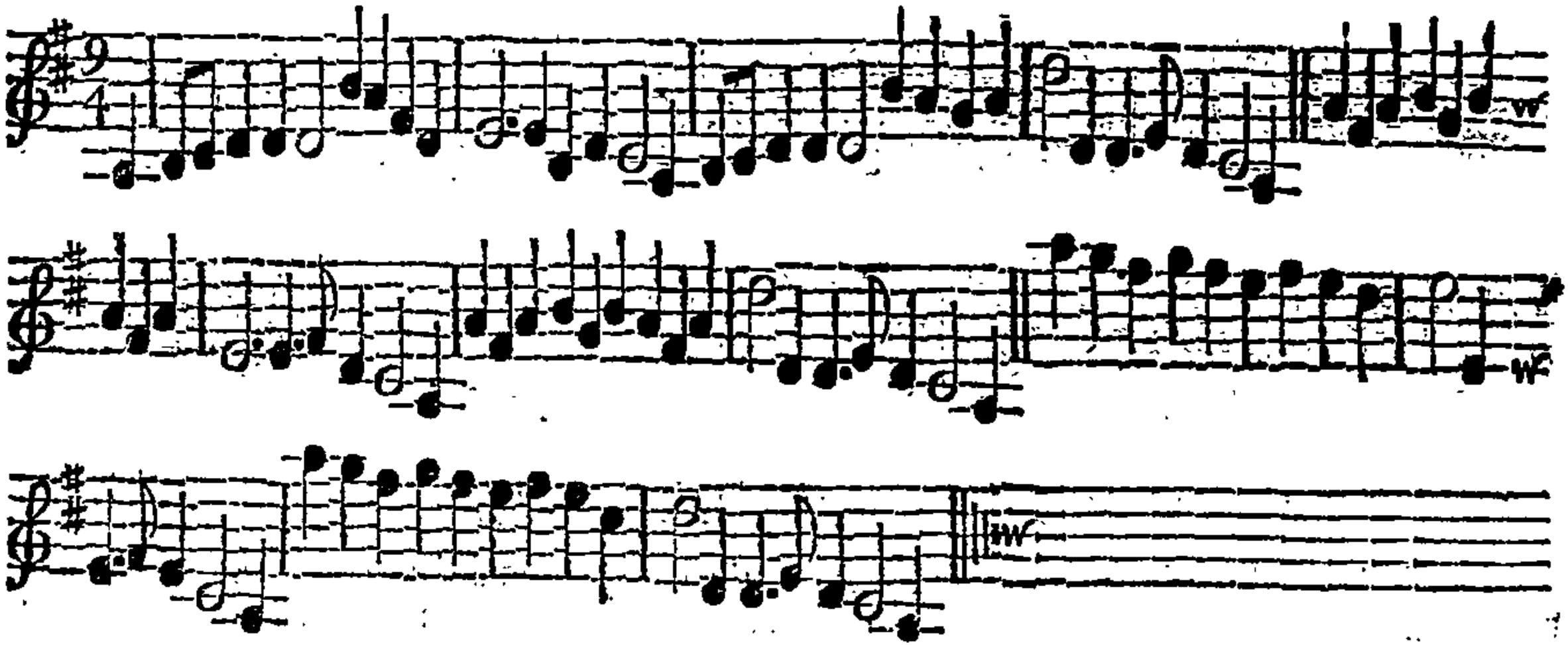
The first two Men lead thro' the two 1ſt We. and caſt off into their Places, and turn ∴ Then the We. do the ſame ∴ Then change Places all four, and Hands half round, caſt off and turn ∴ Then lead thro' the 3d Cu. and Right and Left quite round ∴

Longways for as many as will.



The 1st Man figures between the 2d and 3d Men, and come up in his own Place again, and the Wo. double figures at the Top at the same Time: Then the 1st Wo. figure between the 2d and 3d We. and her Partner figures at the Top: Then change Places, the 1st Man with the 2d Wo. his Partner change at the same Time with the 2d Man, then lead his Partner thro' the 3d Cu. and cast up, then Hands half round, then Right and Left to the Bottom.

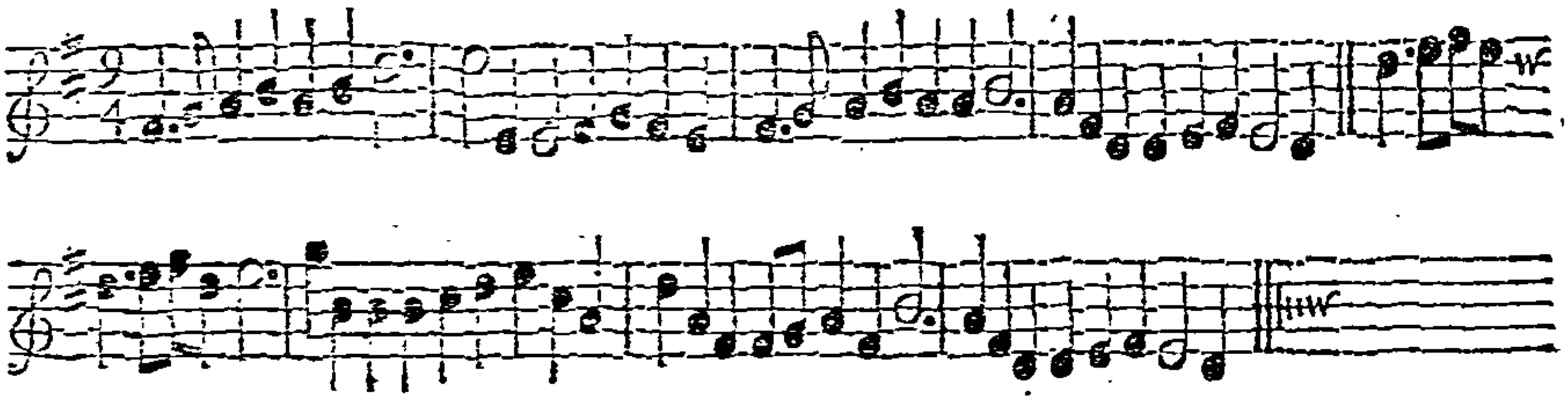
Old *Roger*, the new Way. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Cu. lead down and caſt up, then caſt off and lead down the the 3d Cu. and caſt up, then the 1ſt Man turn the 3d Wo. and the 1ſt Wo. turn the 2d Man, then turn your own Partner; then the 1ſt Man turn the 2d Wo. and the 1ſt Wo. turn the 3d Man, then turn Partners; then go the half Figure of 8 and caſt up, and croſs over and turn.

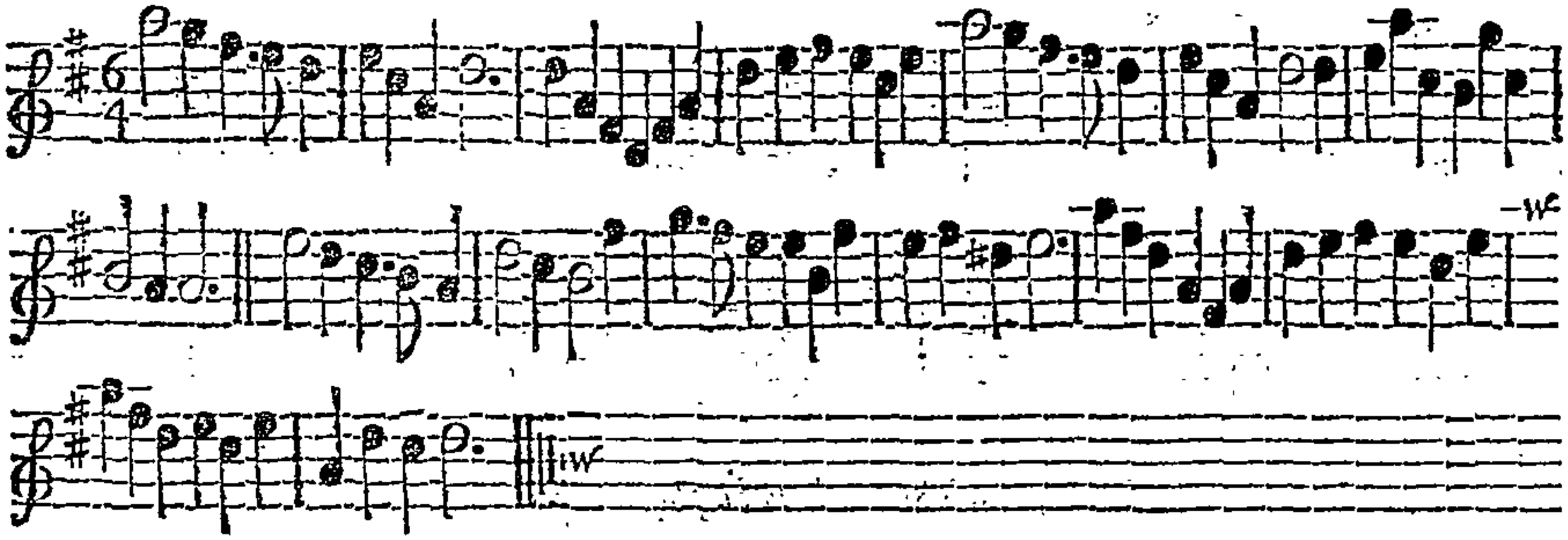
New Roger; or Don Boin. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. lead thro' the 2d Cu. and caſt up, then caſt off and lead thro' the 3d Cu. and caſt up again, then the 1ſt Man turn the 3d Wo. and the 1ſt Wo. turn the 2d Man, then turn Partners, then the whole Figure of Eight at the Top, and the whole Figure of Eight at the Bottom, which brings you in the 2d Cu. Place, then croſs over, and the Wo. go between the Top Cu. and the Man at the Bottom, then ſett and turn your Patner.

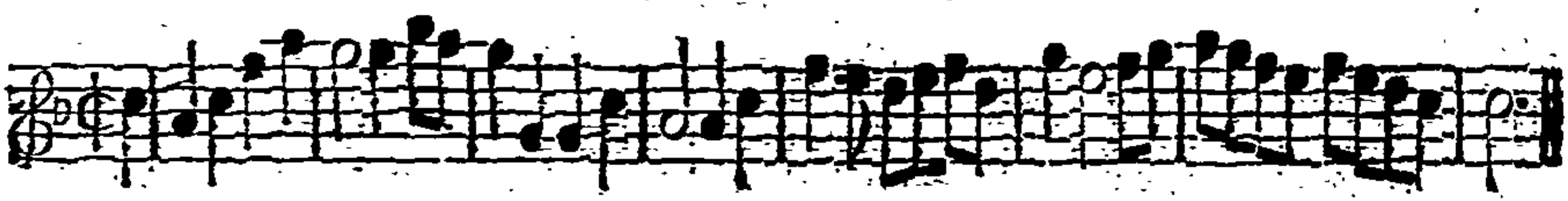
Queen *Ann*'s Coronation Day. *Longways for as many as will.*

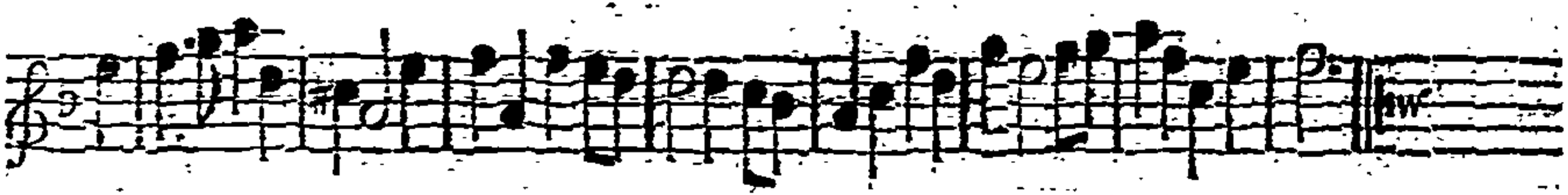


Note, *Each Strain is to be play'd twice over.*

The 1ſt Man ſetts to the 2d Wo. and turn ſingle, then turn her, then your Partner ſetts to the 2d Man and does the ſame ∴ Then the 1ſt Man change Places with the 2d Wo. and your partner change Places with the 2d Man, then Hands quite round, and lead thro' the 3d Cu. and caſt up, then lead thro' the uppermoſt Cu. and caſt off and turn.

Lambeth Ferry. *Longways for as many as will.*

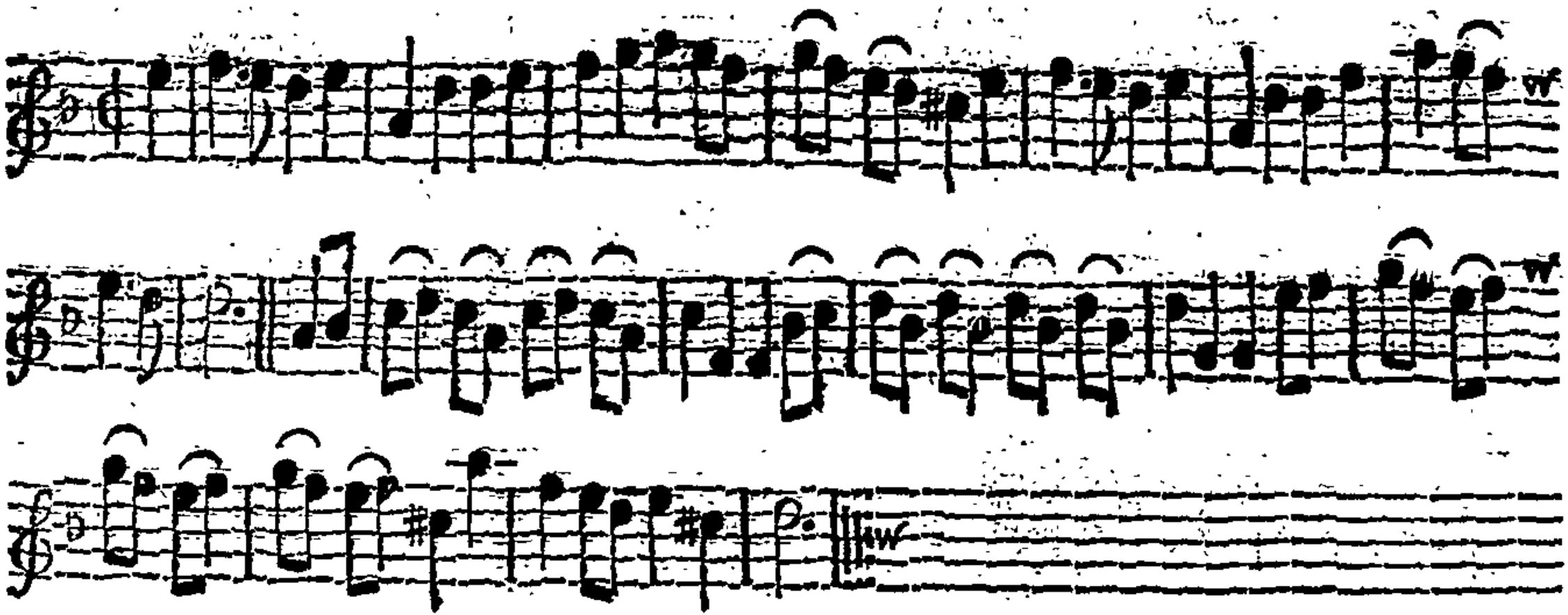




Note, *Each Strain is to be play'd twice over.*

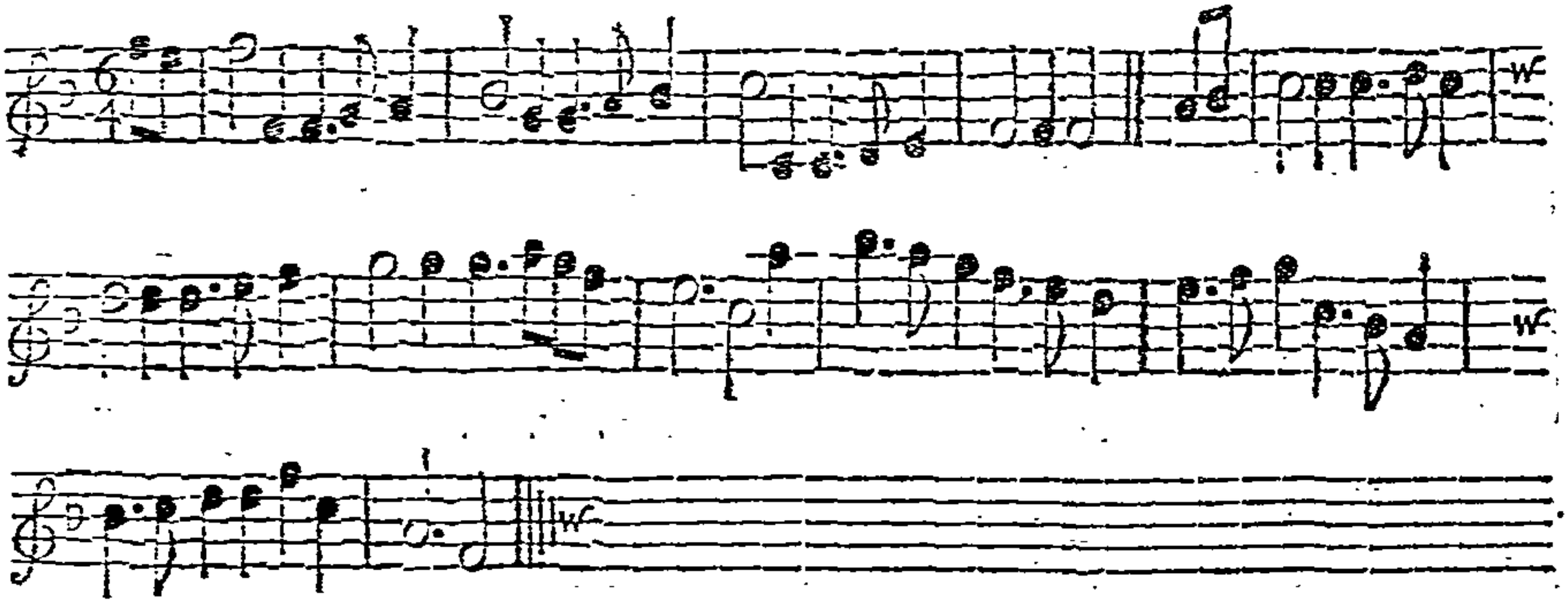
The 1ſt Man ſetts to the 2d Wo. then turn her with his right Hand, then your Partner with your left Hand; then your Partner does the ſame: Then croſs over and Figure in, and right and left quite round; then the ſingle Figure at the Top, and right Hands and left quite round with the 3d Cu.

London's Glory. *Longways for as many as will.*



The 1st Cu.. crofs over and turn, then crofs over and Figure at the Bottom and turn, then right and left at the Top. then turn it out with your Partner.

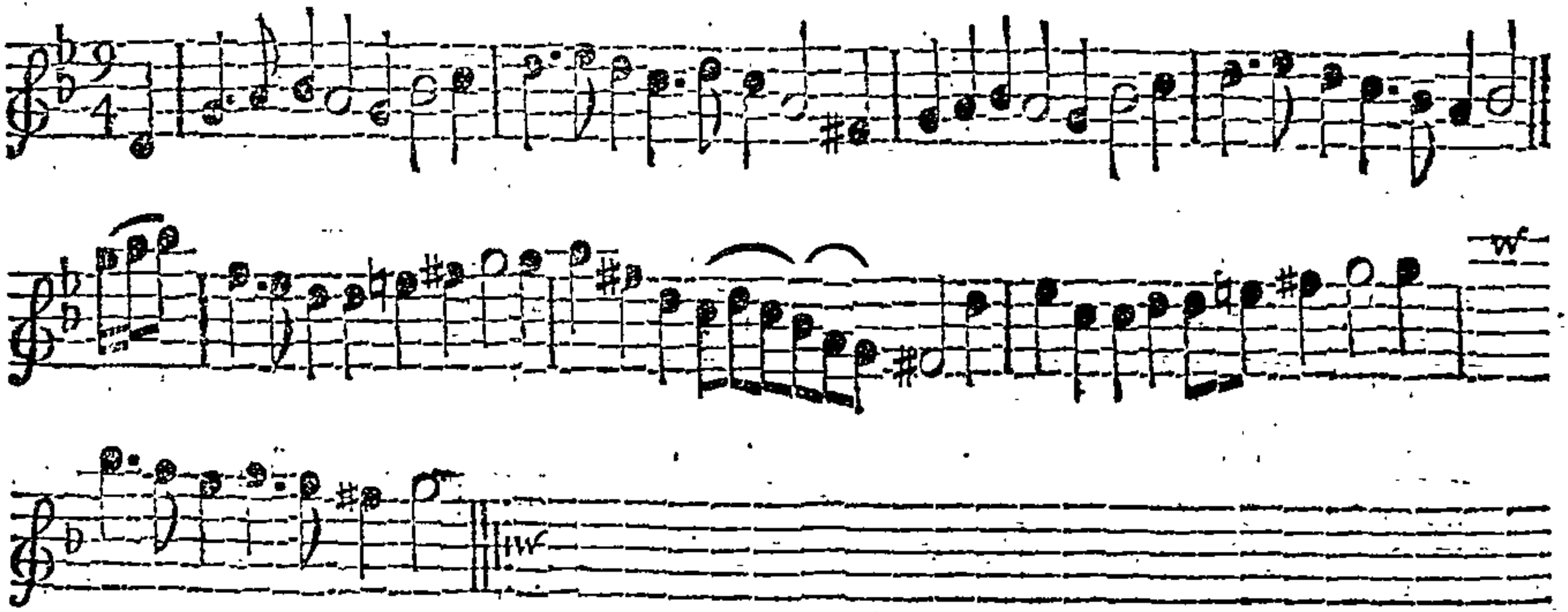
Montague House. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

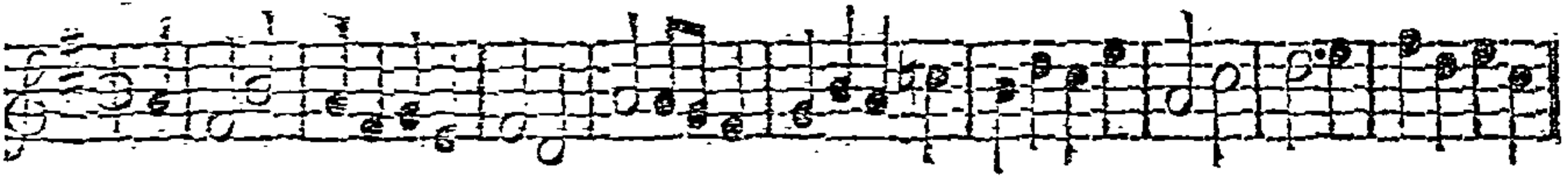
The 1ſt Cu. ſetts and caſts off, then ſett and caſt up again; then croſs over and Figure in, the ſingle Figure, and then turn your Partner; then lead your Partner thro' the 3d Cu. and caſt up and turn it out.

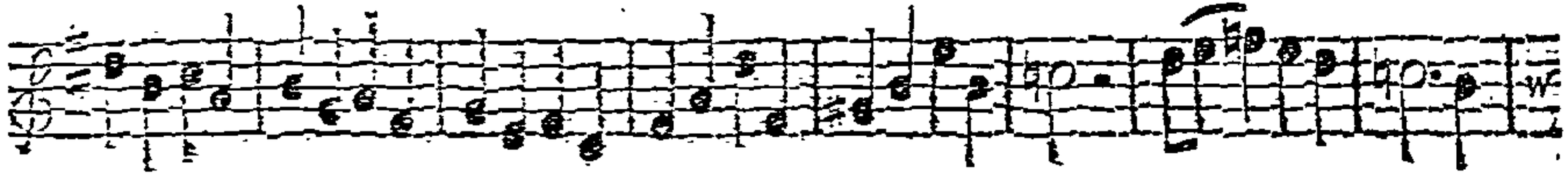
Wedding Supper. *Longways for as many as will.*

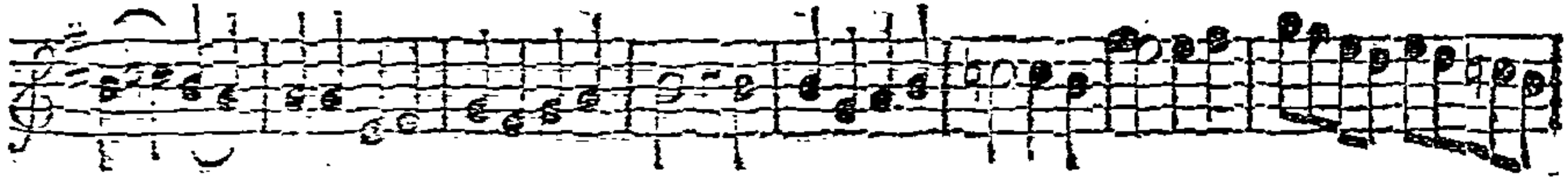


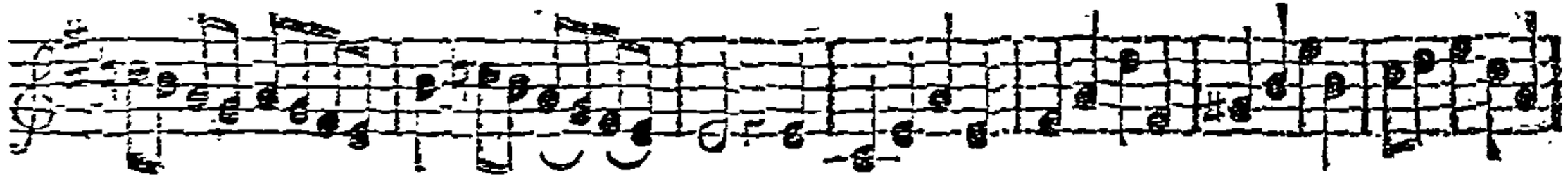
The 1ſt and 2d Cu. take Hands and go round, then back again into your own Places, then croſs over and turn below the 2d Cu. and then the Figure of eight, then right Hands and left, ſo down to the Bottom.

Belinda. *Longways for as many as will.*

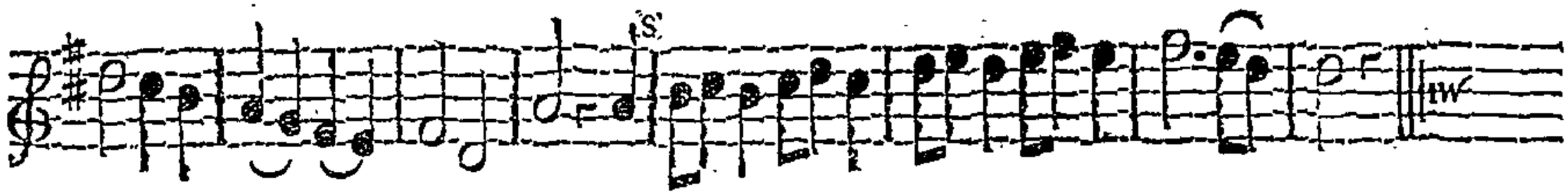






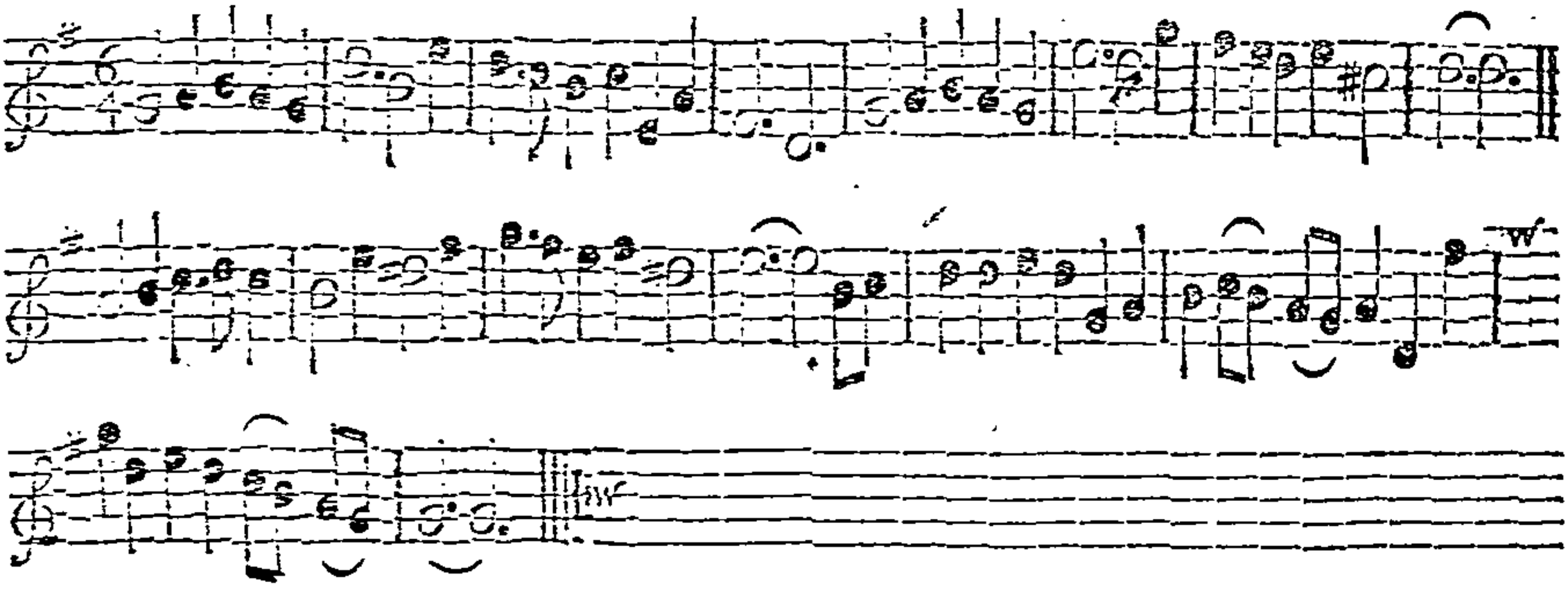


Belinda. *Longways for as many as will.*



First Man turn right Hands with the 2d Man, the 1ſt Wo. with the 2d Wo. at the ſame Time, then 1ſt Cu. left Hands into their own Places; 1ſt Man change Place with the 2d Wo. and 1ſt Wo. with the 2d Man, Hands half round into your own Places, then 1ſt Cu. ſett and caſt off. Then right and left once round with the upper Cu. and turn both into the 2d Cu. Place, then the Figure of Eight into the 3d Cu. Place, then clap Hands and turn ſingle, then turn Hands to the Repeat of the Tune.

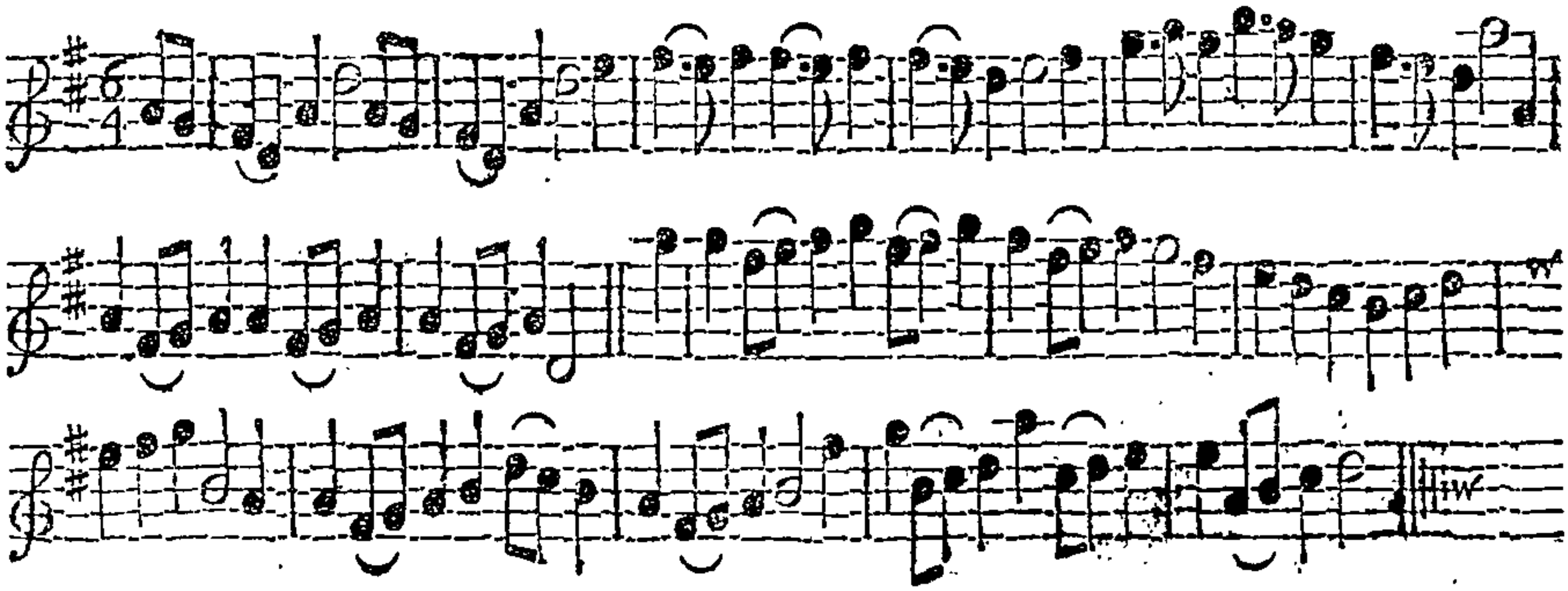
Longways for as many as will.



Note, Each Strain is to be play'd twice over.

The 1st Man turns the 2d Wo. then he and the 2d Man leads thro' the 1st and 2d Wo. and so come in their own Places again ∴ Then the 1st Wo. begins and does the same ∴ Then both cast off and clap twice, and cast up to the Top, then right and left quite round, then cast off, and double figure between the 3d Cu. and so turn it out.

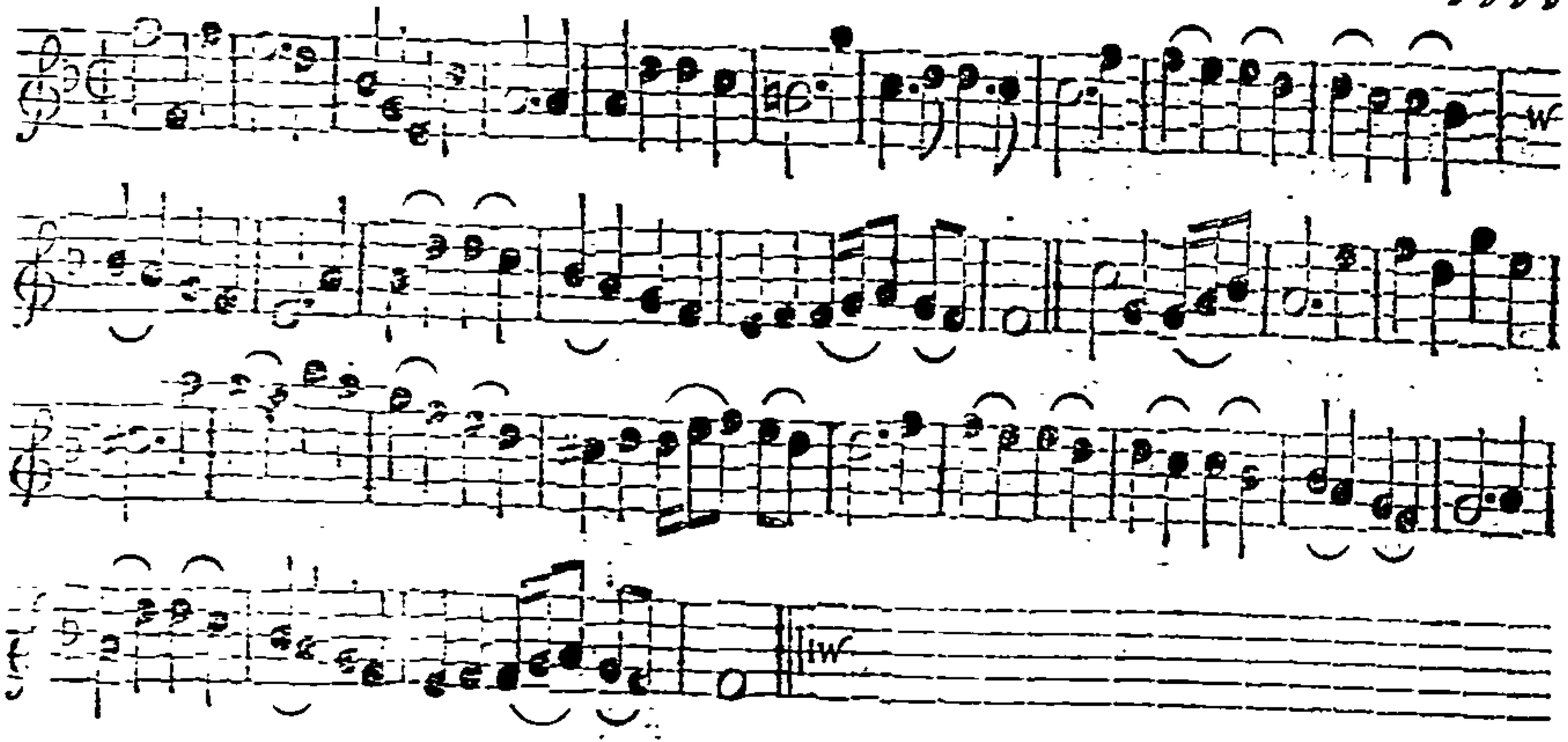
The Wedding Dance. *Longways for as many as will.*



The 1ſt Cu. lead thro' between the 2d Cu. and caſt up again, then Arms. The 2d Cu. do the ſame. Then Back to Back all with your Partners, then right and left, the 1ſt Cu. being in the 2d Cu. Place. Then the 1ſt Cu. half Figure; then 1ſt Man and 2d Wo. and 2d Man and 1ſt Wo. Arms round, then 1ſt Man and 1ſt Wo. change Places.

Draw Cupid.

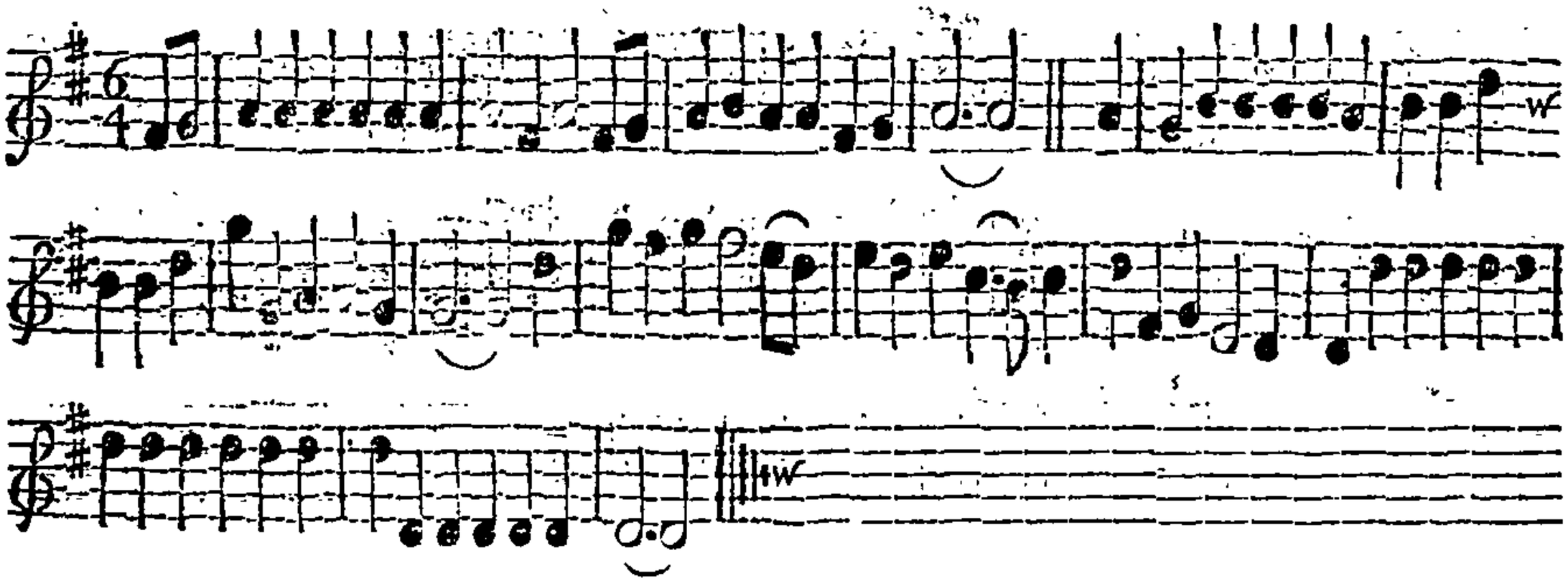
Longways for as many as will.



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Cu. go the whole Figure of Eight with the 2d Cu. and then cross over and turn. Then the other Cu. do the same. Then cross over and Back to Back, then right and left quite round.

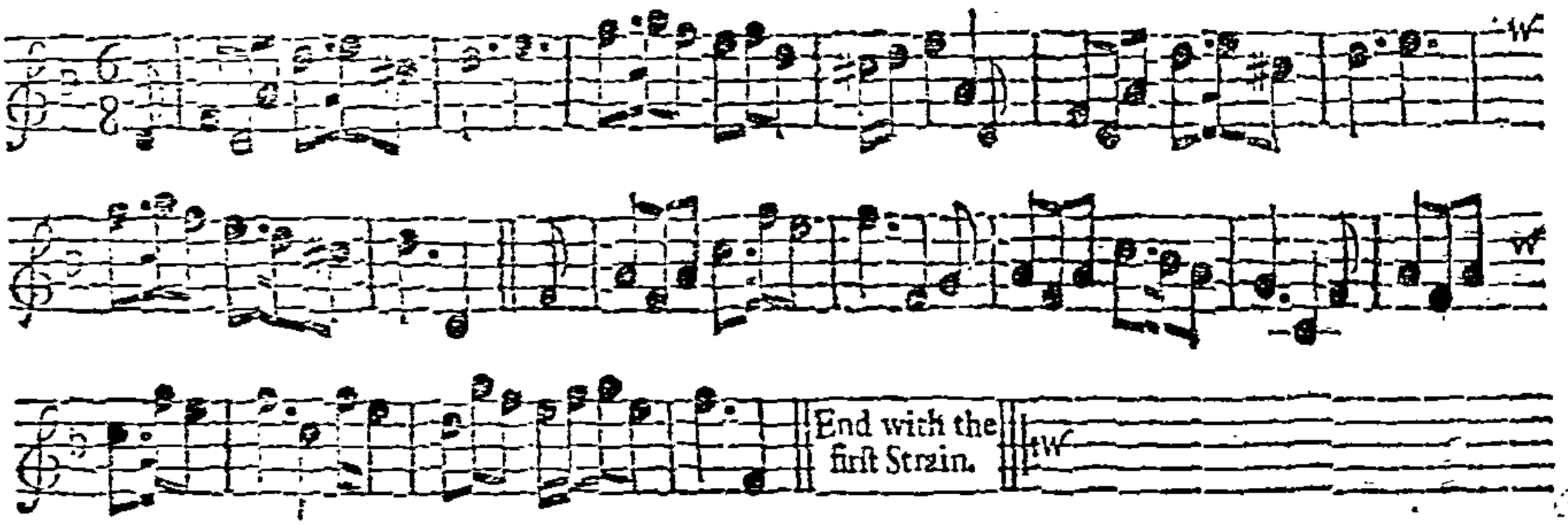
Jolly *Roger.* *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Man sett to the 2d Wo. then jump round single, the 2d Man do the same with the 1st Wo. :. The 1st Man change Places with the 2d Wo. and the 2d Man do the same with the 1st Wo. then Hands all four half round, and right and left quite round, then foot it and jump :. First Cu. cross over and go quite round into the 2d Cu. Place, the Man on the Wo. Side; then first Man Arms round with the 2d Wo. and the 2d Man do the same with the 1st Wo. at the same Time; then Arms with your Partners, then foot it all and jump :.

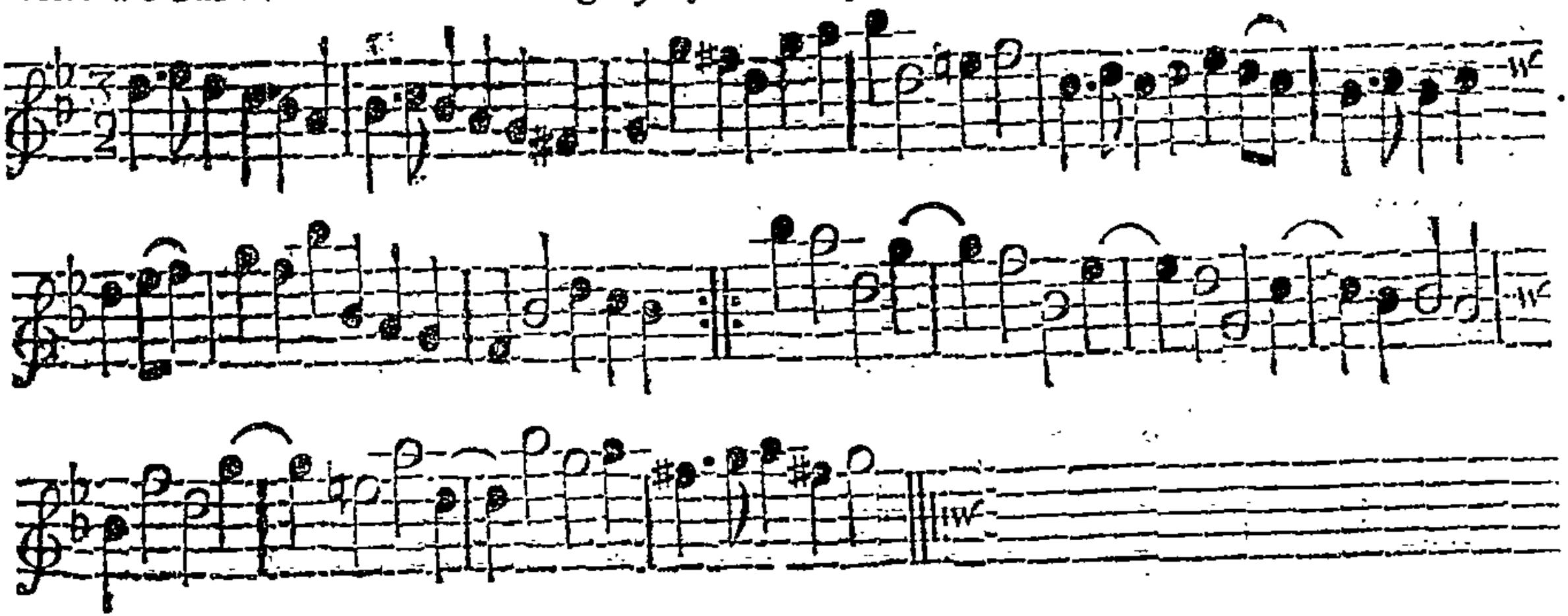
London Bridge. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Man Sides with the 2d Wo. then fett and turn single. Then the 2d Man Sides to the 1st Wo. then fett and turn single. The 1st Man change Places with the 2d Wo. and the 2d Man change Places with the 1st 1st Wo. then change Places each with their own Partners. Then Hands across all four quite round, and turn single.

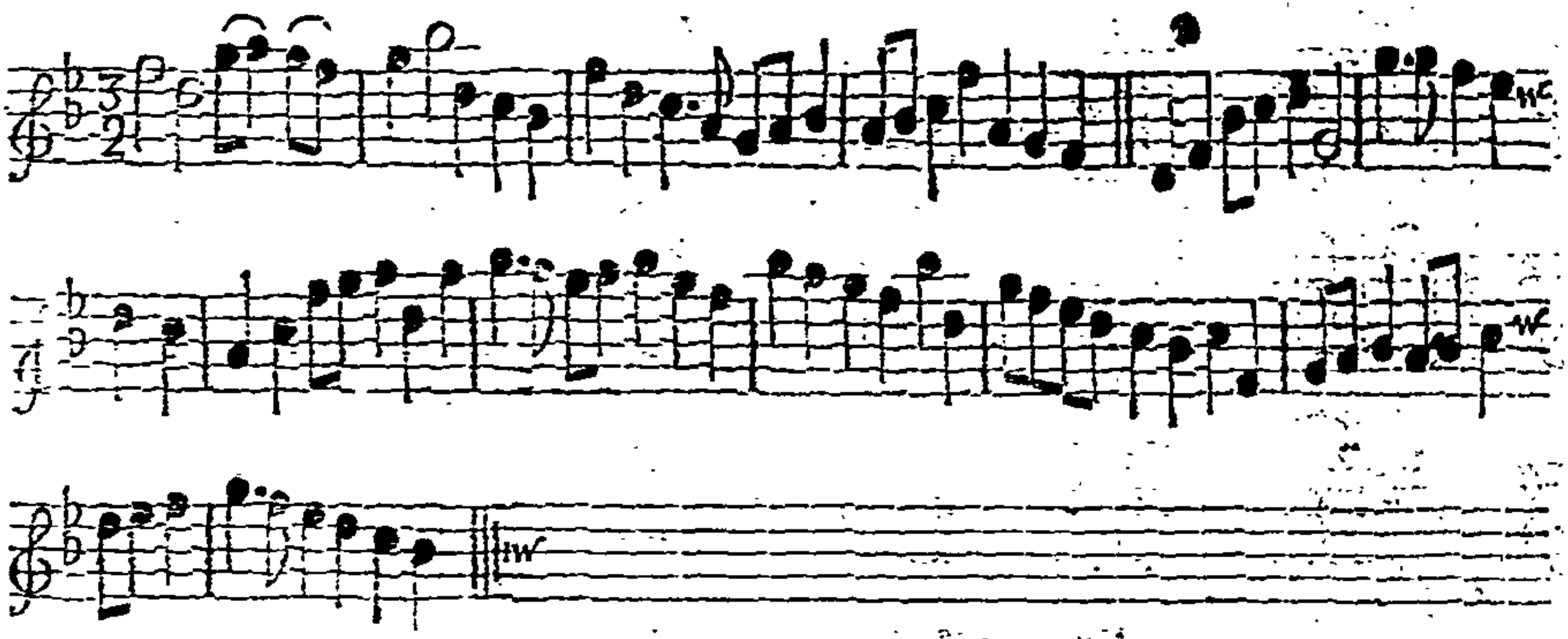
Freeman's Yard. *Longways for as many as will.*



Note: Each Strain is to be play'd but once over.

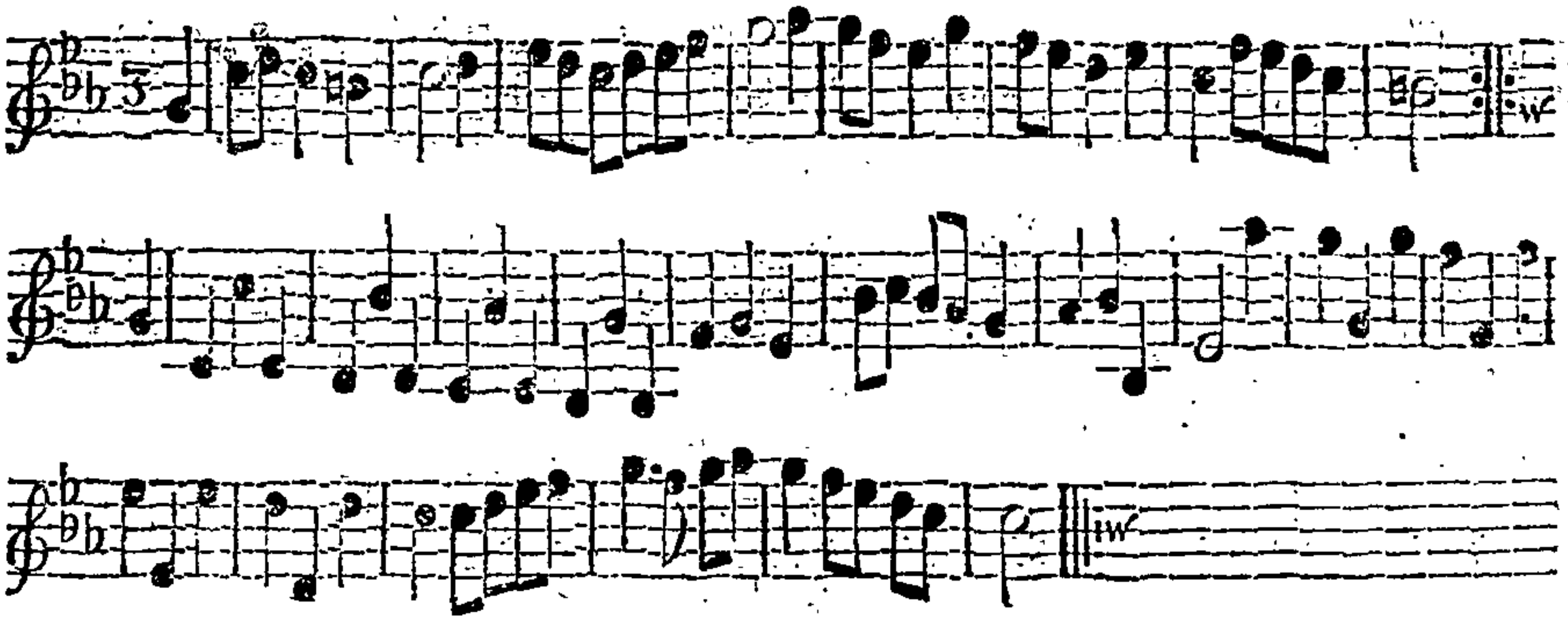
The two Men lead thro' the two We. and cast off, and Back to Back and turn. Then the two We. do the same. The 1st Man change Places with the 2d Wo. and 1st Wo. with the 2d Man, and Hands half round and cast off, then lead thro' the 3d Cu. and cast up. Then right and left quite round with the 2d Cu.

Highland Lass. *Longways for as many as will.*



The first Cu. cross over, and the 2d Cu. cast off. Then change Places across. Then cast up in your own Places, and Back to Back. Then right and left and turn.

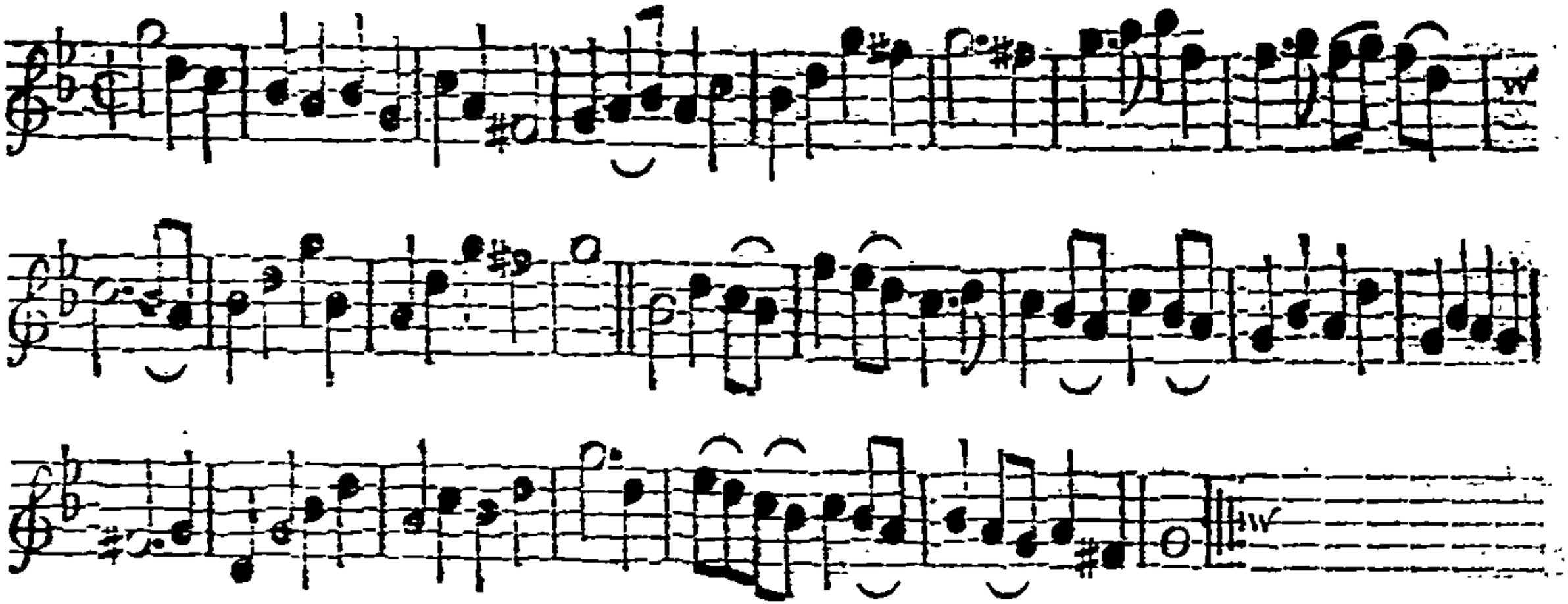
Tunbridge Minuet. *Longways for as many as will.*



The 1st Man turns the 2d Wo. and comes into his Place again. Then he turns his own Partner, and comes into his own Place again. Then all four Hands quite round, and then right Hands and left quite round. Then hey on the Man's Side, and then on the Wo. Side.

The Quakers Dance, danc'd in the Play-house.

Longways for as many as will.



First, all join Hand in Hand, and face to the Presence, then all lead to the Presence and back again.

Friends each with Sister thus in Order stand,
For sure the Godly may join Hand in Hand;
In Virtue's Paths tread firm, as Oaks do grow,
But from all Sin, like Crabs, let's backward go.

The Quaker's Dance. *Longways for as many as will.*

Here, the first two Cu. give right Hands, and take left a whole Round; next, Men and We. facing each other, the two 1st Cu. nod Heads at each other, and afterwards take Hands; then all four go once round, and the 1st. Cu. cast off below the 2d Cu.

Join not with those who ha'n't the Light within,
Who are in Darkness, and in deadly Sin;
But with thy holy Brethren join thy Might,
Who have, like us, the sanctified Light:

And tho' we'll not clap Hands, nor Congies make,
Yet we'll nod Heads, and Hands we'll friendly shake;
Which done, thus join'd in Love, once round we'll go,
Next, ye walk up, and we'll cast off below.

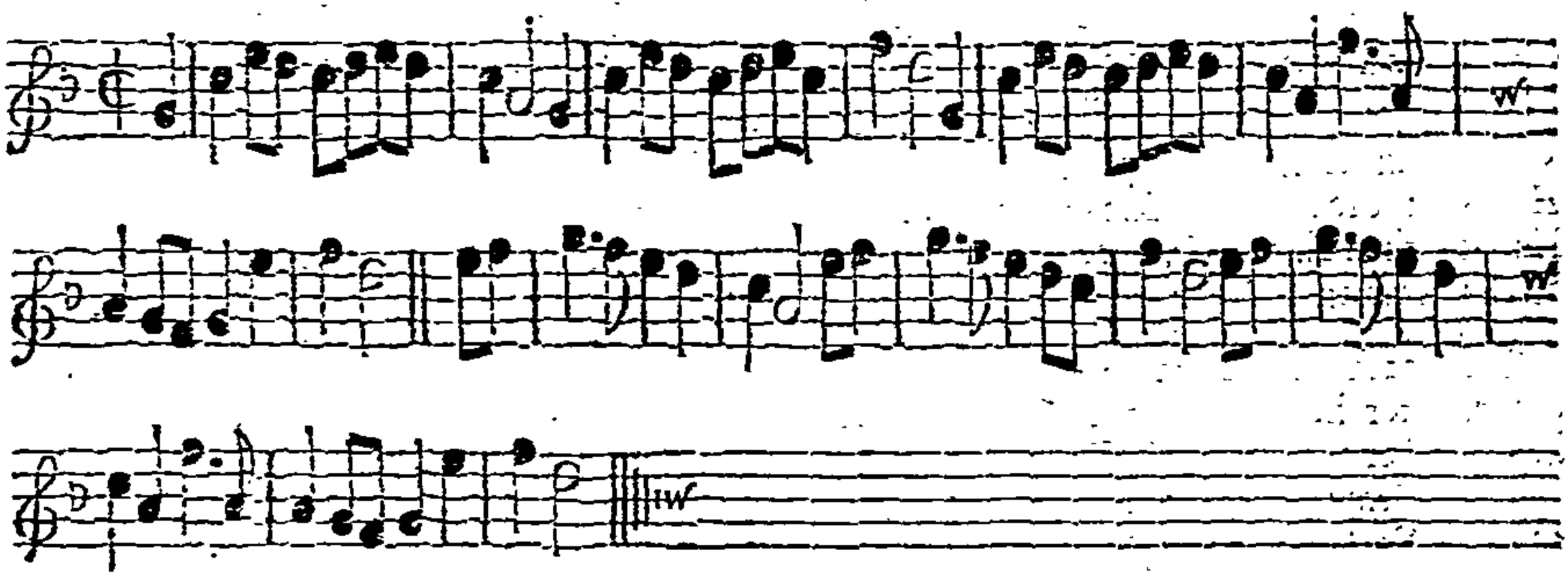
Then each Friend standing opposite to his Sister, after he has repeated these two Verses he kisses her:

But as this Mirth does much my Spirit move,
So I to thee thus testify my Love;

Then turning to the 2d Wo. having repeated these Verses, kisses her also.

And least, O! Sister, thou should'st take this ill,
The Spirit bears to thee the same good Will.

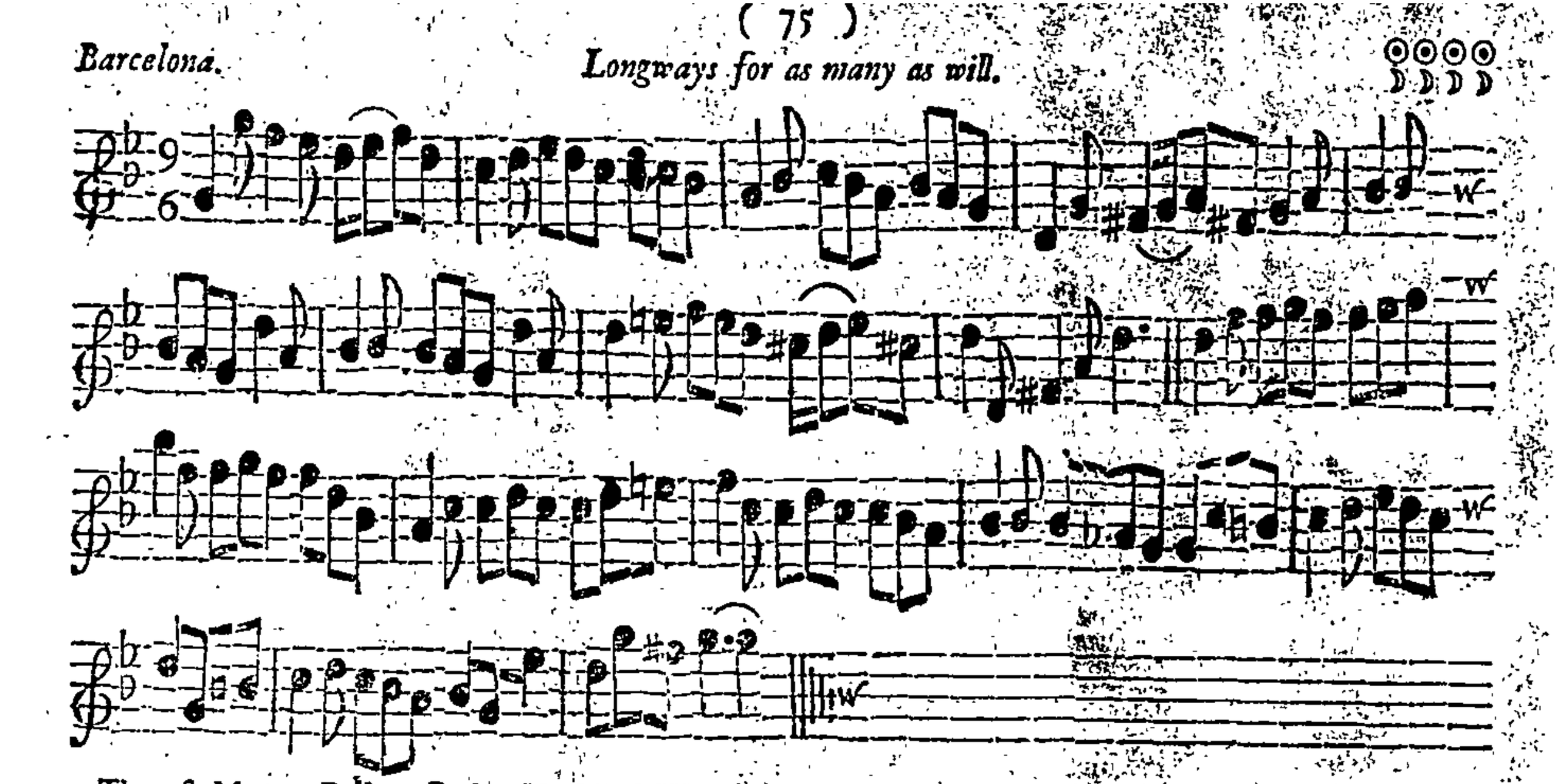
Over the Hills and far away. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

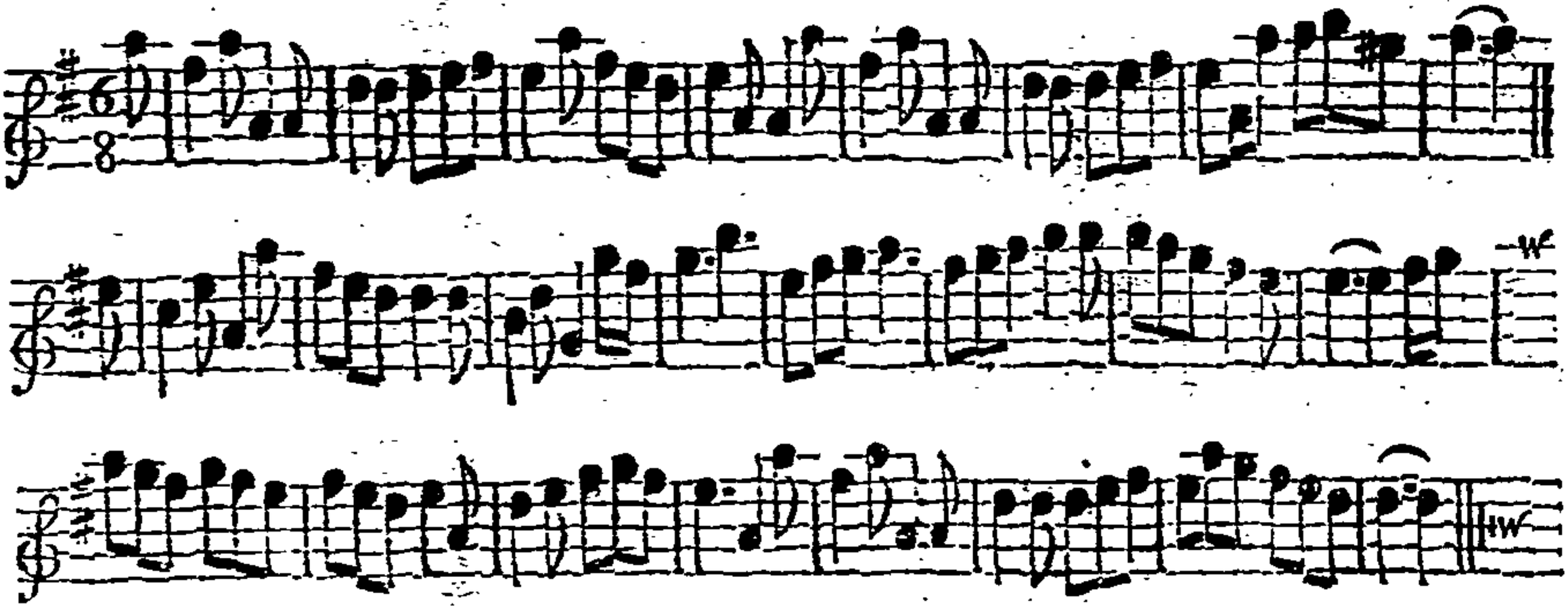
The 1st Man and his Partner crofs over the 2d Cu. and turn ∴ Then crols over the 3d Cu. and turn ∴ Then lead up to the Top, and caft off, and then right Hand and left quite round ∴ Then lead thro' the 3d Cu. and caft up and turn your Partner ∴

Barcelona. *Longways for as many as will.*



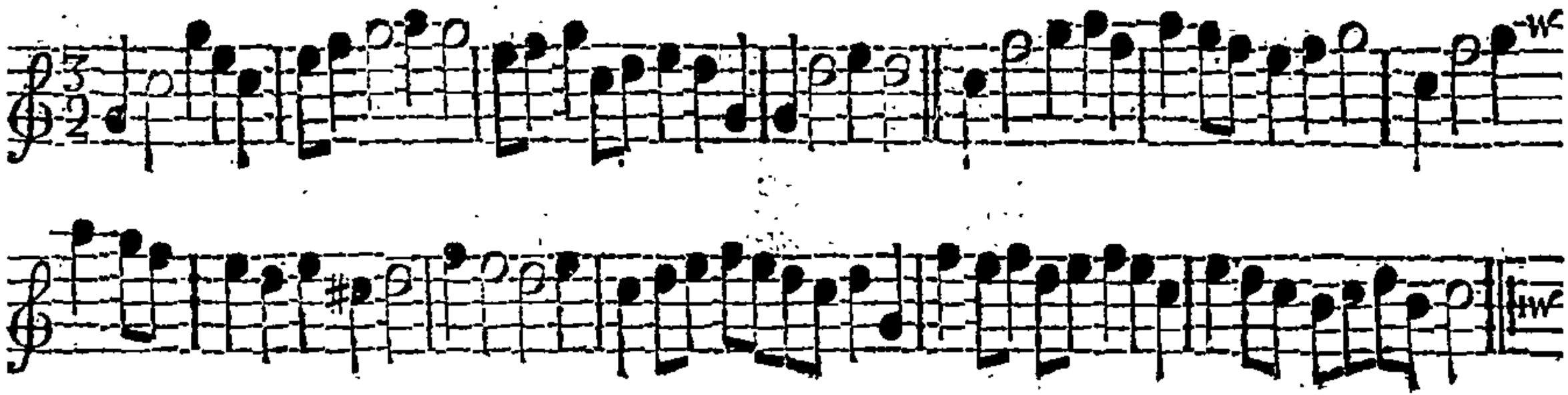
The 1st Man go Back to Back with the 2d Wo. and the 1st Wo. go Back to Back with the 2d Man, then the 1st Cu. cross over below the 2d Cu. and then Back to Back with your own Partners, then cast up and cross over into the 2d Cu. Places, then clap Hands and turn your own Partners.

Hamstead Heath. *Longways for as many as will.*



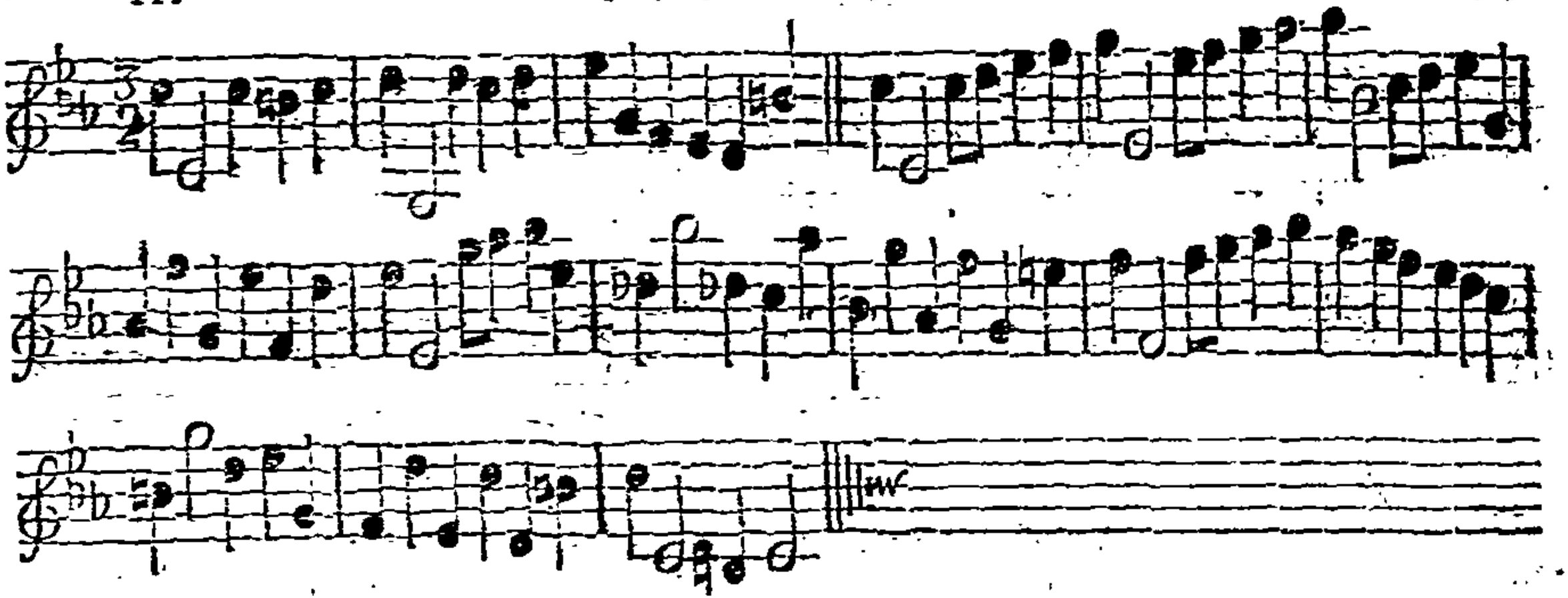
The 1st Man go within-side of the 2d Man, then go round about him, and stand below the 3d Man. Then the 1st Wo. do the same. The 1st Cu. being below the 3d Cu cross over above the 3d Cu. and so above the 2d Cu. into their own Places. The 1st Man take Hands with his Partner, and lead down the 2d Cu. then lead up again into your own Places and cast off.

Frank and easy. *Longways for as many as will.*



First, right and left half round, then the 1st Man and 2d Wo. lead thro' the 2d Cu. and cast off into their Places. Then the 2d Man and 2d Wo. do the same. The 1st Man and 1st Wo. take both Hands, and slide down the Middle and foot it, and then slide up the Middle and foot it; then cast off, and go the whole Figure with the 2d Cu.

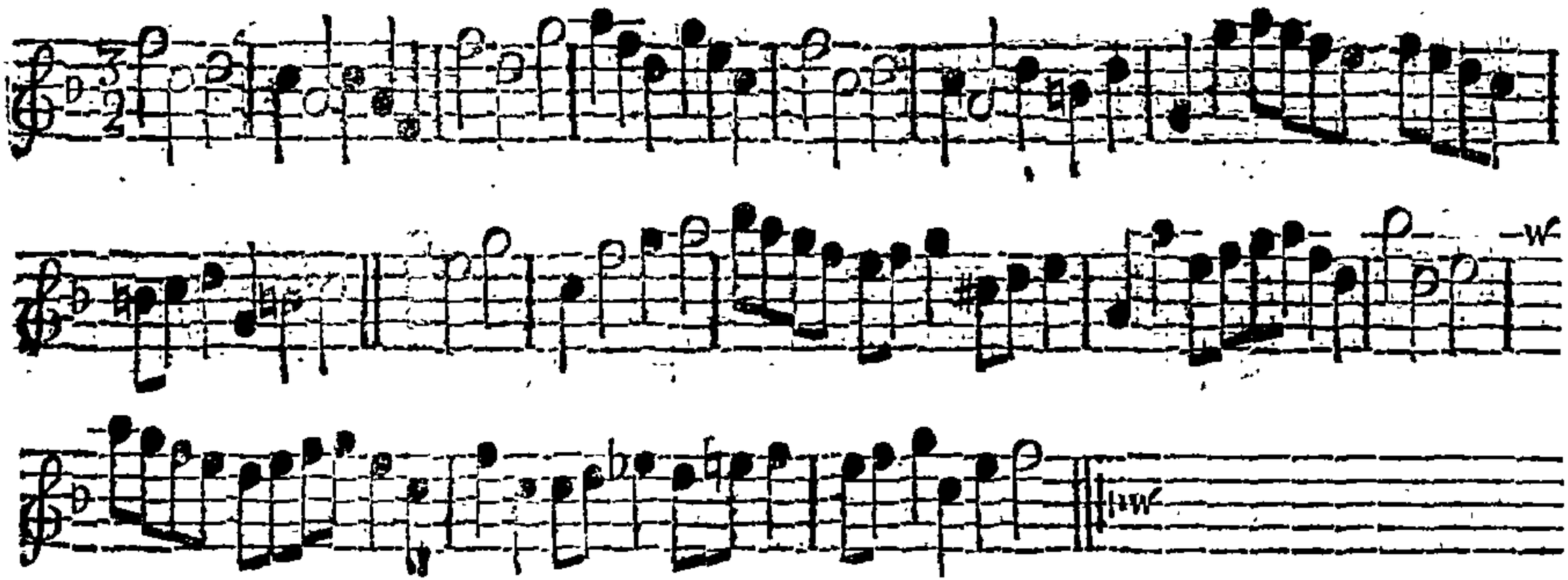
Ever happy. *Longways for as many as will.*



Note: The first Strain is to be play'd twice, and the last but once over.

The 1st Man crofs over and go Back to Back with the 2d Wo. and the 1st Wo. crofs over, and go back with the 2d Man at the fame Time. Meet and turn fingle, then the 1st Man turn the 2d Wo. with his right Hand, and the 1st Wo. turn the 2d Man with her right Hand at the fame Time; then the 1st Cu. take left Hands and turn into their own Places. The 1st Cu. crofs over into the 2d Cu. Place, and go Back to Back with their Partners, then all four lead up Hands abreaft, then go the Figure thro', and caft off into the 2d Cu. Place.

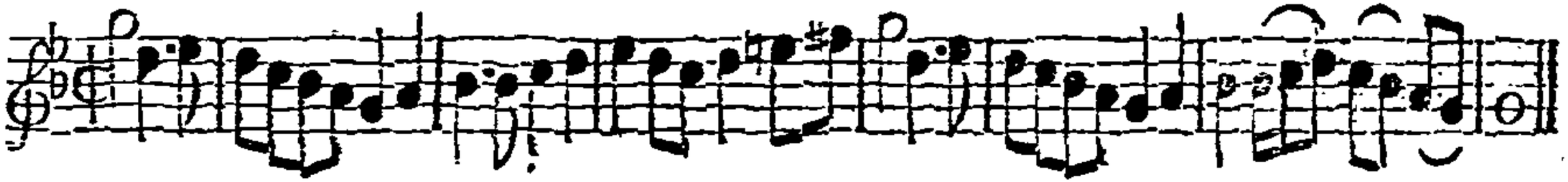
Manage the Miser. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

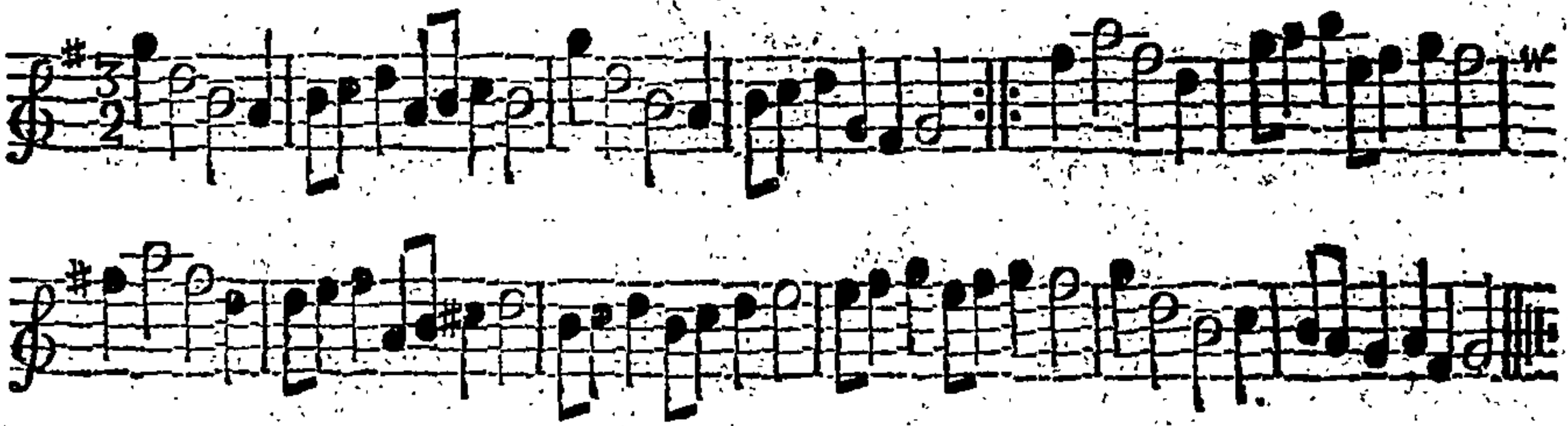
The 1st Man cast off, the 2d Wo. cast up, then go the Figure of eight thro' the other two. The 2d Man cast off, the 1st Wo. cast up and go the Figure as before. Then all four Hands across and back again, then right and left. Then lead thro' the 3d Cu. and thro' the 2d Cu. and turn your Partner.

Tunbridge Beauties. *Longways for as many as will.*



The 1ſt Man ſetts to his own, then croſſes over with the 2d Wo. then the 1ſt Man and 2d We. ſett and croſs over and change Places; then the 1ſt and 2d Men take Hands and lead between the 1ſt and 2d We. and come into their Places again; then all four clap and take Hands, and go half round into their own Places again; then the 1ſt and 2d We. take Hands and lead between the 1ſt and 2d Men into their own Places again; then all four clap and take Hands, and go half round into their own Places again, the reſt doing the ſame.

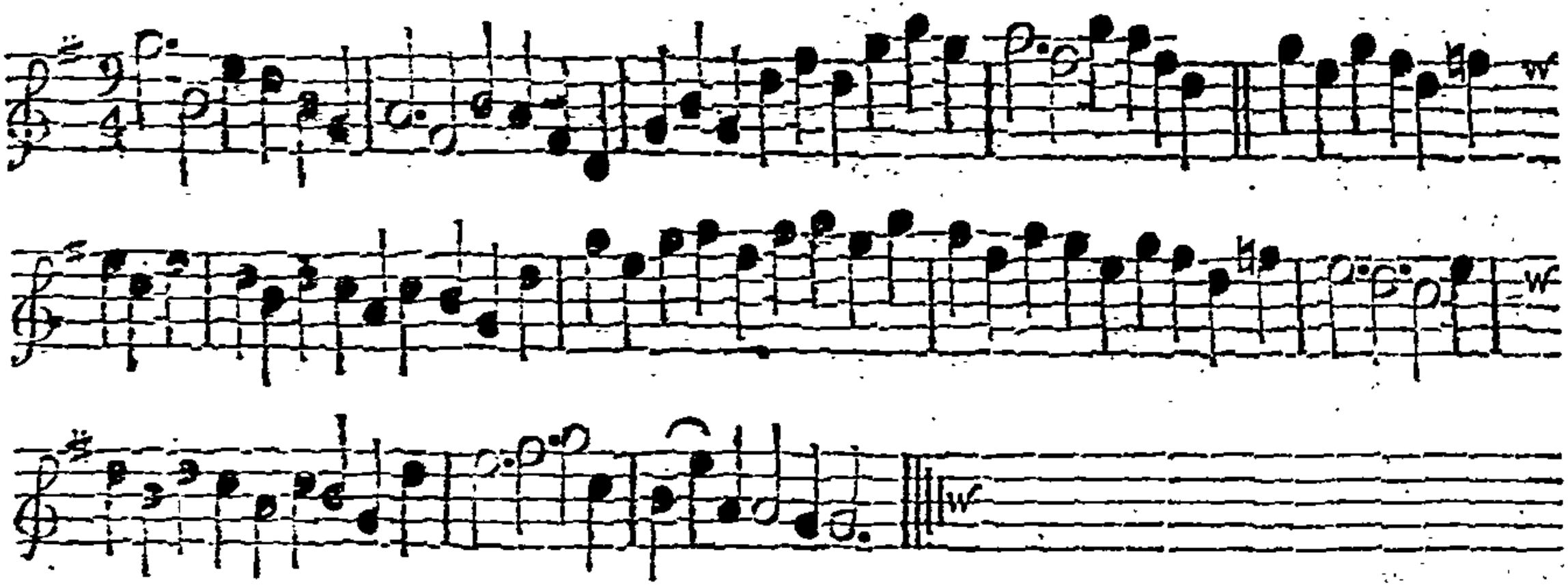
Double the Cape. *Longways for as many as will.*



Note: *The first Strain is to be play'd twice, and the last but once over.*

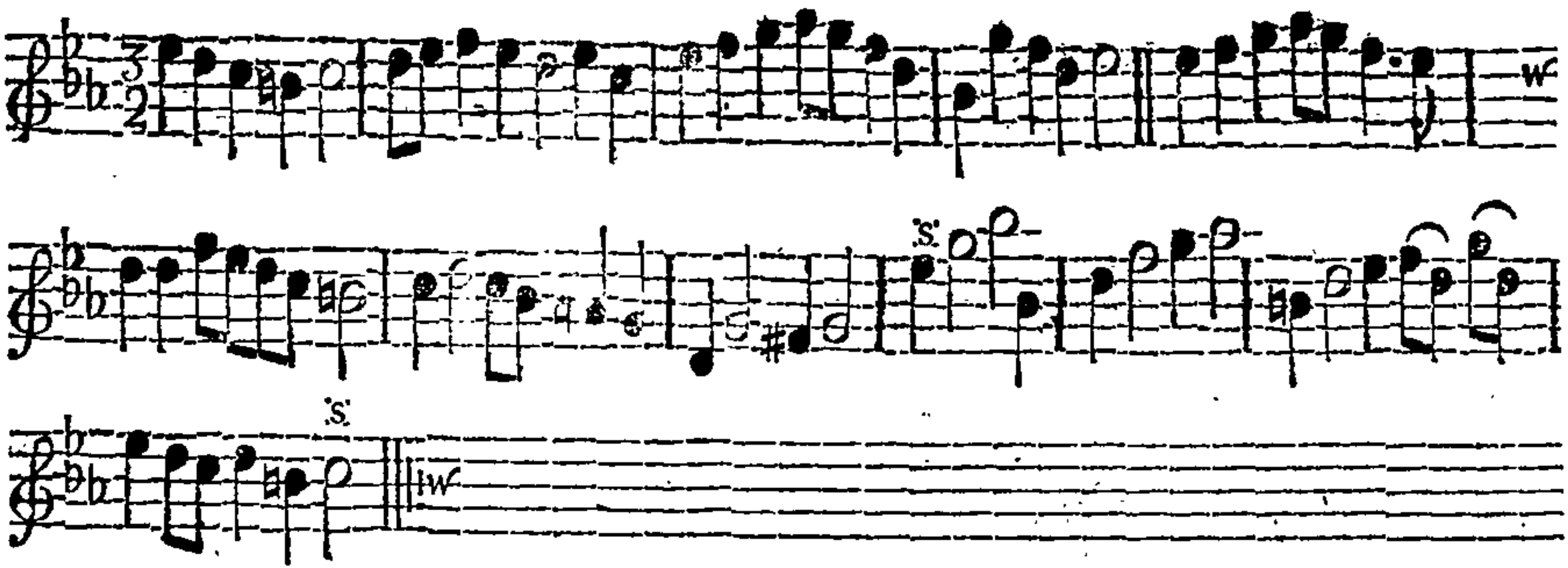
The 1st Cu. crofs over, and the 2d Cu. cafts off. Then change Places acrofs, and caft up into your own Places. Then Back to Back, then right and left quite round, and caft off and turn.

Albion's Queen. *Longways for as many as will.*



The 1ſt Man caſt off below the 2d Man, and go the Hey with the 2d Man and 2d Wo. 'till the 1ſt Man comes into the 2d Man's Place: Then the 1ſt Wo. caſt off below the 2d Wo. and do the like: The 1ſt Cu. being in the 2d Cu. Place, the two Men lead to the Wall, and the two We. do the ſame at the ſame Time; then the 1ſt, Cu. lead up, and the 2d Cu. lead down at the ſame Time; then right Hands acroſs all four half round, and left Hands back again, 'till the 1ſt Cu. comes into the 2d Cu. Place: The reſt do the like:

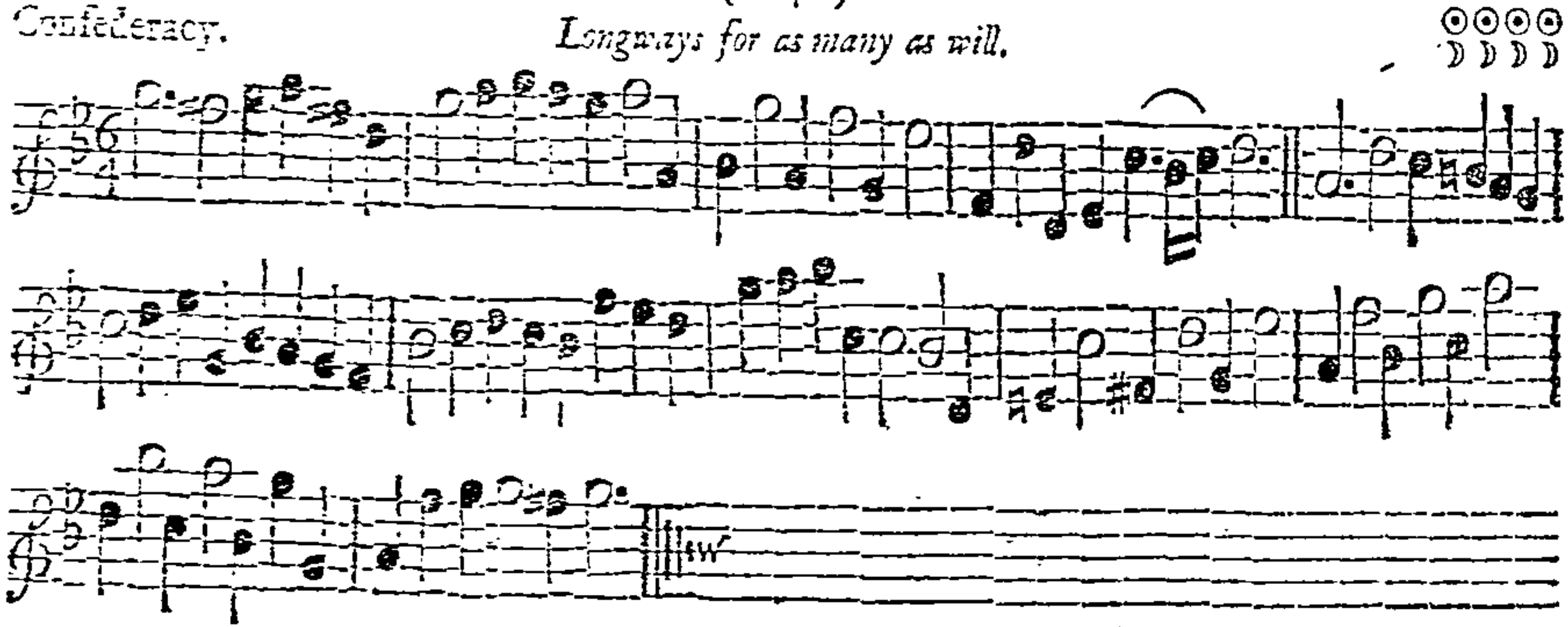
Moderation. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the 2d once, and so far as the Repeat again.

The 1st Man cast off below the 2d Man, and go above the 2d Wo. into the 2d Man's Place, then the 1st Wo. cast off below the 2d Wo. and go above the 2d Man into the 2d Wo. Place; then cast up, and go Back to Back with your Partners, then right and left with your Partner, then lead thro' the 2d Cu. and back again, and so cast off.

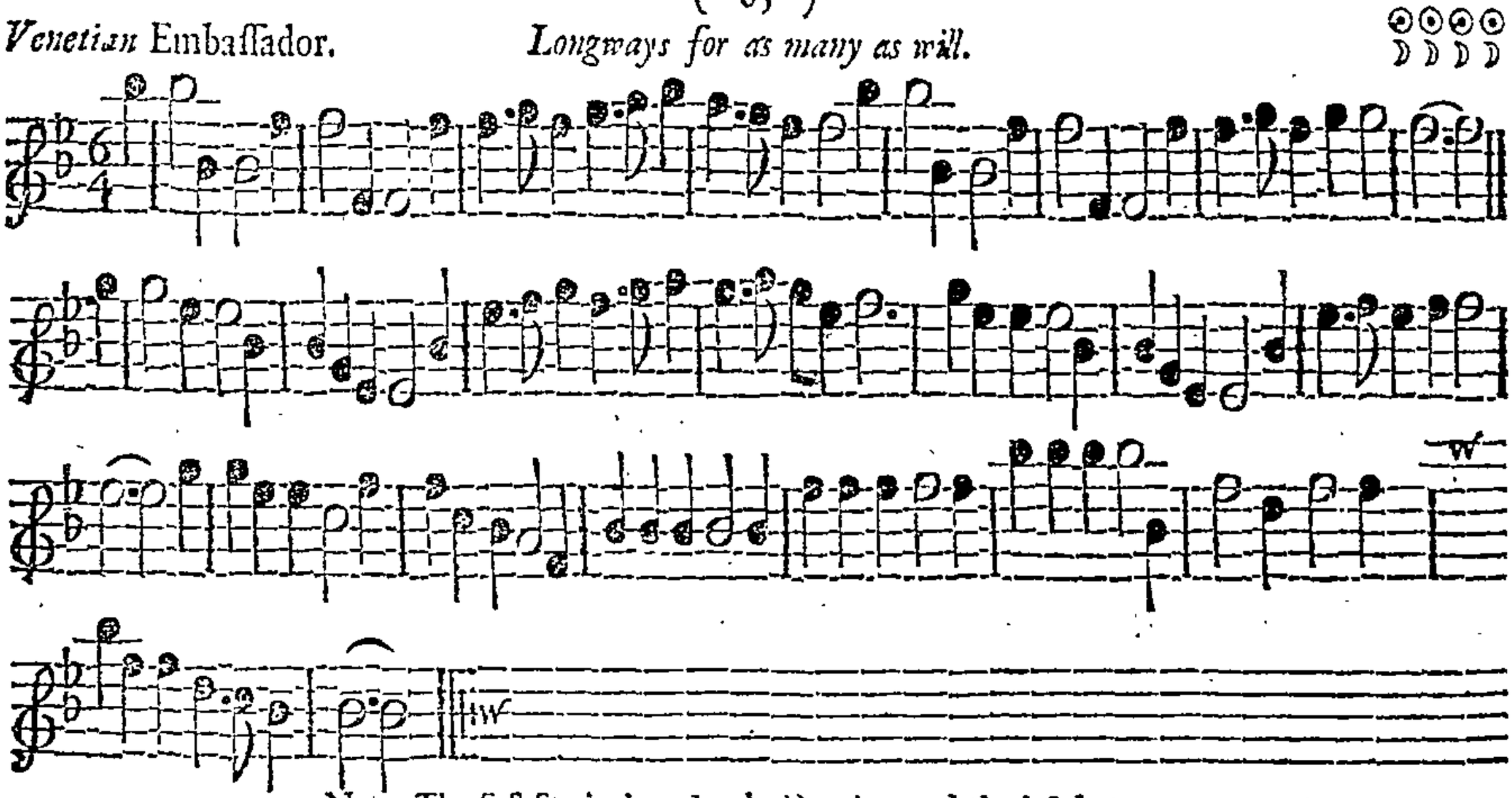
Confederacy. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. lead thro' the 2d Cu. and cast up, then cast off and lead thro' the 3d Cu. and cast up again, then the 1st Man turn the 3d Wo. and the 1st Wo. turn the 2d Man, then turn Partners, then the whole Figure of eight at the Top, and the whole Figure of eight at the Bottom, which brings you into the 2d Cu. place, then cross over and the Wo. go between the Top Cu. and the Man at the Bottom, then sett and turn your Partner.

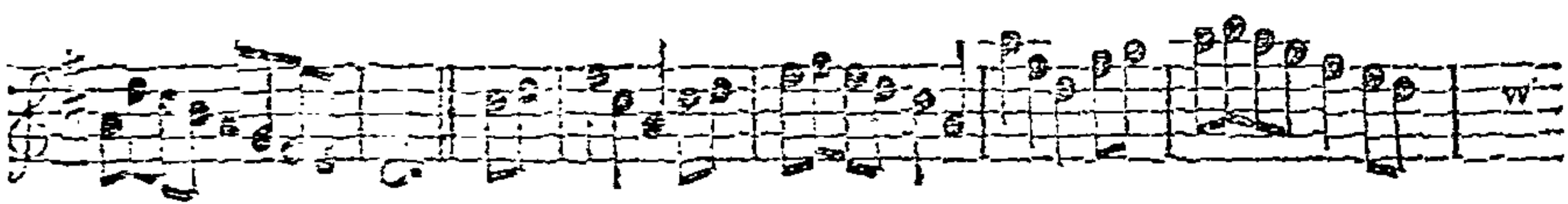
Venetian Embaſſador. *Longways for as many as will.*

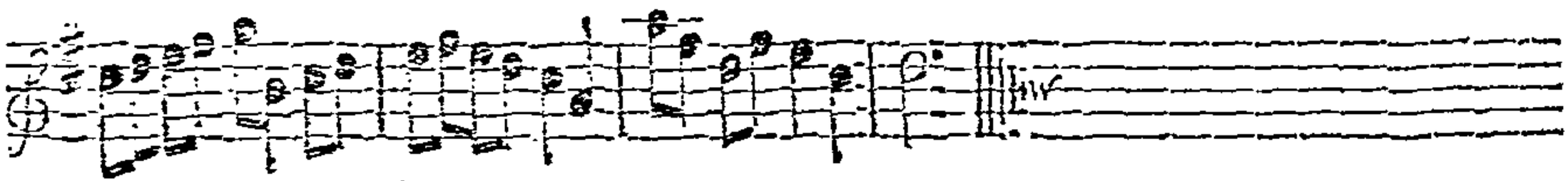


Note, The firſt Strain is to be play'd twice, and the laſt but once.

The 1ſt Man and 2d Wo. ſett to each other, then the 1ſt Man caſt off, and the 2d Wo. caſt up ∴ The other Cu. do the ſame ∴ Then all four change Places and Hands half round, then caſt off and lead thro' the 3d Cu. and caſt up and clap twice with your Partner, then lead thro' the 1ſt Cu. and caſt off.

New Any-thing. *Longways for as many as will.*

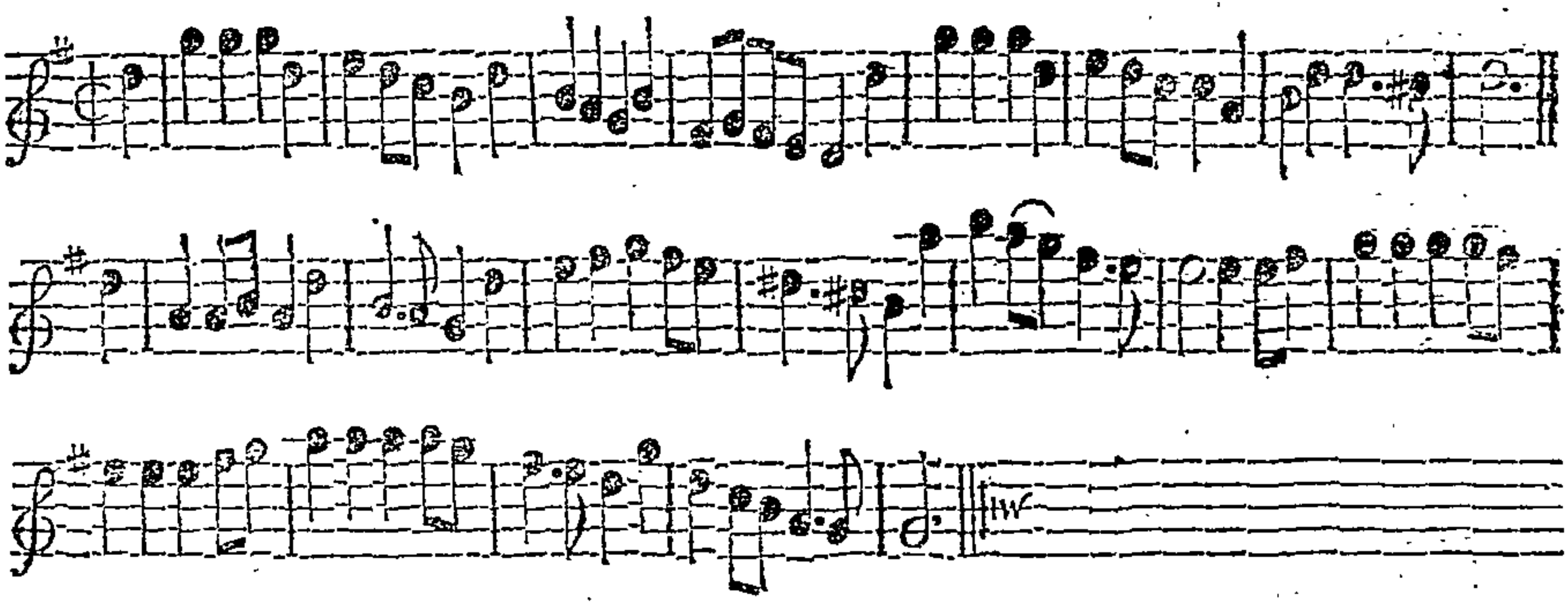




Note, *Each Strain is to be play'd twice over.*

The 1st Man and 2d Wo. clap Hands with each other, and turn single, then right and left half round ∴ The other Cu. do the same ∴ Then cross over and half Figure ∴ Then lead thro' the Bottom, and thro' the Top, and cast off and turn ∴

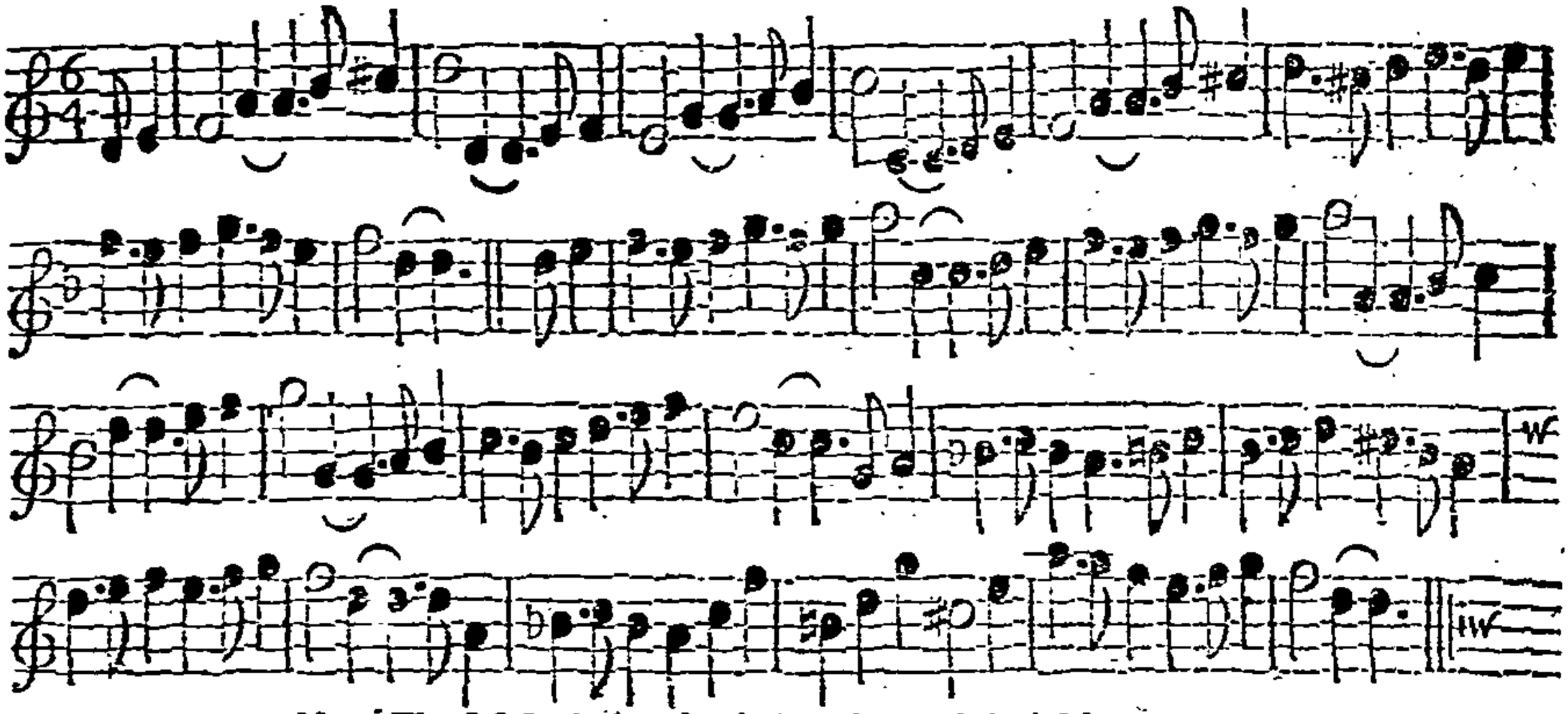
A Trip to *Iſlington.* *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

The 1ſt Man caſt off, and the Wo. go thro' the 2d Cu. and caſt up and croſs over; the 1ſt Man going the half Figure at the ſame Time, being in the 2d Cu. Place. The 1ſt Wo. caſts off going the half Figure, the 1ſt Man caſts up and croſs over, which brings them both into the 3d Cu. Place. Then they both caſt up into the 2d Cu. Place, and ſetting all ſix together, then Hey on both ſides. Then lead thro' at the Top, and thro' at the Bottom and caſt up and turn.

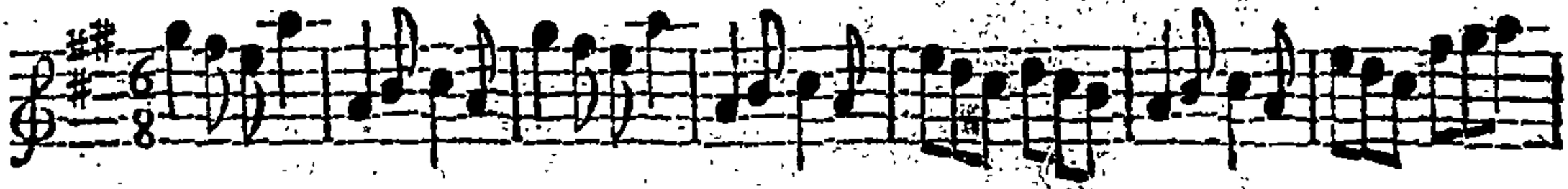
Bleinheim Castle. *Longways for as many as will.*

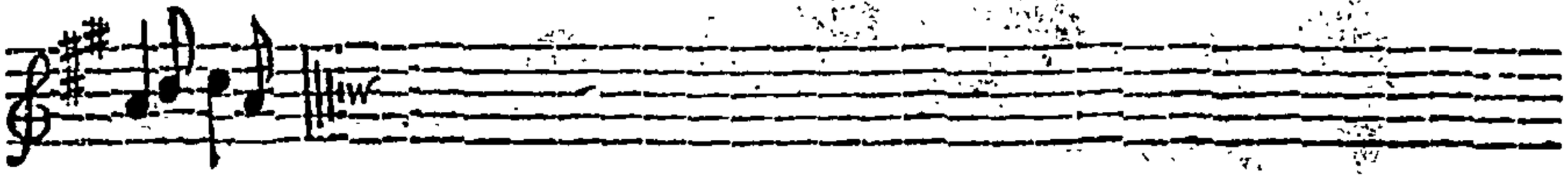


Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. sett to each other and cast off, then cast up and cross over into the 2d Cu. Place ⁚ The other Cu. do the same ⁚ Then change Places, the 1st Man with the 2d Wo. and the 1st Wo. with the 2d Man, then Back to Back each with his Partner, and right and left quite round, then lead thro' the 3d Cu. and cast up and turn ⁚

Jigg it on Foot. *Longways for as many as will.*

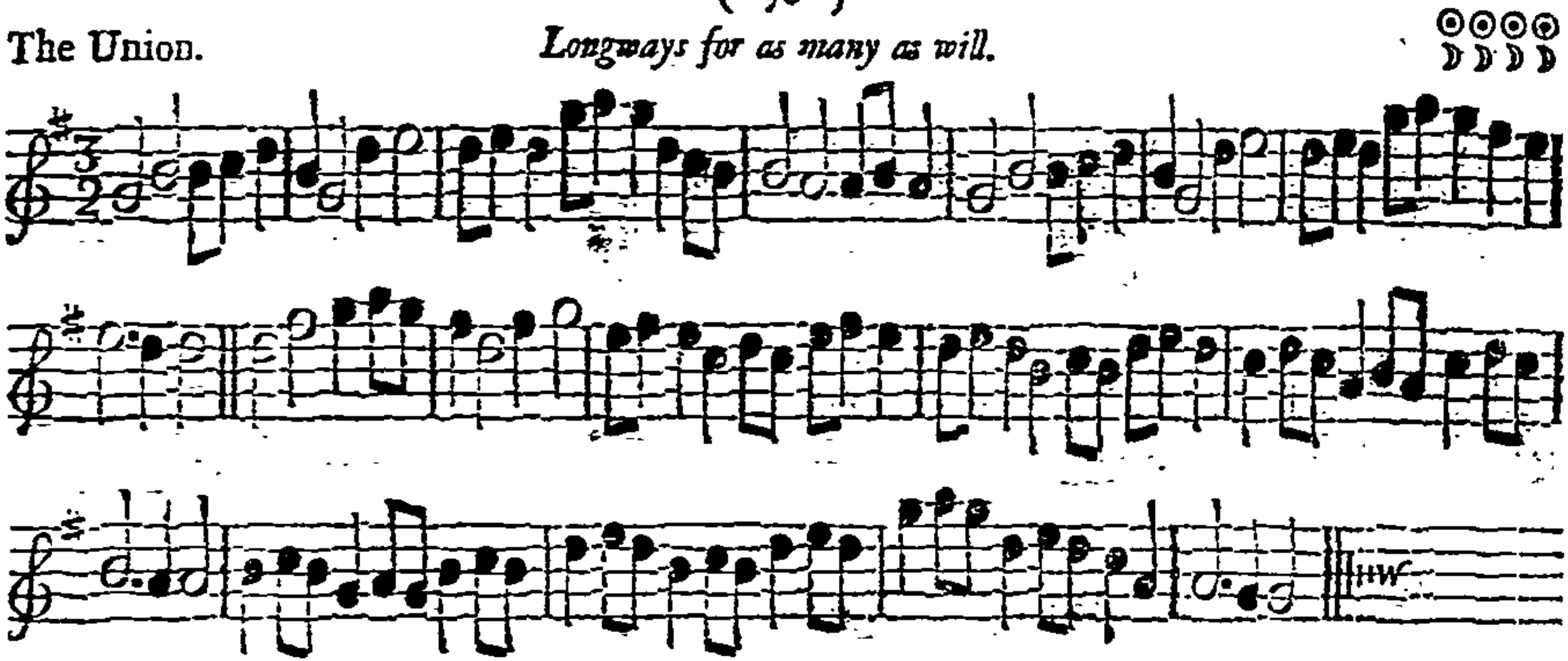




Note : *This Tune must be play'd quite through.*

The first Man setts to his own Partner, and then casts off; then right Hands and left quite round ; and so on to the End.

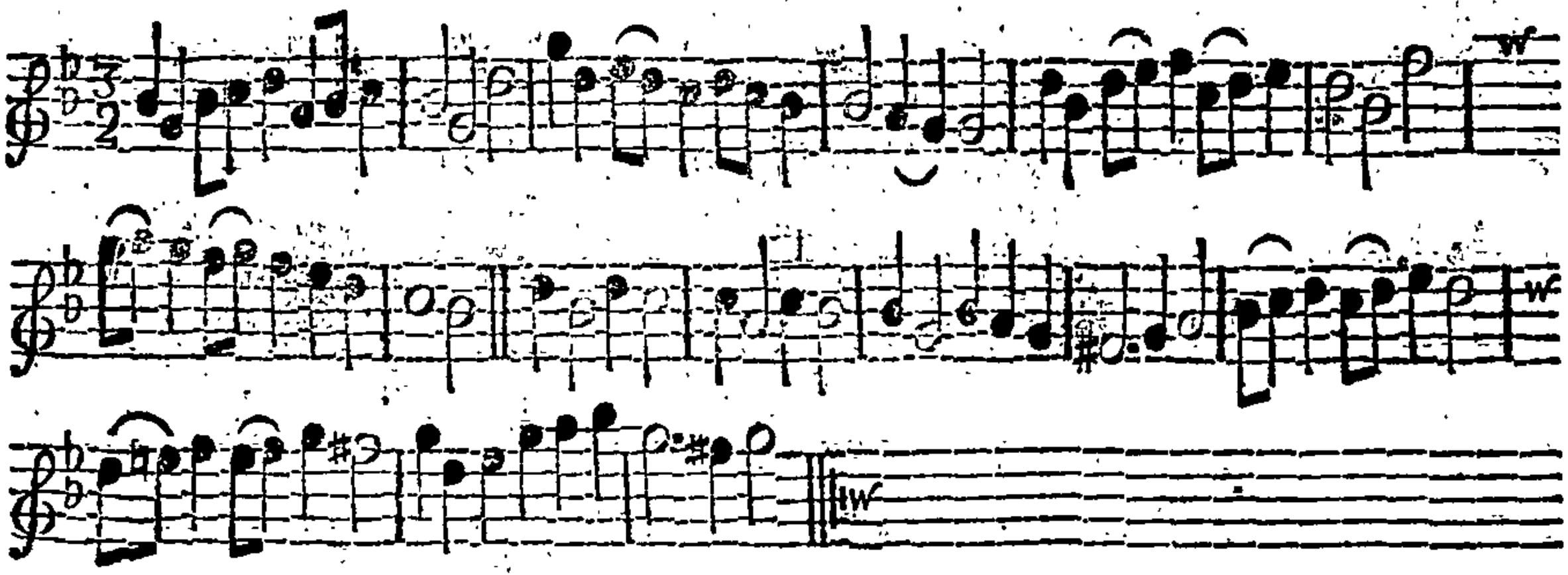
The Union. *Longways for as many as will.*



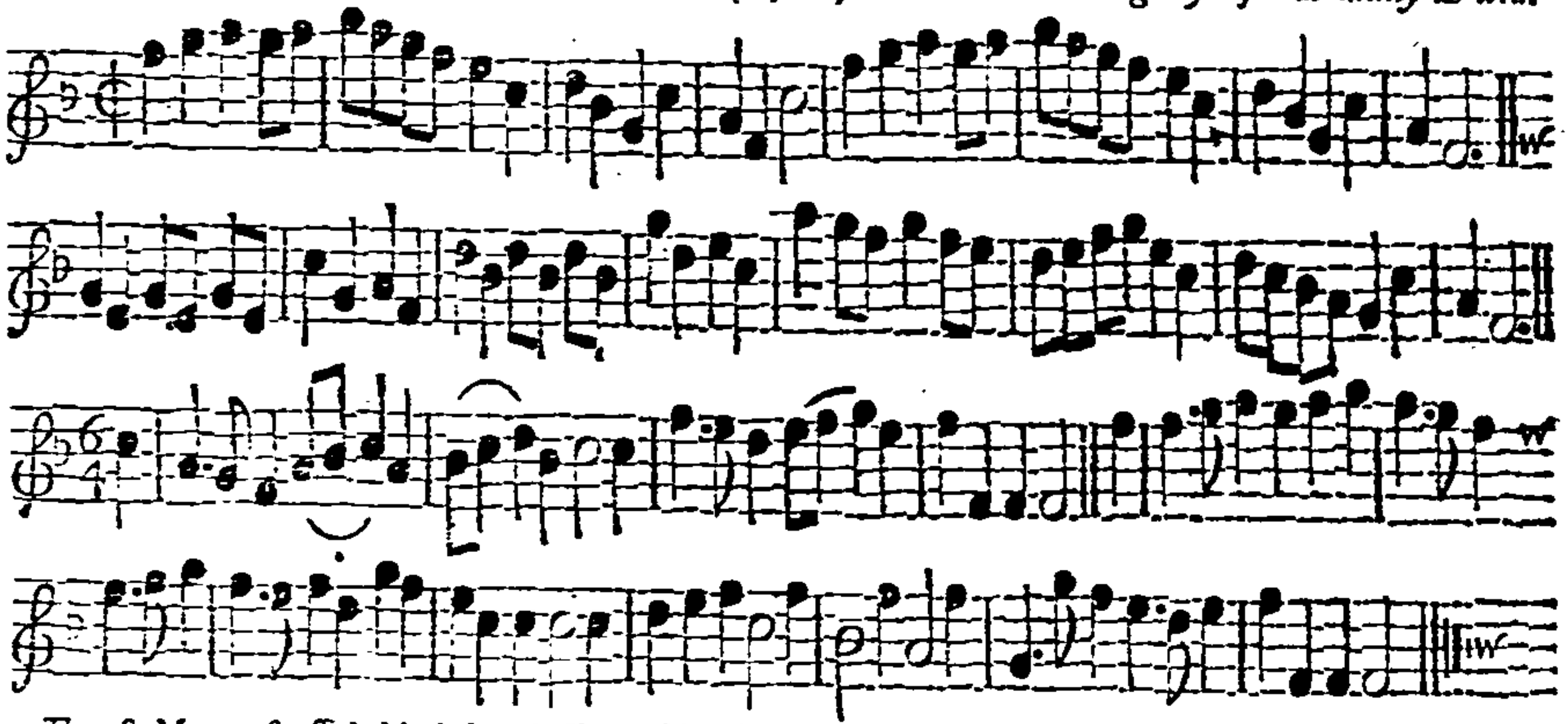
Note, *The first Strain is to be play'd twice, and the last but once.*

The 1ſt Man ſett to the 2d Wo. and turn ſingle; then Back to Back, and turn your own Partner. The other two do the ſame. Then the 1ſt Man change with the 2d Wo. and the 1ſt Wo. with the 2d Man, then Hands half round and caſt off, then right Hand and left quite round.

Prince *George*'s Birth-Day. *Longways for as many as will.*

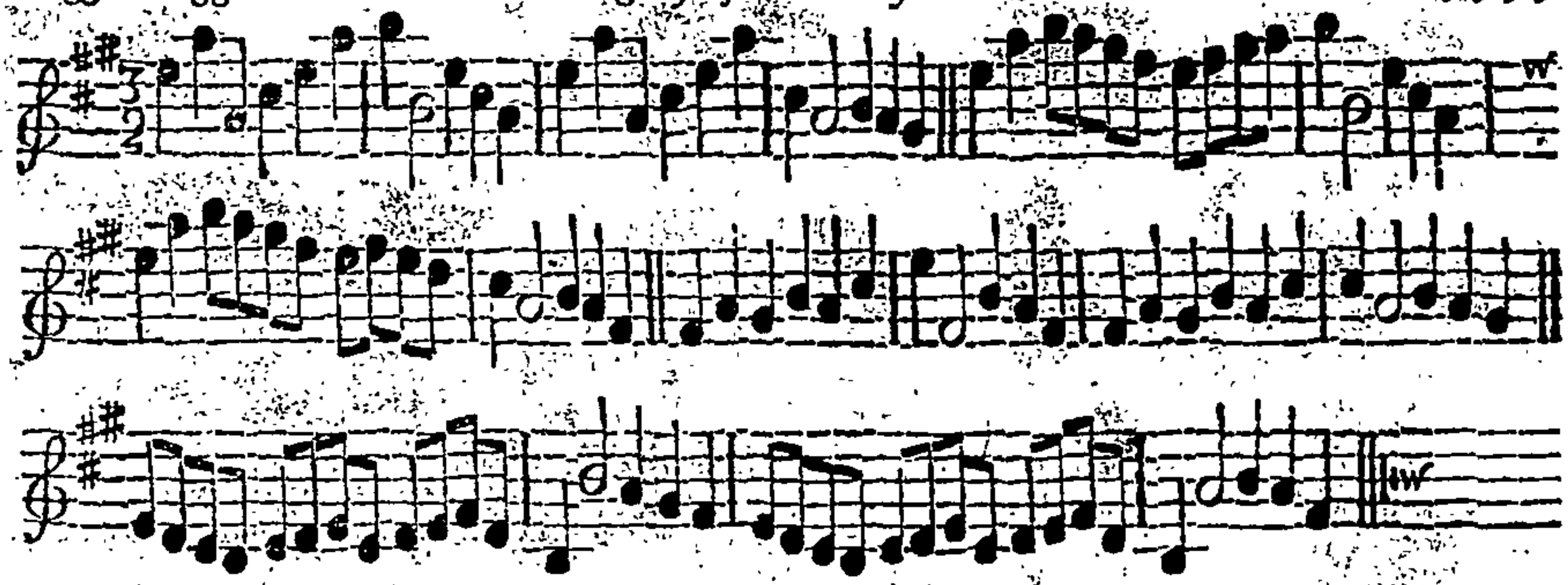


Sett all four, and turn ſingle, then firſt Man and 2d Wo. change Places and go half round. The other Cu. do the ſame. Then the two Men clap twice Sides, and once to their Partners, and turn all four ſingle, then right and left quite round. Then the 1ſt Cu. being at the Top, the Man takes his Partner and leads her down between the 2d Cu. and back again, then caſt off, and lead thro' the 3d Cu. and caſt up and turn.



The 1st Man cast off behind the 2d Cu. and his Partner follows him, and Back to Back with her, which brings him into the Wo. Place ·. Then the Wo. casts up back again and her Partner follows her, and Back to Back with him, in their own Places :. Then 1st Cu. cross quite over into the 2d Cu. Place, then cast up again and cross over into the 2d Cu. Place ·. Then go the whole Figure of 8 with the 2d Cu. which will bring them into the 2d Cu. Place :. Then turn right Hands with your Partner ·. Then left Hands with her :. Then hey on the Men's Side and turn your Partner ·. Then hey on the Wo. Side and turn your Partner :.

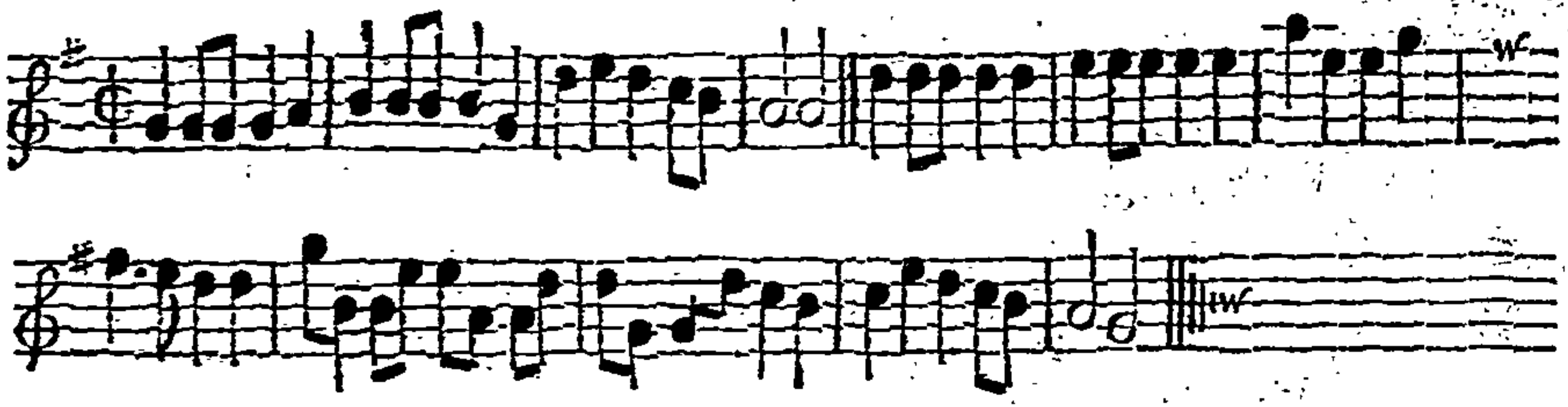
Grigg's Maggot. *Longways for as many as will.*



Note: *The first and last Strain twice over each, and the 2d and 3d but once.*

The 1st Cu. cast off, and lead thro' the 3d Cu. and cast up, then cast off, and lead up between the 3d Cu. and go the whole Figure of Eight with the 2d Cu. then the Figure of Eight with the 3d Cu. then right and left quite round with the 2d Cu. and lead thro' the 3d Cu. and cast up and turn.

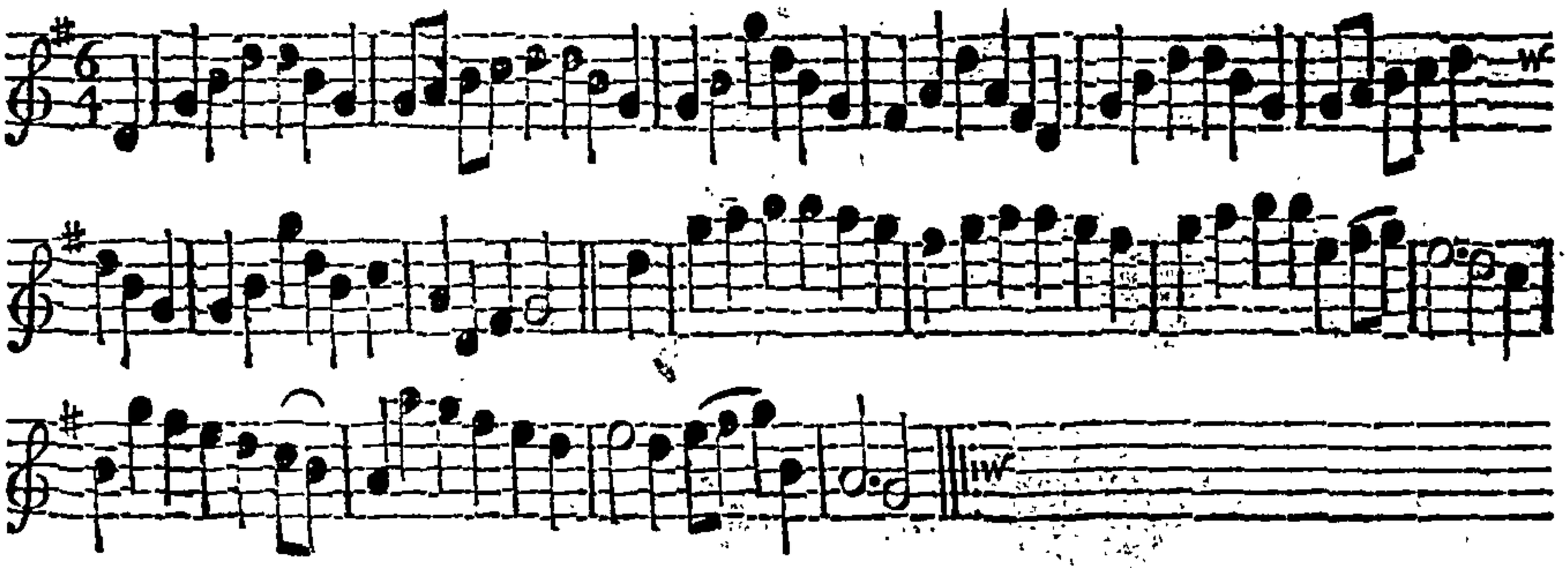
Lord *Cutts's* March. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1st Cu. crofs over and lead thro' the third Cu. Then caft up between the 2d and 3d Cu. Then crofs over to the Top, and fingle right and left. Then lead thro' the 3d Cu. and caft up and turn.

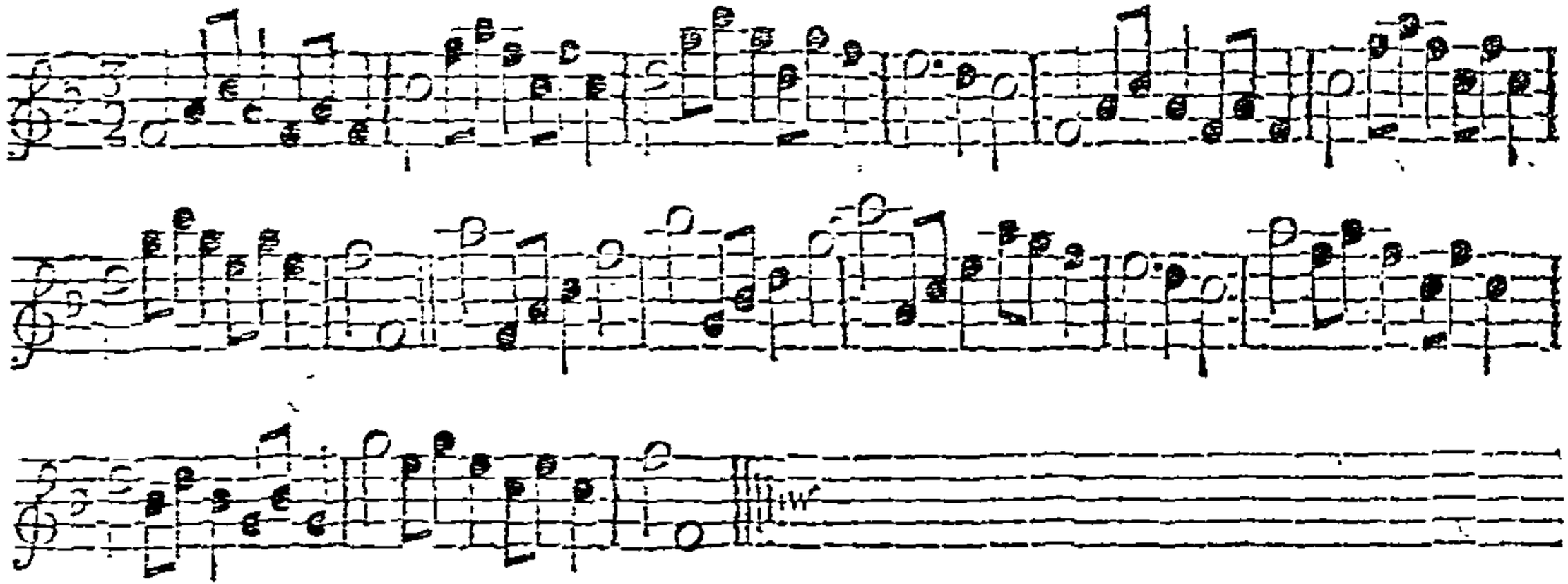
Vigo, or St. *Mary*'s Port. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man turn the 2d Wo. and then take his Partner by the right Hand, and turn three in a Ring, 'till they come to their Places. The 1ſt Wo. do the ſame. Then the 1ſt Cu. croſs over and lead up to the Top, and caſt off. Then lead thro' the Bottom and caſt up and turn.

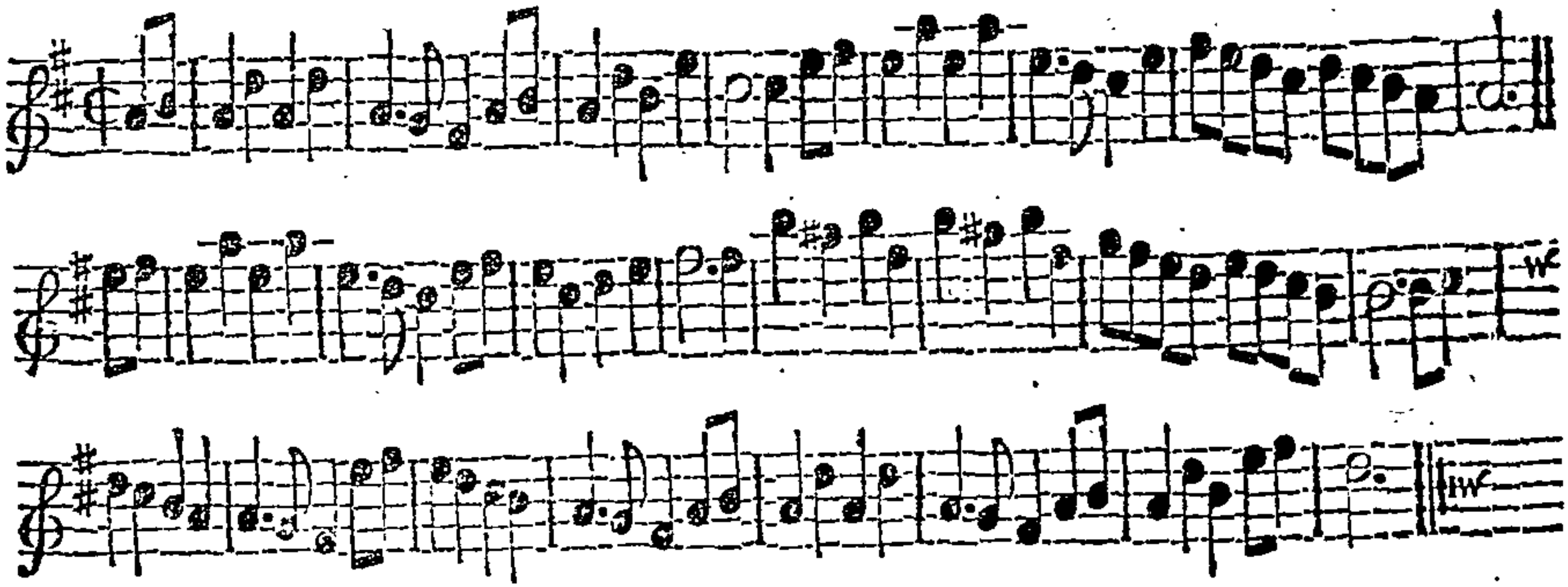
Hornby House. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

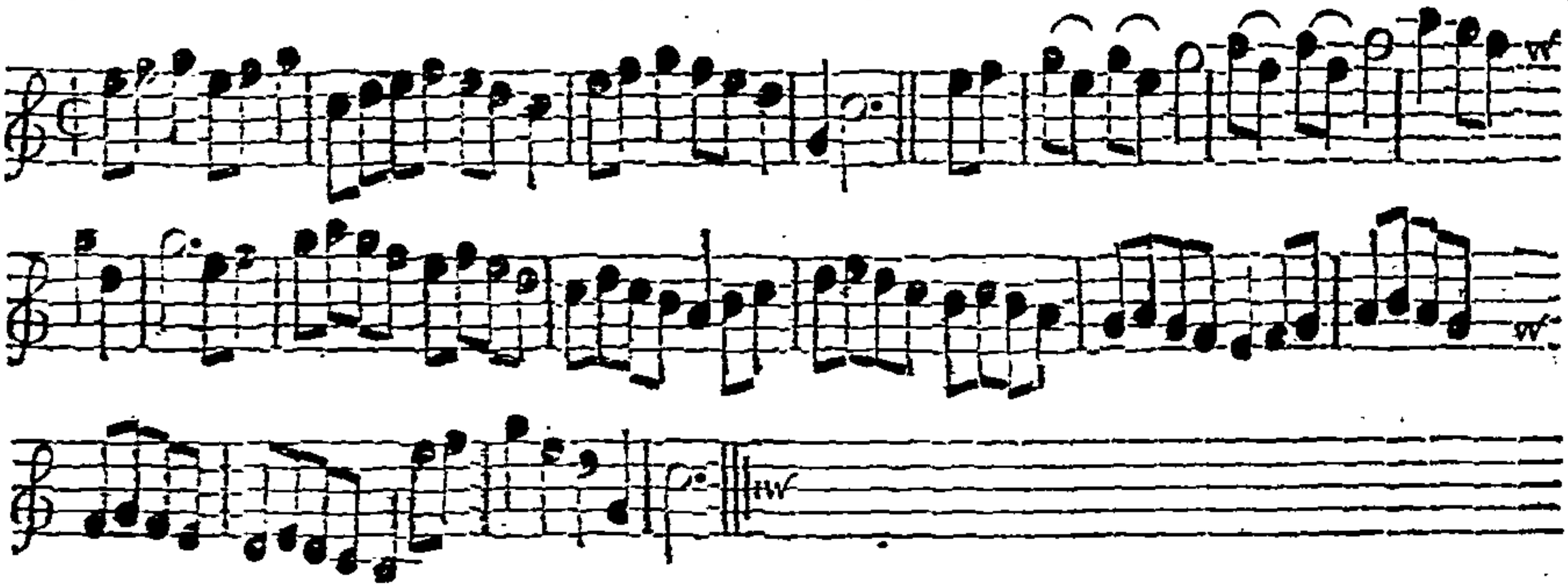
The 1st Cu. go the whole Figure of 8, the 2d Cu. do the same :‖ Then the 1st Cu. lead down, and cast up, and turn single, the 2d Cu. do the same :‖ Then the 1st Man change with the 2d Wo. and 1st Wo. with the 2d Man; then set all four in, and turn single, and right and left quite round :‖ Then the 1st Cu. goes the half Figure of 8, and the 2d Cu. does the same, then right and left quite round :‖

Marlborough House. *Longways for as many as will.*



The 1ſt Man take the 2d Wo. by both Hands, and the 1ſt Wo. take the 2d Man by his Hand, which makes them both improper; then the 1ſt Man turns and draws the two We. into the Top ·_ The Man being in his Place, and his Wo. improper, then the 1ſt Man takes his own Partner by the Hands, being in the 2d Wo. Place, and the 2d Man takes his Partner, being at the Top, then turn and draw into their proper Places as at firſt _:. Then the 1ſt Man change Places with the 2d Wo. and 2d Wo. with the 1ſt Man, clap all four and turn ſingle, then right and left quite round ·_ Then 1ſt Cu. lead thro' the Bottom, and caſt up, then Back to Back with your own Partner, and Hands all four round with the 3d Cu._:

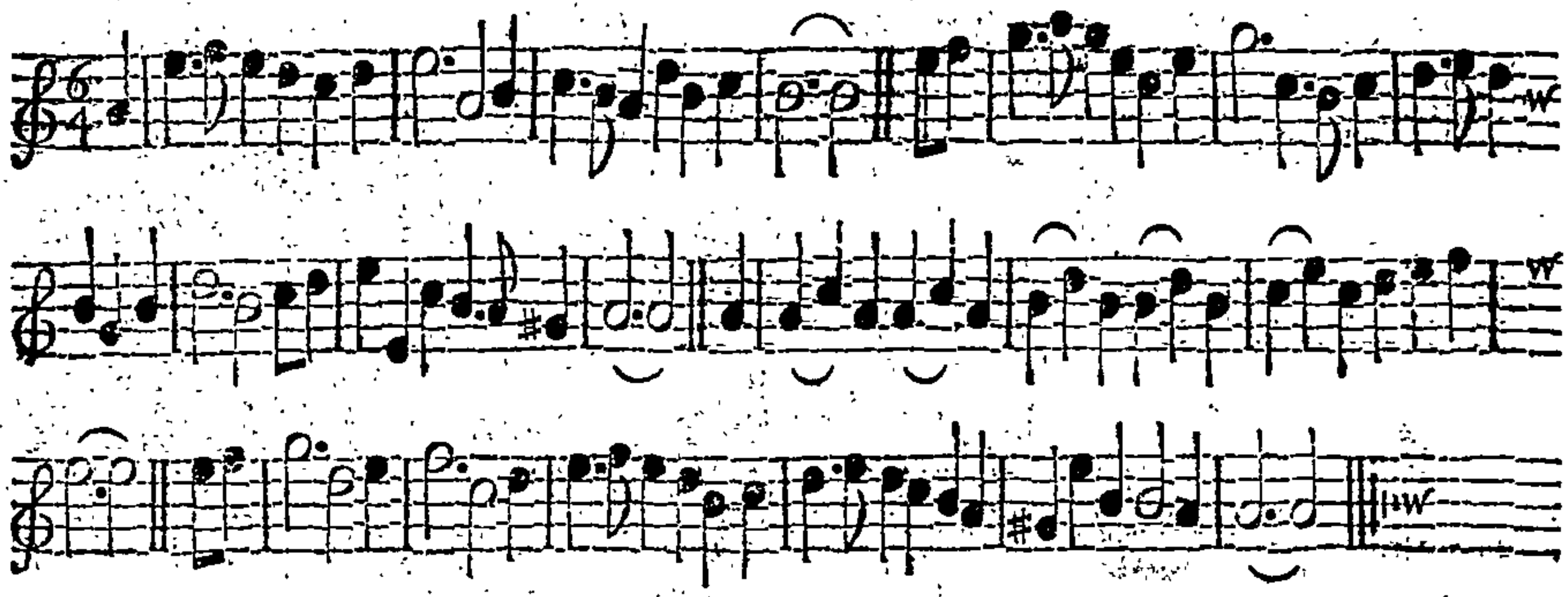
Lady *Essex.* *Longways for as many as will.*



N te, The first Strain four Times over, and the last but twice.

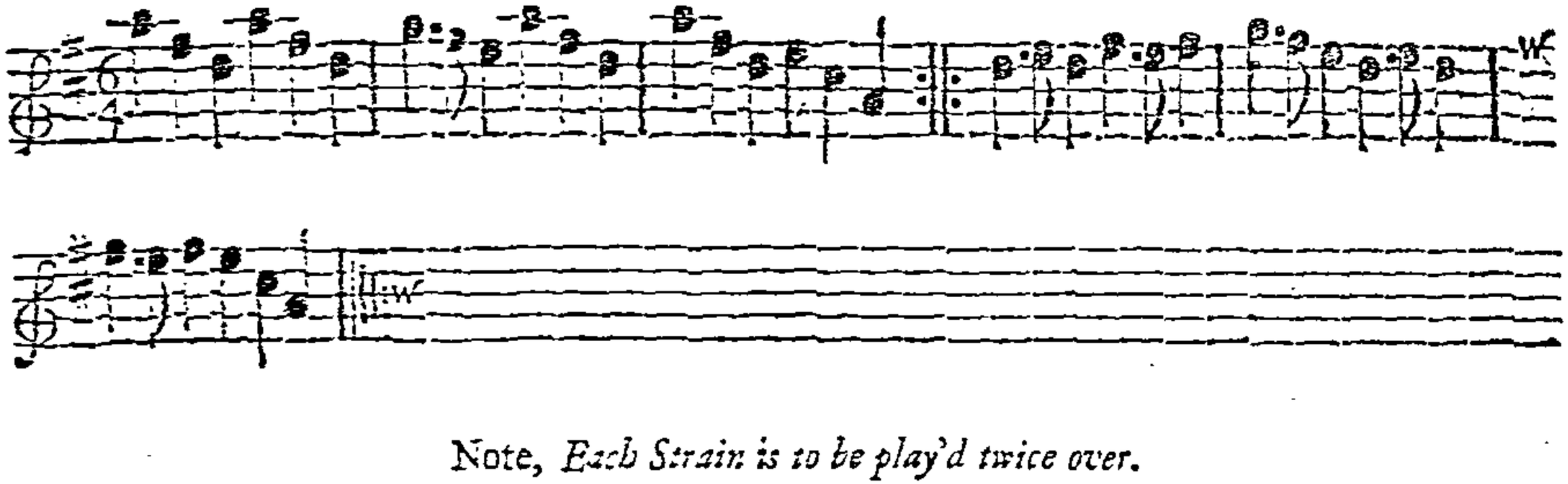
The 1st Man turn the 2d Wo. then take his Partner by the right Hand, and the 2d Wo. by the left, and turn three in a Ring, the 1st Wo. do the same; then 2d Man turn the 1st by the right Hand, then take his Partner by the left, and turn three in a Ring, 'till they come into their own Places, the 2d Wo. do the same, this to the first Strain play'd four Times. First Cu. cross over into the 2d Cu. Place, the Wo. back again, the Man keeps on, the Wo goes the Figure of 8, which makes them meet cross-ways, then turn in the 2d Cu. Place, then cross up to the Top again, the 1st Man cast off and go the Figure of 8 with his Partner, which makes them meet cross, then turn to the 2d Cu. Place.

The Spanheim. *Longways for as many as will.*



The 1ſt Cu. ſett and caſt off below the 2d Cu. Then ſett and caſt off below the 3d Cu. Then lead up to the Top and caſt off. Then right and left half round. The 1ſt Cu. clap and caſt off. The 2d Cu. do the ſame. Then the 1ſt Man goes round the 3d Wo. and the 1ſt Wo. goes round the 2d Man at the ſame Time. Then the 1ſt Man goes round the 2d Wo. and the 1ſt Wo. goes round the 2d Man at the ſame Time.

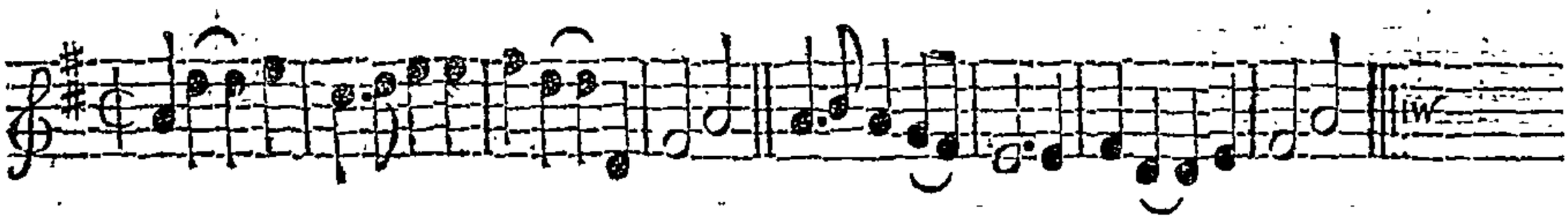
Second Union. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1st Man turns single, then his Wo. half round, his Wo. does the same. Then crofs over below the 2d Cu. and foot it. Then all four lead up and foot it, then 1st Wo. crofs over above the 2d Wo. and the 1st Man above the 2d Man. And fo to the End.

Reuben. *Longways for as many as will.*



The 1ſt Cu. caſt off. Then caſt up again. Then croſs over. And then half figure.

The 1ſt Man turn the 2d Wo. The 1ſt Wo. do the ſame. Then Hands round. And caſt off.

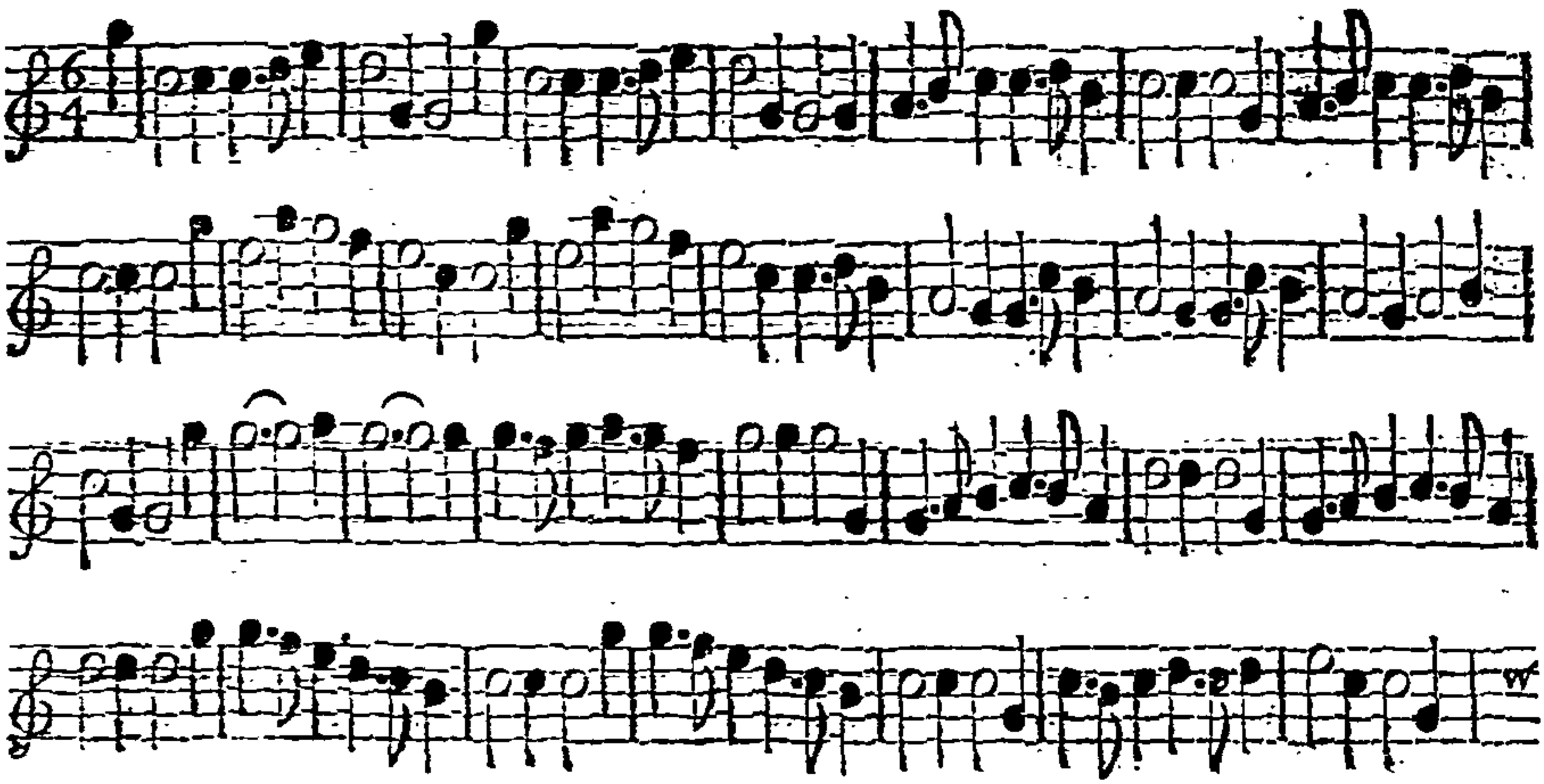
The 1ſt Cu. goes the whole Figure of eight. Then croſs over. And lead thro' the Bottom.

The 1ſt Cu. croſs over two Cu. Then lead up between the two Cu. and caſt off and turn.

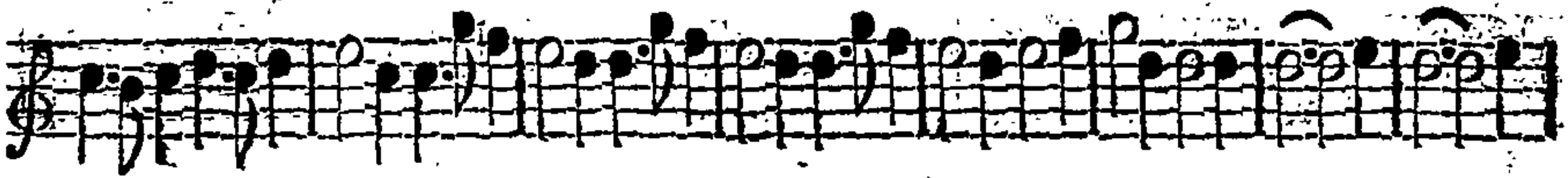
Hands all four quite round and back again. Then right and left quite round.

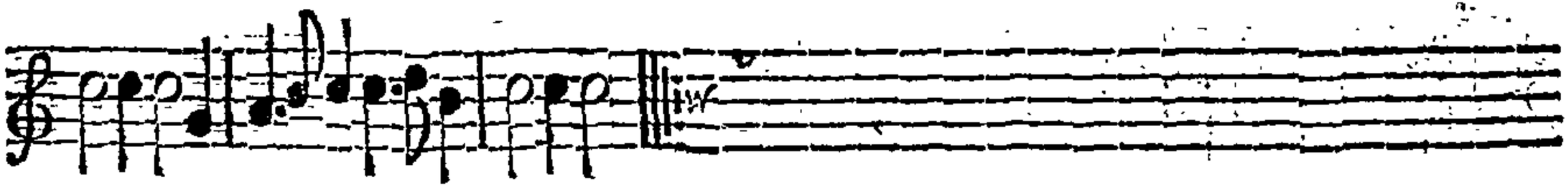
Back to Back with your Partner. Then Back to Back Sides. Then clap Partners. Then clap Hands Sides and caſt off.

The Furlong. *Longways for as many as will.*



The Furlong. *Longways for as many as will.*

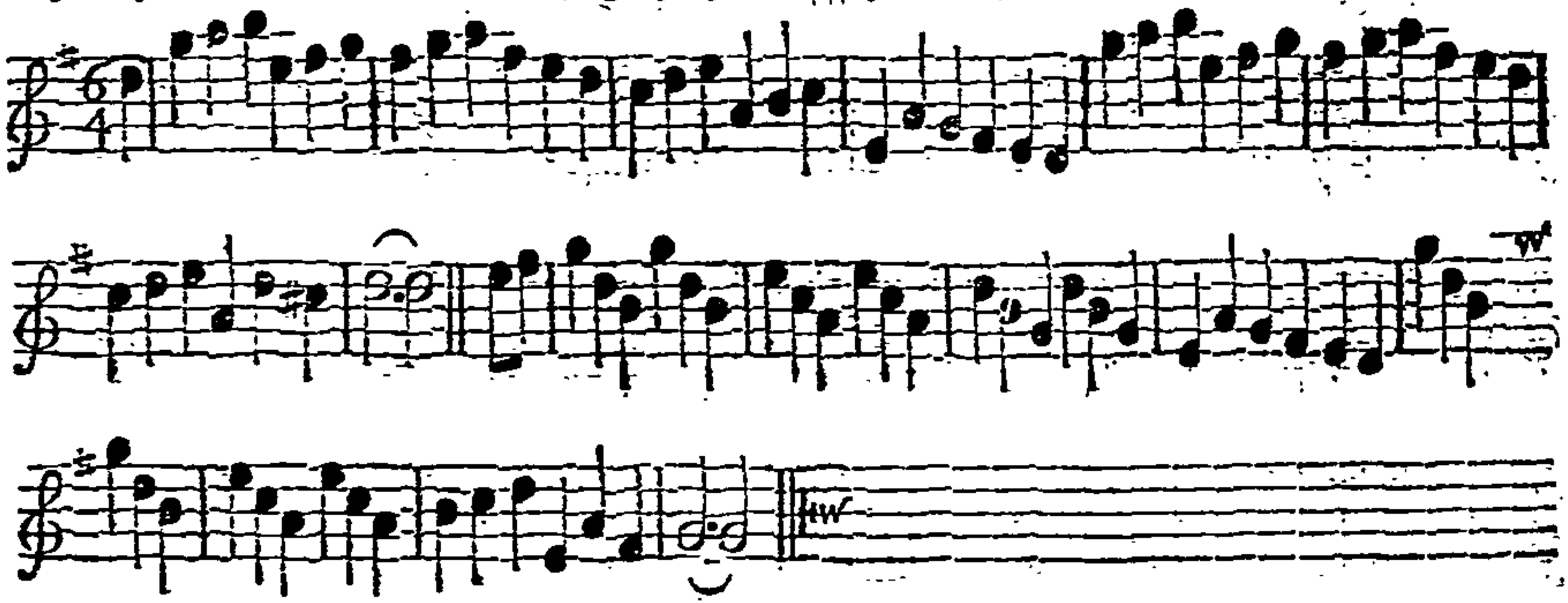




Note, The Tune is to be play'd quite through twice.

The 1ſt Cu. lead up and back again, then lead out and in again; then the 1ſt Man and 2d Wo. change Places, and the 1ſt Wo. and 2d Man do the ſame, and Hands all four quite round, which brings the 1ſt Cu. to the Top; then the 1ſt Cu. Back to Back at the Top, then turn with their right Hands half round, and back again with their left, then croſs over the 2d Cu. and lead thro' to the Top, and caſt off, and clap all four 5 Times, then Hands all four quite round.

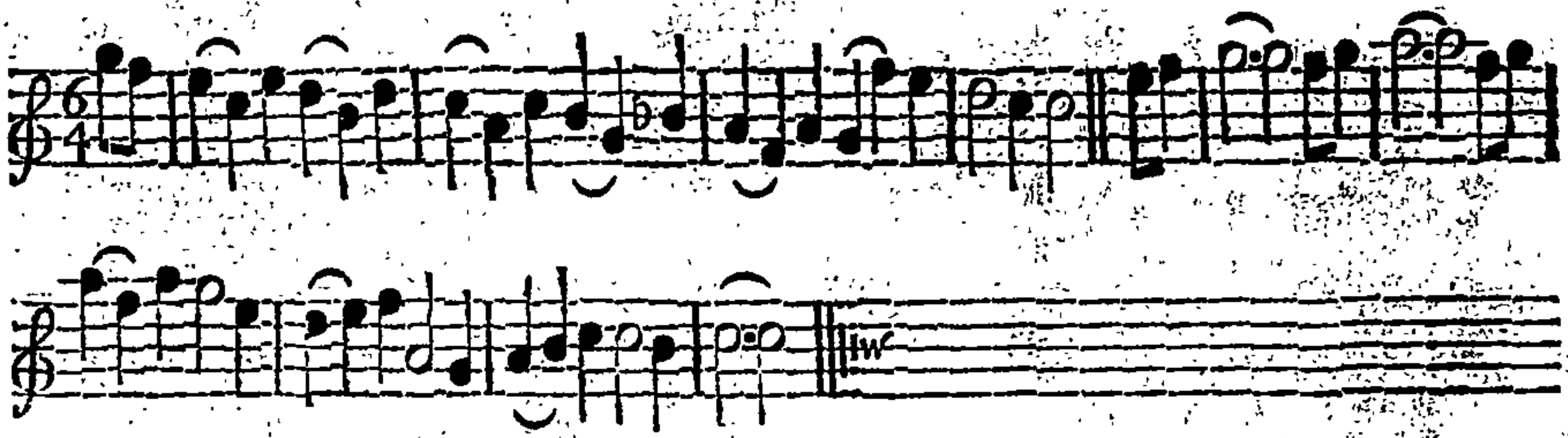
May Day. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. caſt off, and right and left ſingle. The 2d Cu. caſt up, and ſingle right and left. The 1ſt Cu. cſap and caſt off, the 2d Cu. do the ſame. Then croſs over and go the ſingle Figure and turn.

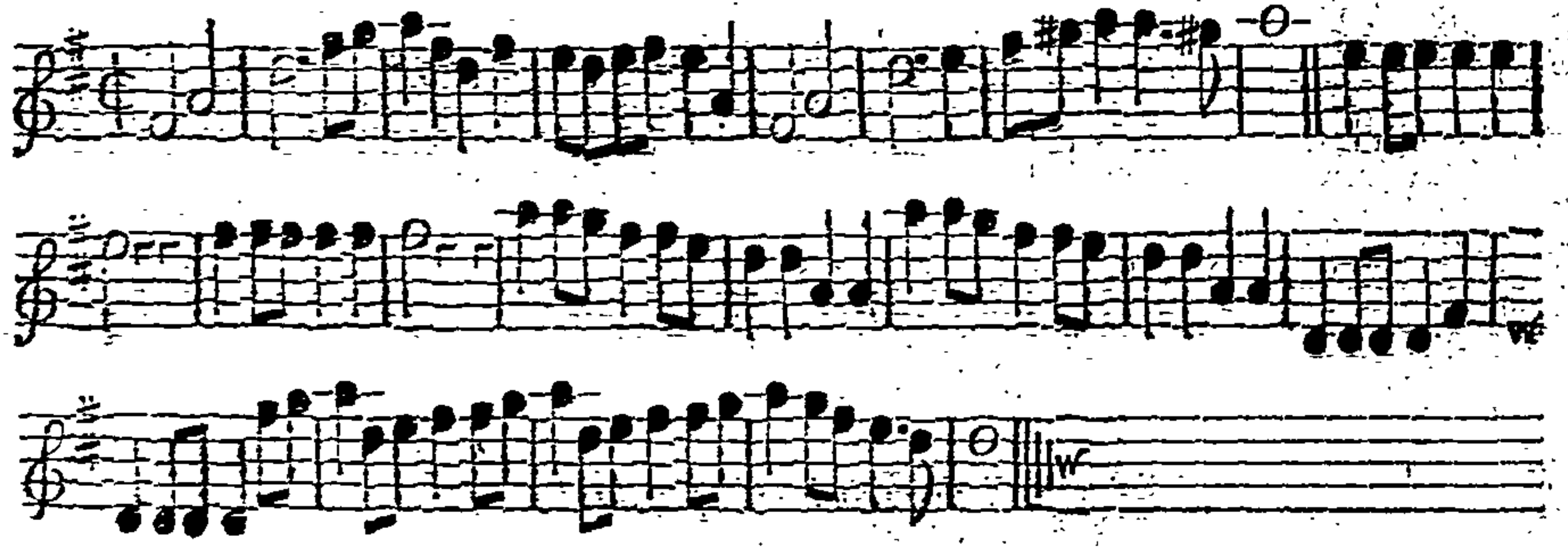
Coppinger's Maggot, *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. ſett and caſt off, and ſett and caſt up. Then the 1ſt Cu. lead up, and the two Men lead out and in again, the two We. do the ſame at the ſame Time. Then the 1ſt Cu. lead thro' the 2d Cu. and caſt up and turn. Then the 1ſt Man turn the 2d Wo. and the 1ſt Wo. turn the 2d Man, and croſs over and go the half Figure of Eight, and lead through the 3d Cu. and caſt up and turn.

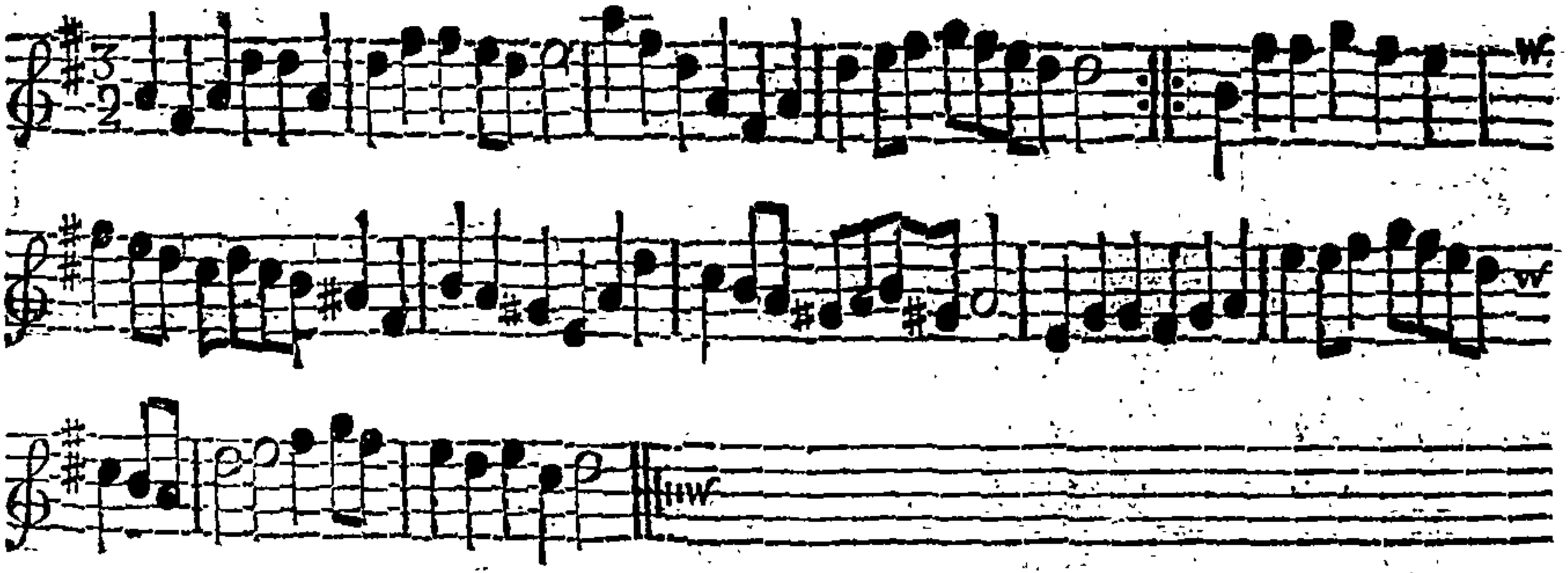
Prince *Eugene*'s March. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

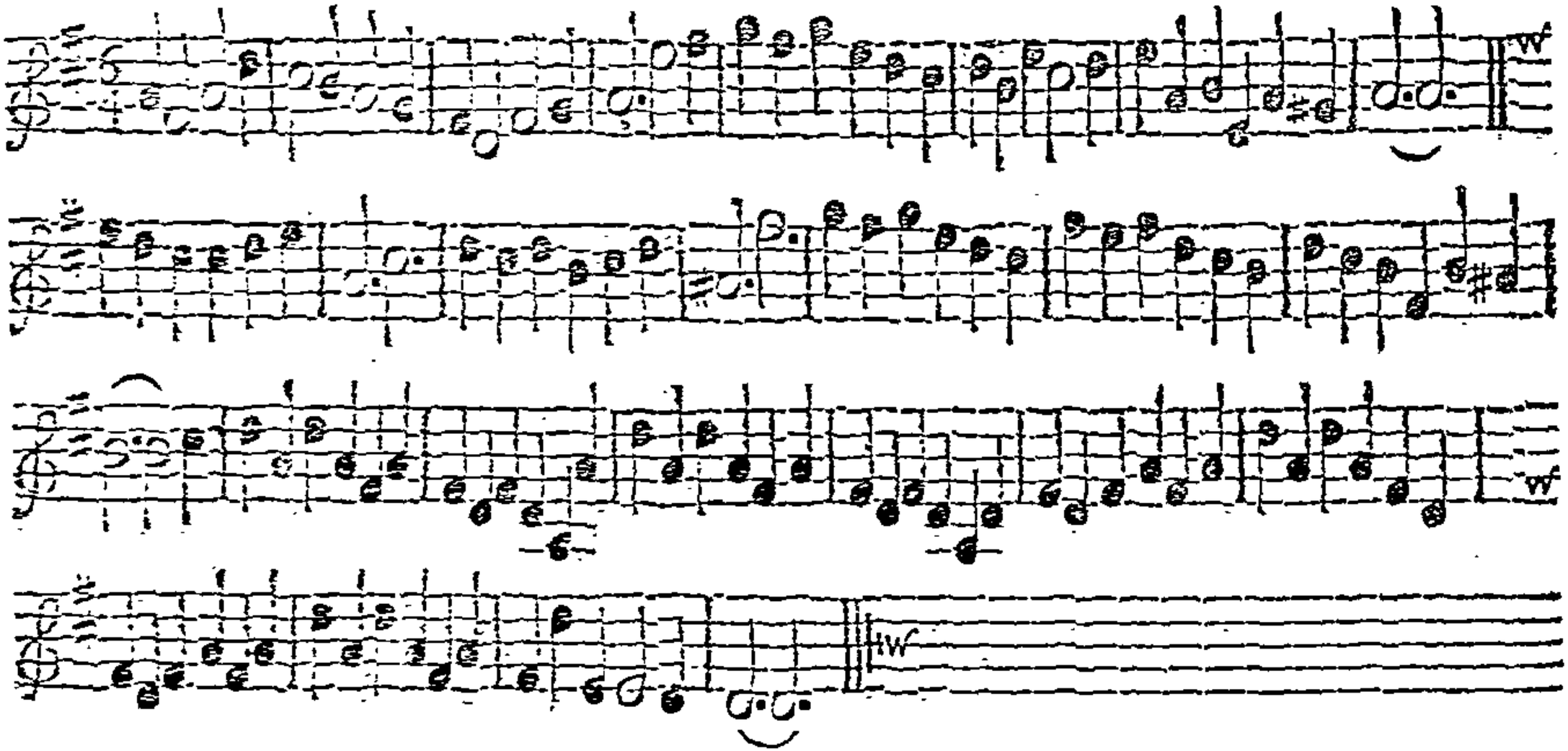
The 1ſt Man clap twice with his Partner, then both caſt off and turn quite round. The other Cu. do the ſame. The 1ſt Man change Places with the 2d Wo. and the 1ſt Wo. with the 2d Man; then Hands all four half round, and caſt off, and Back to Back; the two Men and two We. do the ſame at the ſame Time. Then Back to Back each with his Partner, then right and left quite round, and lead thro' the 3d Cu. and caſt up and turn your Partner.

Mr. *Hill*'s new Paſpey. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

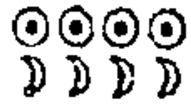
The 1ſt Man ſett to the 2d Wo. and turn ſingle, then turn her while ſhe comes into her proper Place ∴ The 1ſt Wo. do the ſame with the 2d Man ∴ Then the 1ſt Cu. go the whole Figure of 8 with the 2d Cu. and lead thro' the 2d Cu. and caſt up to the Top again ∴ Then croſs over, the 2d Cu. lead up to the Top, and ſett and caſt off ∴

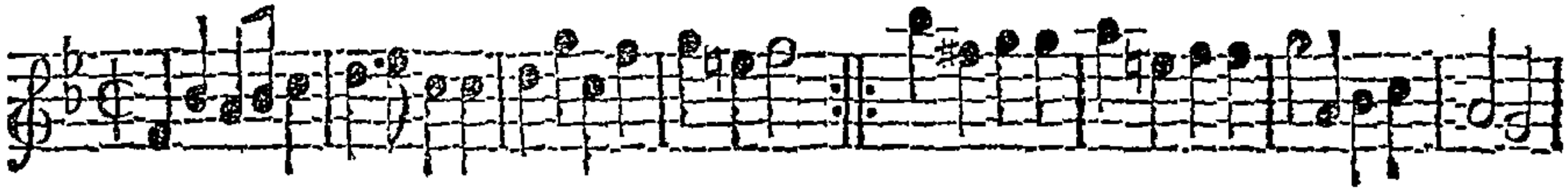


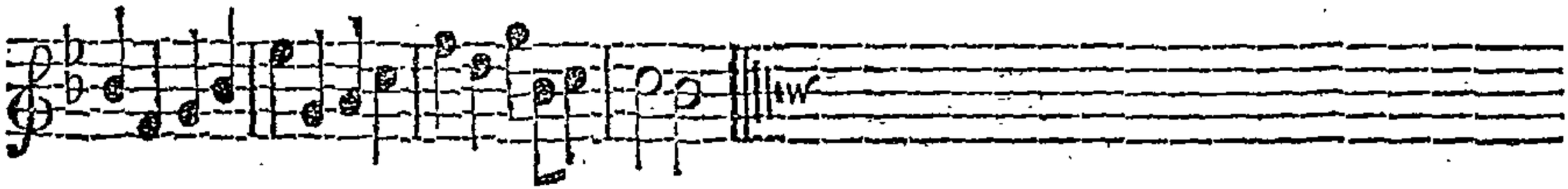
Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. leads down between the 2d Cu. then back again and cast off, and go round the 3d Cu. on the Inside. Then the 1st Cu. cast up; that again from the Place where you was. Then the 1st Man cross with the 2d Wo. and the 1st Wo. with the 2d Man, then Hands round; then the Hey on both Sides.

Kidlington Green. *Longways for as many as will.*





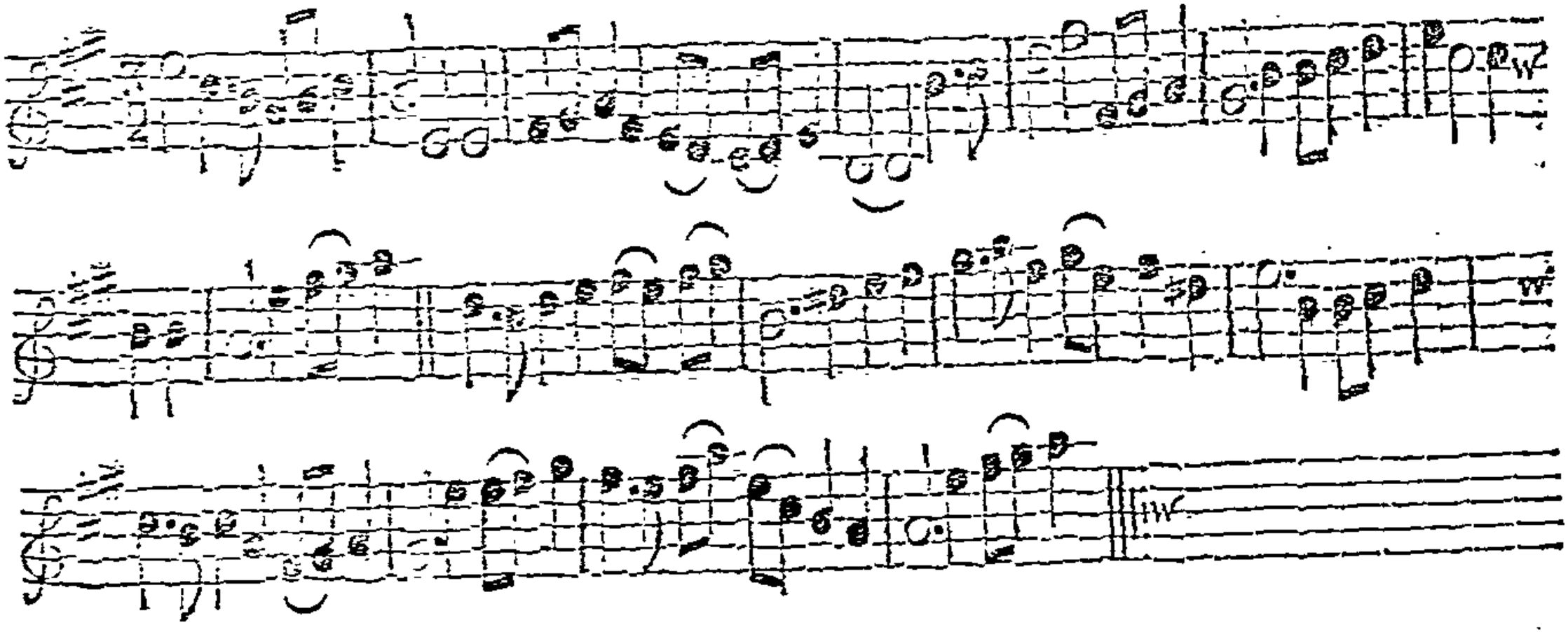


Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. lead down the 2d Cu. Then caſt up and caſt off, and ſett each to his Partner, and fall back. Then lead thro' the 3d Cu. and caſt up and turn. Then lead through at the Top, and caſt off and turn.

Salutation.

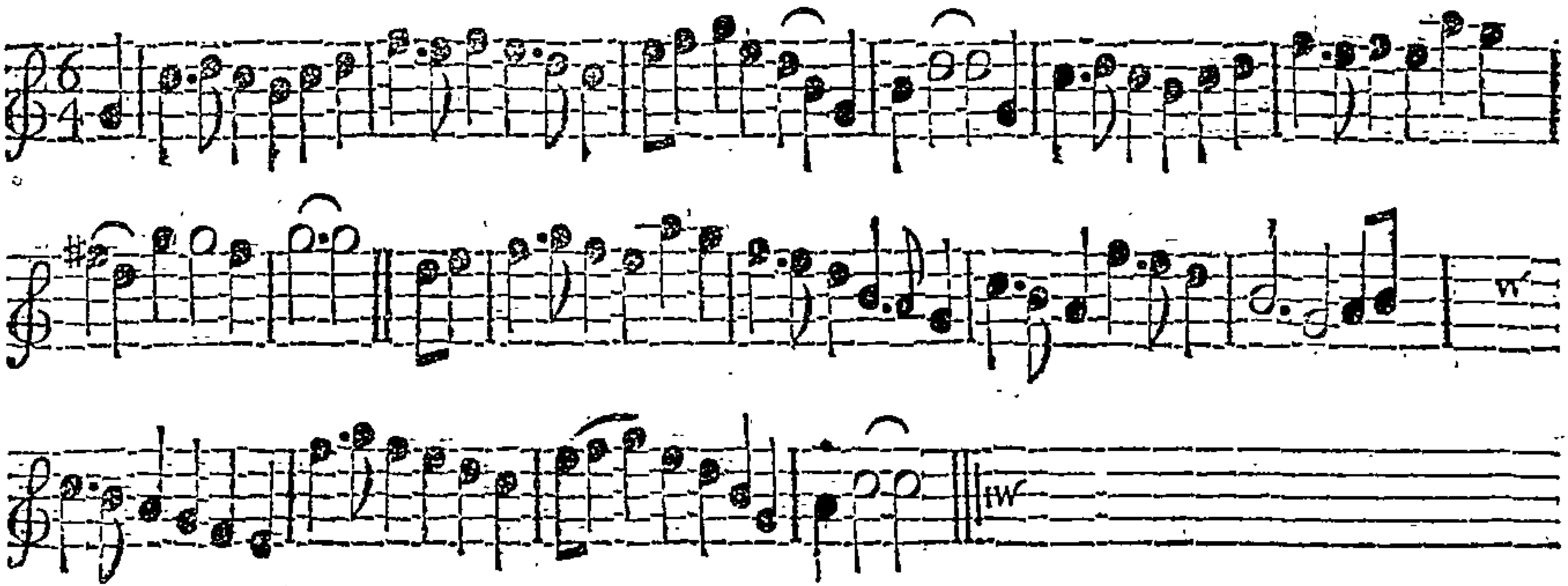
Longways for as many as will.



Note, Each Strain is to be play'd twice over.

The 1st two Men lead thro' the two We. then cast off, and Back to Back and turn. The two We. do the same. The 1st Man change Places with the 2d Wo. and the 1st Wo. with the 2d Man, and Hands half round and cast off; then lead thro' the 3d Cu. and cast up. Then right and left quite round with the 2d Cu.

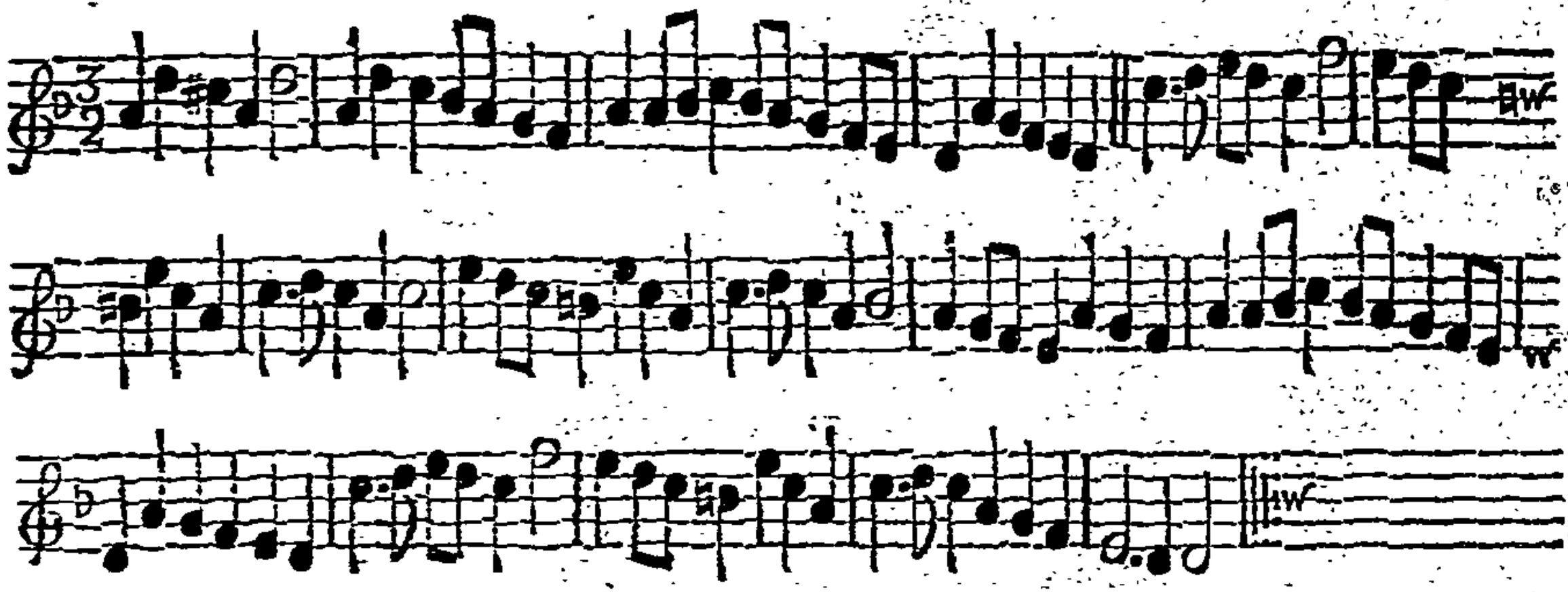
Horſey-down Fields. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. croſs over the 2d Cu. and lead thro' to the Top, and caſt off. Then lead thro' the 3d Cu. and caſt up and turn. Then ſingle right and left, and turn each your Partners quite round. Then ſingle right and left again, and turn each your Partners quite round.

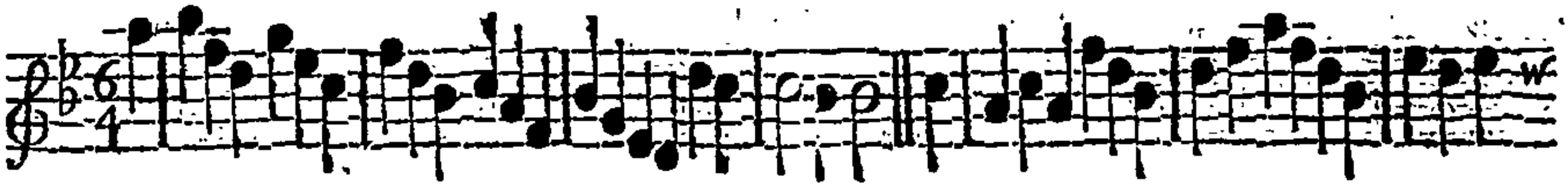
Woodstock Bower. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once over.

The 1st two Men lead out and in again, the We. do the same at the same Time. Then the MenBack to Back, and turn Hands with each other, the We. do the same at the same Time. Then the 1st Cu. cross over the 2d Cu. and lead thro' the 3d Cu. and go Back to Back; then lead thro' at the Top, and cast off and turn.

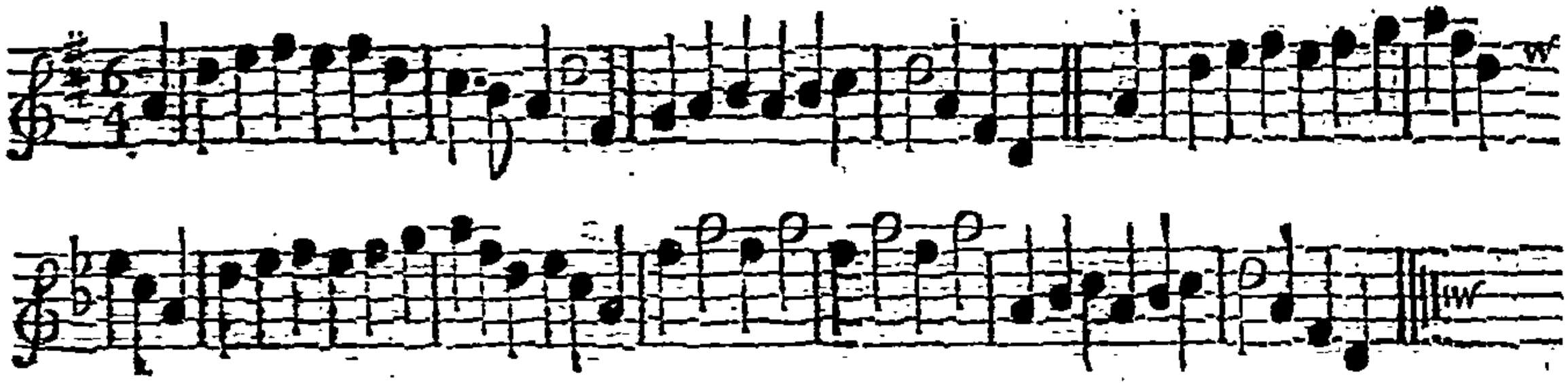
Morgan's Thought. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. lead thro' the 2d Cu. and turn ſingle. Then lead thro' the 3d Cu. and caſt up and ſett. Then lead thro' and caſt off, and lead thro' at the Bottom, caſt up and turn. Then Back to Back all four, and right and left quite round.

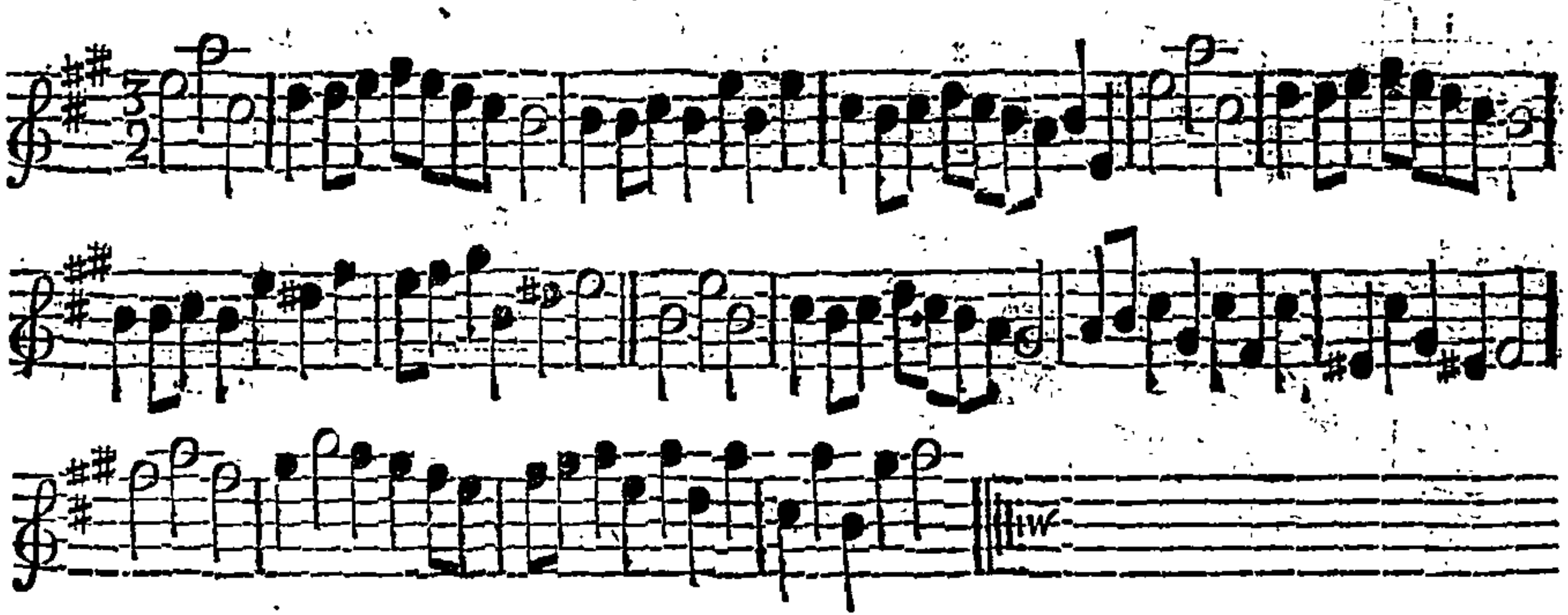
Bump her Belly. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. ſett, and caſt off between the 2d Cu. Then ſett and caſt off below the 3d Cu. Then lead thro' to the Top, and caſt off, then right and left half round. Then turn each his Partner quite round, and then right and left half round.

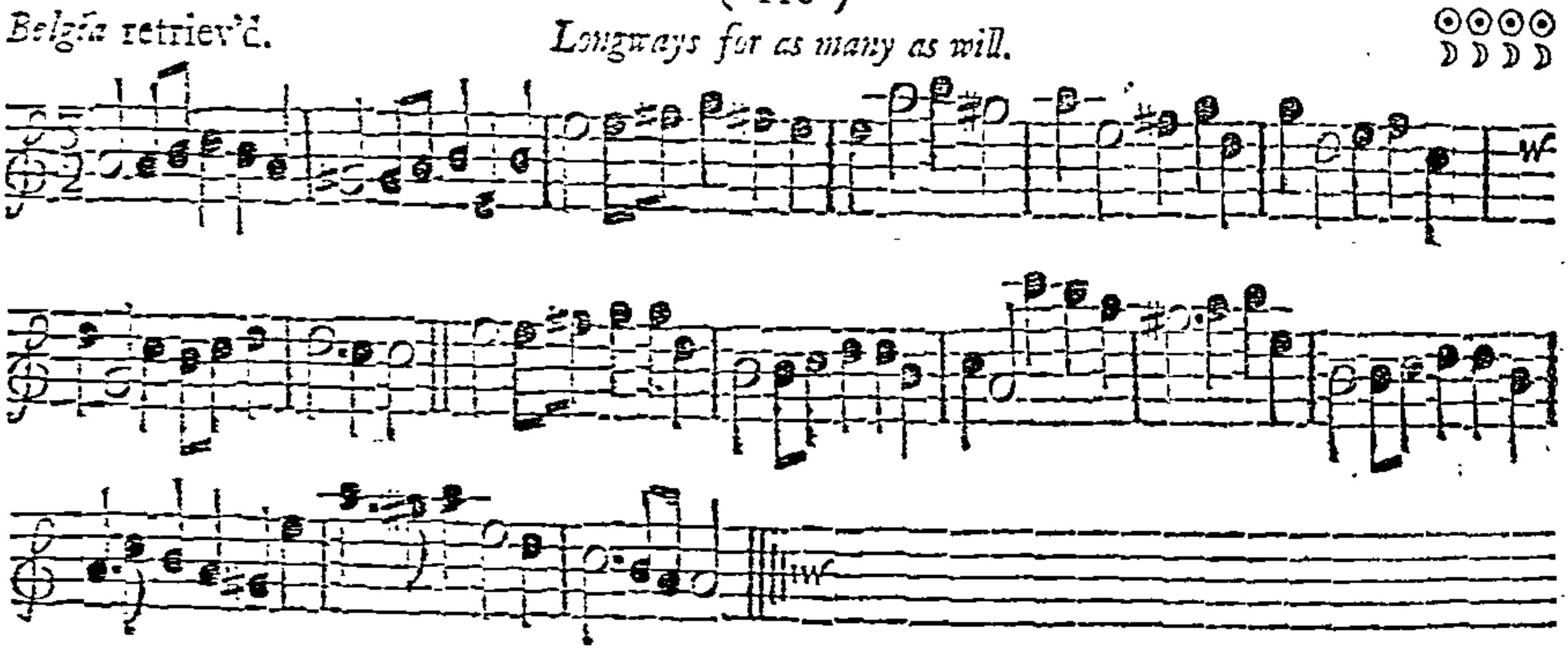
Ramellies Rout. *Longways for as many as will.*



Note : *This Tune is to be play'd quite through.*

The 1ſt Cu. go the Hey with the 2d Man, then with the 2d Wo. Then the 1ſt Cu. croſs over the 2d Cu. and then right and left with the 3d Cu. then lead up through both Cu. and caſt off and turn.

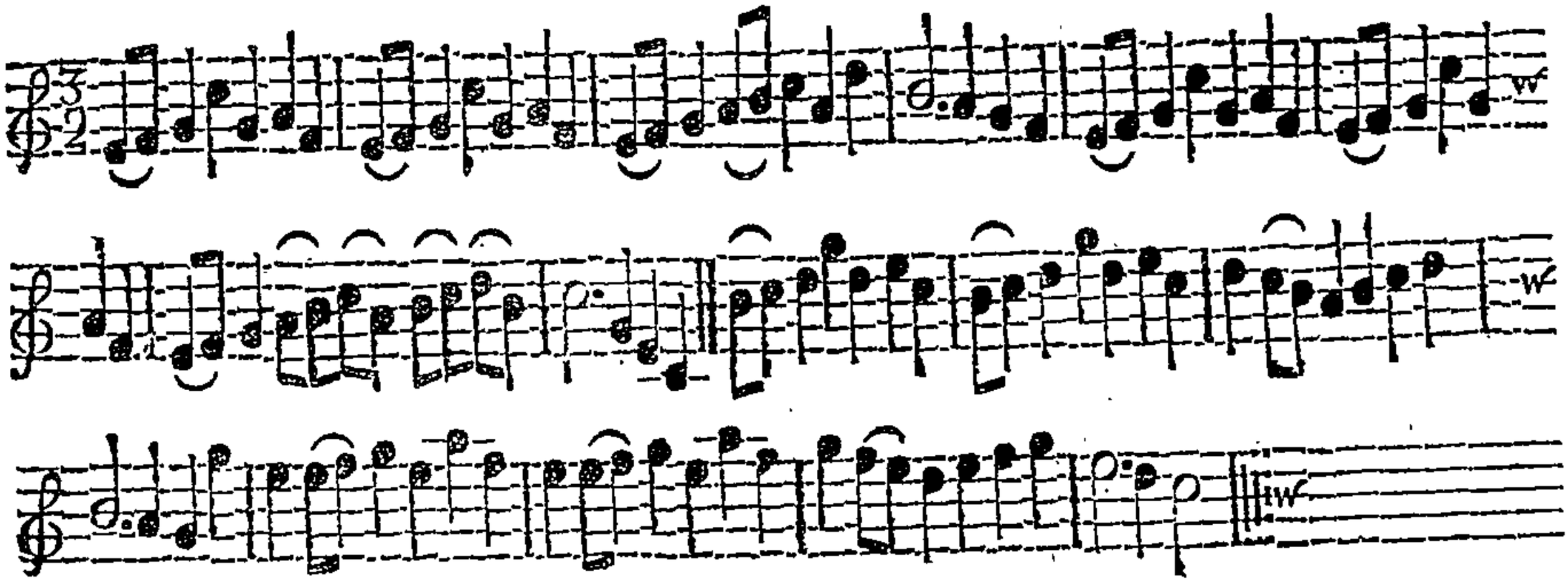
Belgia retriev'd. *Longways for as many as will.*



Honour to the Presence, then to your own Wo. Lead up all forward and back, that again.

The 1st Man turns his own Wo. once and an half, and goes into the 2d Place, and cross over; then the 2d Cu. being in the 1st Cu. Place do the same: Then the 1st Man and 2d Wo. change Places, and the 1st Wo. and 2d Man do the same: Then Hands all and go half round into your own Places and turn single; then the 1st Wo. and 2d Man cross over, and the 1st Man and 2d Wo. do the same; then all take Hands and go half round into their own Places, then the 1st Cu. cast off into the 2d Cu. Place, and so on to the End.

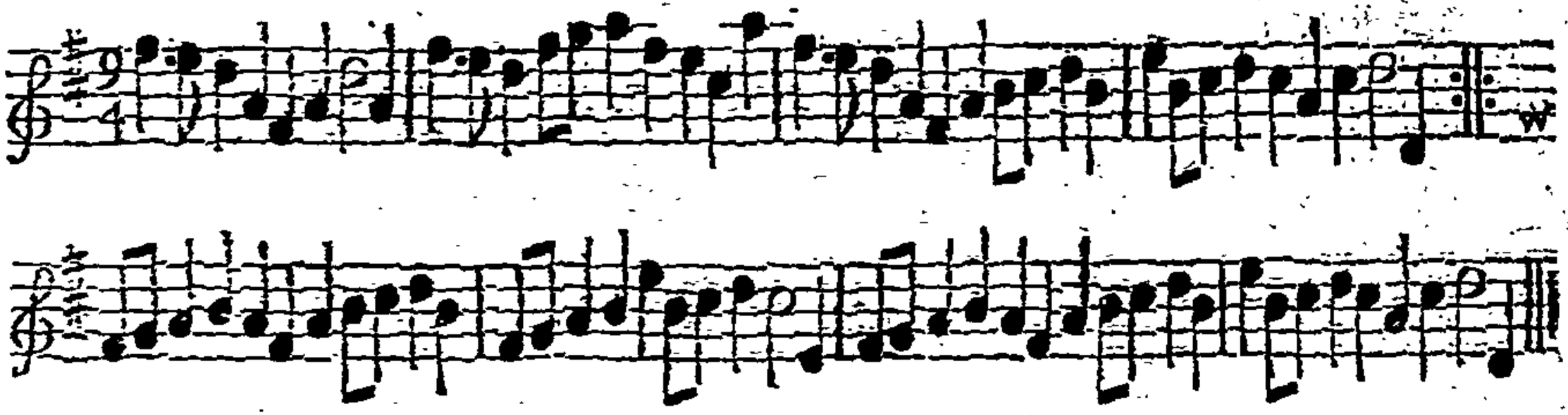
Vain Promise. *Longways for as many as will.*



Note, *The Tune is to be play'd quite through.*

The 1st Cu. crofs over and figure round the 2d Cu. then crofs over the 3d Cu. and figure thro' ∴ Then lead up above the 2d Cu. and caft off into the 2d Cu. Place; then Back to Back, and turn your Partner ∴

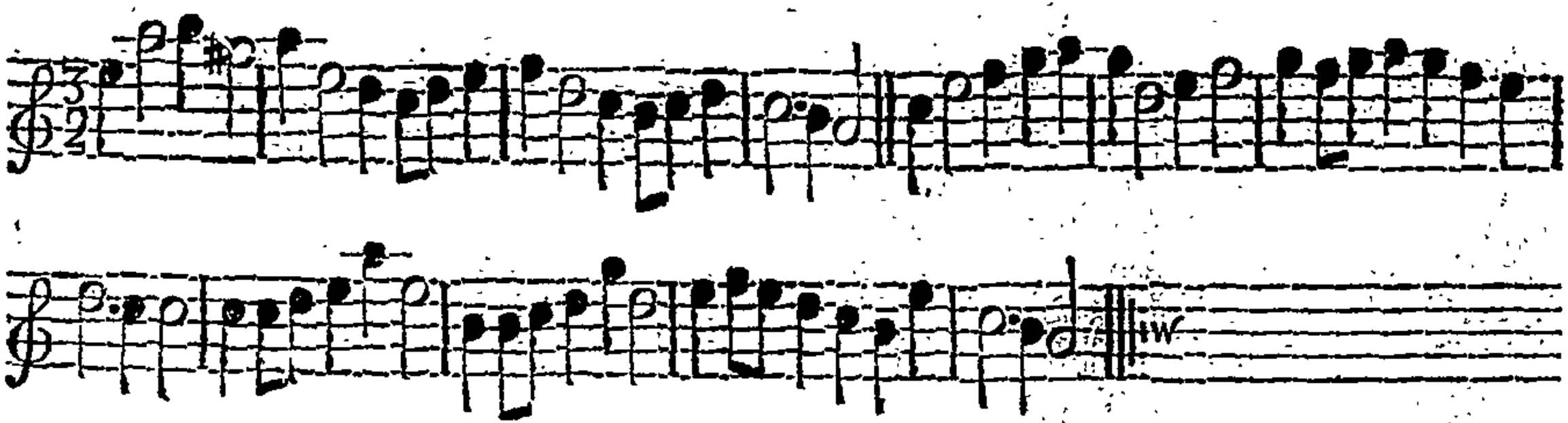
Godwin's Maggot. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. croſs over the 2d and 3d Cu. and draw in and out with the 2d and 3d Cu. 'till you come to your own Places. Then the 1ſt Man change Place with the 2d Wo. and the 1ſt Wo. do the ſame with the 2d Man. Then the 1ſt and 2d Cu. take Hands half round. Then right and left quite round into the 2d Cu. Place.

Kill him with Kindneſs. *Longways for as many as will.*

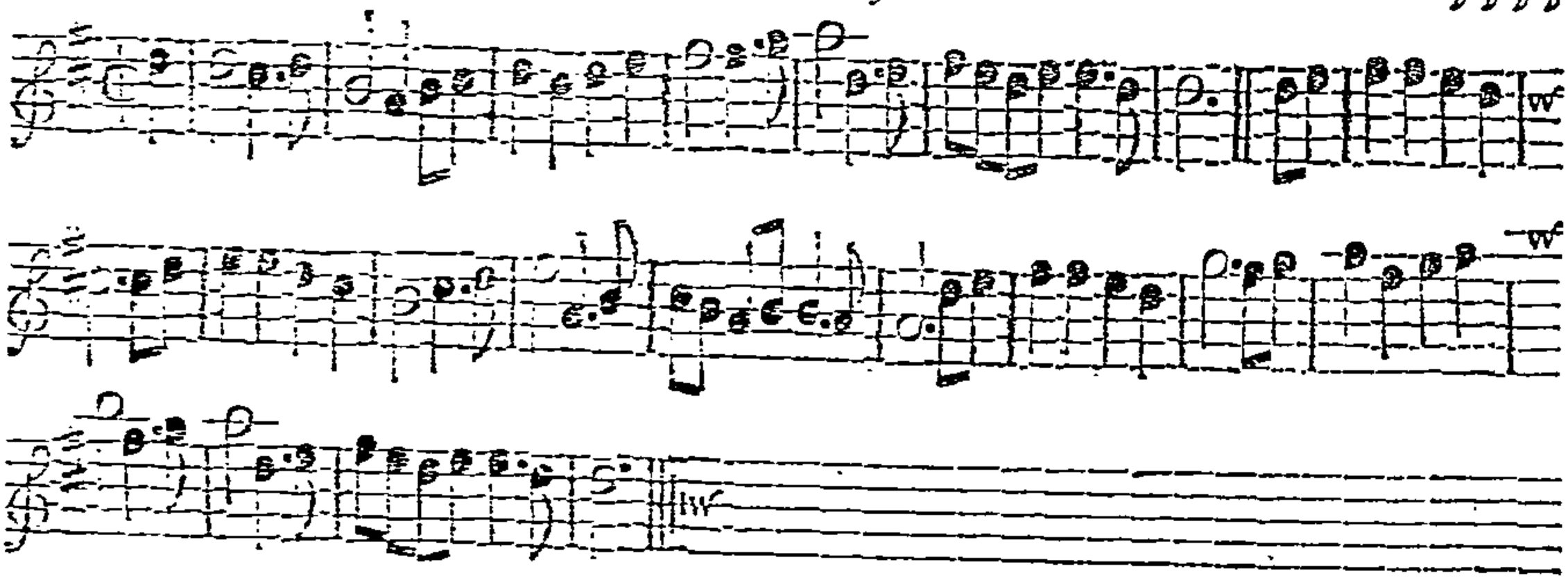


Note, *The firſt Strain is to be play'd twice, and the laſt but once.*

The 1ſt and 2d Cu. lead to the Wall, and turn their Partners, 'till the We. come on the Mens Side. Then lead to the Wall again and turn proper. Then all four Hands half round and turn ſingle, and right and left quite round, 'till the 1ſt Cu. come into the 2d Cu. Place.

Dard Skipper.

Longways for as many as will.

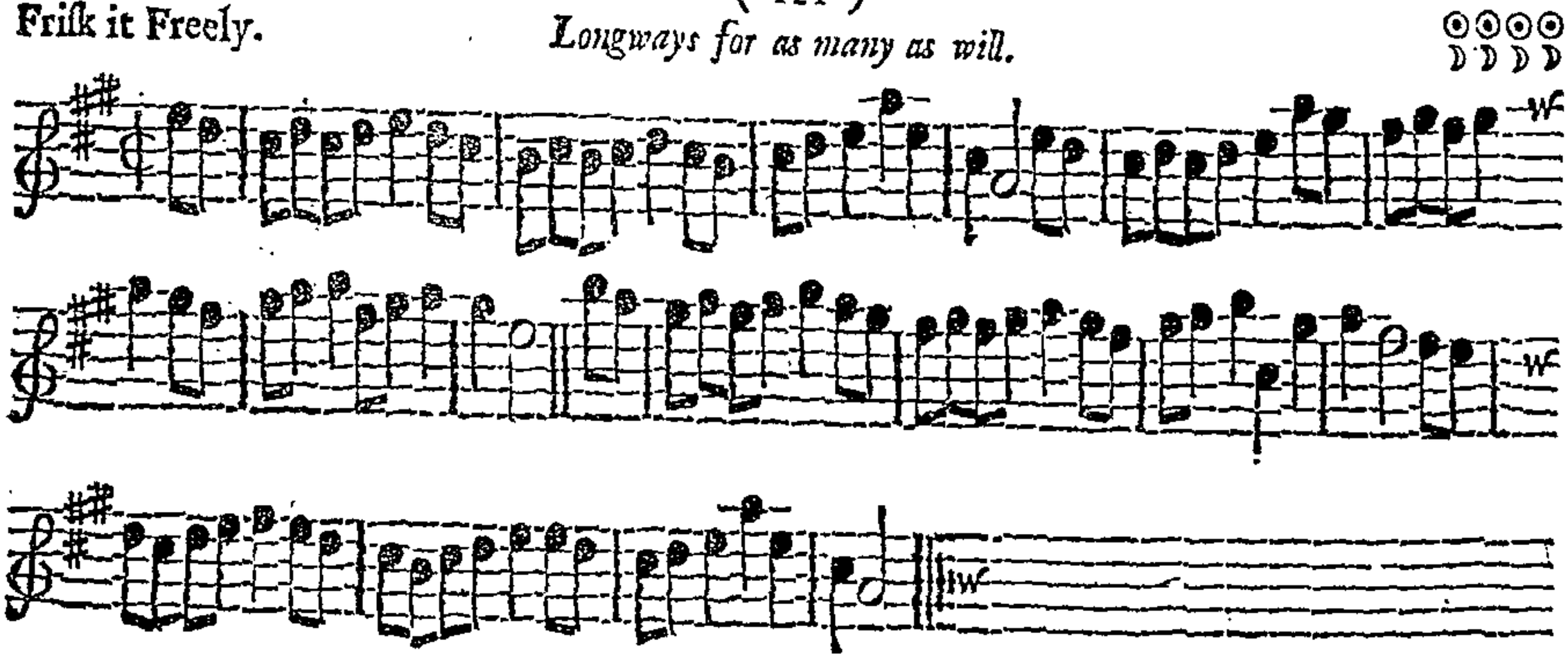


Note: Each Strain is to be play'd twice over.

The 1st Cu. crofs over the 2d Cu. and figure thro' the 3d Cu. Then crofs over above the 2d Cu. and figure thro' Then being in your own Place, turn your Partner twice round, and right and left Then lead thro' the 3d Cu. caft up and turn; then lead thro' the 2d Cu. caft off and turn your Partner round into the 2d Cu. Place, then figure thro' the 3d Cu. and turn

Frisk it Freely.

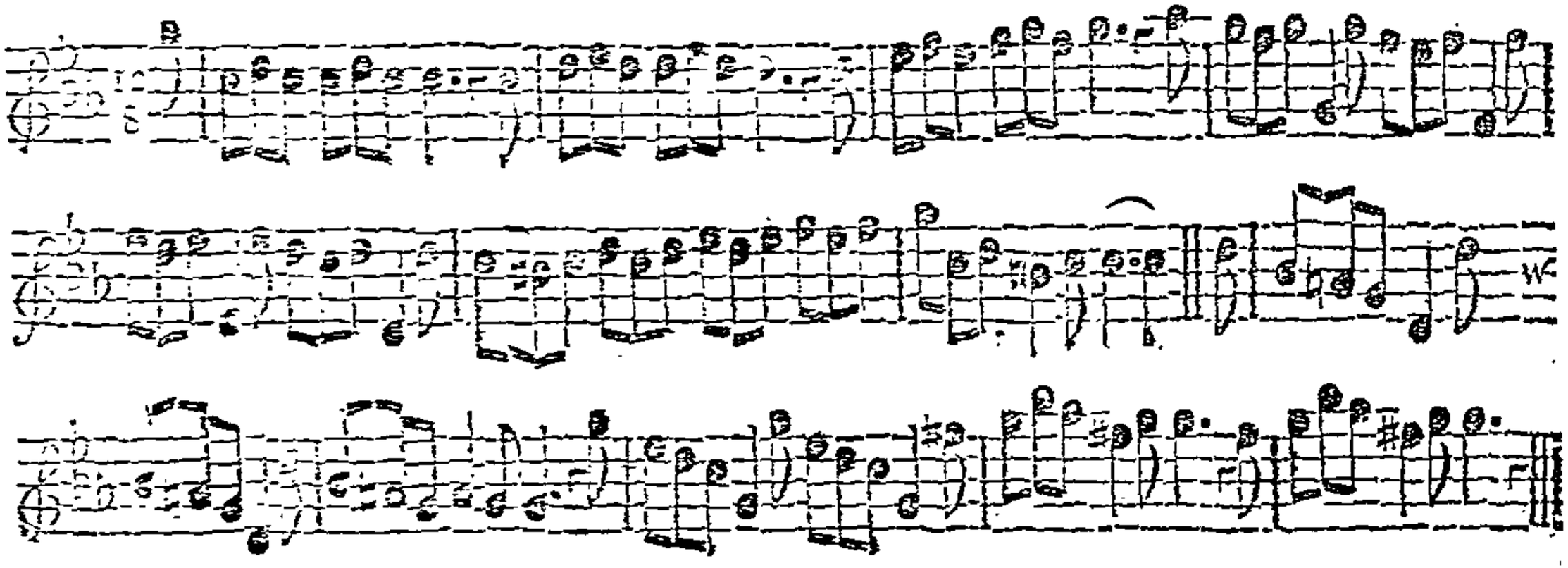
Longways for as many as will.



Note, *This Tune is to be play'd quite through.*

The 1st Cu. lead thro' the 2d Cu. and go without-side below the 3d Cu. then lead up thro' the 3d Cu. and cast up to their own Places ∴ Then the double Figure round the 2d Cu. and right and left 'till the come into the 2d Cu. Place ∴

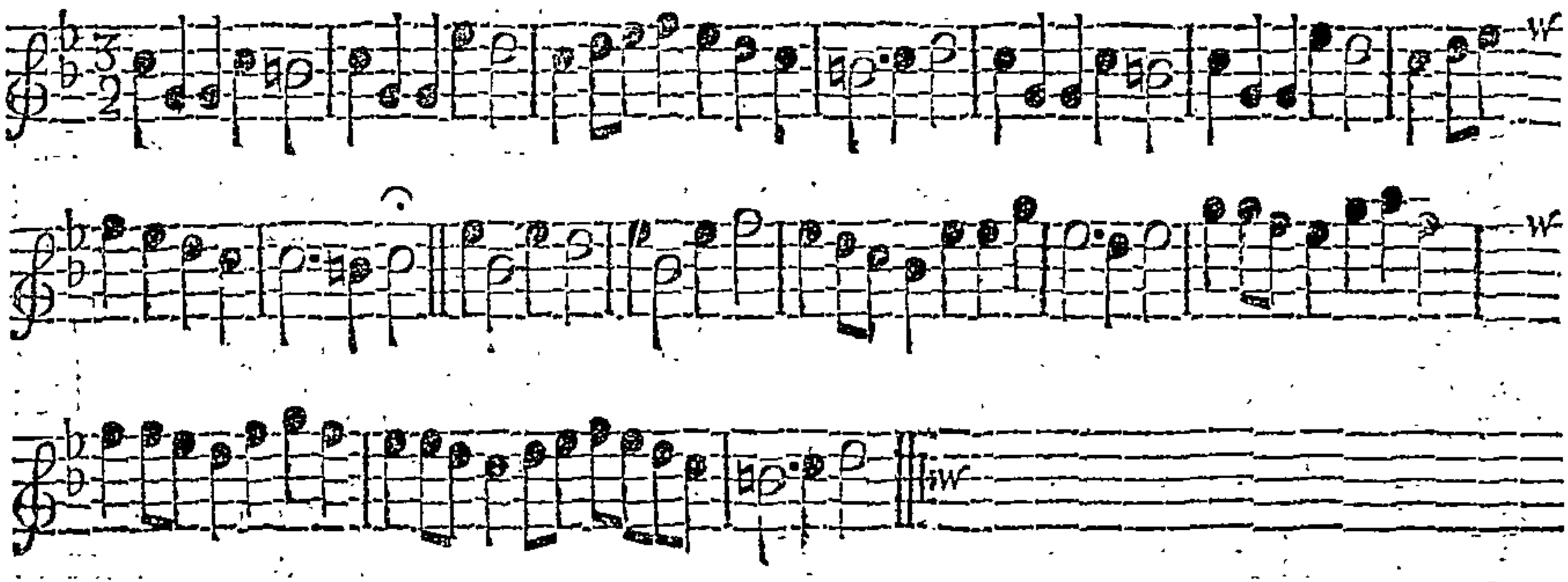
We'll wed and we'll Bed. *Longways for as many as will.*



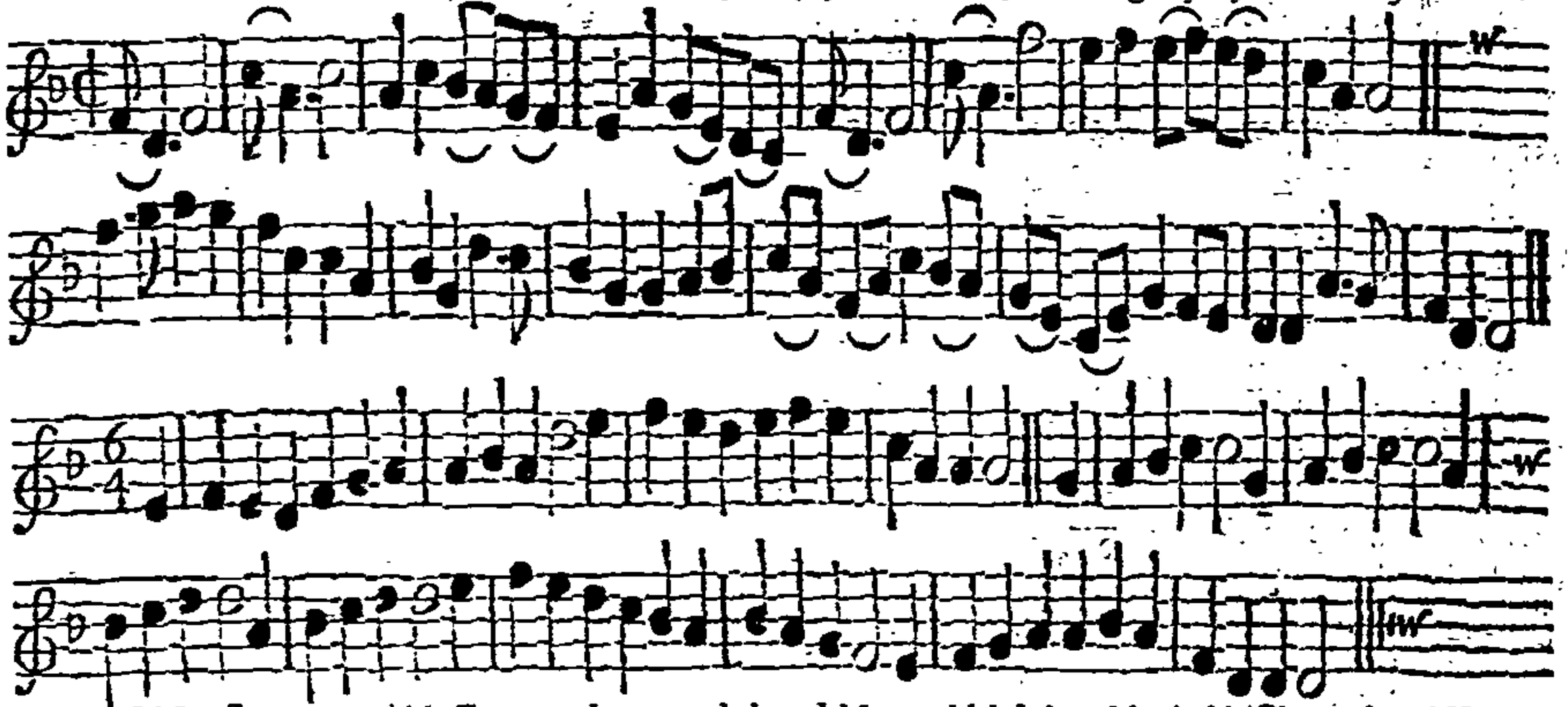
Note, This Tune must be play'd quite through.

The 1st Cu. change Places, the 1st Man sent to the 2d Wo. and the 1st Wo. to the 2d Man, then turn right Hands round; the 1st Man turns his own Wo. with his left Hand half round, and cast off below the 2d Cu. then cross over above the 2d Cu. and fall down between ⁝ Arms half round, back again all four of a Row, face up the Room, then fall back and lead forwards half a Turn single, Faces down the Room, fall back, lead forwards half a Turn single, Faces up, cast off and so to the End ⁝

Hambleton's Round O. *Longways for as many as will.*

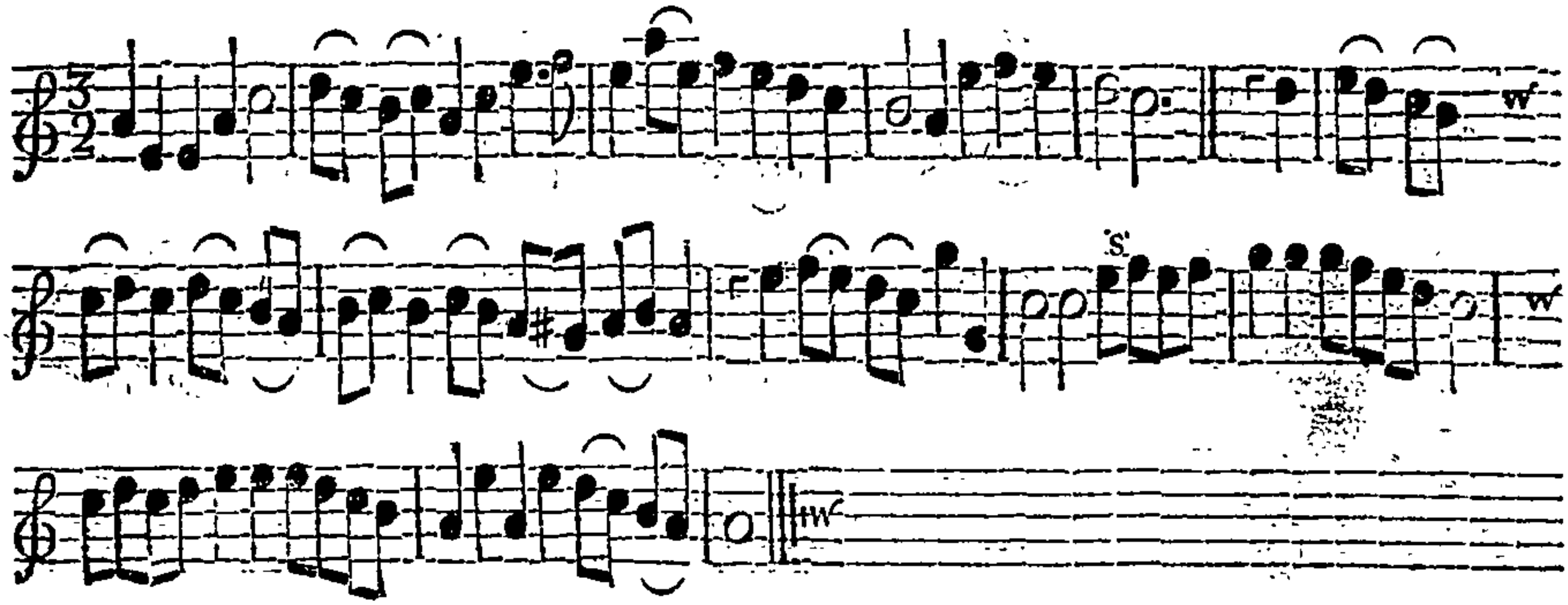


The 1ſt Cu. caſt off, the Man going the Hey with the 3d Cu. and the Wo. with the 2d Cu. then turn Hands in the 2d Cu. Place. Then the 1ſt Wo. change Place with the 2d Man, and the 1ſt Man do the ſame with the 2d Wo. then Hands half round and turn ſingle, then right and left into the 2d Cu. Place.



The 1ſt Man figures round his Partner, then round the 2d Man, which brings him in his Place; the 2d Wo. do the ſame at the ſame Time. Then the 1ſt Wo. and 2d Man do the ſame as the other did. Then the 1ſt and 2d Men lead thro' the two We. and caſt off and turn; then the 1ſt and 2d We. do the ſame. Then 1ſt Man go Back to Back with the 2d Wo. Then 1ſt Wo. go Back to Back with the 2d Man. Then the 1ſt Man clap twice with his Partner, the other Cu. do the ſame at the ſame Time. Then the two Men and two We. clap twice both at the ſame Time, turning each other; the 1ſt Man muſt obſerve in turning, to turn himſelf into the 2d Cu. Place, but his Wo. muſt turn to the Top, then clap with the contrary Partner twice, then the two Men clap twice, then take each his own Partner, and turn quite round.

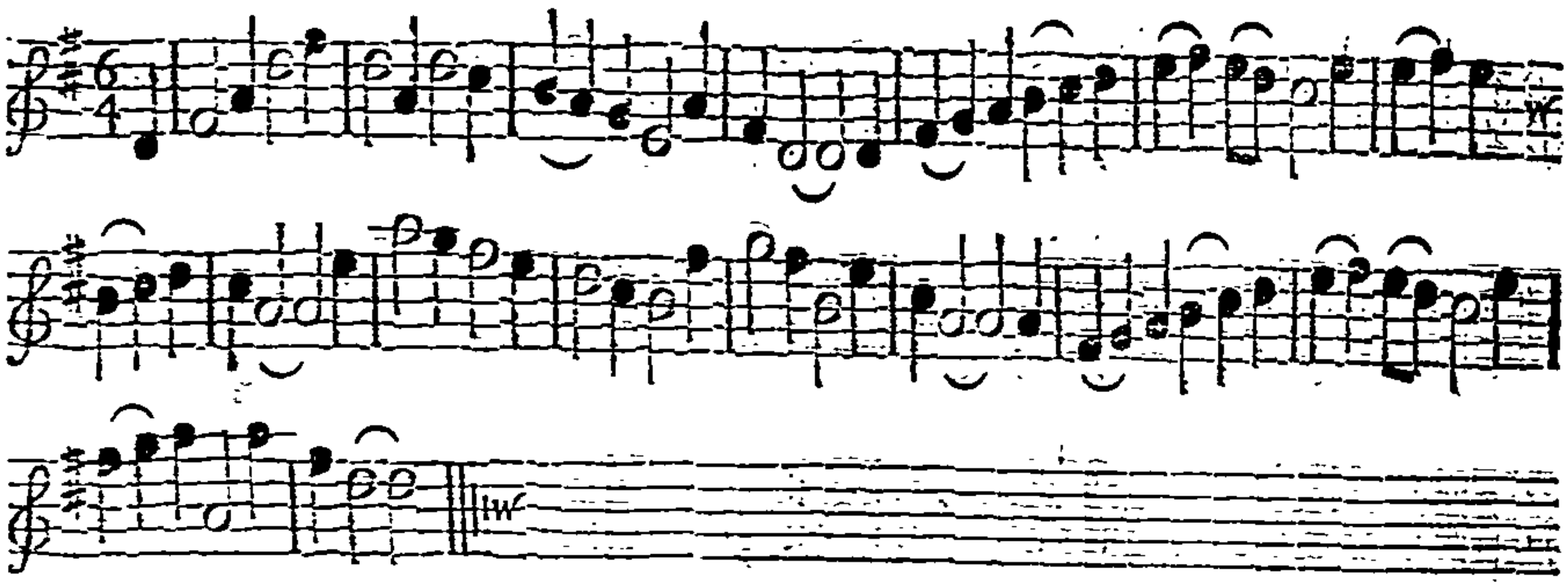
Pretty *Poll.* *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the second once, and so far as the Repeat again.

The 1st Cu. cast off and turn Hands. The 2d Cu. do the same. The 1st Cu. clap Hands and cast off below the 2d Cu. then all four change Places, and right and left half round, and cast off. Then clap Hands and turn single, This from the Repeat.

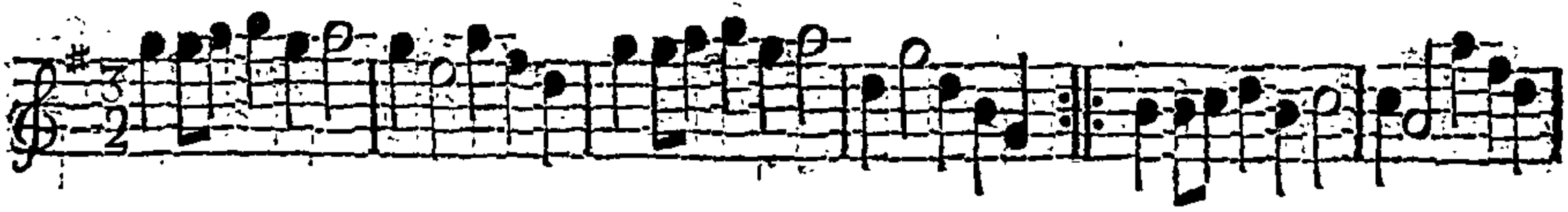
Dame of Honour. *Longways for as many as will.*

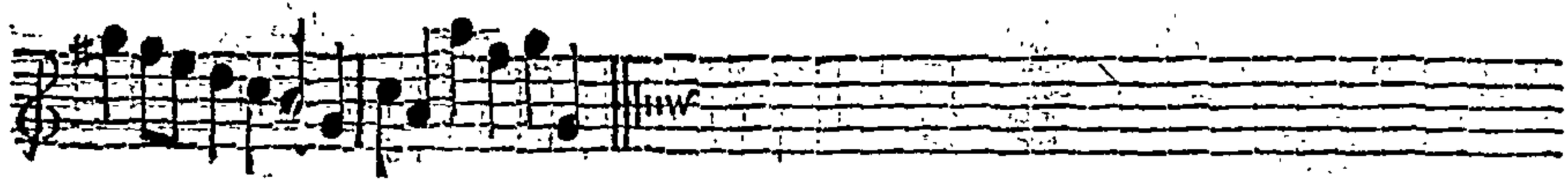


Note, This Tune must be play'd quite through.

The 1st Man turn the 2d Wo. the 1st Wo. turn the 2d Man; then cross over and cast up, and cross round into the 2d Cu. Place. The 1st and 2d Cu. take right Hands across and go half round, then left Hands and back again, then cast off, and right and left quite round. The 1st and 2d Cu. take Hands and draw half round, then back again, and cross over and lead thro' the 3d Cu. and turn.

Young *Strephon.* *Longways for as many as will.*

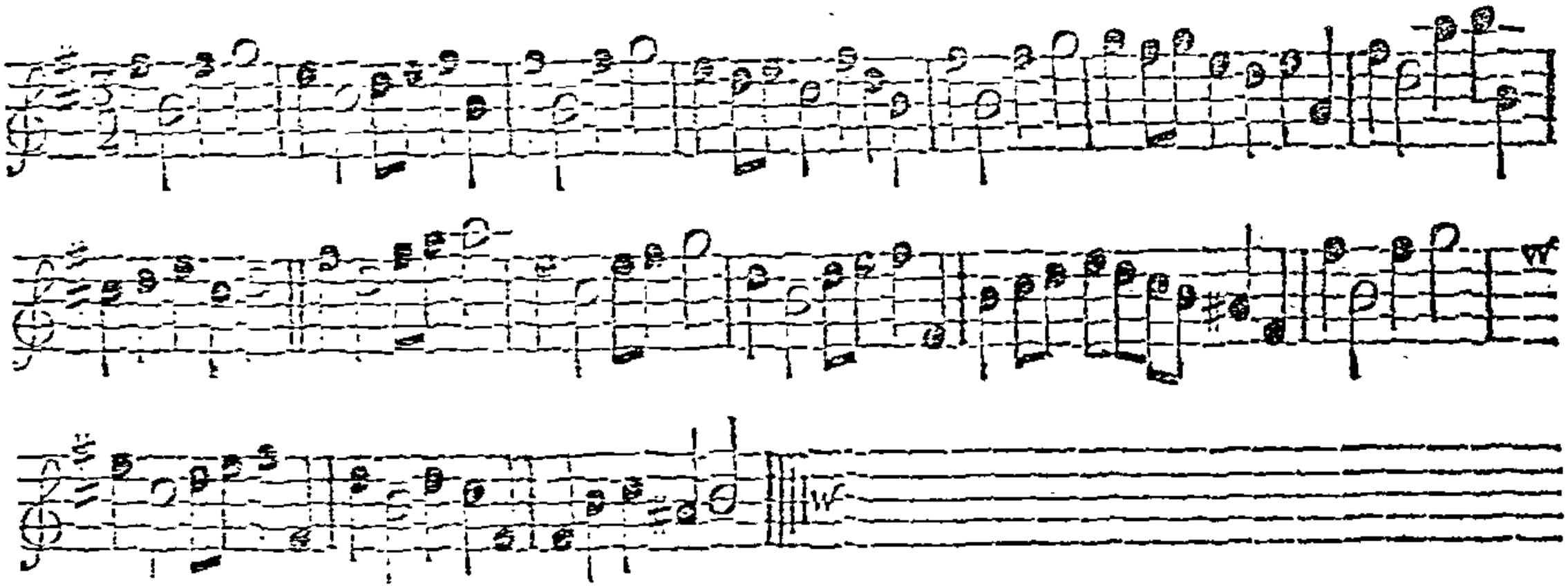




Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. croſs over and turn Hands in the 2d Cu. Place. Then croſs over the 3d Cu. and turn. Then lead up thro' the 3d Cu. and go on the Outſide of the 2d Cu. into their own Places. Then lead down thro' the 2d and 3d Cu. and turn in the 2d Cu. Place.

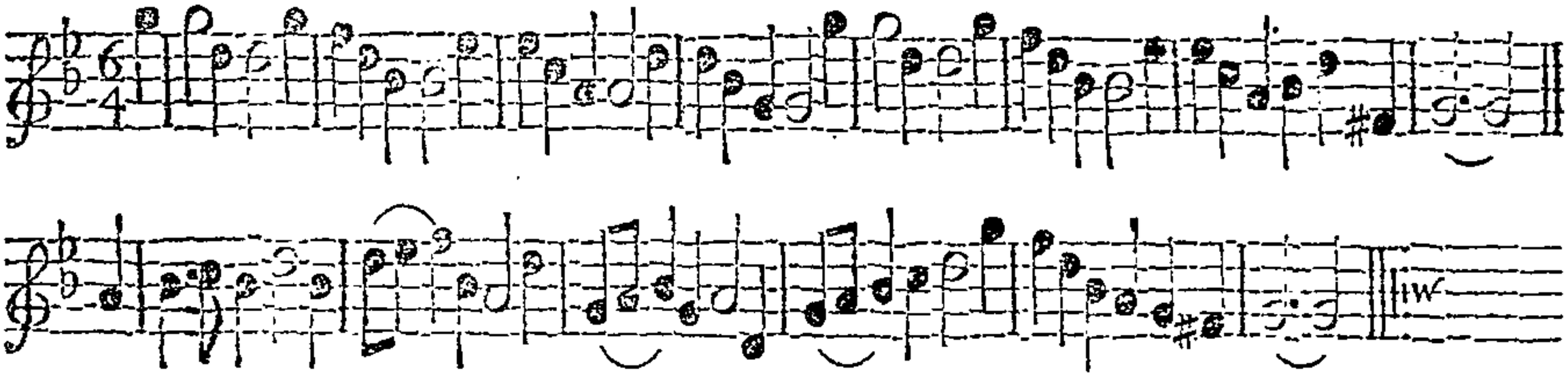
Mrs. Savage's Whim. *Longways for as many as will.*



Note: *The first Strain is to be play'd twice, and the last but once over.*

The 1st Man fett to the 2d Wo. then turn the 2d Man, and go Back to Back with his own Partner ∴ The 2d Wo. do the same ∴ Then the 1st Cu. crofs over, and go Back to Back with your Partner, then go the Figure above into the 2d Cu. Place ∴

Longways for as many as will.

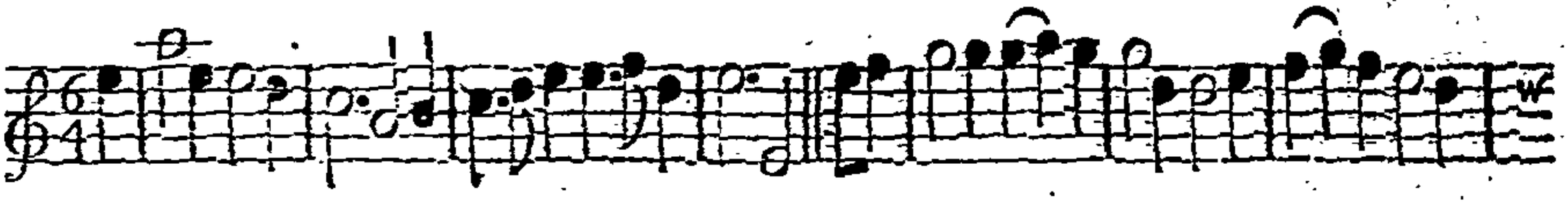


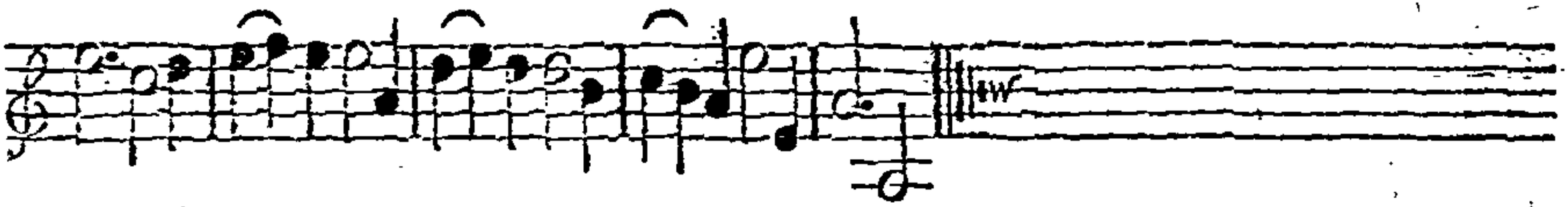
Note, Each Strain is to be play'd twice over.

All four Hands acrofs quite round, the 1ft Cu. caft off and turn Hands. Then all four left Hands acrofs quite round, the 1ft Cu. caft up and turn Hands. The 1ft Man back with the 2d Wo. then Back to Back with his Partner. The 2d Man back with the 1ft Wo. then Back to Back with his Partner at the fame Time the 1ft Cu. cafts off.

Or thus: The 1ft Man leads off his Partner, the Wo going the Figure of 8 round the 3d Cu. the Man doing the fame with the 2d Cu. and meets his Partner between the 1ft and 2d Men, then lead thro' the 2d Wo. and turn in the Middle, then lead thro' the 2d and 3d Men, and turn as before.

Dafo the Drawer. *Longways for as many as will.*

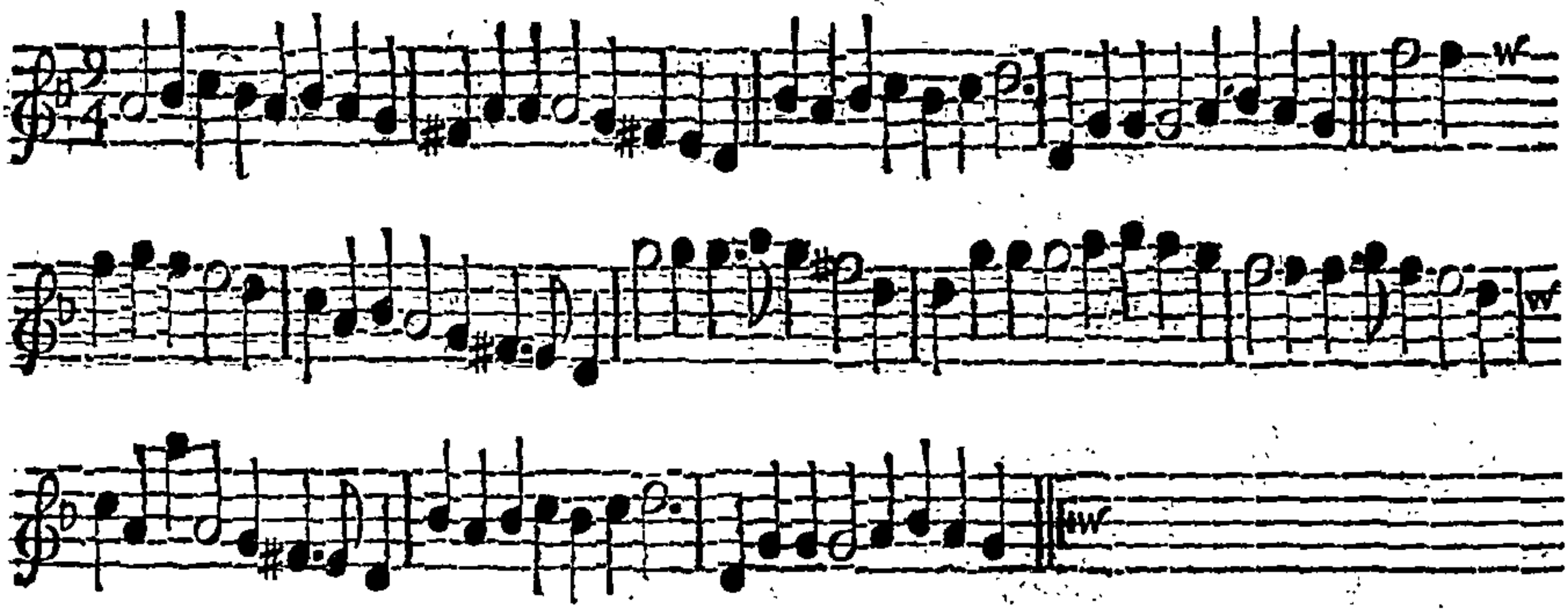




Note, *Each Strain is to be play'd twice over.*

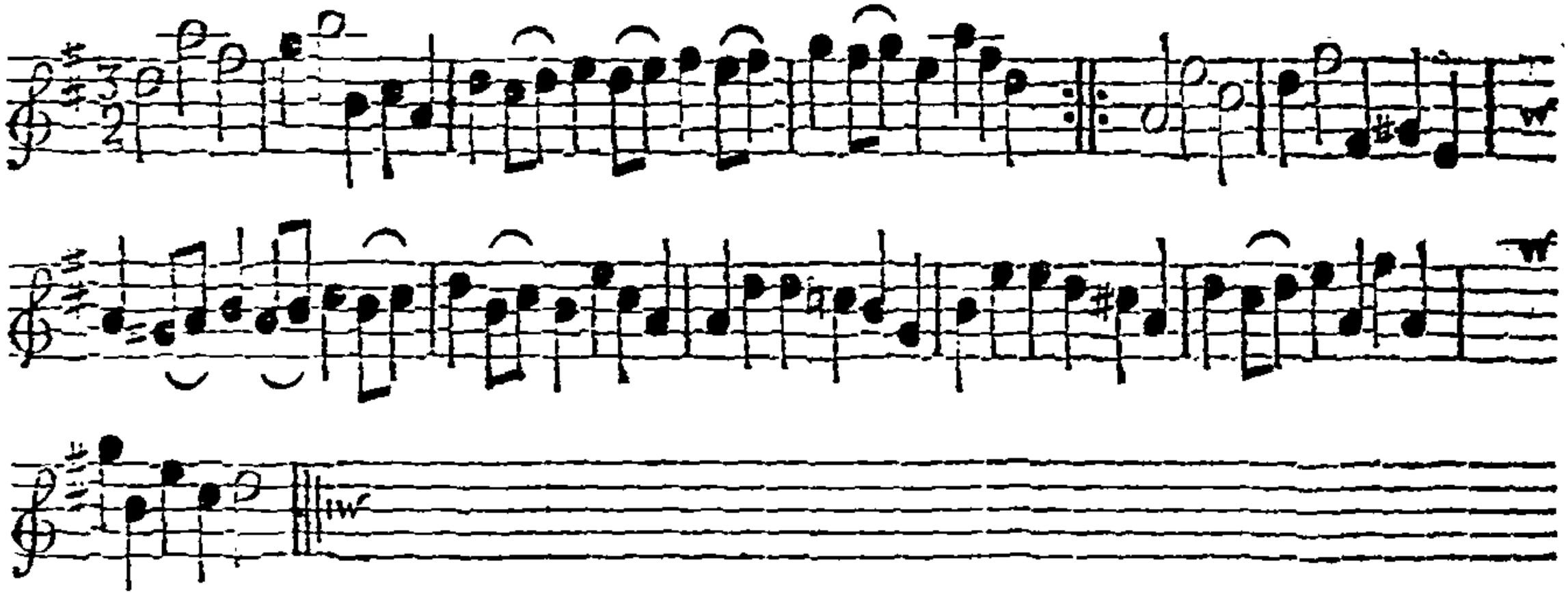
The 1ſt and 2d Cu. right Hands acroſs half round. Then left Hands acroſs back again. Then the 1ſt and 2d Cu. draw Hands quite round into their own Places, then right and left half round. Then the 1ſt Cu. leads Hands thro' the 3d Cu. then turn in the 2d Cu. Place.

A Trip to *Marrow-bone.* *Longways for as many as will.*



The 1ſt Man croſs over round the 2d Cu. and comes again into his own Place and ſtands ſtill, and his Partner does the ſame; then take Hands and lead down thro' the 2d Cu. and up again and caſt off, then the firſt Cu. being in the 2d Cu. Place, take Hands and draw round into their own Places, then clap Hands and caſt off.

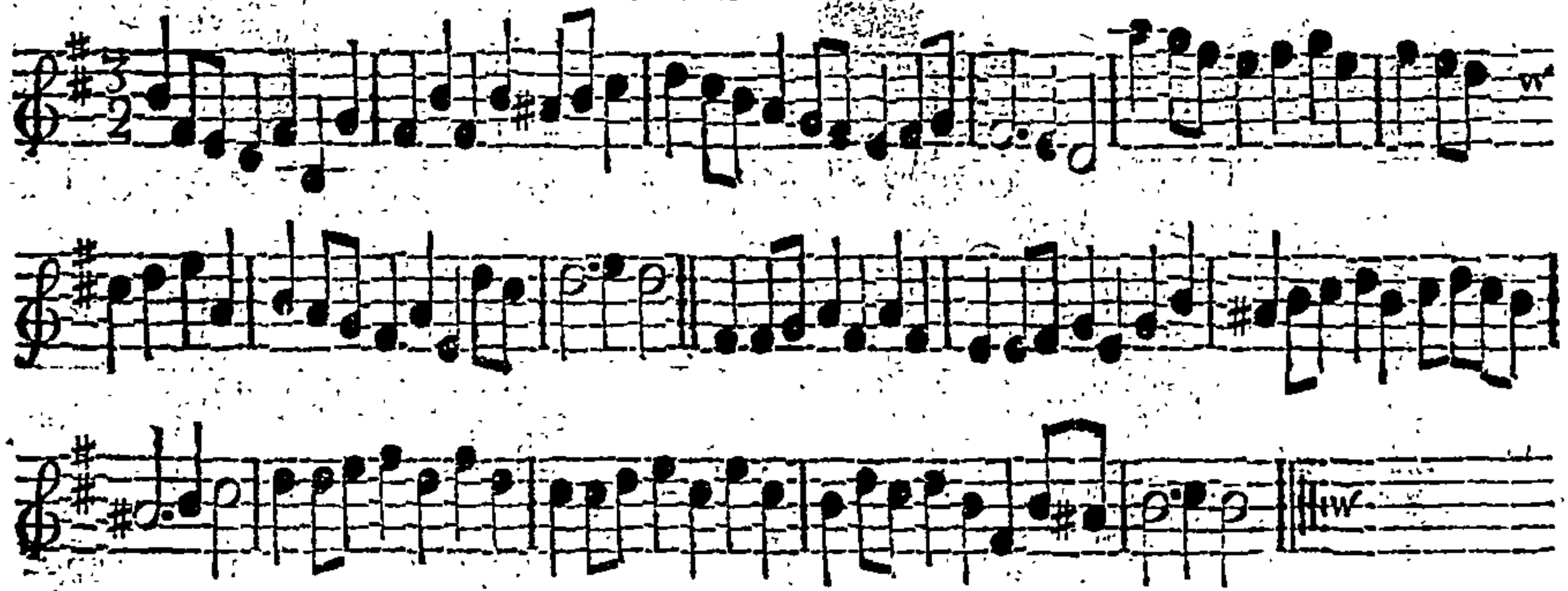
Orleans baſſed. *Longways for as many as will.*



Note, *The firſt Strain is to be play'd twice, and the laſt but once.*

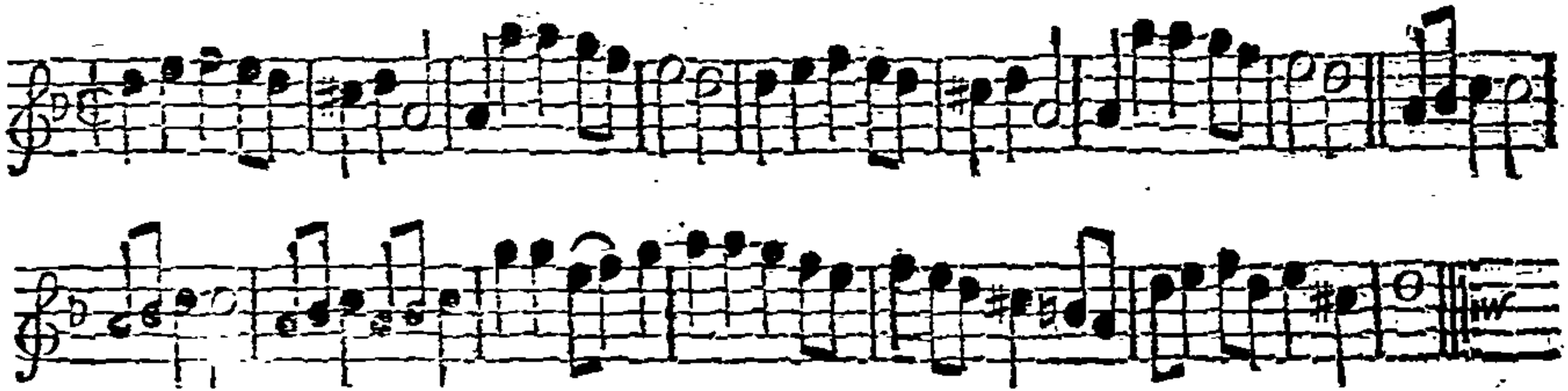
The firſt Cu. caſt off, and draw Hands below the 3d Cu. then caſt up again and draw Hands above the 2d Cu. then the 1ſt Man change Places with the 2d Wo. and the 1ſt Wo. do the ſame with the 2d Man; then right and left 'till the 1ſt Cu. comes into the 2d Cu. Place.

The Volunteer. *Longways for as many as will.*



The 1ſt Cu. go the Figure thro' the 2d Cu. and then croſs over above into the 2d Cu. Place, the other Cu. do the like ∴ Then both Cu. clap Hands with their Partners, then the 1ſt Cu. caſt off, and right and left with your Partners quite round,∴ The 2d Cu. being in the 1ſt Cu. Place, then clap Hands and caſt off, and then right and left as before.∴

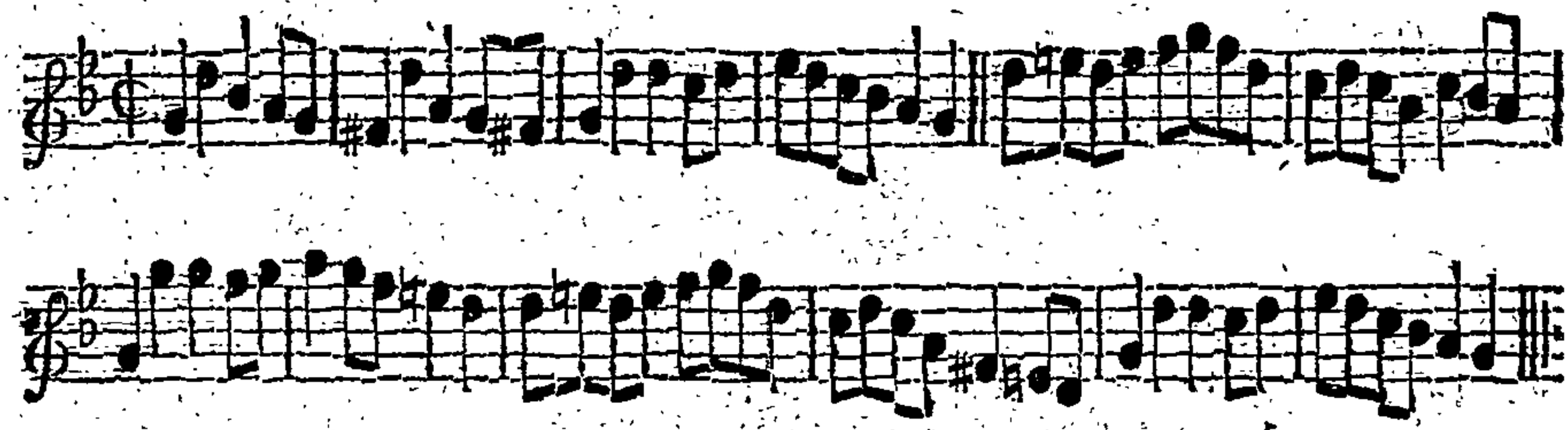
Longways for as many as will.



Note, *The firſt Strain is to be play'd but once, and the laſt twice.*

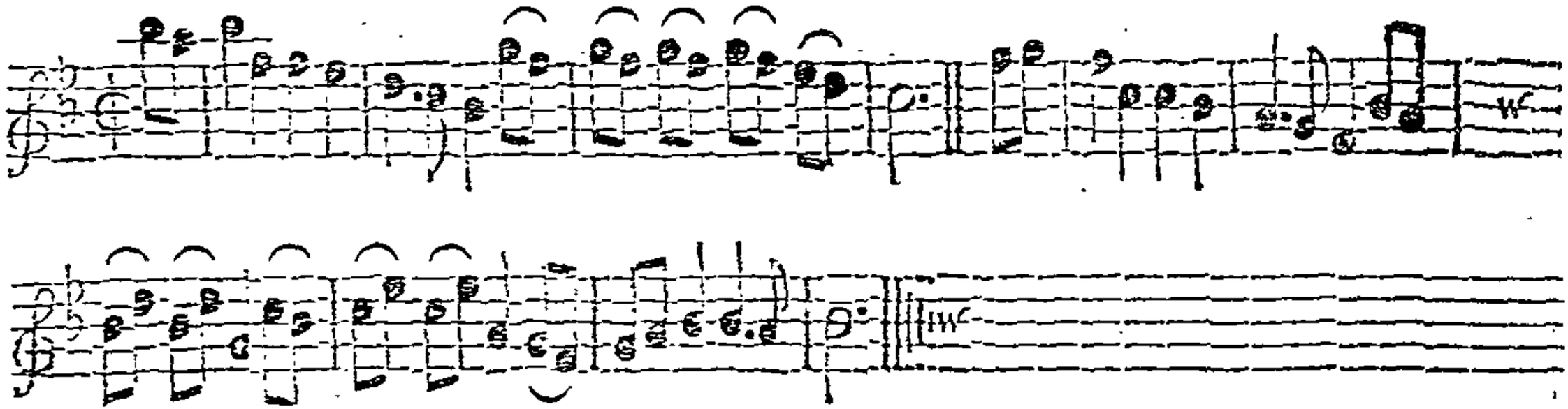
The 1ſt Cu. Arms half round, then caſt off below the 2d Cu. the ſame again and caſt up. Then all four lead in to each other, and turn ſingle and go half round, Men improper. The 1ſt Man and 2d Wo. change Places, the 1ſt Wo. and 2d Man do the ſame; then the 1ſt Cu. ſett and caſt off, and ſo to the End.

Slater's Fancy. *Longways for as many as will.*



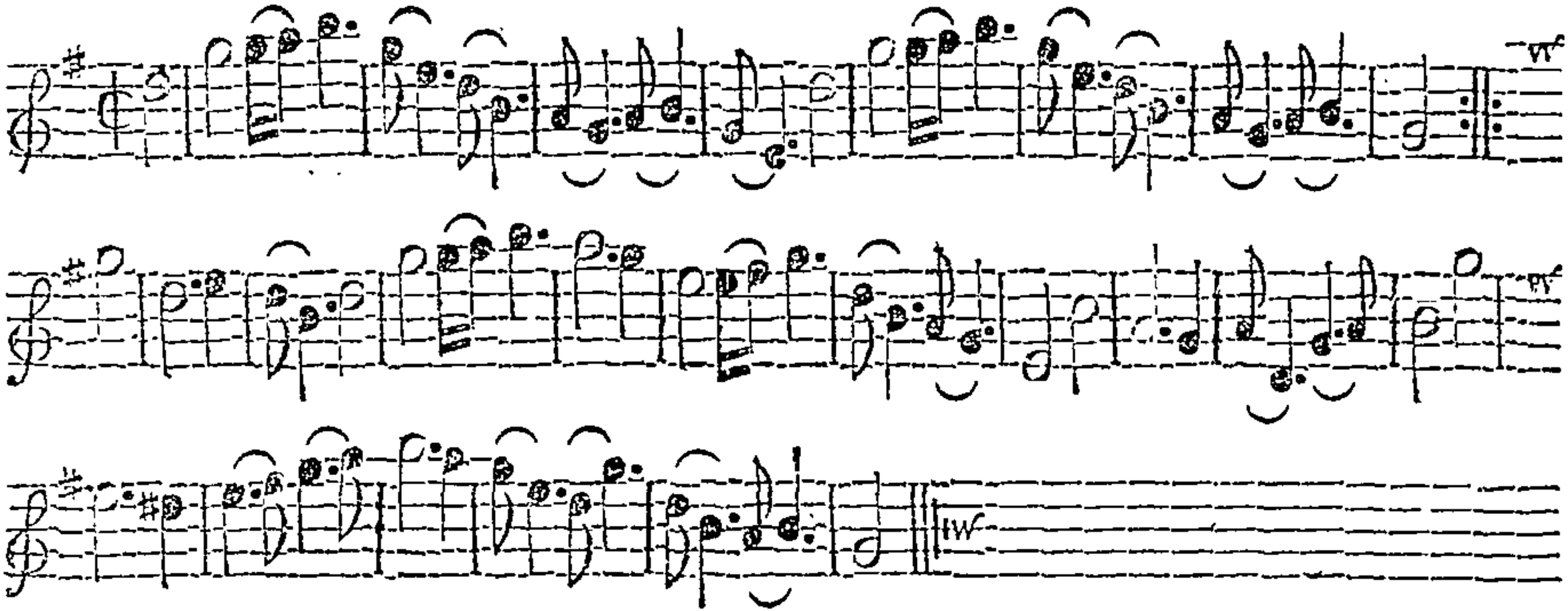
The 1ſt Man caſt off below the 2d Man, and the 2d Wo. caſt up above the 1ſt Wo. the 1ſt and 2d Cu. do the ſame, then go the Figure of eight, which brings them into their own Places, then the 1ſt Cu. croſs over and figure at the Bottom, and caſt up and turn.

Eccles's Maggot. *Longways for as many as will.*



The 1ſt Cu. caſt off and lead up Hands all abreaſt with the 2d Cu. then the ſingle Figure round the 2d Cu. into the 2d Cu. Place and turn ∴ The 1ſt Cu. lead thro' the 2d and 3d Men, and turn in the Middle, then the ſame thro' the 2d and 3d We. and turn as before.

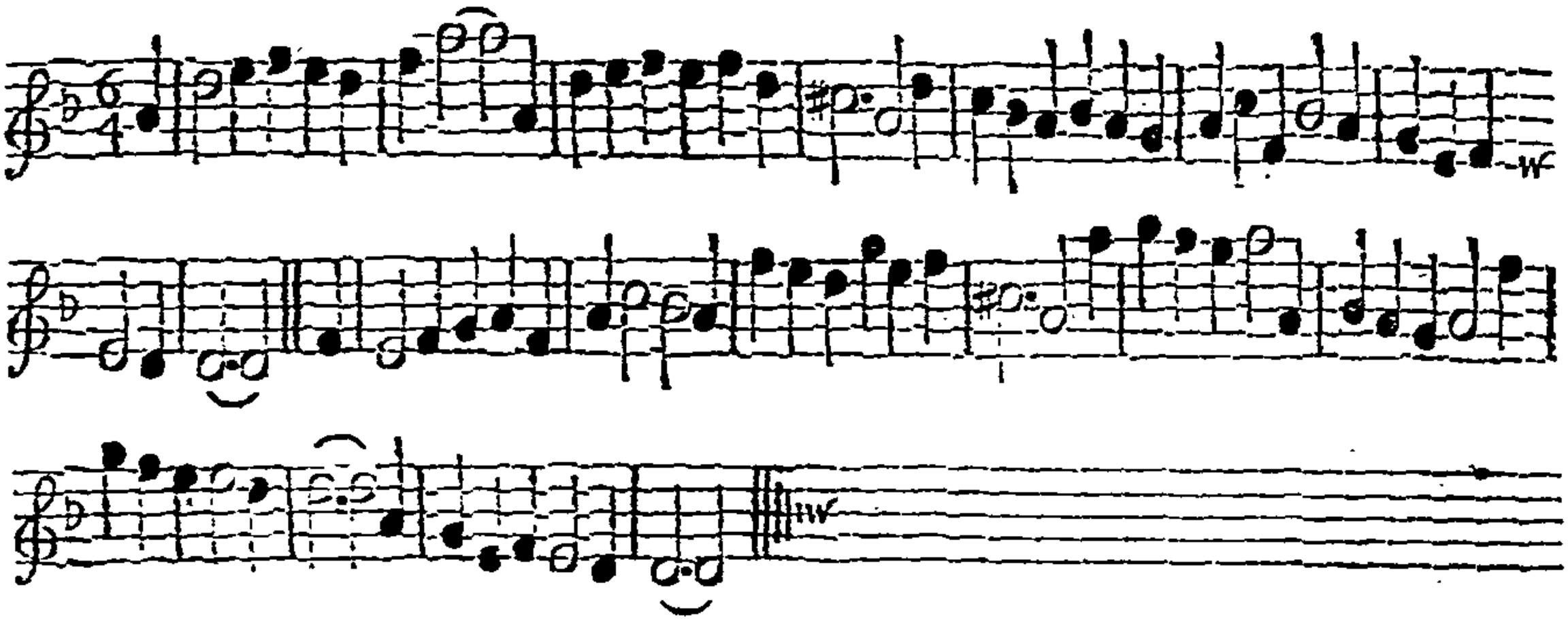
Jasper's Maggot. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

The 1st Cu. cross over and turn ⁝ Then lead thro' the 3d Cu. and cast up and turn ⁝ Then Hands half round with the 1st couple and and turn single, and right and left half round ⁝ Then Hands half round with the 3d Cu. and turn single, then right and left half round ⁝

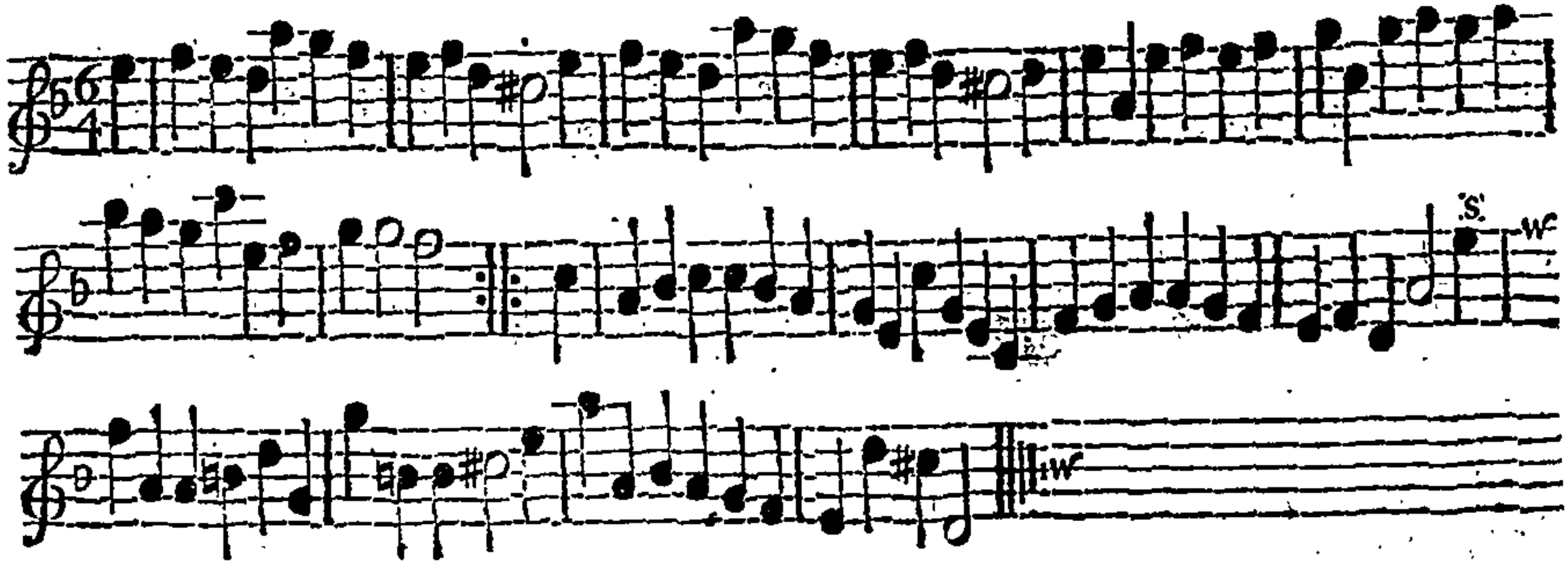
All alive. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Cu. ſett to each other, then caſt off and go half the Figure, then caſt off again into the 2d Cu. Place Improper. Then the 2d Cu. do the ſame. Then all four croſs over and give a Jump, then Face to Face, and Jump again, and Back to Back with your Partner, the 1ſt Man and 2d Wo. meet, then take right and left Hands, the 2d Man and 1ſt Wo. do the ſame. Then go quite round Hands a-croſs, which will bring the 1ſt Cu. into the 2d Cu. Place.

Ducks and Drakes. *Longways for as many as will.*

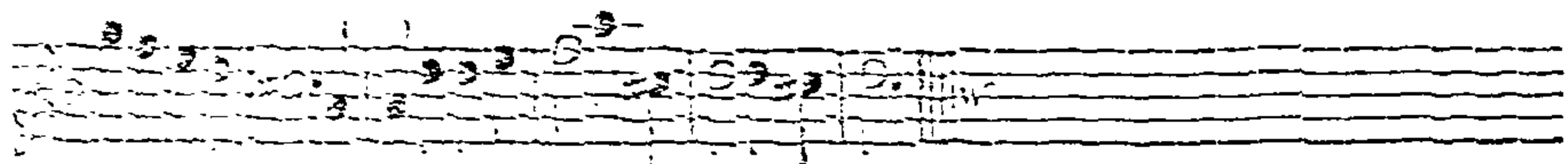


Note, Each Strain is to be play'd twice over, and repeat each Time.

The two 1ſt Cu. lead to the wall and back again, then the 1ſt Cu. caſt off and turn Hands :. Then lead to the wall and back again, the 1ſt Cu. caſt up and turn Hands in their own Places :. The 1ſt Man croſs over with the 2d Wo. and the 2d Man with the 1ſt Wo. the two Men lead thro' the two We. then the two We. lead thro' the two Men :. The 1ſt Man caſt up round the 2d Man into his proper Place, the 2d Wo. caſts off into hers at the ſame Time; then the 2d Man caſt off into his proper Place, the 1ſt Wo. caſts up into hers at the ſame Time, then the 1ſt Cu. caſt off and turn Hands :.

Put in all.

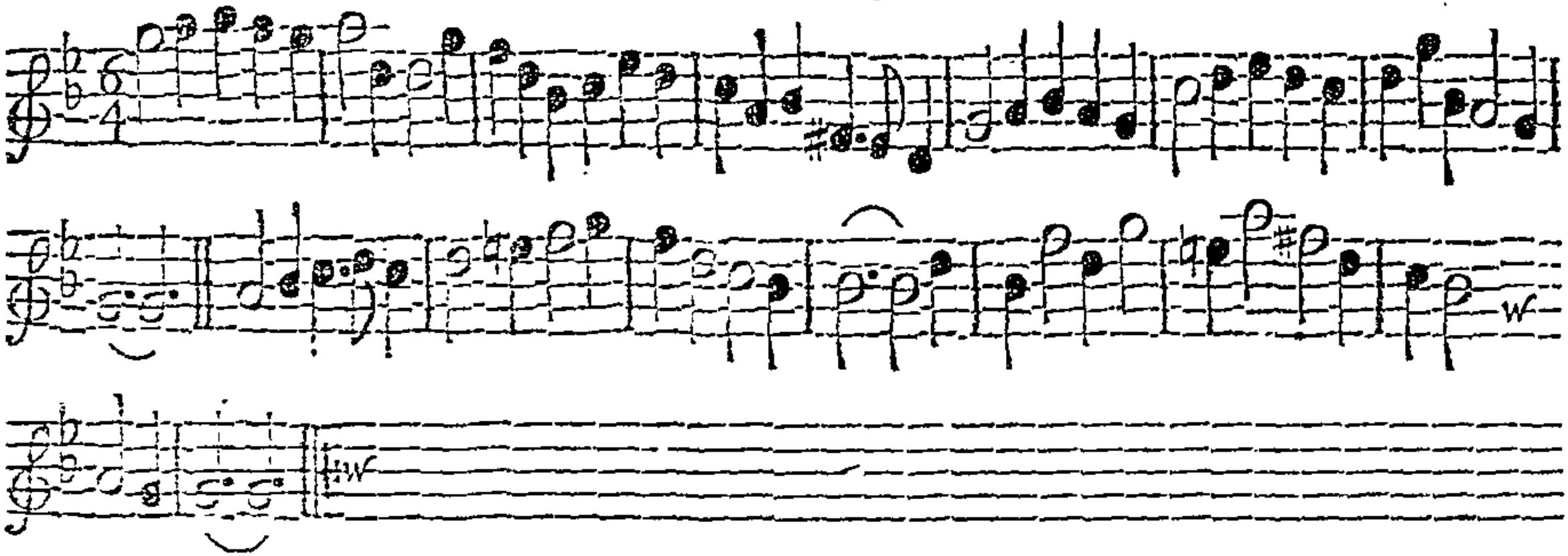
Longways for as many as will.



Note, Each Strain is to be play'd twice over.

The 1st Man goes to the 2d Wo. and takes her by the left Hand with his right, and turn her [illegible] The 2d Man to the like with the 1st Wo. and [illegible] Hands till they are in their own Places, and [illegible] Hands till they [illegible] right and left quite round, and the 1st Co. [illegible]

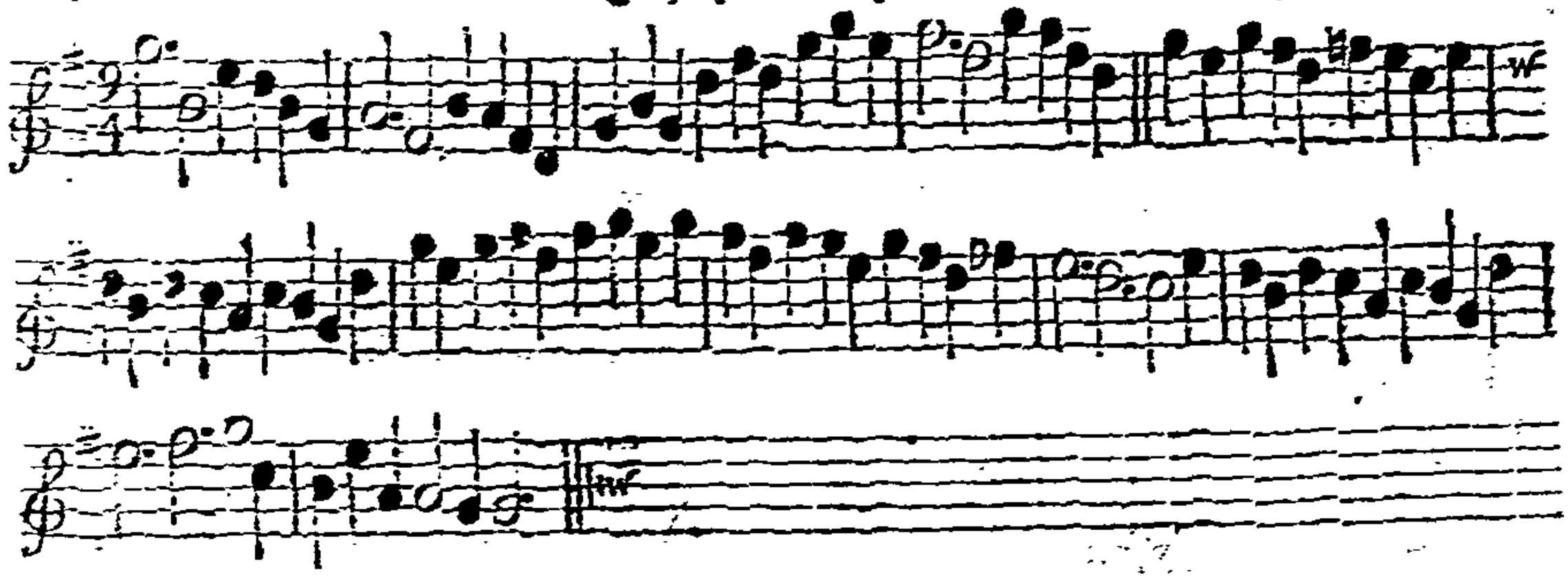
A Pint of *Derby*. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Man take his Partner by the left Hand and cast off and lead her thro' the 2d Co. then the 2d Wo. and fall into the 2d Co. Place. Then the 2d Co. do the same. Then the 1st Man and 2d Wo. fett and turn single the 2d Man and 1st Wo. turn Hands at the same Time, then the two Men and two Wo. Back to Back. This all Down and Down through, then up again, then the 1st Co. cast off and turn Hands.

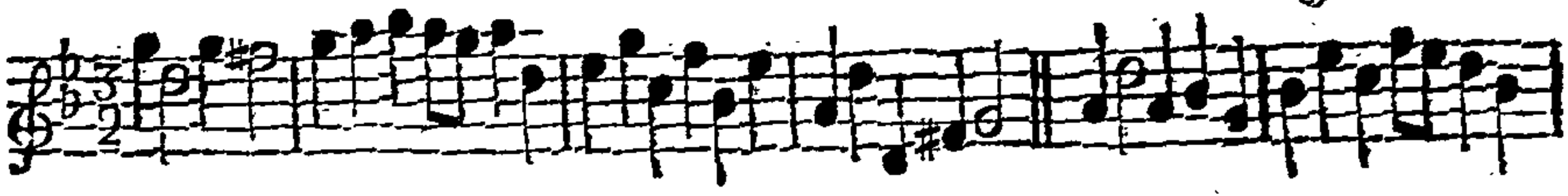
Berkshire. *Longways for as many as will.*

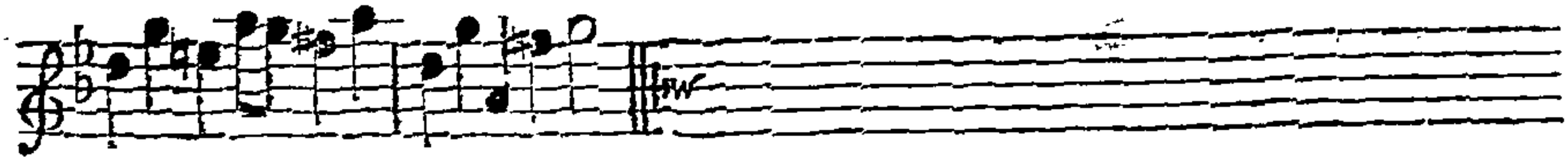


Note, Each Strain is to be play'd twice over.

The two 1st Cu. lead forward and back, and cast off ⁝ Then lead forward and back again, the 2d Cu. cast off ⁝ Then the 1st Cu. go the whole Figure, the 1st Man clap his Hands once, and the Wo. once, then clap right and left, the Man's right to the Wo's left, and the Wo's right to the Man's left, turn single, then the two Men clap, and the two We. clap, as before, the 1st Cu. cast off ⁝ Then the 2d Cu. go the whole Figure and clap as before, but instead of casting off, turn single at both the Times of claping ⁝

New *Epsom* Wells. *Longways for as many as will.*

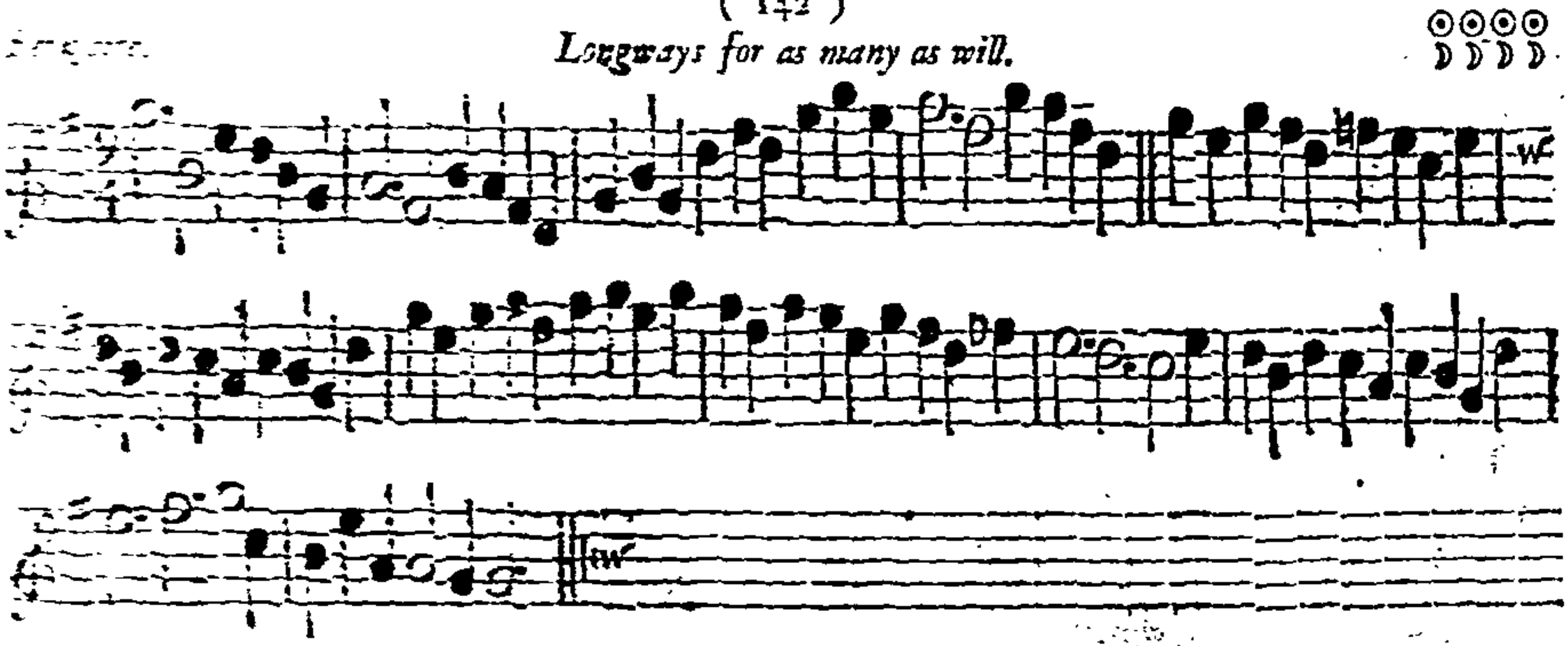




Note, *Each Strain is to be play'd twice over.*

The 1st Man turn the 2d Wo. and cast up round the 2d Man into his own Place, the 2d Wo. casting off round the 1st Wo. into her own Place at the same Time. The 2d Man and 1st Wo. do the same. Then the 1st Cu. lead thro' the 3d Cu. the 2d Cu. following them, all to their own Places. Then lead to the Wall and back again, all four foot it to their Partners; then the 1st Cu. cast off, and the 2d Cu. turn up the Middle.

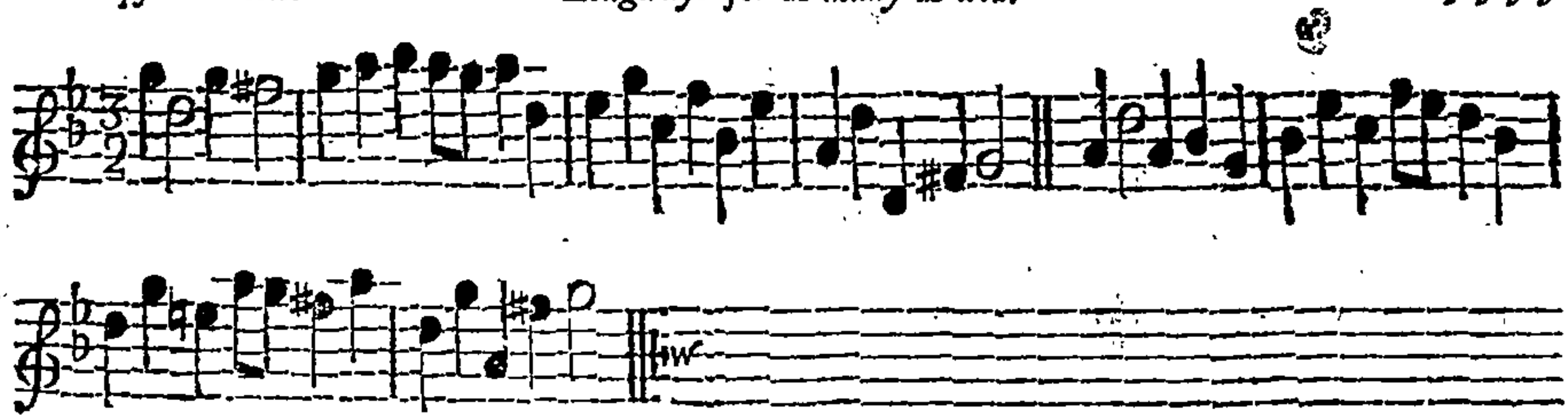
Longways for as many as will.



Note, Each Strain is to be play'd twice over.

[illegible] the 1st Cu. lead forward and back, and cast off. Then lead forward and back again, the 2d Cu. cast [illegible] Then the 1st Cu. go the whole Figure, the 1st Man clap his Hands once, and the Wo. once, then clap [illegible] left, the Man's right to the Wo's left, and the Wo's right to the Man's left, turn single, then the two [illegible] and the two Wo. clap, as before, the 1st Cu. cast off. Then the 2d Cu. go the whole Figure and [illegible] of casting off, turn single at both the Times of claping.

New *Epsom* Wells. *Longways for as many as will.*

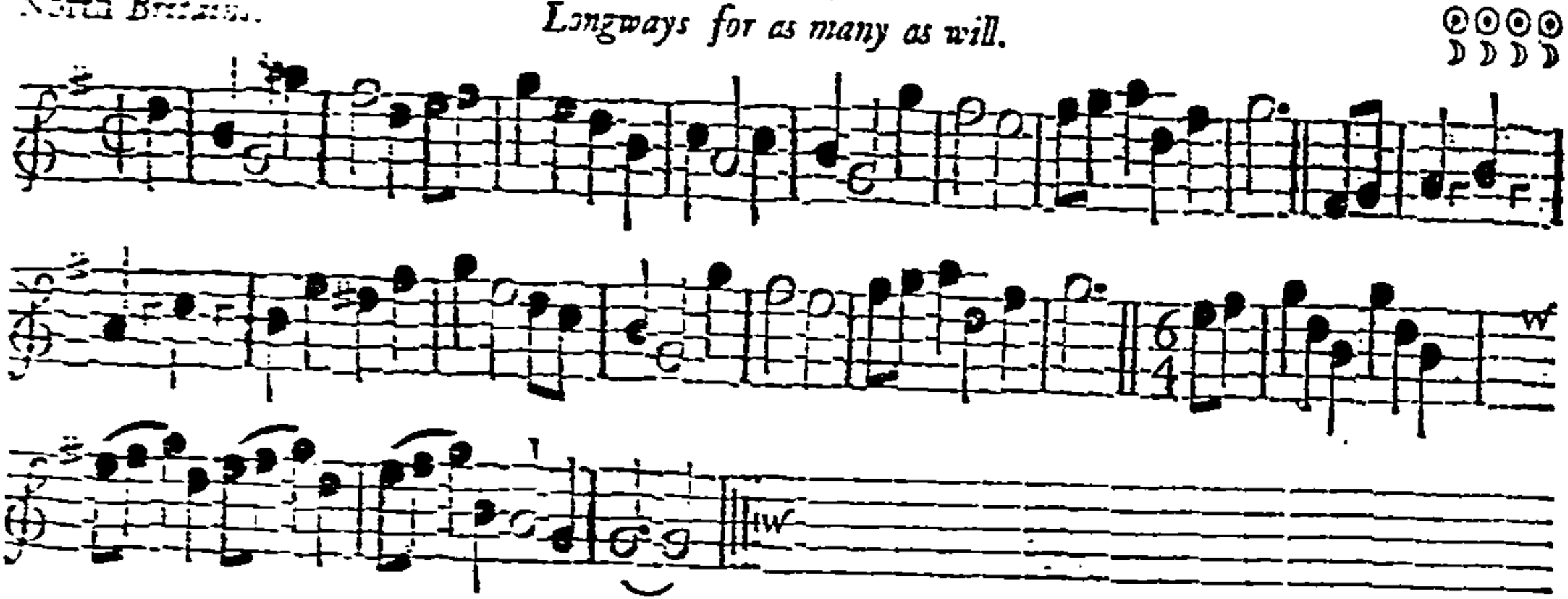


Note, *Each Strain is to be play'd twice over.*

The 1ſt Man turn the 2d Wo. and caſt up round the 2d Man into his own Place, the 2d Wo. caſting off round the 1ſt Wo. into her own Place at the ſame Time. The 2d Man and 1ſt Wo. do the ſame. Then the 1ſt Cu. lead thro' the 3d Cu. the 2d Cu. following them, all to their own Places. Then lead to the Wall and back again, all four foot it to their Partners; then the 1ſt Cu. caſt off, and the 2d Cu. turn up the Middle.

North Britain.

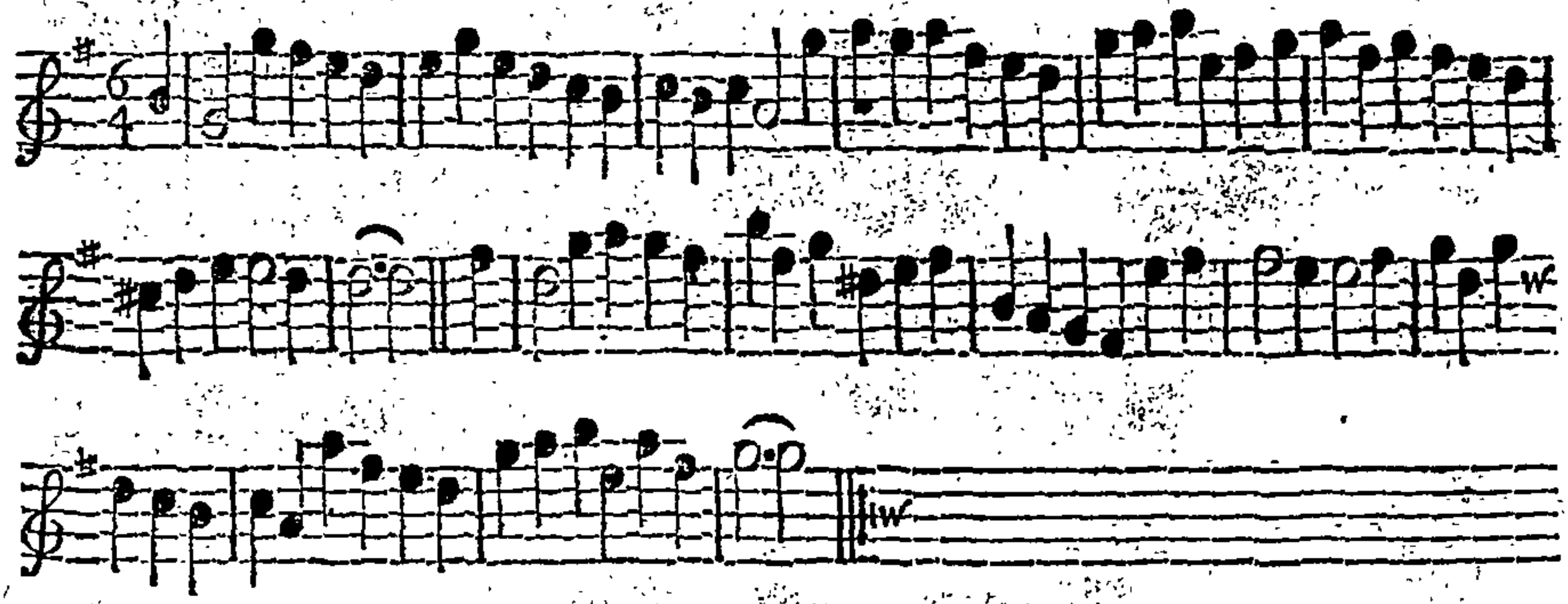
Longways for as many as will.



Note, Each Strain is to be play'd twice over.

The 1ſt Cu. ſett and turn ſingle, then caſt off and Foot it :_ The 2d Cu. do the ſame _: The two We. and the 2d Man encloſe the 1ſt Man, take Hands and Gallop round him, lead to the Wall and back again :_ The two Men and 2d We. go round the 1ſt Man, and lead to the Wall and back again _: The 1ſt Cu. foot it and caſt off _: The Men turn the We. round 'till in their own Places _:

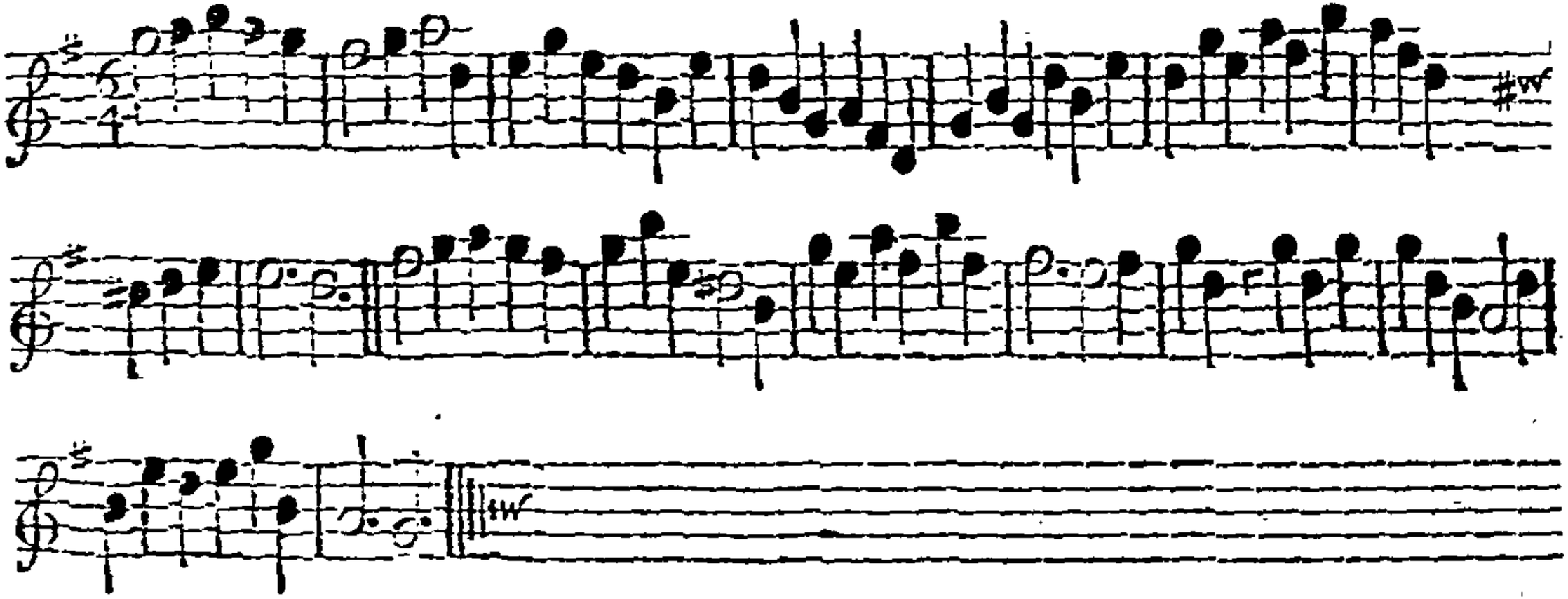
Merry be your Hearts. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over,

The 1ſt Cu croſs over and figure into the 2d Cu. Place and turn Hands ·. The 2d Cu. do the ſame :. Then the 1ſt Cu. lead thro' the 2d Cu. then all four fall back and forward, and each Man turn Hands with his Partner ·. Then the 2d Cu. lead thro', and the 1ſt Cu. fall back and forward, the 2d Cu. lead up, and the 1ſt Cu. caſt off :.

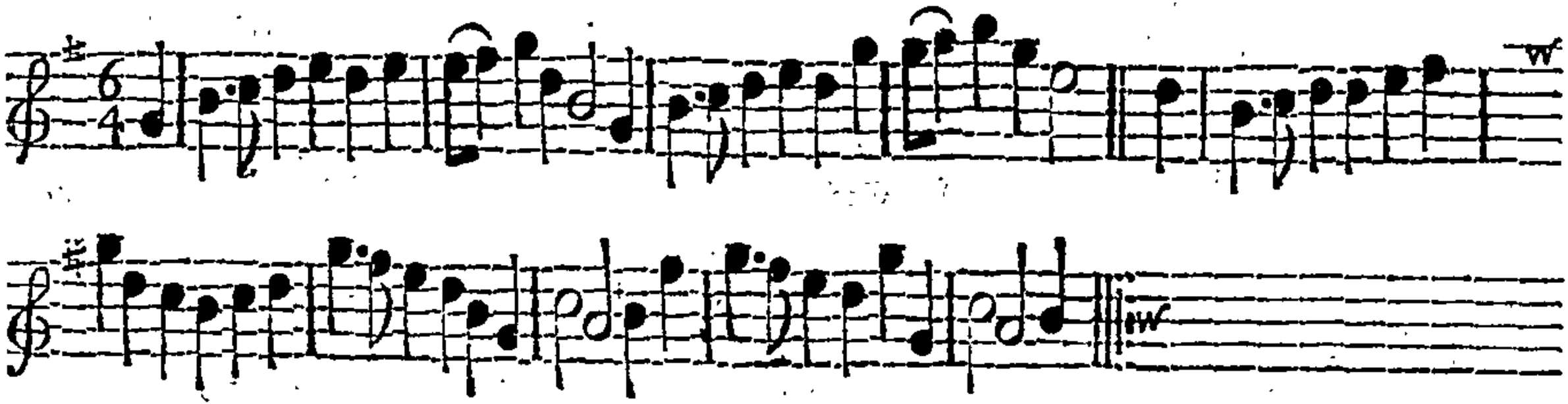
Islington Wells. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

All four Hands half round, then lead to the Wall and back again, then all four Hands half round again, then lead to the Wall and back again. The 1st Man change Place with the 2d Wo. and the 2d Man with the 1st Wo. then change Places with your own Partners. The 1st Man draw his Partner into her proper Place, the 2d Man puts his Partner into her proper Place at the same Time. The 1st Cu. lead thro' the 2d Cu. and cast up, the 1st Man clap his Hands, and the 1st Wo. clap hers, then clap right and left Hands; do this twice and cast off.

I mun be marry'd a *Tuesday.* *Longways for as many as will.*

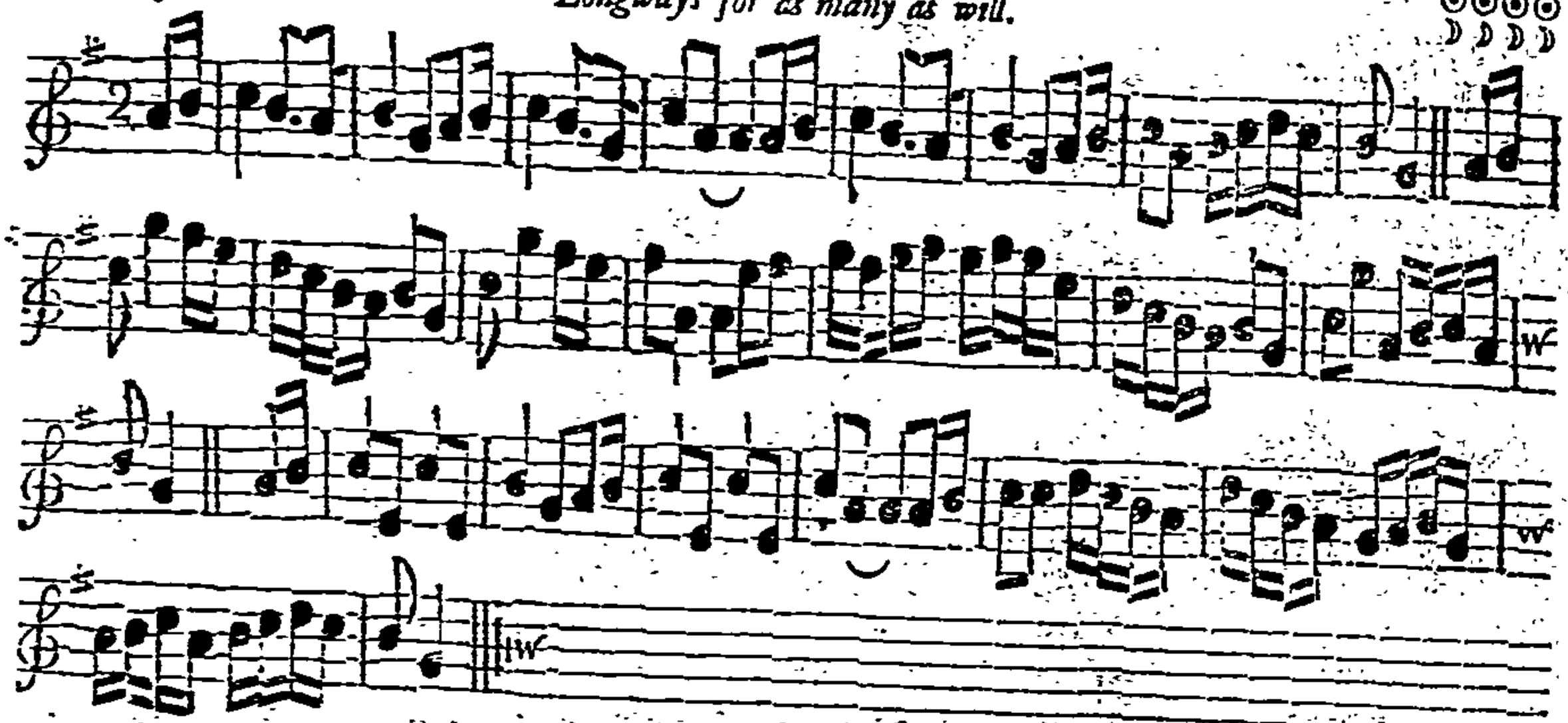


Note, *Each Strain is to be play'd twice over.*

Lead up all forward and backwards, then the 1st Couple sett and turn Hands, and cast off, *This must be done by every Couple.* Then the 1st Man and 2d Wo. change Places, and the 2d Man and 1st Wo. change Places, then Hands half round, and the 1st Cu. cast off.

Miſs *Hoyden.*

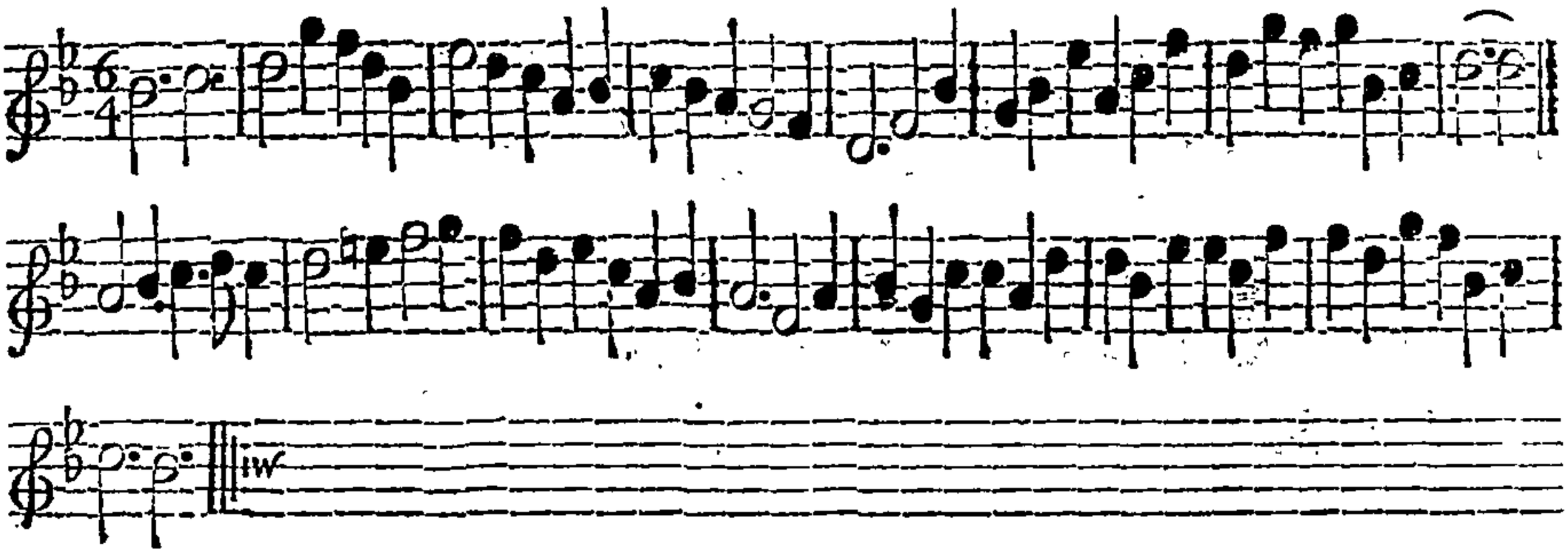
Longways for as many as will.



Note, Each Strain is to be play'd twice over.

The 1ſt Cu. meet, ſet their Hands to their Sides and foot it, and turn Hands round. Then the two Men and two We. do the ſame. The 1ſt Cu. croſs over and turn Hands. The 2d Cu. do the ſame. All four foot it, then take Hands and gallop round. Foot it again, then right Hands and left, 'till the 1ſt Cu are in the 2d Cu. Place.

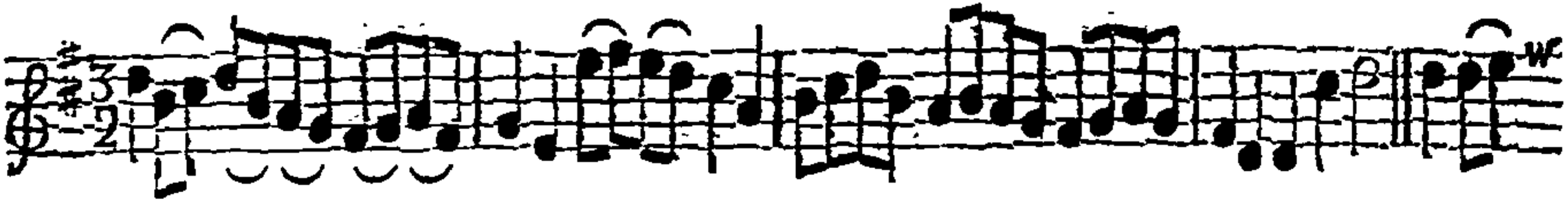
Livingſtone's Green. *Longways for as many as will.*

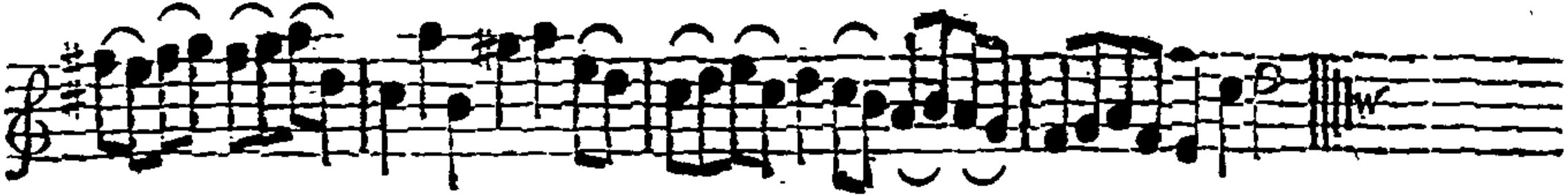


Note, Each Strain is to be play'd twice over.

The 1ſt Man caſt off and turn his Partner with his right Hand, and the 2d Wo. with his left, 'till he comes into his own Place ·. The 1ſt Wo. caſt off and do the ſame :. The 1ſt Cu. croſs over behind the 2d Cu. and give a Jump and a Hop, then go into the 2d Cu. Place, and give a Jump and a Hop ·. Sett and turn ſingle, then turn your Partner, ſett and turn ſingle again, then Men and Women Back to Back, then turn your Partner :.

Kelston House. *Longways for as many as will.*

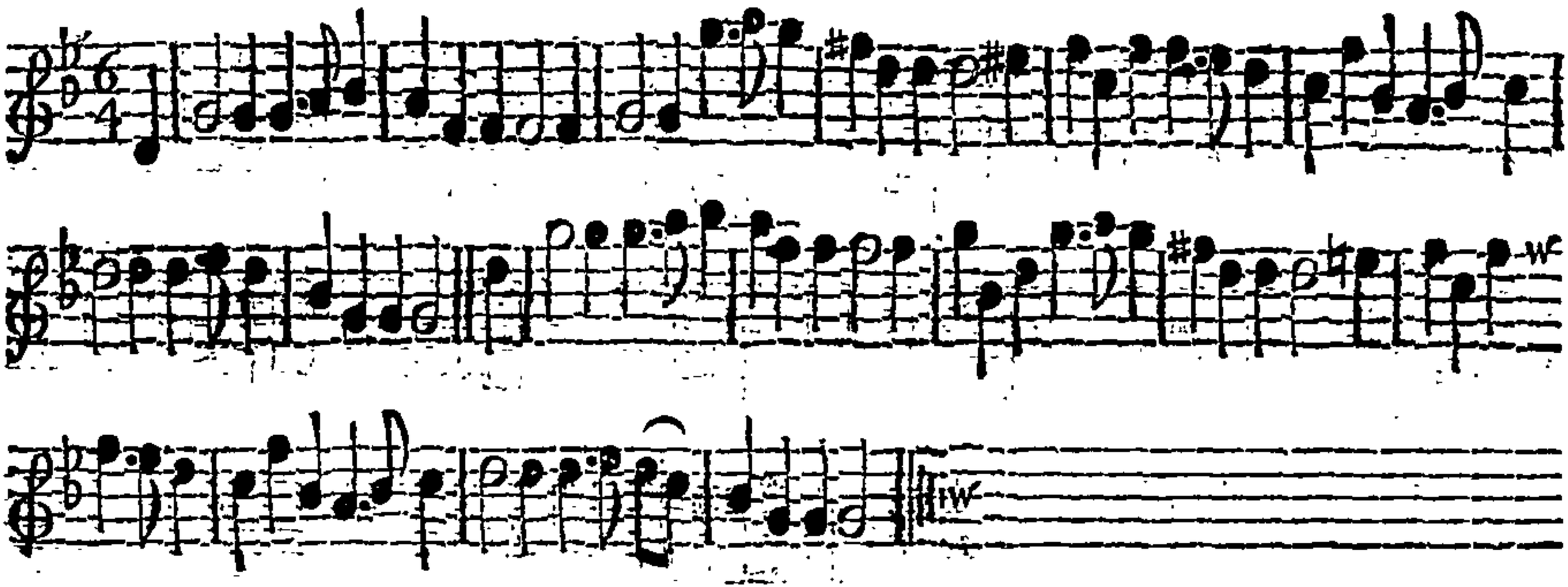




Note, *Each Strain is to be play'd twice over.*

The 1st Man go between the two We. and round his Partner, and turn the 2d Wo. then fall into his own Place. The 1st Wo. go between the Men, and do the same. Then all four Hands across half round and back again. The 1st Cu. Figure in and cross over into the 2d Cu. Place.

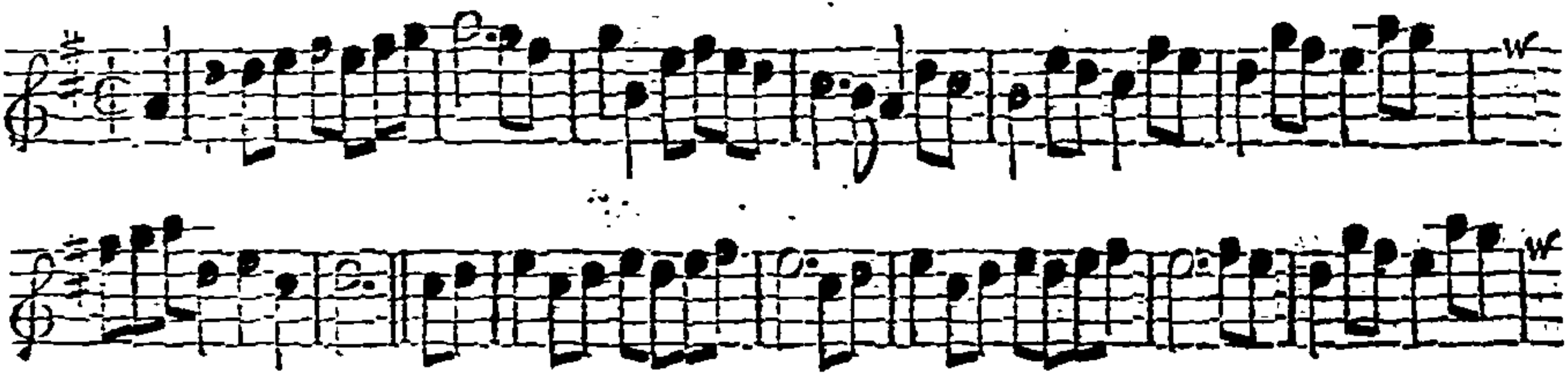
Buckingham House. *Longways for as many as will.*

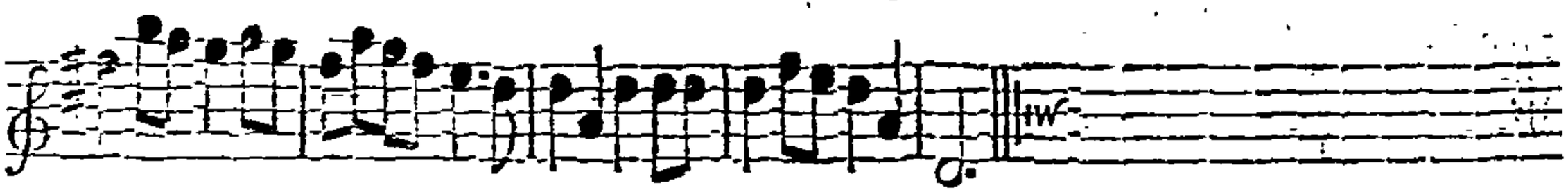


Note, Each Strain is to be play'd twice over.

The two 1st Cu. meet in the Middle and give a Jump, and each turn single, then each Man turn his Partner ⁝ All four lead down and up again, then Hands quite round ⁝ The two Men lead thro' the two We. and the two We. lead thro' the two Men ⁝ The 1st Cu. cross over, and Figure into the 2d Cu. Place, then turn Hands round ⁝

Churchill's March. *Longways for as many as will.*

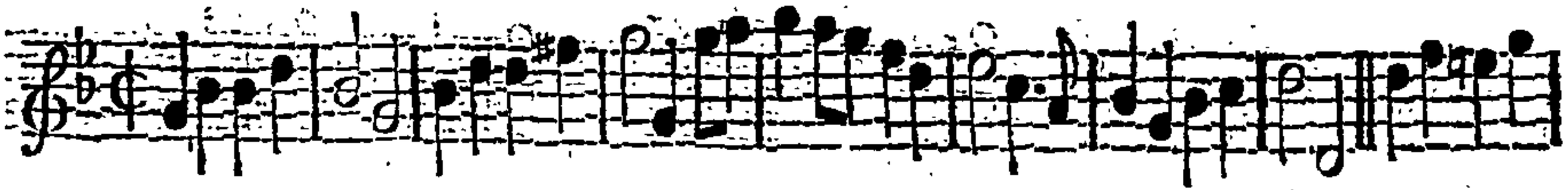


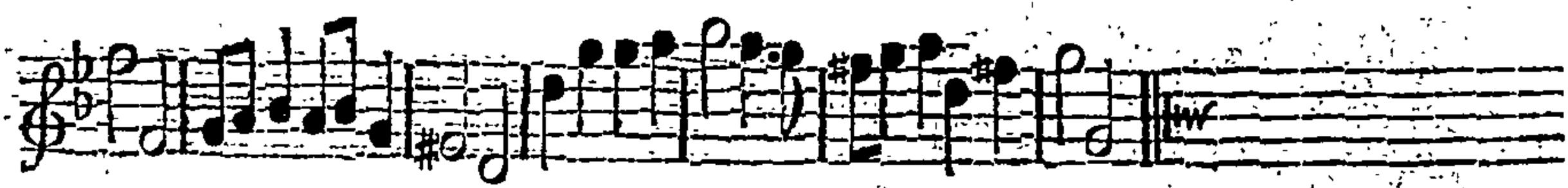


Note: Each Strain is to be play'd twice over.

The 1st Cu. take Hands and go forward, let go, and go back from each other, then lead thro' the 2d Cu. and cast up into their own Places. The 2d Cu. lead down, fall back, lead thro' the 1st Cu. and cast off into their own Places. Then lead to the Wall and back again, then all four Hands across quite round. The 1st Man and 2d Wo. change Places, then the 2d Man and 1st Wo. change Places, then all four Hands half round, the 1st Cu. cast off.

Well House. *Longways for as many as will.*

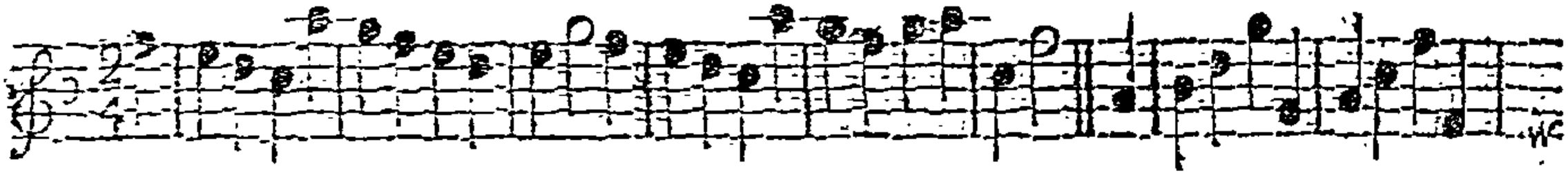


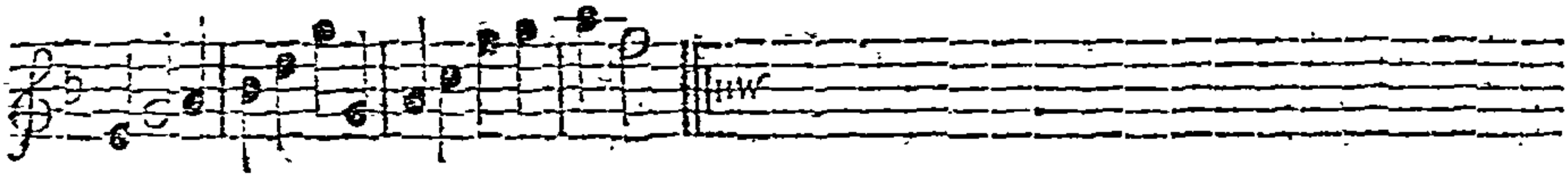


Note, *Each Strain is to be play'd twice over.*

The two 1ſt Cu. lead forward and backward, all four abreaſt, then the 1ſt Cu. croſs over, then turn your Partner round. Then all four lead forward and backward again, and the 2d Cu. do as the 1ſt did. Then the two Men clap Hands with their Partners, then turn ſingle and Foot it, the 1ſt Cu. caſt off, the 2d Cu. turn Hands up at the ſame Time. The 1ſt Cu. being in the 2d Cu. Place, clap Hands with the 3d Cu. then turn ſingle and Foot it, then lead thro' the 3d Cu. and caſt up into the 2d Cu. Place.

About Ship. *Longways for as many as will.*

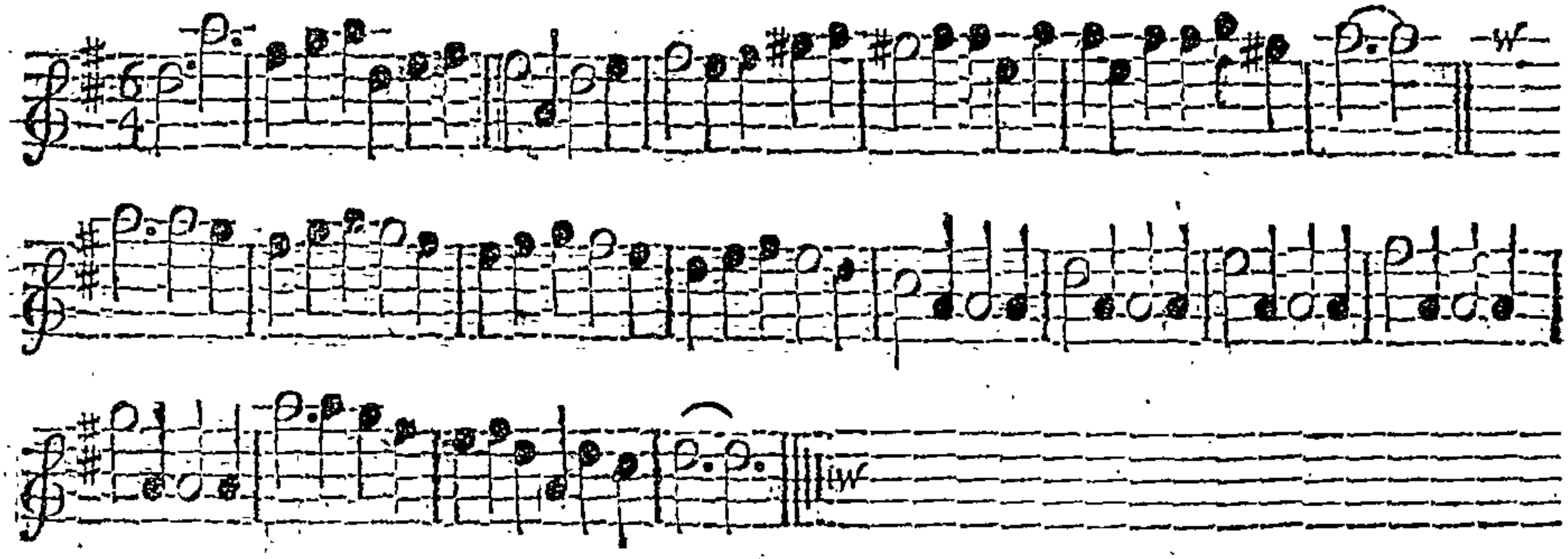




Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. caſt off into the 2d Cu. Place, and give a little Jump, and the 2d Cu. lead up and give a Jump at the ſame Time. Then the 2d Cu. caſt off, and the 1ſt Cu. lead up as before. Then the 2d Cu. caſt up, and Jump, and the 1ſt lead down, the 1ſt Cu. caſt up, and the 2d lead down. The 1ſt Man and 2d Wo. change Places, and the 2d Man and 1ſt Wo. change Places, then Hands half round, and the 1ſt Cu. caſt off.

The Tub. *Longways for as many as will.*

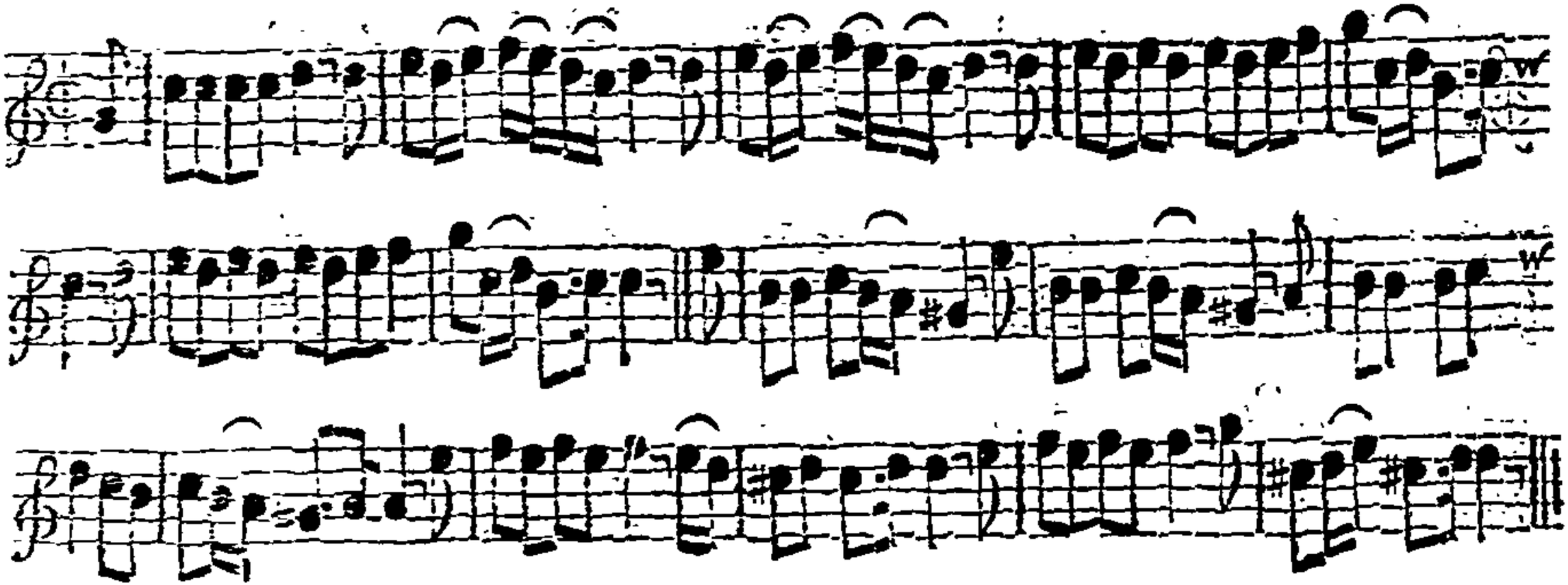


Note, Each Strain is to be play'd twice over.

The two 1ſt Cu. lead to the Wall and back again, the 1ſt Cu. caſt off, the 2d Cu. turn Hands up at the ſame Time. Lead to the Wall as before, the 2d Cu caſt off, the 1ſt Cu. turn Hands up. The 1ſt Man and 2d Wo. change Places, then the 2d Man and 1ſt Wo. change; the 2d Man ſtrike his left Hand into the 1ſt Man's Right, and ſo ſtrike round one after another, ſett and turn ſingle. All four croſs over, the 1ſt Cu. caſt up into their own Places, ſtrike Hands as before, then all four ſett, the 1ſt Cu. caſt off.

Nymph divine.

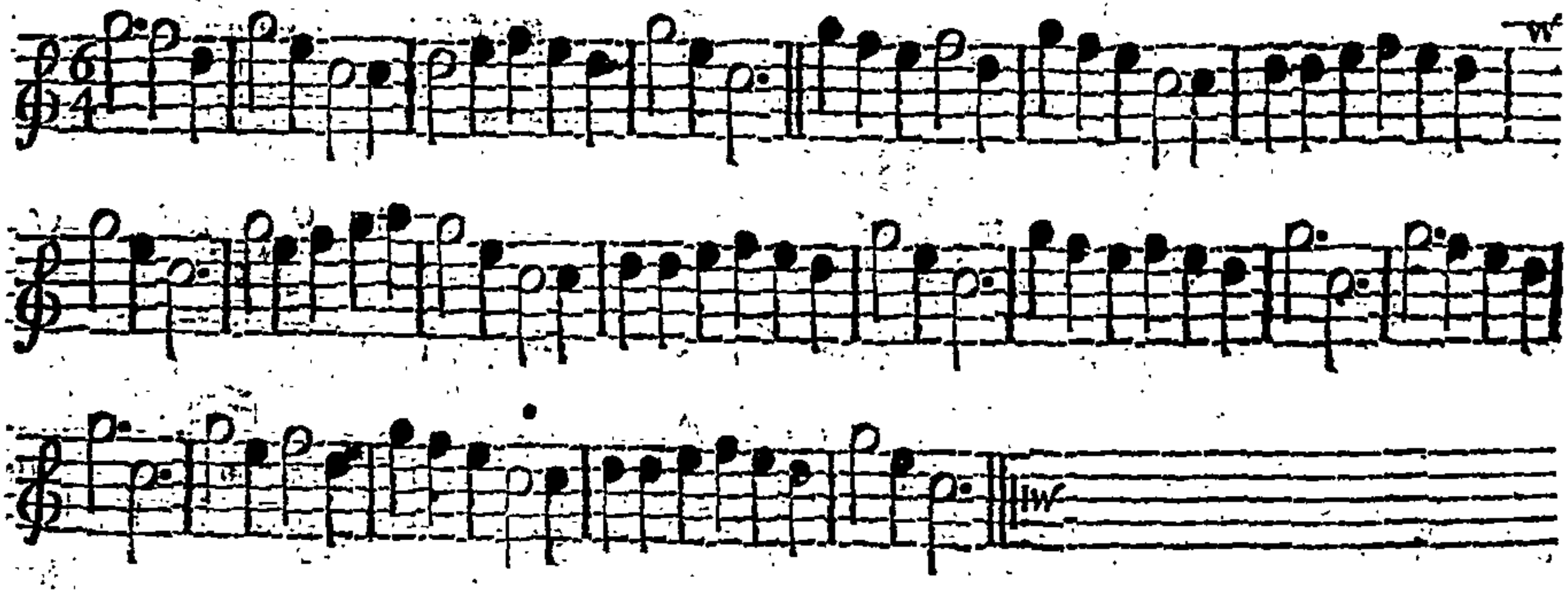
Longways for as many as will.



Note, The first Strain is to be play'd twice, and the last but once over.

The two 1st Cu. lead to the Wall and back again, the two Men lead thro' the two We. then the two We. thro' the two Men :_ The 1st and 2d Cu. fall back from each other, and forward again ; the 1st Cu. lead thro' the 2d Cu. and cast up, then the 2d Cu. thro' the 1st and cast off :_ The 1st Man cast off and stand behind the 2d Man, the 1st Wo. do the same ; the 2d Cu. sett and cast up, the 1st Cu. go the whole Figure, which will bring 'em into the 2d Cu. Place :_

Boys and Girls to play. *Longways for as many as will.*

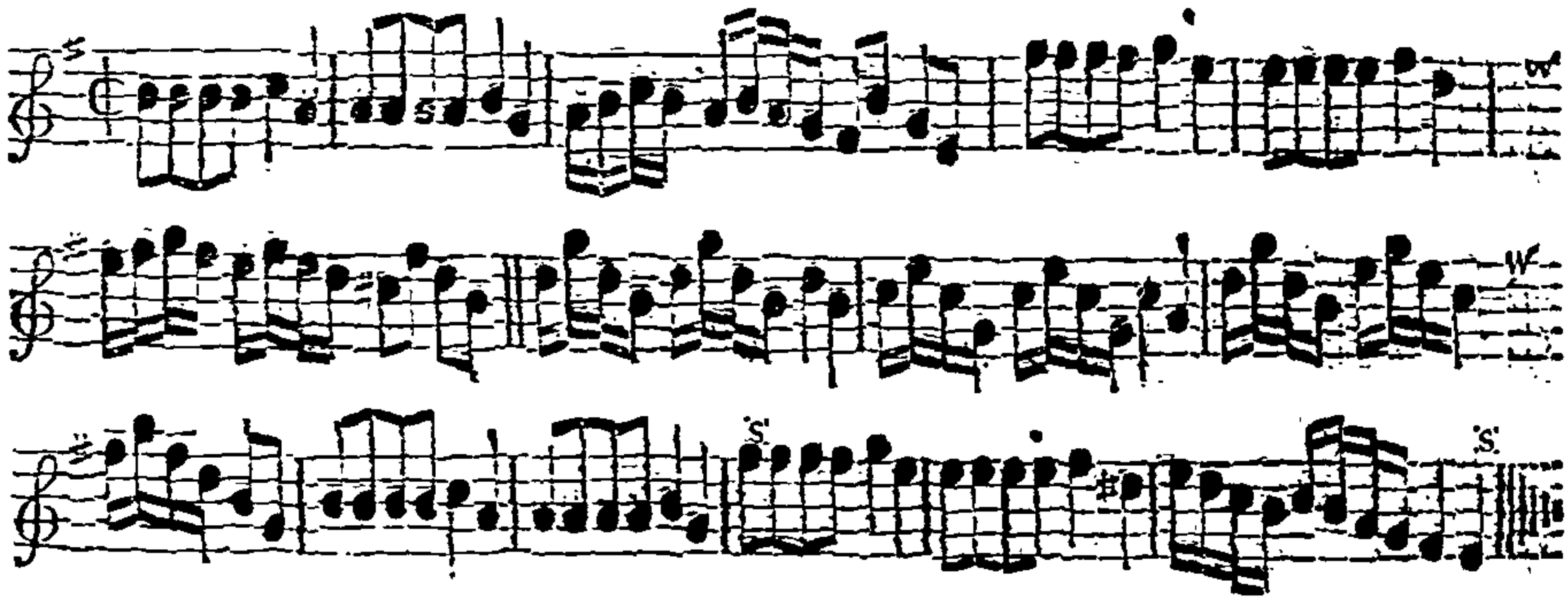


Note; *The first Strain is to be play'd twice, and the last but once over.*

The two 1st Cu. becken to each other, and then turn single. Then all four lead forward and back again. Then the 1st Cu. cast off and turn Hands, then cast up again and turn Hands, then go the whole Figure and cast off.

Islingtgate.

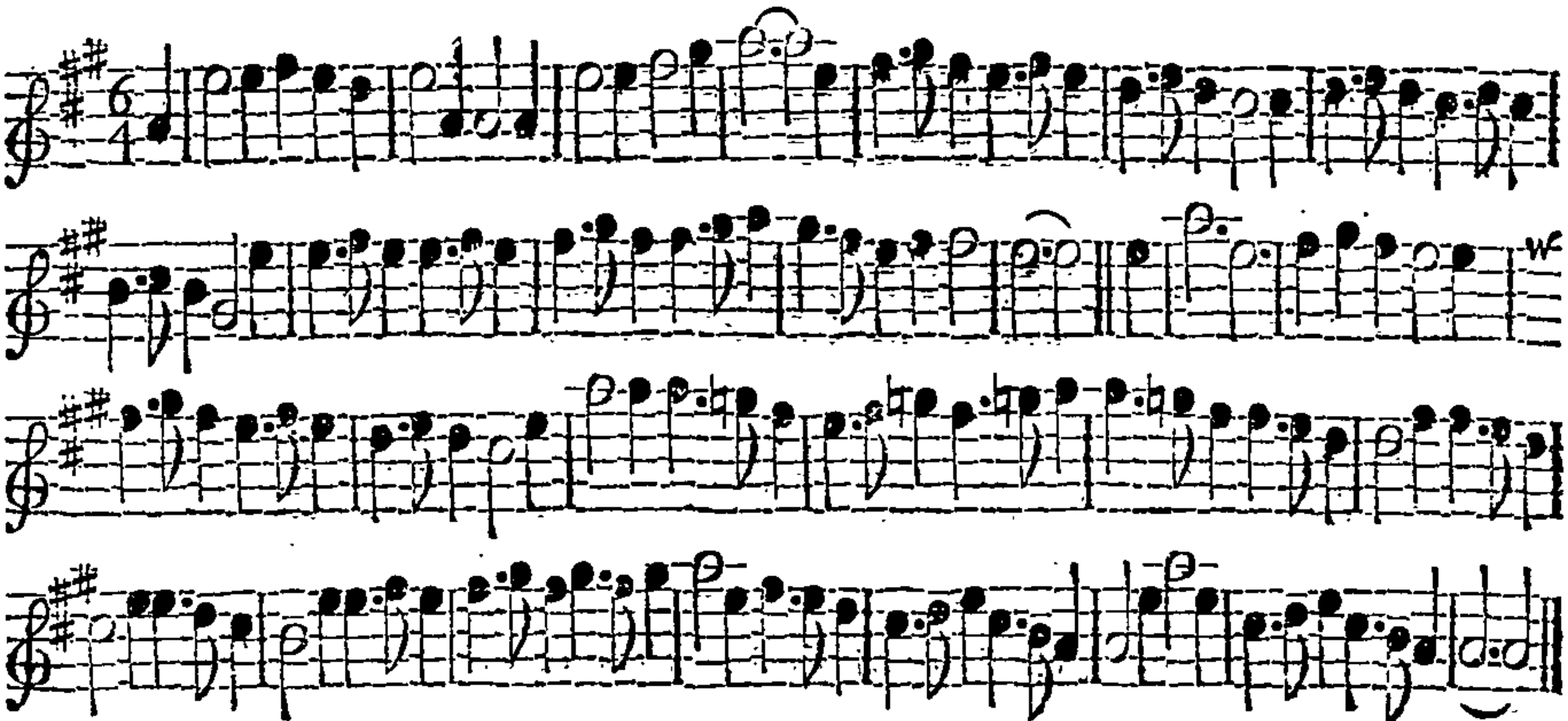
Longways for as many as will.



Note, The first Strain is to be play'd twice, and the last but once and repeat.

The 1st Cu. gallop down beyond the 3d Cu and turn single, then gallop up again, and turn single. Then the 1st Cu. clap Hands twice five Times, and Back to Back; then the 2d Cu. do the same. The two Men and two We. gallop to the Wall and back again, the 1st Man and 1st Wo. change Places, the Man casts off, the Wo. following him clapping her Hands twice five Times, then they cast up again, he following her clapping his Hands, and turn single and cast off, then turn Hands half round.

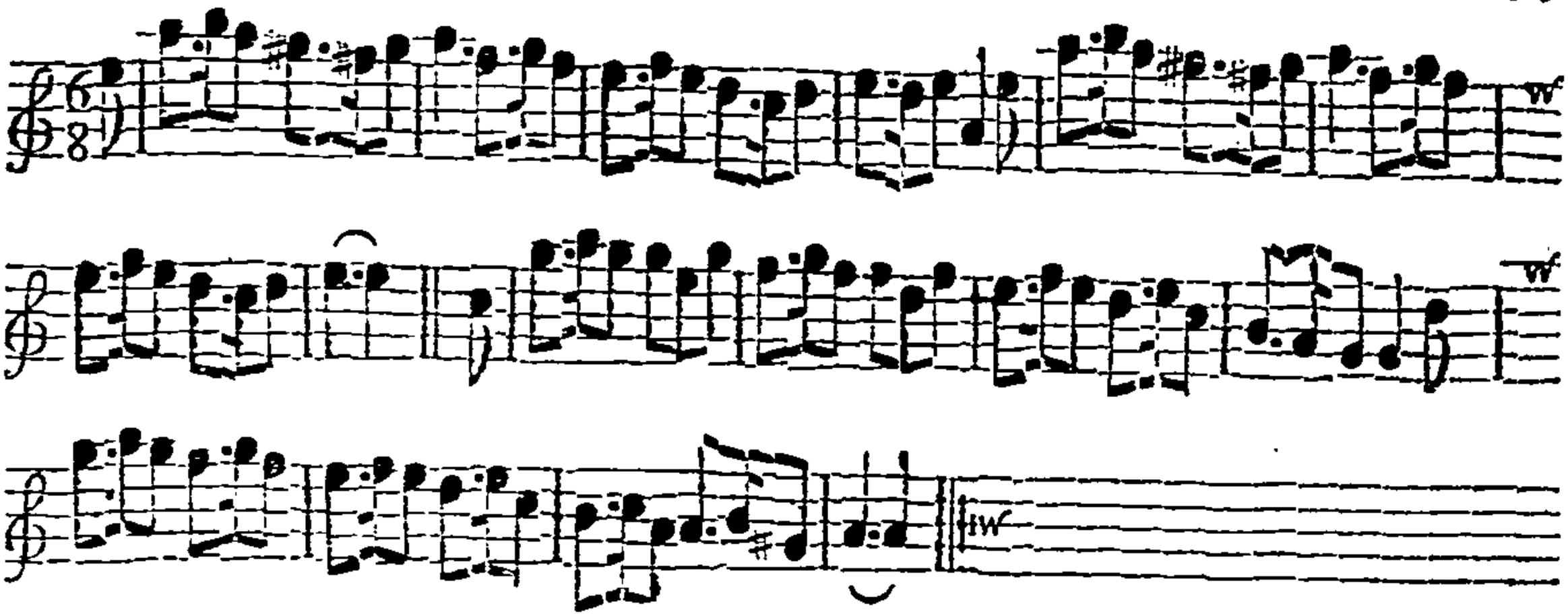
Sturbridge Fair. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once.

First Cu. cross over and figure thro' the 2d Cu. then cast up and figure thro' the 2d Cu. and cast off. The 2d Cu. do the same. The 1st Man and 1st Wo. cross into their own Places, then the 2d Man and 2d Wo. cross into their own Places, then Back to Back with your own, then right and left quite round, and the 1st Cu. cast off.

Evans's Jigg. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

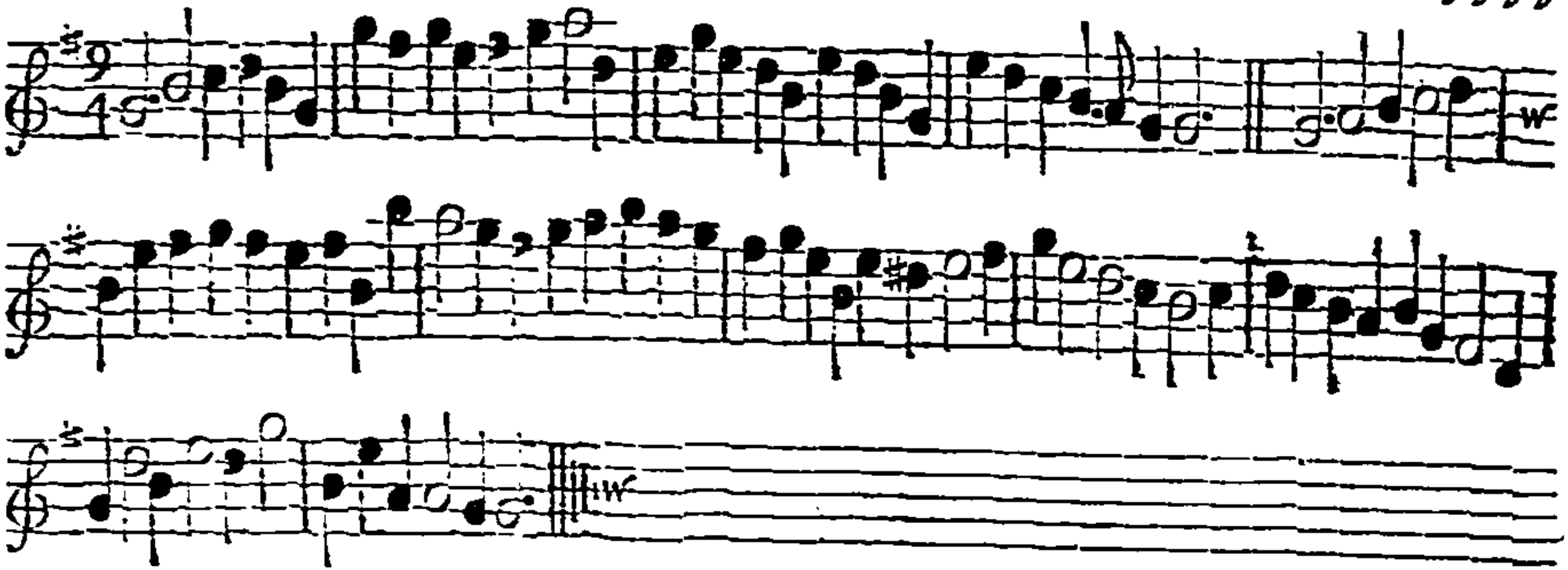
The 1ſt Man and 2d Wo. ſett and turn ſingle, then the 1ſt Cu. caſt off. The 2d Man and 1ſt Wo. ſett and turn ſingle, then the 2d Cu caſt off. The two 1ſt Cu. Back to Back with their Partners, then the Men Back to Back, and the Wo. Back to Back. Then the 1ſt Cu. go the whole Figure of 8 thro' the 2d Cu. and caſt off quickly.

Way of the World. *Longways for as many as will.*

Note, *Each Strain is to be play'd twice over.*

The 1ſt Man caſt off and turn the 3d Wo. by the left Hand, and fall into the 2d Man's Place. The 1ſt Wo. caſt off and turn the 3d Man, and fall into the 2d Wo. Place. Then the 1ſt Cu. lead through the 3d Cu. caſt up and turn Hands. Then lead through the 2d Cu. and caſt off, and turn Hands.

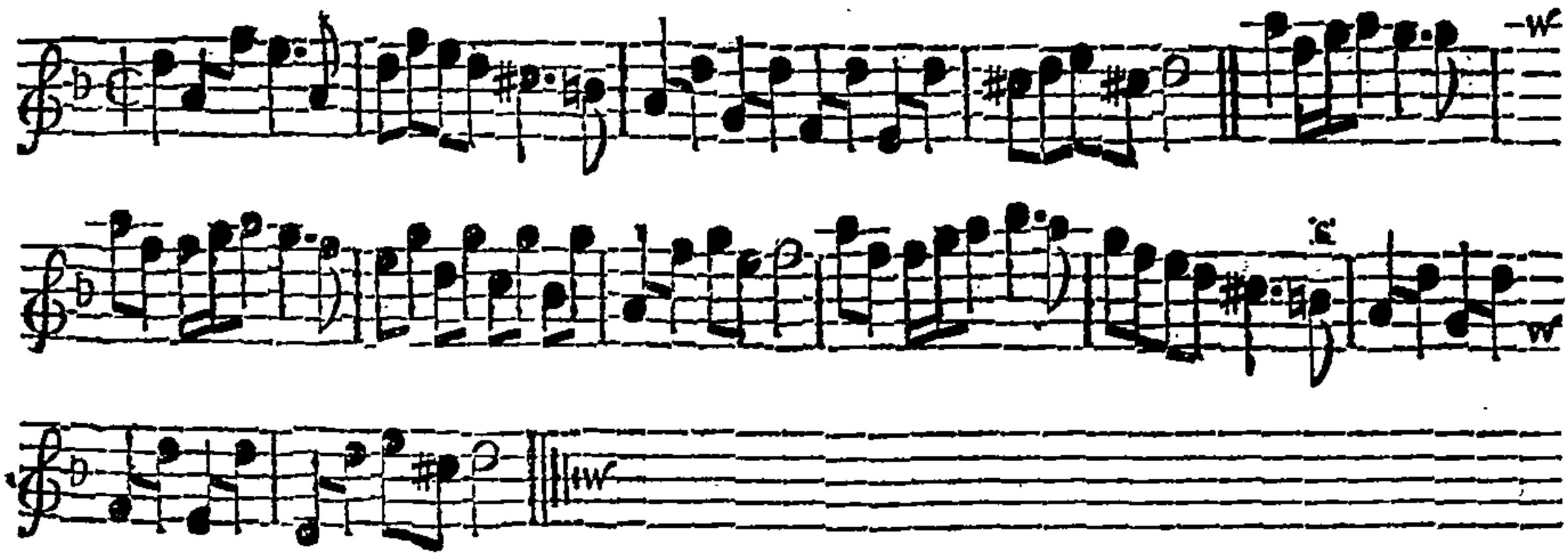
A Trip o'er *Tweed.* *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Cu. caſt off and fall in between the 2d and 3d Cu. and lead backward and forward. The 1ſt Wo. caſt off, and fall in between the 3d Cu. the Man caſt up, and fall in between the 2d Cu. at the ſame Time, then lead backward and forward. The 1ſt Cu. meet and fall back, the 1ſt Man caſt off round the 2d Wo. and the 2d Wo. caſt up round the 3d Man, then right and left quite round. Back to Back with your own, then Back with the 2d Cu. then the 1ſt Man lead his Partner up round the 2d Wo. into their proper Places, ſett and caſt off.

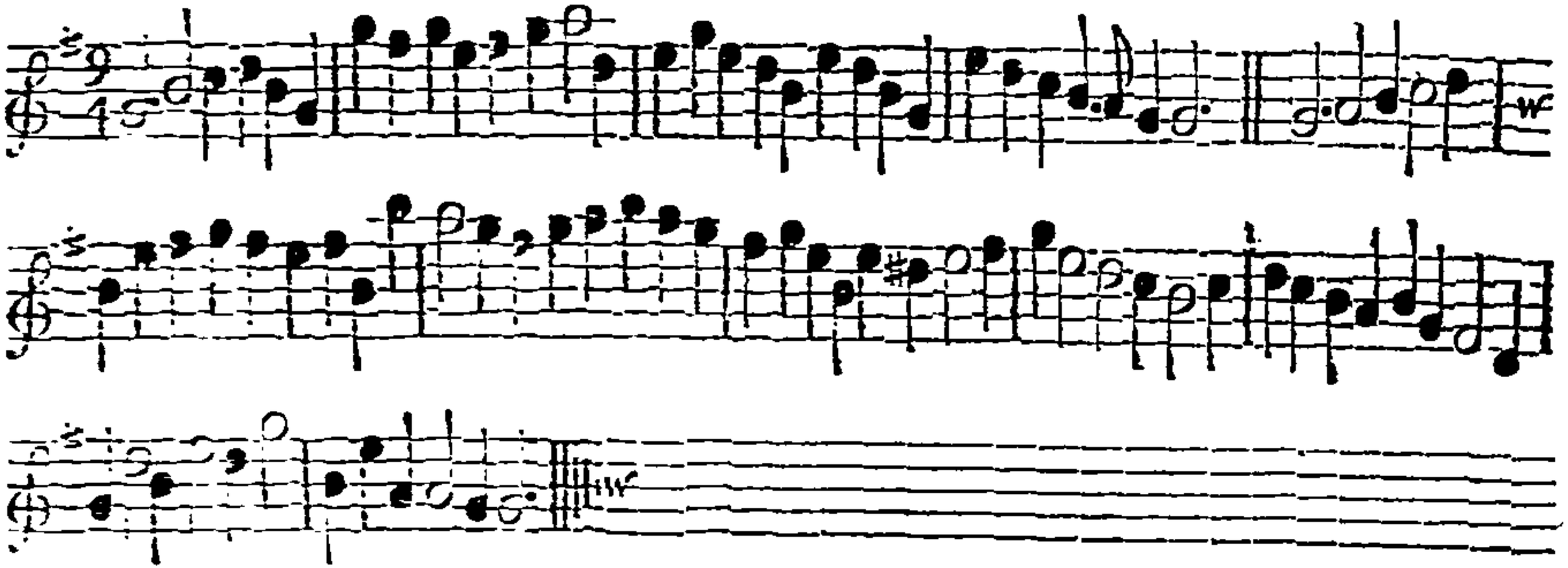
Bar a Bar. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once, and repeat.

All four meet and turn single, then Hands quite round :. Then lead to the Wall and back again, then Back to Back with your Partners :. The 1st Man change Places with the 2d Wo. and the 2d Man with the 1st Wo. then the two We. lead thro' the two Men; the 2d Cu. being in the 1st Cu. Place improper, each Cu. take Hands and meet, then fall back again, the 2d Cu. turn single off into their own Places, the 1st Cu. turn single at the same Time up into their own Places, the 1st Man draw off his Partner at the Repeat :.

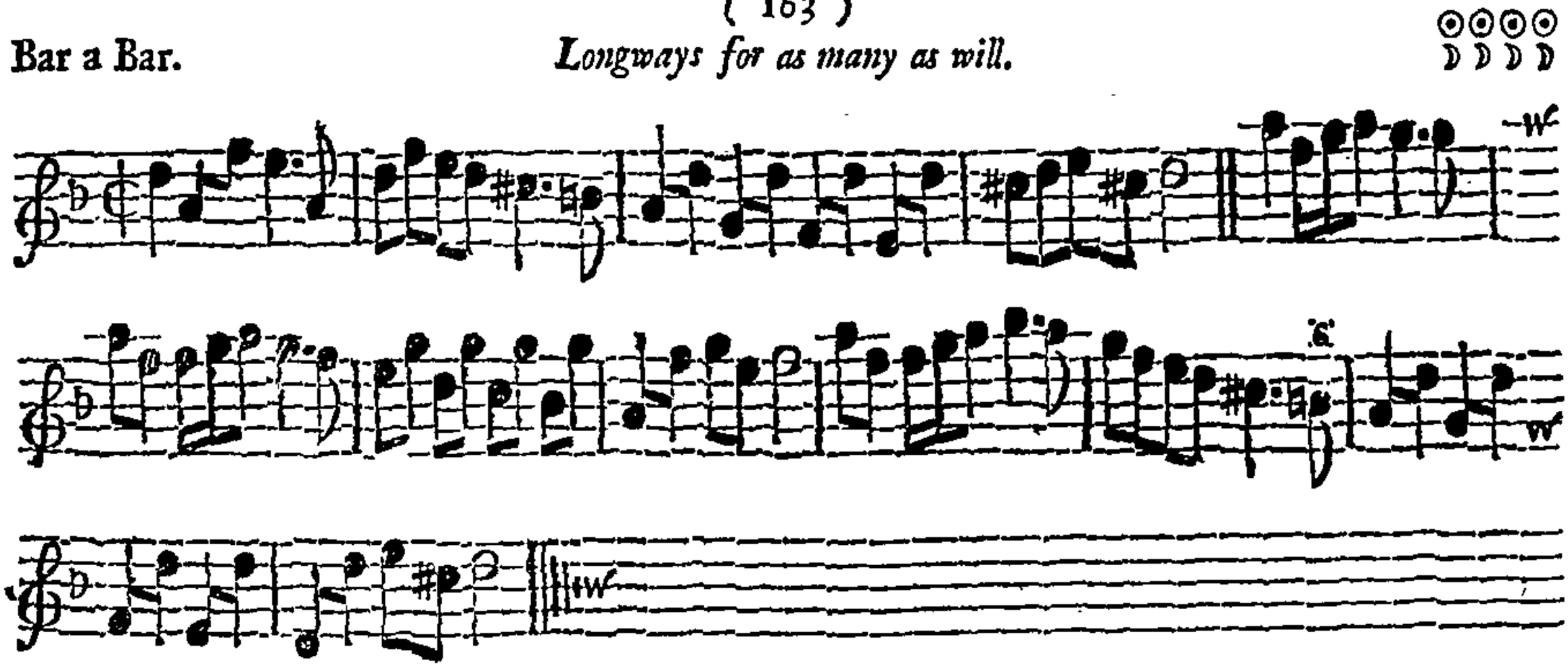
A Trip o'er Tweed. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Cu. caſt off and fall in between the 2d and 3d Cu. and lead backward and forward. The 1ſt Wo. caſt off, and fall in between the 3d Cu. the Man caſt up, and fall in between the 2d Cu. at the ſame Time, then lead backward and forward. The 1ſt Cu. meet and fall back, the 1ſt Man caſt off round the 2d Wo. and the 2d Wo. caſt up round the 3d Man, then right and left quite round. Back to Back with your own, then Back with the 2d Cu. then the 1ſt Man lead his Partner up round the 2d Wo. into their proper Places, ſett and caſt off.

Bar a Bar. *Longways for as many as will.*



Note, The firſt Strain is to be play'd twice, and the laſt but once, and repeat.

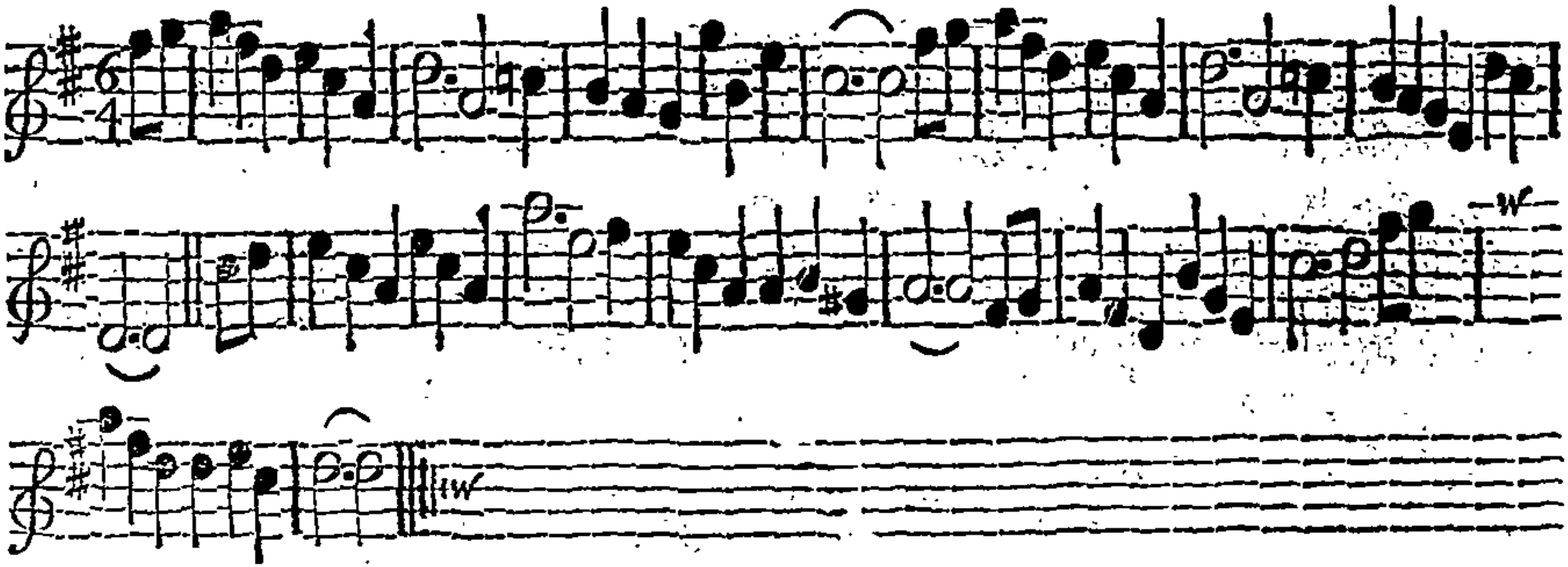
All four meet and turn ſingle, then Hands quite round :. Then lead to the Wall and back again, then Back to Back with your Partners :. The 1ſt Man change Places with the 2d Wo. and the 2d Man with the 1ſt Wo. then the two We. lead thro' the two Men; the 2d Cu. being in the 1ſt Cu. Place improper, each Cu. take Hands and meet, then fall back again, the 2d Cu. turn ſingle off into their own Places, the 1ſt Cu. turn ſingle at the ſame Time up into their own Places, the 1ſt Man draw off his Partner at the Repeat :.

Pett's Maggot. *Longways for as many as will.*

Note, *The Tune is to be play'd quite through, and repeat.*

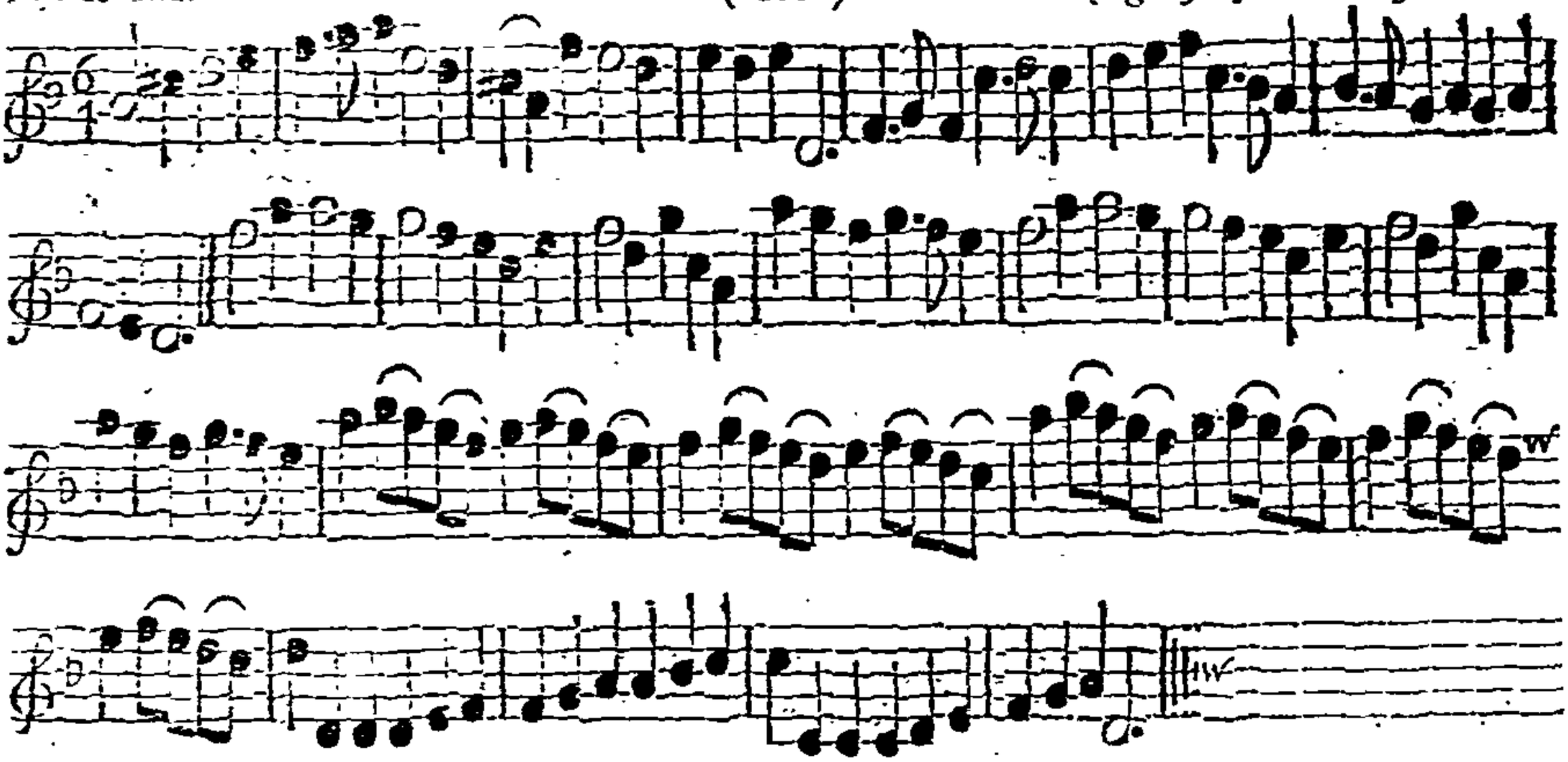
The 1st Cu. lead up, and the 2d Cu. lead down at the ſame Time. Then the Men lead out and in, the We. do the ſame at the ſame Time, and turn all four ſingle. Then Hands all four quite round and caſt off, then right and left quite round.

The Ladies laſt Stake. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

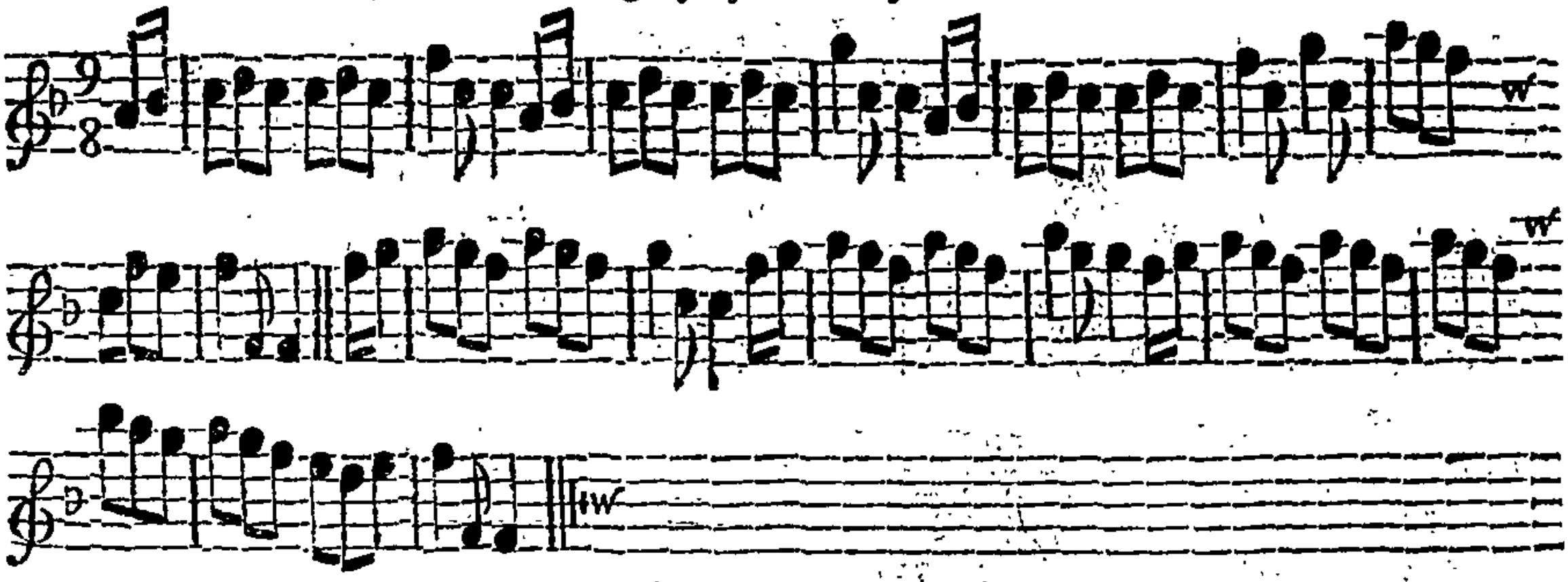
The two 1ſt Cu. lead to the Wall and back again quickly, the 1ſt Cu. caſt off, then the 2d Cu. caſt off and ſtand behind the 1ſt Cu. Then the 1ſt Cu. lead thro' the 3d Cu. into their own Places and turn Hands. The 1ſt Man change Place with the 2d Wo. and the 2d Man with the 1ſt Wo. the 1ſt Cu. ſlip up, and the 2d Cu. ſlip down, then croſs into their own Places. The 1ſt Man caſt off and his Partner follow him, he in the 2d Wo. Place, and ſhe in the 2d Man's Place, then do the half Figure and it will bring the 1ſt Cu. into the 2d Cu. Place.



Note, The first Strain is to be play'd twice, and the last but once over.

Lead up all four abreast, back again, the 1st Cu. cast off and turn the 3d Cu. 'till the 1st Cu. fall into the 2d Cu. Place. Lead up as before, the 2d Cu. do the same as the 1st. The 1st Man and 2d Wo. change Places, the 1st Wo. and 2d Man do the same; go Hands half round into your own Places, the 1st Cu. cast off and lead through the 3d Cu. then cast up and lead thro' the 2d Cu. and cast off.

Wou'd you have a young Virgin;
or, poor *Robin*'s Maggot. *Longways for as many as will.*

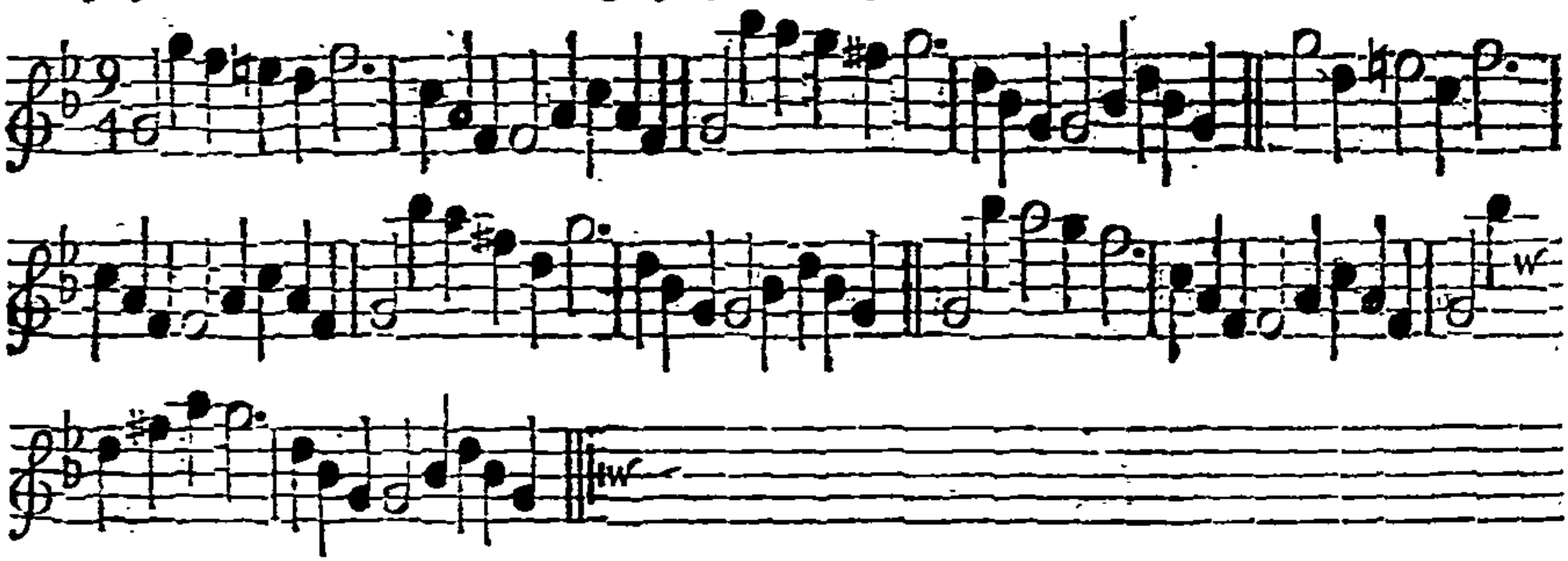


Note, Each Strain is to be play'd twice over.

The 1ſt Man and 2d Wo. meet and give a Jump, the 2d Man and 1ſt Wo. do the ſame, then all four take Hands and go round. All four lead forward and back again; 1ſt Cu. croſs over and turn Hands. The 1ſt Cu. ſlide up behind the 2d Cu. and ſtop, then ſlide into their own Places, meet and kiſs, then caſt off. The 2d Cu. ſlide down and ſtop, then ſlide and kiſs, as the 1ſt Cu. did, and caſt up.

Or thus: The 1ſt Cu. caſt off behind the 2d Cu. and lead thro' the 3d Cu. and caſt up and turn. The 2d Cu. do the ſame. The 1ſt Man change with 2d Wo. and the 2d Man with the 1ſt Wo. Then go half round and caſt off, and right and left quite round.

Longways for as many as will.

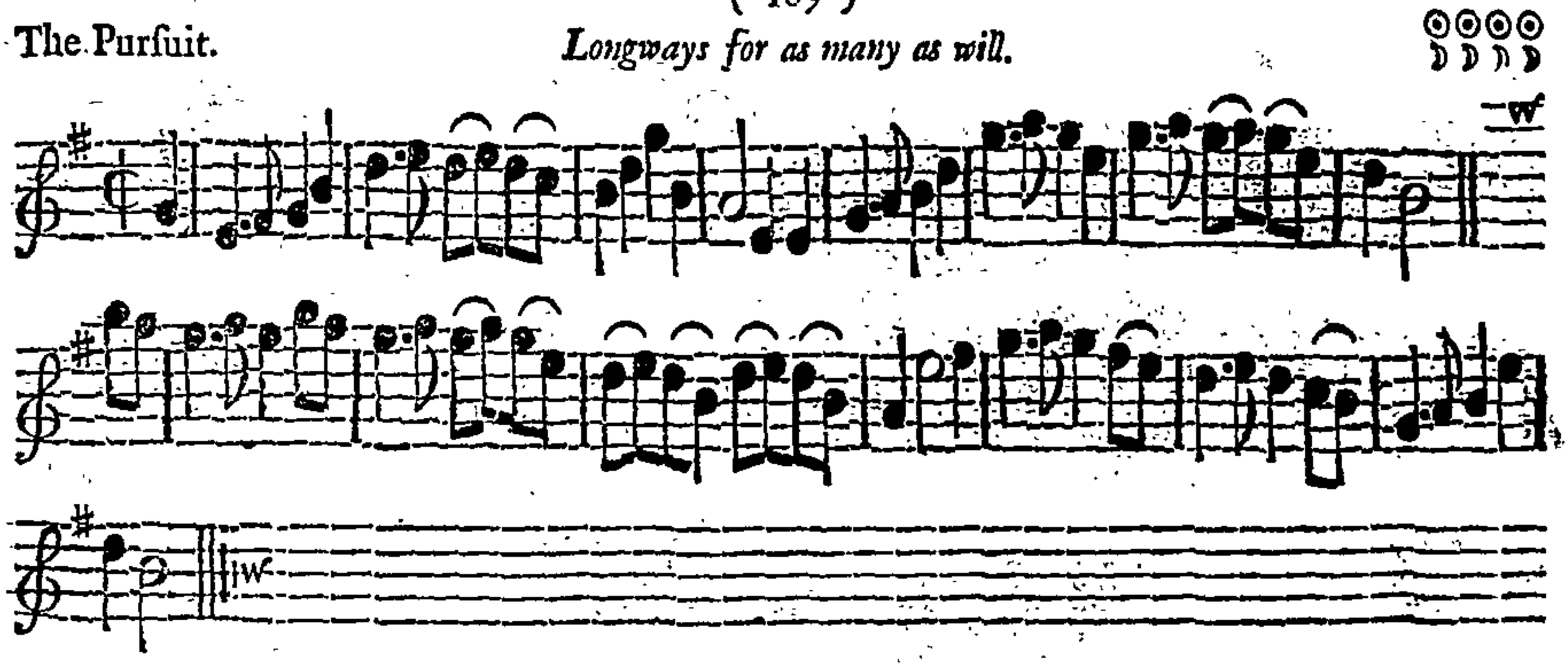


Note, Each Strain is to be play'd twice over,

The 1ſt Man caſt off, his Partner follow him, then Back to Back. The Wo. caſt up and the Man follow, then Back to Back again. The two We. and two Men Back to Back, and turn Hands 'till the 1ſt Cu. is in the 2d Cu. Place. Then Back to Back with your Partners and turn Hands 'till the Men are on the We. ſide. All four fall in a Row, turn ſingle, then fall in their own Places and turn ſingle. The 1ſt Cu. being in the 2d Cu. Place, lead thro' the 3d Cu. then caſt up in the 2d Cu. Place and turn Hands.

Or thus: The 1ſt Cu. ſett and caſt off, and caſt up again; the 2d Cu. do the ſame. Then croſs over and half Figure and lead thro' the 3d Cu. and caſt up. Then caſt up the 1ſt Cu. then the 1ſt Cu. caſt up the 2d Cu. then right and left.

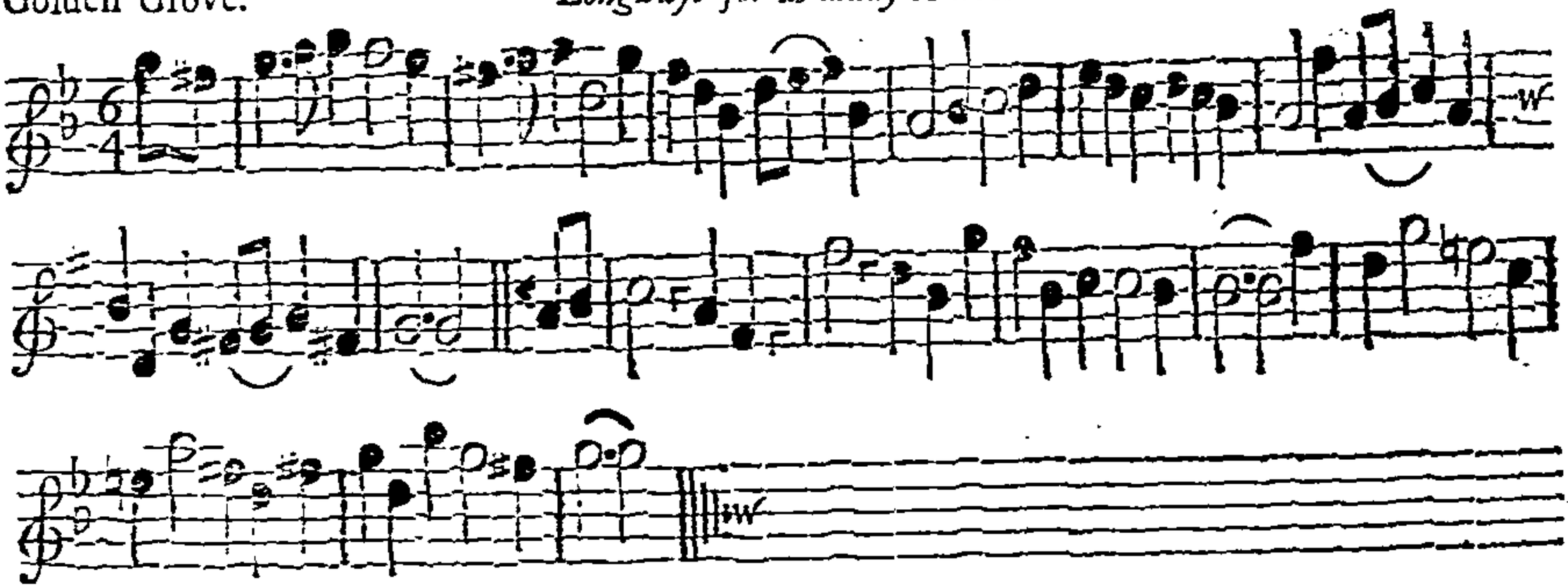
The Purſuit. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

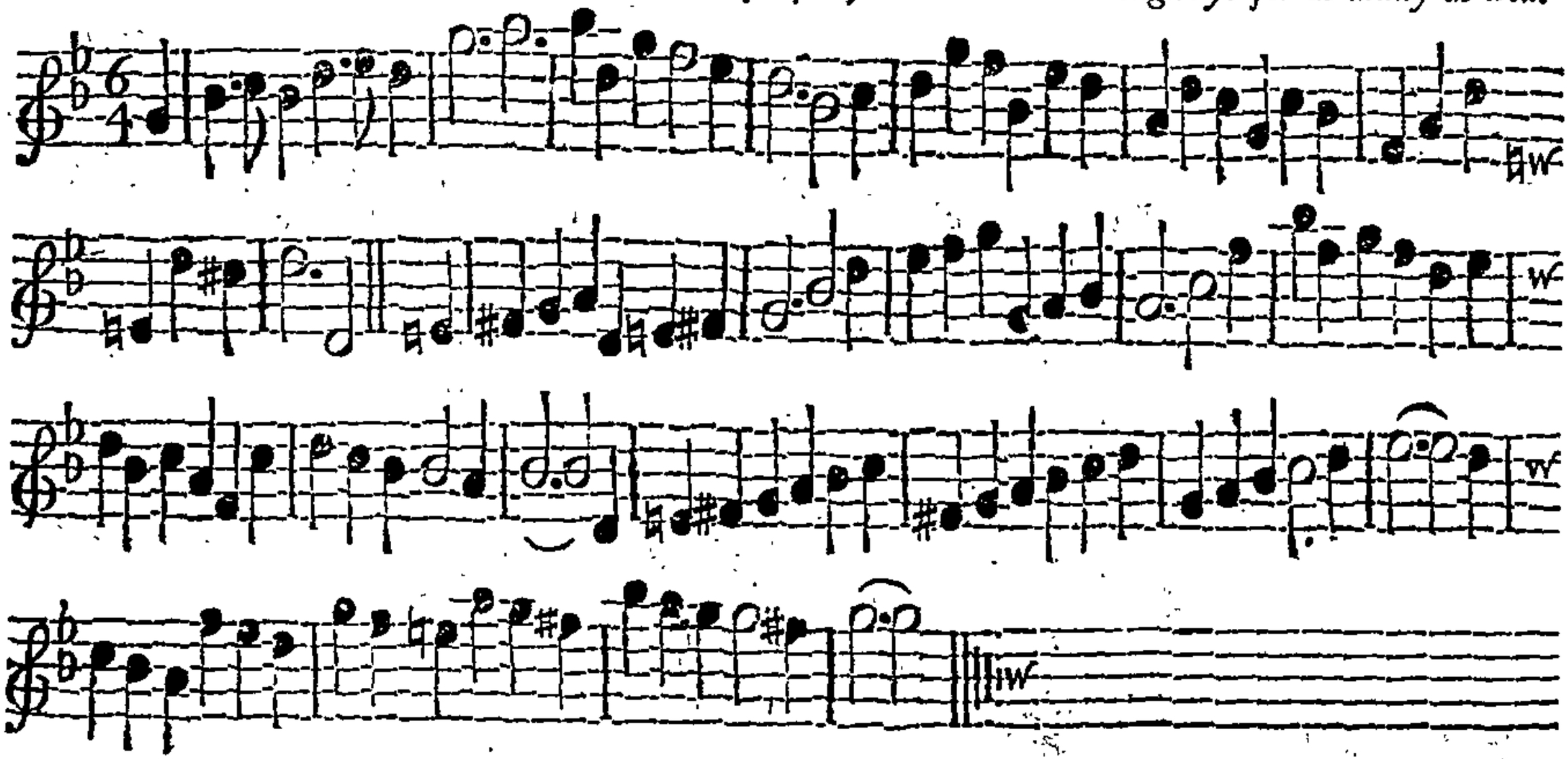
The 1ſt Man go the Hey with the two 1ſt We. and caſt off into the 2d Man's Place. The 1ſt Wo. go the Hey with the two 1ſt Men, and caſt off into the 2d Wo. Place. The 1ſt Cu. lead thro' the 3d Cu. and caſt up into the 2d Cu. Place, and turn Hands. Then do the whole Figure thro' the 2d Cu. which will bring the 1ſt Cu. into the 2d Cu. Places.

Golden Grove. *Longways for as many as will.*



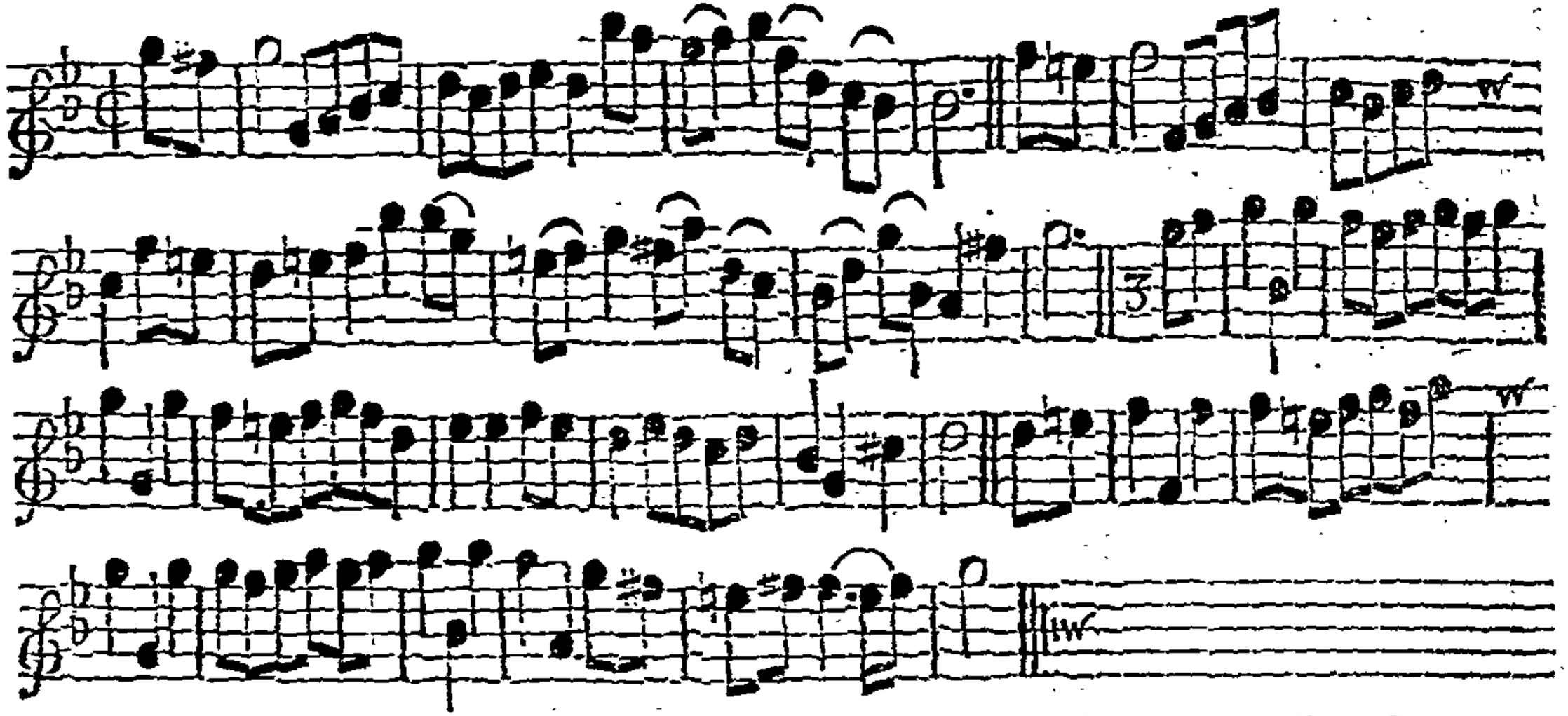
Note, Each Strain is to be play'd twice over.

The 1ſt Cu. caſt off, then the 1ſt Man turn the 3d Wo. and the 1ſt Wo. the 2d Man, then the 1ſt Cu. turn Hands into the 2d Cu. Place. The 2d Cu. do the ſame. The 1ſt Man and 2d Wo. and the 2d Man and 1ſt Wo. ſett to each other and turn ſingle fall all four in a Row, then go to your Places again. The 1ſt Cu. caſt off at the ſame Time, the 2d Cu. turn Hands up the Middle, then the Men turn their Partners.



Note, The first Strain is to be play'd twice, and the last but once.

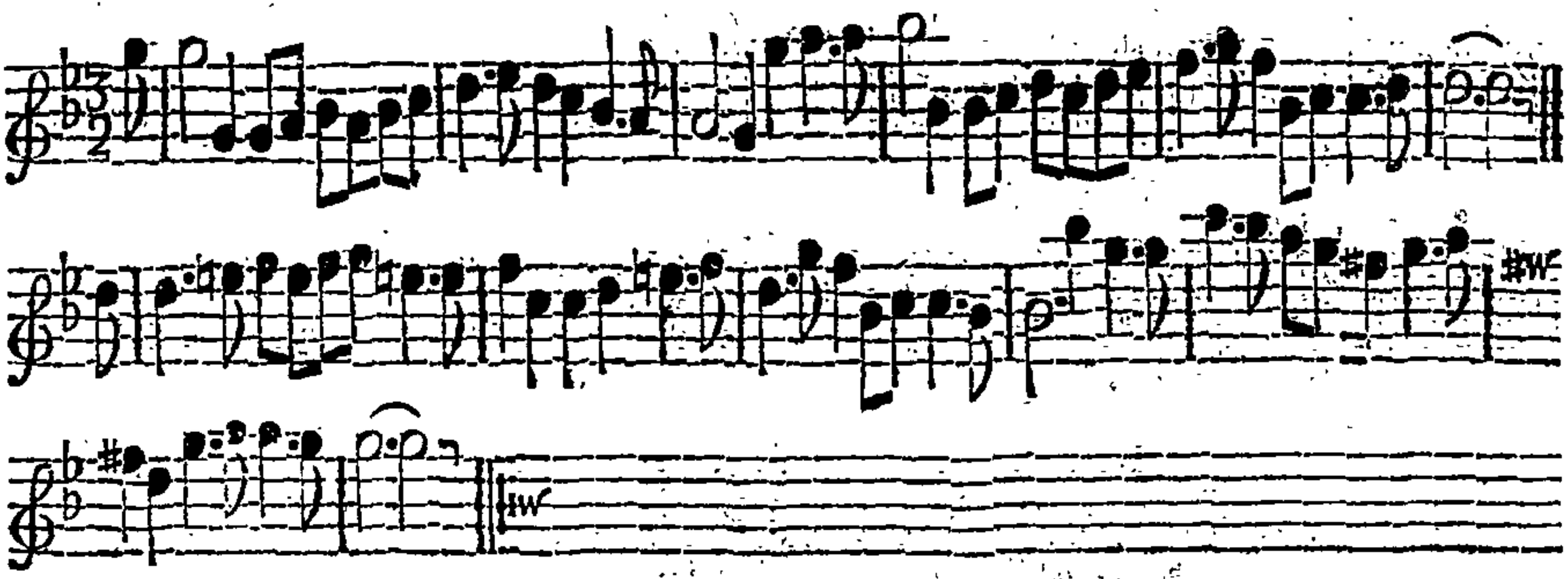
The 1st Cu. sett and cast off, then Hands round with the 2d Cu. ·_ Cast off below the 3d Cu. and slip up the Middle, then Hands round with the 3d Cu._: The 2d Cu. cast off, then Back to Back, all four meet, fall back again, Hands a cross half round, back again, the 1st Cu. cast off :_



Note, Each Strain is to be play'd twice, and the Minuet Part must be done with the Minuet Step.

The 1st Man draw his Partner into the 2d Cu. Place, and the 2d Man put his Partner in the 1st Cu. Place. The 1st Man draw his Partner into the 3d Cu. Place, and the 3d Man put his Partner into the 2d Cu. Place. The 2d Cu. being in the 1st Cu. Place cast off, and the 3d Cu. being in the 2d Cu. Place cast off at the same Time; the 1st Cu. turn Hands up the Middle into their own Places. The 1st Cu. go the half Figure and cross over. The 1st Man lead his Partner the Minuet Step behind the 2d Man into the 2d Cu. Place. Turn her once round and cast up. Lead up all four abreadth, the 2d Cu. cast off round the 1st Cu. into their own Places, the 1st Cu. set and cast off.

Lady *Mary*'s Courant. *Longways for as many as will.*

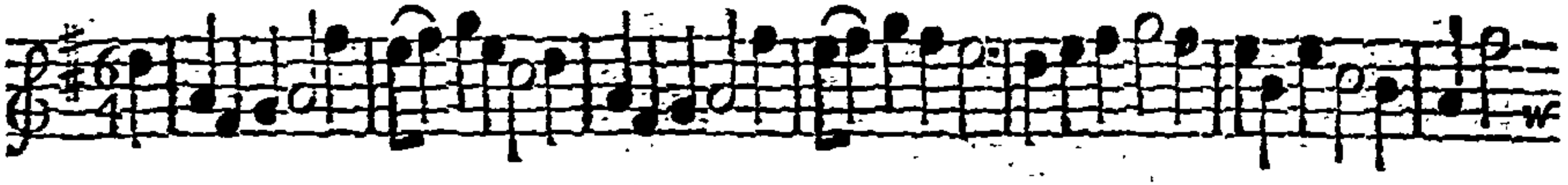


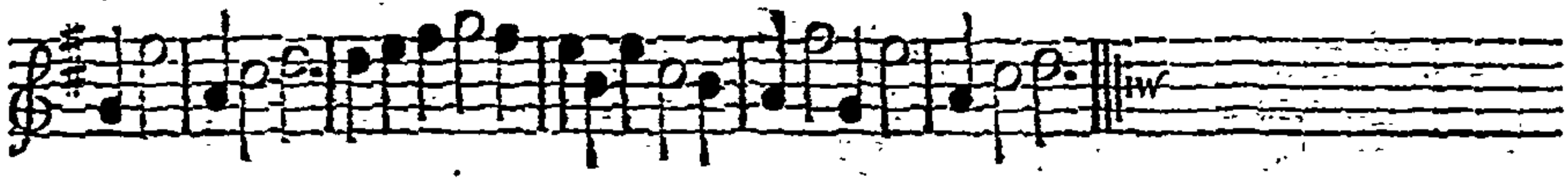
Note, Each Strain is to be play'd twice over.

This Dance ſhould be done with the Courant Step, if the Company can do it.

The 1ſt Cu. caſt off, the Man fall between the 2d Cu. and the Wo. between the 3d Cu. each three take Hands round. The Man caſt off and fall between the 2d and 3d We, the Wo. caſt up at the ſame Time and fall between the 2d and 3d Men, then each three take Hands round. The 1ſt Man lead his Partner the half Figure thro' the 2d Cu. and fall into the 2d Cu. Place, then turn Hands once round and caſt up. The 1ſt Man lead the two 1ſt We. round the 2d Man, into their own Places again, the 1ſt Man turn ſingle and caſt off.

May Fair. *Longways for as many as will.*

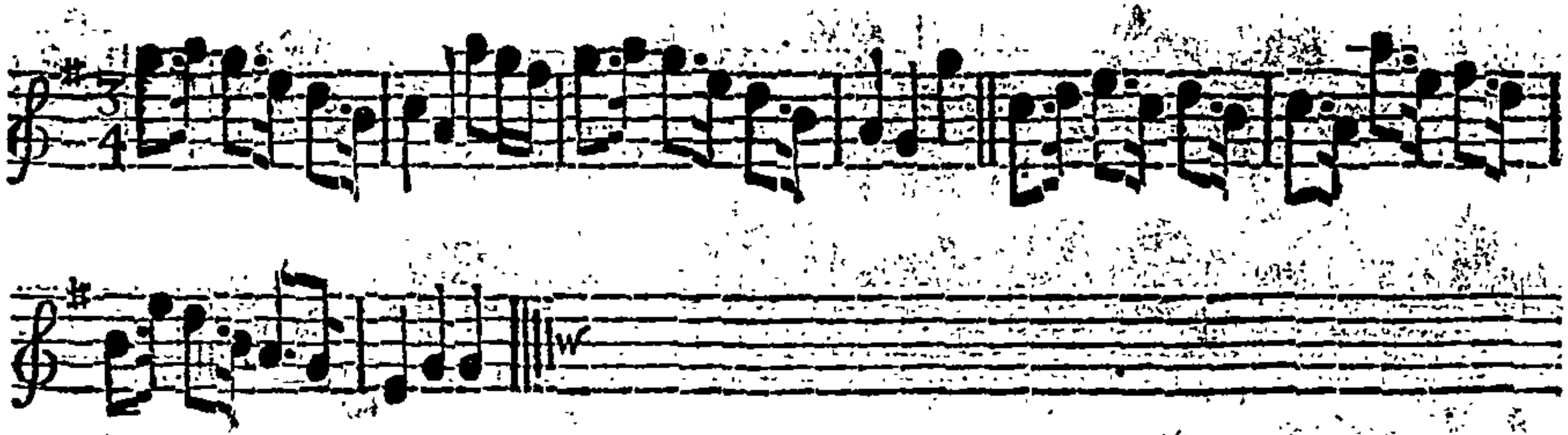




Note: *This Tune is to be play'd quite through.*

The two 1ſt Men ſides each with their Partners, then ſide each on the other ſide, then the 1ſt Cu. gallop thro' the 3d Cu. and caſt up into the 2d Cu. Place, then lead thro' the 2d Cu. and caſt off.

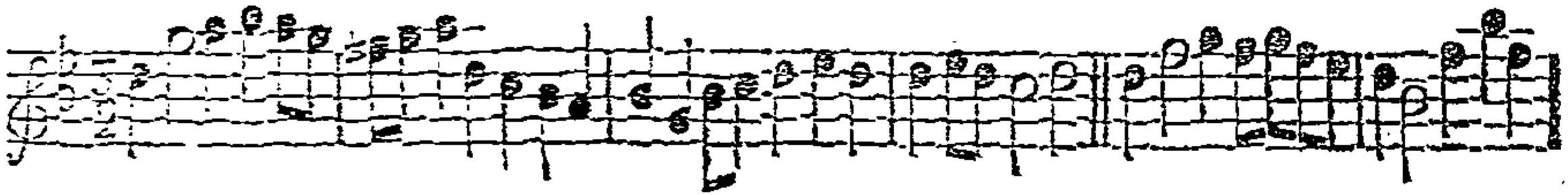
Scotch Moggy. *Longways for as many as will.*

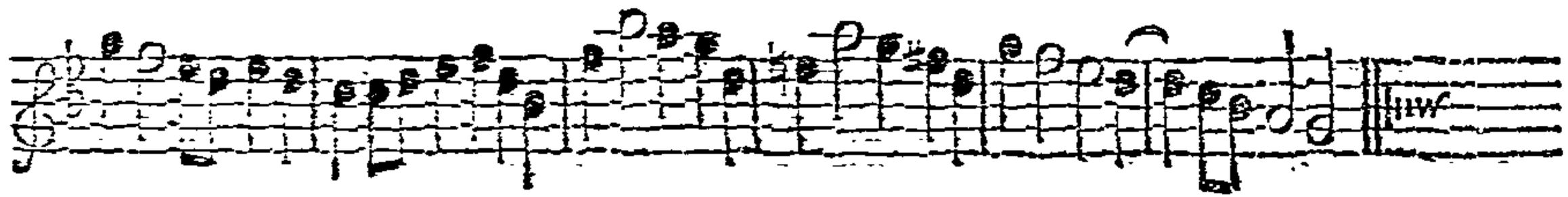


Note, *Each Strain is to be play'd twice over.*

Lead up forward and back again. Then the 1ſt Cu. caſt off and turn Hands. Then the two 1ſt Cu. lead to the Wall and back again. The 1ſt Cu. being in the 2d Cu. Place, lead the 3d Cu. to the Wall and back again, then turn Hands with the 3d Cu.

Earl Elms. *Longways for as many as will.*

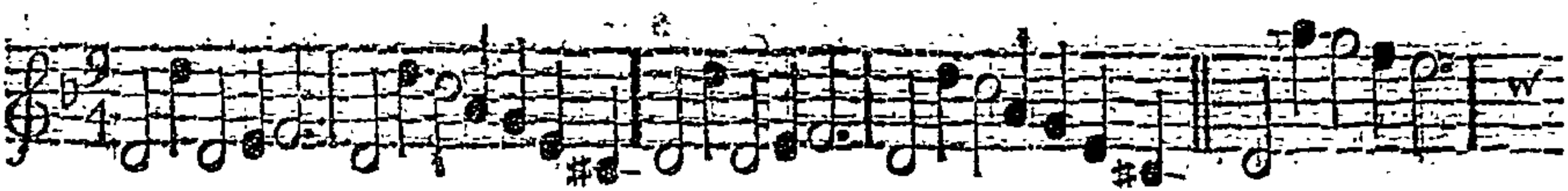




Note, *Each Strain is to be play'd twice over.*

The 1ſt and 2d Cu. go Hands half round, the 1ſt Cu. being in the 2d Cu. Place improper, caſt up. Then go Hands half round again, the 1ſt Cu. being in the 2d Cu. Place proper, caſt up into their own. The two Men do the whole Figure thro' the two We. then right and left quite round. Then the two We. go the Figure thro' the two Men and lead to the Wall, then back again, the 1ſt Cu. caſt off.

Longways for as many as will.

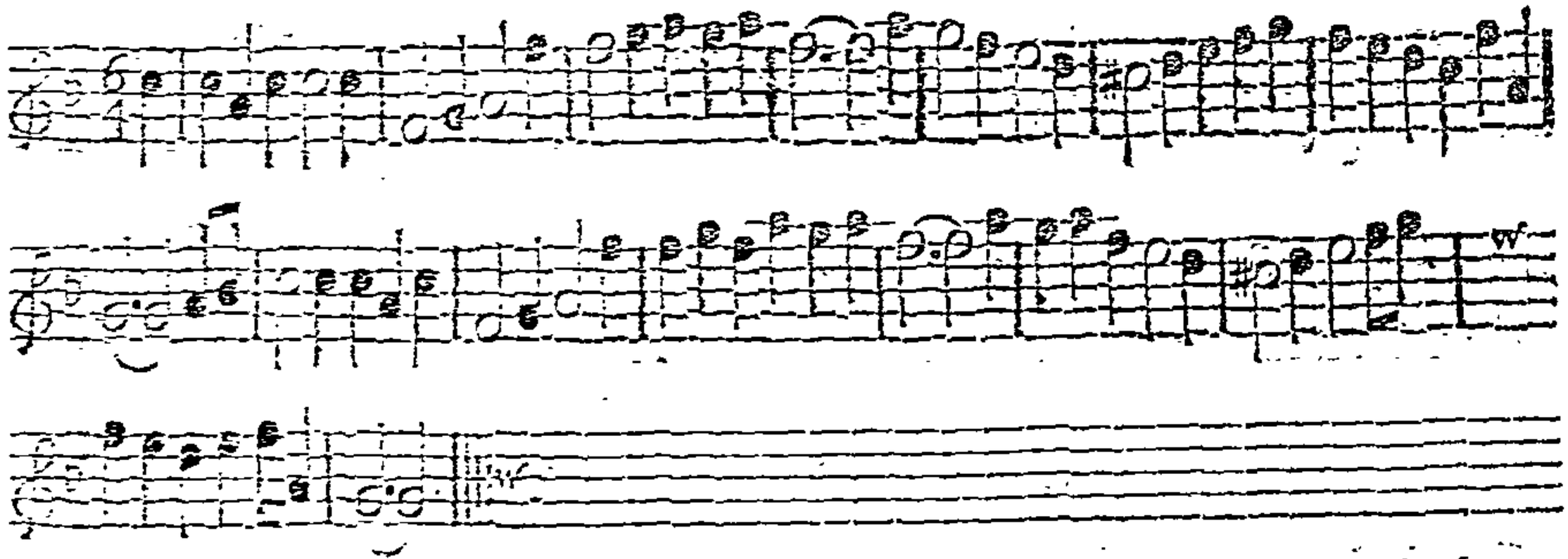


Note, *Each Strain is to be play'd twice over.*

The 1ſt Man caſt off, and the 2d Wo. caſt up, and turn Hands into their own Places. The 2d Man and 1ſt Wo. do the ſame. All four Hands acroſs half round and back again quickly. The 1ſt Cu. figure in, and croſs over.

Or thus: The 1ſt Cu. clap Hands and caſt off. Then clap Hands and caſt up. Then change Places, and Hands half round, and caſt off again. Then right and left quite round.

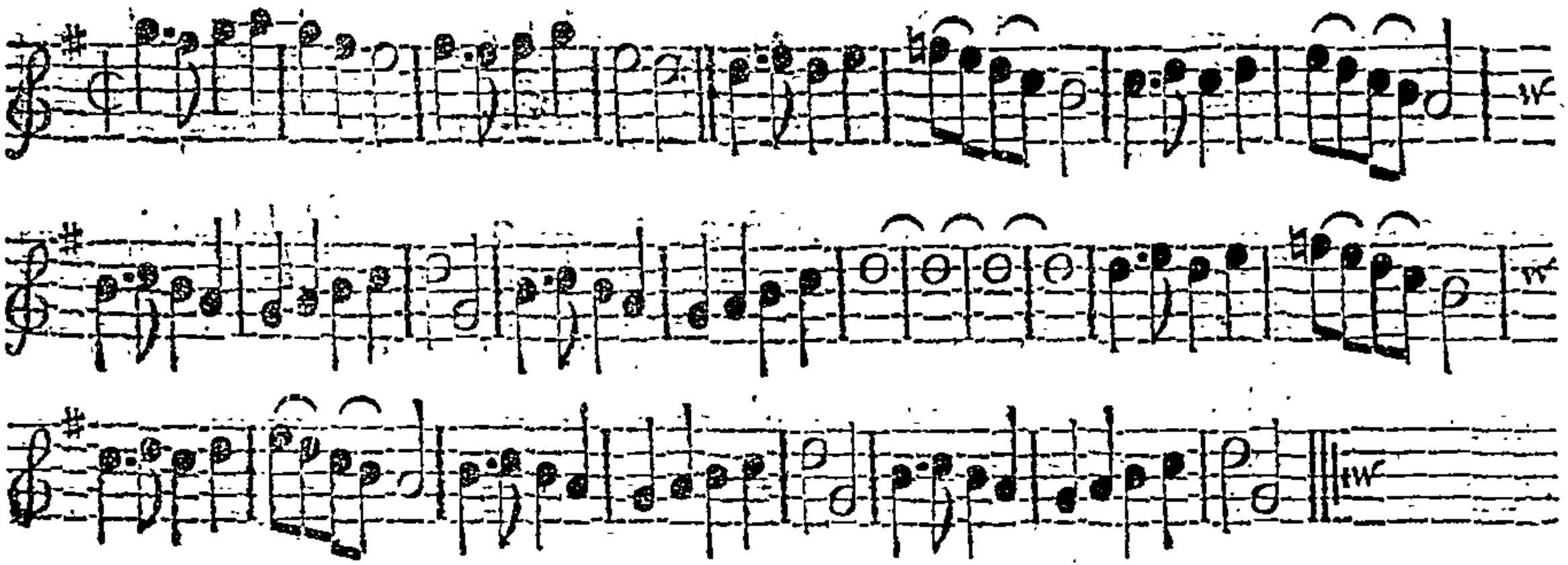
Jack the French Man. *Longways for as many as will.*



Note, *The Tune is to be play'd quite through.*

The 1ſt Cu. lead thro' the 2d Cu. and caſt off into their own Places; the 1ſt Man turn the 2d Man's Partner, the 2d Cu. do the ſame; then the 1ſt Man and 2d Wo. goes the Figure of eight thro' their Partners, the 2d Man and 1ſt Wo. do the ſame, and caſt off.

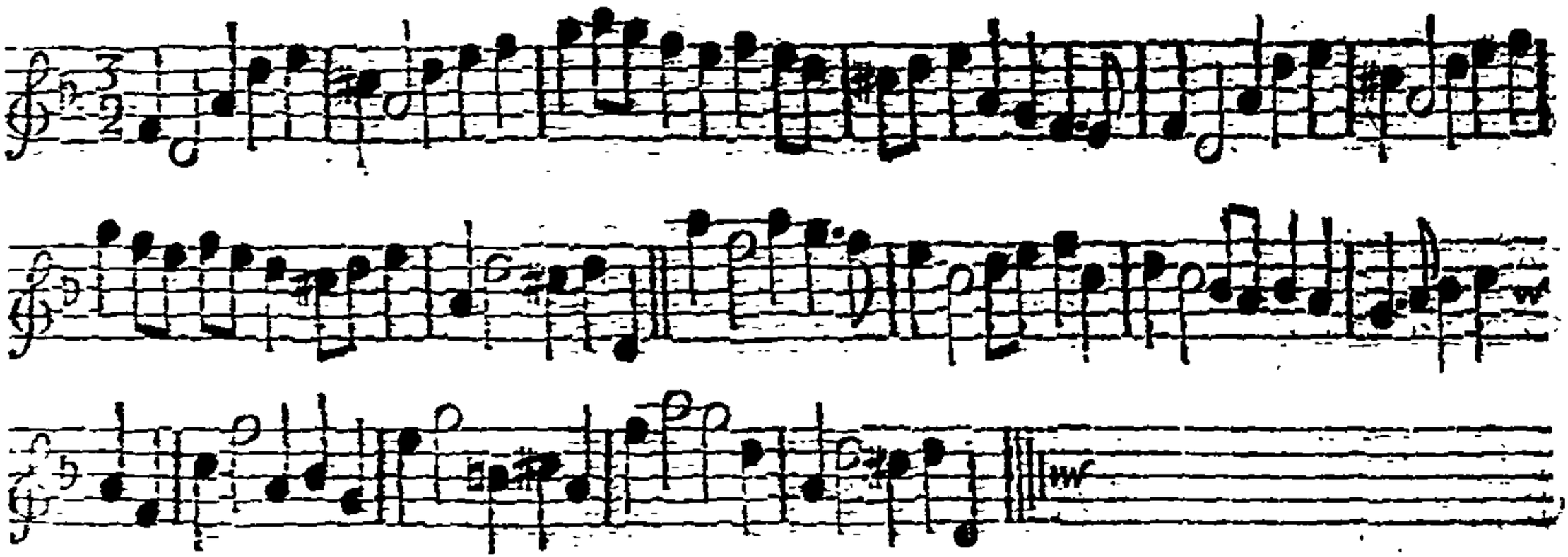
Elector of *Hanover*'s March. *Longways for as many as will.*



Note: *The first Strain is to be play'd twice, and the last but once over.*

The two 1ſt Cu. lead to the Wall and back again. The 1ſt Cu. lead up, and the 2d Cu. down, and back again. The 1ſt Man go under the 2d Cu's Hands, the 1ſt Wo. do the ſame, change Places, foot it, and caſt up, all four Hands half round (at the long Notes) Men and We. croſs over and ſlip into their own Places, then turn Hands, and the 1ſt Cu. caſt off.

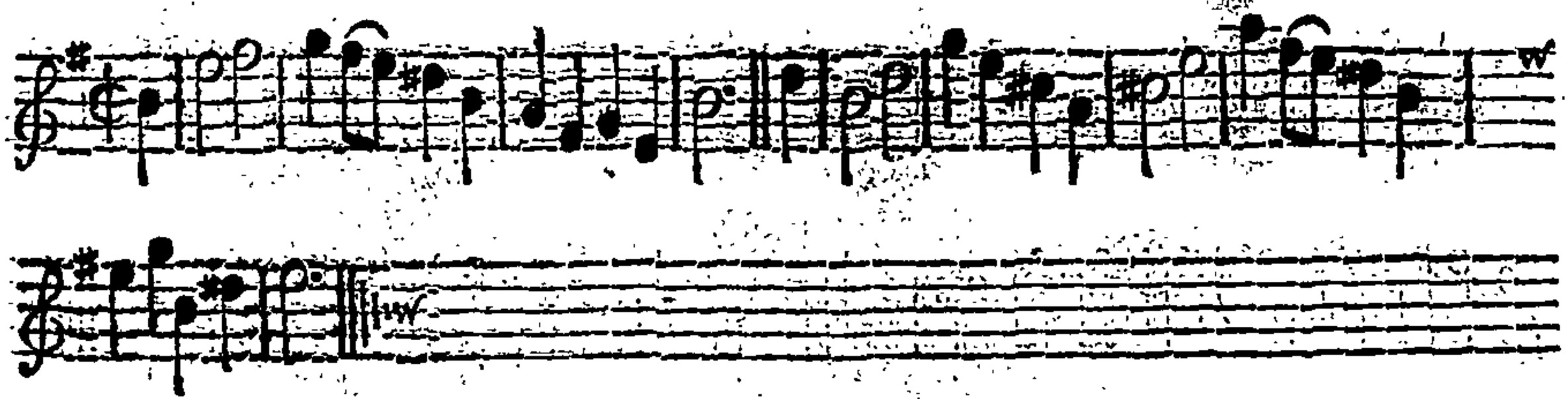
Camberwell. ***Longways for as many as will.***



Note: Each Strain is to be play'd twice over.

The 1st Cu. Foot it to each other and cast off, then turn Hands and cast up into their own Places. The two 1st Cu. fett to each other, and turn single. then the 2d Cu. go the whole Figure thro the 1st Cu. : The 1st Man turn the 2d Wo. with his Right-hand and his Partner with his left, then right and left quite round. The 2d Man turn the 1st Wo. with his Right-hand and his Partner with his left, then back to back with your Partners, and the 1st Cu. cast off :

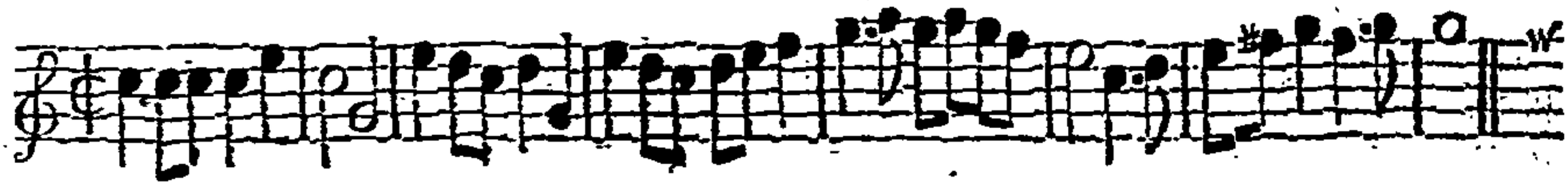
Every Lad his Lafs. *Longways for as many as will.*

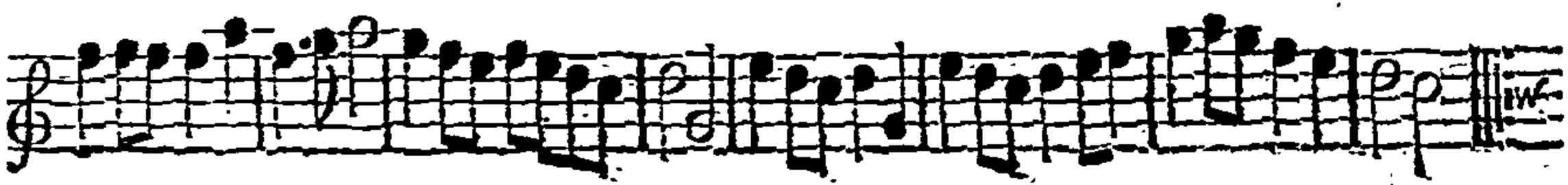


Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. ſet and caſt off ∴ The 2d Cu. do the ſame ∴ The 1ſt Man and 2d Wo. meet, and give a little Jump, the 2d Man and 1ſt Wo. do the ſame, and turn ſingle all four ∴ The 1ſt Cu. croſs over and figure in between the 3d Cu. into the 2d Cu. Place ∴

The Health. *Longways for as many as will.*

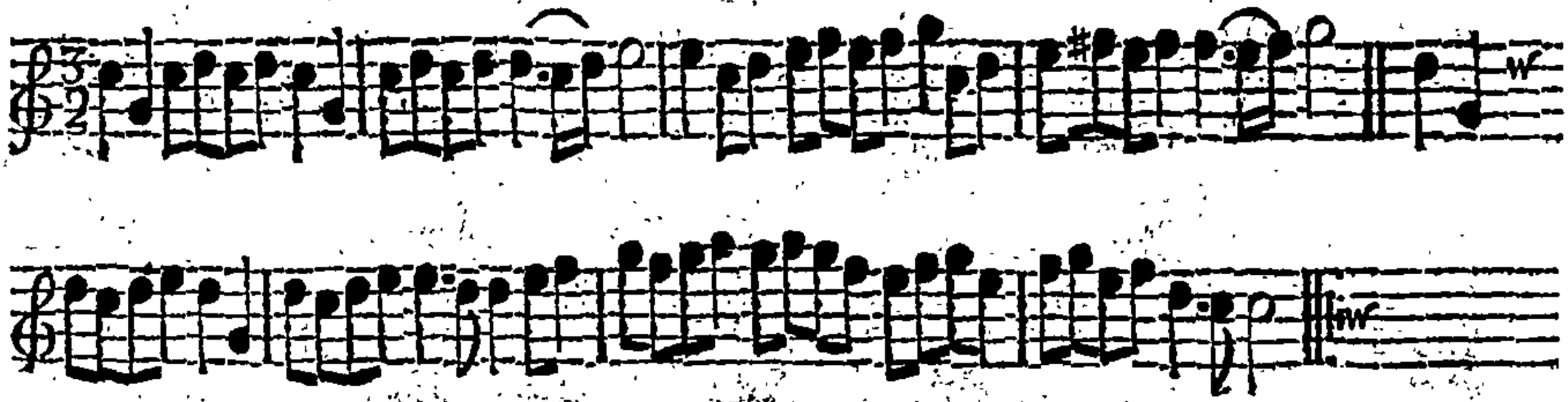




Note, *Each Strain is to be play'd twice over.*

The 1ſt and 2d Cu. lead forward and back, and turn ſingle, then turn your Partners, then the 1ſt Cu. caſt off. The 2d Cu. lead up and do the ſame. Hands acroſs round, then back again, and turn ſingle. The 1ſt Cu. Figure in, caſt off, and turn Hands.

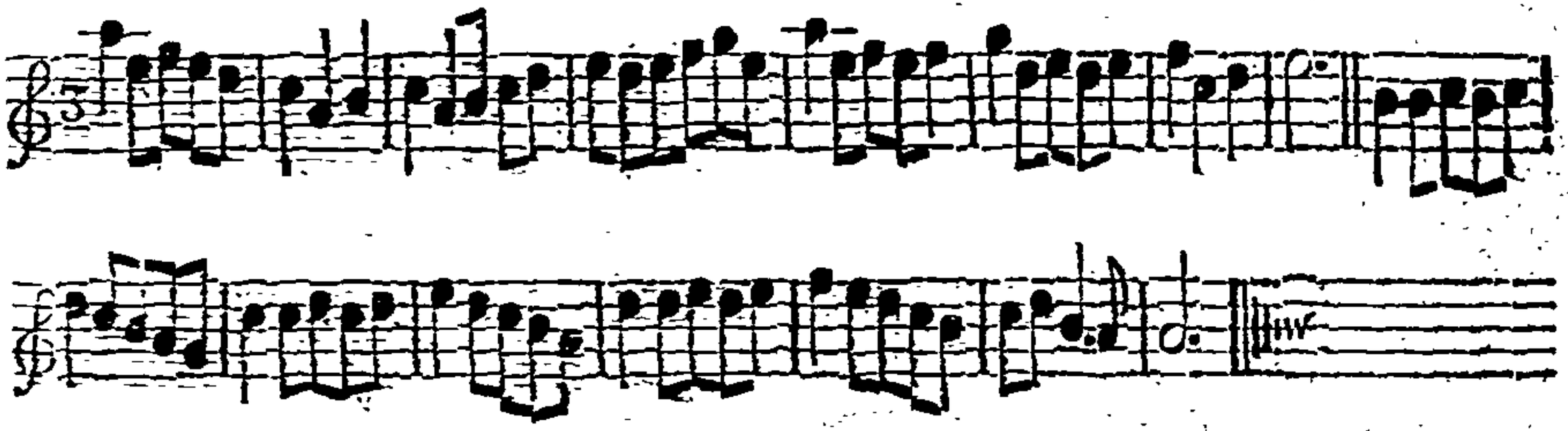
Justice *Busy.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1st Cu. lead forward and back again, and cast off. The two Men, and two Wo. lead to the Wall and back again, then Back to Back. The 1st Cu. go the whole Figure thro' the 3d Cu. Then 1st right and left quite round with the 2d Cu.

New Minuet. *Longways for as many as will.*



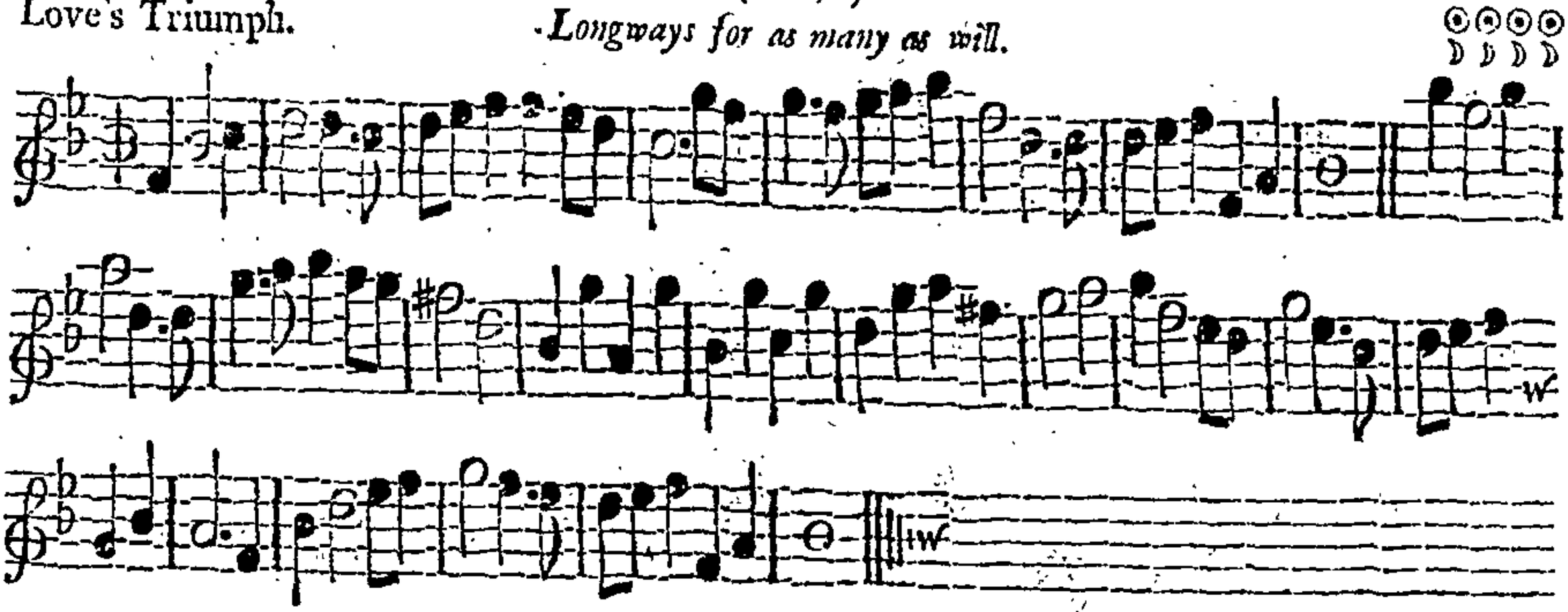
Note, *Each Strain is to be play'd twice over.*

This Dance must be done with the Minuet Step.

The two 1ſt Men take Hands, and the two 1ſt We. and lead backward, the 1ſt Cu. caſt off, and the 2d Cu. lead up. The 1ſt and 2d Cu. take Hands and meet each other, the 2d Cu. caſt off, and the 1ſt Cu. lead up. The 1ſt Cu. croſs over and turn Hands. Then lead up all abreaſt, and the 1ſt Cu. caſt off.

Love's Triumph.

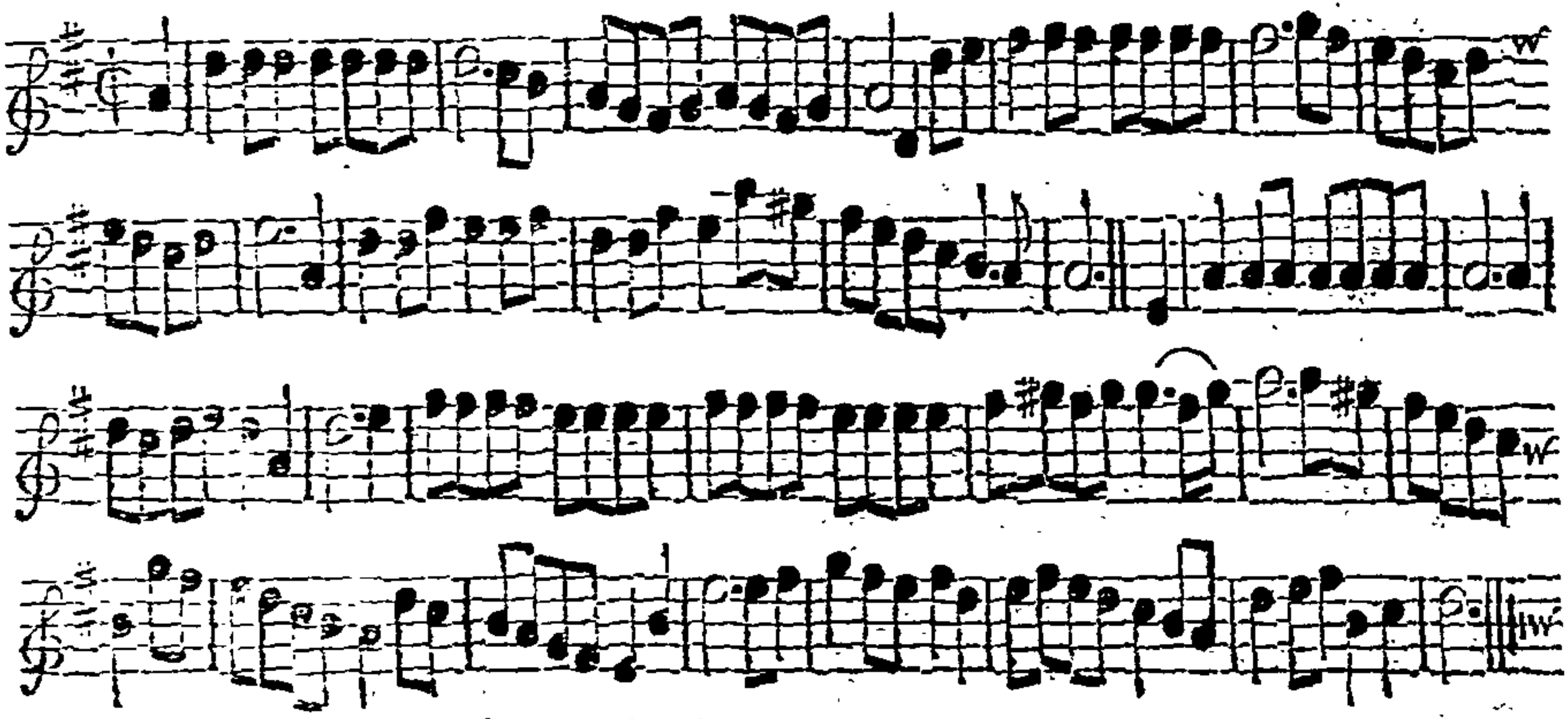
Longways for as many as will.



Note, Each Strain is to be play'd twice over.

The four meet and turn single, then Hands half round. The 1st Cu meet the 3d Cu. and turn single, then Hands half round. The 1st Cu. being in the 3d Cu. Place, cast up into the 3d Cu. Place, then Back to Back with your Partners, then turn single, and right and left quite round with the 2d Cu. The 1st Cu. being in the 2d Cu. Place, the 1st Man turn the 3d Wo. and the 1st Wo. the 2d Man, then 1st the Man, the 3d Man, and the 1st Wo. turn the 2d Wo. then Back to Back with your Partners, then lead thro' the 2d Cu. and cast off, and lead thro' the 3d Cu. and cast up.

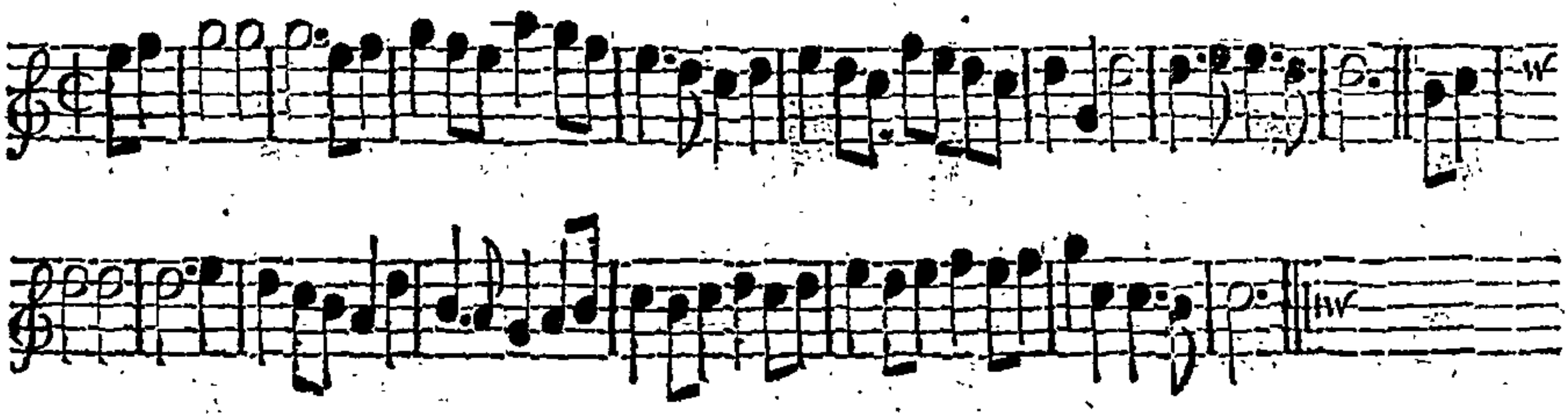
Marlborough's Victory. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once over.

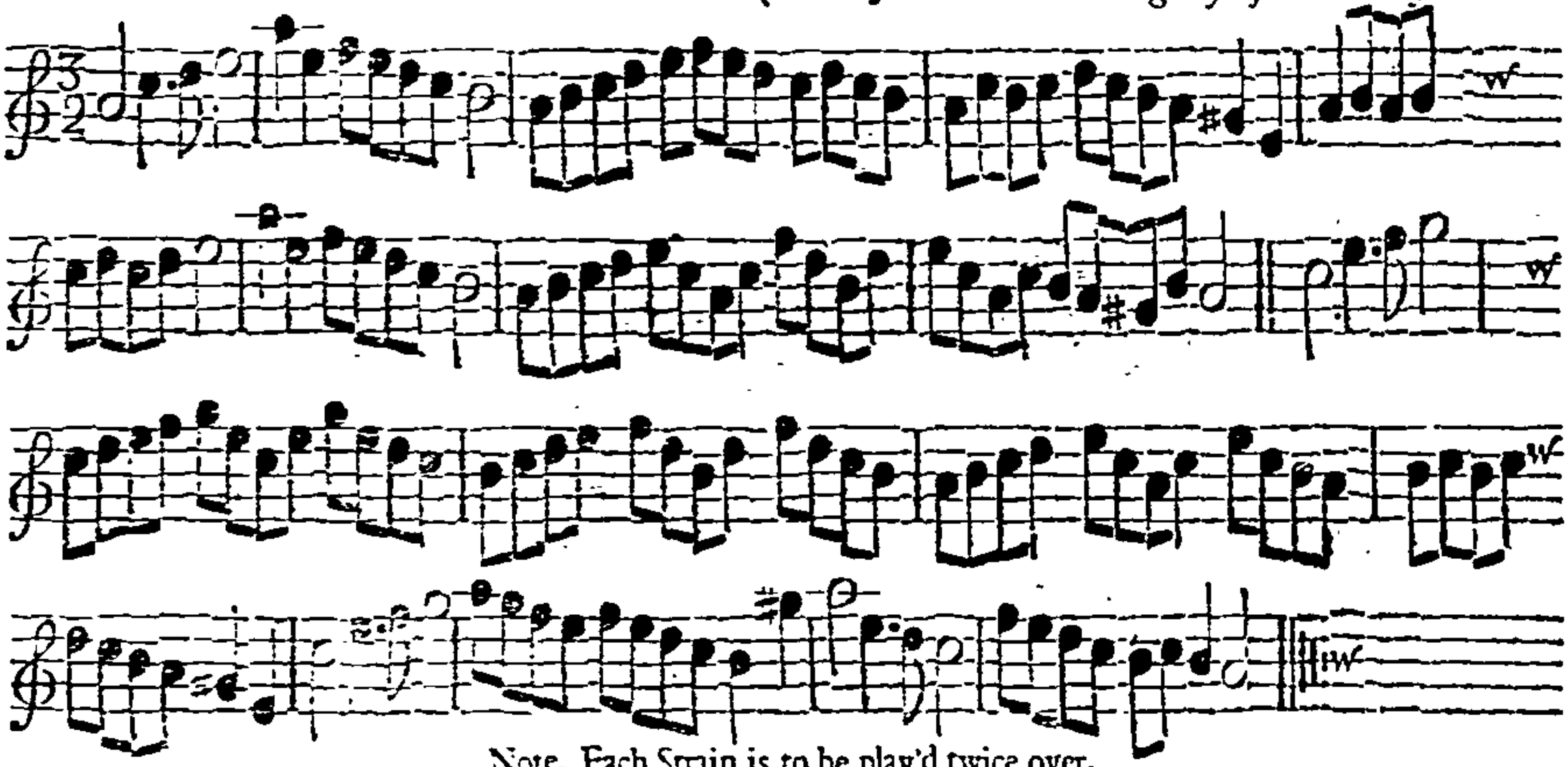
The 1st Cu. lead up and down, then setts all four and turn single, and Hands quite round :: The 1st and 2d Cu. lead out and in again, then right and left quite round :: Then Hey on the Man's side, then on the Wo. side, and turn into the 2d Cu. Places.

Vendosme's Retreat. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

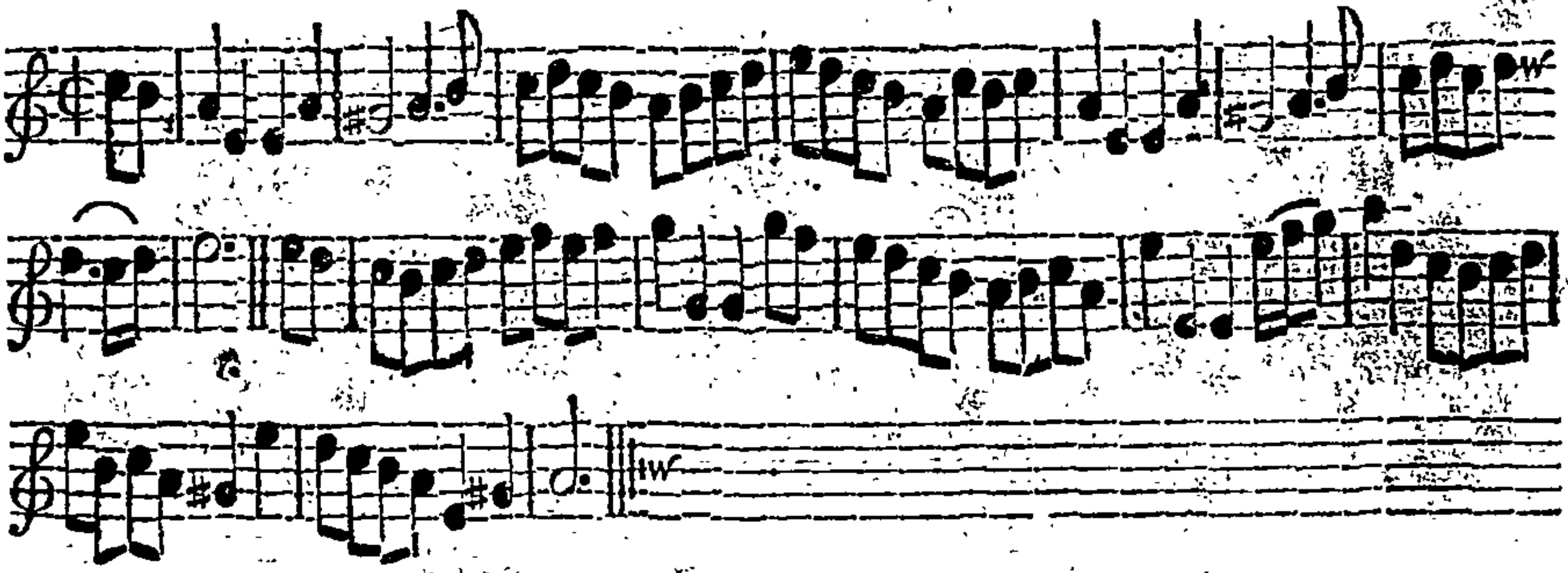
The 1st Man cast off behind the 2d Man, and turn his own Partner, and cast up into his own Place again ∴ The 1st Wo. do the same ∴ Then go the whole Figure of eight with the 2d Cu. ∴ Then being at the Top, clap Hands with your Partner, and cast off, and turn her ∴



Note, Each Strain is to be play'd twice over.

The 1ſt Man croſs over below 2d Wo. the 1ſt Wo. at the ſame Time Figure thro' the 2d Cu. then both ſett, the 1ſt Man caſt up, the 2d Wo. at the ſame Time caſt off, and turn Partners in the 2d Cu. Place :. The 2d Cu. do the ſame :. The 1ſt Cu. caſt off, the 1ſt Man Figure thro' the 3d Cu. the 1ſt Wo. goes the Figure thro' the 2d Cu. at the ſame Time ; ſet and change Places :. The 1ſt Man go the Hey with the 2d Cu. the 1ſt Wo. do the ſame with the 3d Cu. then lead up to the Top and caſt off :.

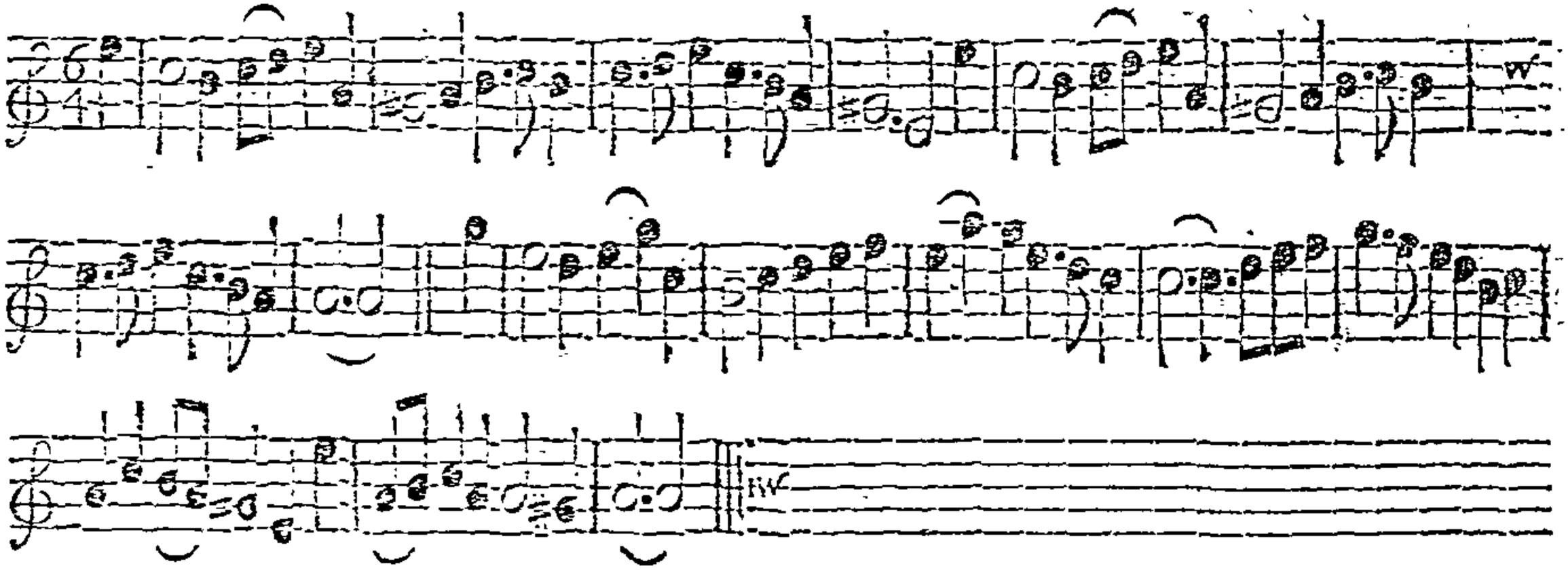
Beaux Stratagem. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. ſlip on the Outſide, below the 2d Cu. Then figure thro' the 3d Cu. the 2d Cu. do the ſame Fall back, Sides, and change Places with your Partners The 1ſt Cu. figure thro' the 2d Cu. and turn down the Middle into the 2d Cu. Place

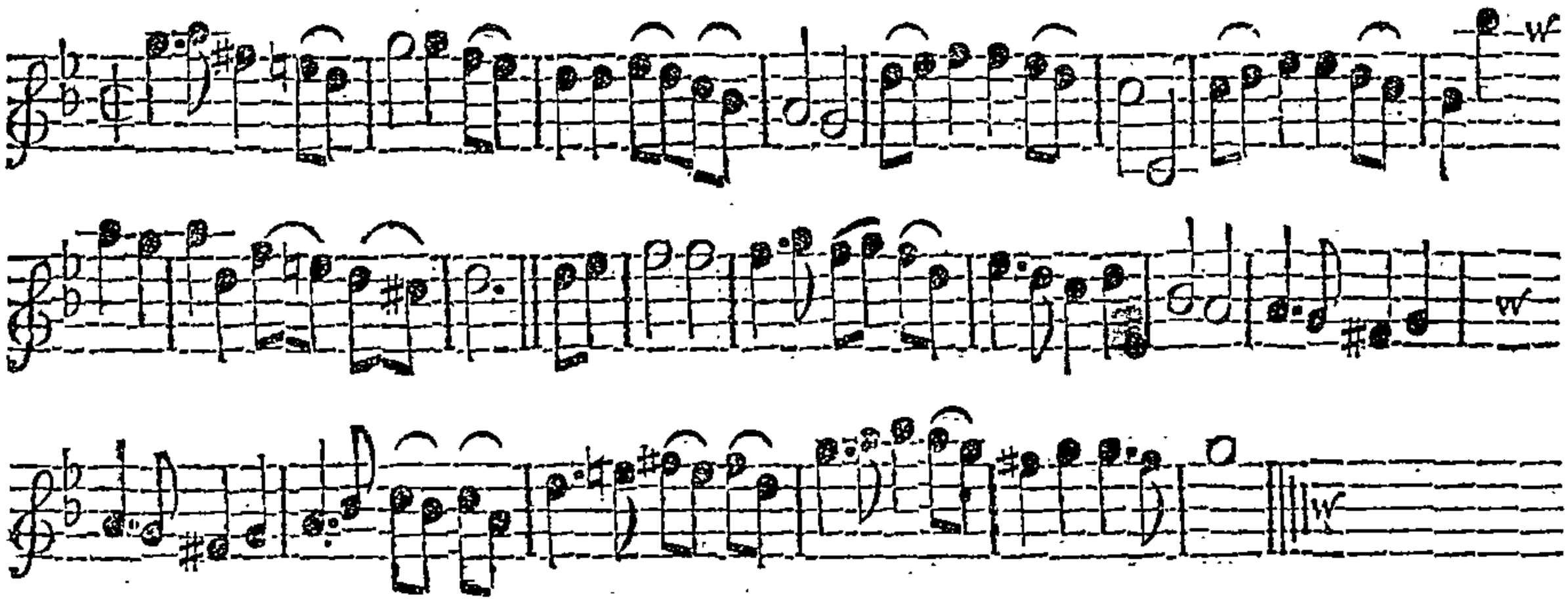
Exeter Ladies. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st and 2d Cu. take Hands and go half round, and turn single, then back again ⁝ The 1st Cu. go the Hey, then sides with the 2d and 3d Cu. ⁝ Then the 1st Cu. cast off and turn the 3d Cu. ⁝ The 1st Cu. fett in the 2d Cu. Place, and turn single; the 1st Man turn the 2d Man with his Left-hand quite round; the 1st Wo. turn the 2d Wo. with her Right-hand at the same Time ⁝

Dutchess of *Grafton.* *Longways for as many as will.*

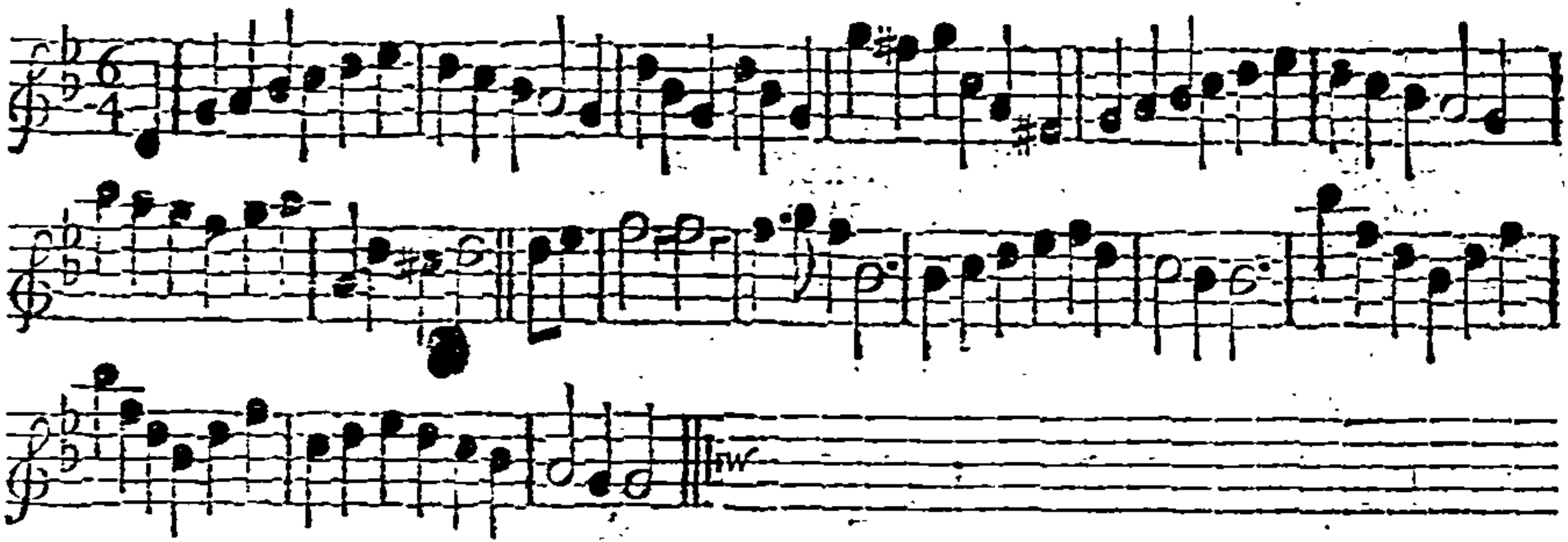


Note, Each Strain is to be play'd twice over,

The 1st Man sett to the 2d Wo. then cast off, and turn the 3d Wo. with his Left-hand quite round, the 2d Wo. at the same Time cast up and turn the 2d Man half round. The 1st Wo. and 2d Man sett and cast off, and lead thro' the 3d Cu. and cast up. The 1st Man takes the 2d Man by both Hands and pulls him into the 2d Wo. Place, loose Hands, sett two Steps forward and two backward, then take Hands and turn half round, the 2d Wo. at the same Time cast off, and turn the 1st Wo. half round. Then right and left, the 1st Cu. meet two steps forwards clap Hands and cast off.

Fort *Mounjoy* ; or,
Saturday Night's Ramble.

Longways for as many as will.

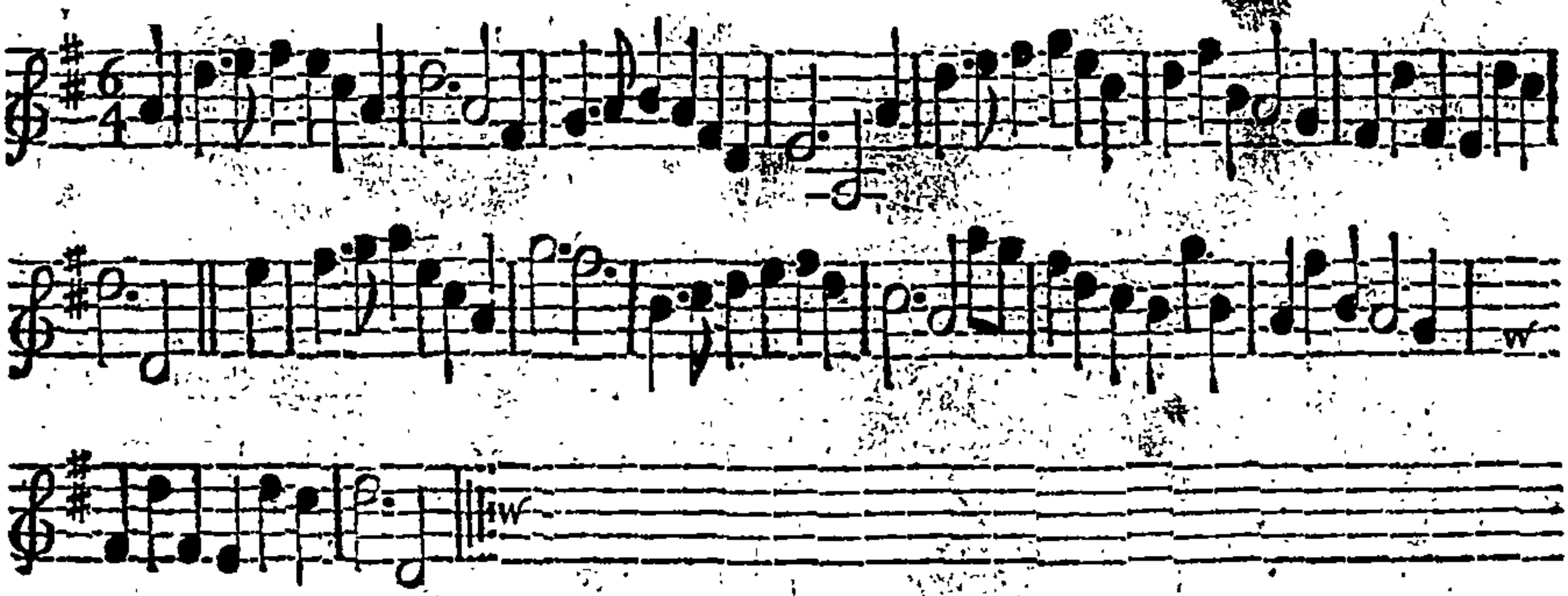


Note, Each Strain is to be play'd twice over.

First Cu. cross over below the 2d Cu. the 1st Man turn the 2d Man half round, and cast off, the 1st Wo. at the same Time turn the 3d Wo. half round, and cast up :. Then cross up and Figure thro' the 2d Cu. :. The 1st Man change Place with the 2d Wo. the 1st Wo. and 2d Man the same, all four clap Hands and turn single :. Then right and left half round, clap Hands and cast off :.

Or thus: The 1st Cu. cast off behind the 2d Cu. then cast off behind the 3 cu. :. Then cast up again, the same 'till they come to the Top :. Then the 1st Man change Places with the 2d Wo. and the 2d Man with the 1st Wo. and half round and cast off, then right and left quite round, which brings them into the 2d Cu. Place :. Then lead thro' at Bottom and cast up, and lead thro' at Top and cast off, and turn :.

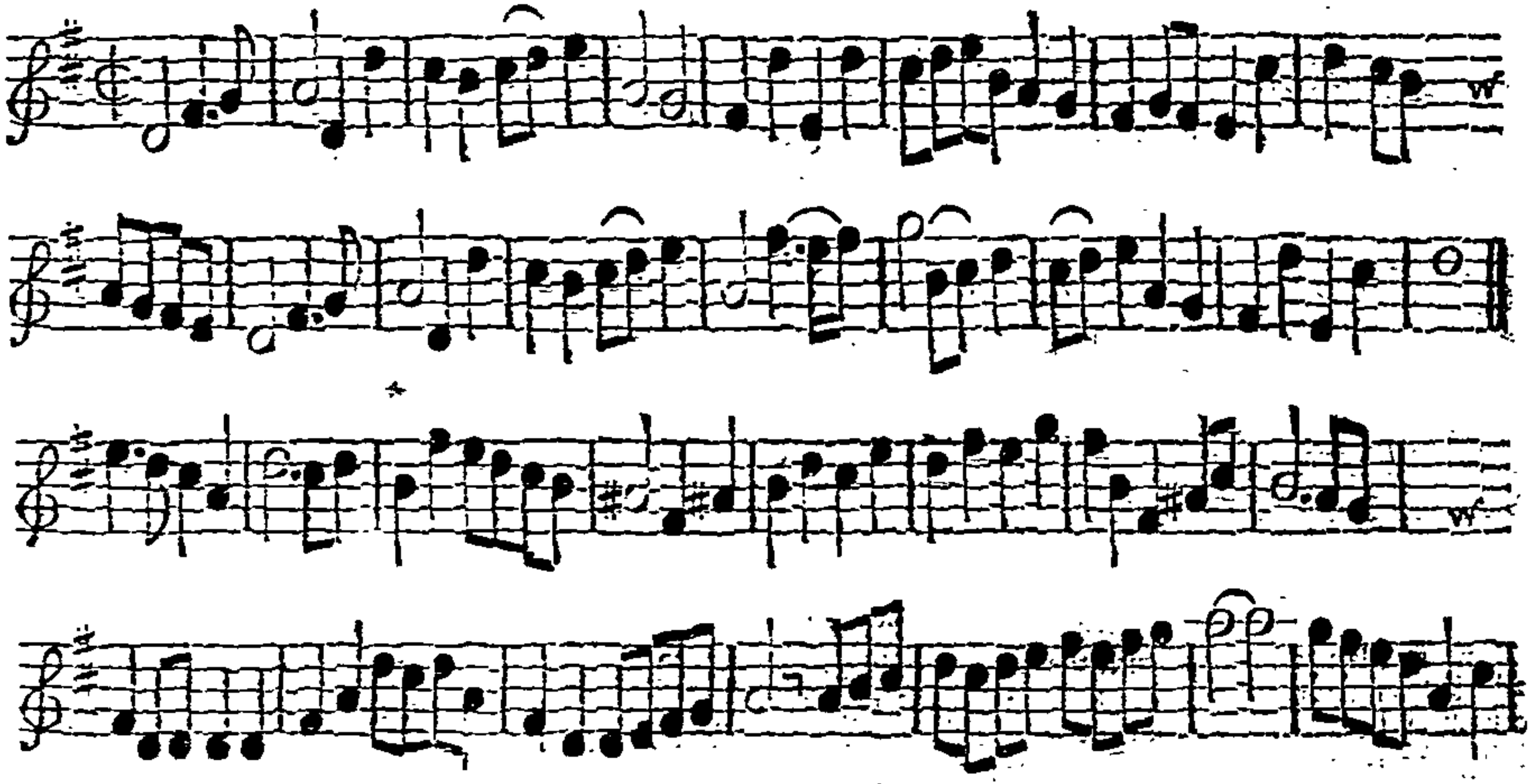
Recruiting Officer. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man caſt off and turn the 2d Wo. quite round, the 1ſt Wo. at the ſame Time follows him below the 2d Man, and turns him quite round. Then Figure thro' the 3d Cu. and caſt up to the Top. The 1ſt Cu. caſt off and take with the 3d Cu. and go half round. All ſet and turn ſingle, then Hands back again, which brings the 1ſt Cu. into the 2d Cu. Place proper.

Lord *Killmurry*'s Delight. *Longways for as many as will.*

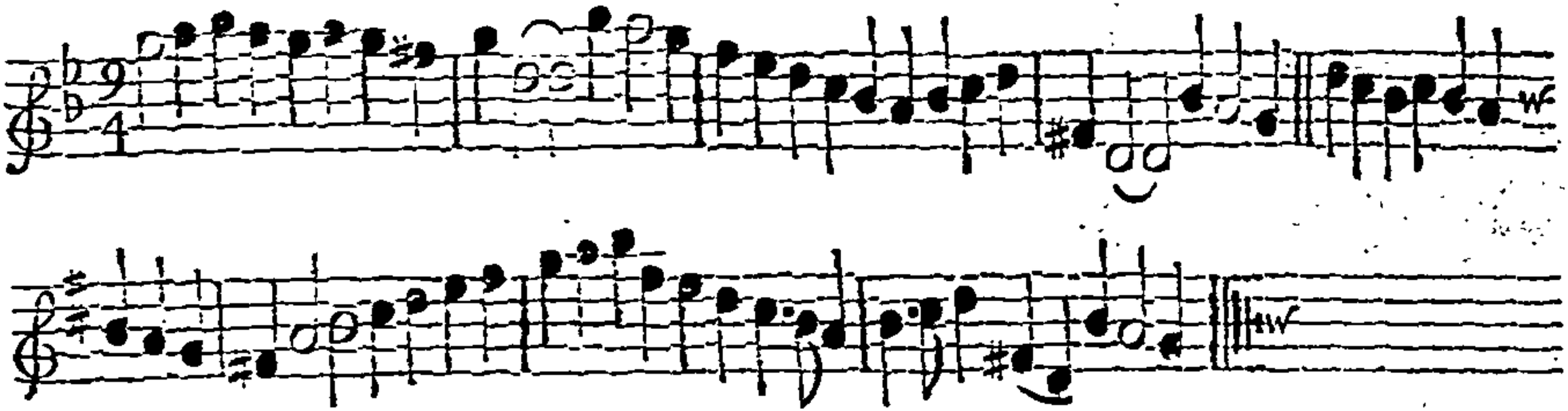


Lord *Killmurry*'s Delight. *Longways for as many as will.*

Note: *The first Strain is to be play'd twice, and the last but once over.*

The 1ſt Cu. Figure thro' the 2d Cu. ſet and off, then Figure thro' the 3d Cu. and turn in the 2d Cu. Place ∴ The 2d Cu. do the ſame ∴ The 1ſt and 2d Men ſet to their Partners and change Places, the 1ſt Man turn the 2d Man with his left Hand quite round, the 1ſt and 2d Wo. do the ſame at the ſame Time, then right and left half round, and the 2d Cu. caſt off, then the 1ſt Cu. ſet and caſt off ∴

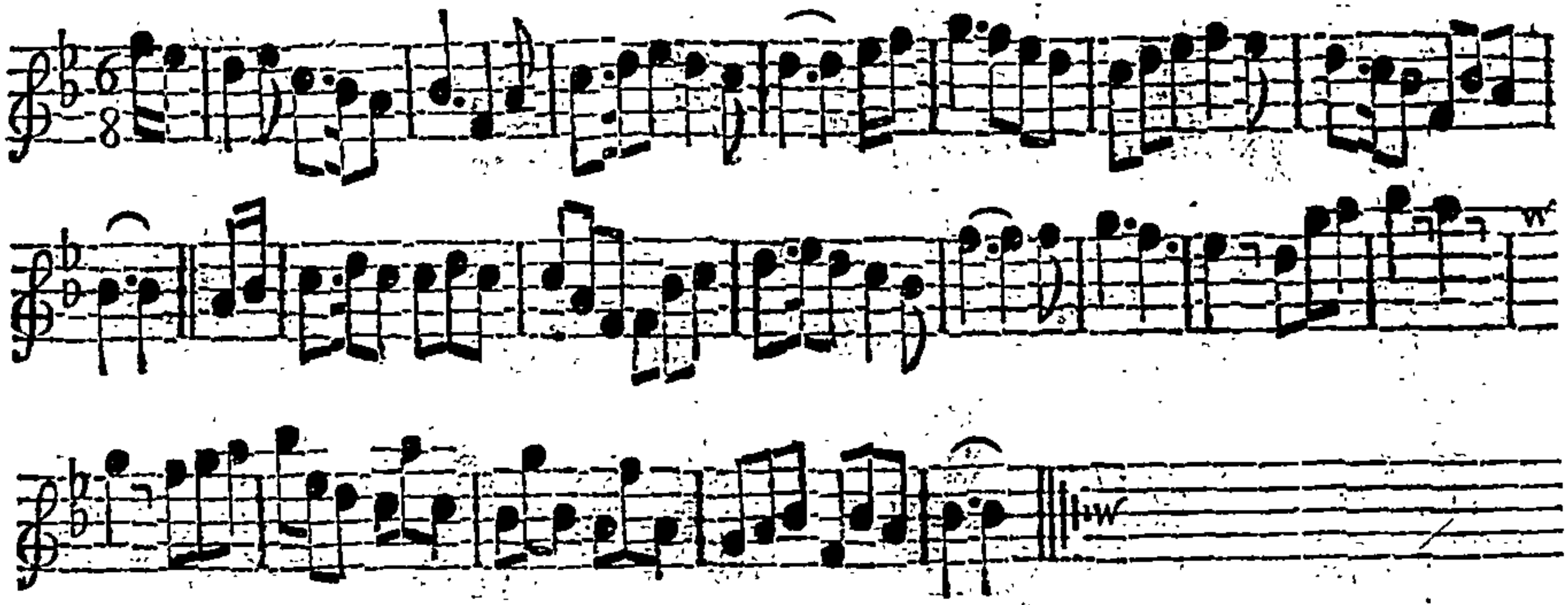
A Trip to *Nottingham.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

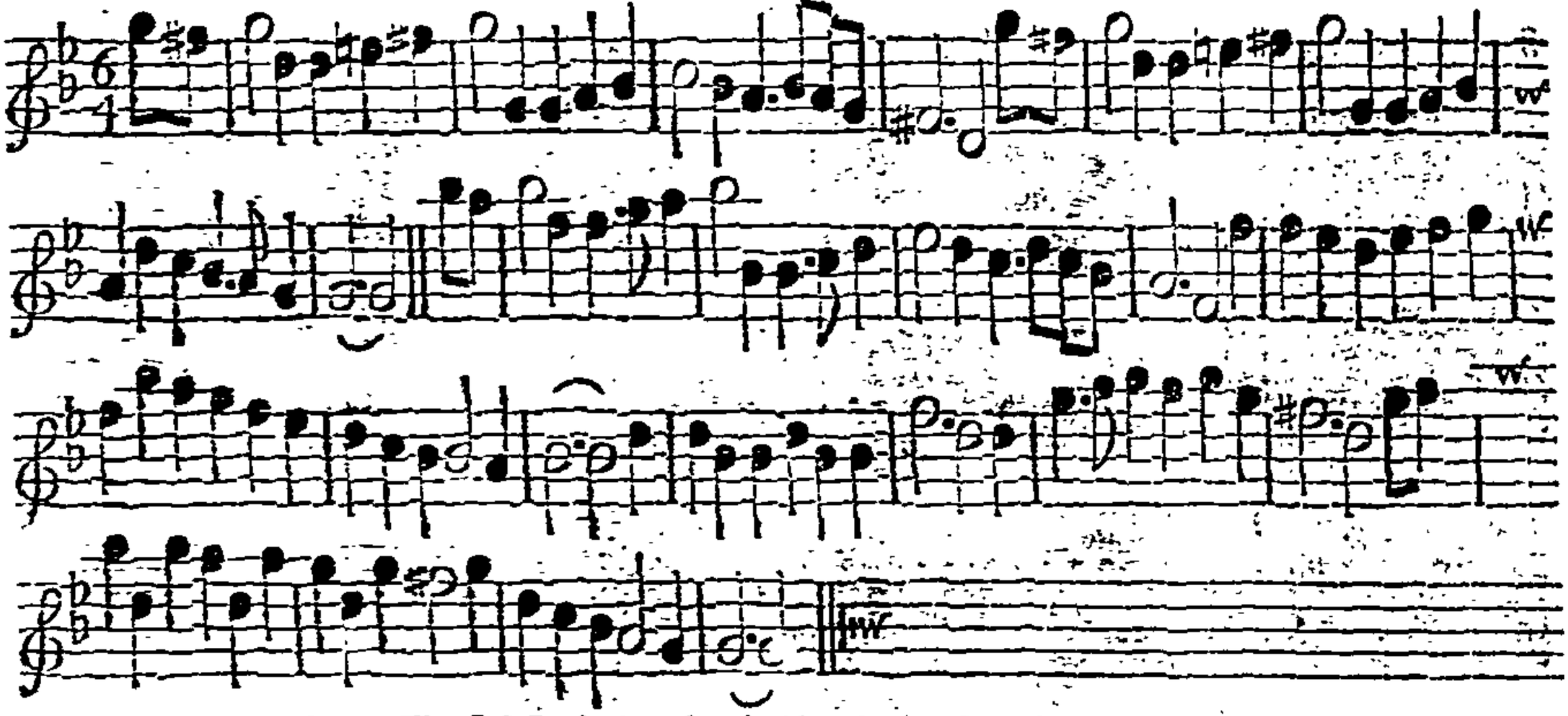
All four Hands half round, the 1ſt Cu. turn ſides with the 3d Cu. Then caſt up to the Top and change Places with your Partners. The 1ſt Cu. go in and out below the 3d Cu. Then lead up to the Top and caſt off.

Burgundy's Flight. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

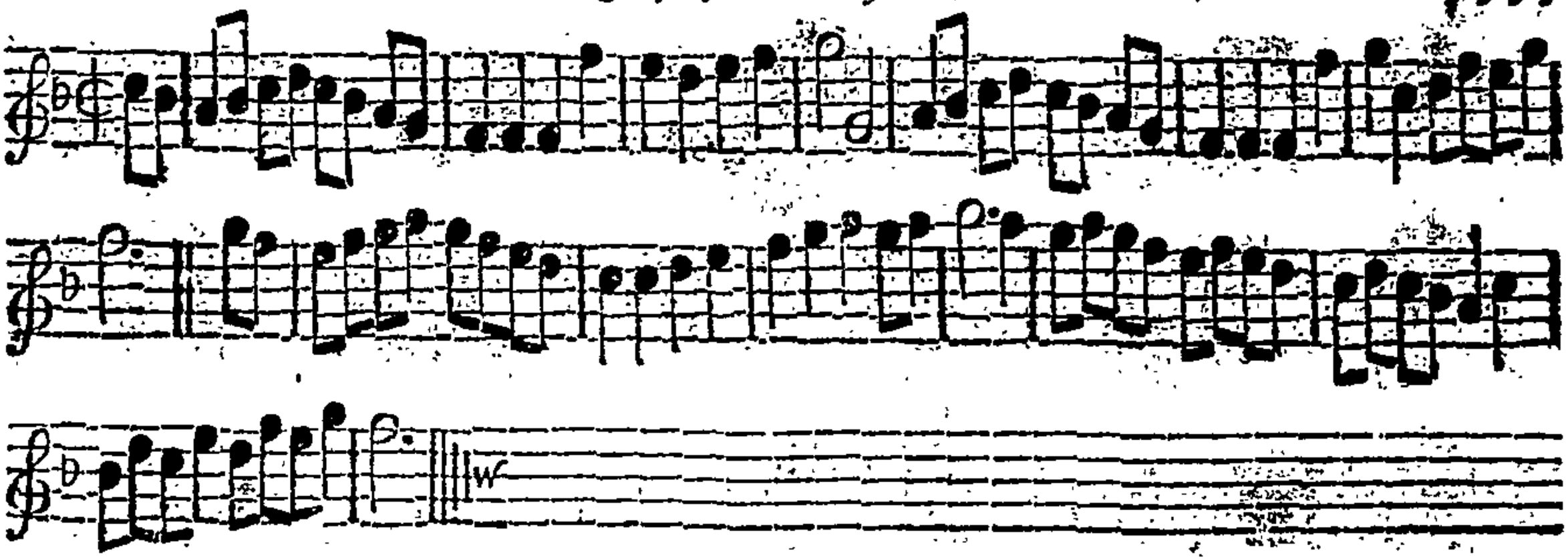
The 1ſt Cu. caſt off, and turn the 3d Cu. The 2d Cu. do the ſame. All four change Places, then ſet to your Partners, then ſet Sides, and turn quite round. Then right and left, ſet Sides, the 1ſt Cu. ſlip up the Middle, ſet two Steps and caſt off.



Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Man set to the 2d Wo. and turn single down the Middle, then turn the 3d Wo. quite round; the 2d Wo. at the same cast up, and cross below the 2d Man. The 1st Wo. and 2d Man cast off, and take Hands half round with the 1st Man and 2d Wo. The 1st Cu. go the Figure thro' the 3d Cu. the 1st Man change Places with the 2d Wo. the 1st Wo. change with the 2d Man, then the 1st Cu. cross over below the 2d Cu. the 2d Cu. turn up into their own Places at the same Time.

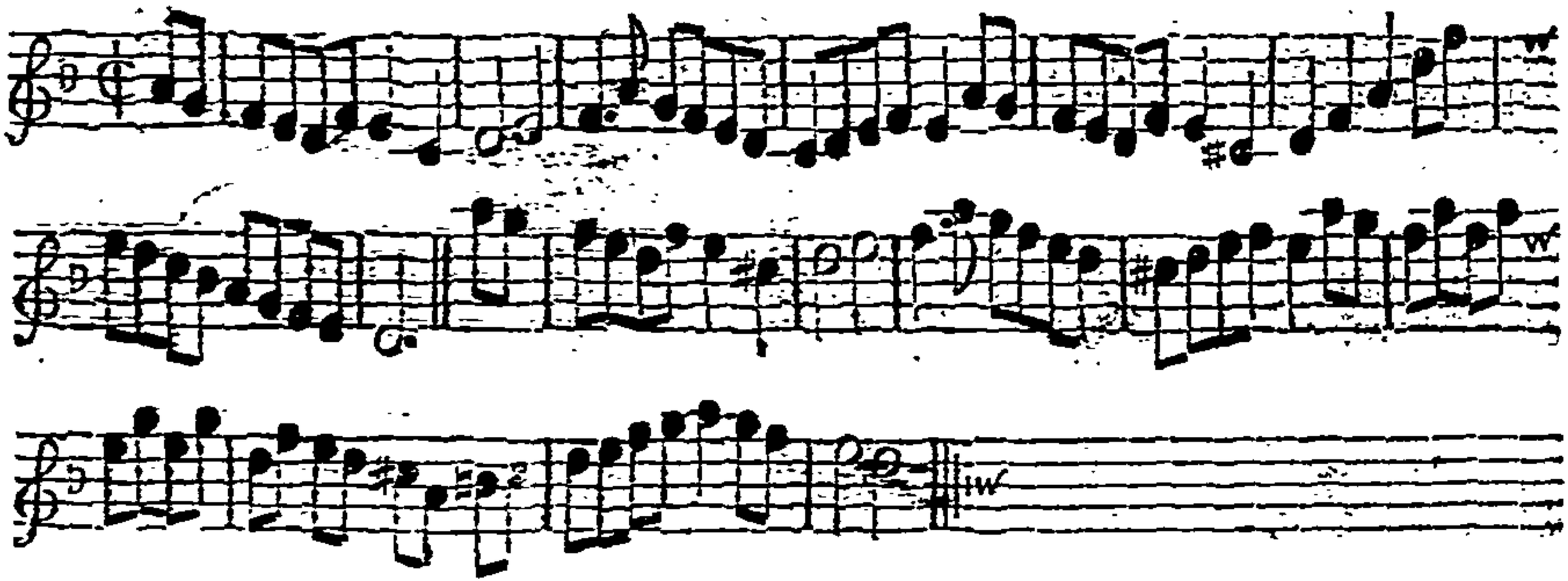
The Conſtant Lover. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man and 2d Wo. go the whole Figure thro' the 1ſt Wo. and 2d Man. The 1ſt and 2d Men croſs over with their Partners, and change Sides, then change Places with your Partners. The 1ſt Man fall between the 3d Cu. and the 1ſt Wo. falls between the 2d Cu. then each take Hands and go quite round. The 1ſt Man go up the Middle to his Partner, then lead up abreaſt with the 2d Cu. and caſt off.

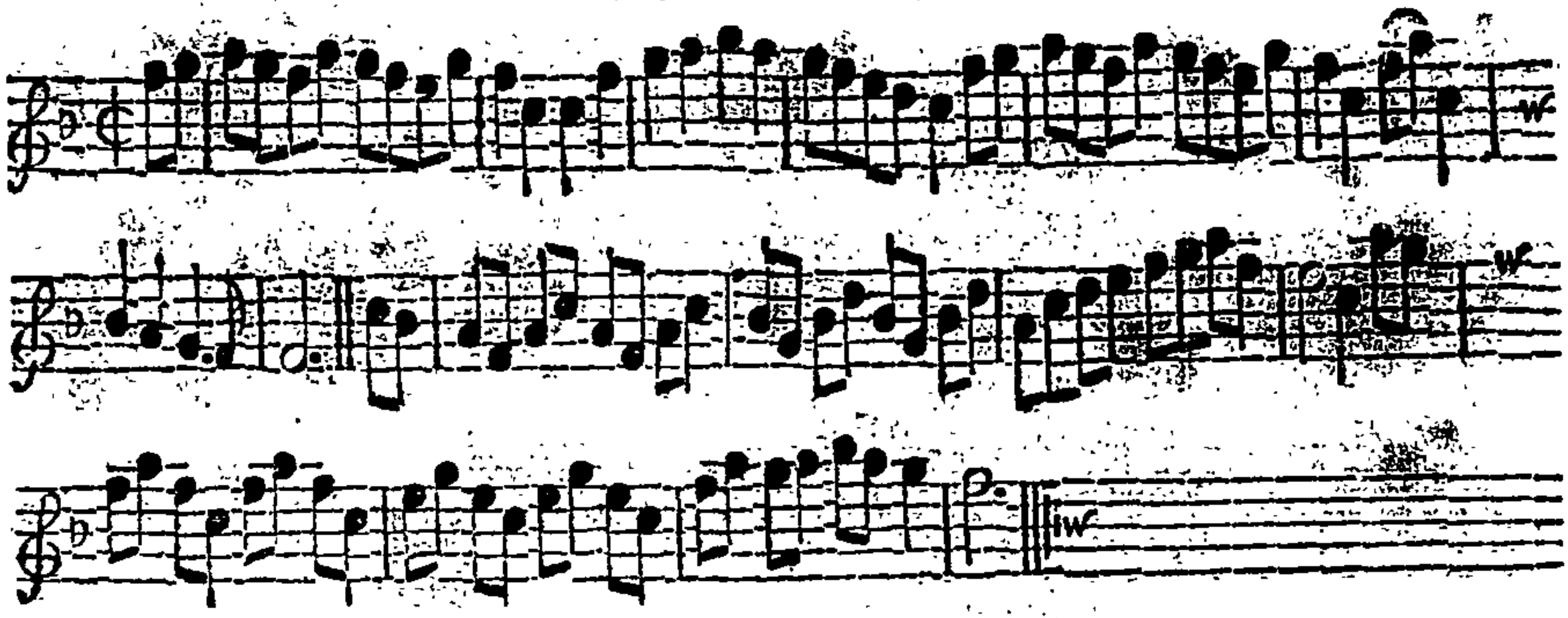
Lady Dainty. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

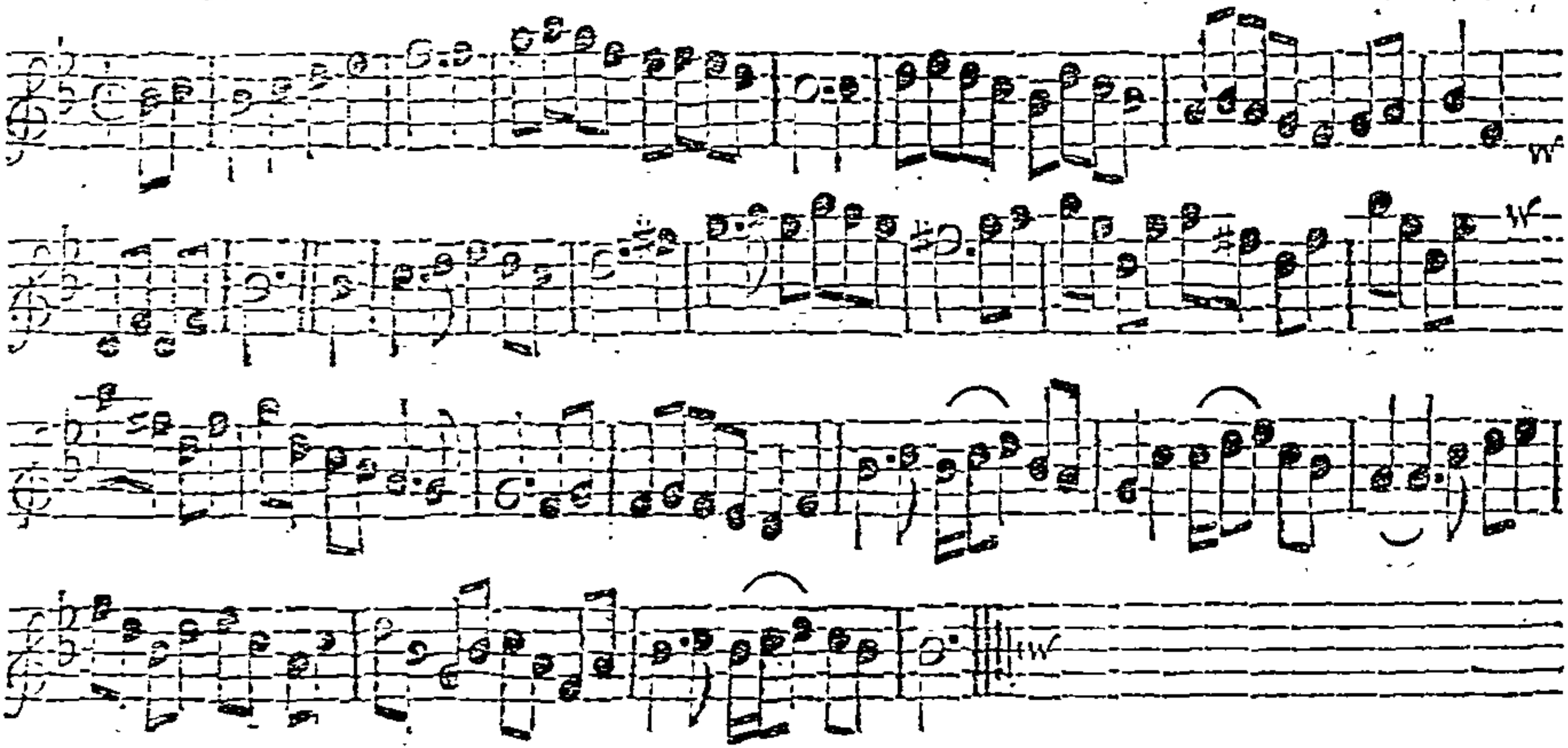
The 1ſt Man croſs over below his Partner, the 2d Wo. at the ſame Time Figure round her Partner into his Place, ſet caſt up improper. The 1ſt Wo. and 2d Man Figure thro' the 1ſt Man and 2d Wo. and caſt up. The 1ſt Man ſet acroſs to his Partner, and caſt off, the 1ſt Wo. caſt up and turn in the 2d Cu. Place proper. Then right and left half round, the 1ſt Cu. ſet and caſt off.

Wood Lark. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

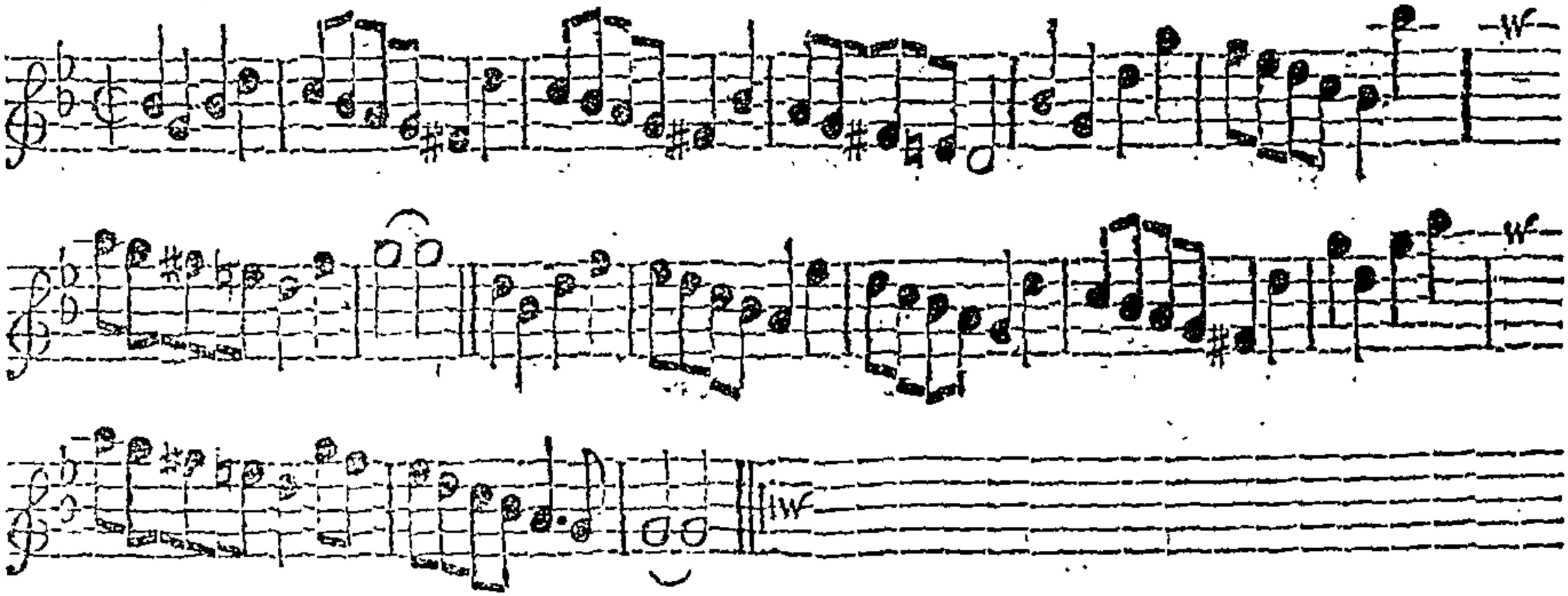
The 1ſt Man ſet to the 2d Wo. and turn her half round, the 1ſt Wo. and 2d Man do the ſame. Take all four Hands acroſs half round, then 1ſt Cu. caſt off. The 1ſt Cu. Figure thro' the 3d Cu. then Figure thro' the 2d Cu. The 1ſt Cu. clap Hands and turn ſingle, then turn ſides with the 3d Cu. quite round.



Note, The first Strain is to be play'd twice, and the last but once.

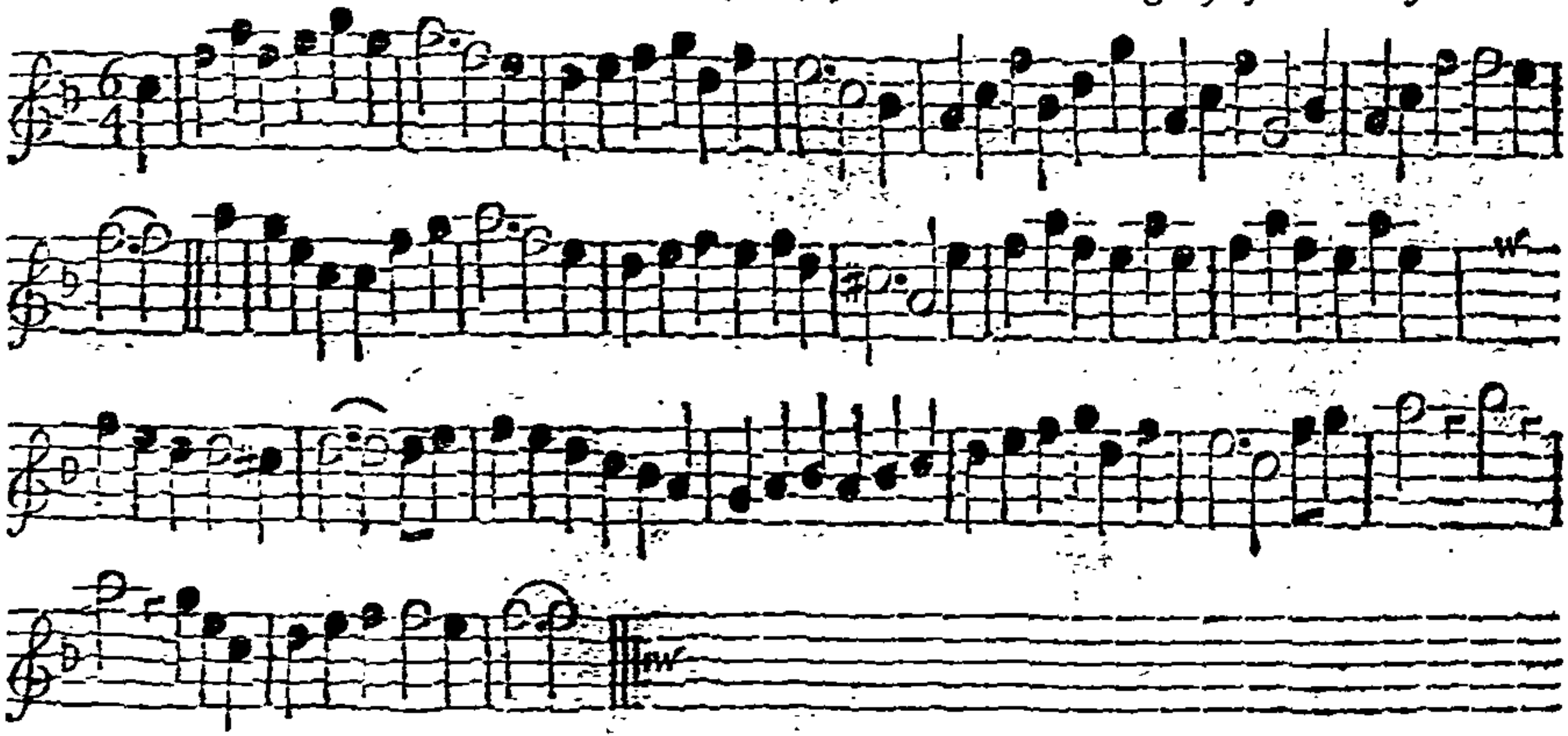
The 1st Cu. lead between the 2d Cu. and turn improper, then Figure thro' the 3d Cu. ⁝ The 2d Cu. do the same ⁝ The 1st Man slips within the 2d Cu. and takes the 2d Wo. and leads her thro' the 3d Cu. and cast up, the 1st Wo. and 2d Man take Hands and turn quite round at the same Time; then the 1st Wo. takes her Partner by both Hands, and bring him to his Place, and fett and cast off ⁝

Disappointment. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

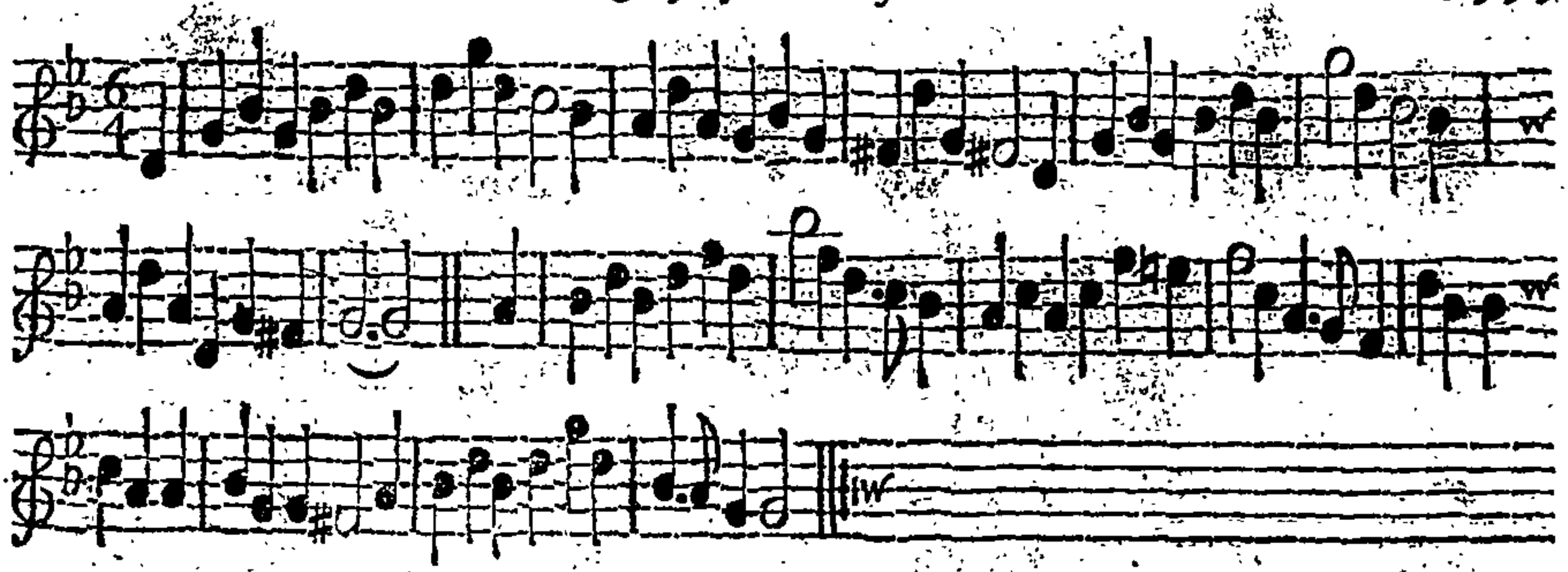
The 1st Cu. meet two Steps, the 1st Man slips on the Outside the 2d, and within the 3d Man, his Partner at the same Time goes in and out below the 3d Cu. The same back again to the Top. The 1st Man turn the 2d Wo. half round with his left Hand, and cast off below her; the 1st Wo. turn the 3d Man with her left Hand half round, and cast up. Then the 1st Man turn the 2d Man with his right Hand, his Partner turns the 2d Wo. with her left Hand, left at the Top, and cast off.



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Man take his Wo. by the left Hand, and lead her round him down the Middle, and Figure thro' the 3d Cu. ⸪ The 2d Cu. do the same ⸪ Then all four Hands half round, the 1st Cu. go between the 3d Cu. and cast up, then Hands back again with the 2d Cu. then the 1st Cu. set and cast off ⸪

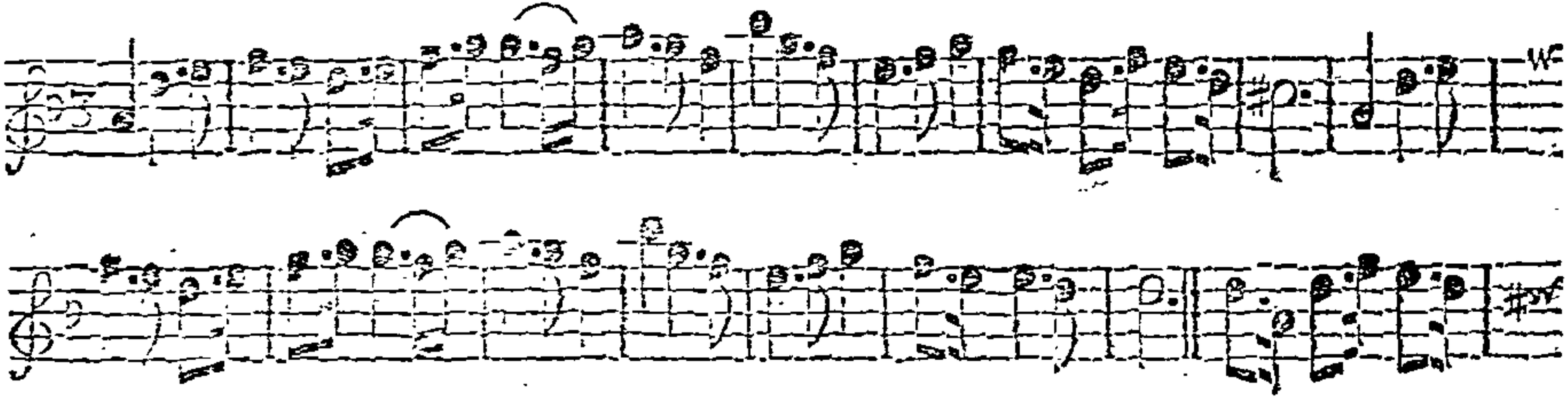
Mrs. *Hill*'s Dance. *Longways for as many as will.*

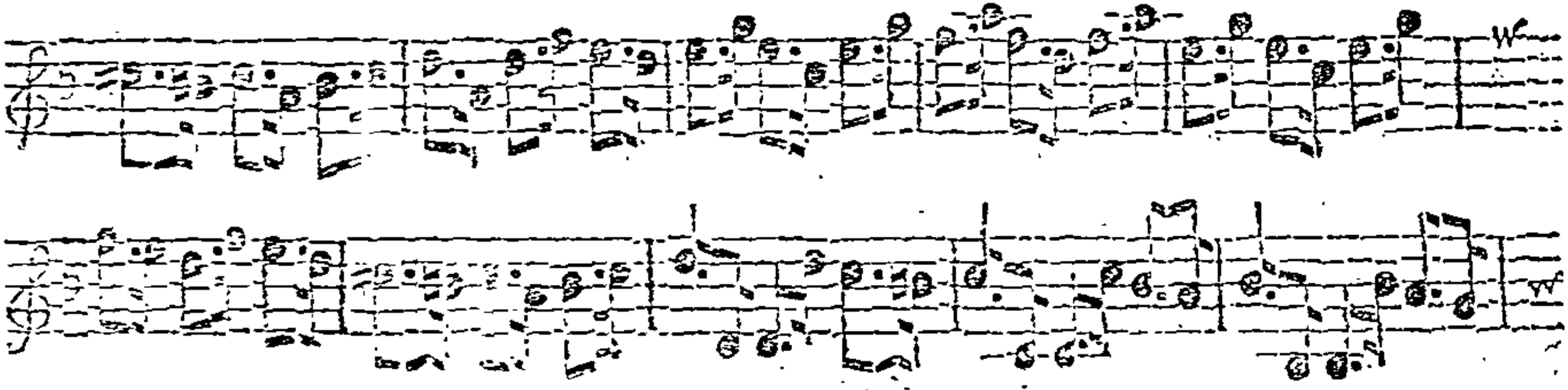


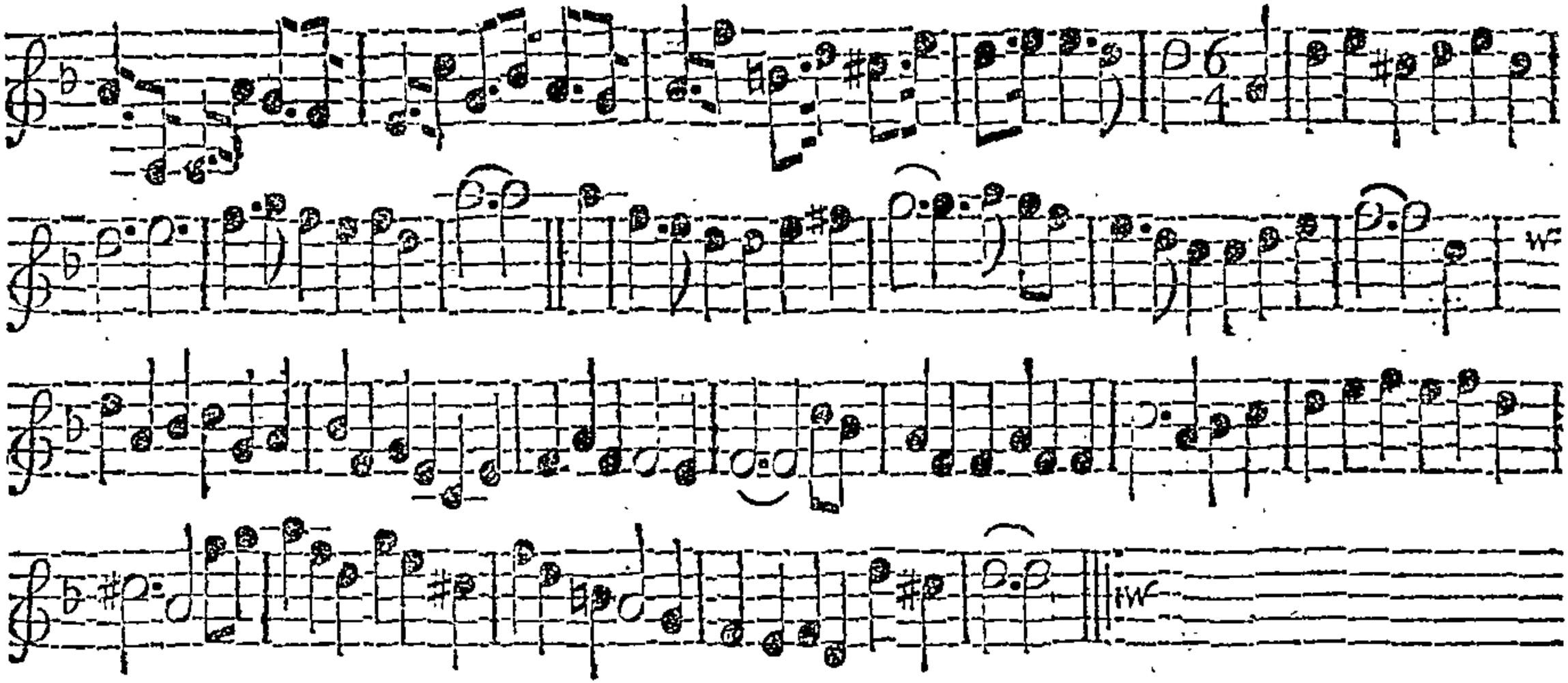
Note, Each Strain is to be play'd twice over.

The 1ſt Cu. ſlip down the Middle, and ſett acroſs to the 3d Cu. the 1ſt Man turn the 3d Wo. the 1ſt Wo. turn the 3d Man ∴ Then ſet acroſs to the 2d Cu. the 1ſt Man turn the 2d Man half round, the 1ſt Wo. turn the 2d Wo. at the ſame Time ∴ Right Hands and left round, then turn Partners proper ∴ The 1ſt Man ſlips between the 2d Cu. and caſt off, the 1ſt Wo. at the ſame Time go between the 3d Cu. and caſt up, then both turn in the 2d Cu. Place ∴

Humours of the Age. *Longways for as many as will.*



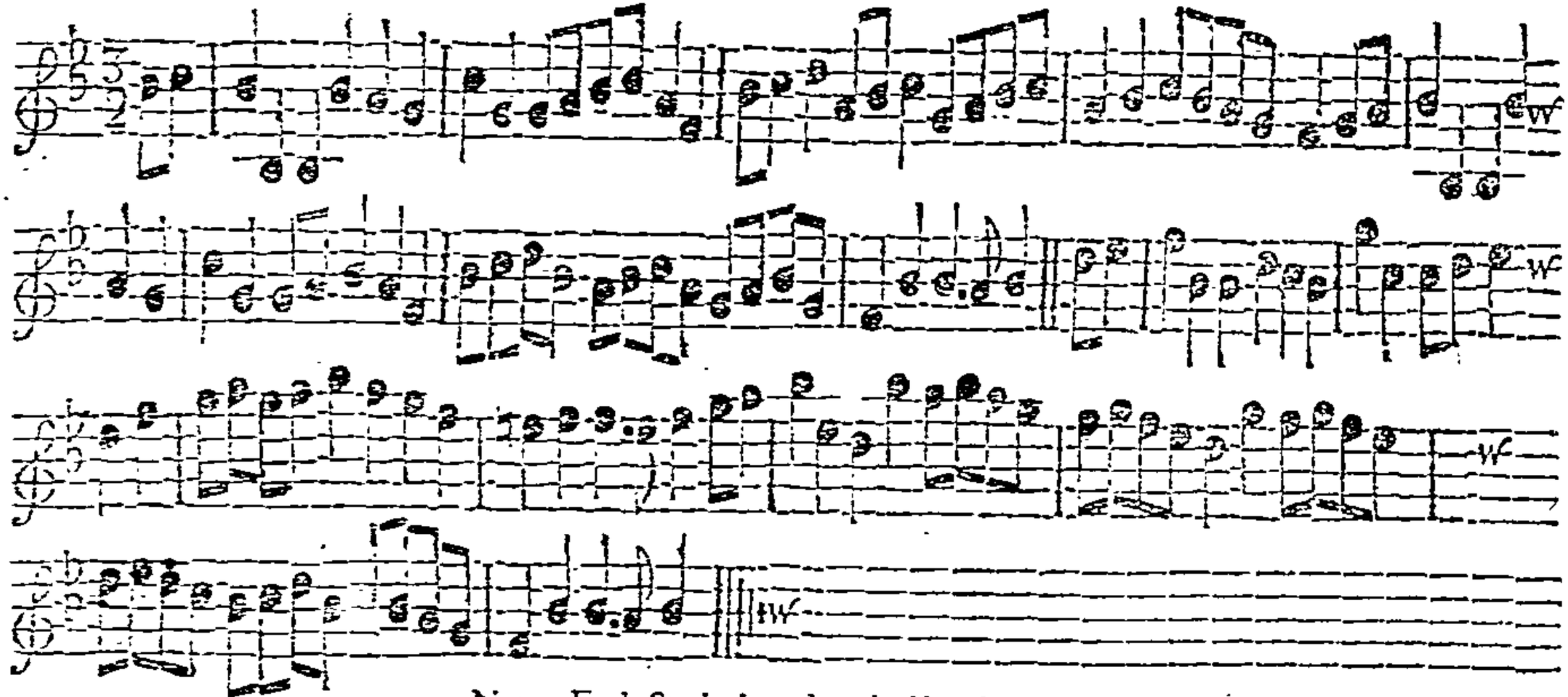




Note, *The 1st and 2d Parts of the Tune to be play'd once, and each Strain of the Jigg twice.*

The 1st and 2d Cu. fett acrofs one Step forward and two backwark, the 1ft Cu. caft off, the 1ft Man takes the 2d Man by his right Hand, and leads him round into his Place; the 1ft Wo. the fame with the 3d Wo. at the fame Time. then the 1ft Cu. fet as before, with the 2d Cu. and caft up, fet in the Top, and turn fingle. The 1ft Cu. crofs over, then crofs half below the 3d Cu. and caft up, then caft up to the Top, the 1ft Man change Place with the 2d Wo. the 1ft Wo. and 2d Man do the fame, all four take Hands and go half round, then the 1ft Cu. caft off.

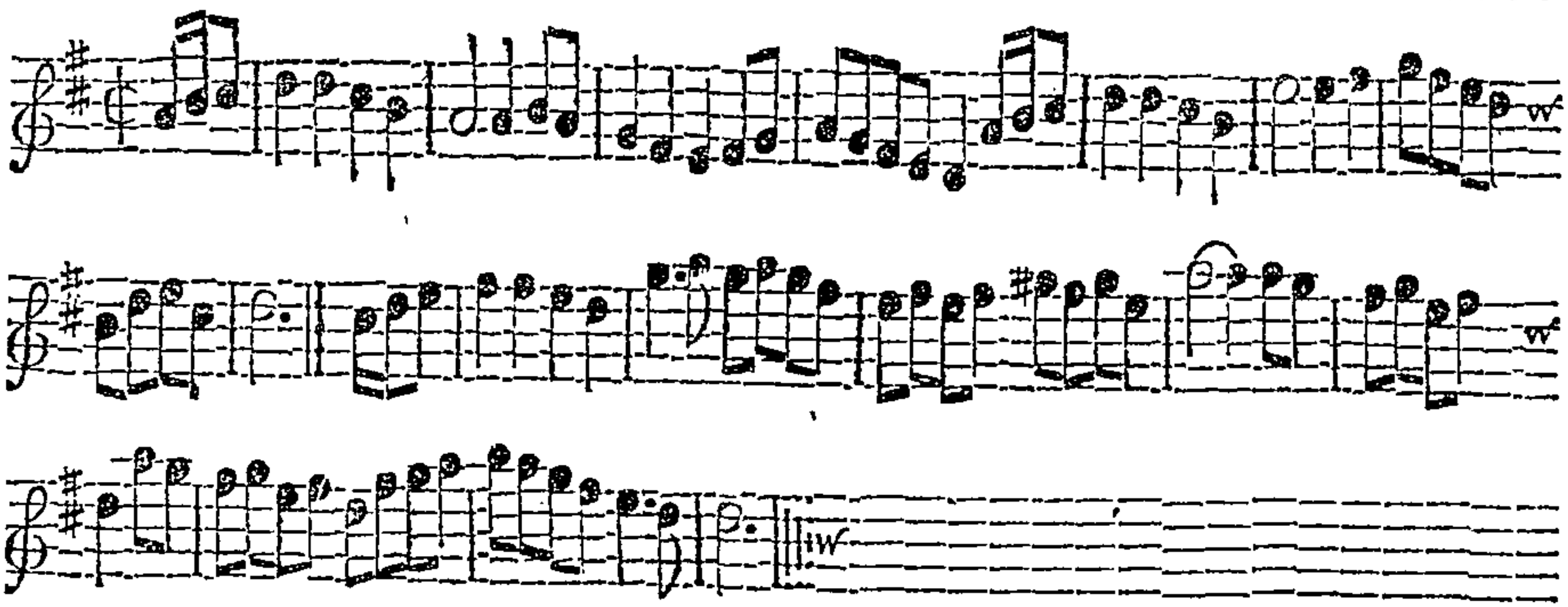
The Jigg. The 1ft Man go between the 2d and 3d We. up to the Top, the 1ft Wo. at the fame Time go between the two Men below the 3d Cu. then the 1ft Man go in and out, the Men Sides below the 2d Cu. the 1ft Wo. do the fame on the We. Side, *This to the first Strain play'd twice.* First Wo. take Hands with the 2d Cu. the 1ft Man fet with the 3d Cu. and turn each quite round, then the 1ft Cu. meet, the 1ft Man caft up, his Partner caft oft, and turn in the 2d Cu. Place, *This to the second Strain play'd twice.*



Note: Each Strain is to be play'd twice over.

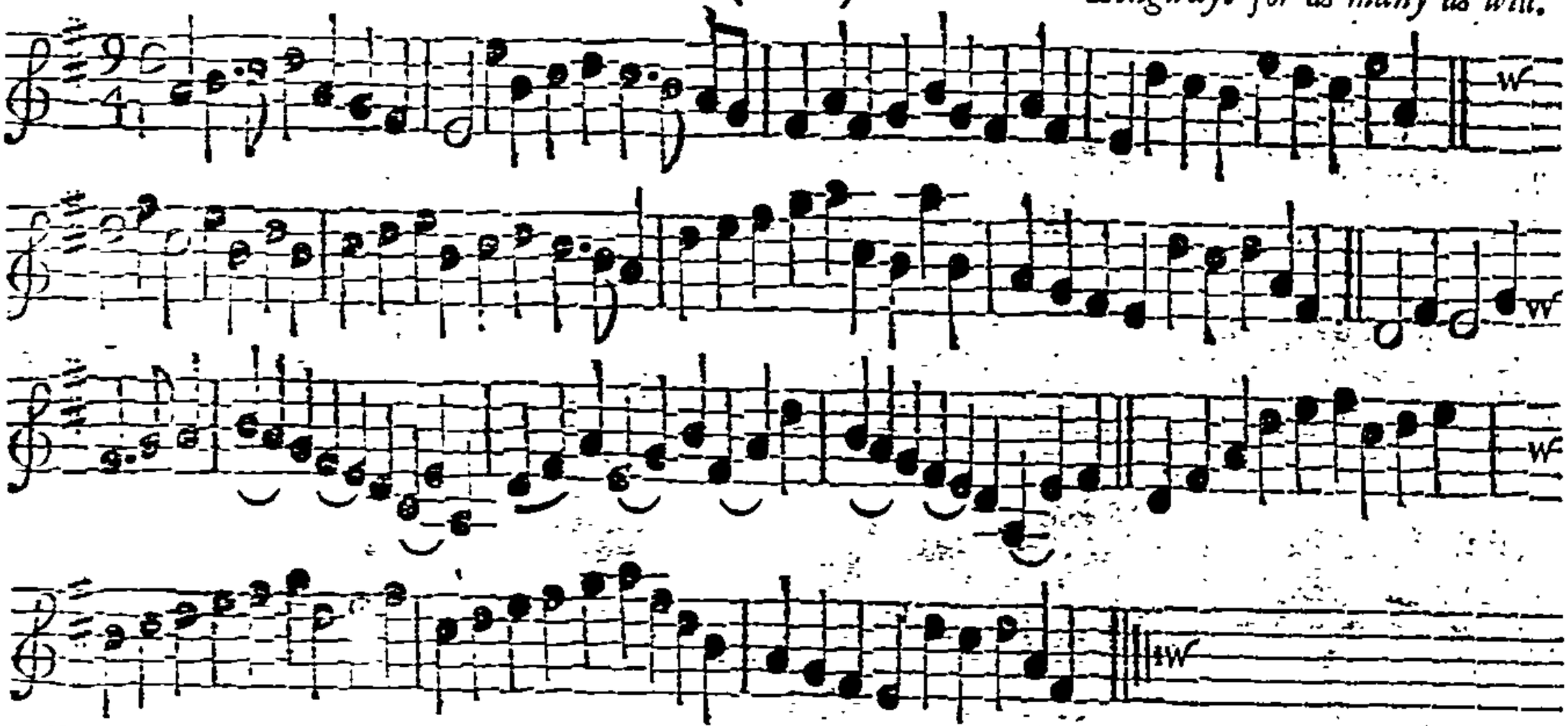
The 1ſt Man caſt off, and goes withouſide the 3d Wo. below her, the 1ſt Wo. at the ſame Time follows her Partner below the 2d Man, and caſt up, her Partner follows her, then both go into their Places. The 1ſt Wo. does the ſame, and her Partner follows her as before. The 1ſt Cu. go down the Middle, ſet acroſs with the 2d Cu. and turn ſingle, then croſs above the 2d Cu. and go into each others Place. The 1ſt Cu. caſt off, and clap Hands once, then the 1ſt Man go round the 2d Wo. the 1ſt Wo. at the ſame Time goes round the 3d Man, both meet in the 2d Cu. Place, and turn Partners.

Shropshire Lass. *Longways for as many as will.*



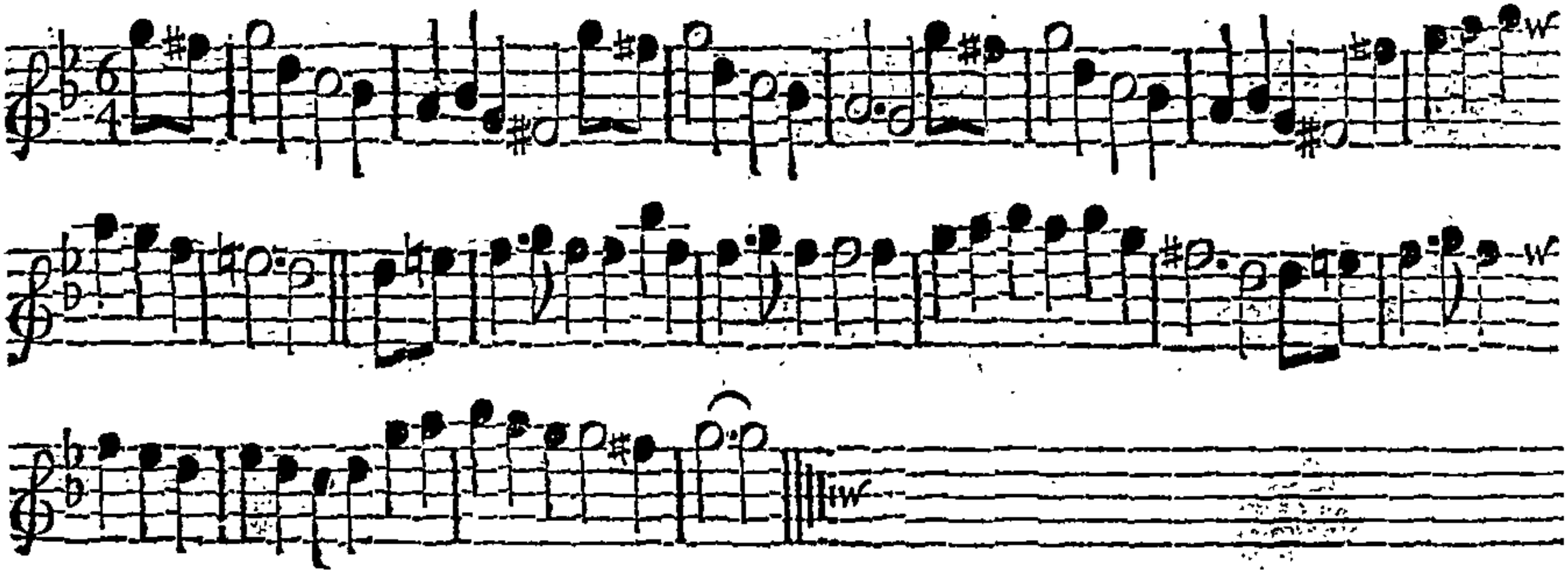
Note, Each Strain is to be play'd twice over.

The 1st Cu. set and cast off, then take Hands with the 3d Cu. and go half round. Then Hands back again and cast up. The 1st Man turn the 2d then the 3d Man, each quite round; the 1st Wo. do the same with the 2d and 3d We. at the same Time. Then Figure thro' the 2d Cu. and turn in the 2d Cu. Place.



The 1ſt Cu. croſs over, the 1ſt Man caſt off below the 3d Wo. and the 1ſt Wo. caſt up. Then ſet, the 1ſt Man caſt up above the 3d Man, the 1ſt Wo. caſt off below the 2d Wo. The 1ſt Man turn the 2d Wo. half round, then the 2d Man; the 1ſt Wo. turn the 3d Cu. at the ſame Time. The 1ſt Man leads his Partner to the Top, and caſt off. Then the 1ſt Cu. take Hands with the 2d Cu. and go half round and turn ſingle. Then Hands back again and turn ſingle. The 1ſt Man Figure thro' the 2d and 3d We. to the Top, the 1ſt Wo. at the Time Figure thro' the 2d and 3d Men below the 3d Cu. and ſet. Then the 1ſt Man caſt off, his Partner caſt up at the ſame Time, and turn in the 2d Cu. Place. *Each Strain twice.*

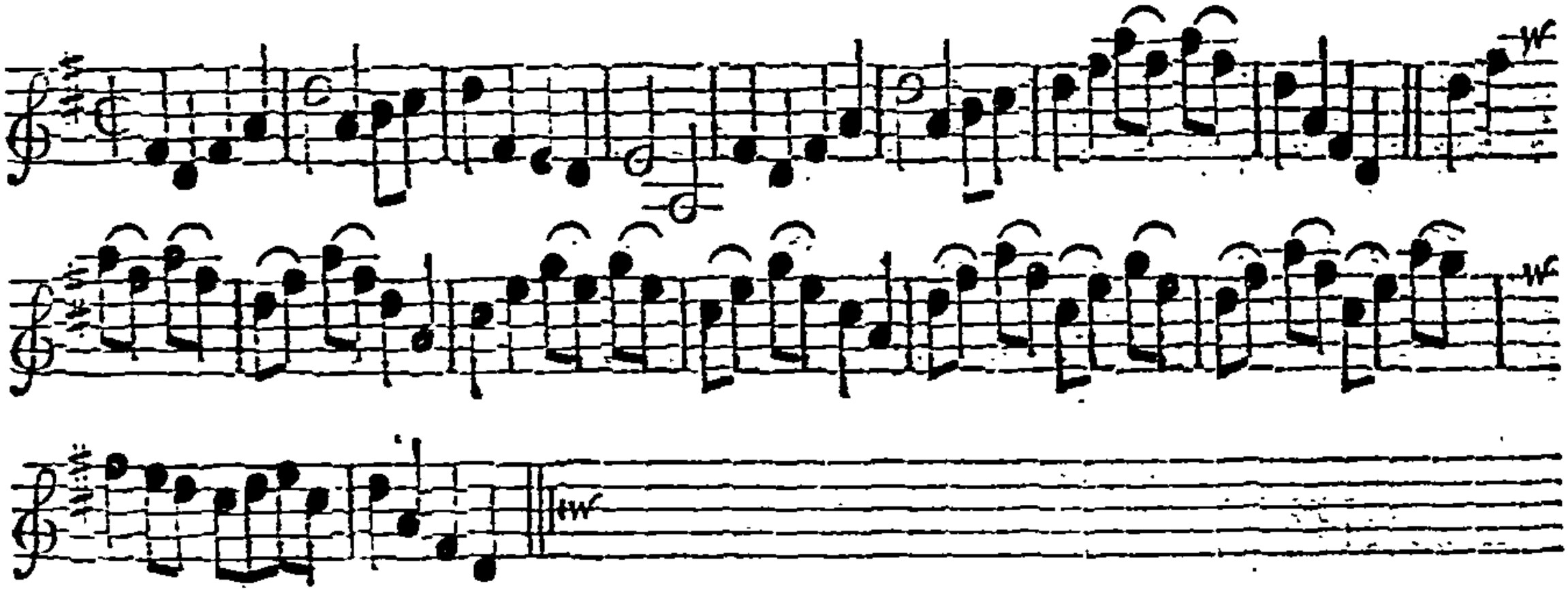
Love and a Bottle. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man go the whole Figure thro' the 2d and 3d Men, the 1ſt Wo. at the ſame Time go the whole Figure thro' the 2d Cu. Then caſt off, take Hands ſides with the 3d Cu. then ſet and turn ſingle: The 1ſt Man turn the 3d Wo. then the 2d Wo. the 1ſt Wo. turn the 3d and 2d Men, then both meet at the Top. Then ſet and change Places, and clap Hands and caſt off:

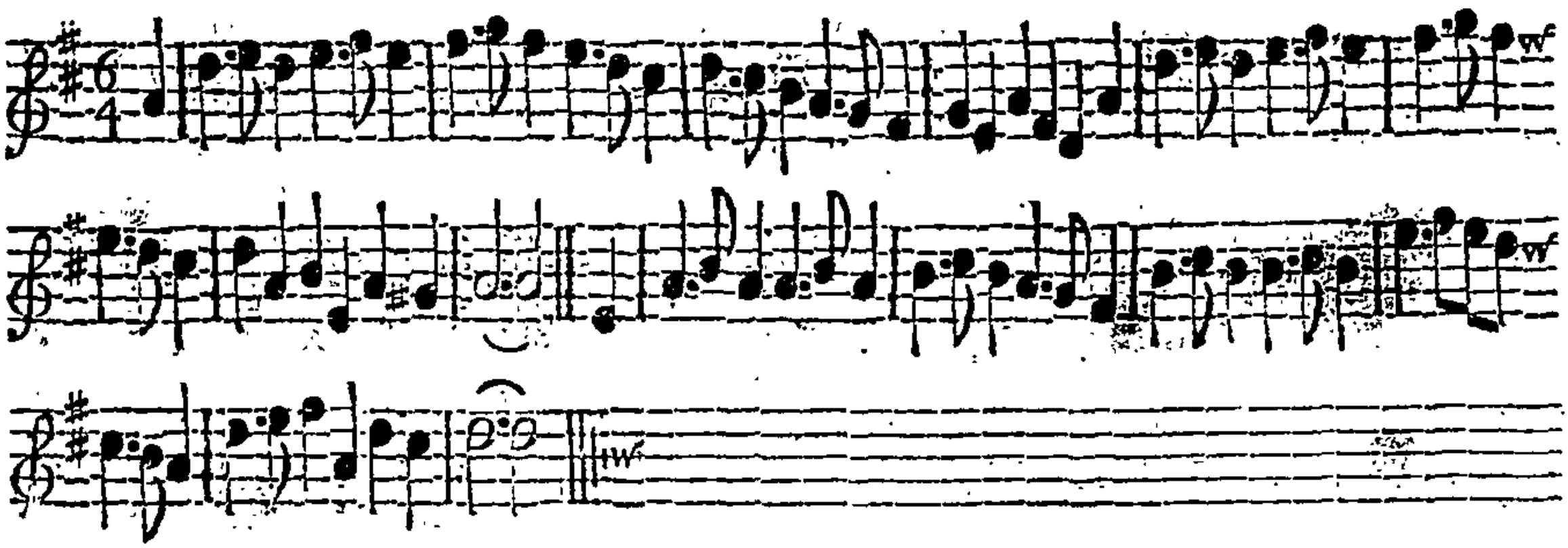
Paston's Maggot. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

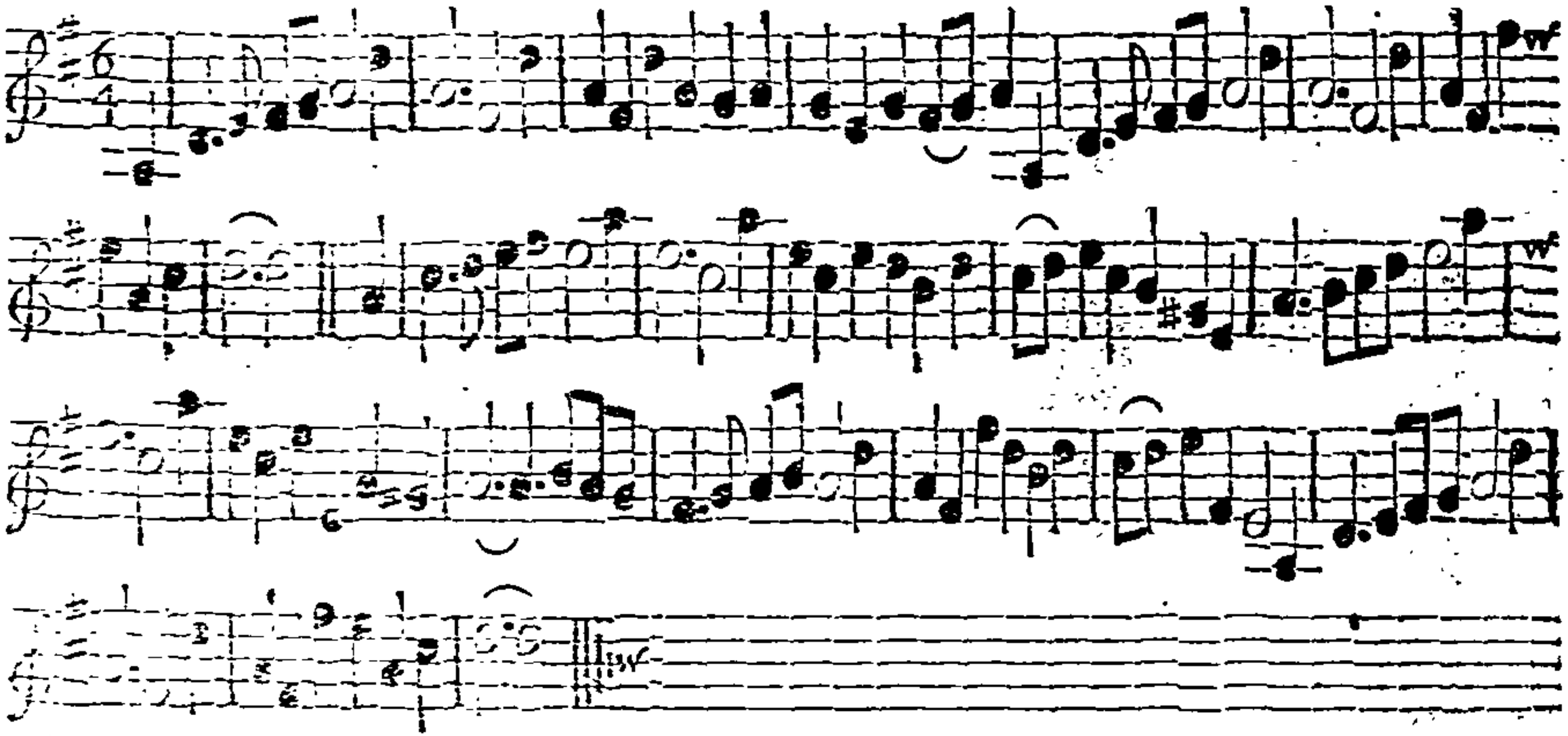
The 1ſt and 2d Cu. take Hands acroſs, and go half round, then the 1ſt Cu. right and left with the 3d Cu. The 1ſt Cu. croſs up above the 3d Cu. they change Places at the ſame Time, then right and left with the 2d Cu. The 1ſt and 2d Men clap Hands with their Partners; then clap ſides and turn. The 1ſt Cu. Figure thro' the 2d Cu. and turn down the Middle into the 2d Cu. Place.

Blackwell-Hall. *Longways for as many as will.*



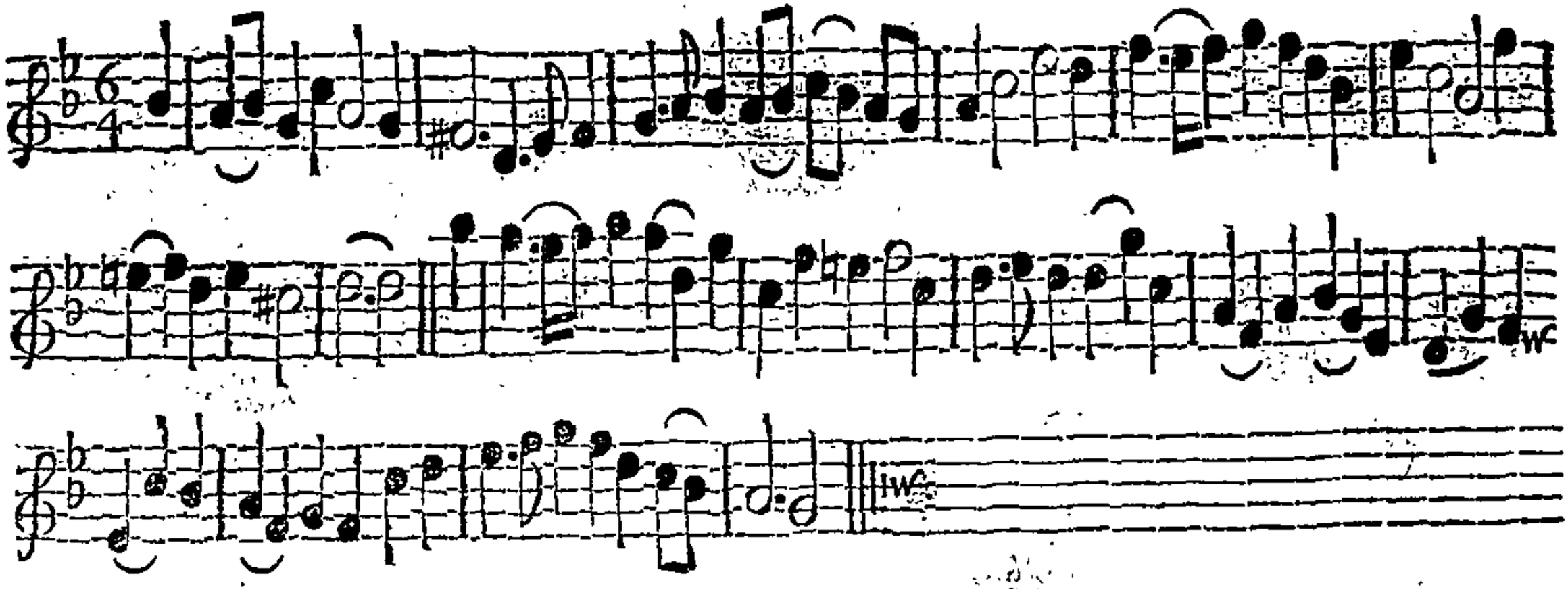
Note, Each Strain is to be play'd twice over.

The 1ſt Man croſs over behind the 3d Wo. and the 1ſt Wo goes round the 2d Man, and ſet to each other; the Man caſt round the 3d Man, the Wo. round the 2d Wo. which brings them into the 2d Cu. Place. The Man croſs over, and the Wo. croſs over, the Man to the top Cu. and the Wo. to the 3d Cu. and ſet to each other, the Man caſt off, and the Wo. caſt up. Then Hey, the Man on the Mens ſide, and the Wo on the We. ſide. Then right and left quite round.



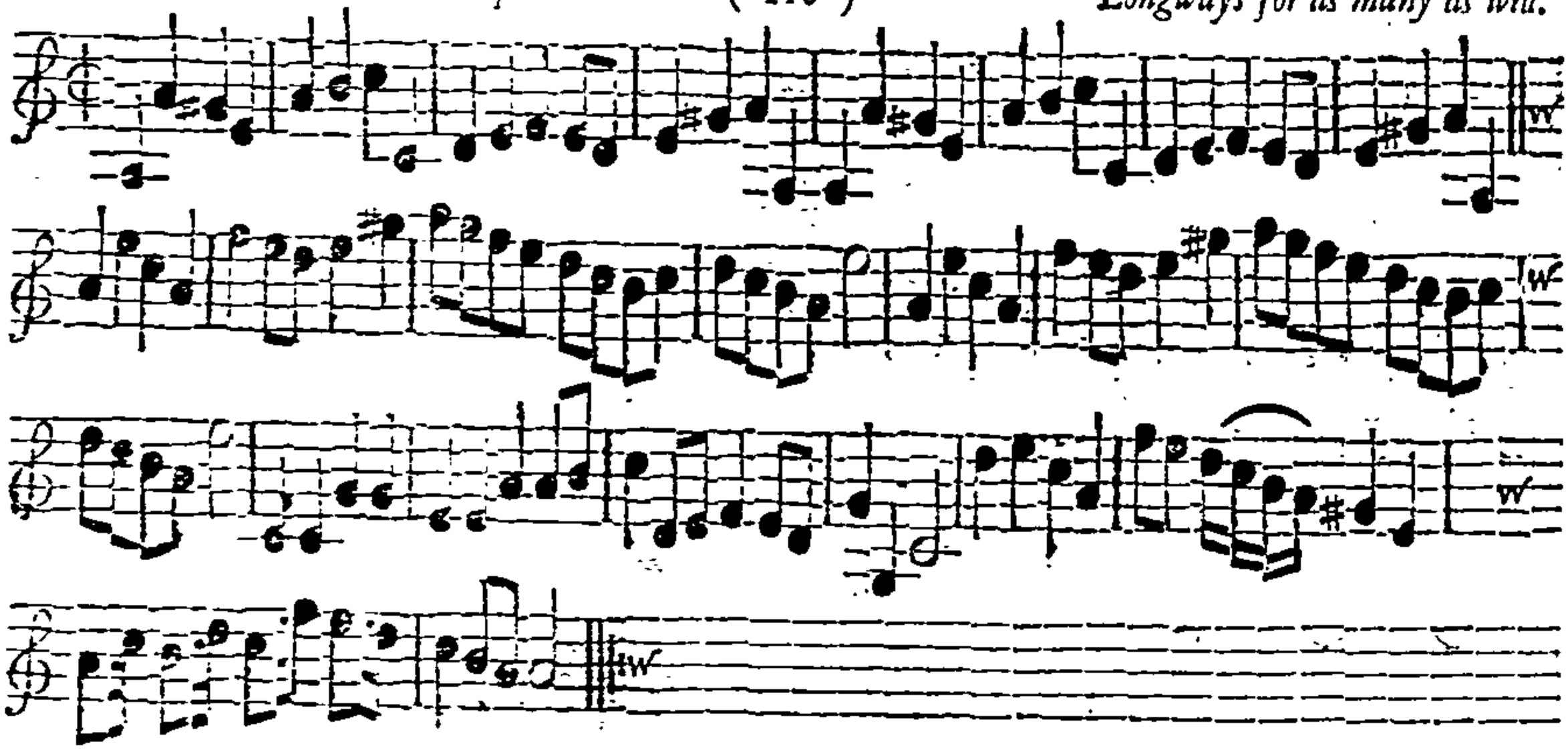
The 1st Wo. take her Partner by both Hands, and lead him down the Middle, the 1st Man takes his right Leg up and shakes it, then his left, then lead up to the Top and cast off. The 2d Cu. do the same. The 1st and 2d Cu. turn Back to Back, clap Hands and turn single, then the 1st Cu. cross over below the 2d, and go the Figure thro' the 2d Cu. The 1st Man change Place with the 2d Wo. the 1st Wo. and 2d Man do the same, then right Hands and left half round, the 1st Cu. turn in the 2d Cu. Place. *Each Strain play'd twice.*

Richmond Green. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

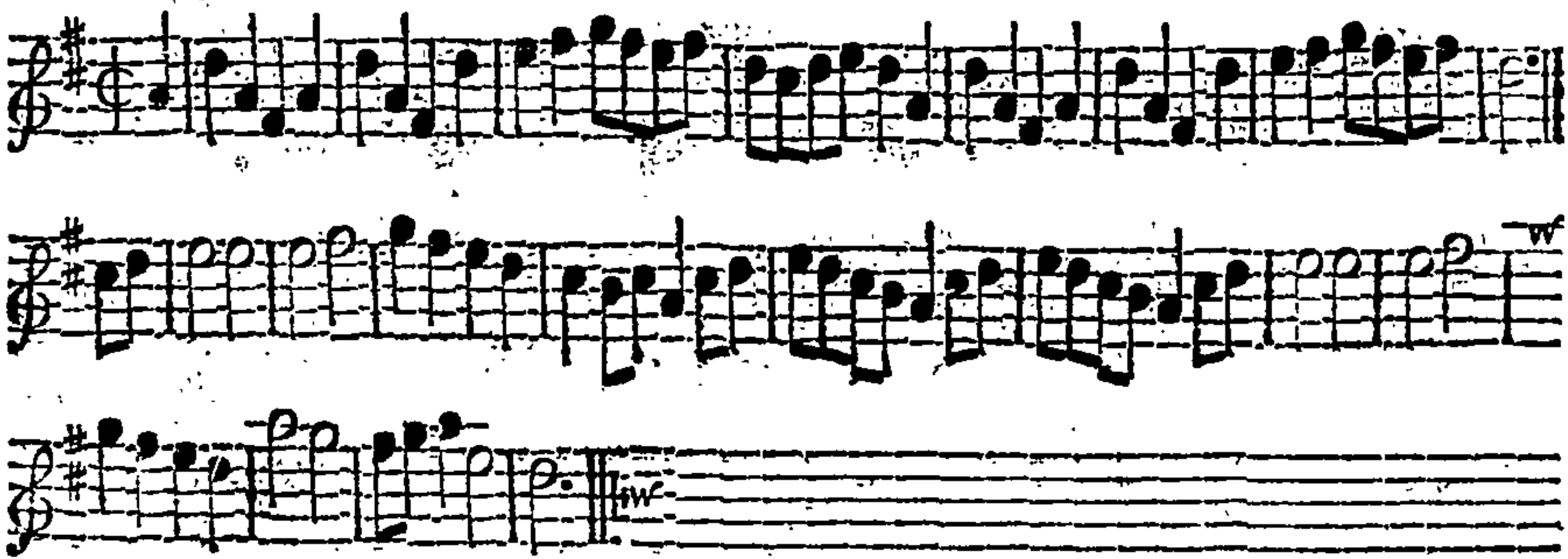
The 1ſt Man caſt off and turn the 2d Wo. the 2d Man turn the 1ſt Wo. at the ſame Time, and both draw. Then the 2d Wo. caſt up and turn her own Partner, while the 1ſt Man turns his own Partner, and draw, which brings the 1ſt Cu. into their proper Places. The two Men change Places with their own Partners, and right and left half round, and turn your Partners into your proper Sides. The 1ſt Man change Places with the 2d Wo. and the 2d Man with the 1ſt Wo. then Hands all four round, and caſt off, then right and left quite round.



Note, The first Strain is to be play'd twice, and the last but once.

The Man turn the 2d Wo. then his own Partner. Then the 1st Cu. lead thro' the 2d Cu. and cast up and turn. The 1st Cu. cross over the 2d Cu. and half Figure, then cross over the 3d Cu. and half Figure, then lead up between the 3d and 2d Cu. and cast off, then right and left quite round, and lead thro' the 3d Cu. and cast up and turn.

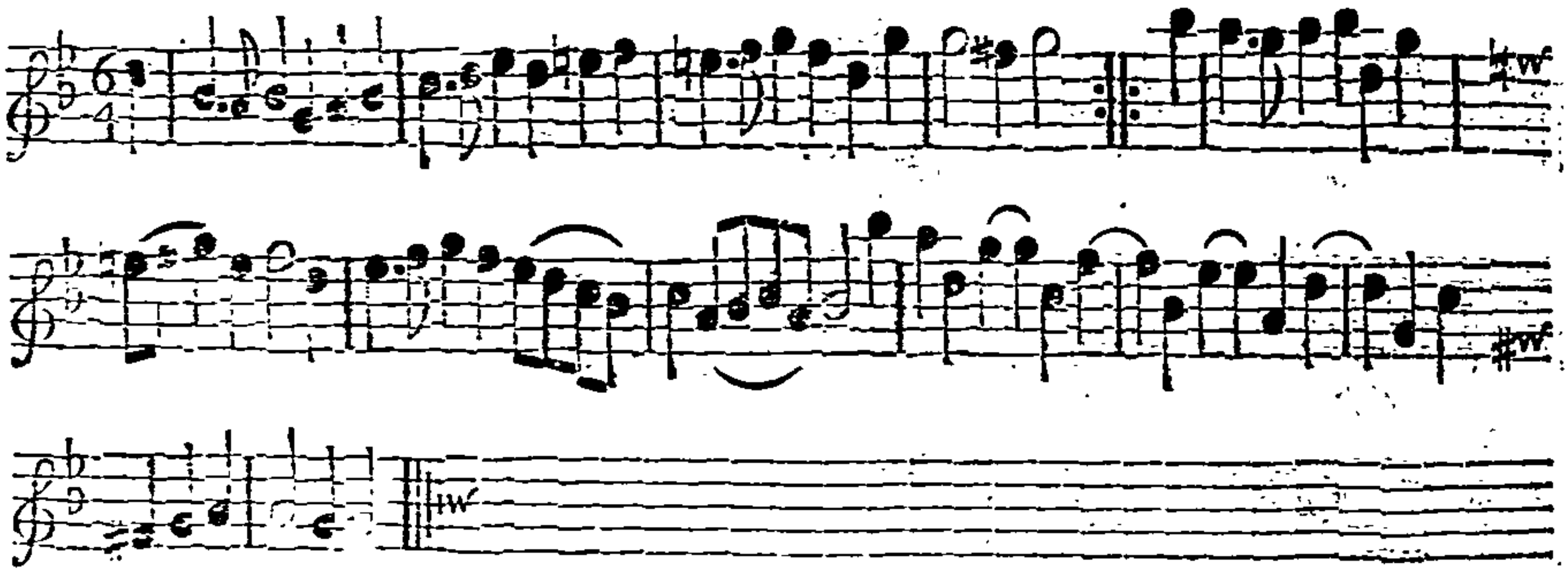
Mourning in Fashion. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Cu. cast off, and turn Hands round all four, and back again, with the 3d Cu. into the 2d Cu. Place :. The 2d Cu. do the same :. Then the 1st Cu. being at Top, cast off and turn Hands sides half round, and back again into the 2d Cu. Place :. The other two do the same, which brings them into the 2d Cu. Place, the 1st Cu. cast off :.

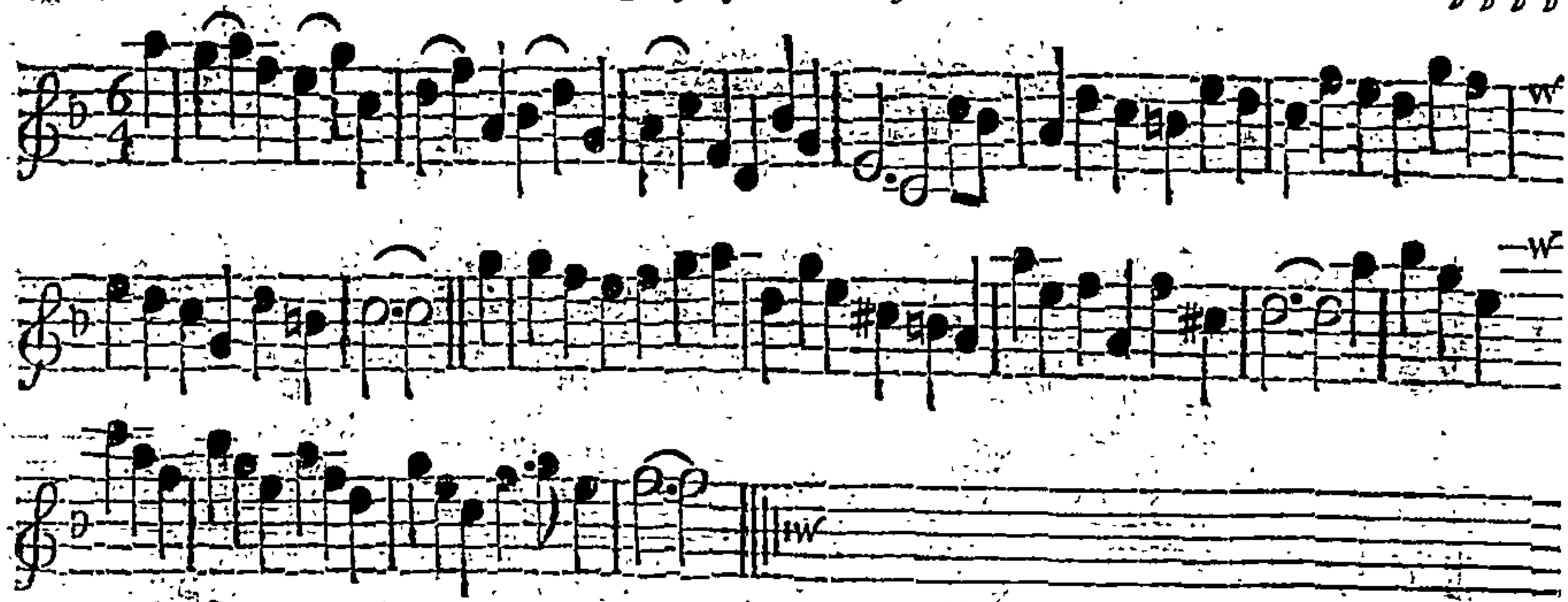
Mr. *Motley's St. James's.* *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Cu. meet and fall back, and cast off into the 2d Cu. Place, while the 2d Cu. leads up. Then all four fall back to the Wall, and cross over into one anothers Places. Then Men and We. Back to Back, then right and left all round into our own Places. Then the 1st Cu. leads down between the 2d Cu. and cast up to the Top, then all four clap Hands, the 1st Cu. cast off into the 2d Cu. Place, while the 2d Cu. leads up.

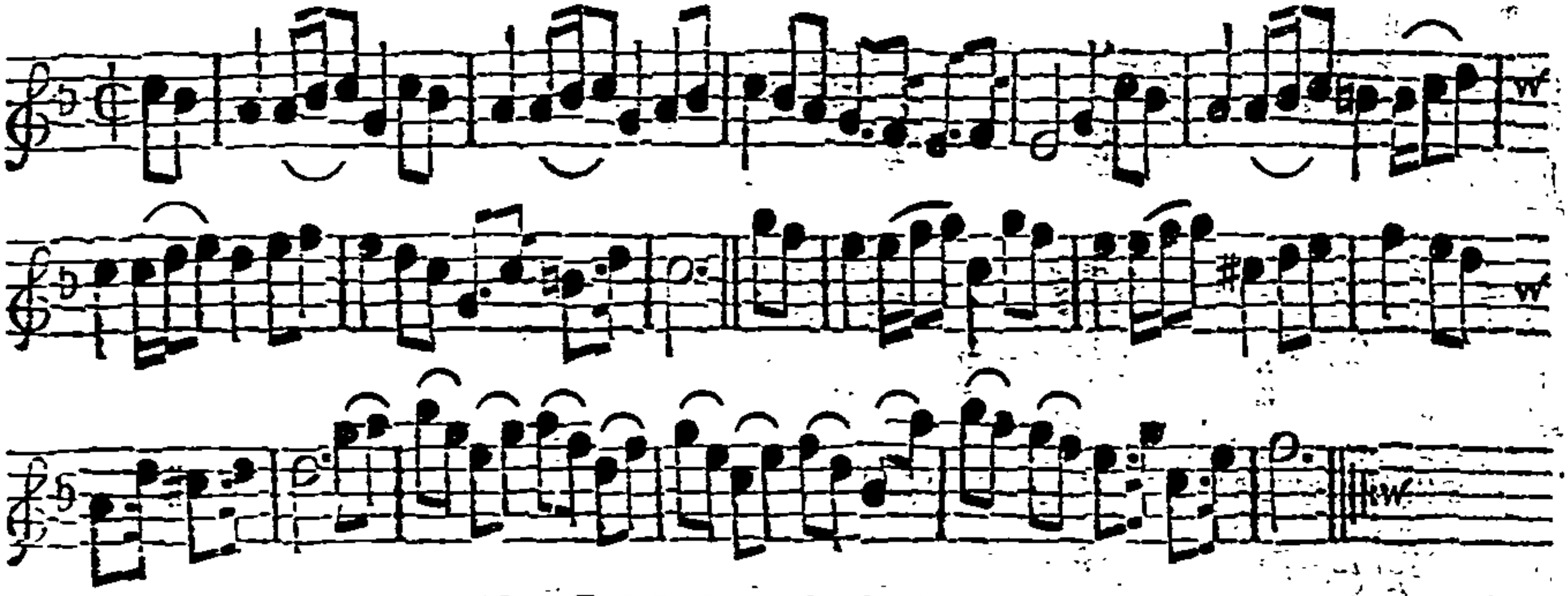
Diamond Hall. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man, and 1ſt and 2d We take Hands, and go a whole round to their Places. Then go right Hands acroſs half round, and turn S. then right and left to your own Places. Then the 1ſt Cu. croſſes over a Top and comes between the 2d Cu. and lead up all four abreaſt and back again. Then the 1ſt Cu. caſt up to the Top, then all four clap Hands, and the 1ſt Cu. caſts off into the 2d Cu. Place.

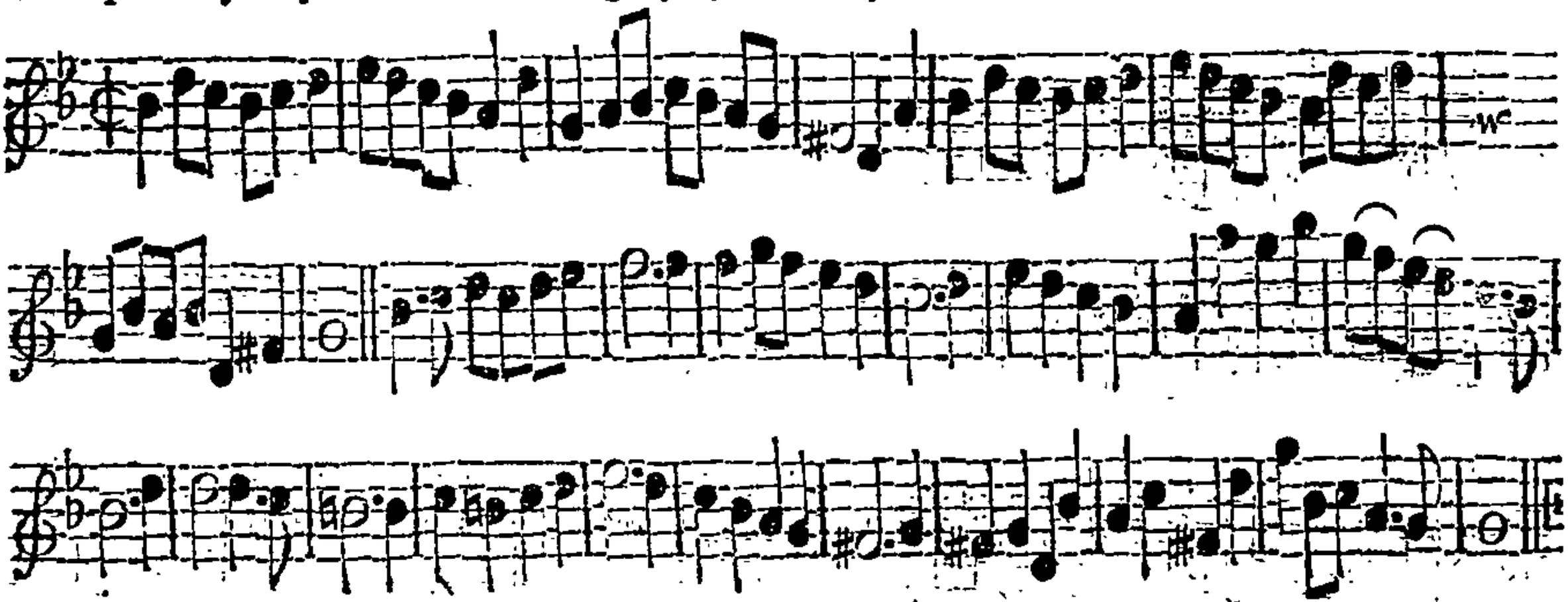
Ludlow Castle. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Cu. cast off and go the Figure of 8 thro' the 2d Cu. and cross over into the 2d Cu. Place :. Then the 2d Cu. do the same :. Then all 4 crosses over into one anothers Places, then the two Men change Places, and the We. do the same at the same Time; then 1st Cu. leads down between the 2d Cu. and cast up to the Top :. Then all 4 clap Hands, then Men clap Hands, and the We. at the same Time, then the Men take both Hands, and turn half a turn and stand Face to Face, then take your own Partners by both Hands half a turn into your own Places :.

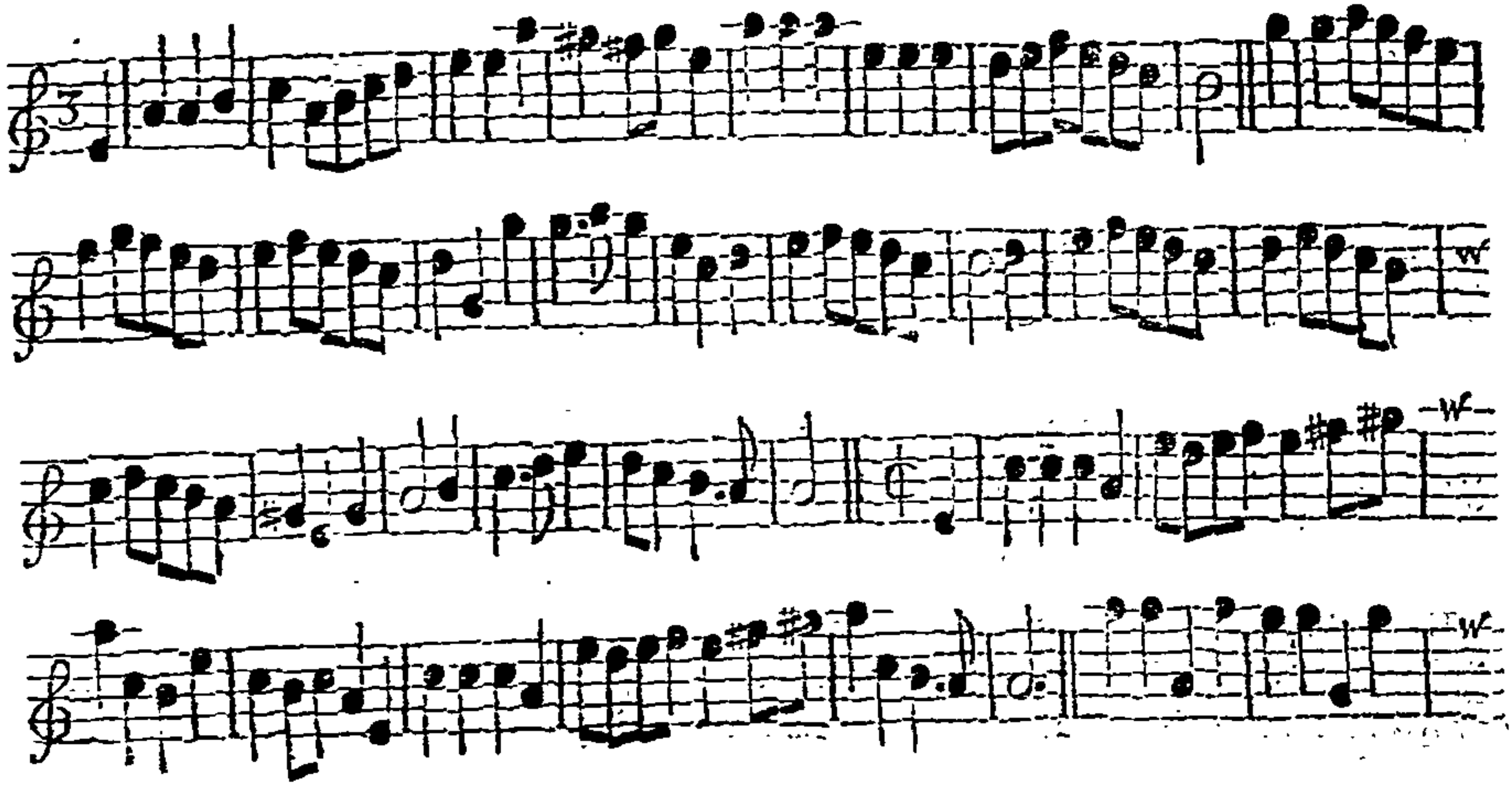
A Trip to *Westminster-Hall.* *Longways for as many as will.*



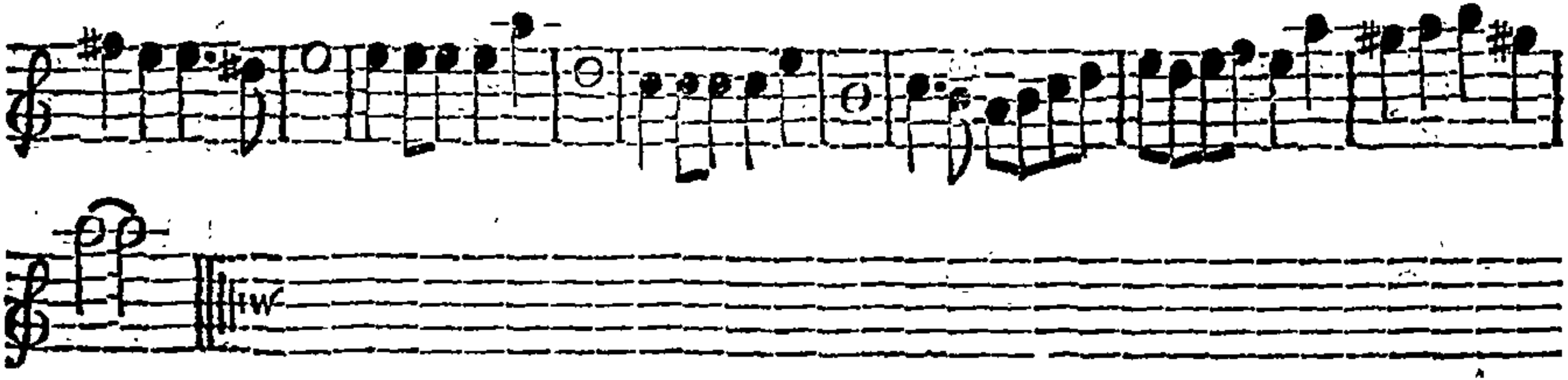
Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. cast off and lead thro' the 3d Cu. and cast up to the 2d Cu. Place, then cast up to the Top and turn your Partner. ⁝ The 1st Man change Places with the 2d Wo. and the 1st Wo. with the 2d Man; Men and We. take Hands and fall back, then change Places, the 1st Cu. being in the 2d Cu. Place, the 1st Man set to the 2d Wo. he casts up and she casts down at the same Time, then set to your Partners and cast off ⁝.

The *Briton.* *Longways for as many as will.*



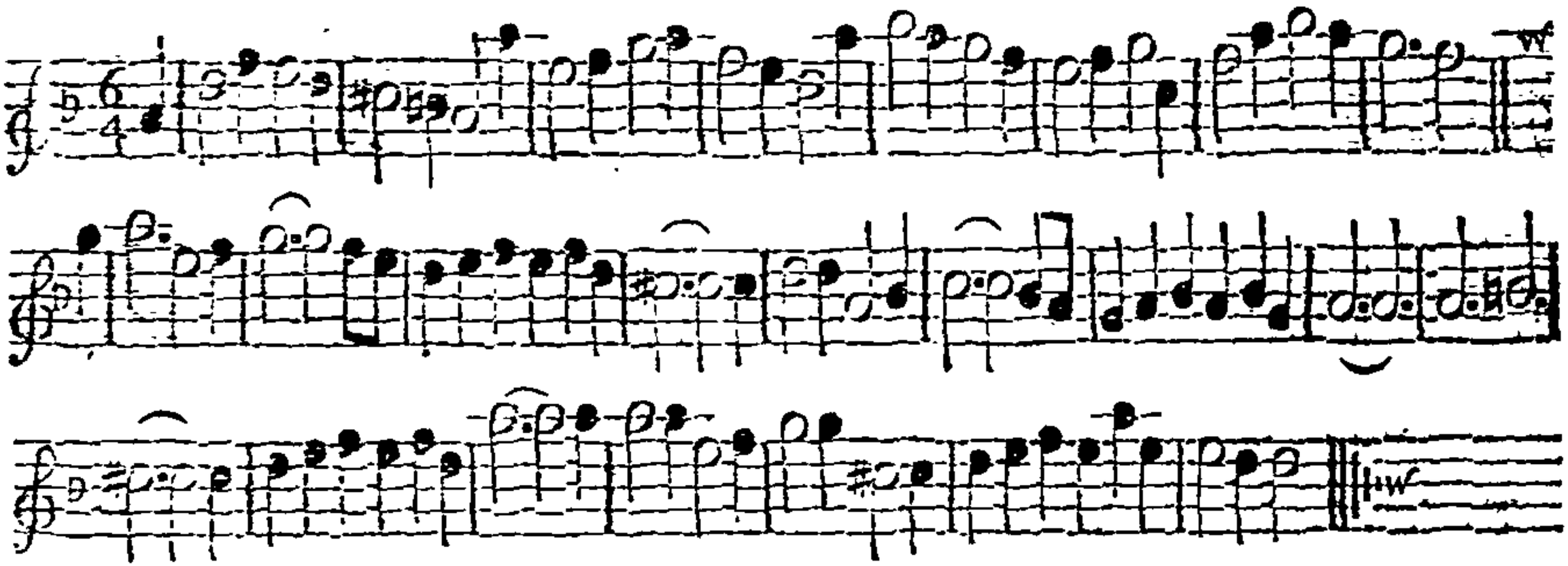
The *Briton.* *Longways for as many as will.*



Note, *The first and last Strains must be play'd twice each, and the rest but once.*

The first Man leads his Partner off by the right Hand, between the 2d Cu. The 1st Wo. leads her Partner back again to the Top and turn single in your Places. The 1st Cu. being at Top, cast off below the 2d Cu. and lead thro' the 3d Cu. and cast up between the 2d and 3d Cu. then to the Top and single. Set and cast off below the 2d Cu. set and cast off below the 3d Cu. Clap Hands with your Partner; cast up above the 3d Cu. and go the whole figure of eight. Clap Hands with your Partner again, cast up and go the half figure of eight and cross over into your Places.

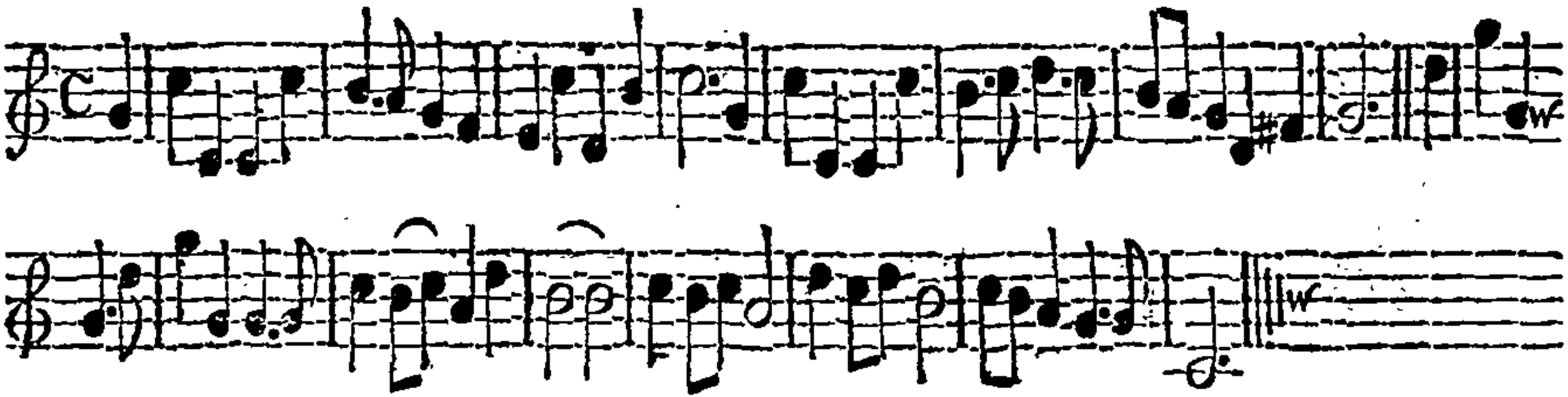
Green Haſtings. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

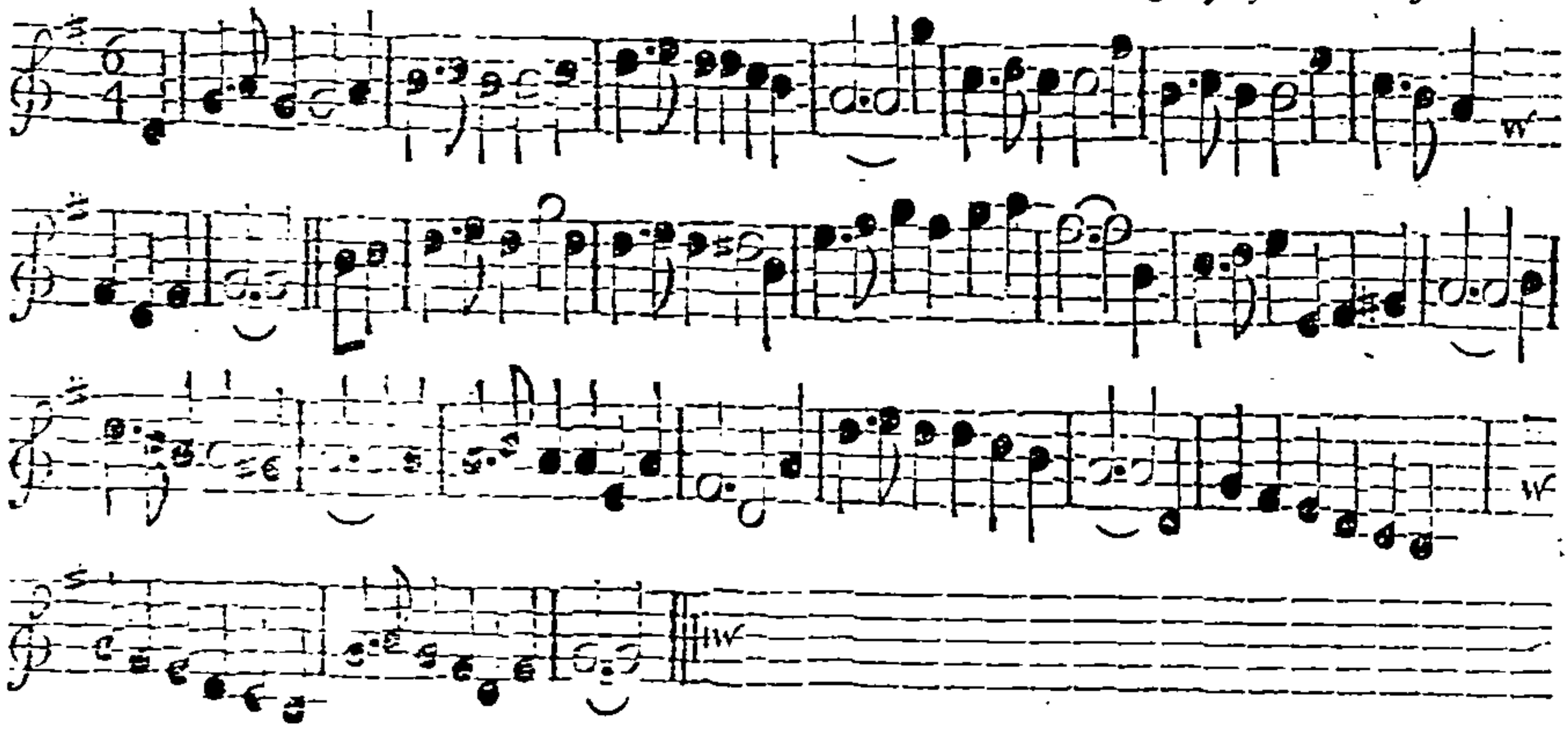
1ſt Cu. lead thro' the 2d Cu and caſt up and caſt off. Then lead thro' the 3d Cu. and caſt up and caſt off. The 1ſt Cu. being in the 2d Cu. Place croſs over into the 2d Cu. Place, then caſt up to the Top and turn S. and croſs over and turn your Partner in the 2d Cu. Place. Then half Figure with the 3d Cu. then with the 2d Cu. and clap Hands with your Partner, then caſt up to the Top, then right and left half round, which brings you into the 2d Cu, Place.

Tipling *John* on the Riot Night. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

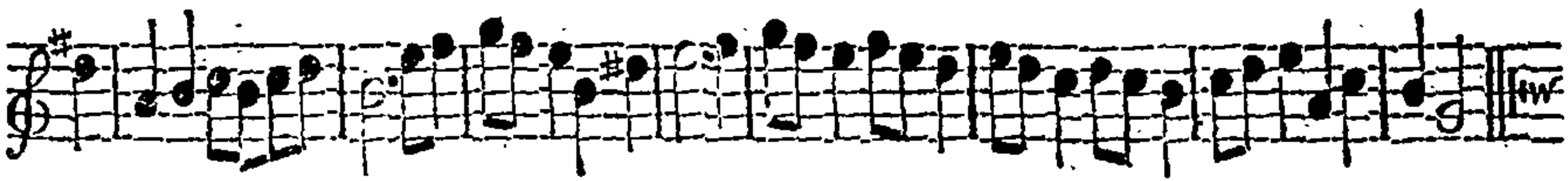
The 1ſt Man ſet to the 2d Wo. and turn ſingle, and then turn into your proper Place. Then the other Cu. do the ſame. Then both Men change Places with both their own Partners, and right and left half round and turn ſingle. Then lead thro' at Top and caſt off, and thro' at Bottom, then caſt up and turn.



Note, Each Strain is to be play'd twice over.

The 1st Man cast off and turn the 2d Wo. and cast off into his Place ·. His Partner the same ·. Then the 1st Man turn his Partner half round with his right Hand, and back again with his left, and cast off and lead thro' the 2d Cu. and cast up to the Top ·. Then cross over and half Figure with the 2d Cu. then right and left quite round with the 2d Cu. and your Partner ·.

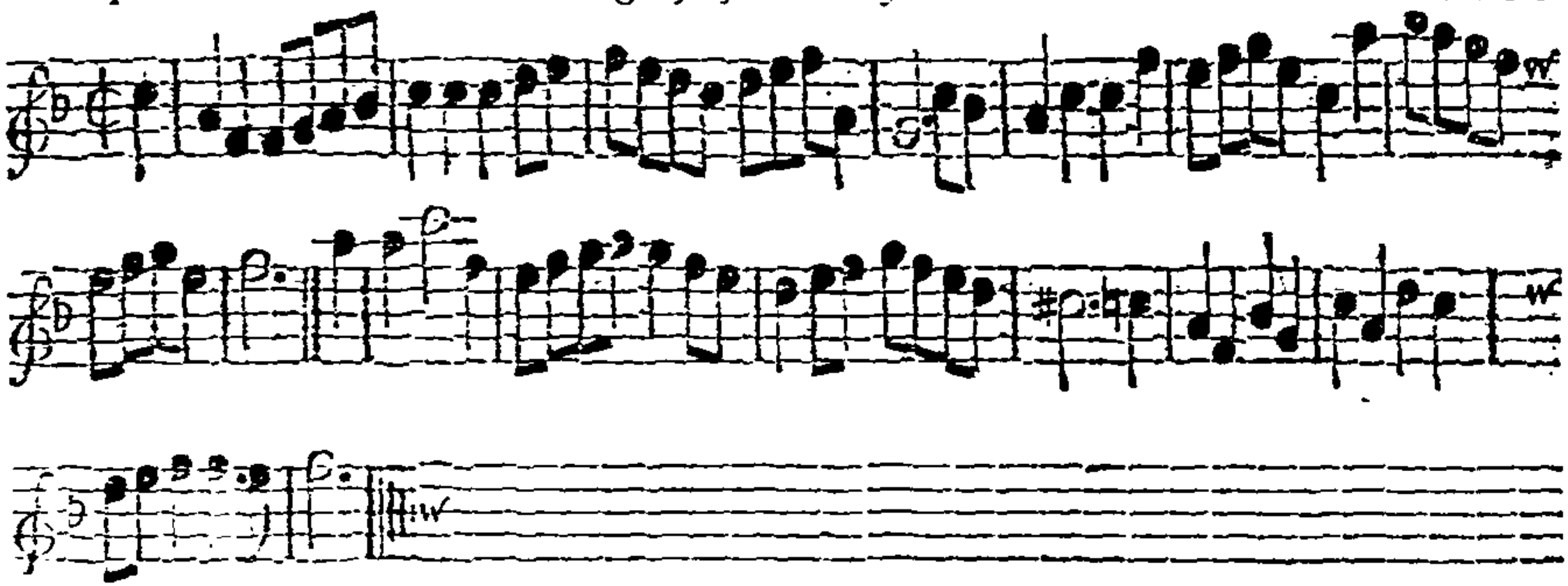
The Major's Delight. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man ſet to the 2d Wo. and turn ſingle, and turn her. Then the other two do the ſame. Then the 1ſt Man and 2d Wo. change Places, and the 1ſt Wo. and 2d Man do the ſame, then Hands half round. Then caſt off, and right and left quite round.

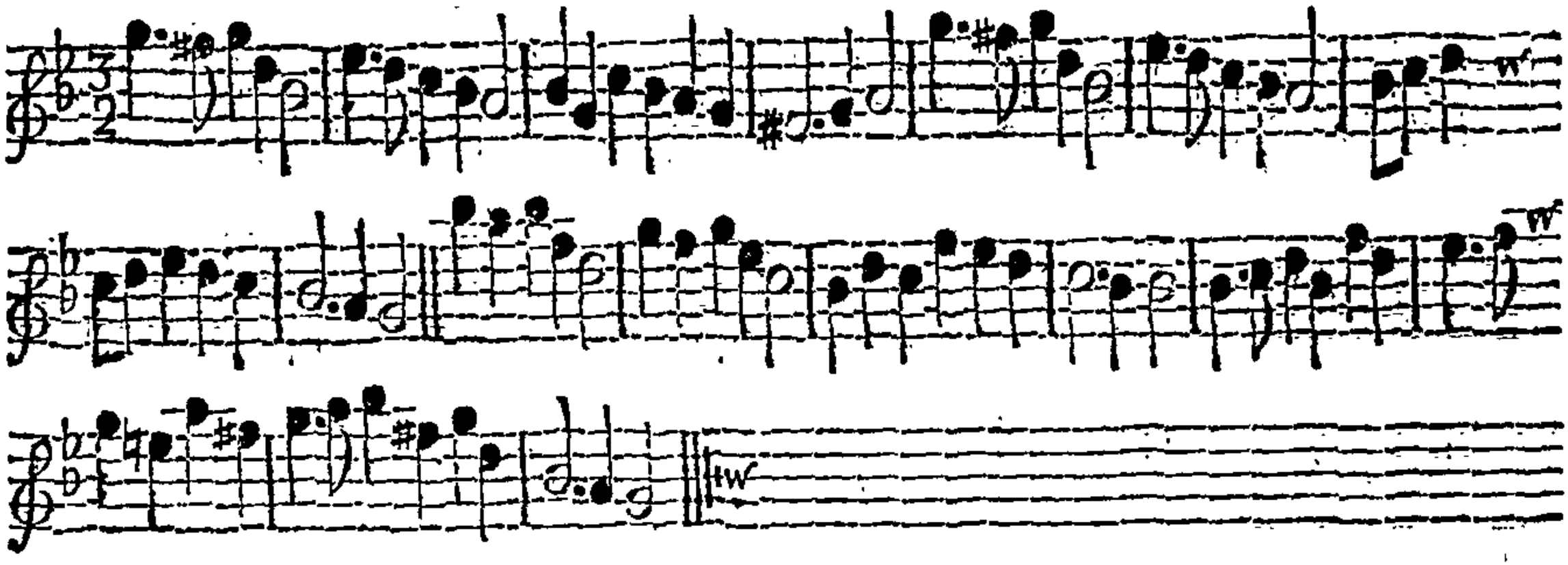
Sebo Square. *Longways for as many as will.*



Note, This Tune must be play'd twice over, and each Strain twice.

1ſt Man Heys on the We. ſide, and his Partner on the Mans ſide at the ſame Time. Then both Hey on their own ſides. Change Places all four and go Hands half round. Then caſt off and right and left quite round. The 1ſt Cu. goes the whole Figure of 8 with the 3d Cu. Then with the 2d Cu. Then the 1ſt Man goes on the outſide the 3d Wo. and the 1ſt Wo. on the outſide of the 2d Man at the ſame Time. Then they both caſt off into the 2d Cu. Place and turn.

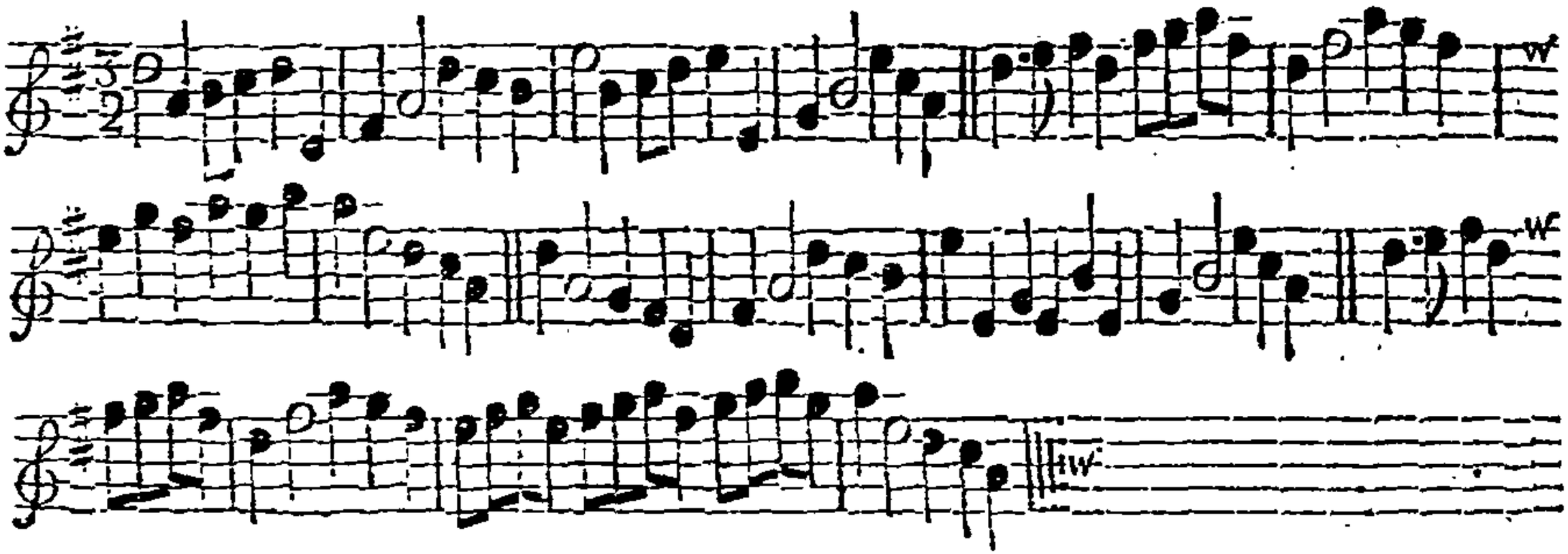
Virgin's Frolick. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

1ſt Man turns the 2d Wo. then his own Partner, then lead thro' the 2d Cu. and caſt up and turn. The 2d Cu. do the ſame. Then the 1ſt Wo. goes round the 2d Man, and ſet between the 2d Cu. the Man at the ſame Time goes round the 3d Wo. and ſet between the 3d Cu. Then 1ſt Man turns the 3d Wo. and the 1ſt Wo. turns the 2d Man, then they both go the half Figure with the Cu. they turn'd with, and right and left quite round.

Chalk's Hornpipe. *Longways for as many as will.*

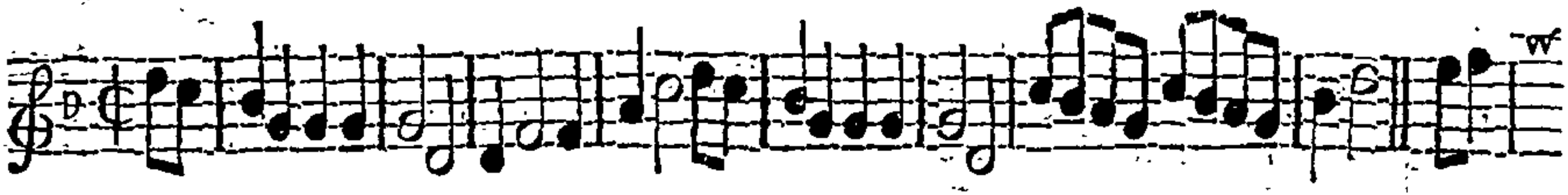


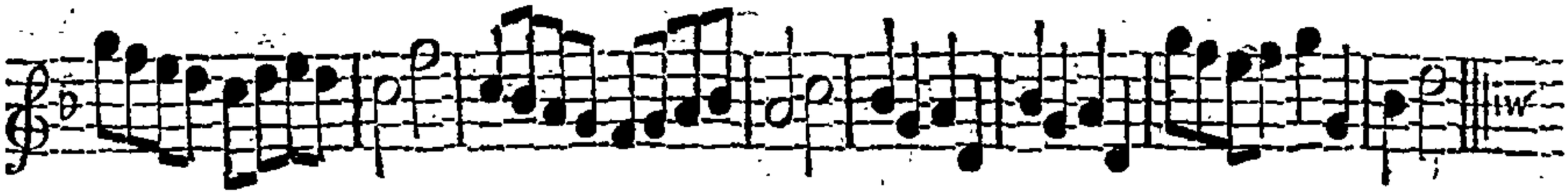
Note: Each Strain is to be play'd twice over.

1ſt Man turns his own Partner with his right Hand, then turn the 2d Wo. with his left. Then turn the 2d Man with his right till he comes into the 2d Man's Place. Then (the Partners being contrary) Hands quite round. And right and left quite round. Then the 1ſt Wo. being at Top turns her own Partner which ſtands in the 2d Man's Place, with her right Hand, and turn the 2d Man with her left Hand. Then turn the 2d Wo. with your right till ſhe comes into the 2d Ca. Place. Then Hands all four quite round. And right and left quite round and turn.

The Collier's Daughter, Or,
Duke of *Rutland*'s Delight.

Longways for as many as will.

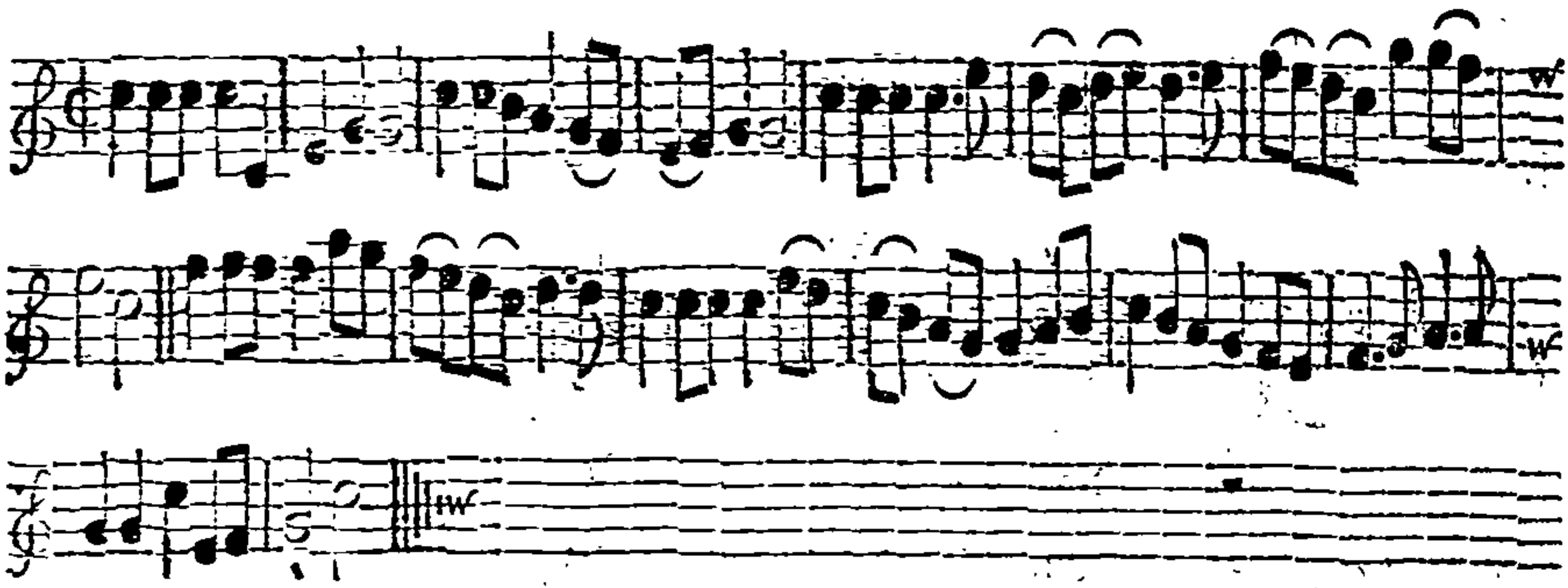




Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. croſs over and turn in the 2d Cu. Place. And then croſs over and turn in the 3d Cu. Place. Then lead your Partner up to the Top and Hands quite round and turn all four ſingle. Then right and left quite round and turn your Partner.

Veal's Maggot. *Longways for as many as will.*

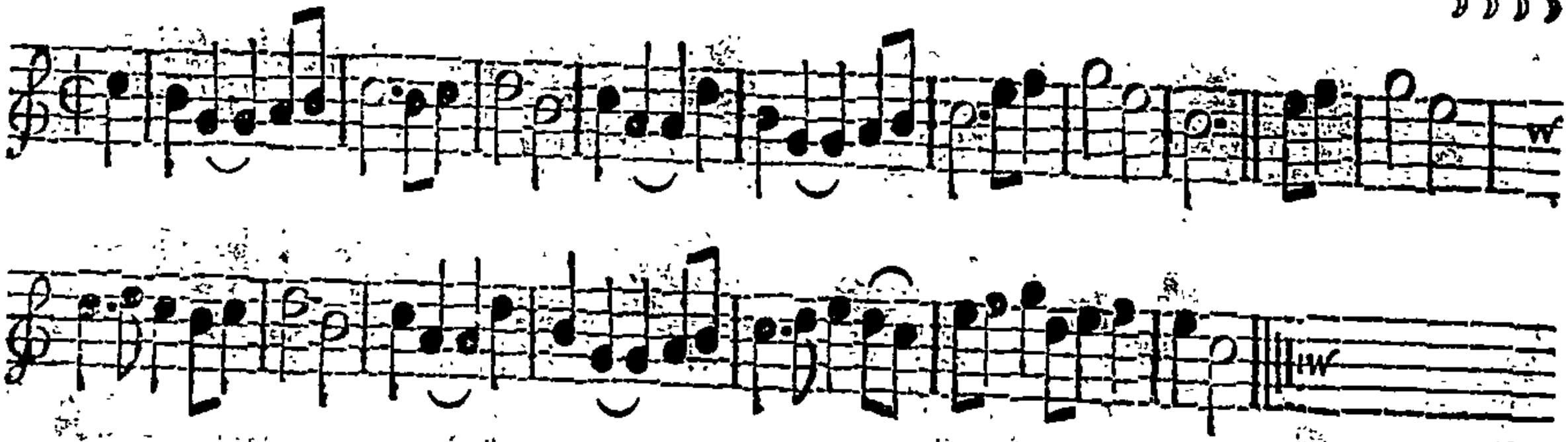


Note, Each Strain is to be play'd twice over.

The 1ſt Man ſet to the 2d Wo. and turn ſingle :. The other two do the ſame :. Then the 1ſt Man change Places with the 2d Wo. and the 1ſt Wo. with the 2d Man, 2nd Hands all four quite round into your proper Places at the Top, and caſt off :. Clap ſides, then clap Partners, and ſet and turn your own Partners :.

Ponder's-End.

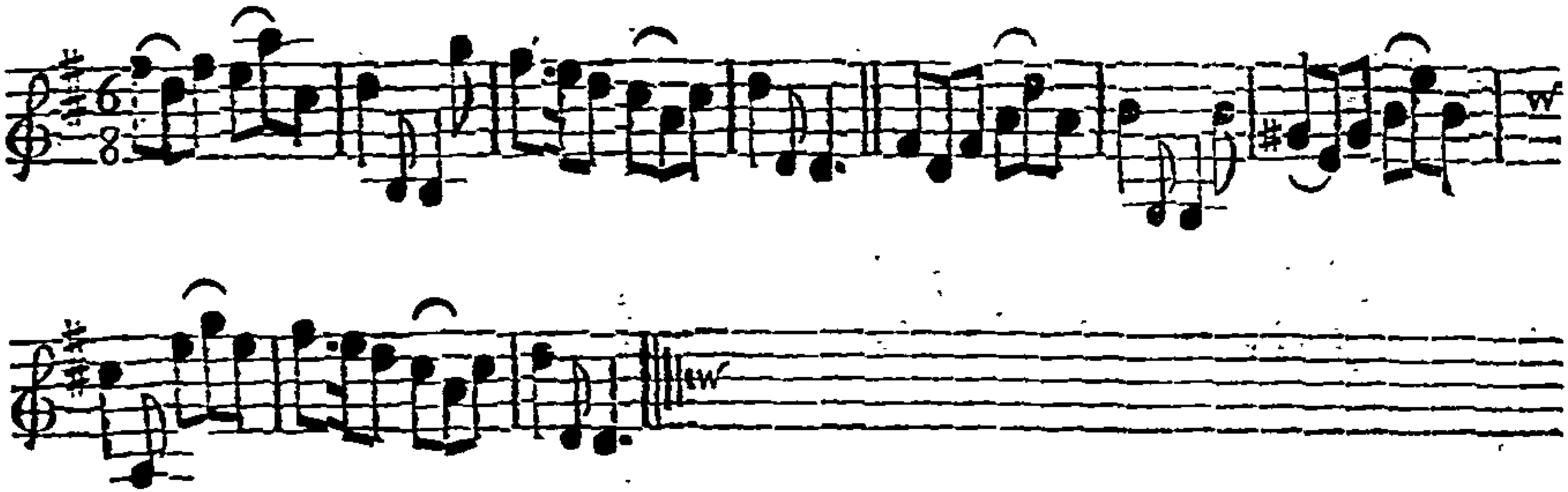
Longways for as many as will.



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man ſet to the 2d Wo. and turn ſingle, then he turns his own Partner. Then the 2d Cu. does the ſame. Then lead thro' the 2d and 3d Cu. and caſt up on outſide of both Cu. till you come to the Top, and caſt off. Then Back to Back with your own Partner, and right and left quite round.

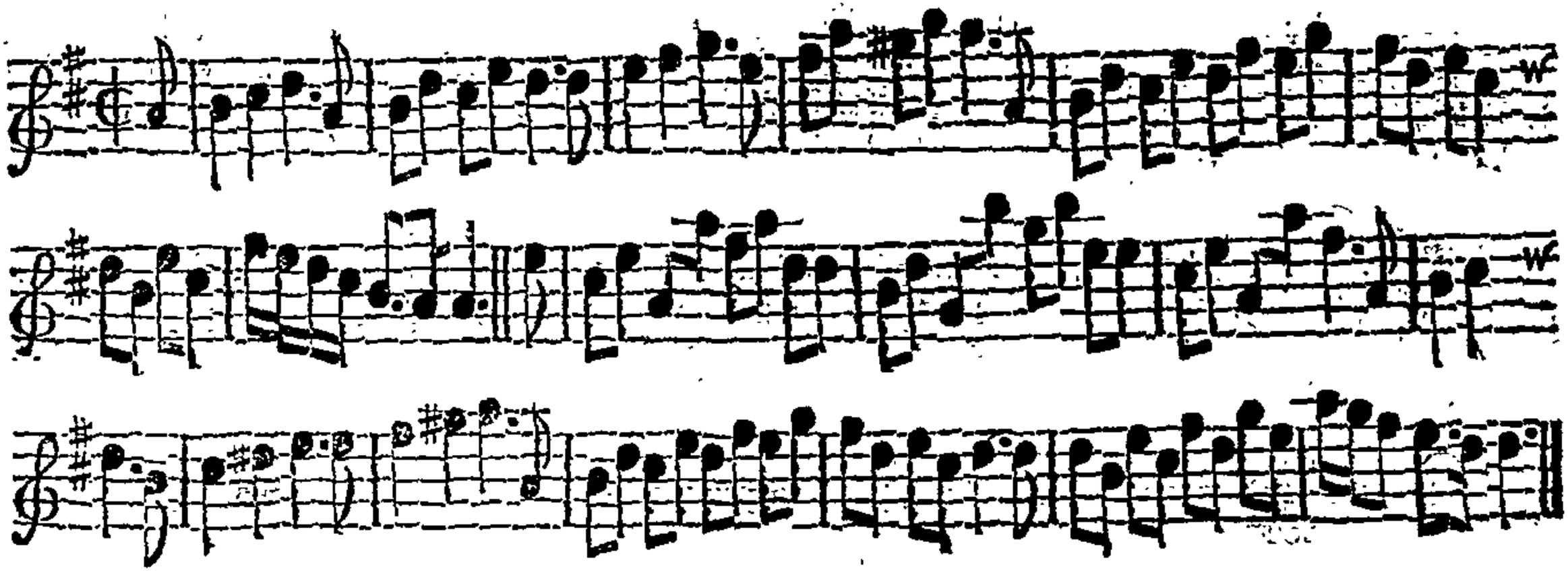
The 11th of *July*. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. ſet and caſt off below the 2d Cu. Then ſet and caſt off below the 3d Cu. Then lead thro' to the Top. Then caſt off, and right and left quite round, and turn.

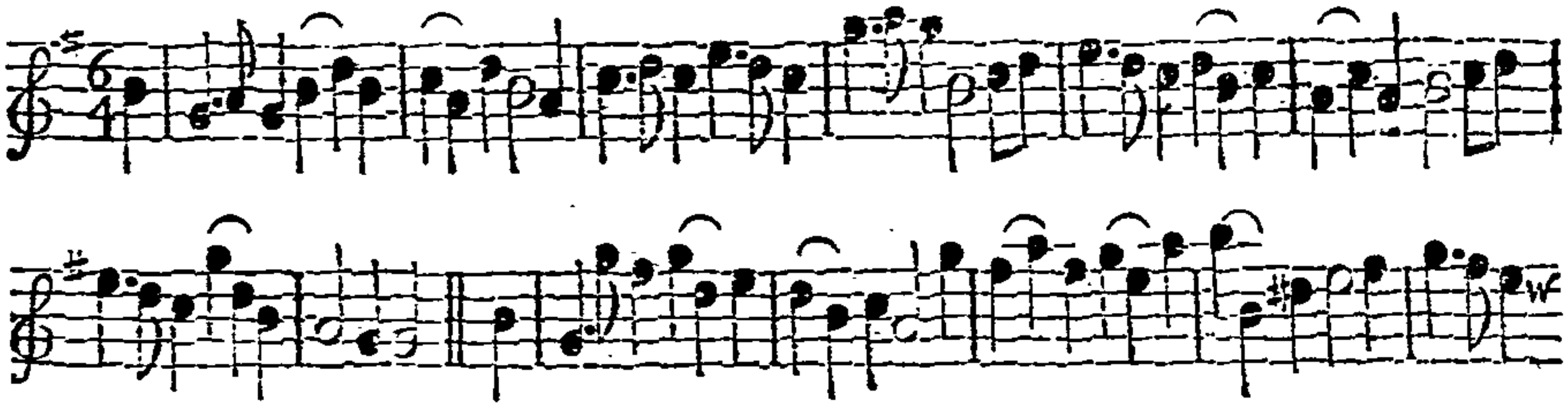
The Duke of *Anjou*'s Flight. *Longways for as many as will.*

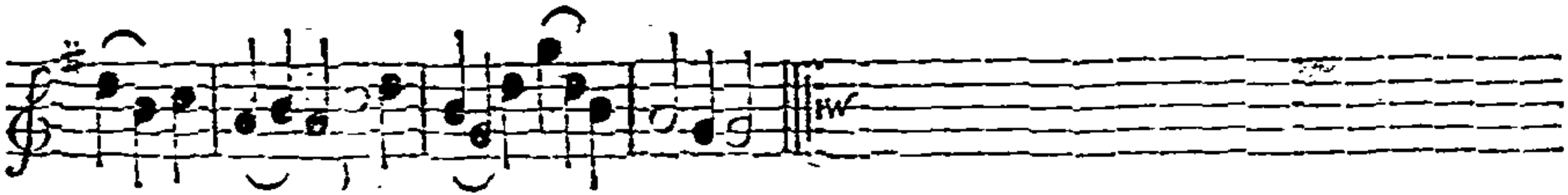


Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. lead thro' the 2d Cu. and cast up, and cross over, and half Figure; then lead thro' the 2d Cu. and cast off. Then the other Cu. do same. Then the two Men clap Hands, the two We. do the same; then clap Hands, each with your own Partners then turn all four single, aud Hands all four quite round; then right and left quite round and turn.

Strawberries and Cream. *Longways for as many as will.*

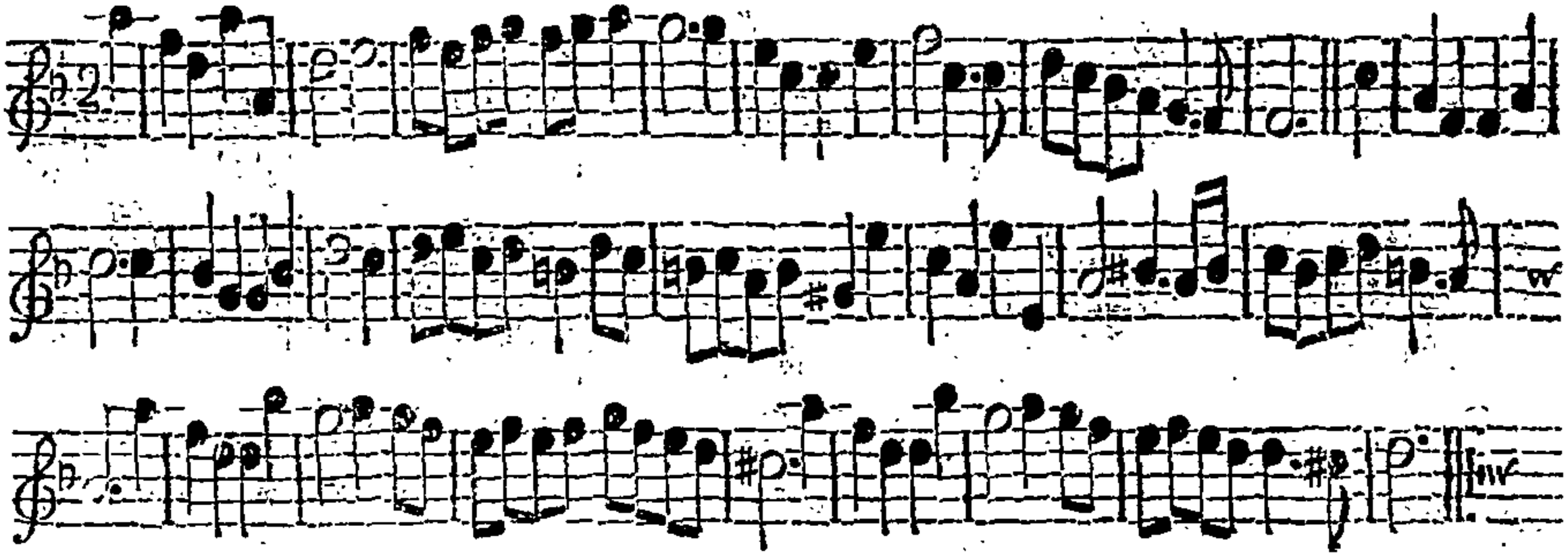




Note; Each Strain is to be play'd twice over.

The 1ſt Cu. caſt off, and half Figure with the 3d Cu. then croſs over to the Top and caſt off. The other Cu. do the ſame. Then the 1ſt Man change Places with the 2d Wo. and 2d Man with the 1ſt Wo. and Hands all four half round and caſt off. Then Back to Back, and right and left quite round.

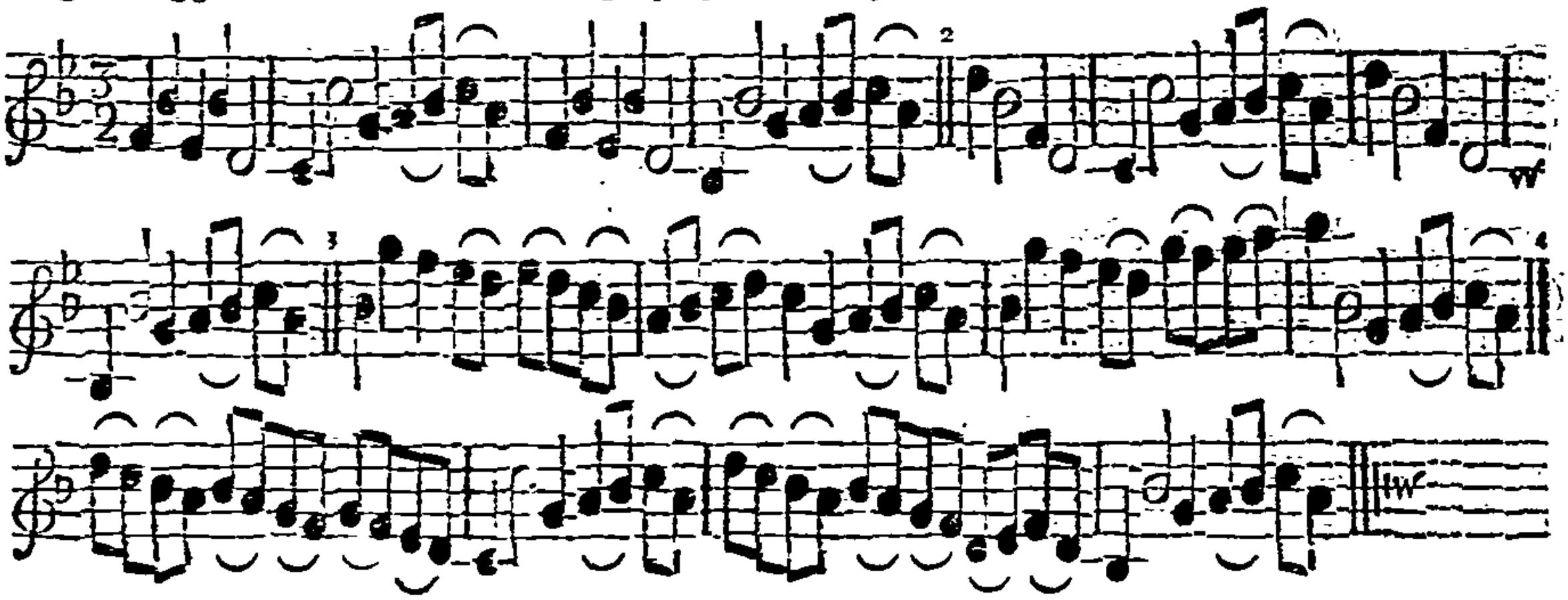
Bidlington-House. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

First Man set to the 2d Wo. and 2d Man leads thro' the two We. and cast off into their own Places. Then 2d Man and 1st Wo. set to each other, and the two We. lead thro' the two Men and cast off into their own Places. The 1st Wo. gdes with inside the 2d Man and cast up between the 1st Cu. and first Man goes round the 3d Man, and set between the 3d Cu. at the same Time; then 1st Man turns the 3d Wo. and the 1st Wo. the 2d Man, then turn your own Partner. Then 1st Cu. goes the whole Figure of 8 with the 3d Cu. and right and left with the 2d Cu. quite round.

King's Maggot; or *New-York.* *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

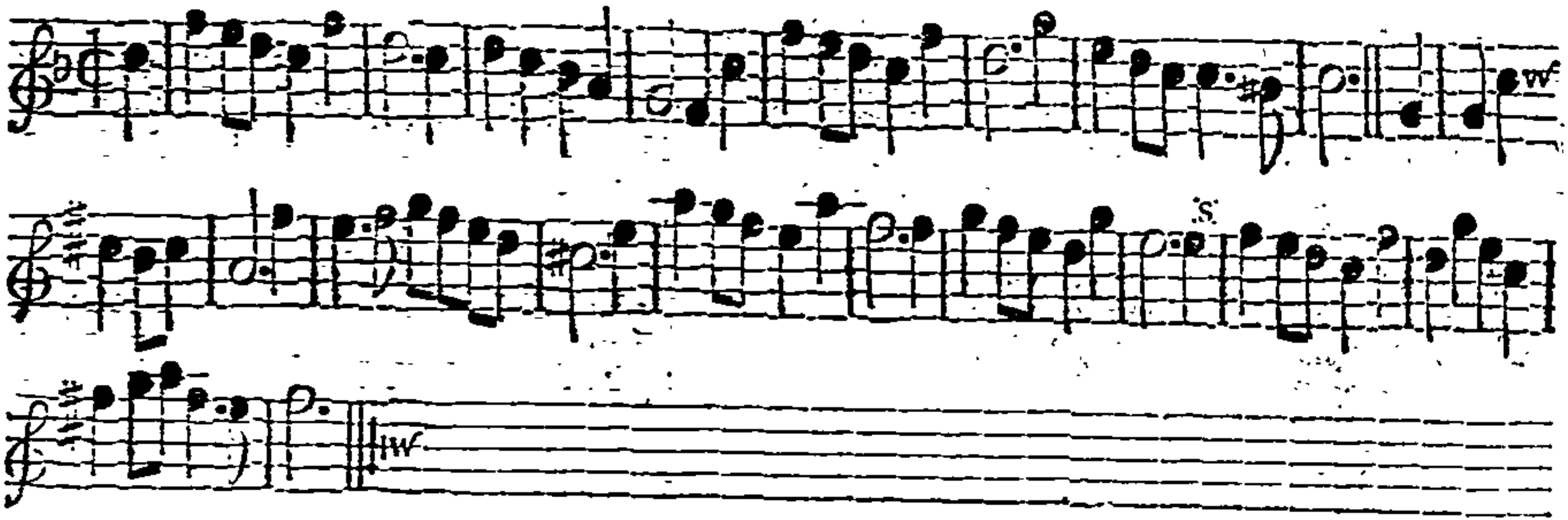
The 1st Cu. cross over and turn :. Then lead thro' the 3d Cu. and cast up and turn :. The 1st Man turns the 3d Wo and the 1st Wo. turns the 2d Man, then turn your own Partner :. Then the 1st Man turns the 2d Wo. and his Partner the 3d Man at the same Time, then turn your own Partner :. The 1st Cu. being in the 2d Cu. Place, Hey with the 2d Man :. Then Hey with the 2d Wo. :. Then the 1st Cu. Back to Back in the 2d Cu. Place :. Then right and left quite round :.

A Pinch of Snuff. *Longways for as many as will.*

Note, *Each Strain is to be play'd twice over.*

The 1ſt and 2d Cu. ſet all four and turn ſingle. Then both Cu. Back to Back with their Partners. Then the 1ſt Cu. croſs over and turn, and the 2d Cu. caſt off and turn. Then Hands all four quite round, and each turn their Partner.

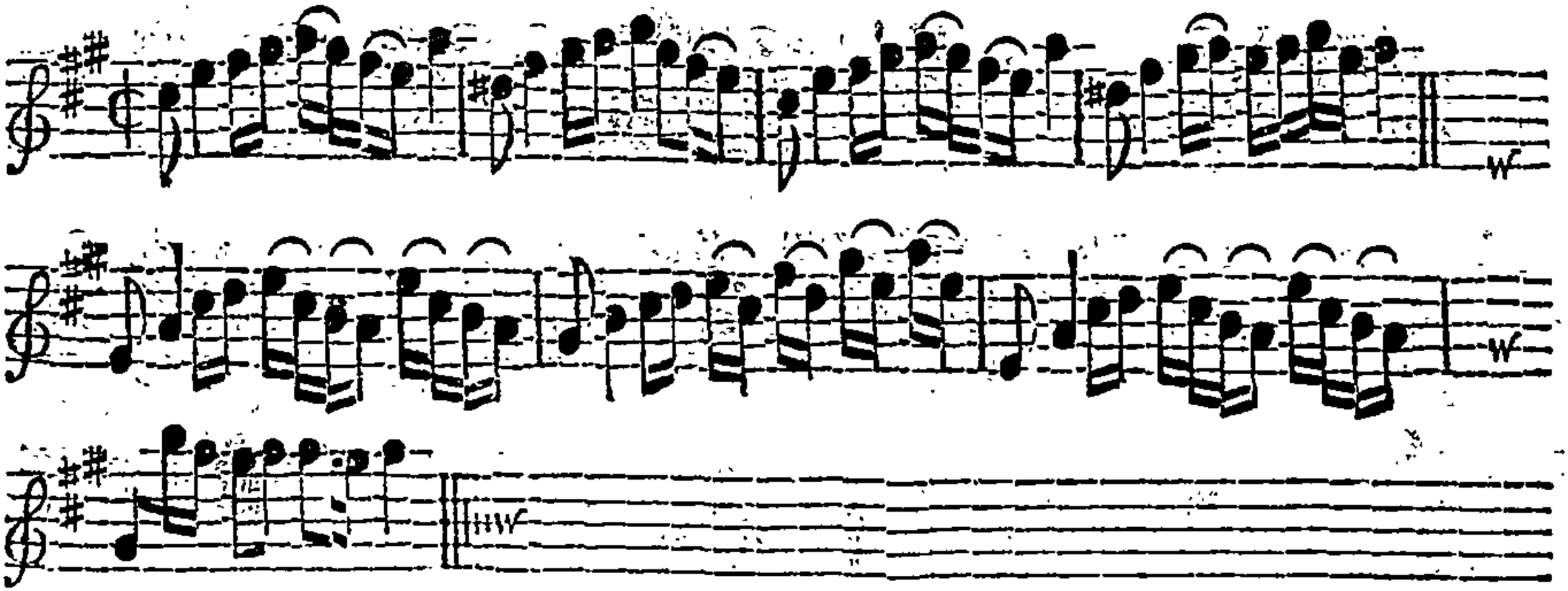
The Bowket. *Longways for as many as will.*



Note : *The first Strain is to be play'd twice, and the last but once over, and from the Repeat.*

The 1ſt Man ſet to the 2d Wo. and turn ſingle, then turn her. Then the 1ſt Wo. ſet to the 2d Man and turn ſingle, then turn him. Then the 1ſt Man claps Hands twice with his own Partner, then twice with the 2d Man, and his Partner claps with the 2d Wo. at the ſame Time; then right and left half round and turn your Partner. *and from the Repeat.*

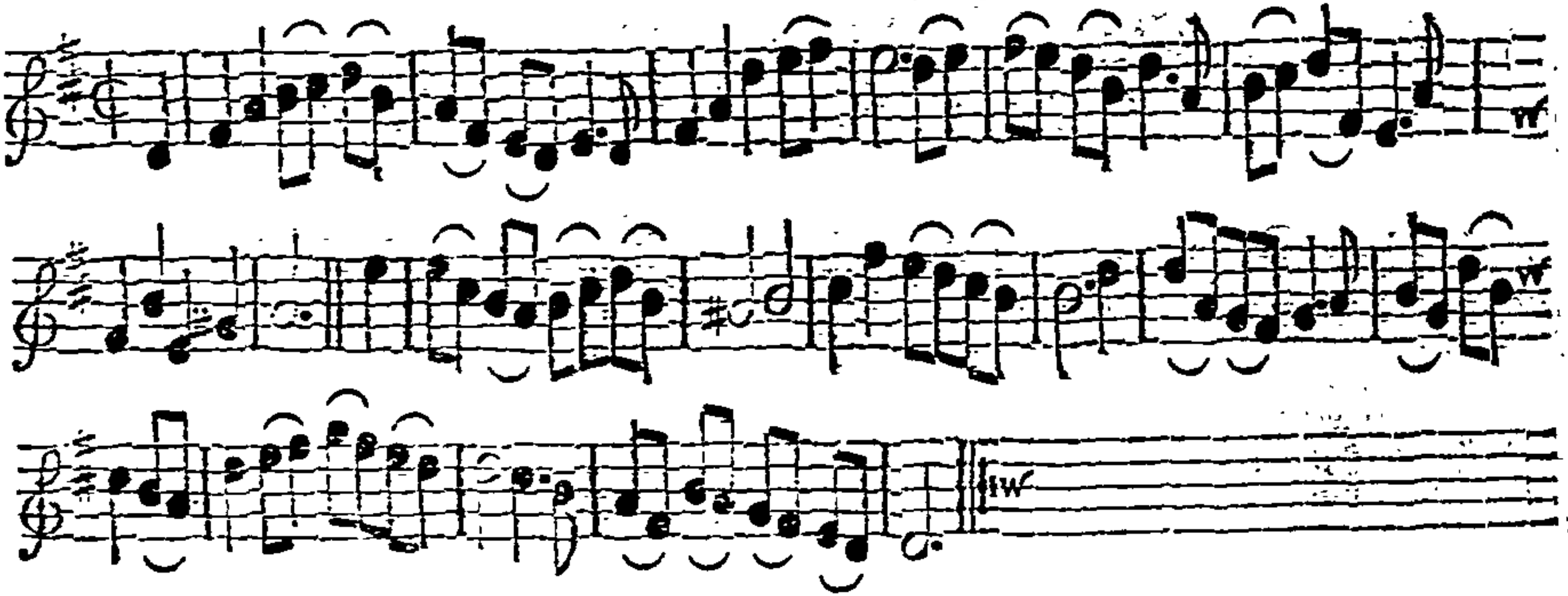
Mark Anthony. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. lead thro' the 2d Cu. and caſt up to the Top, and caſt off. The 2d Cu. do the ſame. Then the 1ſt Cu. croſs over and go the half Figure. Then right and left quite round, and turn.

Room for Ramblers. *Longways for as many as will.*

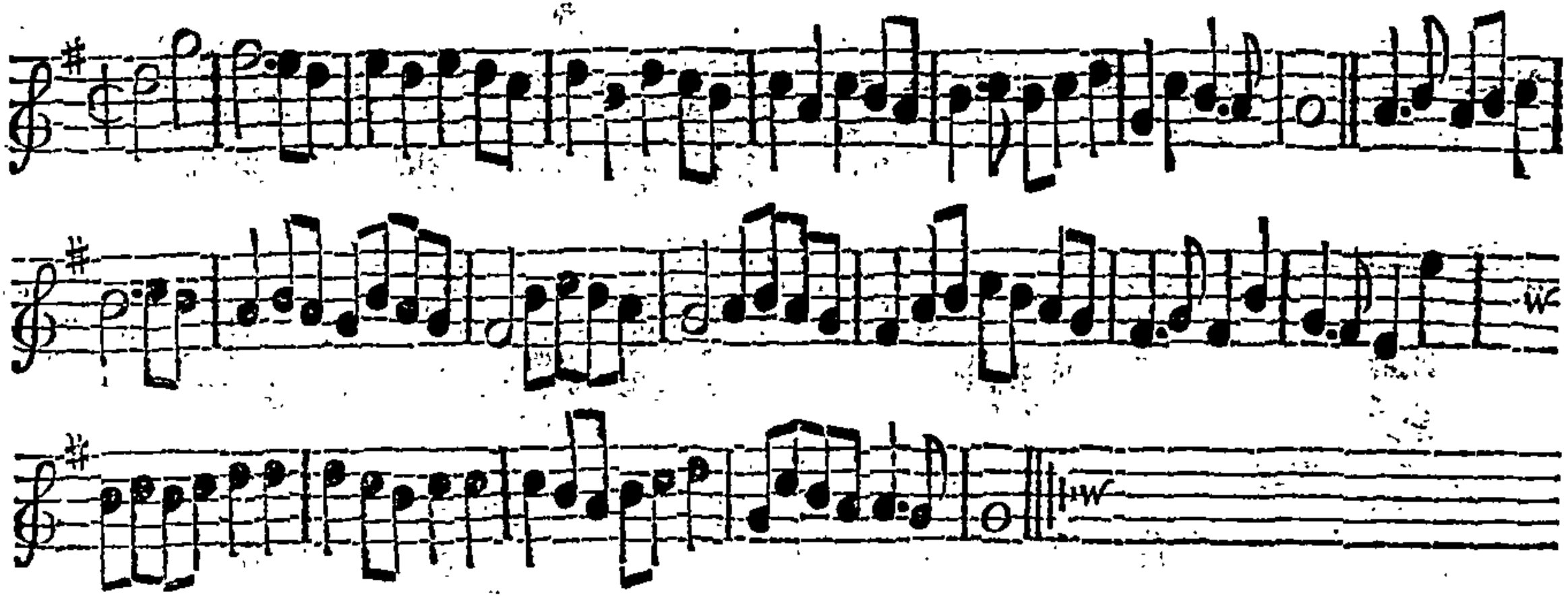


Note, The first Strain is to be play'd twice, and the last but once.

First, all four lead up, then back again, the 2d Cu. go round the 1st Cu. into their own Places, the 1st Cu. turn Hands at the same Time. Then the 1st Cu. cast off, and go the half Figure thro' the 2d Cu. into the 2d Cu. Places, the 2d Man and 2d Wo. change Places at the same Time: (The 1st Cu. being in the 2d Cu. Places improper) the 1st Man change with the 2d Wo. then the 2d Man change with the 1st Wo. then lead to the Wall and back again, the 1st Cu. cast off.

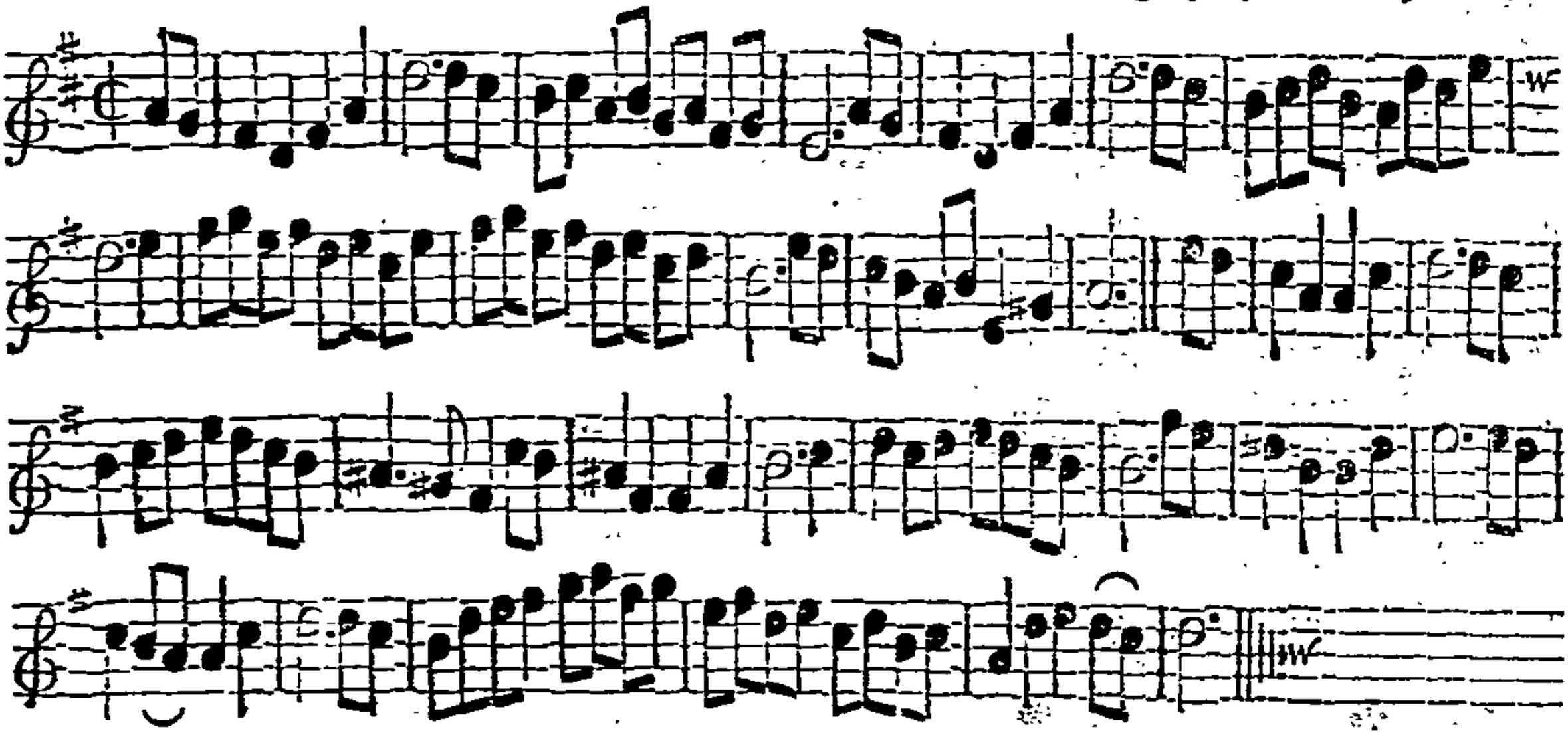
The Foot-Guards March; or,
Boatſwain *Williams*'s Delight.

Longways for as many as will.



Note, Each Strain is to be play'd twice over.

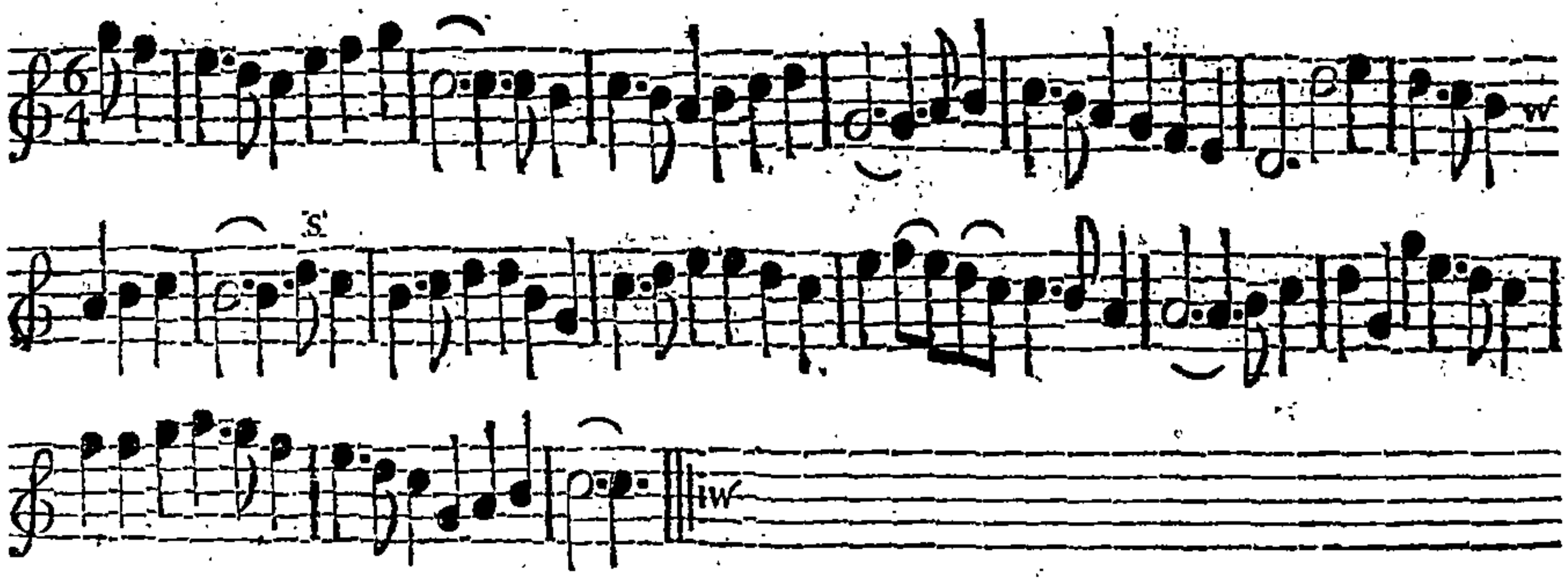
The 1ſt Cu. clap and caſt off and lead thro' the 3d Cu. : Then clap and caſt below the 3d Cu. and lead quite up thro' the Top : Then the 1ſt Man turn the 3d Wo. and the 1ſt Wo. turns the 2d Man, at the ſame Time; then the 1ſt Wo. turn the 3d Man and the 1ſt Man turn the 2d Wo. at the ſame Time, and the 1ſt Man turn his Partner twice round : Then croſs over quite round the 3d Cu. and right and left quite round with the 2d Cu. and turn your Partner :



Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. cast off, the Man fall in between the 2d Cu. and the Wo. between the 3d Cu. lead back and forward, the 1st Cu. lead thro' the 2d Cu. and cast off :. The 2d do the same :. The 1st Man and 2d Wo. change Place, then the 2d Man and 1st Wo. change Place, Back to Back with your Partners; then all four lead thro' the 3d Cu. and cast up, and the 1st Cu. cross over into the 2d Cu. Place :.

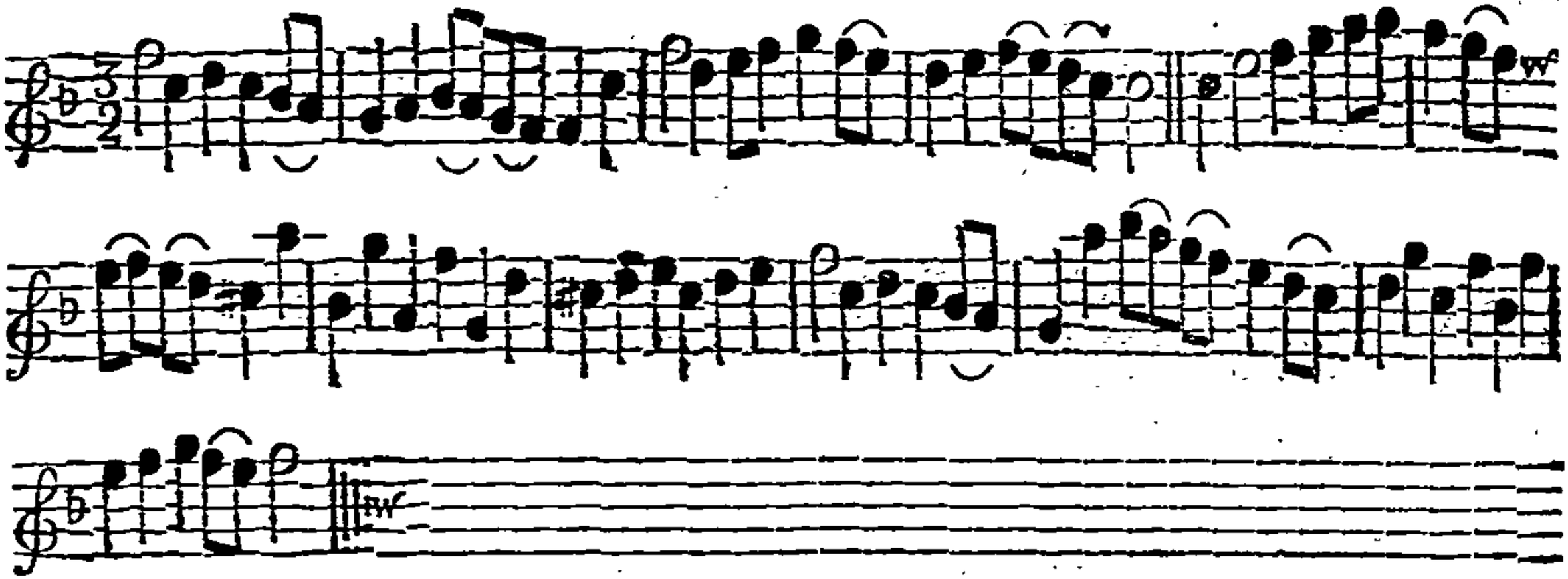
A Health to the Tackers. *Longways for as many as will.*



Note, This Tune is to be play'd twice to the Repeat, and twice from the Repeat.

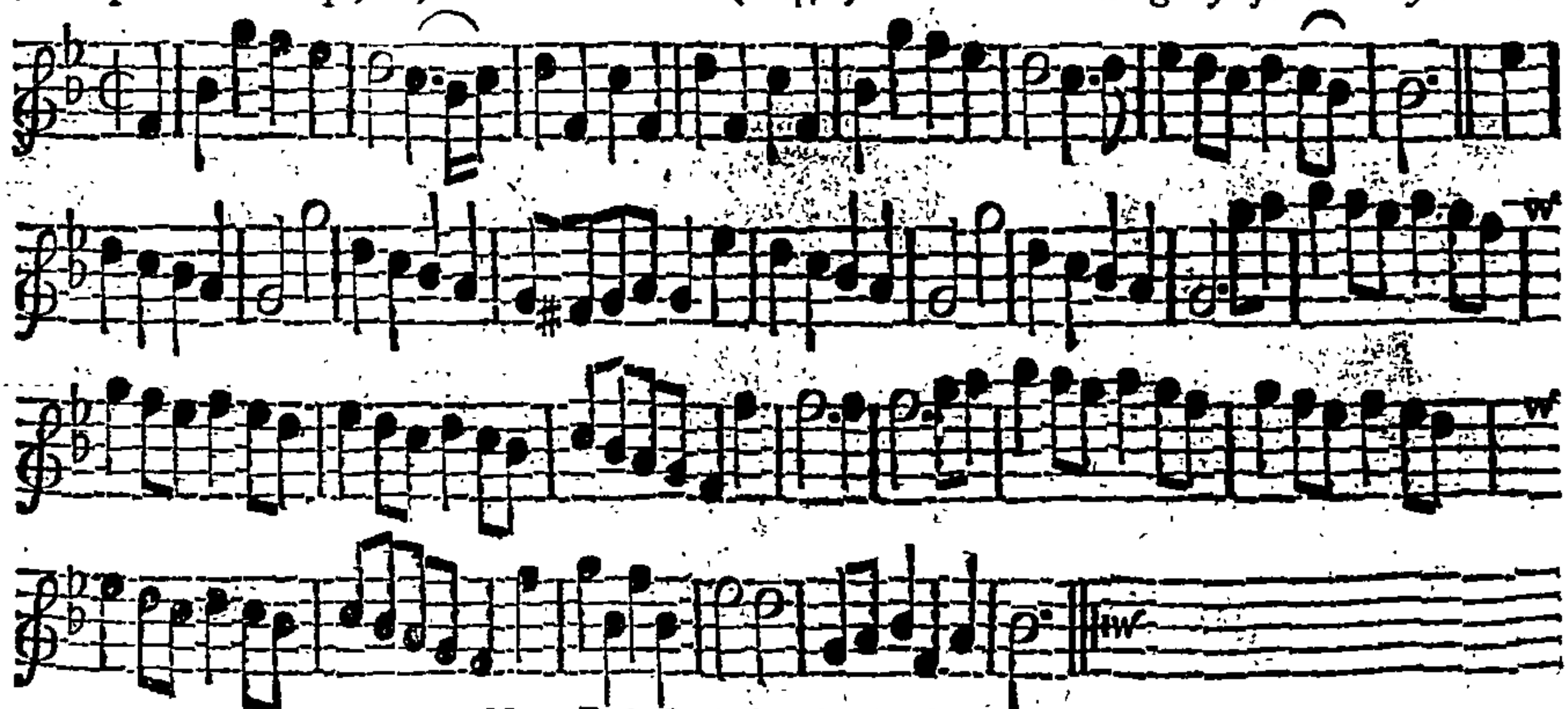
The 1ſt Cu. caſt off and lead thro' the 3d Cu. and caſt up, and right and left quite round with the 2d Cu. The 2d Cu. do the ſame. Then change Places all four with your contrary Partners, and turn all four ſingle; then all four croſs over into your proper Places. Then right and left quite round, and turn your Partner.

Young *Phillis.* *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

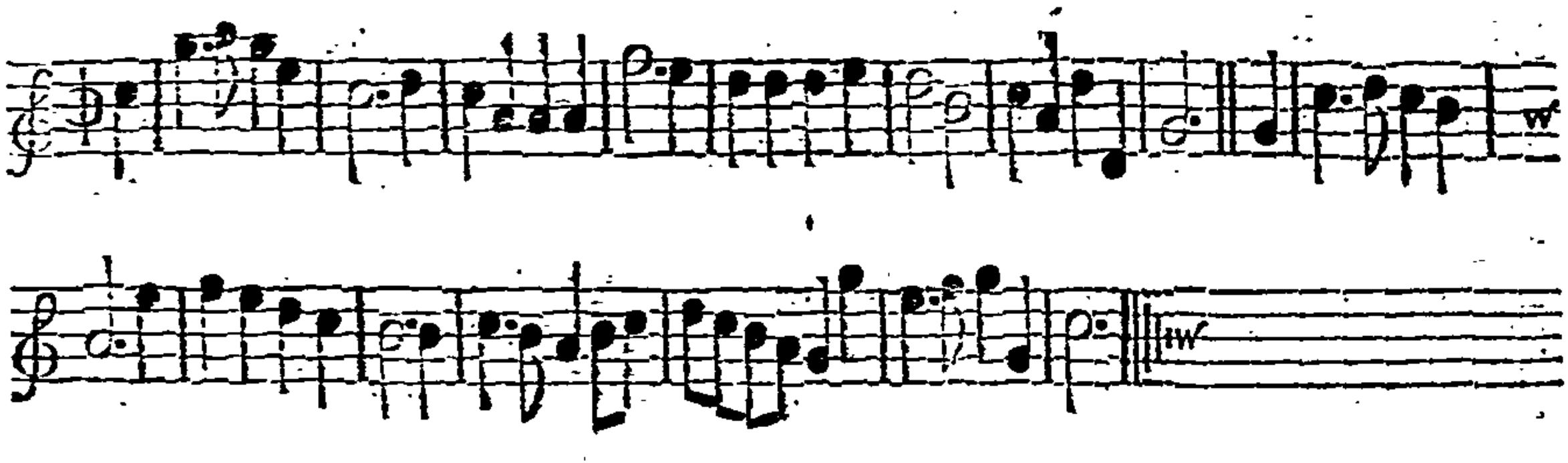
The 1st Man casts off and the 2d Wo. cast up and go the half Figure, the Man into the Wo. Place and the Wo. into the Man's Place. The other two do the same. Then all four go round into their own Places, then Back to Back with their own Partners, then the 1st Cu. go the half Figure and cross over, which brings the 1st Cu. into the 2d Cu. Places. Then lead thro' the 3d Cu. cast up' then lead thro' the 2d Cu. cast off and turn Hands.



Note, Each Strain is to be play'd twice over.

The 1ſt Man caſt off, and the 2d Wo. caſt up and clap, the 1ſt Man caſt into the 1ſt Wo. Place, and the 2d Wo. into the 1ſt Man's Place, at the ſame Time ∴ Then the 2d Man and 1ſt Wo. do the ſame ∴ Then the 1ſt and 2d Men and their Partners fall back Sides and lead into their Places, and Back to Back; then turn, and hey Sides, and Hands all four round, and lead thro' the Top Cu. ∴ Then the 1ſt Cu. whole Figure with the 3d Cu. and right Hands and Left quite round with the 2d Cu. and lead thro' the 3d Cu. and turn ∴

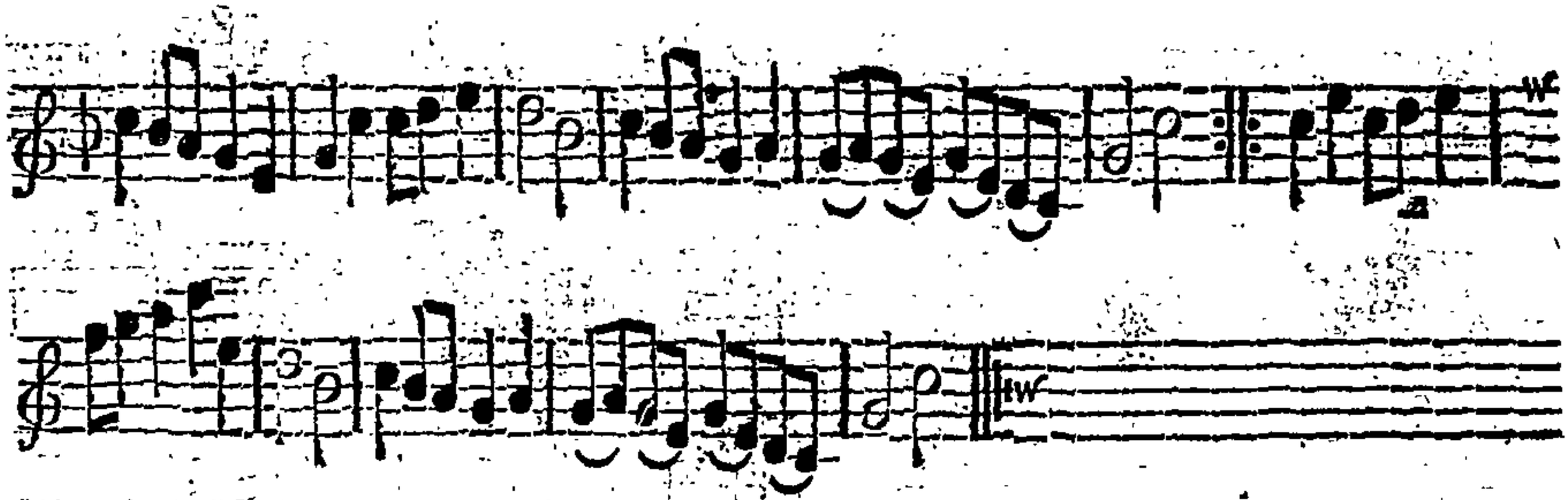
The Hey Makers. *Longways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

The 1st Man set to the 2d Wo. and turn her with his right Hand ∴ And his Partner does the same ∴ Then the 1st Cu. lead thro' and cast up and clap, then cast off ∴

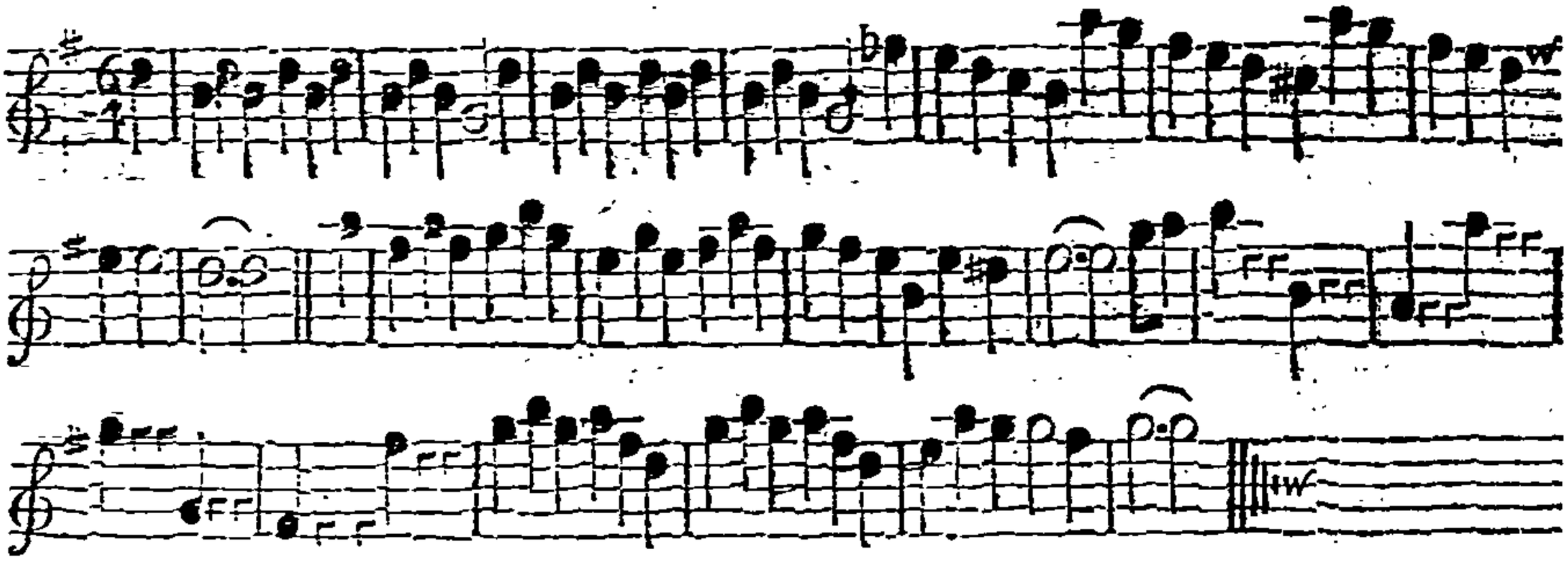
Longways for as many as will.



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. caſt off and turn ∴ Then lead thro' the 3d Cu. and caſt up and turn ∴ Then the 1ſt Man turn the 3d Wo. and the 1ſt Wo. the 2d Man, then turn your own Partners ∴ Then the 1ſt Man turn the 2d Wo. and the 1ſt Wo. turn the 3d Man, and then turn your own Partner ∴

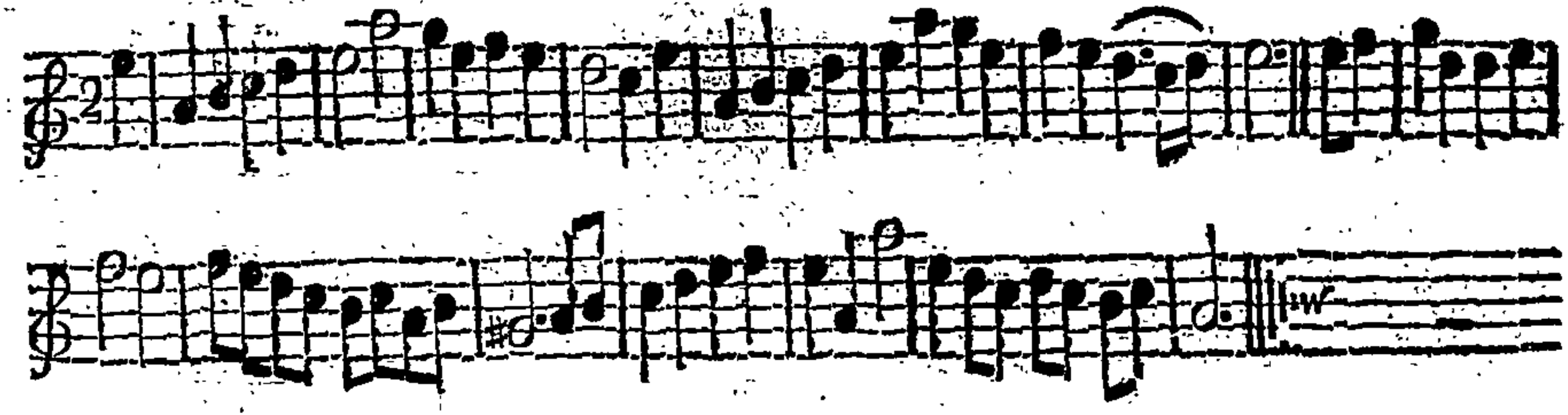
The Tub. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Man change Place with the 2d Wo. and the 2d Man with the 1st Wo. Hands across half round and turn single :. Change Place with your Partners and stop, the 1st Man change with the 2d Man, and the 1st Wo. with the 2d Wo. the 1st Cu. cast up and turn Hands proper, at the same Time the 2d Cu. turn Hands down the Middle :. Back to Back with your Partners, clap Hands once; then your right Hand with your Partner's left, and your left with your Partner's right, the 2d Cu. do the same; the 1st Cu. cast off at the same Time, the 2d Cu. turn Hands up the Middle :.

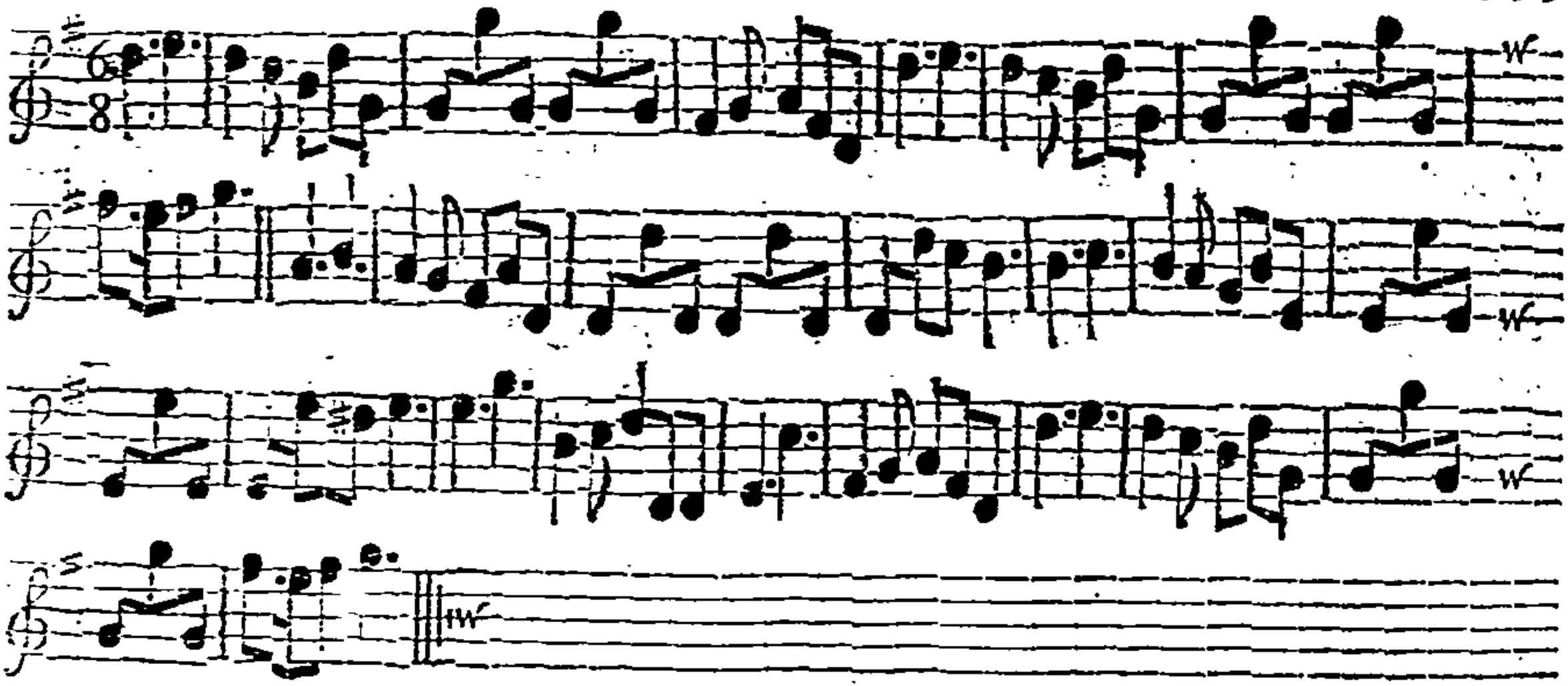
Rigadoon Royal. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man ſet and turn ſingle, then turn the 2d Wo. The 1ſt Wo. do the ſame Then the 1ſt Cu. croſs over and half figure And right and left quite round

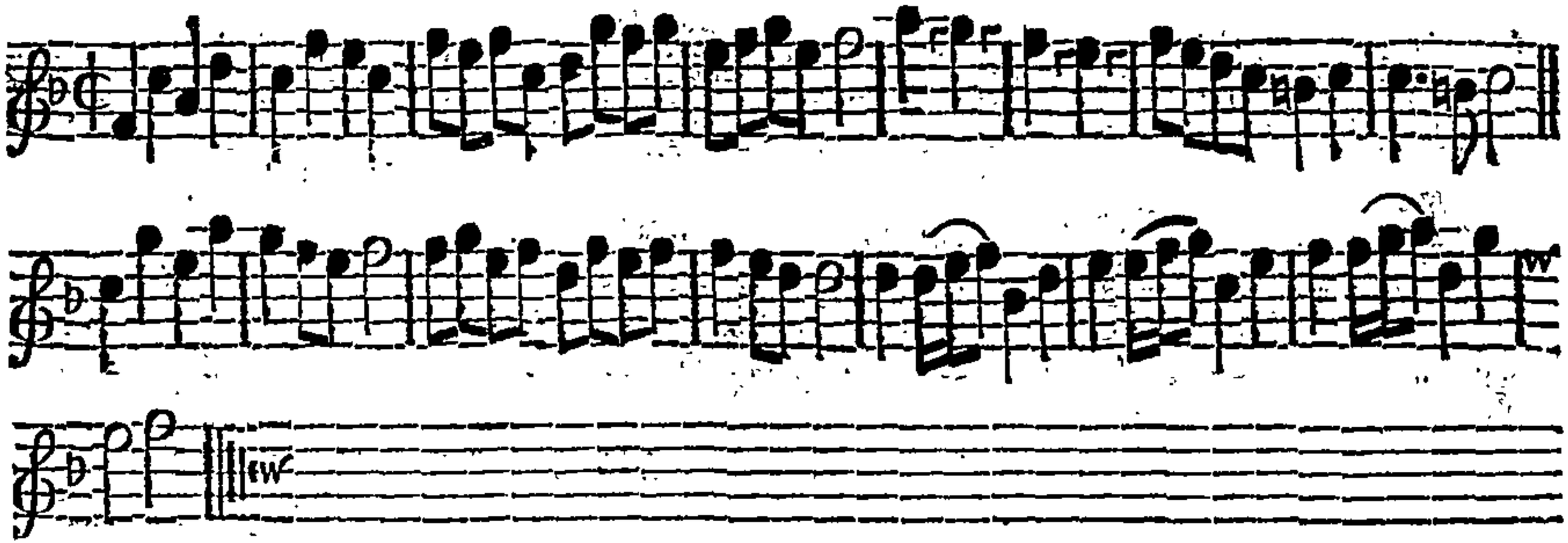
Longways for as many as will.



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Man cast down, the 2d Wo. cast up at the same Time, then cast back again ·. The 1st Wo. cast down, and the 2d Man up at the same Time, then cast back again ·. Then the 1st Cu. lead up, and the 2d Cu. lead down at the same Time; then the 1st and 2d Men lead to the Wall, and the We. lead to the Wall at the same Time; then Hands quite round all four and turn single, and right and left half round ·.

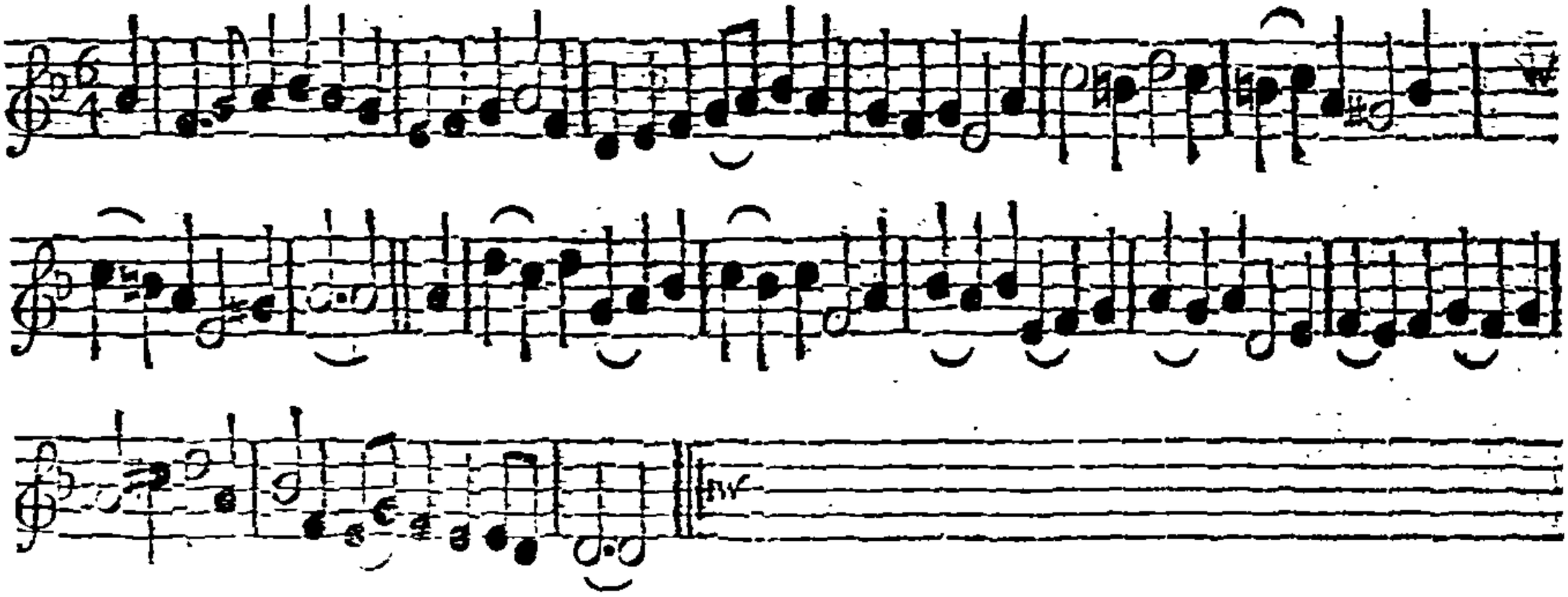
Good Luck at laſt. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. figure in, and meet at the Top, then caſt off and turn Hands proper. The 2d Cu. do the ſame. Then the 1ſt Cu. lead up, and the 2d Cu. down at the ſame Time, then back again, and right and left half round. The 1ſt Cu. being in the 2d Cu. Place, lead thro' the 3d Cu. then caſt up and lead thro' the 2d Cu. and caſt off.

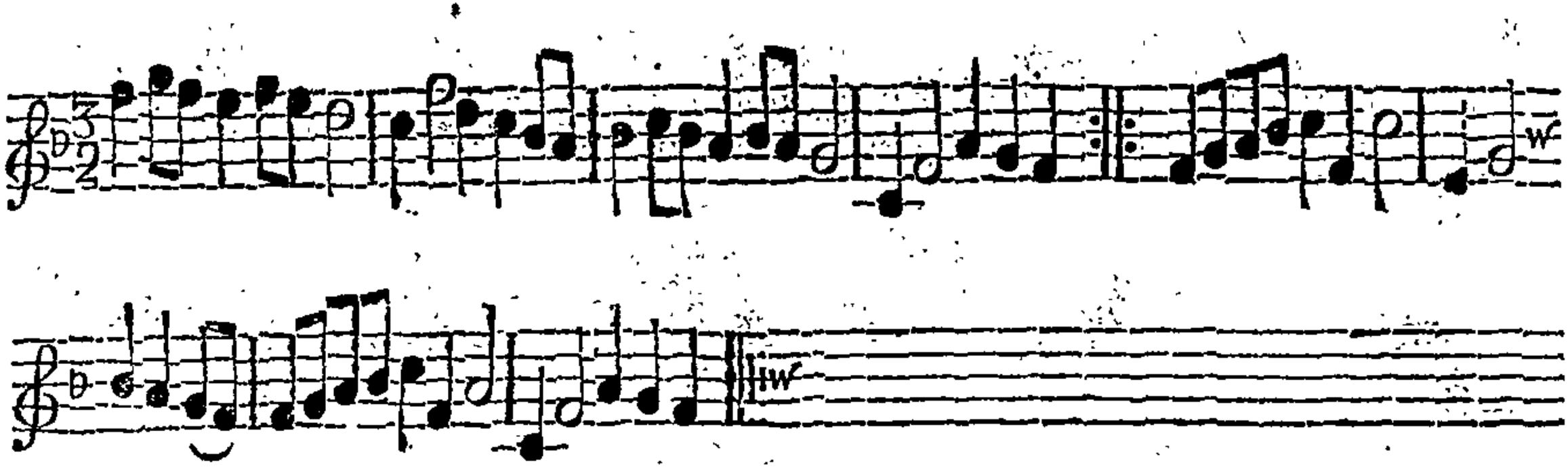
Britain's Succeſs. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

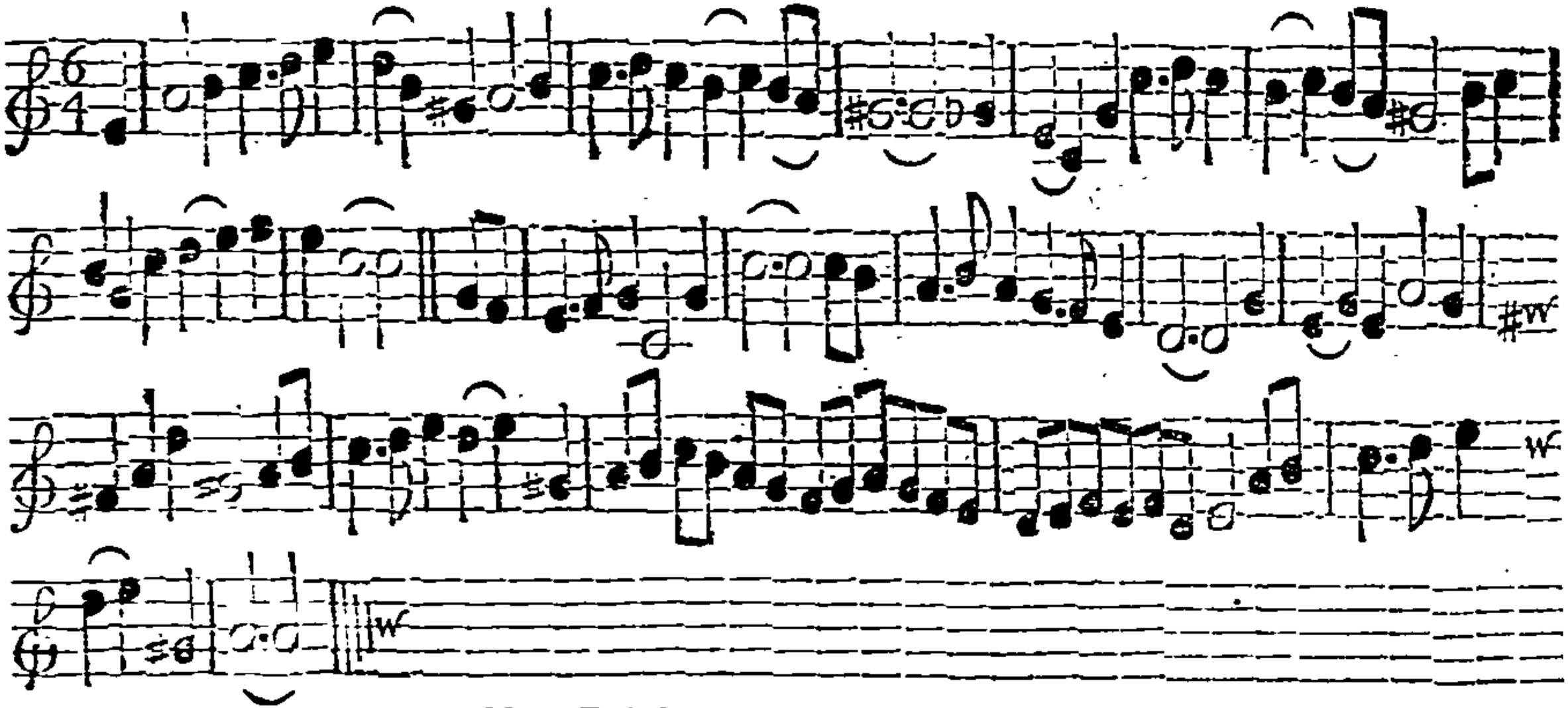
The 1ſt Man and 2d Wo. go the Figure of eight ·. Then the 2d Man and 1ſt Wo. do the ſame :. The 1ſt Cu. caſt off and turn Hands, then lead down, and the 2d Cu. lead up, and back again ·. The 1ſt Cu. lead thro' the 3d Cu. and caſt up into the 2d Cu. Place, then ſet to your Partner and turn ſingle :.

Merry Hop. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

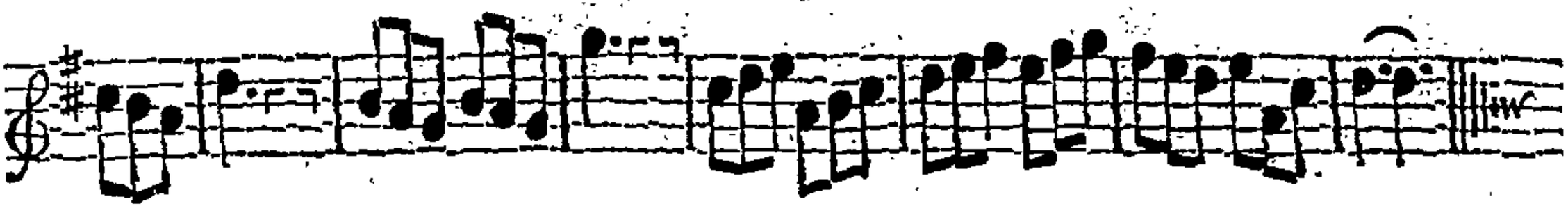
The 1ſt Man caſt off and turn the 3d Wo. and ſtand in the 2d Man's Place. The 1ſt Wo. do the ſame. The 1ſt Cu. being in the 2d Cu. Place, Hands all four quite round. Then right and left quite round.



Note, Each Strain is to be play'd twice over.

The 1st Cu. lead thro' the 2d Cu. and cast up, Back to Back with your Partner. The two Men and two We. turn Hands, then Back to Back. The 1st Man and 2d Wo. fall into the Middle with their Backs to each other, then the 2d Man and 1st Wo. do the same, then the Men bow, and the We. duck down and up again, (in Imitation of Country Lads and Lasses) then Hands all round, still with their Backs together. The 1st Man and 2d Wo. turn their Faces to each other with a Jump, then the 2d Man and 1st Wo. do the same, Hands across round the contrary Way, then the 1st Cu. cast off.

Fair Quaker of *Deal.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man and 2d Wo. ſet and turn ſingle, then the 1ſt Cu. caſt off. The 2d Man and 1ſt Wo. ſet and turn ſingle, then the 2d Cu. caſt off. The 1ſt Man and 2d Wo. meet and Back to Back, the 2d Man and 1ſt Wo. do the ſame, then all four Hands half round backward. The 1ſt Cu. being in the 2d Cu. Place, lead to the Wall and back again; the 1ſt Cu. lead thro' the 2d Cu. and caſt off.

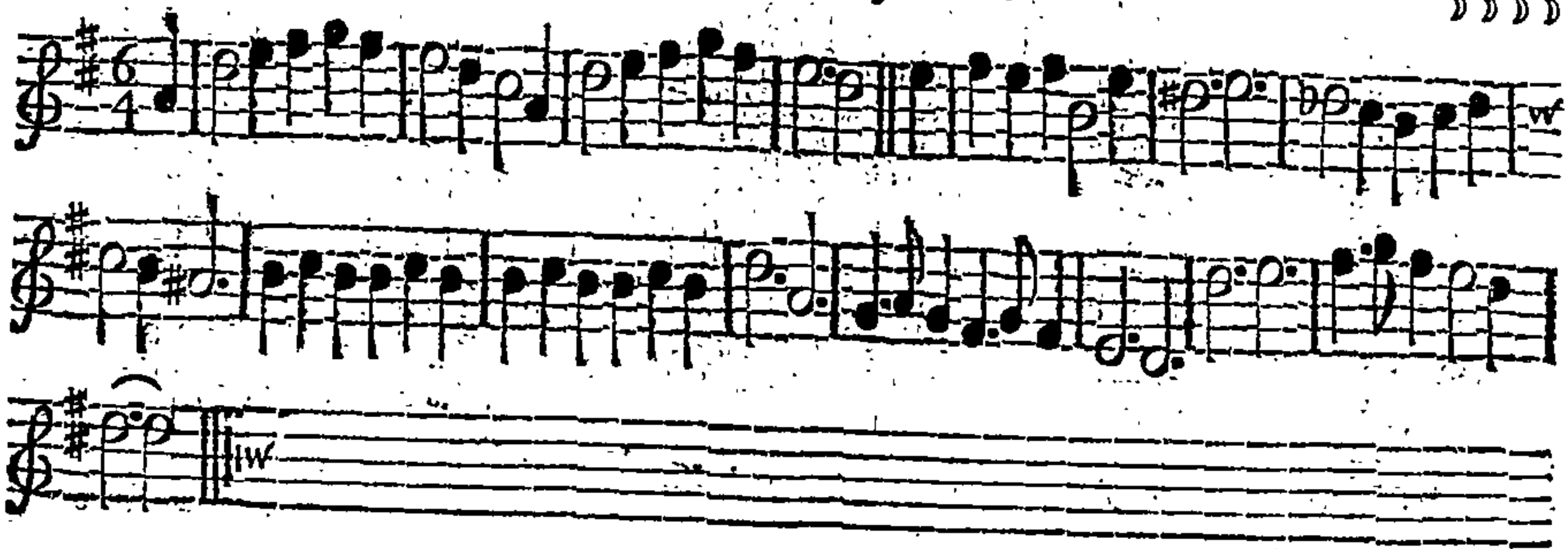
Orange Nan. *Longways for as many as will.*

Note, *Each Strain is to be play'd twice over.*

The two 1ſt Men change Places with their Partners, then the 1ſt Man change with the 2d Wo. (*now the 1ſt Wo. is in the 1ſt Man's Place, the 2d Wo. in the 1ſt Wo. Place, the 1ſt Man in the 2d Man's Place, and the 2d Man in the 2d Wo. Place*). The Men change Places with their Partners, the 2d Man change Place with the 1ſt Wo. (*now all proper*). Men and We. Back to Back, then right Hands and left with your Partners. Croſs over two Cu. then caſt up into the 2d Cu. Place, and turn Hands.

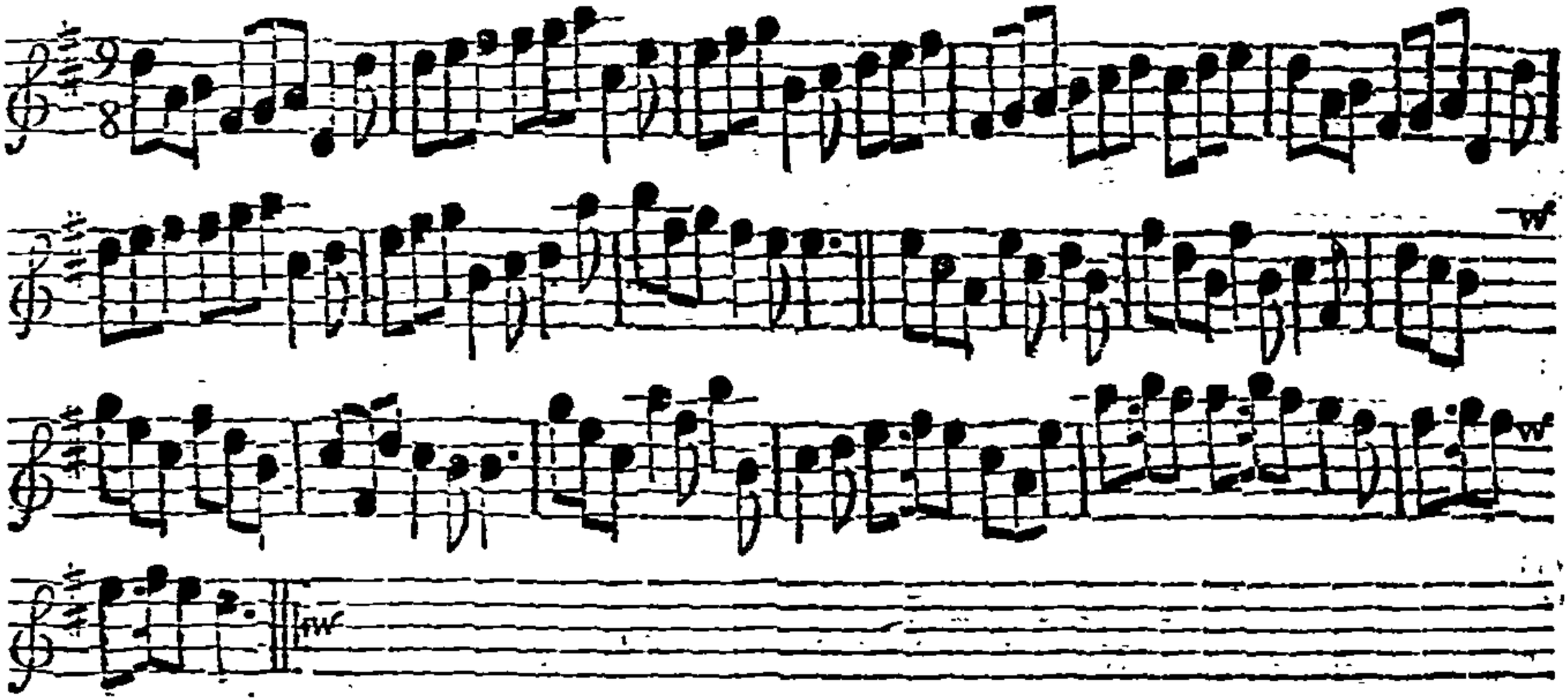
Serjeant *Kyte.*

Longways for as many as will.



Note, *Each Strain is to be play'd twice over.*

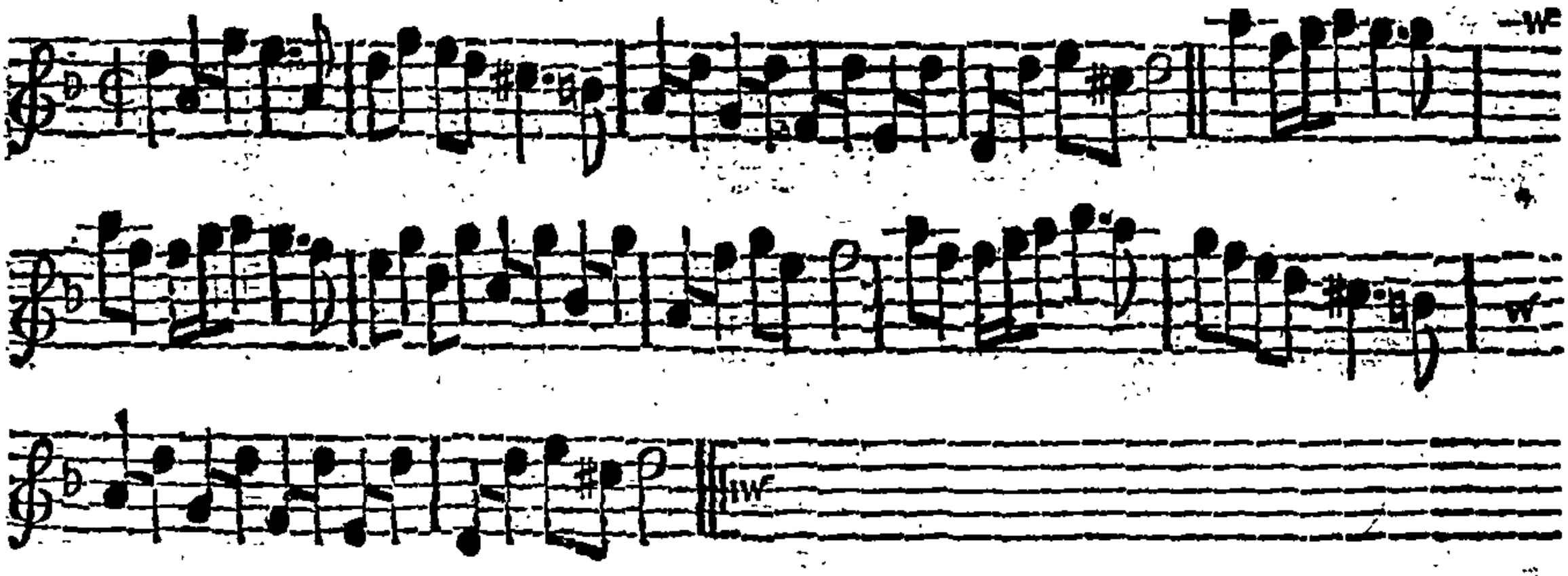
The 1ſt Cu. caſt off, the 2d Cu. turn Hands up the Middle at the ſame Time. The 2d Cu. caſt off, the 1ſt Cu. turn Hands up the Middle at the ſame Time. All four fall in the Middle with your Backs to each other, go back again to their Places, take Hands quite round, turn your Partners. Leaſt to the Wall and back again, right Hands and left quite round, and the 1ſt Cu. caſt off.



Note, Each Strain is to be play'd twice over.

All four Hands half round, and turn single, then the other half round and turn single. Then Hands across half round back again, and turn single, then the other half round and turn single. The 1st Man go to the 2d Wo and lead her into his Place, and cast off into her Place. The 2d Man do the same with the 1st Wo. the 1st Cu. being in the 2d Cu. Place, and all four improper; the 1st Cu. cast up, then change Places with your Partners and the 1st Cu. cast off.

Windsor Terras. *Longways for as many as will.*

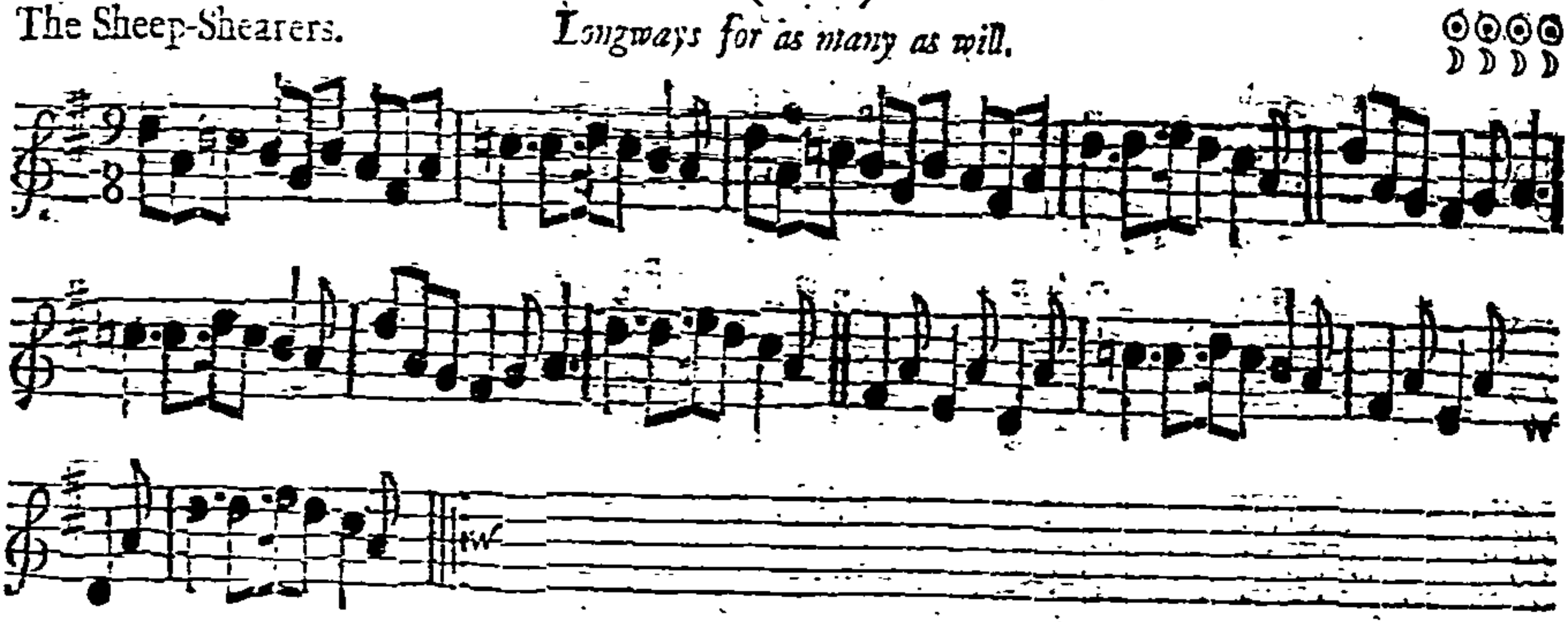


Note, *The first Strain is to be play'd twice, and the last but once.*

The 1st Cu. cast off, the Man Hey with the 3d Cu. and the Wo. hey with the 2d Cu. The 1st and 3d Cu. turn Hands across all four. and back again. Then right and left quite round with the 2d Cu.

Next Oars; or,
The Sheep-Shearers.

Longways for as many as will.

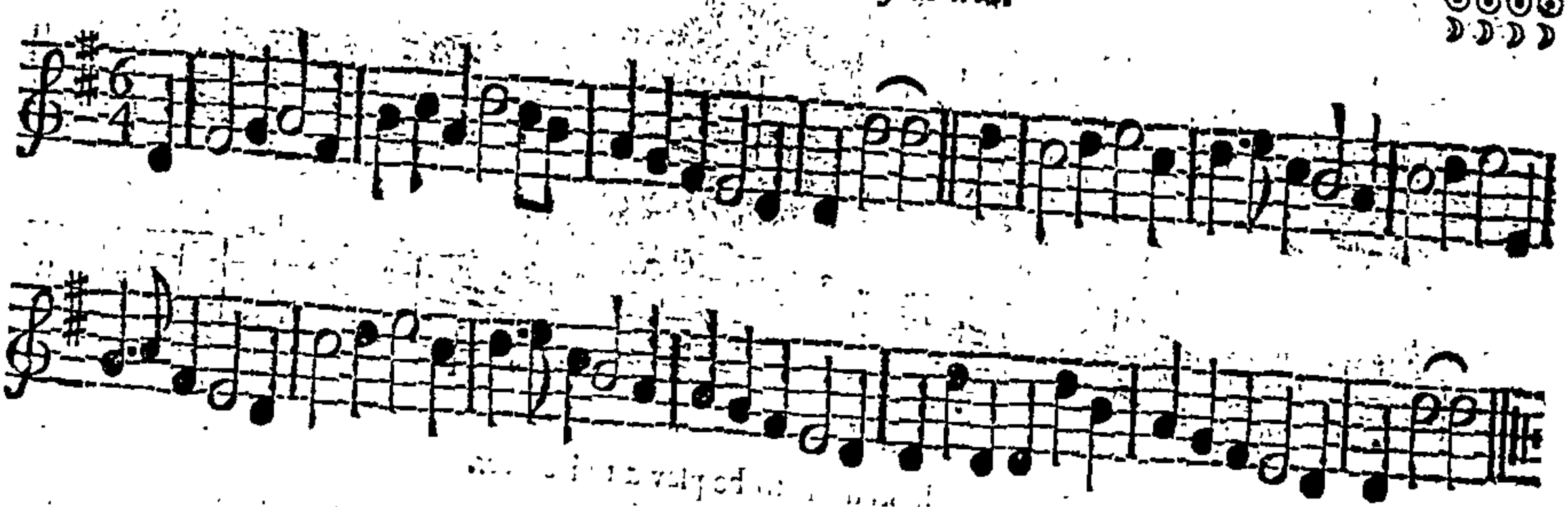


Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. caſt off, and caſt up:— Then Hands acroſs with the 2d Cu. quite round:— Then lead thro, and Back to Back with your Partner:— Then croſs over the 2d Cu. and croſs over the 3d Cu. to the Bottom; the 1ſt Man hey on the Men's Side, and the Wo. on her own Side, then the 1ſt Cu. lead thro' the Top and turn:—

Tumas, I cannot;
or, *Tom Trusty*.

Longways for as many as will.



Note, *Each Strain is to be play'd twice over.*

The 1st Cu. cast off. Then cast up again. Cross over and go the Figure thro' the 2d Cu. Then lead thro' the 3d Cu. and cast up, and turn Hands.

Next Oars; or,

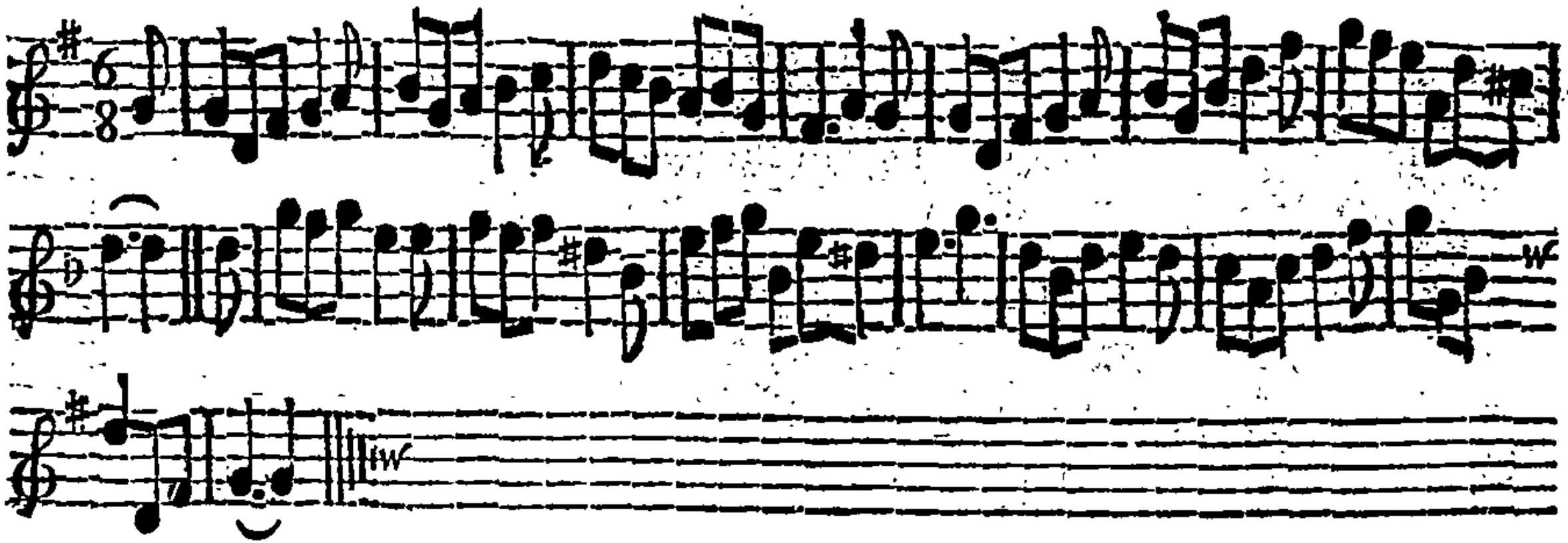
Peace and Plenty,
or, Old Oxford.

Longways for as many as will.

Note, Each Strain is to be play'd twice over.

Cast off behind the 2d Cu. and jump, then cast off into the 2d Cu. Place, and jump, lead thro' the 3d Cu. and cast up into the 2d Cu. Place :: The 1st and 2d Cu. lead to the Wall and back again, then the 2d Cu. lead thro' the 1st Cu. and cast up into the 1st Cu. Place :: The 1st Cu. being in the 2d Cu. Place, the 1st Man change Places with the 2d Wo. and the 2d Man change Places with the 1st Wo. then turn Hands half round :: Right and left all round, then all four turn single ::

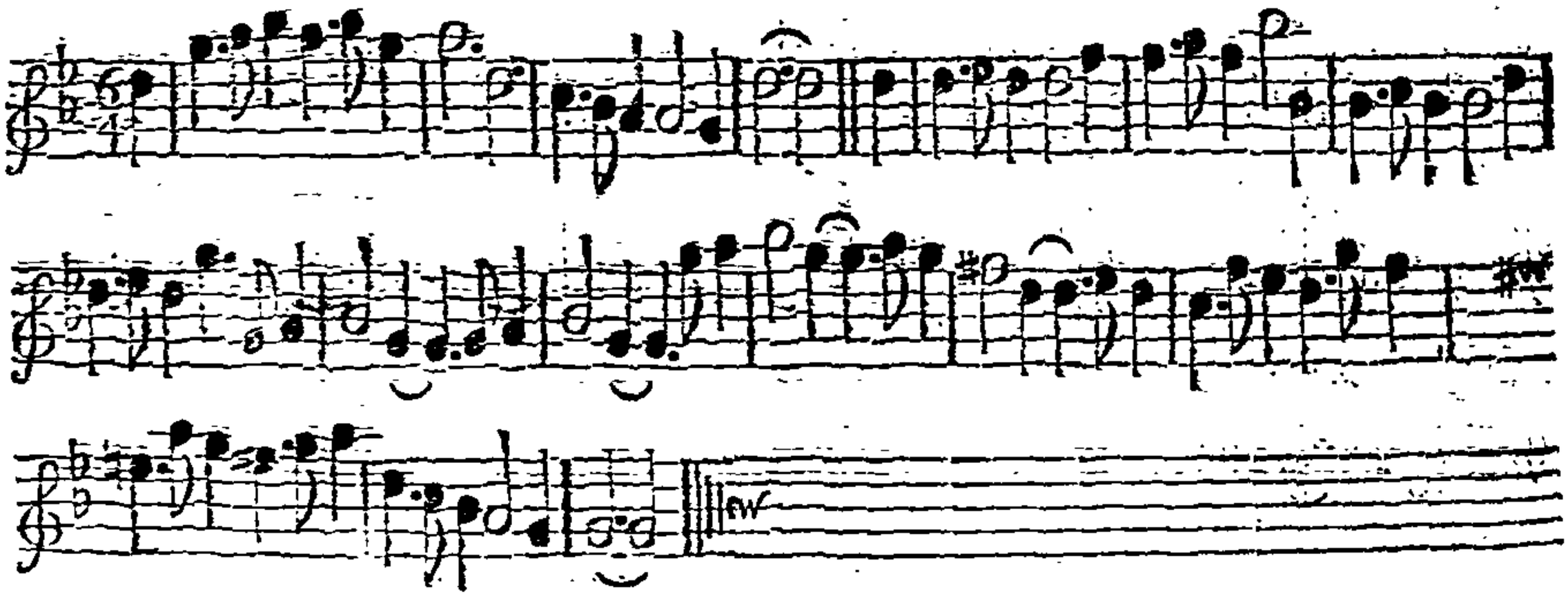
Brook and *Hilliar.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. caſt off and caſt up again. The 2d Cu. caſt off below the 3d Cu. then lead up and caſt off into their own Places. The 1ſt two Cu. follow each other half round, then clap Hands once, then follow the other half round, clap Hands once. The two Men go the half Figure between the two We. then the 1ſt Cu. caſt off.

Fair *Philis.* *Longways for as many as will.*

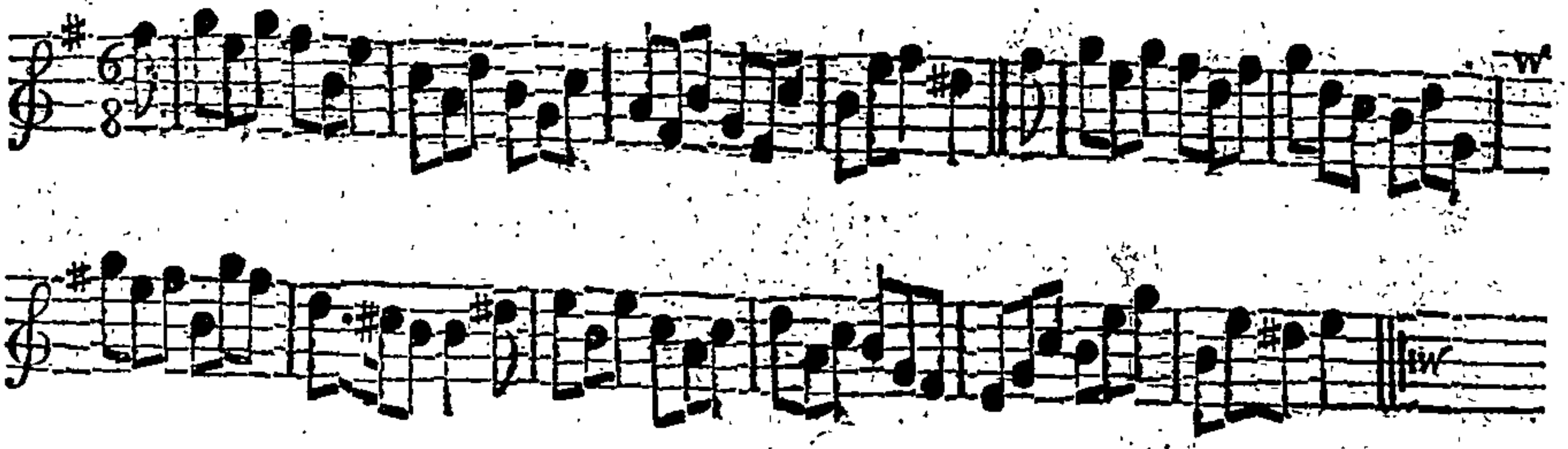


Note, *Each Strain is to be play'd twice over.*

The first Cu. croſs over ∴ And Back to Back ∴ Change Place with your Partner, then with the 2d Cu. all four ſet in the Middle, then ſet back again and caſt off ∴ Croſs over, figure thro' the 3d Cu. and caſt up ∴

Grange Court.

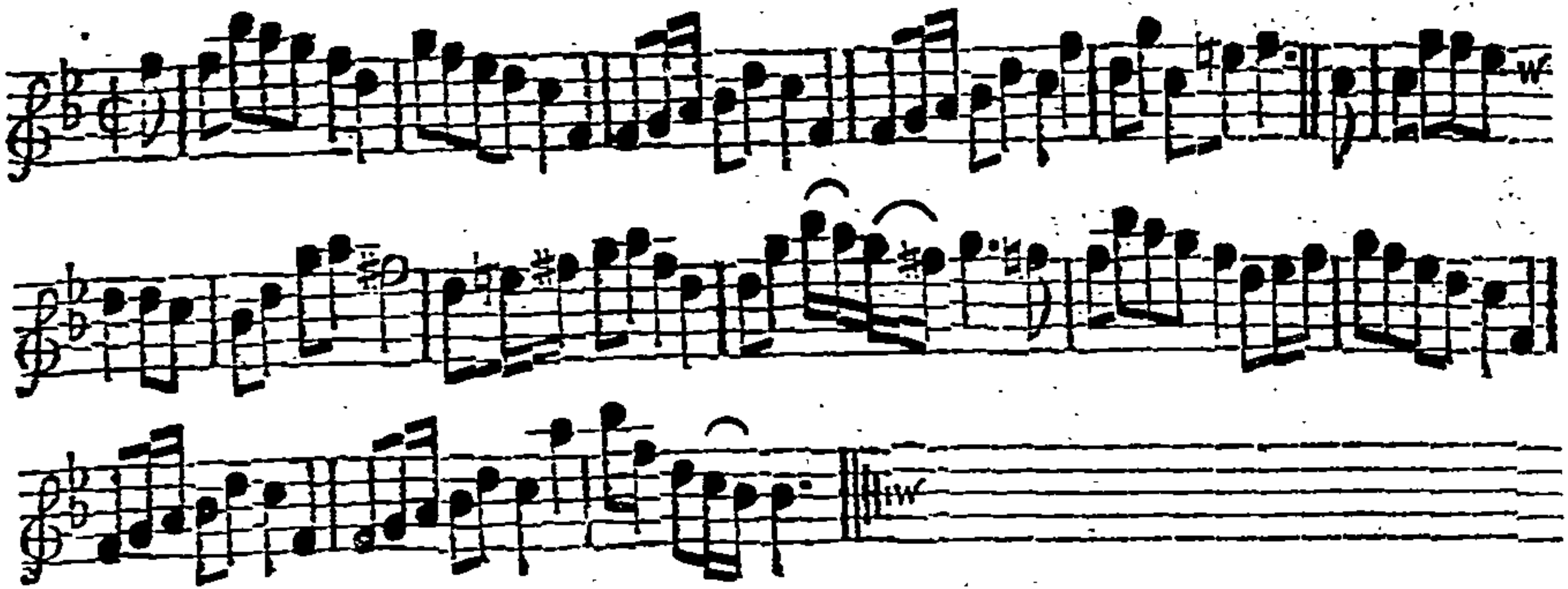
Longways for as many as will.



Note, *Each Strain is to be play'd twice over.*

Lead to the Wall and back again. Lead thro' and caſt up. The 1ſt Man change Place with the 2d Wo. then the 1ſt Wo. with the 2d Man, Hands half round and caſt off. The two Men lead thro' the two We. then the two We. lead thro' the two Men.

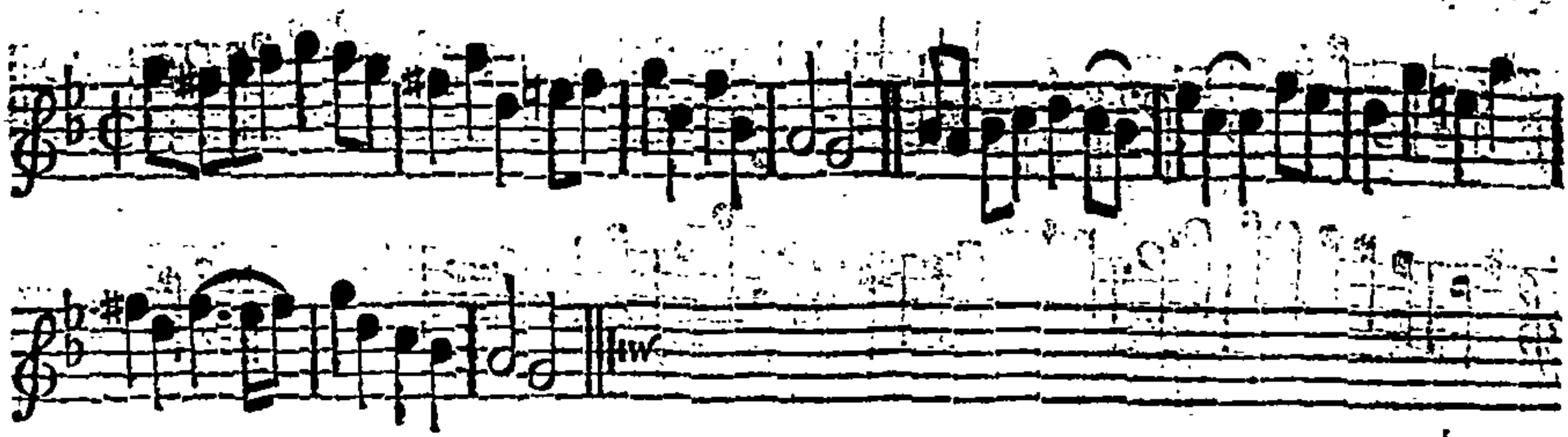
Jolly *Bacchus.* *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. go the whole Figure thro' the 2d Cu. and turn single :. Cast off, then lead thro' the 3d Cu. cast up into the 2d Cu. Place and turn single :. The 1st Man change Places with the 2d Wo. and the 2d Man with the 1st Wo. all four meet in the Middle and back again ; Hands half round, which brings the 1st Cu. into their own Places, and Back to Back with your Partners, the 1st Cu. cast off and turn Hands :.

Doway. *Longways for as many as will.*

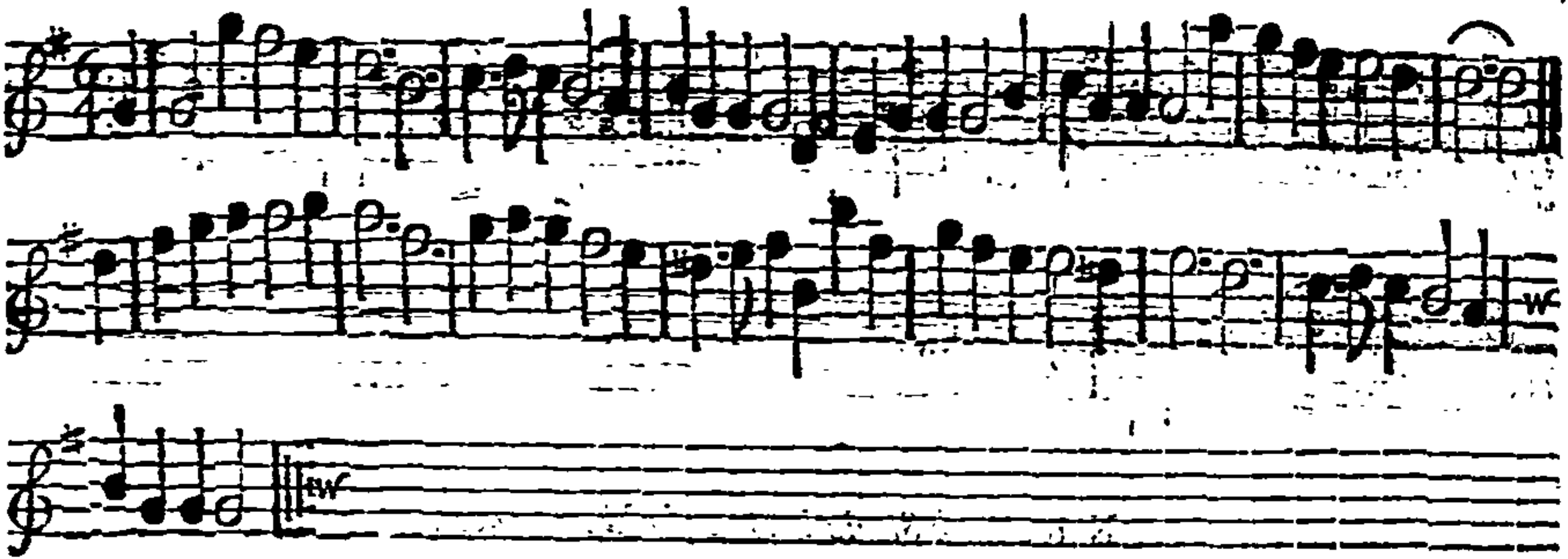


Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. lead thro' the 2d Cu. and caſt up. The 2d Cu. lead thro' the 3d Cu. and caſt up. The three 1ſt Men and the three 1ſt We. go the Hey at the ſame Time. The 1ſt Cu. caſt off and turn Hands.

A 2

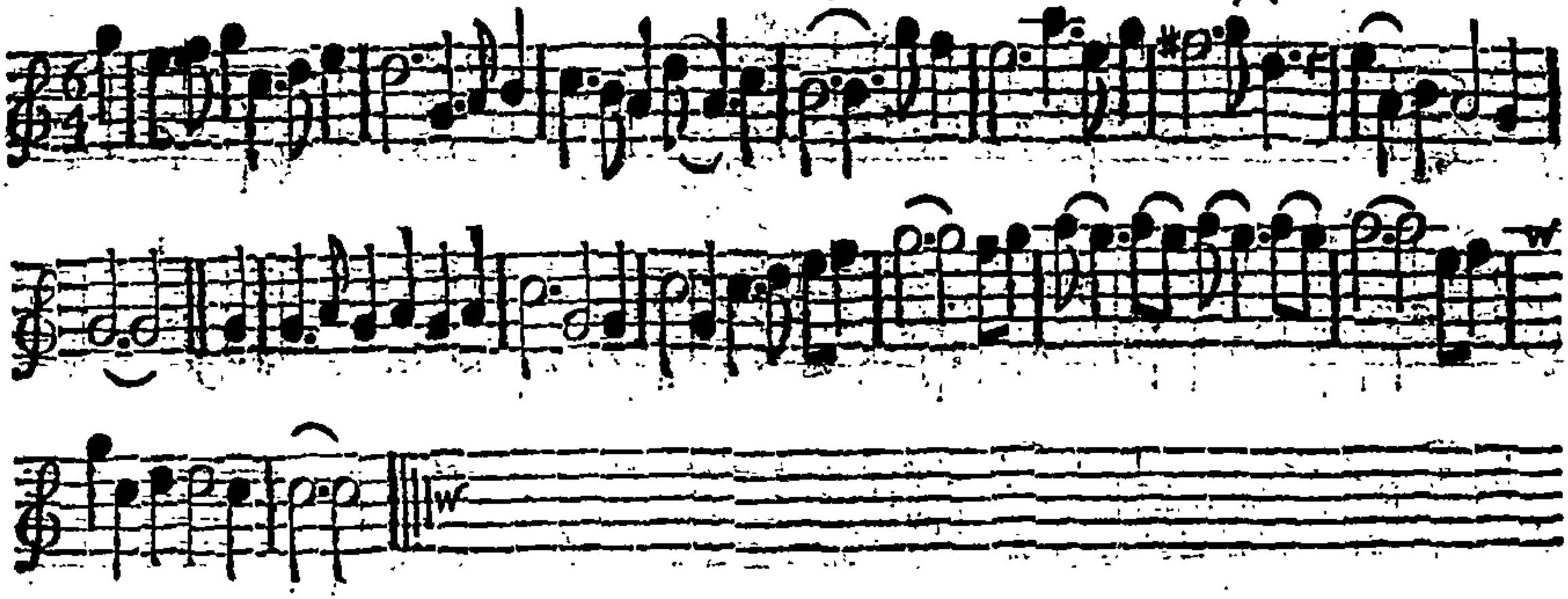
Quesnoy. *Longdays for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. go the whole Figure. Then the 2d Cu. go the Figure. Caſt off, the Man fall in between the 3d Cu. and the Wo. between the 2d Cu. then the Man caſt up, and the Wo. caſt off into the 2d Cu. Place. Lead to the Wall and back again, then lead thro' the 2d Cu, and caſt off.

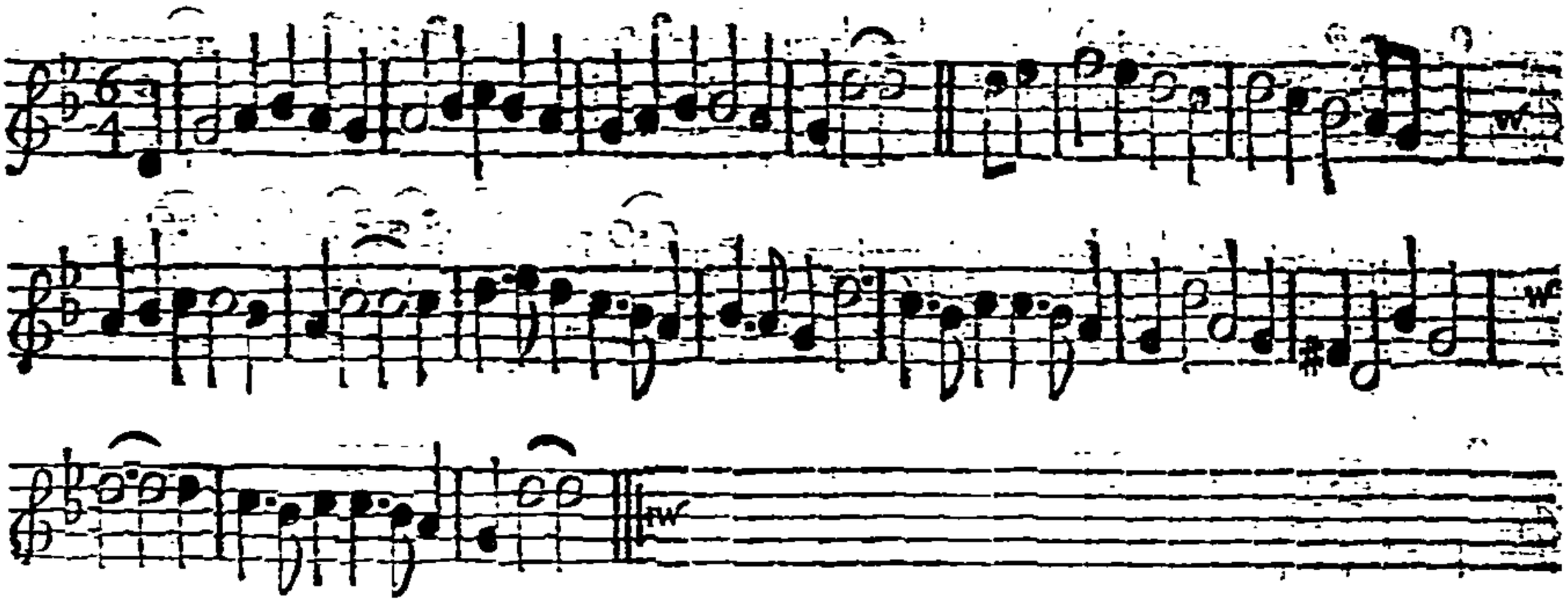
Neptune's Triumph. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

The 1ſt Man turn the 2d Wo. then caſt off with his Partner. The 2d Man do the ſame. The 1ſt Man change Place with 2d Wo. then the 2d Man with the 1ſt Wo. Hands half round, then the 1ſt Cu. caſt off. The 1ſt Cu. lead down the Middle, then caſt up behind the 3d Cu. into the 2d Cu. Place and turn Hands.

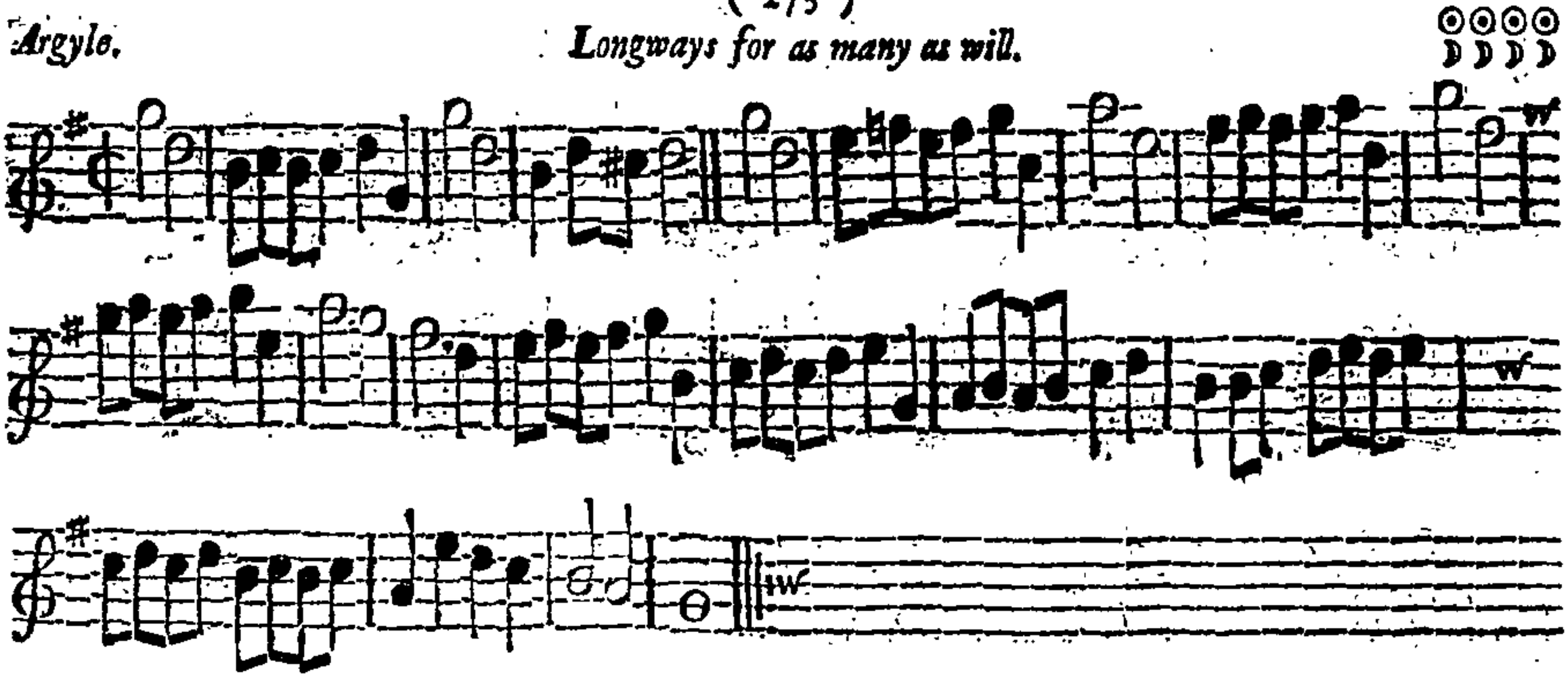
Vicar of *Taunton-Dean.* *Longways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

All four lead up abreast and turn single. Lead down again and turn single. The 1st Cu. lead down the Middle of the 2d Cu. and the Outside of the 3d Cu. lead up the Middle of the 2d Cu. and the Outside of the 2d Cu. and cast off.

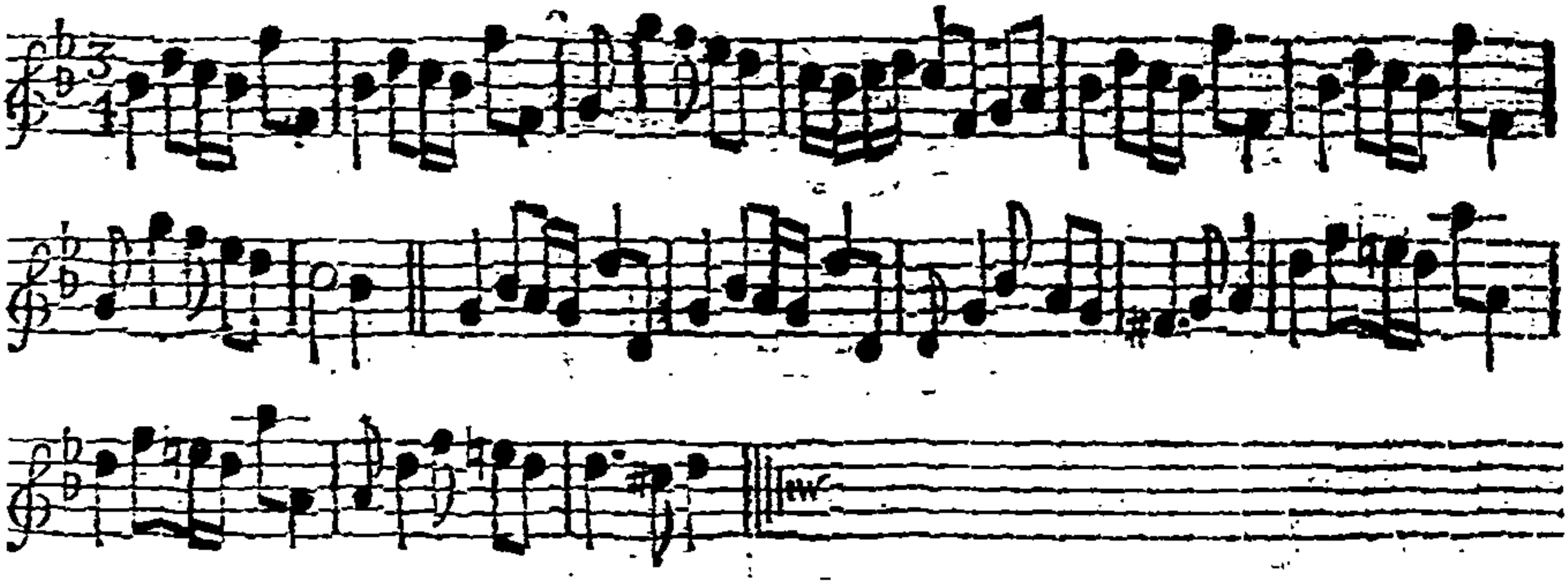
Argyle. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man 2d Wo. foot it, and turn ſingle :: The 2d Man and 1ſt Wo. do the ſame :: The 1ſt Man change Places with the 2d Wo. then the 2d Man change Places with the 1ſt Wo. lead to the Wall, back again, Hands quite round :: Now the Men are on the We. Side, take Hands with your Partners, and draw into each other's Places, turn your Partners half round, all four turn ſingle, the 1ſt Cu. croſs over, figure in, and caſt off ::

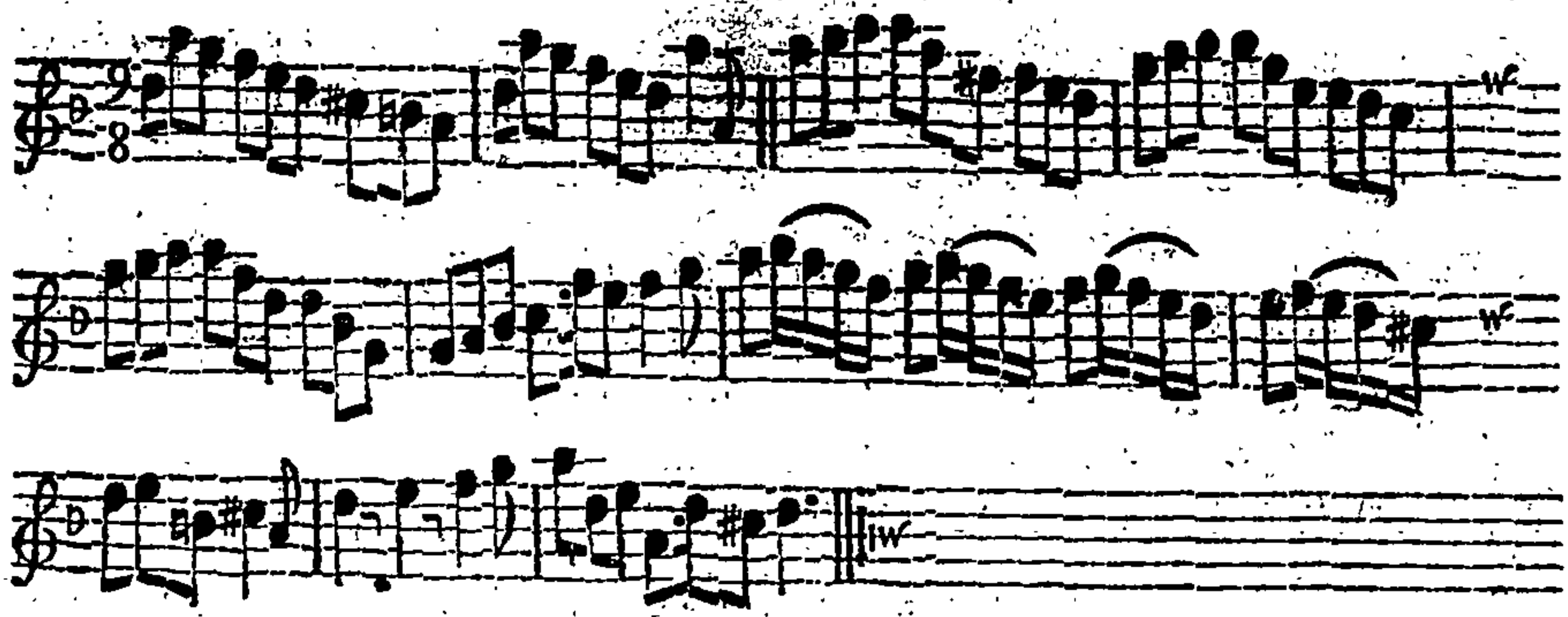
Mohocks. *(Round O.)* *Longways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

The 1st Man cast off, his Partner follows him, go the half Figure thro' the 2d Cu. which brings you into the 2d Cu. Place. The 2d Cu. do the same. The two 1st Cu. Back to Back, then the 1st Cu. lead thro' the 3d Cu. and cast up into the 2d Cu. Place.

Captain *Corbet*'s Maggot. *Longways for as many as will.*

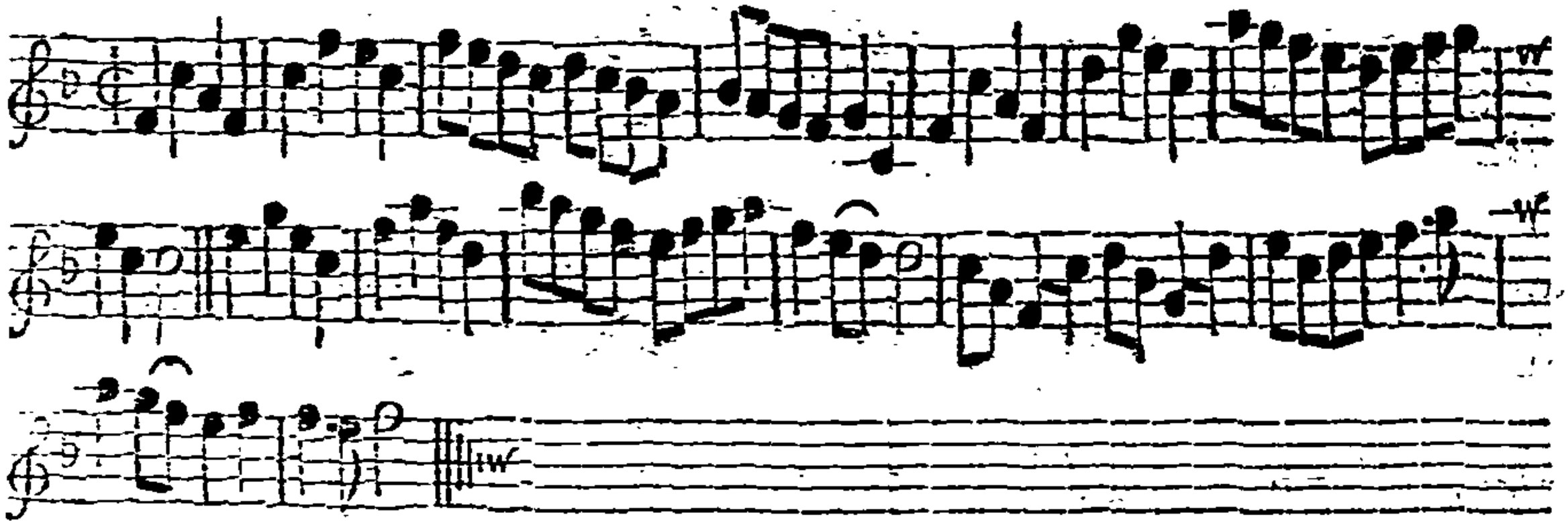


Note, Each Strain is to be play'd twice over.

The 1ſt Cu. caſt off below the 2d Cu. : The 2d Cu. do the ſame : The 1ſt Cu. figure in, then right and left quite round : Then Hands acroſs quite round, the 1ſt Cu. caſt off and turn Hands in the 2d Cu. Place :

Or thus, The 1ſt Man and 2d Wo. foot it, and turn ſingle : The other Cu. do the ſame : The 1ſt Man change Places with the 2d Wo. and the 2d with the 1ſt Wo. then Hands quite round : Then all four turn ſingle, the 1ſt Cu. croſs over, figure in, and caſt off :

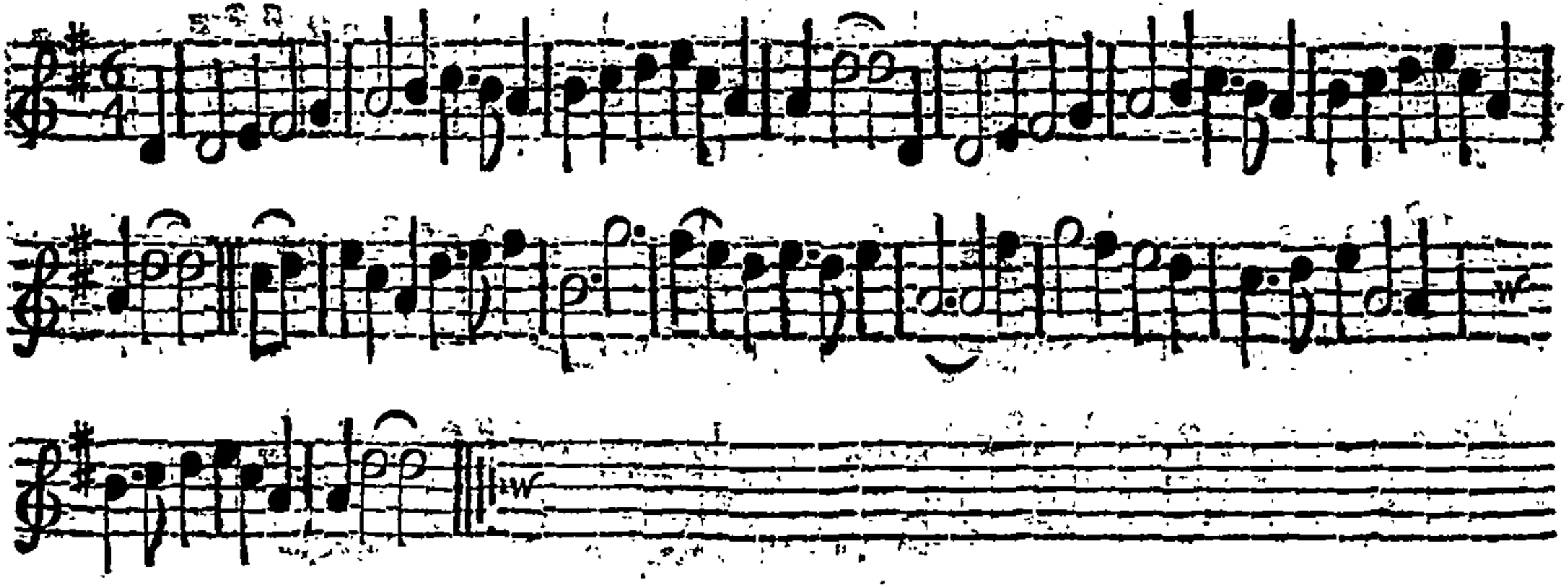
Kelsey's Maggot. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Man and 2d Wo. makes the 1st new Rigadoon Steps, then a Boree round to the right Hand, and Hop into each other's Place; the 2d Cu. make a Slip and a Bound to the right Hand, then towards the left; then a Boree round to the right Hand, and Hop all four into their proper Places as they were. The 1st Wo. and 2d Man the same, then all four repeat the Slips and Bounds as before. Then the 1st Cu. making two Marches, change Places and cast off into the 2d Cu. Place improper; lead down thro' the next Cu. and cast up into the 2d Cu. Place, the Man being between the two We. and the Wo. between the Men; sett to your Partners on both Sides twice, first to the Right, and then to the Left, then couple back and close. Then right and left sideway 'till the 1st Cu. are in the 2d Cu. Place proper.

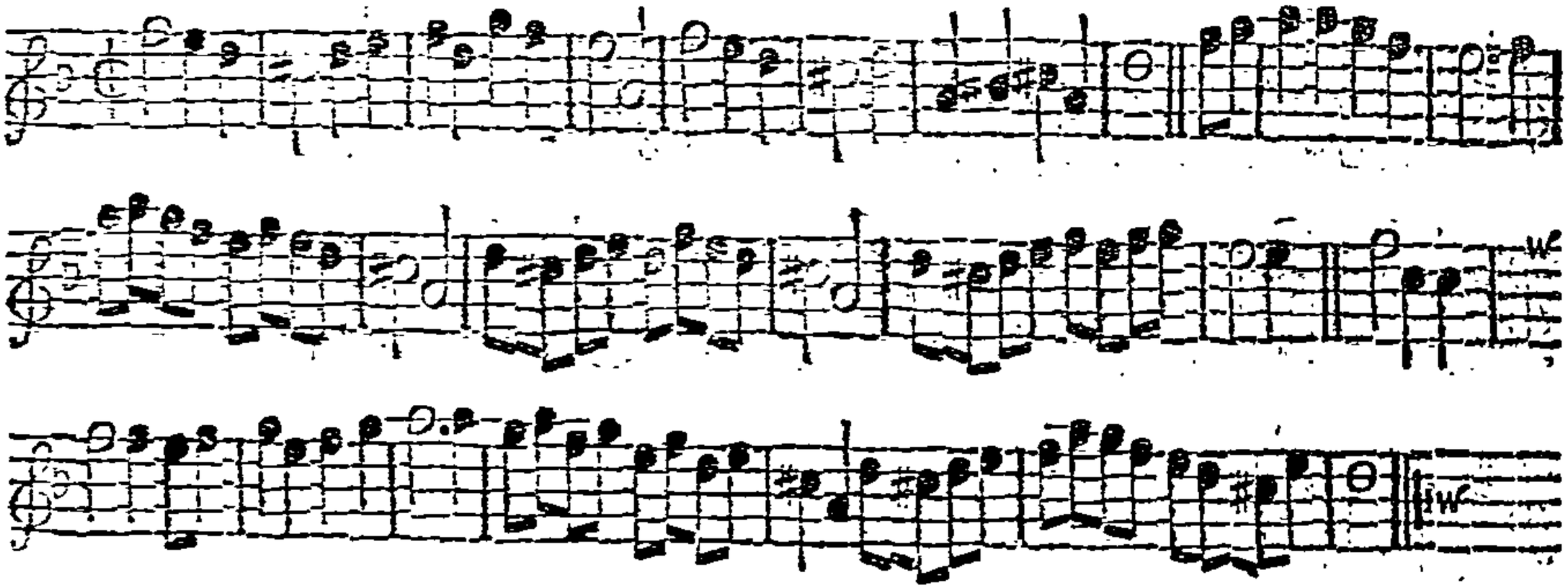
Old *Hob*; or, The Mouse-Trap. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Man turn the 2d Wo. then cast off with his Partner. The 2d Man do the same with the 1st Wo. Then the 1st Man change Places with the 2d Wo. and the 2d Man with the 1st Wo. Hands half round, then the 1st Cu. cast off. The 1st Cu, lead down the Middle, and cast up behind the 3d Cu, into the 2d Cu. Place, and turn Hands.

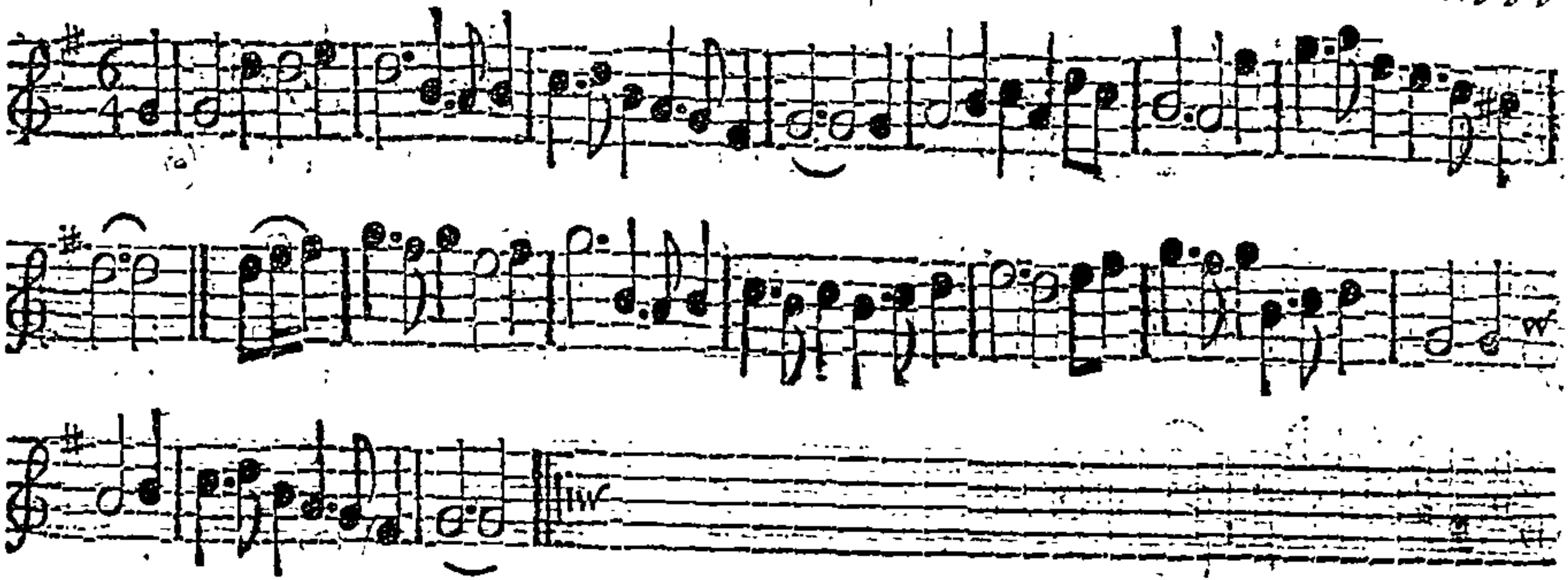
Stock Jobbers. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Cu. sett and turn single, and Hands half round. Then cast up, and go the half Figure into their own Place. Then all four meet and clap Hands once, and turn single, then back again, clap Hands and turn single. The two Men lead thro' the two We, and turn Hands. The 1st Cu. set, cast off, and turn Hands. Then right and left quite round.

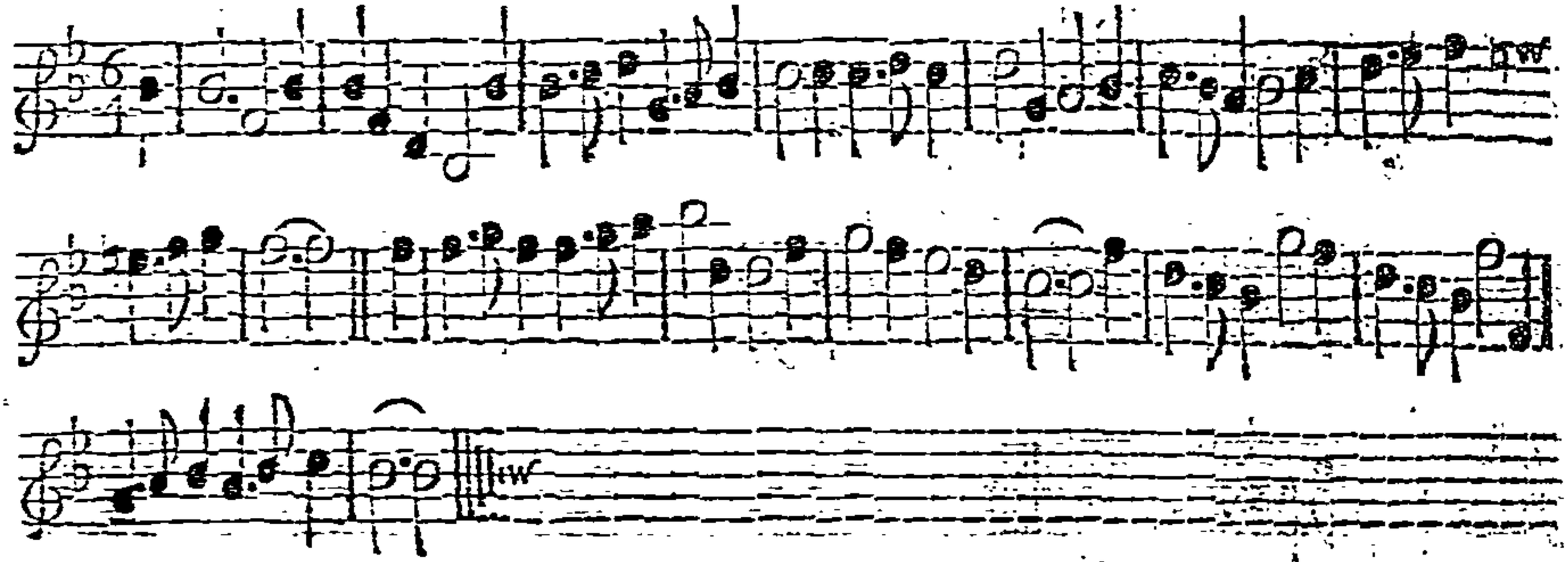
Noint the Teazer. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The two 1ſt Cu. fall back and forward again, then ſingle, then the Men change Places with the We. The 1ſt Man change Place with the 2d Wo. and the 2d Man with the 1ſt Wo. The 1ſt Cu. being in the 2d Cu. Place, caſt up, then all four lead to the Wall and back again. The 1ſt Cu. go the half Figure thro' the 2d Cu. then turn Hands with your Partner half round and caſt off.

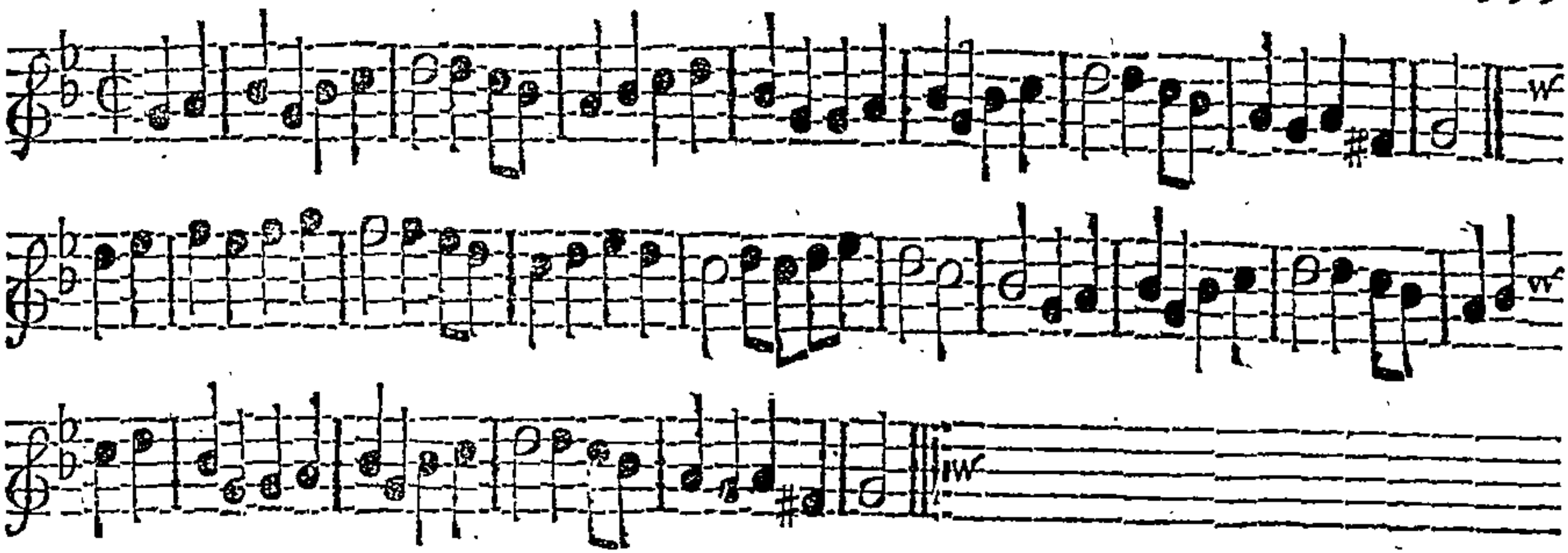
A Trip to *Blenheim.* *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The two 1st Cu. lead to the Wall and back again, then Back to Back with your Partners. The 1st Cu. lead down the Middle, and cast up behind the third Cu. into the 2d Cu. Place, then turn Hands. Then the 1st Man change Place with the 2d Wo. and the 2d Man with the 1st Wo. then the 1st Cu. go the half Figure into their own Places. Then cross over and go the half Figure into the 2d Cu. Place.

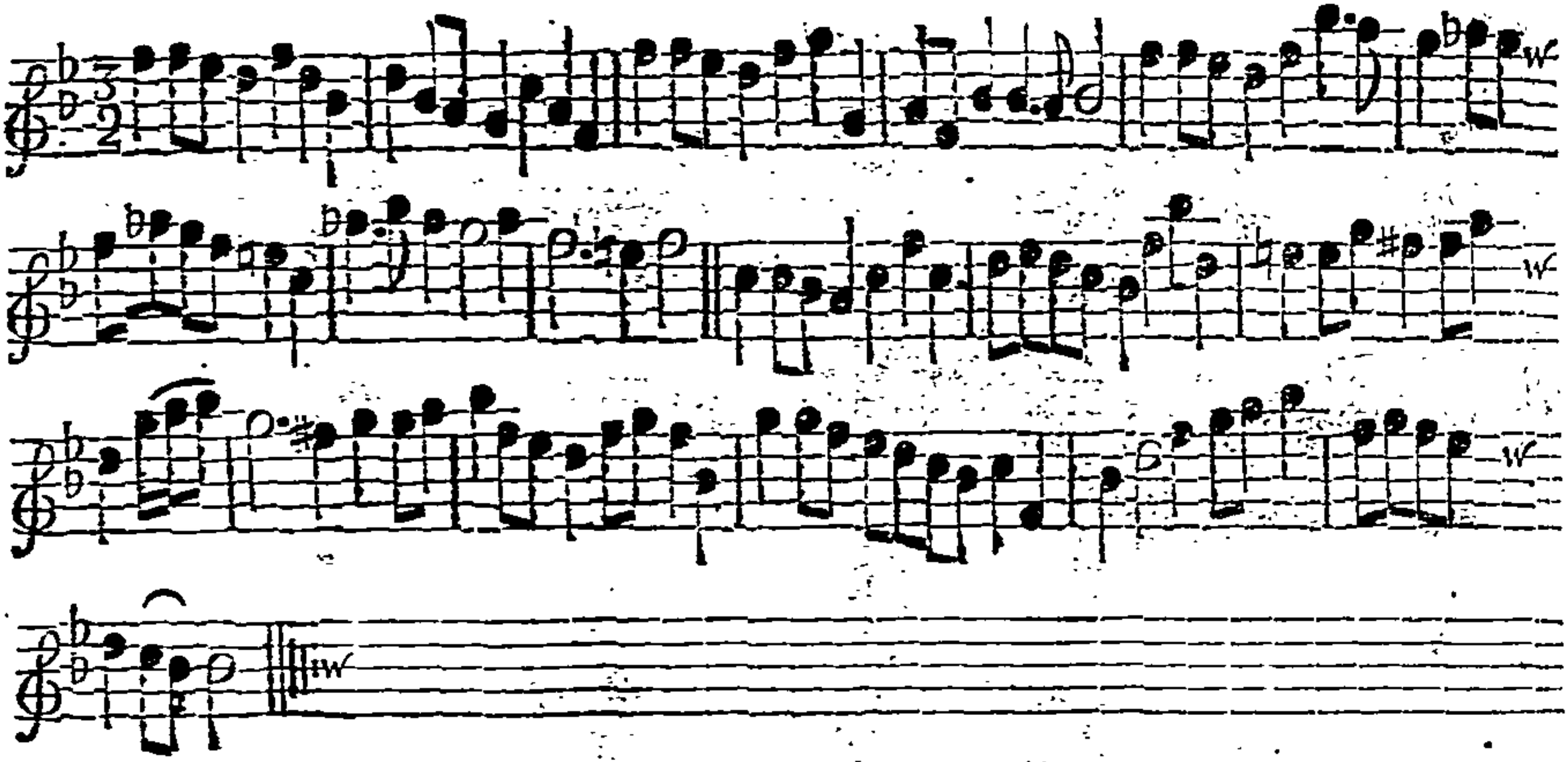
Masquerade Royal. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st four Hands half round and foot it, then the other half round and foot it; lead to the Wall and back again, then all four turn single; then lead up and back again, the 1st Cu. slipping down into the 2d Cu. Place, and turn Hands round.

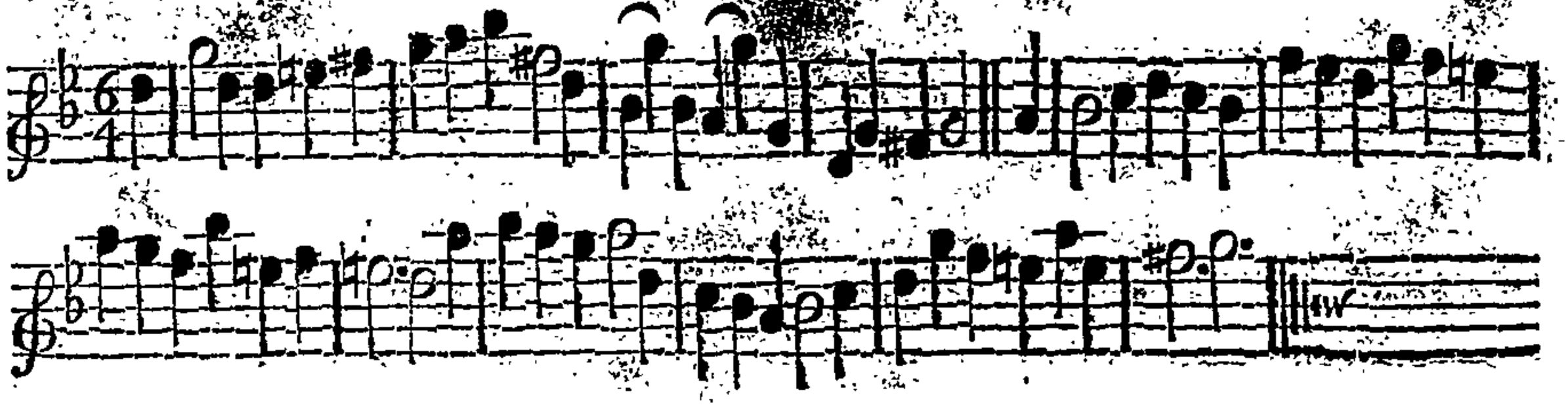
Or thus, The 1st Cu. turns single, then lead down thro' the 2d Cu. and cast up again. The 2d Cu. do the same. The three 1st Cu. go the Hey. Then the 1st Cu. cast off and turn Hands.



Note, Each Strain is to be play'd twice over.

The 1st Cu. cast off and turn Hands, then the two 1st Cu. lead all four to the Wall and back again, then turn single. Then the 2d Cu. cast off and turn Hands, then cast up again and Back to Back. The 1st Cu. being in the 2d Cu. Place, all four Hands half round and turn single, then turn Hands the other half round and turn single. Then Back to Back with your Partners, and Back to Back sides, then right and left quite round.

Somerset House. *Longways for as many as will.*

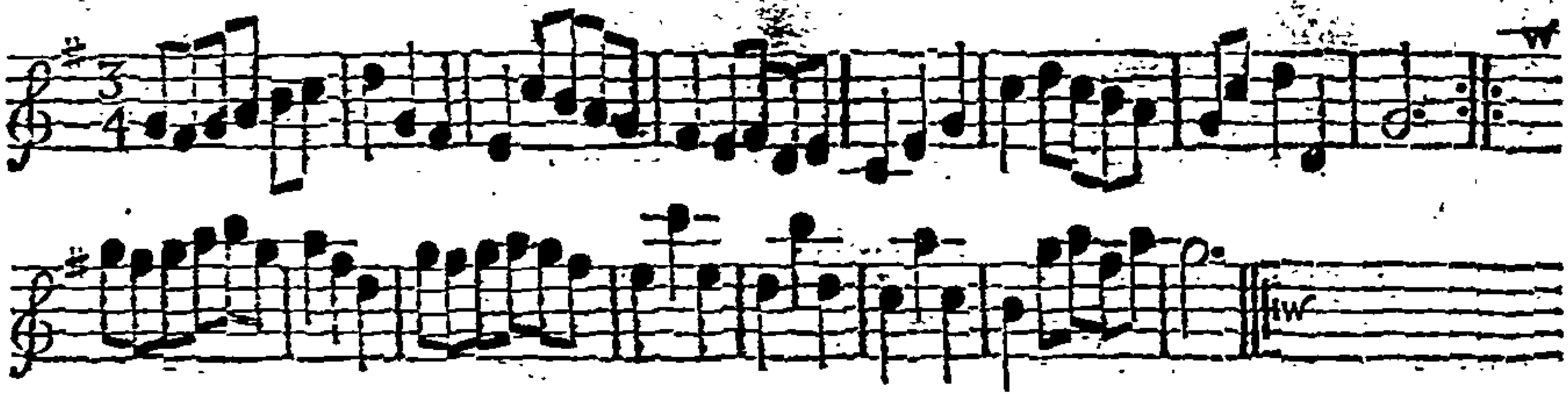


Note, *Each Strain is to be play'd twice over.*

The 1ſt Man Back to Back with the 2d Wo. The 1ſt Wo. Back to Back with the 2d Man. The two Men Back to Back, and the two We. Back to Back at the ſame Time. Then the 1ſt Cu. go the half Figure and croſs over.

Or thus: The two 1ſt Men change with their Partners, then the 1ſt Man with the 2d Wo. The Men change Places with their Partners, then the 2d Man change Places with the 1ſt Wo. (now all proper). The Men and We. Back to Back, and right and left with your Partners. Then croſs over two Cu. and caſt up into the 2d Cu. Place, then turn Hands.

Madamoiselle *Dupingle.* *Longways for as many as will.*

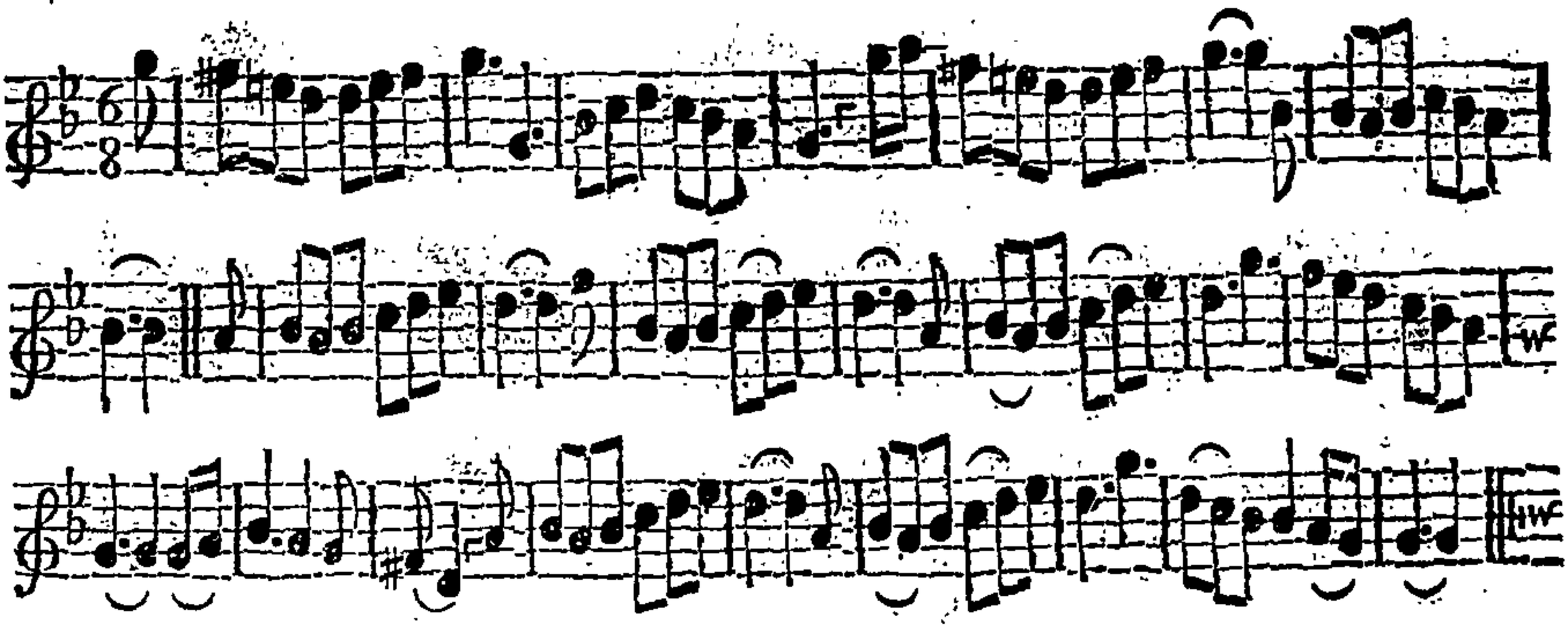


Note, *Each Strain is to be play'd twice over.*

The two 1st Cu. Hands round the Minuet Step, and turn single. The other half round and turn single. The 1st Cu. cast off, and turn Hands. Lead thro' the 3d Cu. and cast up.

Or thus. The 1st Cu. cast off, and up again. The 2d Cu. cast off below the 3d Cu. and back again to their Places. The two 1st Cu. follow each other half round, clap Hands once, then follow the other half round, and clap Hands once. The two Men go the half Figure between the two We. then the 1st Cu. cast off.

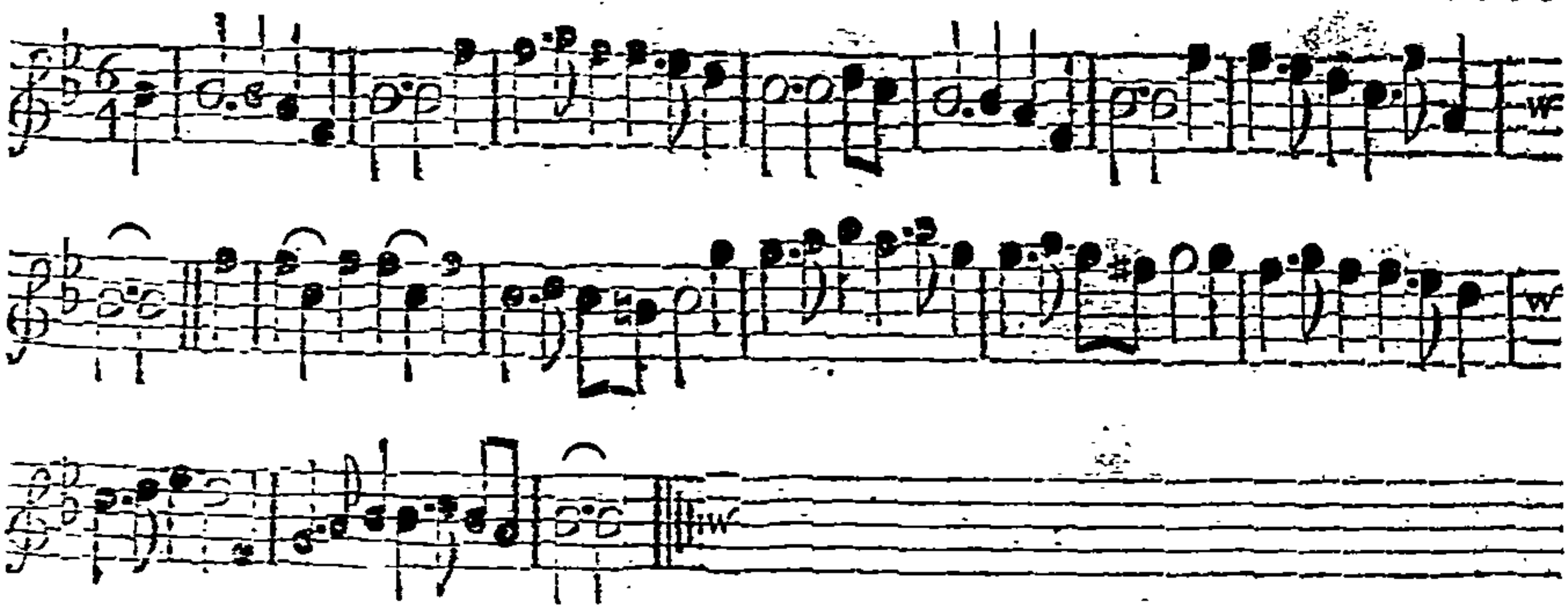
A poor Shepherd in Love. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once over.

The 1st Cu. cast off and meet below the 2d Cu. then lead thro' the 3d Cu. and cast up into the 2d Cu. Place :. The 2d Cu. do the same :. Then all four fall down the Middle, with their Backs together, then up to their Places again, and all four Hands half round, then fall down the Middle as before, and back again; now the 1st Cu. being in the 2d Cu. Place improper, go the half Figure, and it will bring 'em in the 2d Cu. Place proper :.

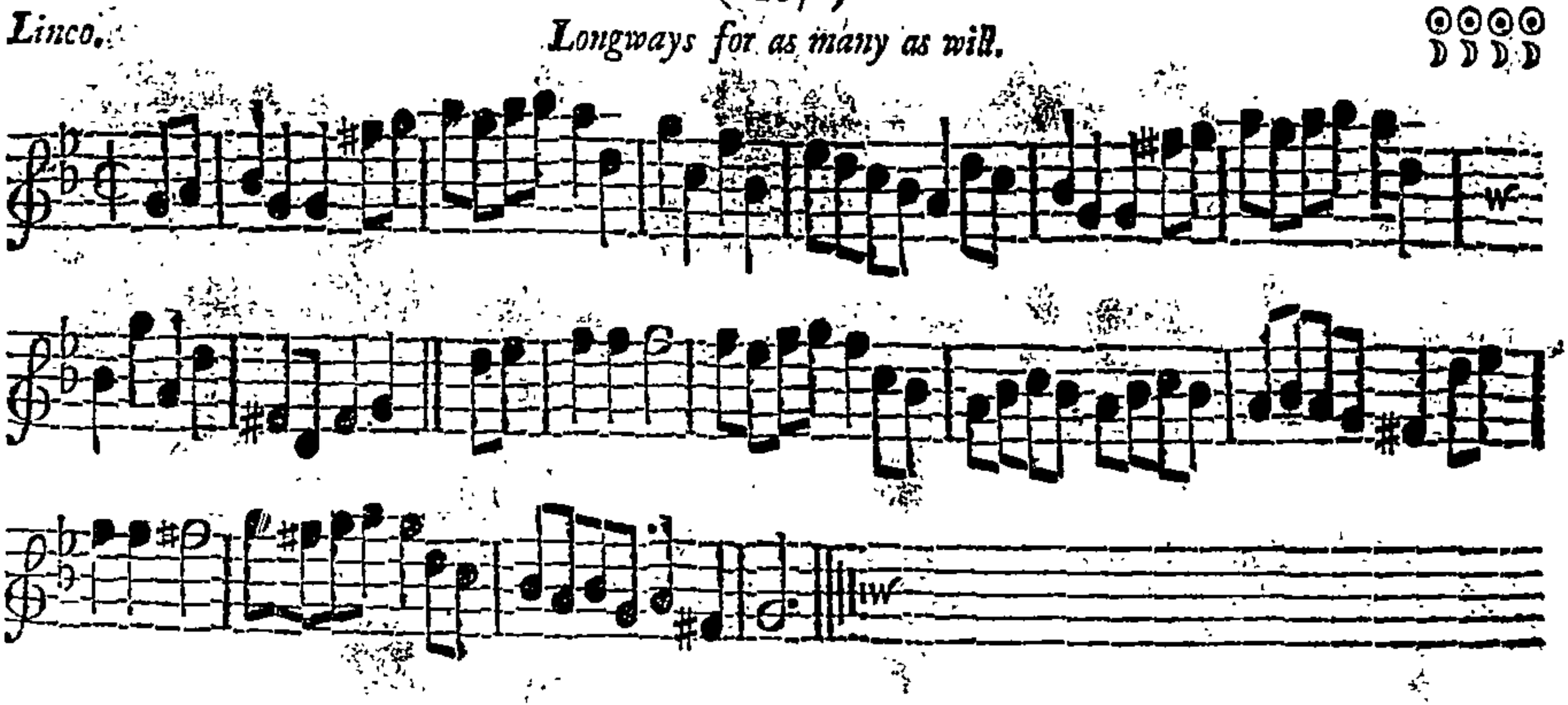
Dunkirk. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Man turns the 2d Wo. then the 1st Cu. cast off. The 2d Man turn the 1st Wo. and the 2d Cu. cast off. The 1st Cu. take Hands and gallop down the Middle into the 2d Cu. Place, then turn single, and lead thro' the 3d Cu. and cast up into the 2d Cu. Place. Then lead up all four abreast, and back again, the 1st Cu. cross over and turn Hands half round into the 2d Cu. Place.

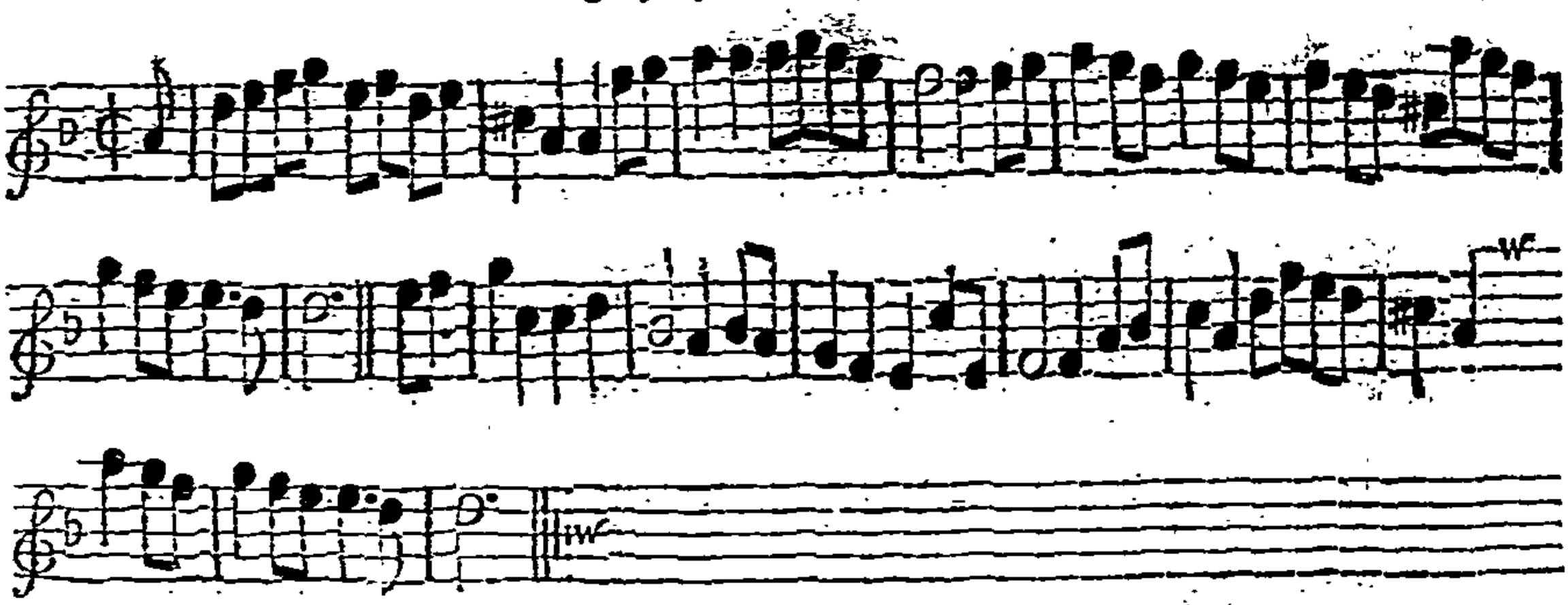
Linco. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

The 1st Cu. crofs over, figure in, and caft off into the 2d Cu. Place. The first Man crofs over, with the 2d Wo. and the 2d Man with the 1st Wo. all four turn fingle quick, and go over into their own Places. Then all four clap Hands three times, the 1st Cu. caft off, clap Hands, and turn your Partner. Lead thro' the 2d Cu. then caft off and turn Hands.

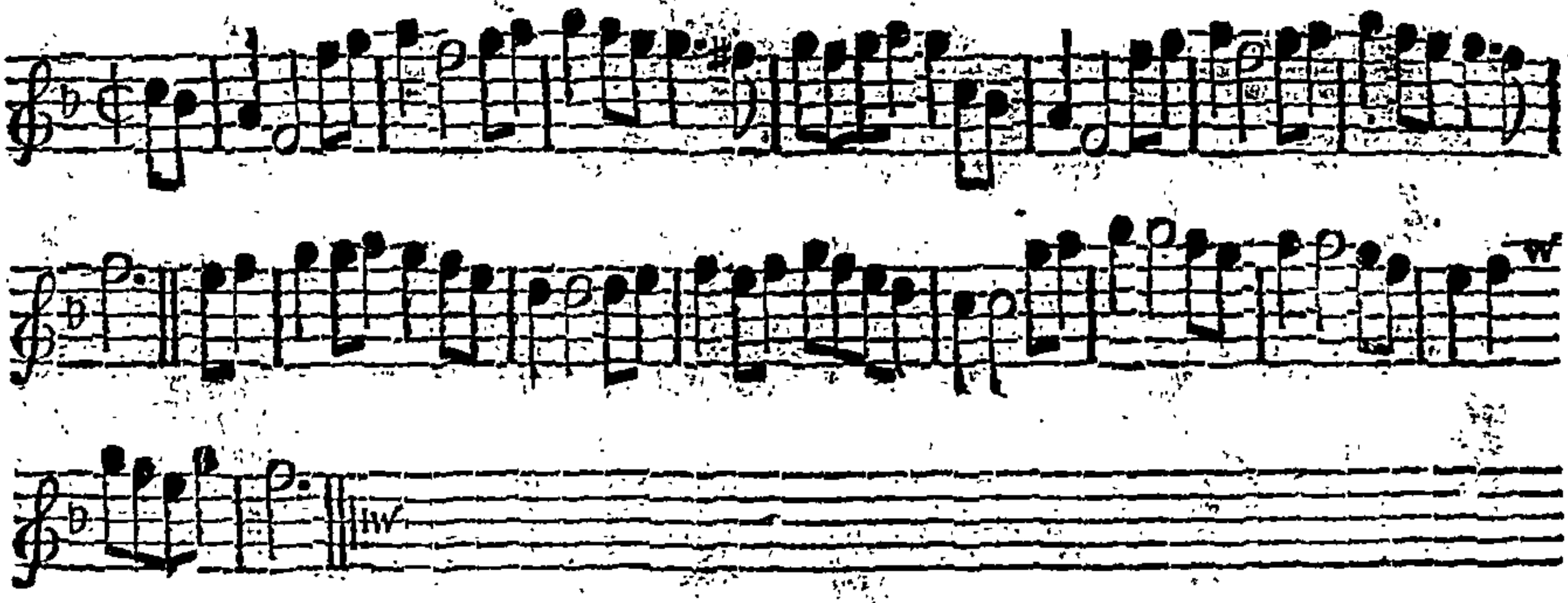
Barnicles. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. croſs over, then go the half Figure, which brings them into the 2d Cu. Place. Then the two We. lead thro' the two Men, then the 1ſt Cu. lead thro' the 2d Cu. The 1ſt Cu. being in the 2d Cu. Place, turn Hands up a Quarter round, the 1ſt Cu. caſt off, and turn Hands into the 2d Cu. Place. Then go the whole Figure thro' the 2d Cu.

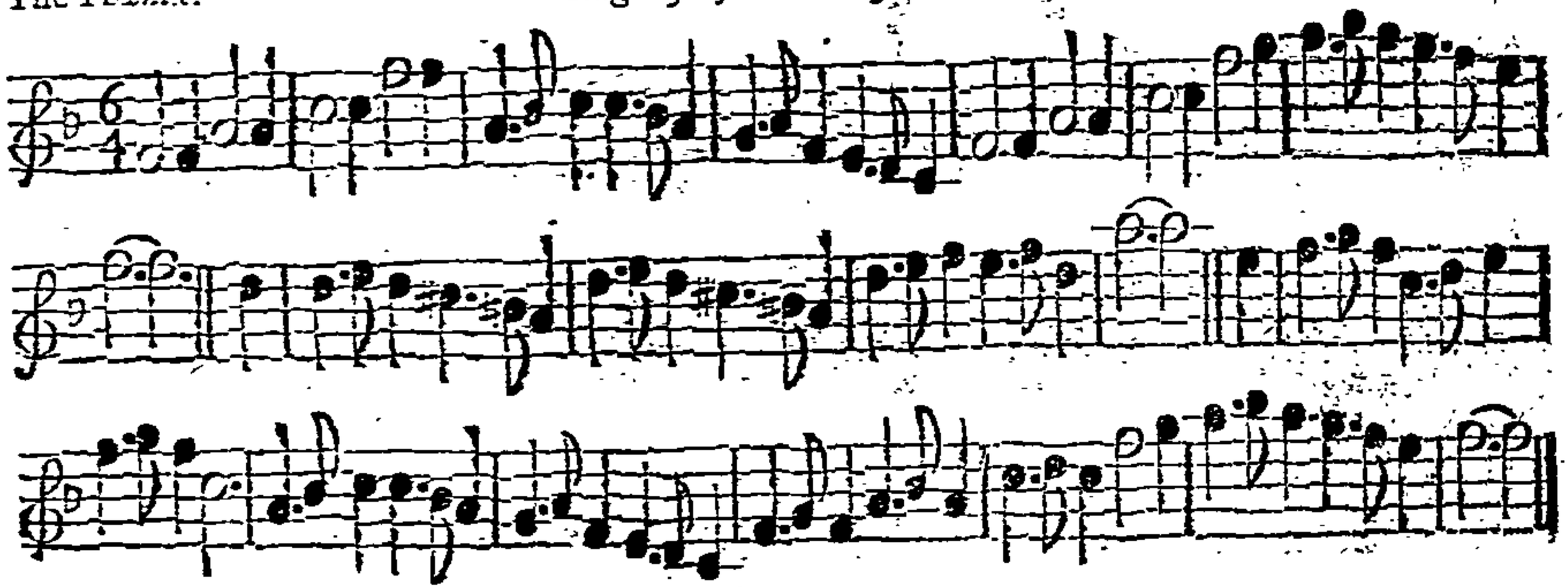
High Ginks. *Longways for as many as will.*



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Cu. cast off, the 2d Cu. turn up the Middle at the same Time; then the 2d Cu. cast off, and the 1st Cu. turn Hands up the Middle. Then lead to the Wall and back again, then all four cross over and turn single. The Men being on the We. Side, the 1st Man changle Places with the 2d Wo. and the 2d Man with the 1st Wo. then the 1st Cu. lead thro' the 2d Cu. and cast off.

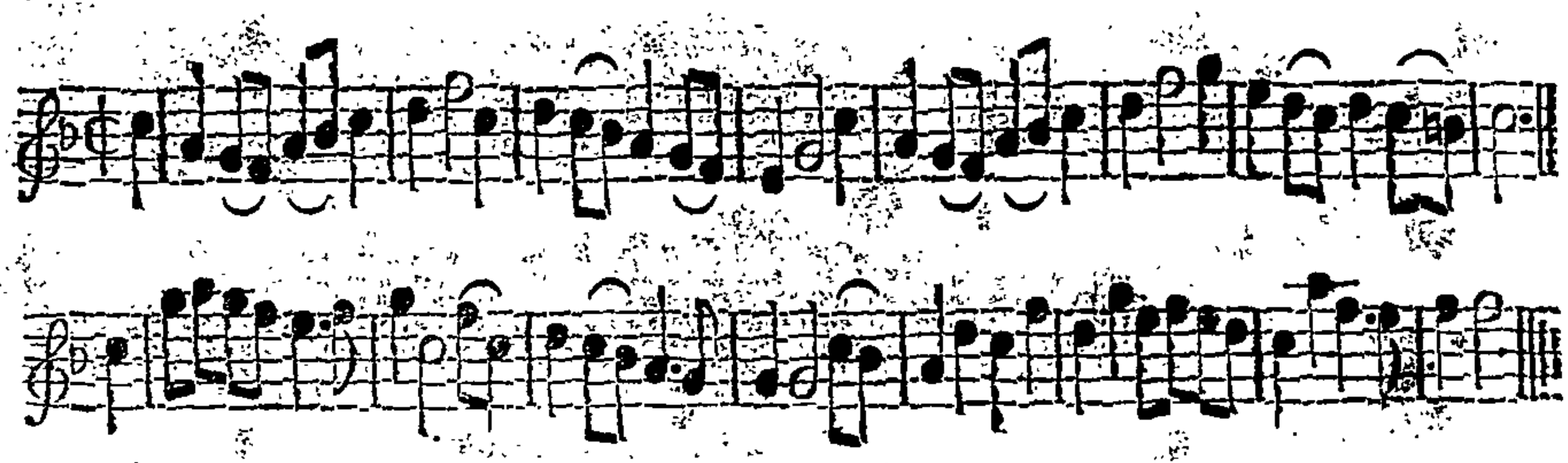
The *Phenix.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. lead up, and the 2d down at the ſame Time, and Back to Back, then all four Hands round. The 1ſt Cu. caſt off, then Back to Back. The 2d Cu. caſt off. The 1ſt Cu. caſt off. The 1ſt Cu. go the whole Figure, caſt off, and turn Hands. Then all four Back to Back, and turn Hands.

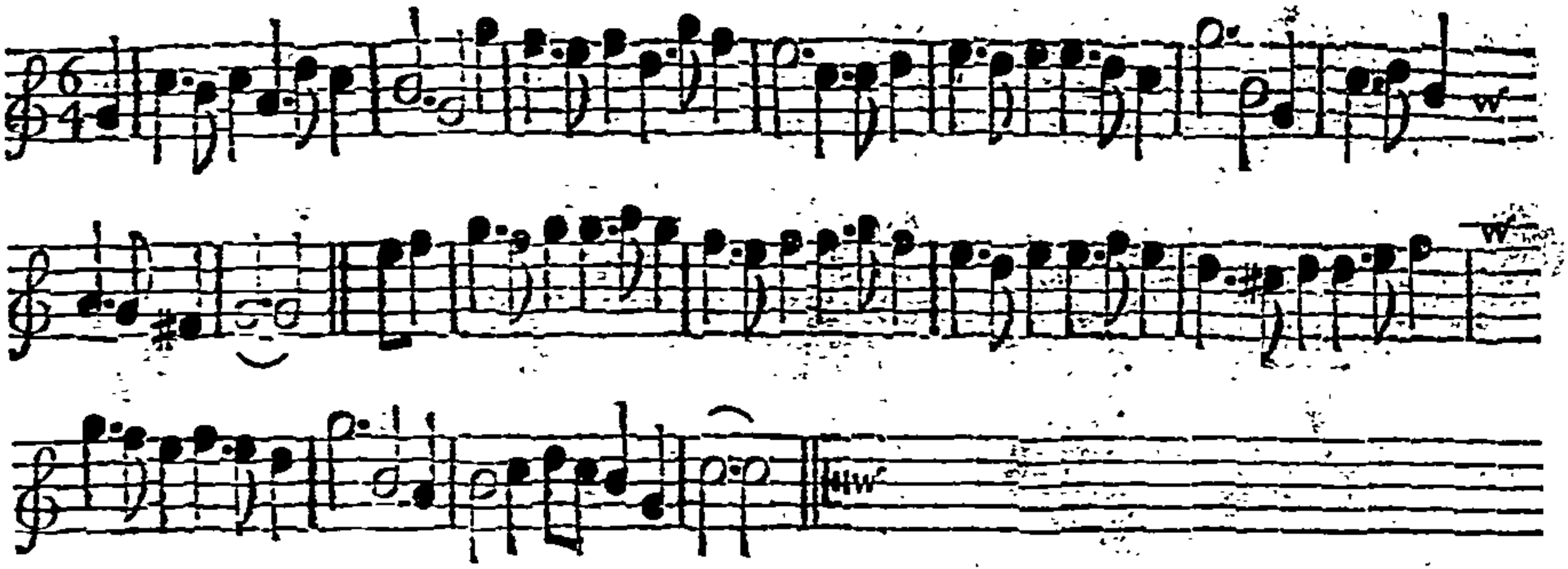
North's Maggot. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. caſt off and meet below the 2d Cu. and caſt up again. The 1ſt Cu. croſs over and figure in between the 2d Cu. All four turn ſingle, and give one Clap, then turn ſingle back again, and give one Clap, and all four go Hands quite round. The two Men take Hands and lead to the Wall, the two We do the ſame at the ſame Time, and back again, then the 1ſt Cu. lead up thro' the 2d Cu. and caſt off.

Duke *d'Aronont*'s Delight. *Longways for as many as will.*

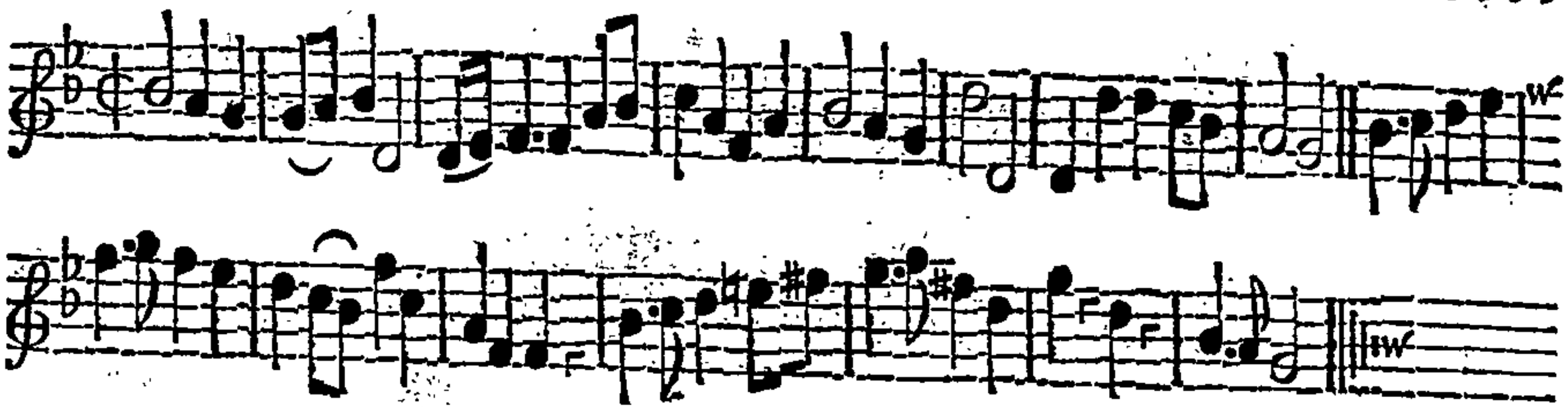


Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. figure in and caſt up, then croſs over below the 2d Cu. The 2d Cu. do the ſame. Right and left quite round, then the 1ſt Cu. caſt off. Then Back to Back with your own Partners, lead thro' the 2d Cu. and caſt off.

The Taylor's Hop;
Or, *Kit* Cucumber.

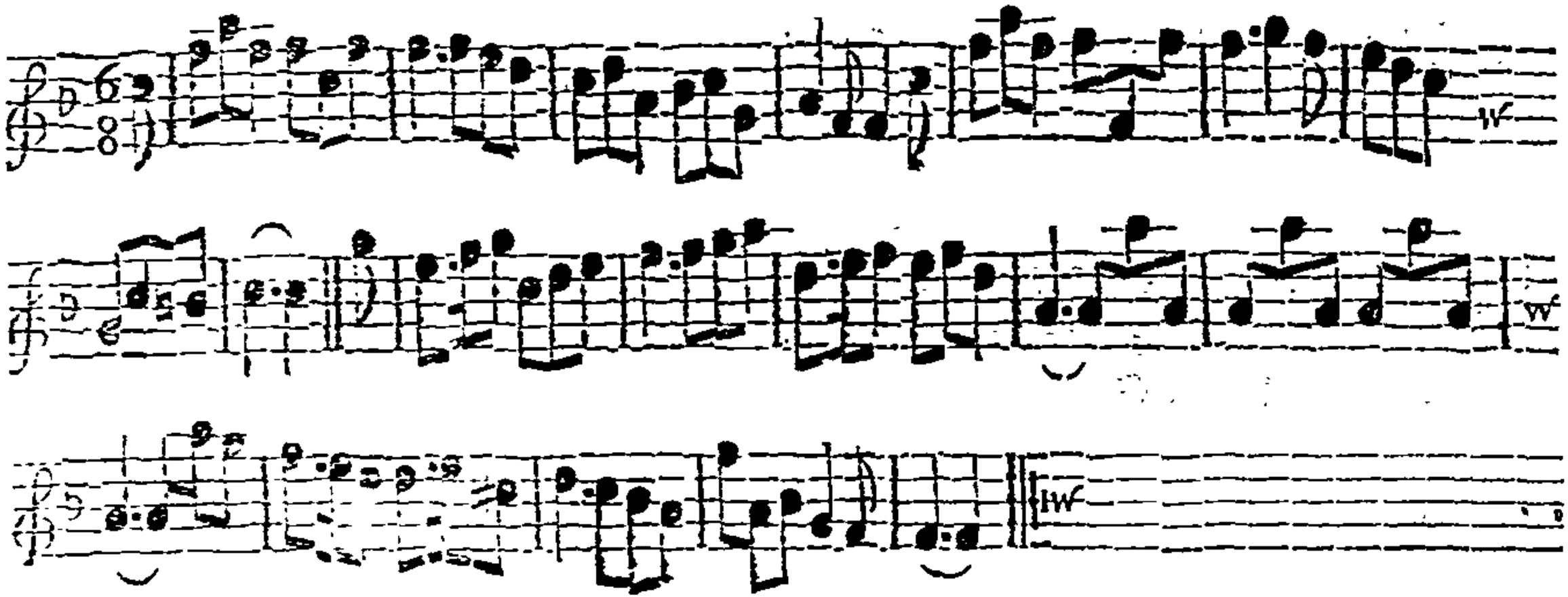
Longways for as many as will.



Note, *Each Strain is to be play'd twice over.*

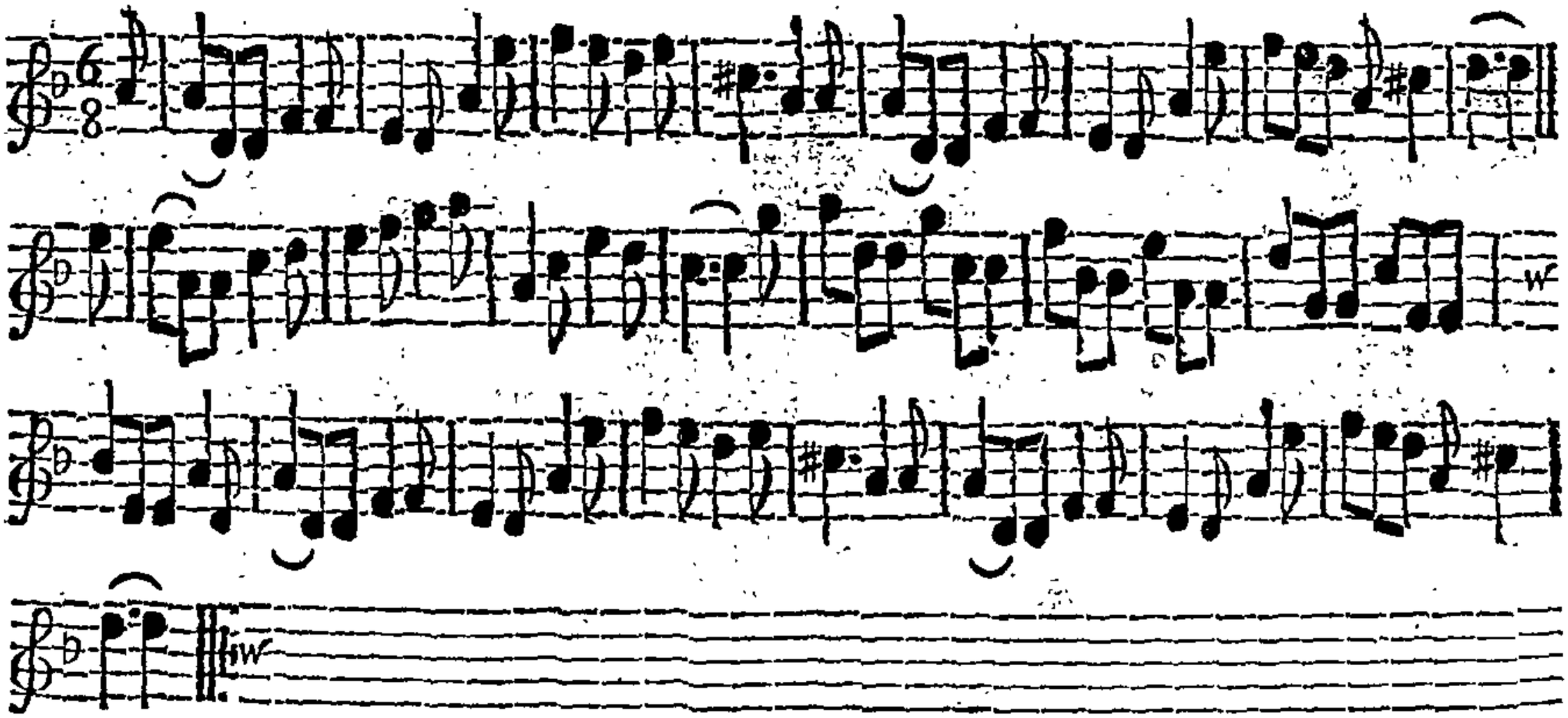
The two 1ſt Cu. lead up, give a Leap croſs Legg'd, and back again; then lead to the Wall, give a Leap croſs Legg'd, and back again. The 1ſt Cu. caſt off, and figure into the 2d Cu. Place. Back to Back, turn Hands twice round. The two Men lead thro' the two We. then the 1ſt Cu. lead thro' the 2d Cu. and caſt off.

Rinaldo; or, The hopping Lady. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

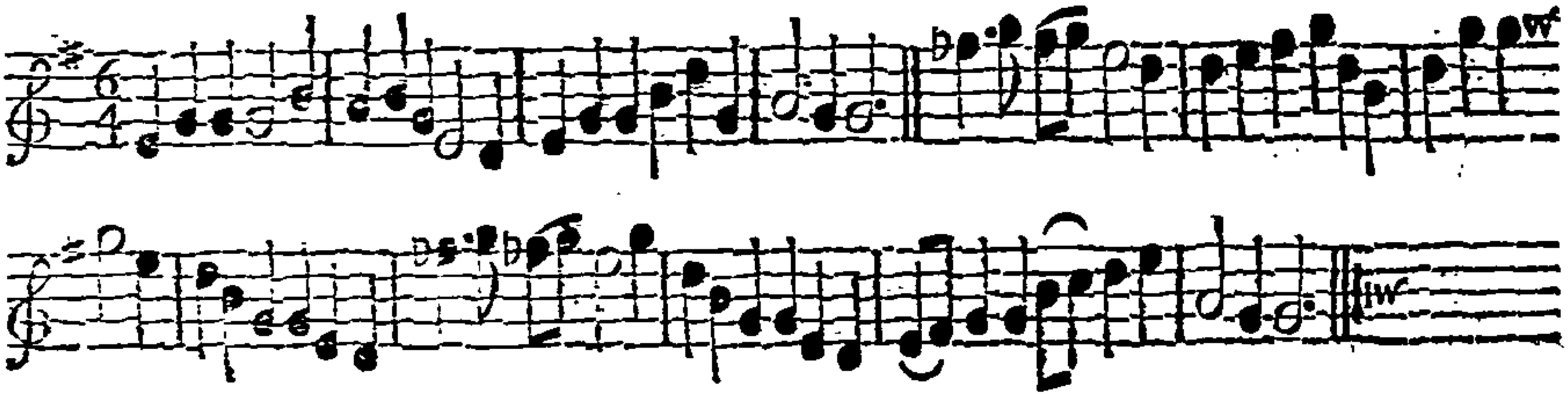
First Man turn the 2d Wo. and cast off.— The 2d Wo. turn the 1st Man and cast off.— Lead to the Wall, back again, all four take Hands and go quite round.— The 1st Cu. lead thro' the 2d Cu. and cast off, and foot it to each other, then turn Hands.—



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Man and 2d Wo. go the whole Figure round the 1st Wo. and 2d Man. The 1st Wo. and 2d Man do the same. Then all four clap Hands with their own Partners and turn single, then the 1st Cu. take both Hands and gallop down below the 2d Cu. then gallop up again, cast off and figure.

Green-Goose Fair. *Longways for as many as will.*

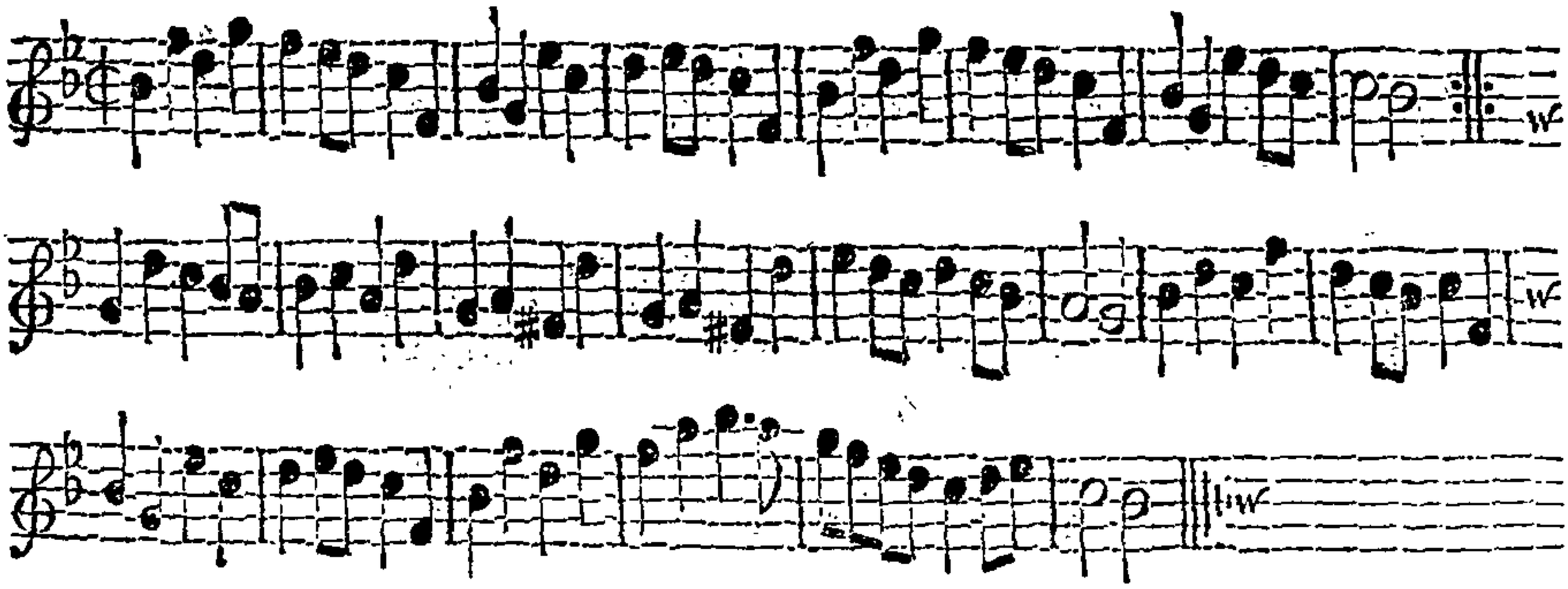


Note, *Each Strain is to be play'd twice over.*

The 1ſt Man turn the 2d Wo. The 2d Man turn the 1ſt Wo. The 1ſt Cu. caſt off, and lead thro' the 3d Cu. then caſt up into the 2d Cu. Place, and turn Hands. Lead thro' the 2d Cu. and caſt off, then right Hands and left quite round.

Or thus, Firſt Cu. caſt off, the 2d Cu. turn Hands up the Middle at the ſame Time. The 2d Cu. caſt off, the 1ſt Cu. turn Hands up the Middle at the ſame Time. All four fall in the Middle with your Backs to each other, and back again to their Places, then Hands quite round, and turn your Partners. Lead to the Wall and back again, then right and left quite round.

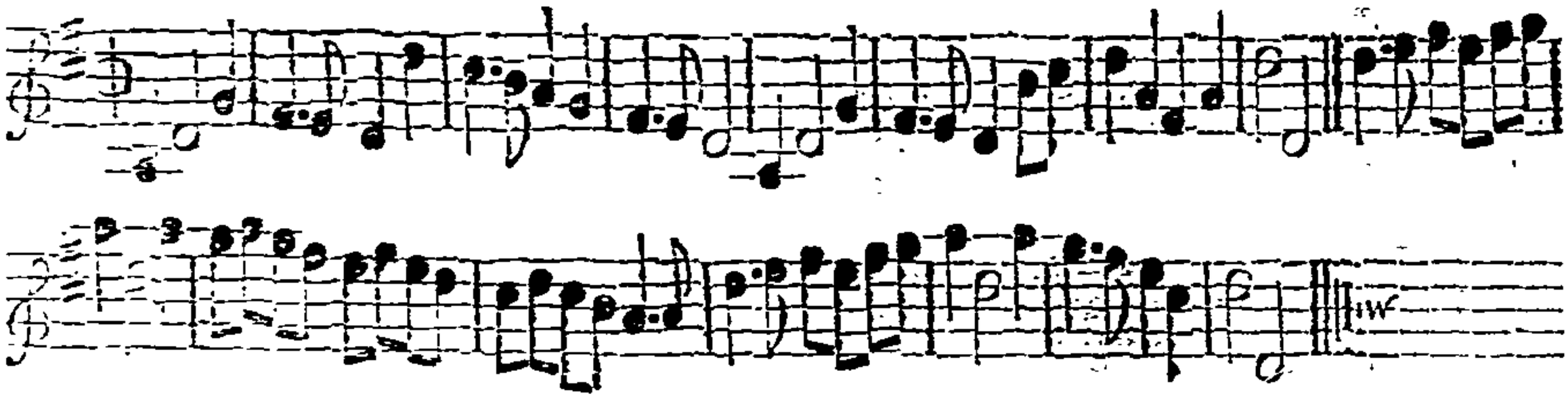
Fly Boat. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The two 1ſt Cu. Hands a-croſs half round, and back again. Then lead to the Wall and back again, then Back to Back with your Partners. Lead down, caſt up behind the 2d Cu. and turn ſingle, then croſs over and figure in, which brings you into the 2d Cu. Place. The 1ſt Man caſt up, and the 1ſt Wo. caſt off at the ſame Time, and both fall in between the 2d and 3d Cu. and turn ſingle; then lead forward three and three abreaſt, and back again, the 1ſt Man caſt off, and the 1ſt Wo. caſt up into the 2d Cu. Place.

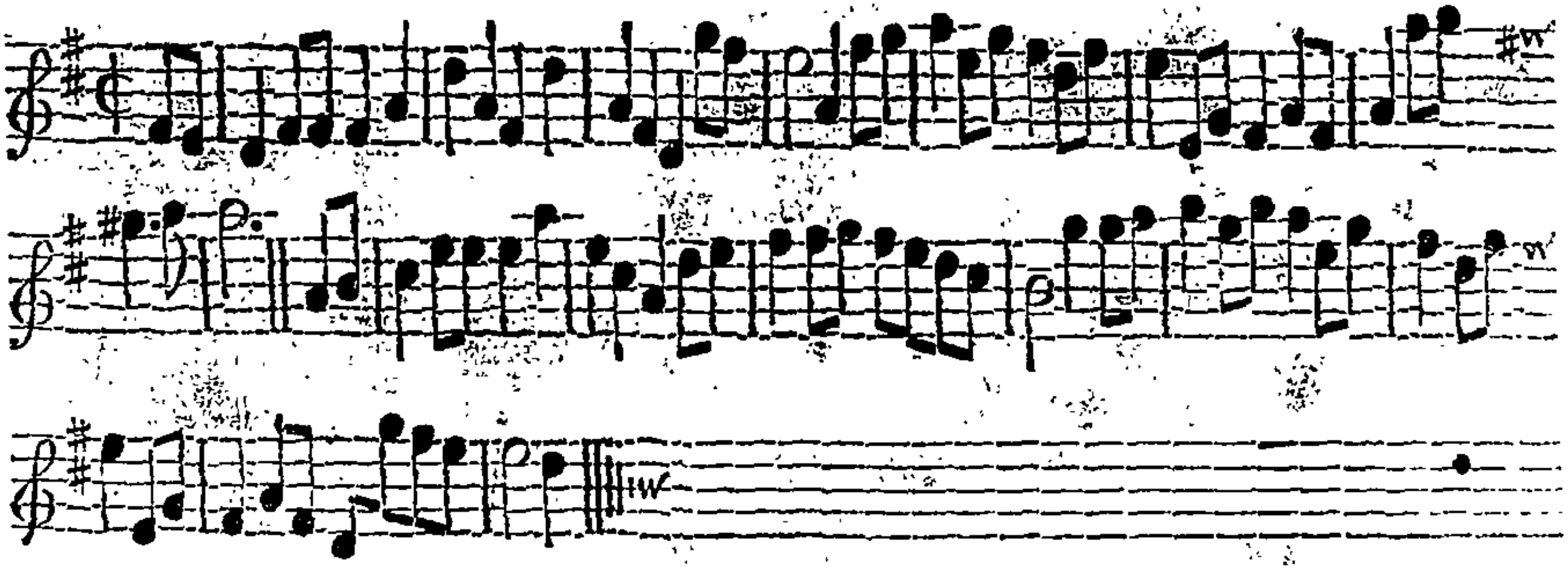
Queen's-Square. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

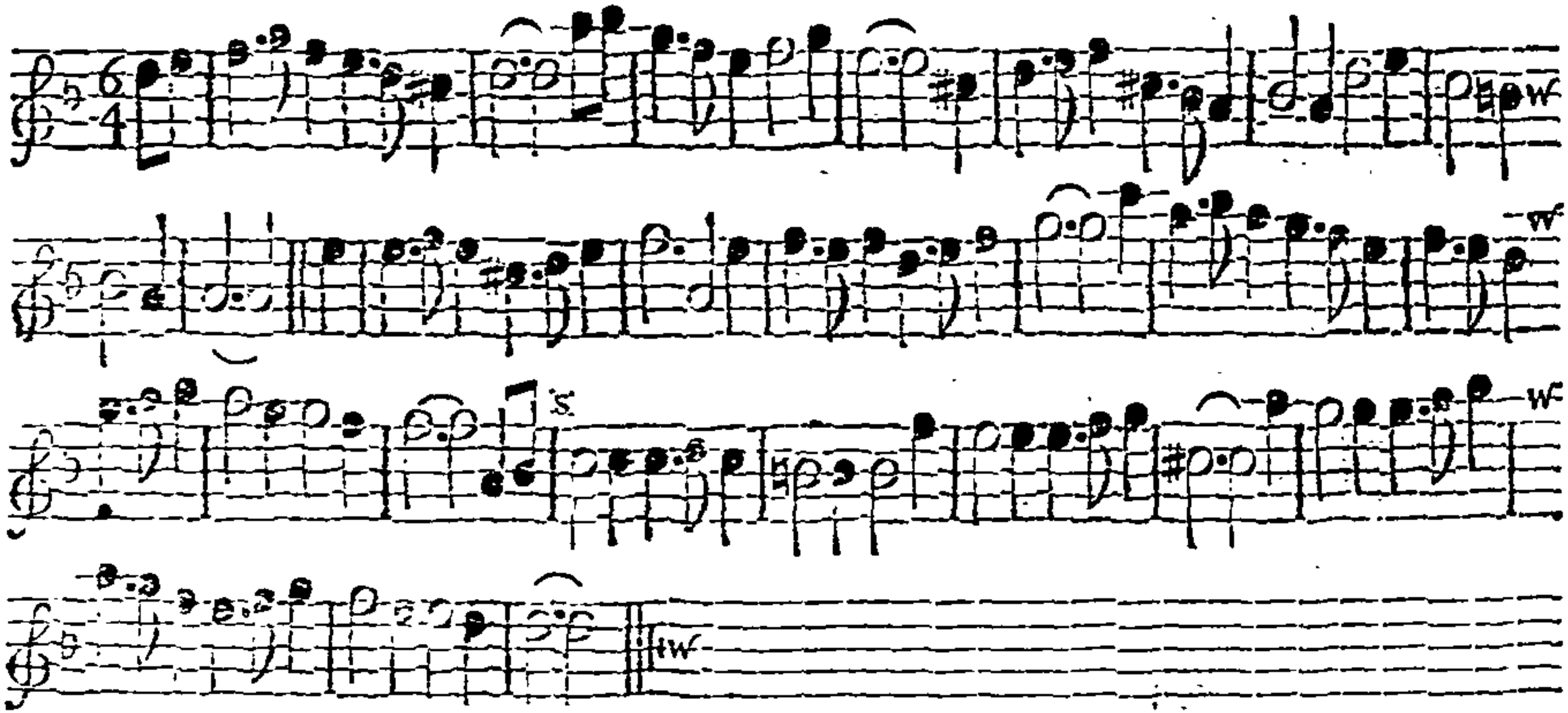
The 1st Man and 2d Wo. go round their Partners on their left Side, take their Partners by the right Hand with their left, and so draw back into each other Cu. Place. The 2d Man and 1st Wo. do the same, which brings them into their own Places. The two Men take Hands, the Wo. do the same, the 1st Man draw up, and 2d Wo. draw down, then slip over, slip all to your Places, and turn single. Then each Cu. take both Hands, and draw back to each other's Place; the 1st Man slip up the Middle, and down behind the 2d Man, the 1st Wo. slip up behind the 2d Wo. and so down the Middle.

Royal Fishery. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

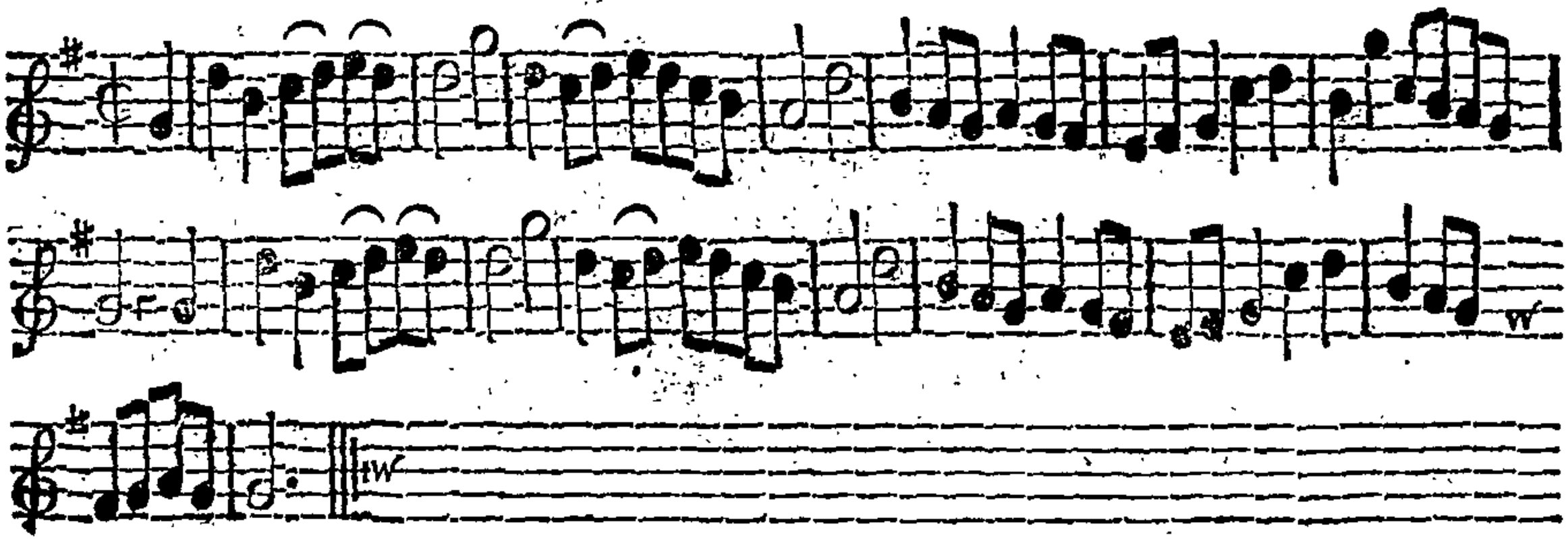
The 1st Man takes his Wo. by the left Hand with his right, and lead her round the 2d Man, 'till they come all four abreast, then all lead up the Room and fall back again. Then all four hey 'till they come to the same Place again. Then 1st Cu. cross over below the 2d Cu. and lead between the 3d Cu. then cast up and turn into the 2d Cu. Place. The 2d Cu. turn down the Middle, and the first cast up, then the 1st Cu. turn down the Middle, and the 2d Cu. cast up.



Note, The first Strain is to be play'd twice, and the last but once, and from the Repeat.

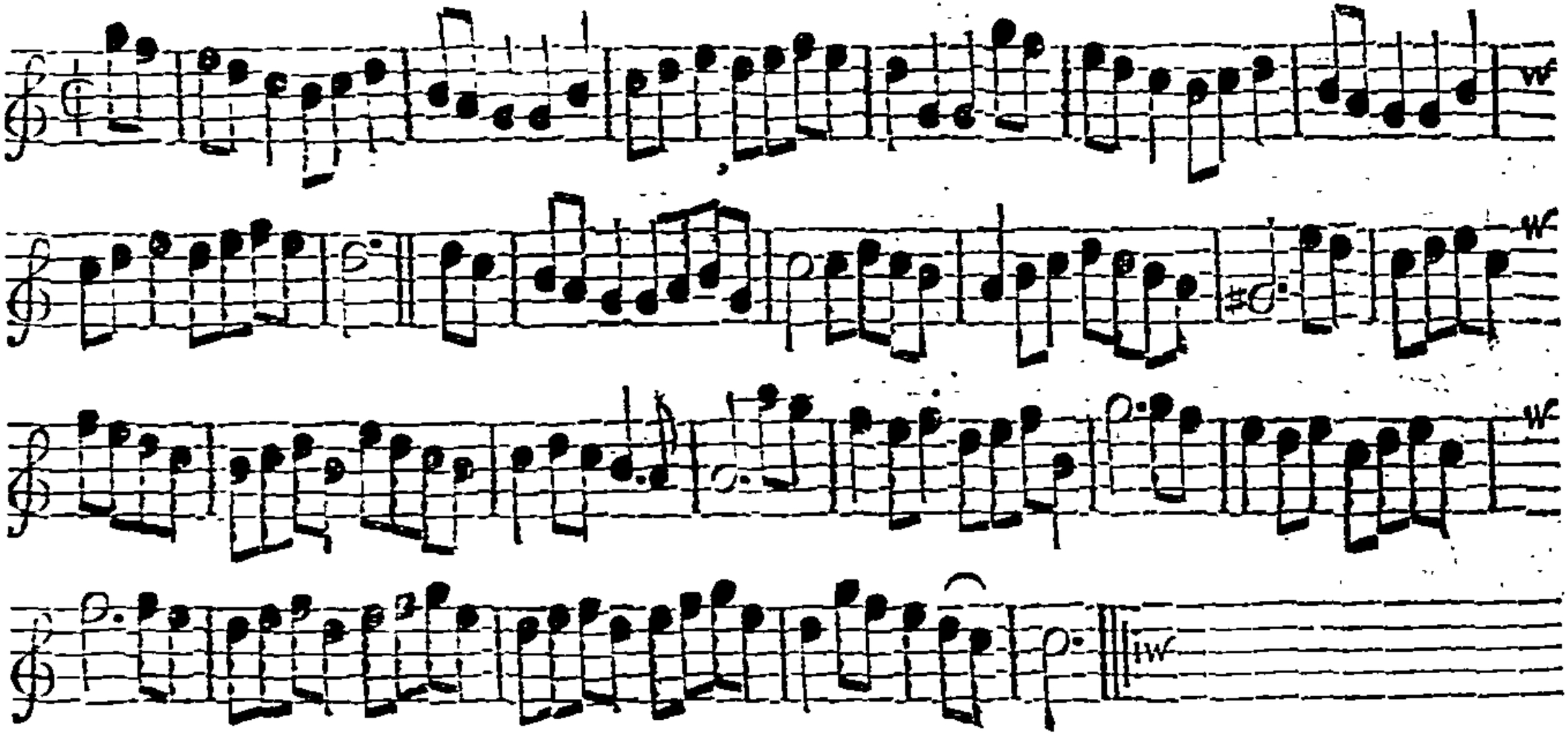
First Cu. take Hands and draw back in a Row, and turn single, then draw back to your own Places and turn single, then back again. Then all four Back to Back with your Partners, then Back to Back sides ; The 1st Man cast off to the 2d Wo. Place, the 2d Wo. cast up at the same Time to the 1st Man's Place, their Partners following them : then all four go Hands half round into their own Places ; the two Men go the whole Figure round the two We. then the two We. go the whole Figure round the two Men, and the 1st Cu. cast off.

Young *Phillis* of *Wakefield.* *Longways for as many as will.*



Note: *The Tune must be play'd three Times over.*

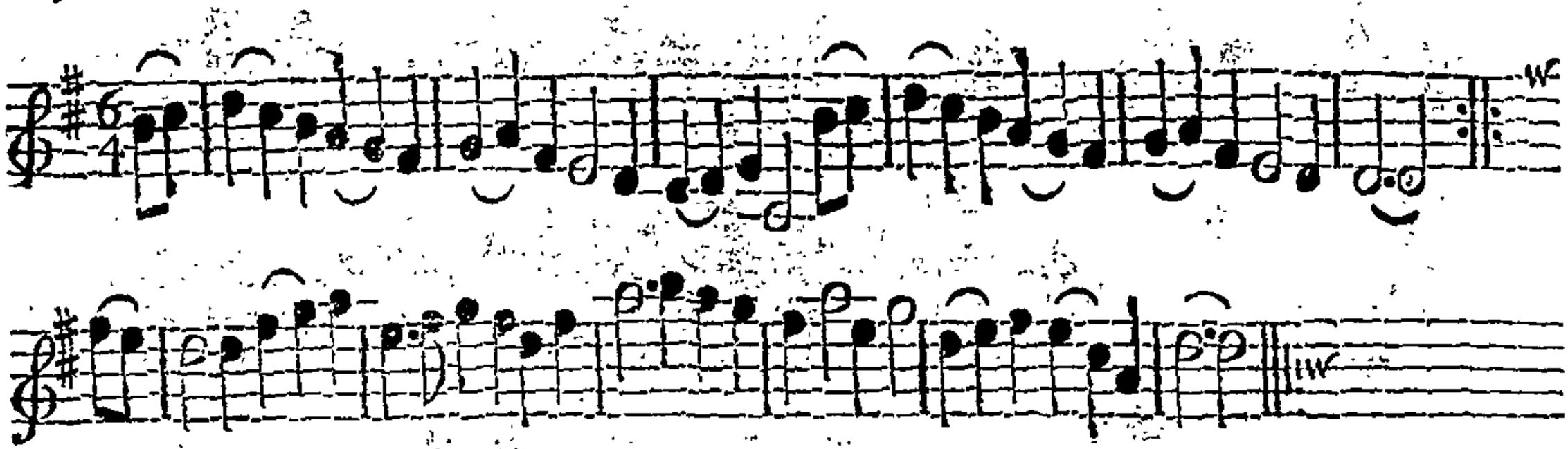
The 1ſt Cu. lead down thro' the 2d Cu. then caſt up and turn both Hands; the 2d Cu. do the ſame. The two Men lead in round the two We. clap Hands and change Places with each other; the two We. do the ſame. All four take right Hands acroſs and go half round, then left acroſs and go back again; then Back to Back with your Partners, clap Hands and turn ſingle.



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Man cast off into the 2d Man's Place, the 2d Wo. cast up at the same Time into the 1st Wo. Place, and the 1st Man and 2d Wo. Back to Back. The 2d Man cast off into his own Place, and 1st Wo. into hers, and Back to Back. All four fall back, then meet, clap Hands with your Partners, and turn single; then cross over and face about, clap Hands sides, and go all four Hands half round.

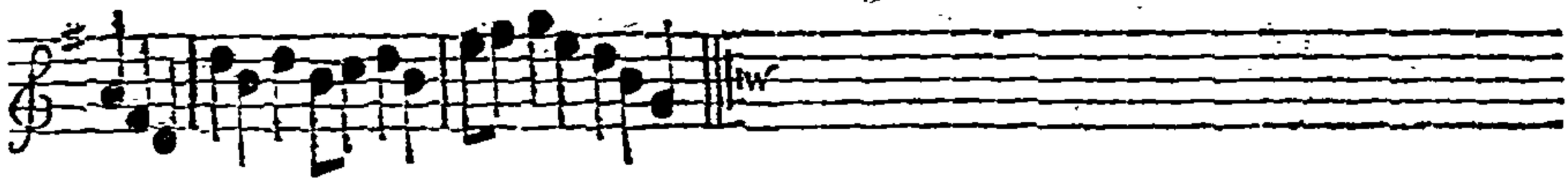
Cheſhire Hall. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man clap Hands with the 2d Wo. and turn ſingle, then the 1ſt Man and 2d Cu. go Hands quite round. The 1ſt Wo. do the ſame. Then take both Hands with your Partners, and draw quite round into your own Places again. The 1ſt Cu. caſt off and go Back to Back in the 2d Cu. Place.

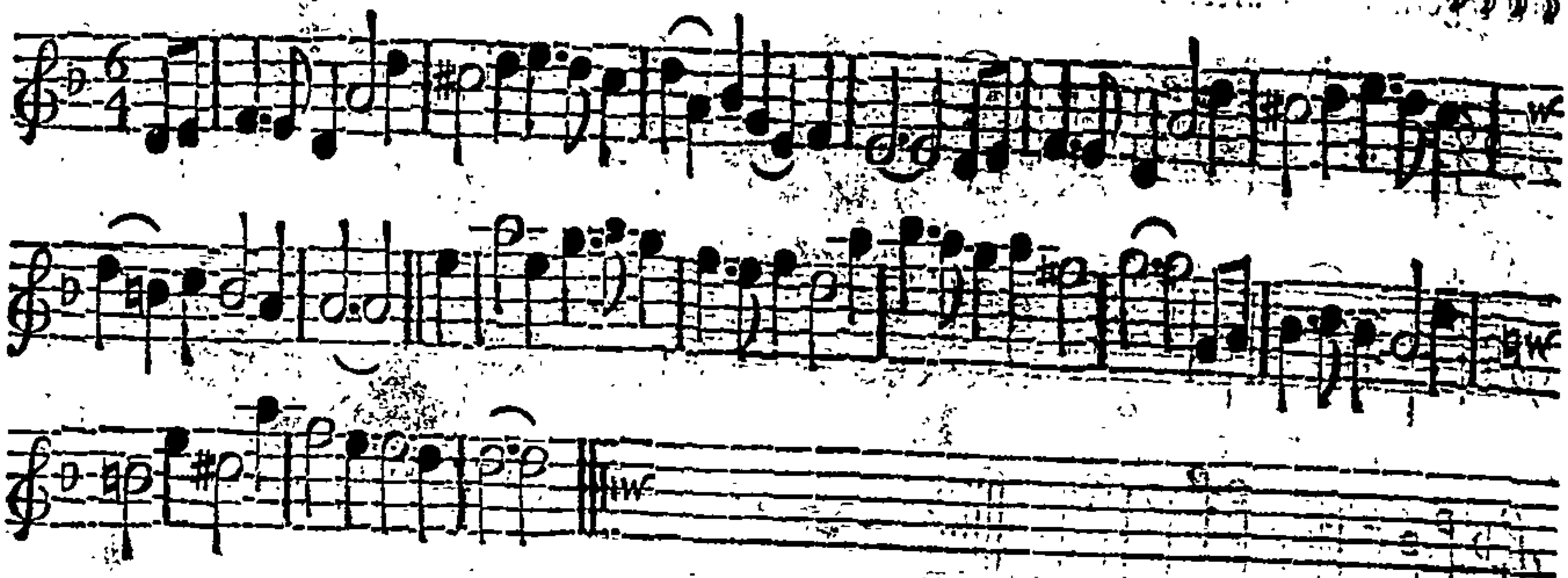
Kettleby's Whim. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt and 2d Cu. go right Hands and left half round. Then go left Hands and right back again to your Places. The 1ſt Cu. lead down the Middle, and the 2d caſt up, then the 2d Cu. lead down the Middle, and the 1ſt caſt up. The 1ſt Cu. clap Hands and caſt off.

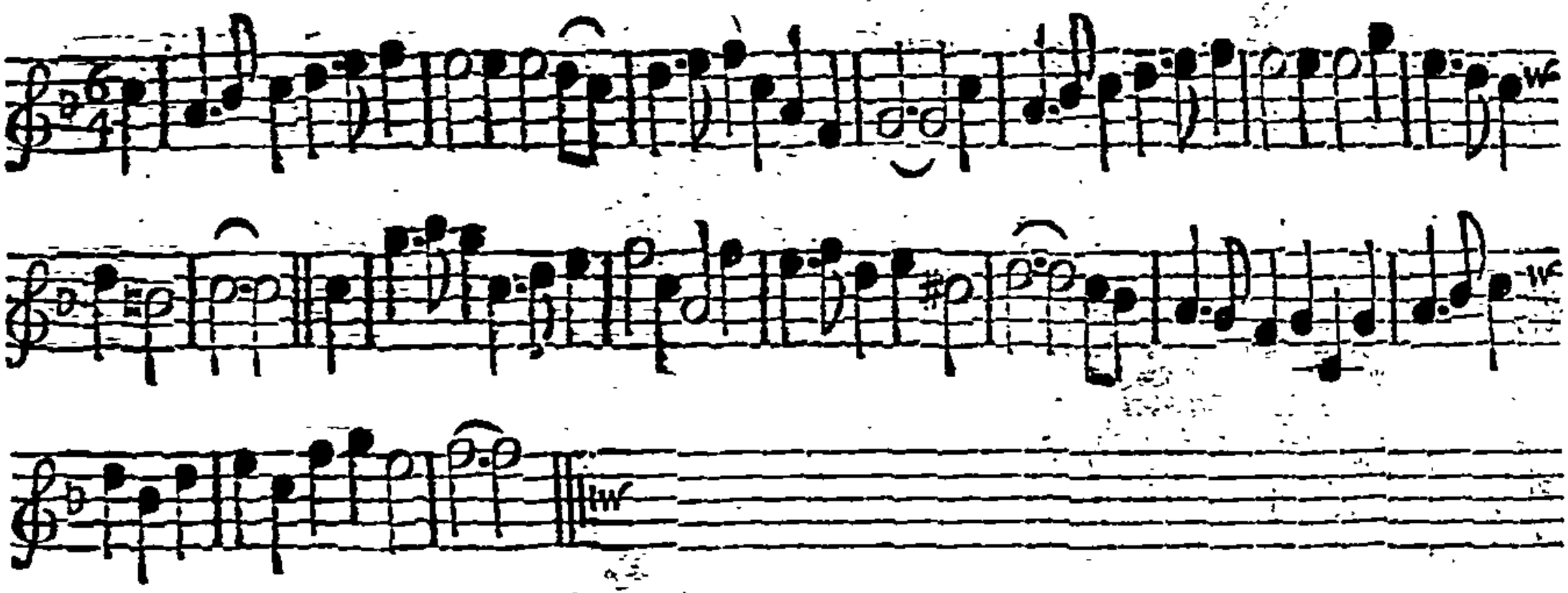
Greenwich Hoſpital. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

Firſt Cu. croſs over and turn into the 2d Cu. Place, and caſt up into their own again. The 1ſt Man turn the 2d Man quite round with his right Hand, and back again with his left, the 1ſt Wo. turn the 2d Wo. at the ſame Time with her right Hand, and back again with her left. All four meet and turn ſingle, then take right Hands acroſs and go quite round. Then all four ſet to your Partners, and fall back from each other, and go right Hands and left half round.

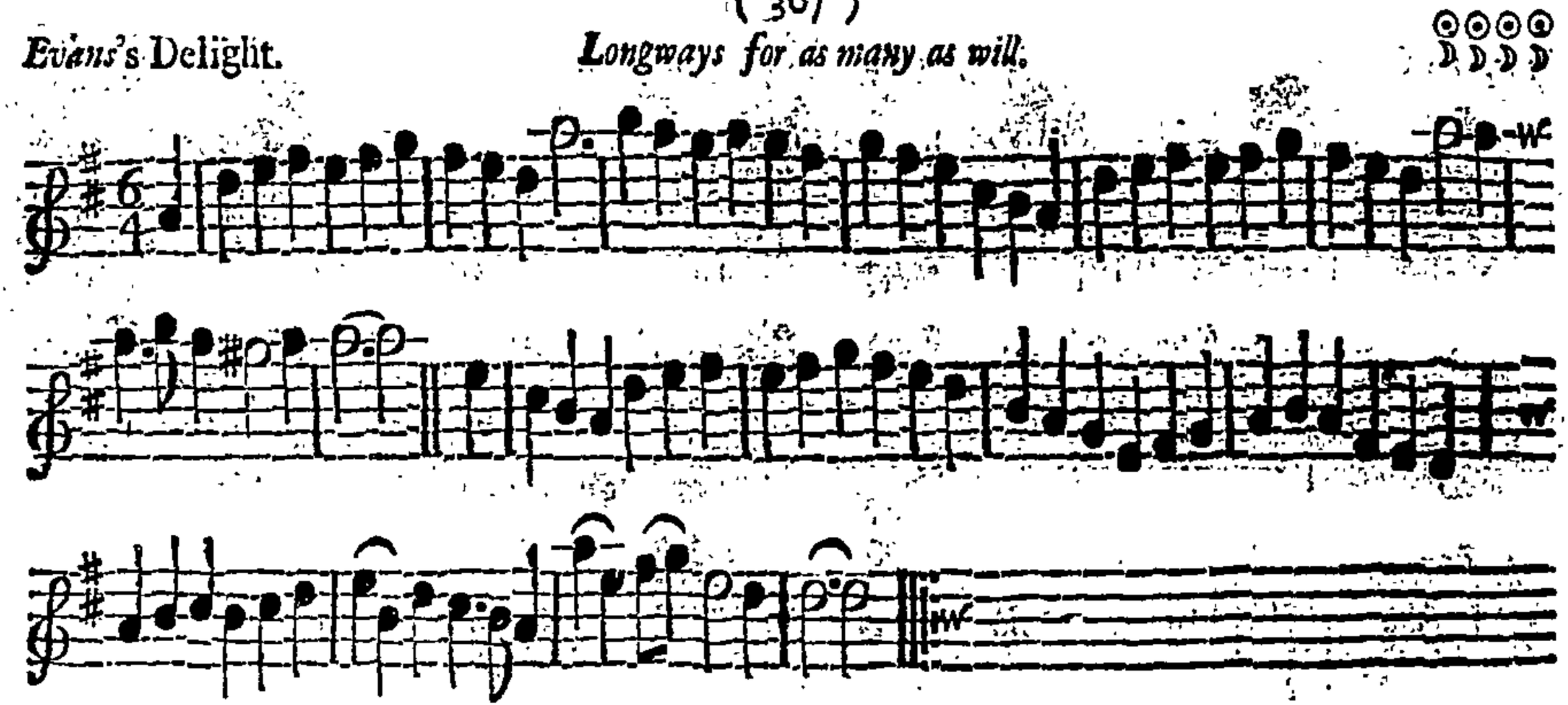
All together, one after another. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man goes quite round on the Inſide of the 2d Man, then round his Partner to his own Place again. The 1ſt Wo. go round on the Inſide the 2d Wo. then round her Partner into her own Place again. The 1ſt Man caſt off, then the 1ſt Wo. caſt off, then right Hands and left half round. The 1ſt Man change Places with the 2d Wo. and the 1ſt Wo. with the 2d Man, then turn both Hands with your Partners.

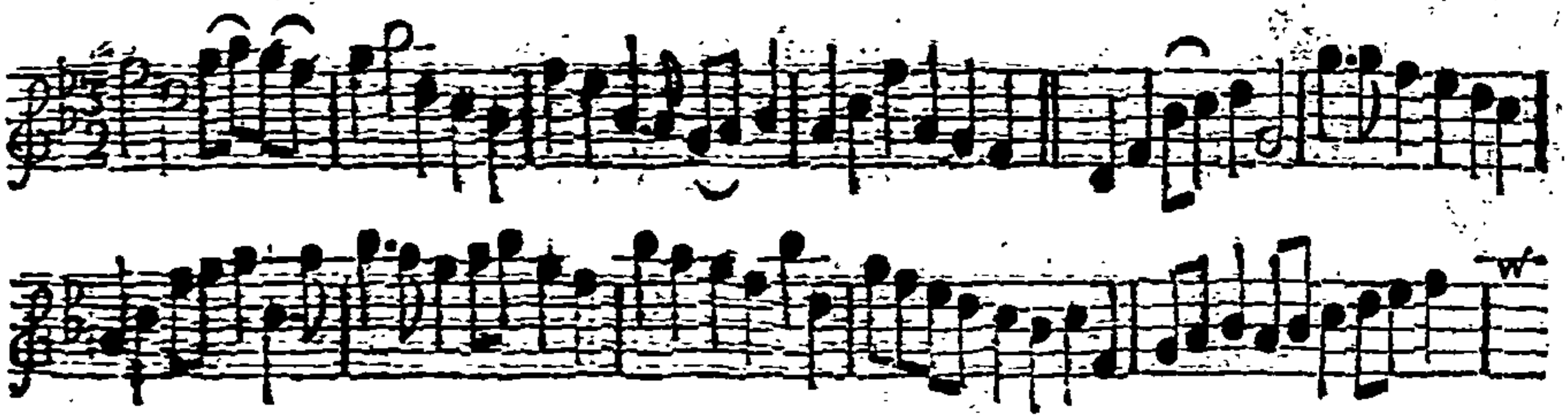
Evans's Delight. *Longways for as many as will.*

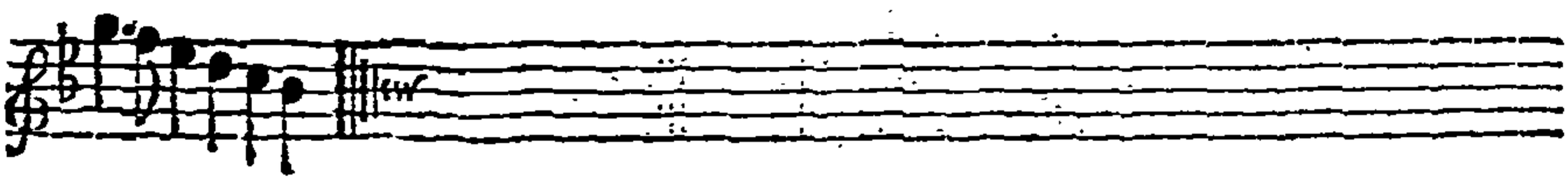


Note: Each Strain is to be play'd twice over.

First Man cast off and figure round the 3d Wo. the 1st Wo. cast off at the same Time, and figure round the 2d Man, then meet and turn into the 2d Cu. Place. The 2d Cu. cast off and do the same. The 1st Cu. cross over below the 2d Cu. then below the 3d Cu. and turn single. The 1st Cu. lead up thro' the 3d Cu. and take Hands with the 2d Cu. and go quite round.

Jumper's Chace. *Longways for as many as will.*

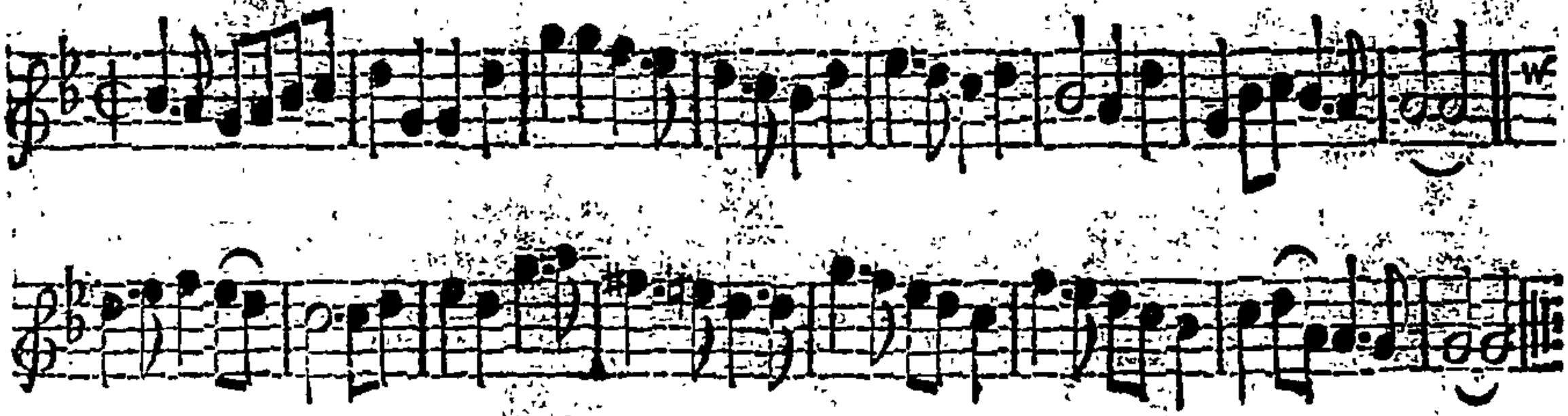




Note, *The first Strain is to be play'd twice, and the last but once.*

First Cu. croſs over and go the Figure between the 2d Cu. The 2d Cu. do the ſame. The 1ſt Cu. caſt off and lead down thro' the 3d Cu. and caſt up into the 2d Cu. Place, then croſs quite round the 2d Cu.

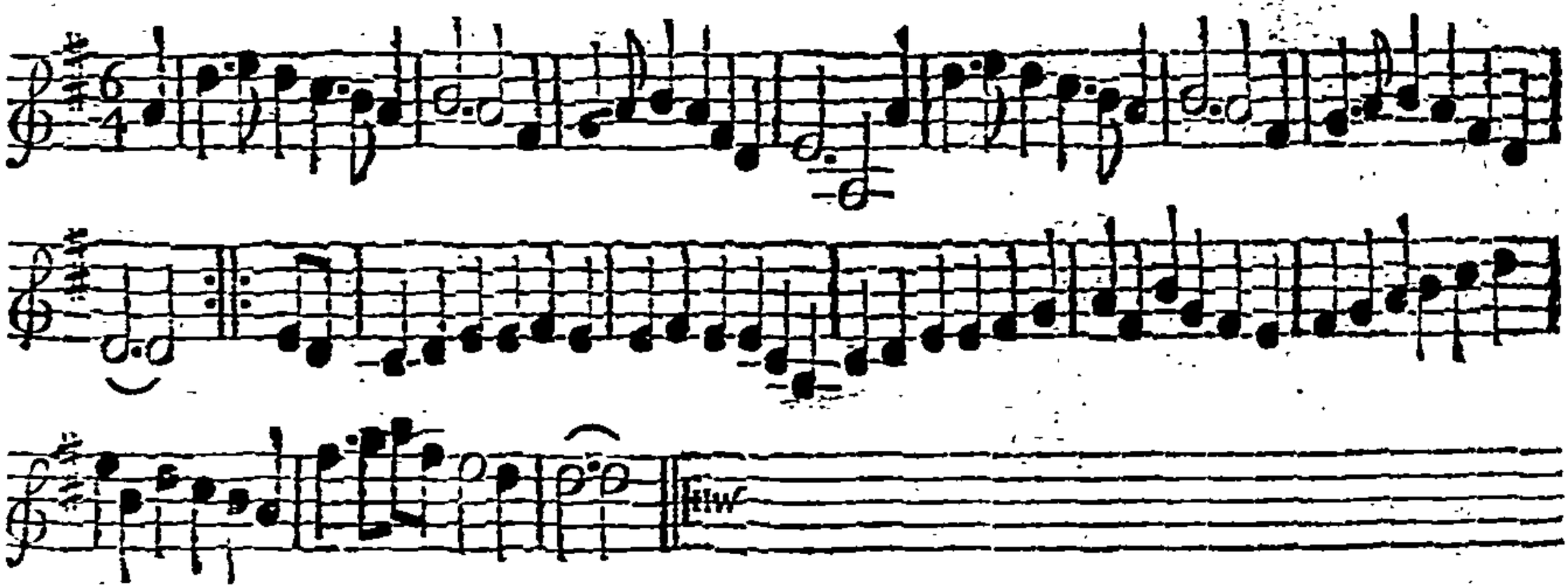
Portabella. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man caſt off and go quite round the 2d Cu. to his own Place again, his Partner follow him at the ſame Time. The 1ſt Wo. do the ſame, and her Partner follow her to their own Places as before. The 1ſt Man ſet to his Partner, and both turn ſingle, then both turn Hands. The 1ſt Cu. croſs over below the 2d Cu. and figure in.

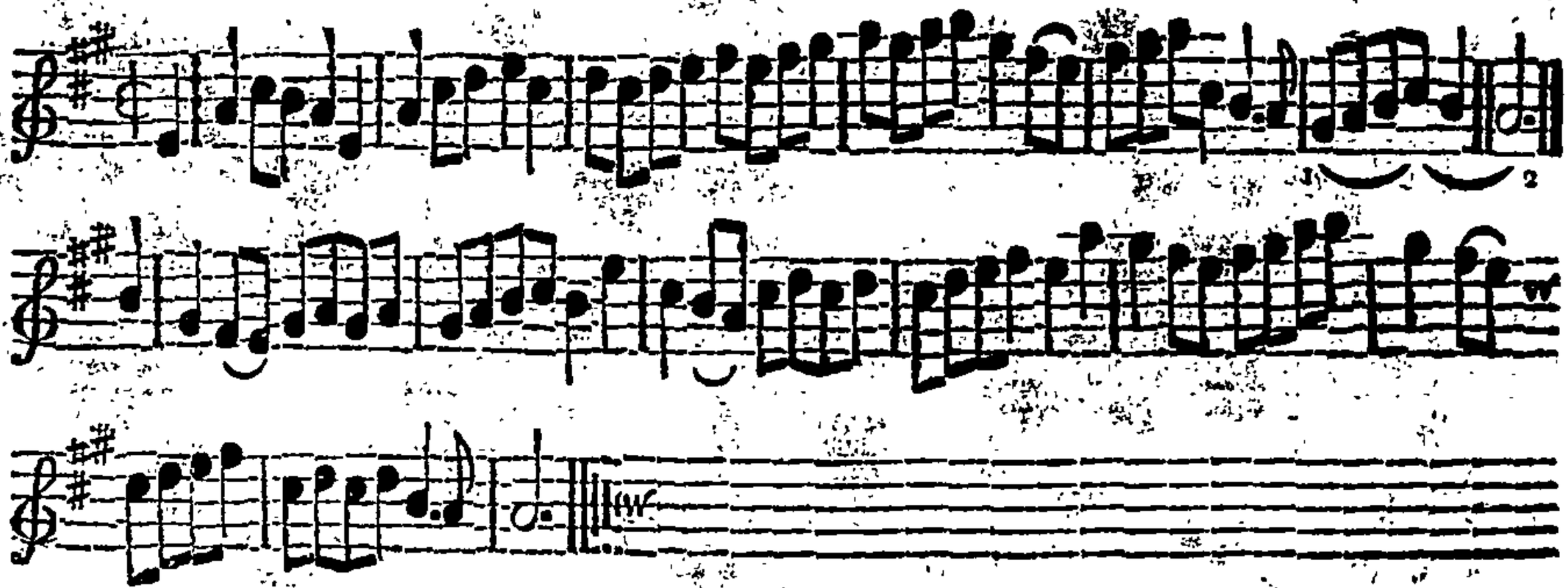
Doctors-Commons. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man goes Back to Back with the 2d Wo. and turns the 2d Man with his right Hand. The 1ſt Wo. go Back to Back with the 2d Man, and turn the 2d Wo. with her right Hand. The 1ſt Cu. the whole Figure thro' the 2d Cu. Then Hands all four quite round, then the 1ſt Cu. caſt off.

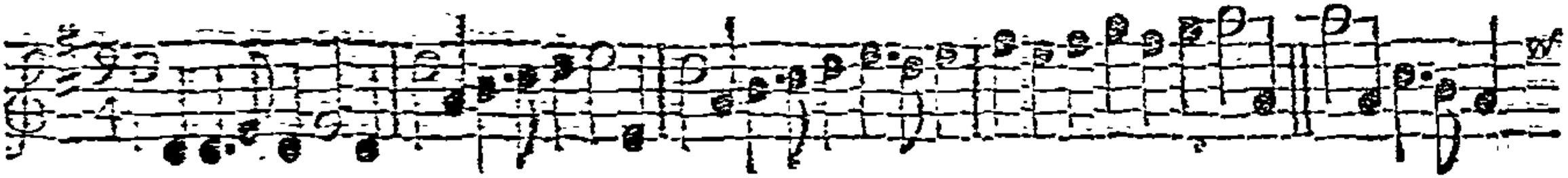
Royal Sovereign. *Longways for as many as will.*

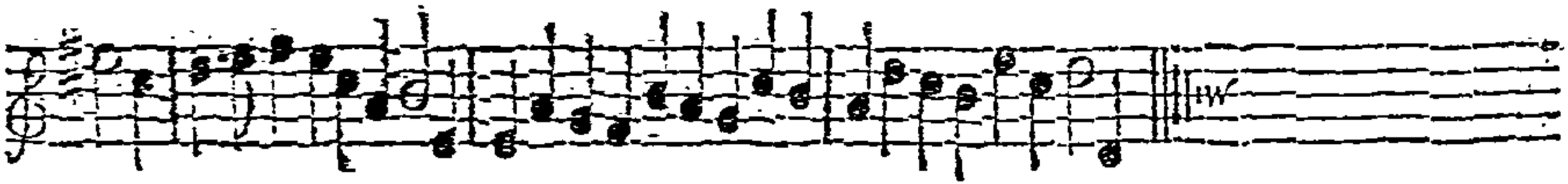


Note, *Each Strain is to be play'd twice over.*

The 1ſt Man go the Hey with the two 1ſt We. The 1ſt Wo. go the Hey with the two 1ſt Men. The 1ſt Cu. lead down the Middle and caſt up, then croſs and turn into the 2d Cu. Place. Then go the whole Figure round the 2d Cu.

Hood's March. *Longways for as many as will.*

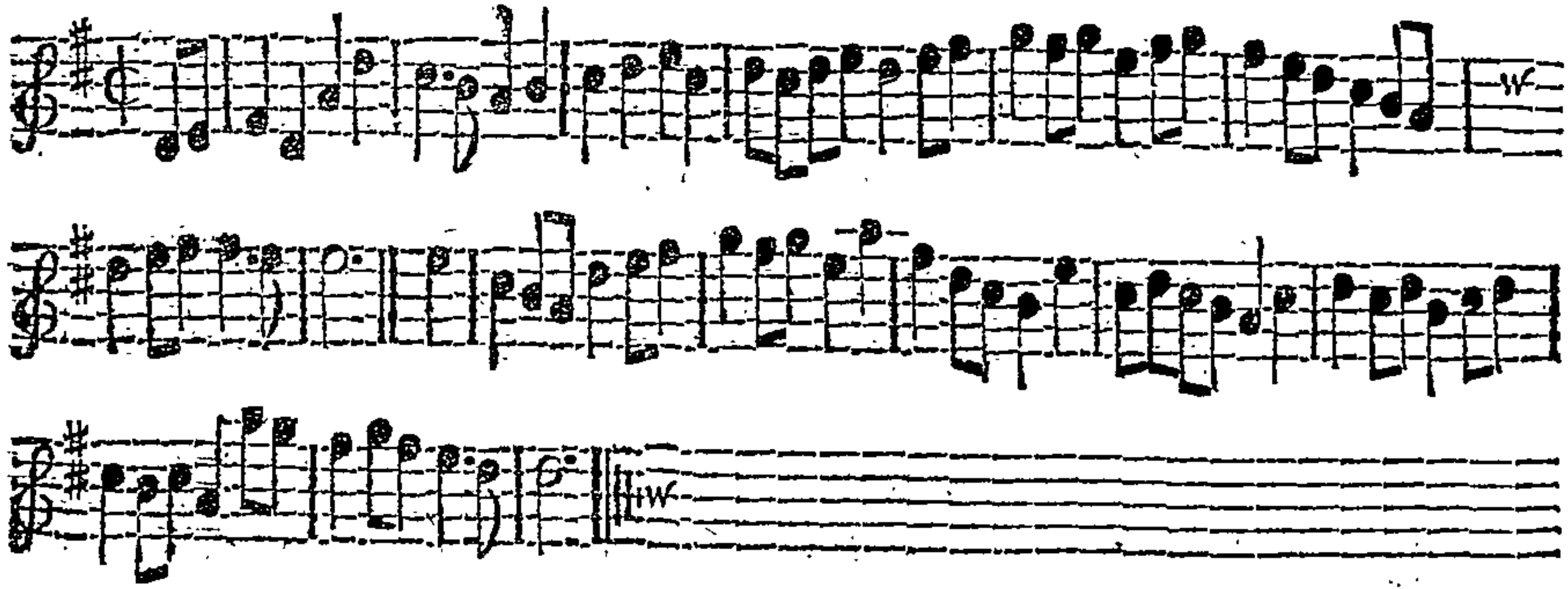




Note, *Each Strain is to be play'd twice over.*

The 1ſt Man caſt off and turn the 2d Wo. with both Hands, and ſtand in the 2d Man's Place. The 1ſt Wo. do the ſame. The 1ſt Man go the whole Figure round the 2d Cu. the 1ſt Wo. go the whole Figure round the 3d Cu. at the ſame Time. The 1ſt Man go the whole Figure round the 3d Cu. and the 1ſt Wo. go the whole Figure round the 2d Cu. at the ſame Time.

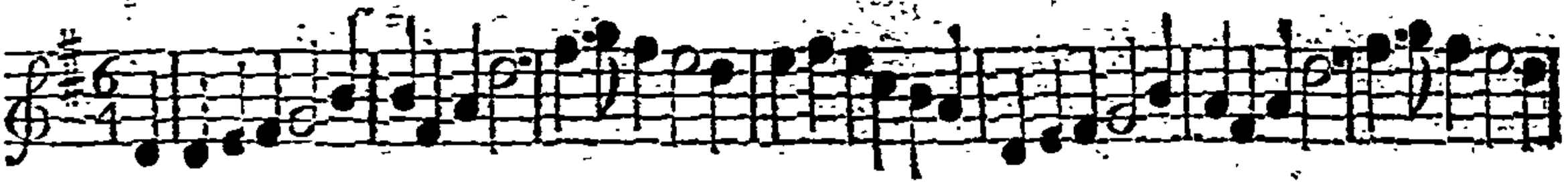
St. James's Park. *Longways for as many as will.*

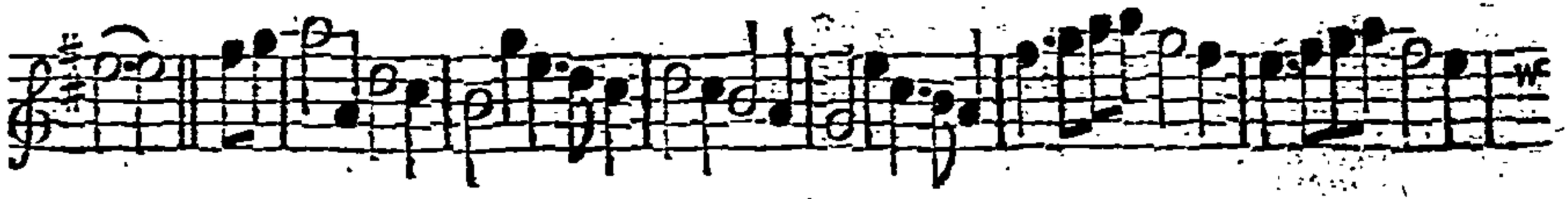


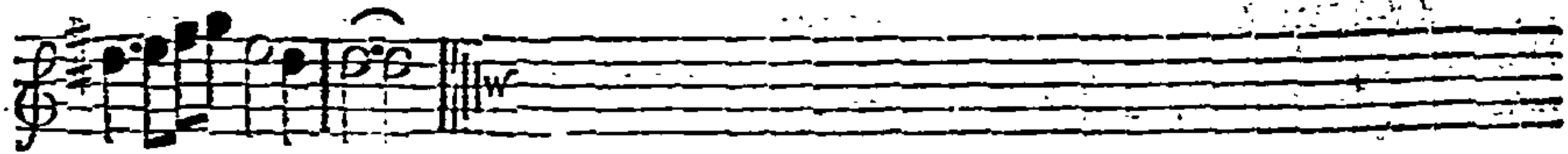
Note, *Each Strain is to be play'd twice over.*

The 1ſt Cu. figure in between the 2d Cu. and croſs over into the 2d Cu. Place. The 2d Cu. do the ſame. The 1ſt Cu. caſt off and lead up the Middle and caſt off again. Then lead thro' the 3d Cu. and caſt up and turn both Hands.

Britain's Glory. *Longways for as many as will.*



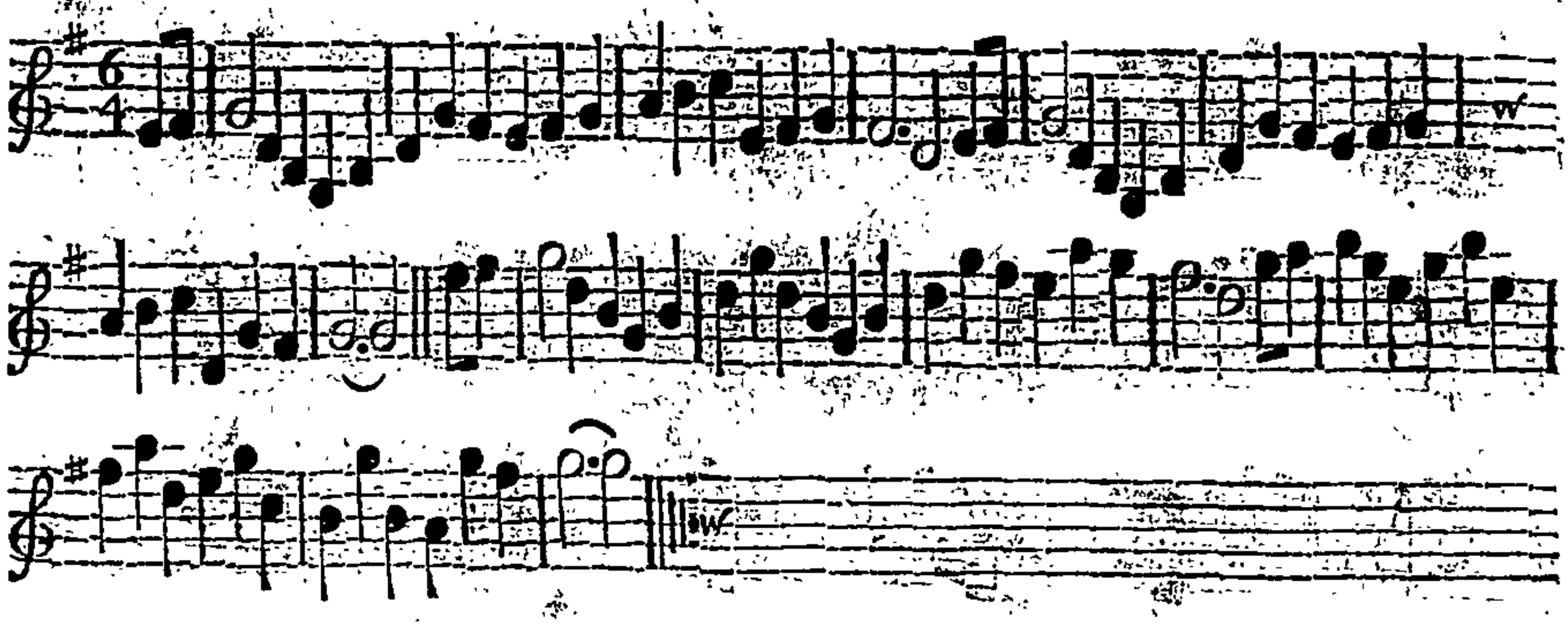




Note, Each Strain is to be play'd twice over.

The 1ſt Man and 2d Wo. take both Hands and turn quite round; then the 1ſt Man caſt off below the 2d Man, the 2d We. caſt up above the 1ſt Wo. at the ſame Time. The 2d Man and 1ſt Wo. do the ſame. The 1ſt Man hey with the 2d and 3d Men, the 1ſt Wo. hey with the 2d and 3d We. at the ſame Time, 'till all come in their Places again. Then the 1ſt Cu. caſt off and go right Hands and left quite round with the 2d Cu. which brings the 1ſt Cu. into the 2d Cu. Place.

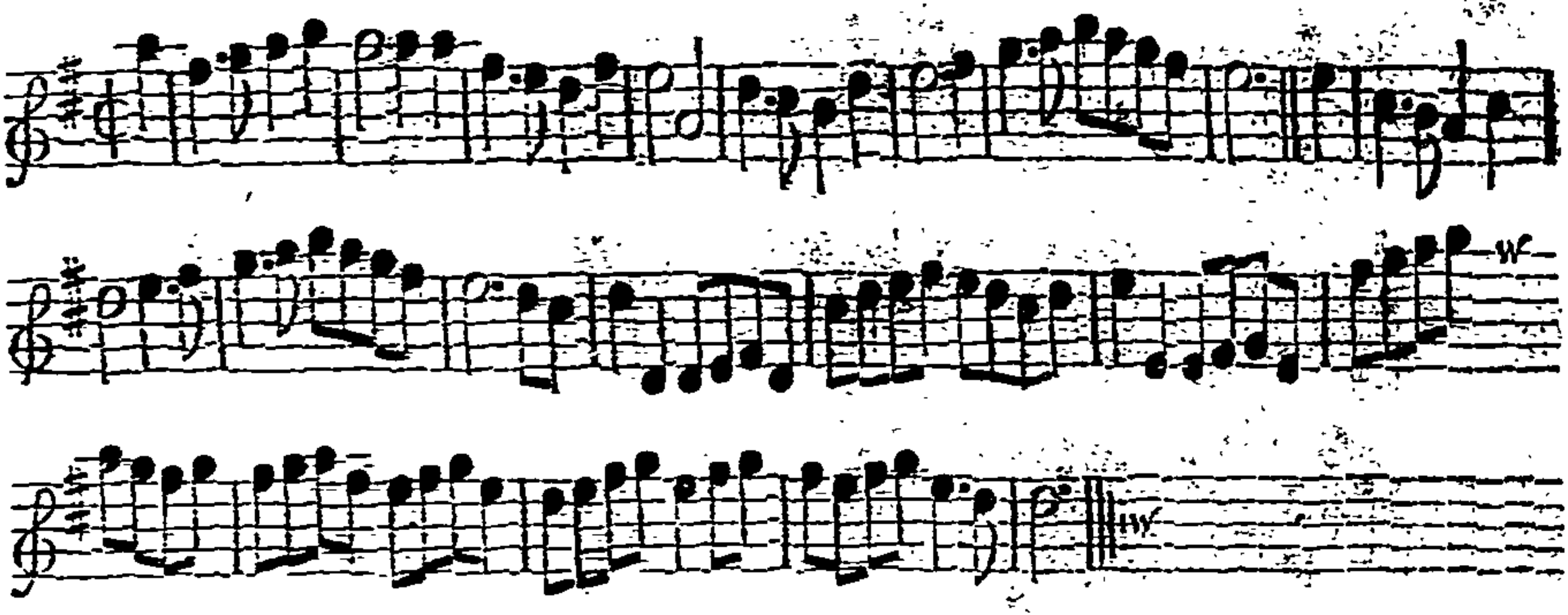
Love in a Hop-yard. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man and 2d Wo. turn quite round, then the 1ſt Man caſt off. The 1ſt Wo. turn the 2d Man quite round, then the 1ſt Wo. caſt off. The 1ſt Man turn the 3d Wo. then the 2d Wo. the 1ſt Wo. turn the 3d and 2d Men at the ſame Time, then both meet in the Top and turn half round. The Men join firſt right then left Hands acroſs, ſhake four Times, and caſt off.

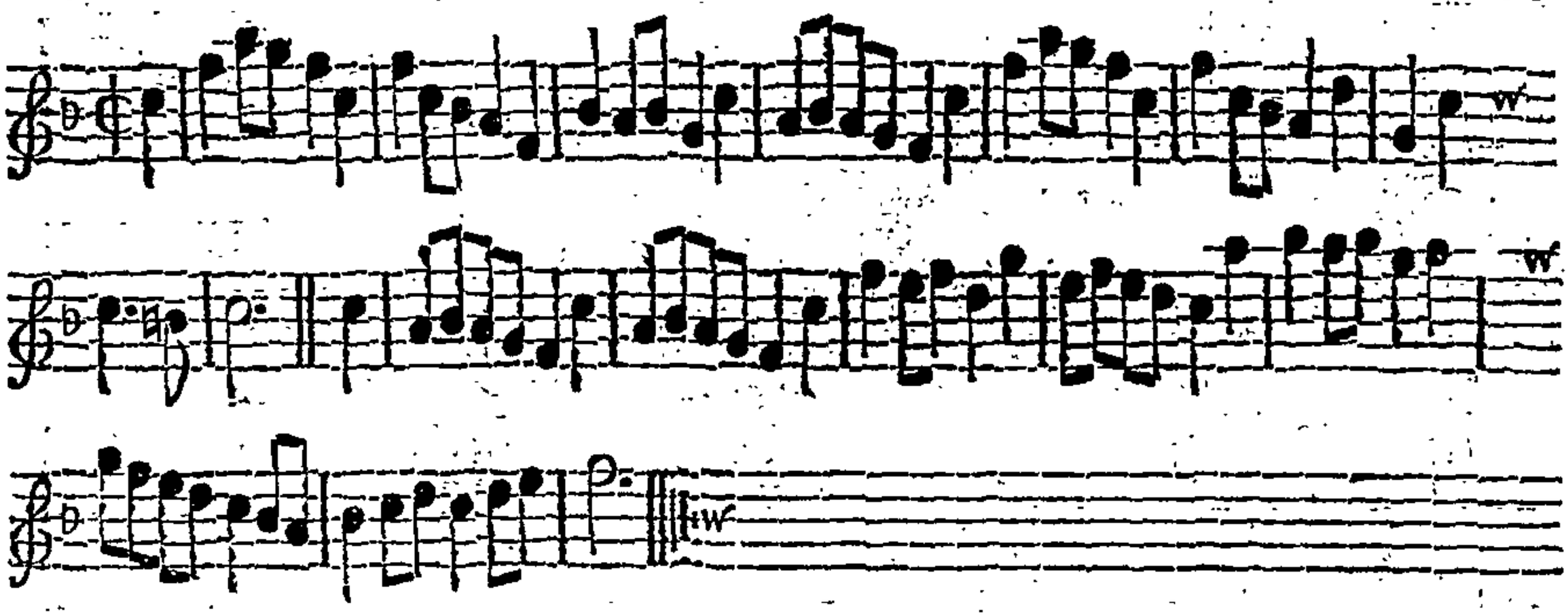
His Majesty's Health. *Longways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

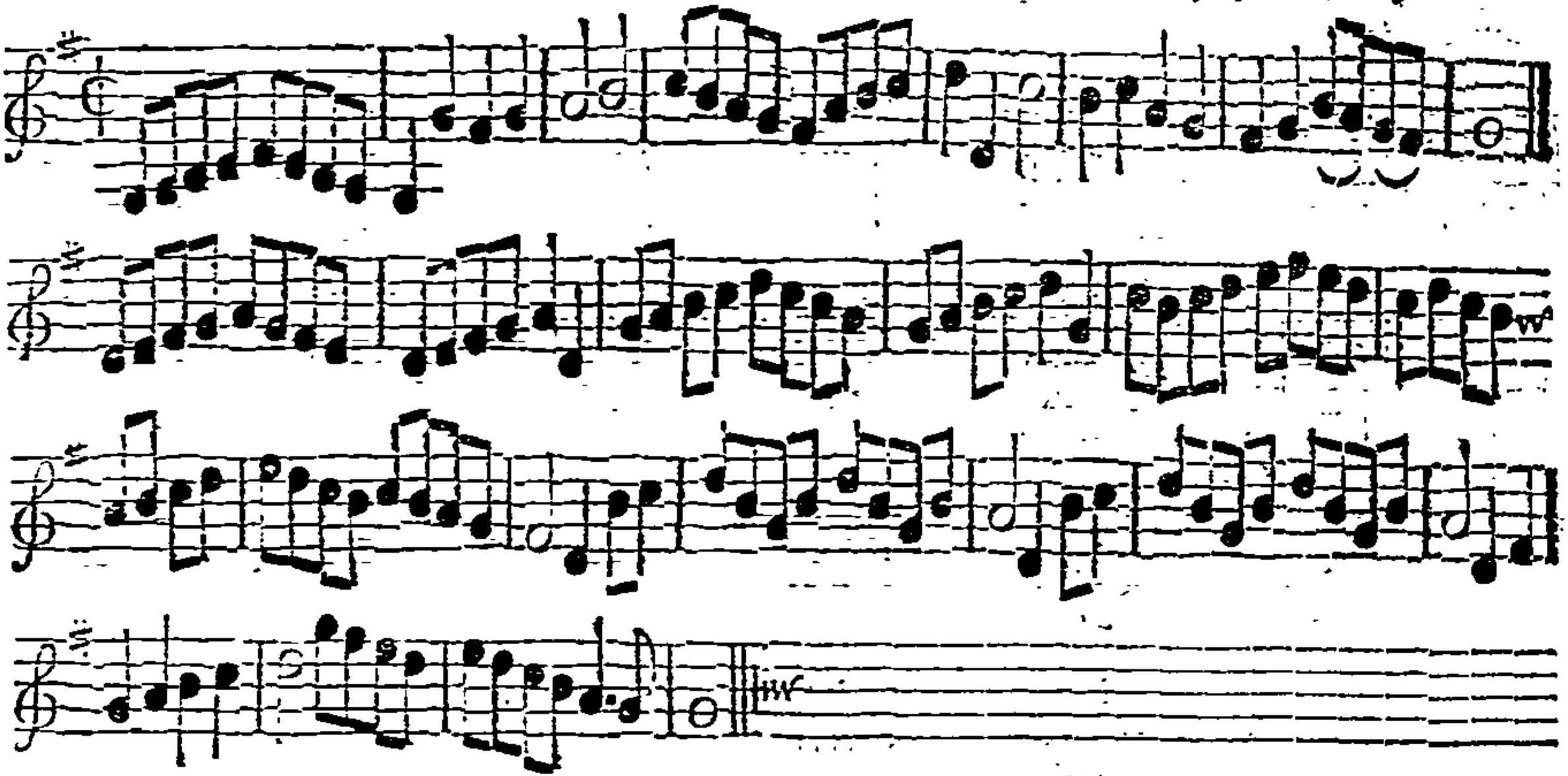
The 1st Cu. take both Hands, turn quite round, and cast off. The 2d Cu. do the same. The 1st Man go to the 2d Wo. and salute her, then fall back to his Place again; then the 2d Man salute the 1st Wo. and fall back again, then right and left half round.

Virgin Pullets. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man go round above his Wo. and figure round the 2d Wo. the 2d Man go round below his We. and figure round the 1ſt Wo. at the ſame Time. The two We. do the ſame. The 1ſt Man turn the 2d Wo. with his right Hand, and the 1ſt Wo. turn the 2d Man with her right Hand. Then all four clap Hands with your Partners, then clap Hands ſides, then with your Partners again, and the 1ſt Cu. caſt off.

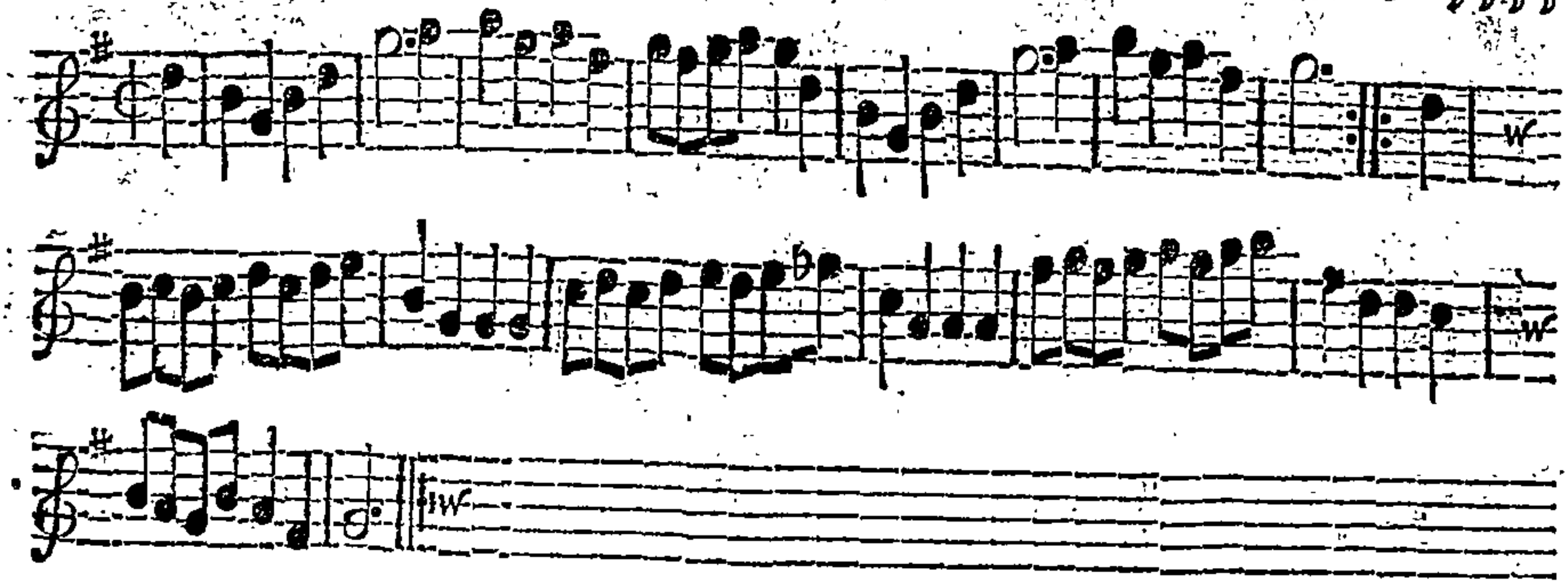


Note, The first Strain is to be play'd twice, and the last but once.

The 1st Cu. cross over below the 2d Cu. and figure thro' the 3d Cu. : The 2d Cu. do the same : The 1st Cu. go between the 2d and 3d We. then cast cast off, and figure thro' the 2d and 3d Men, then the 1st Man fall back with the 2d Cu. and 1st Wo. fall back with the 3d Cu. and cast off, then 1st Wo. cast up, and both turn in the 2d Cu. Place :

Zephirs and *Flora.*

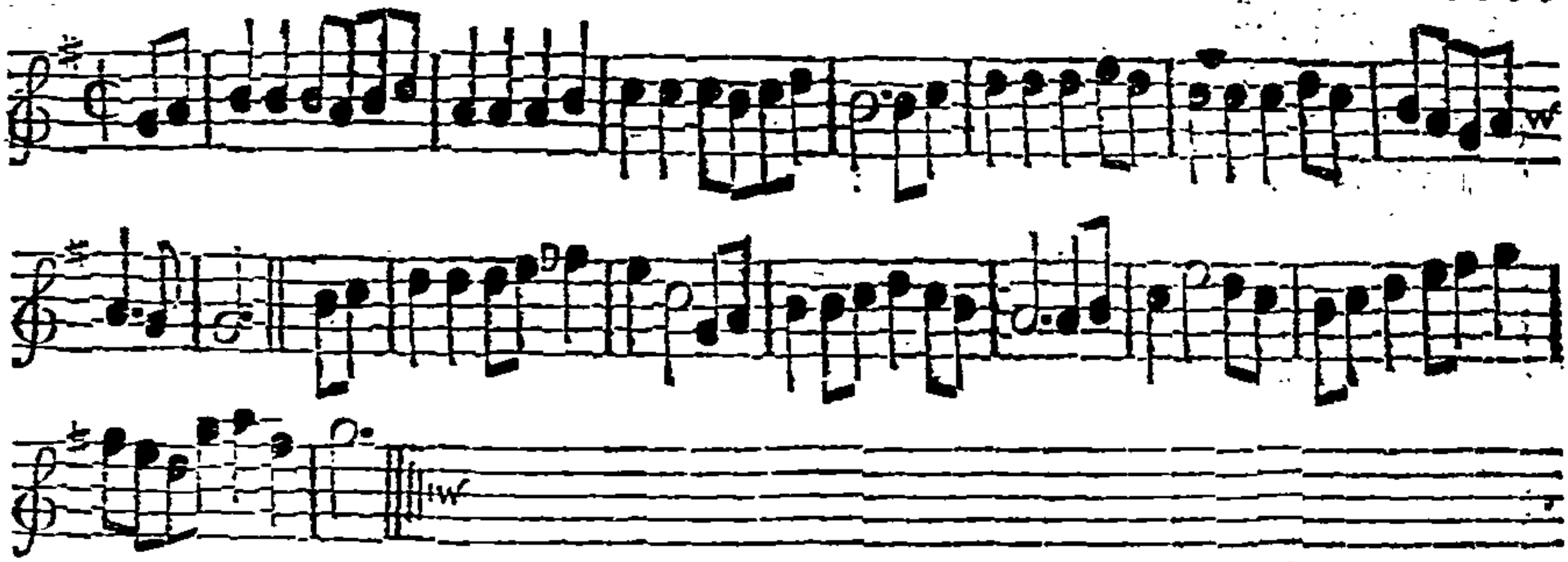
Longways for as many as will.



Note, Each Strain is to be play'd twice over.

The 1ſt Man and 2d Wo. go Back to Back, then give each other their right Hands, and then their left Hands acroſs, and holding ſo change Places. Then the 1ſt Wo. and 2d Man do the ſame. The 1ſt Cu. being in the 2d Cu. Place improper, caſt up and figure round the 2d Cu. which brings them into their own Places proper. The 2d Cu. being in their own Places improper, do the ſame, which brings them to the 1ſt Cu. Place.

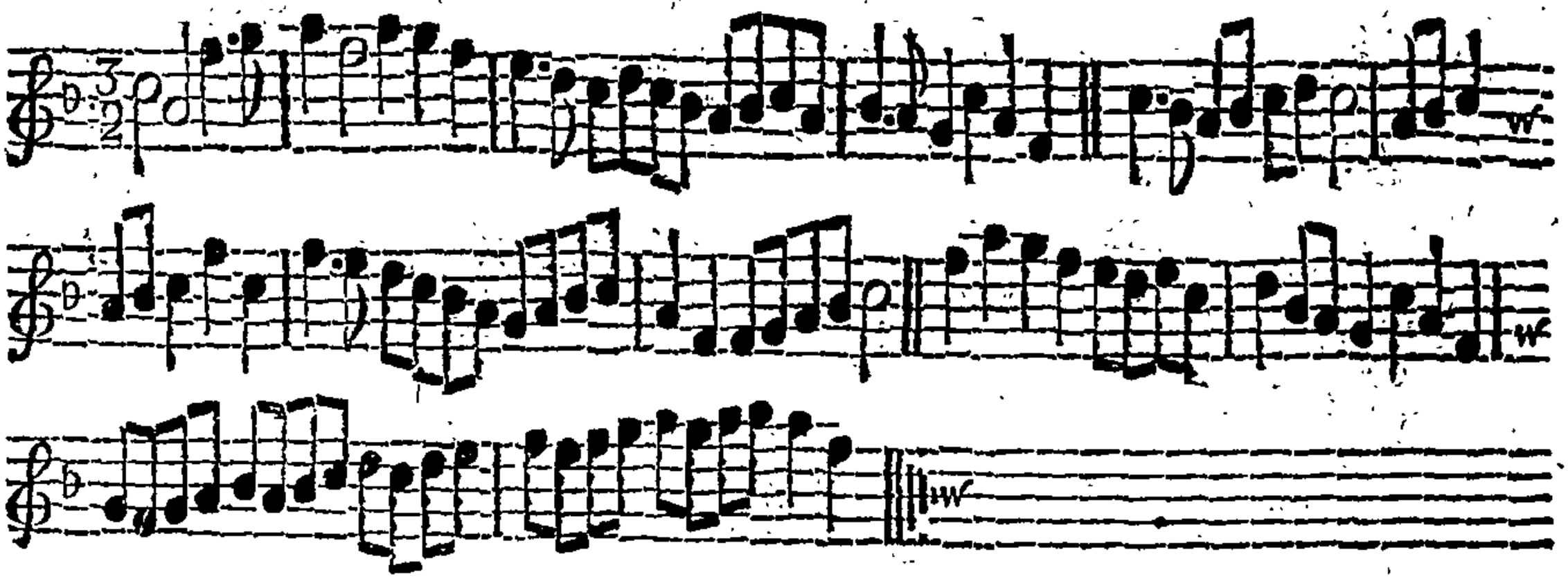
Happy Conclusion. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

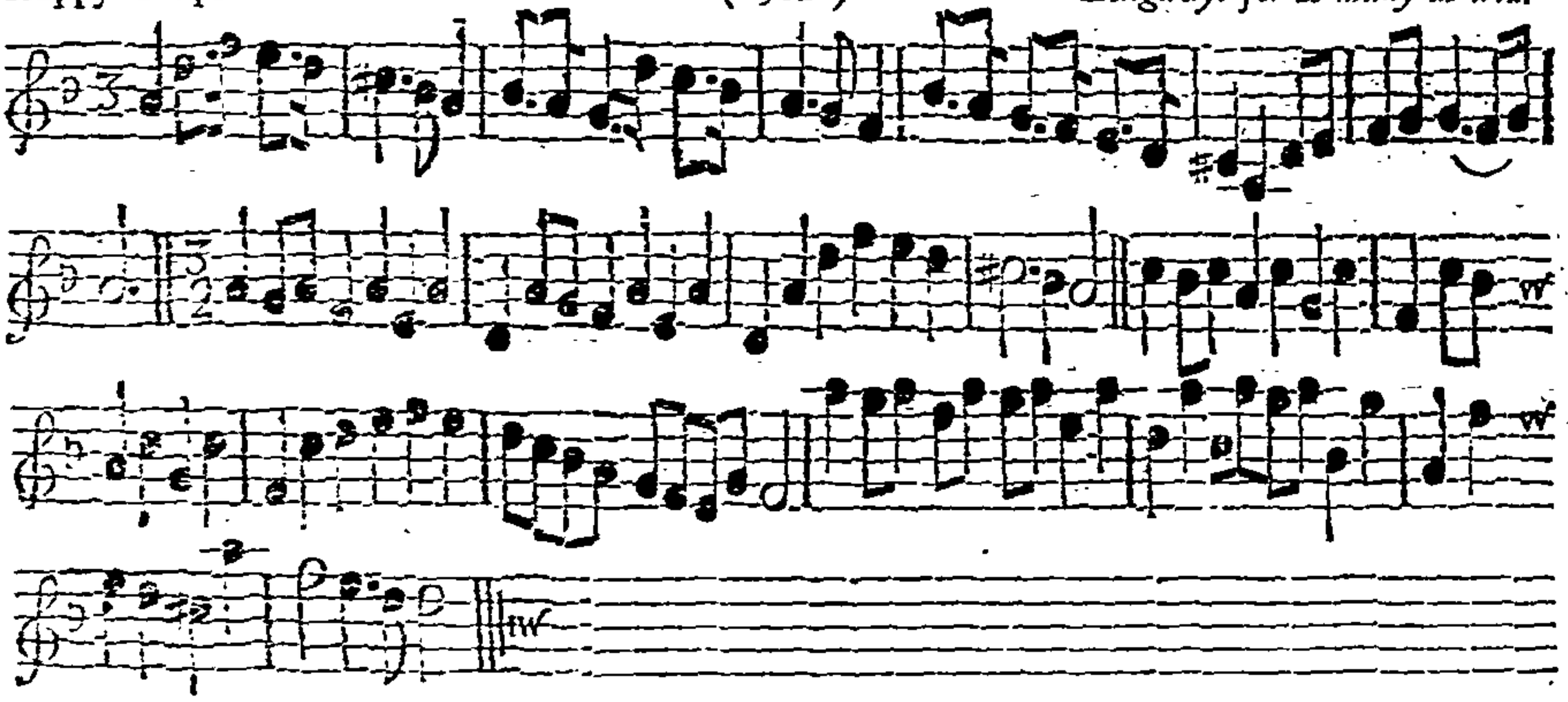
The 1st Cu. lead thro' the 2d Cu. and go on the Outside below the 3d Cu. then lead thro' the 3d Cu. and go on the Outside the 2d Cu. into their own Places again. The 2d Cu. cast up and lead down between the 1st Cu. and go on the Outside below the 3d Cu. and slip up the Middle into their own Places again. The 1st Man change Places with the 2d Wo. and the 1st Wo. with the 2d Man, then 1st Cu. cast up, and the 2d lead down, and turn all four into your own Places. Right Hands and left quite round, the 1st Cu. turn both Hands down the Middle, and the 2d Cu. cast up at the same Time.

Fop's Fancy. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

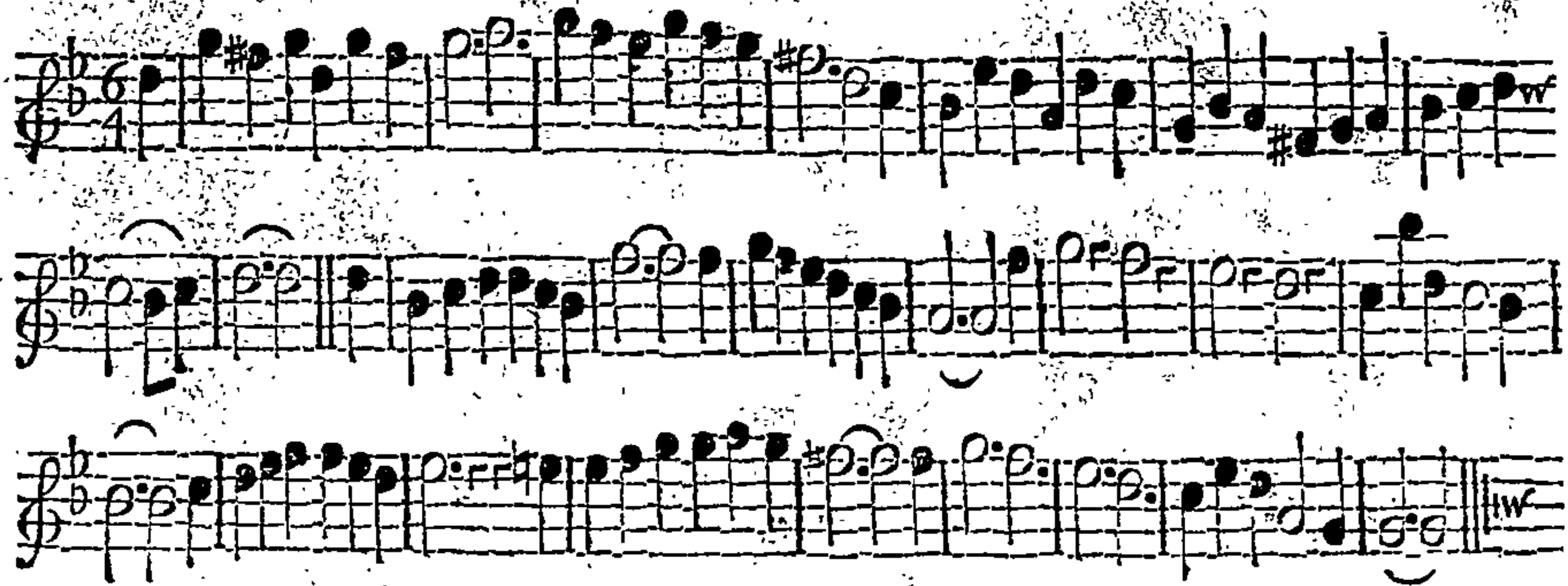
First Cu. take Hands with the 2d Man, and go all three quite round, and turn single. Then all four take Hands and go round back again and turn single. The 1st Man change Places with the 2d Wo. and the 1st Wo. with the 2d Man. Then right Hands and left half round, and each turn his Partner. The 1st Cu. cast off and go Back to Back. Then all four right Hands and left quite round.



Note, Each Strain is to be play'd twice over.

The two first Men set to their Partners and turn single, then change Places and change Sides :_ Then set to each other again as before, and all turn single, the 1st Cu. cross up to the Top, the 2d Cu. change Places at the same Time :_ *Hornpipe:* Then take Hands sides, and fall back, then 1st Cu. cast off :_ Then turn Sides quite round with the 3d Cu. :_ The 1st Man go the Hey with the 3d Cu. the 1st Wo go the Hey with the 2d Cu. at the same Time, then right and left half round with the 2d Cu. :_ The two 1st Cu. lead down abreast, and turn single, and clap Hands each with their Partners twice, with a short Stay between each Clap, then 1st Cu. cast off :_

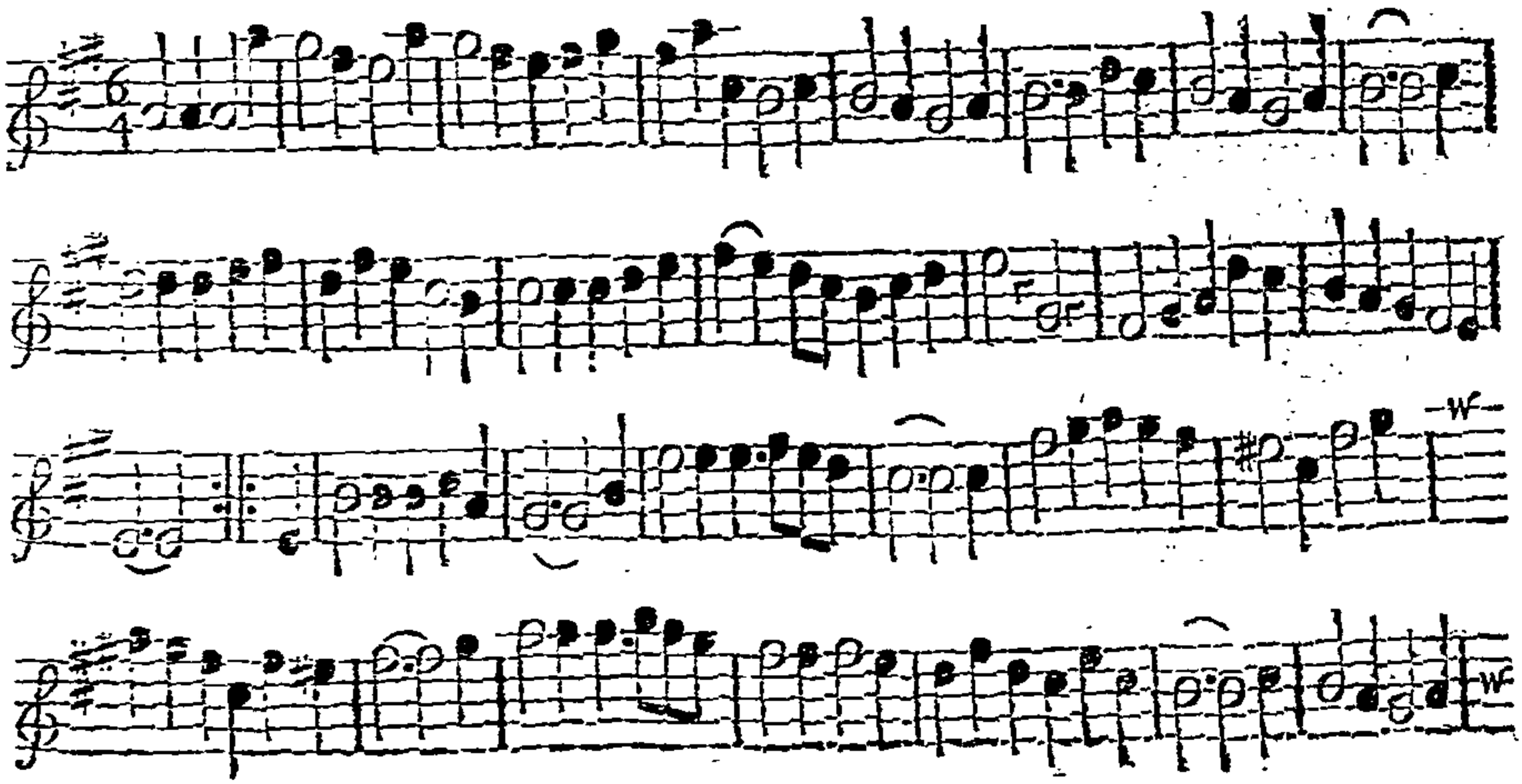
The Rover reform'd. *Longways for as many as will.*

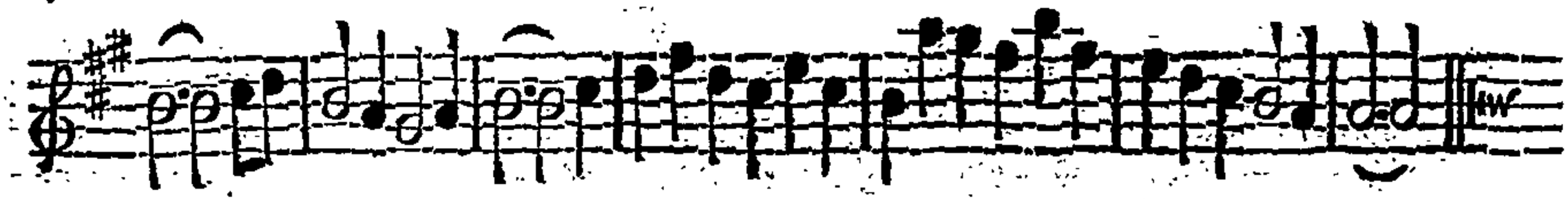


Note, *The first Strain is to be play'd twice, and the last but once.*

The 1st Cu. right Hands and left with the 2d Cu. all lead up and turn single. The 2d Cu. crofs over and figure thro' the 1st Cu. The 1st Cu. take Hands and lead down the Middle to the 3d Wo. and turn her round, then lead up to the Top and caft off.

Queen of Hearts. *Longways for as many as will.*

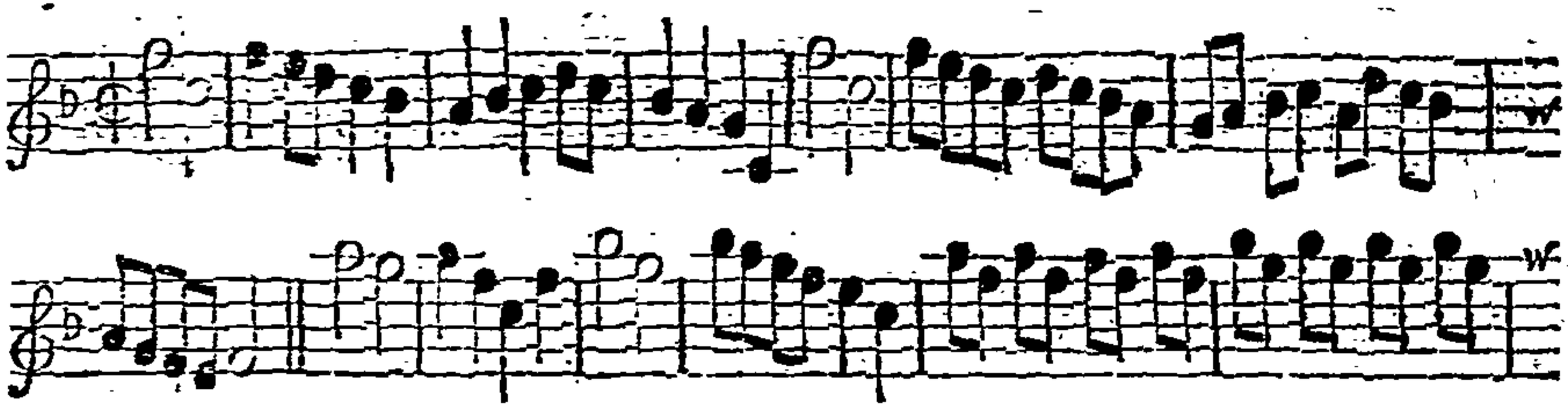


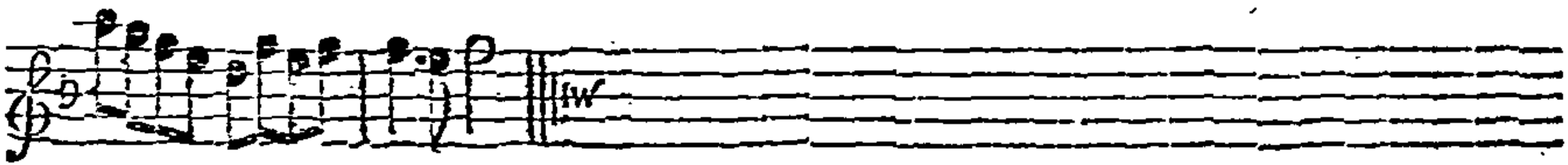


Note, *Each Strain is to be play'd twice over.*

First Man meet the 4th Wo. both fall back three Steps, turn single, and change Places, the 1st Man cast up to his Place above the Men, the 4th Wo. cast off at the same Time below the We. to her Place. First Wo. and 4th Man do the same. First Man change Places with the 2d Wo. the 1st Wo. and 2d Man do the same; then the 1st Cu. lead thro' the 3d Cu. and cast up, right Hands and left Sides half round, lead Sides to the Wall and back again, then 1st Cu. set two Steps forward, and cast off. The 2d Cu. do the same, only instead of casting off, lead down the Middle and cast up.

The tuneful Nightingale. *Longways for as many as will.*



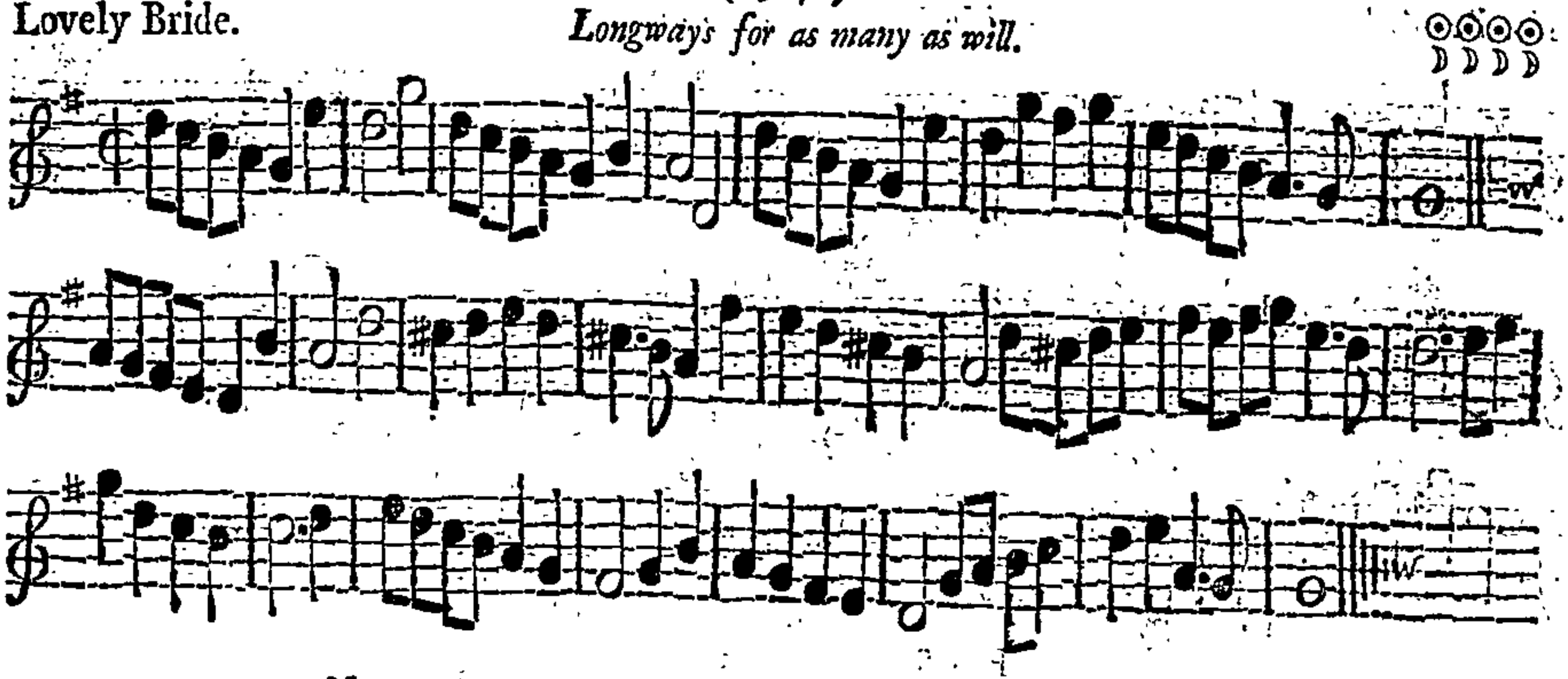


Note, *Each Strain is to be play'd twice over.*

First Man and 2d Wo. go the whole Figure thro' the 1st Wo. and 2d Man. First Wo. and 2d Man do the same. First Man lead his Partner below the 2d Man, and figure thro' the 2d Cu. Set sides, then set to your Partners, fall back two Steps, the 1st Cu. cast off.

Lovely Bride.

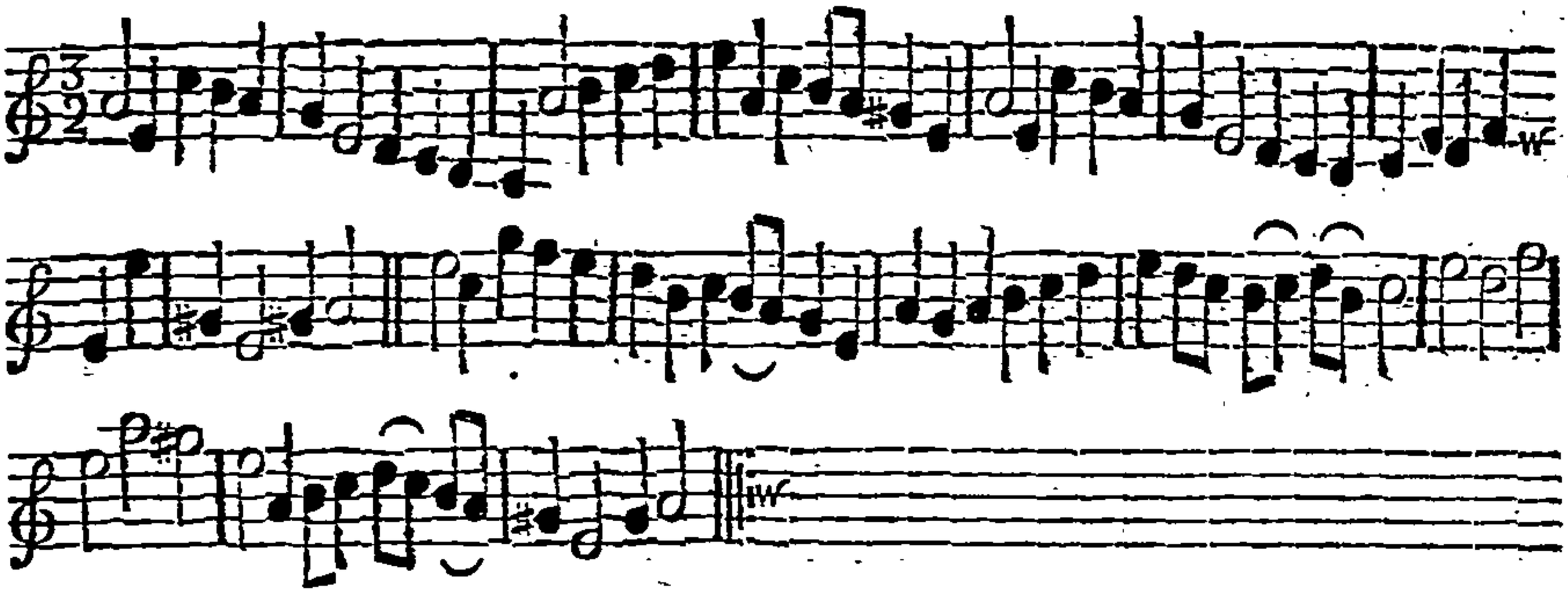
Longways for as many as will.



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Cu. cross below the 2d Cu. then below the 3d Cu. The 1st Wo. cast up, and go round the 2d Man to her Place, the 1st Man follow her to his Place. The 1st Man takes his Wo. by both Hands, and pulls her below the 2d Man, then lead thro' the 3d Cu. and cast up, then set, and slip up the Outside to the Top, and turn your Partner.

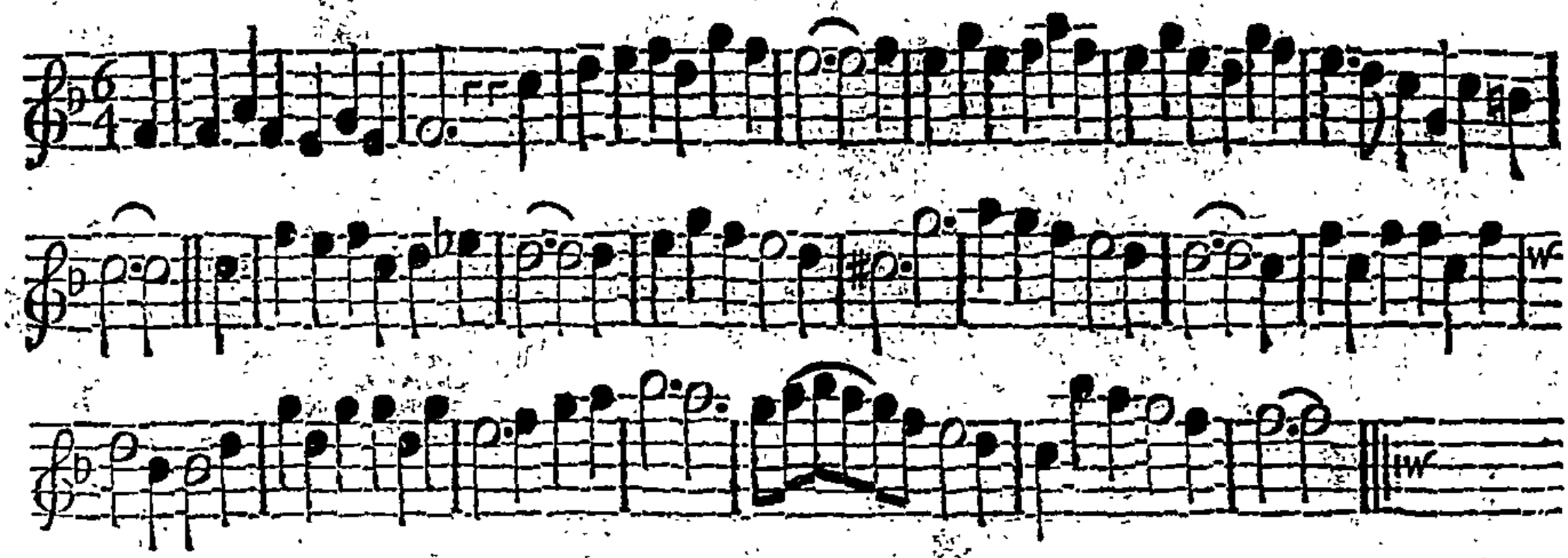
The Bean's Retreat. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

The 2d Wo. caſt off, and go below the 3d Man, the 2d Man at the ſame Time follow her below the 3d Wo. then both caſt up and turn in the 2d Cu. Place. The 1ſt Man caſt off and go below the 3d Wo. his Partner follow him at the ſame Time below the 3d Man, then caſt up and turn. The 1ſt Cu. figure thro' the 2d Cu. and change Places, the 1ſt Man fall between the 3d Cu. and caſt up above the 2d Man, his Partner ſlip between the 2d Cu. at the ſame Time, and caſt off. The 1ſt Cu. figure thro' the 3d Cu. and change Places, lead up abreaſt with the 2d Cu. then 1ſt Cu. caſt off.

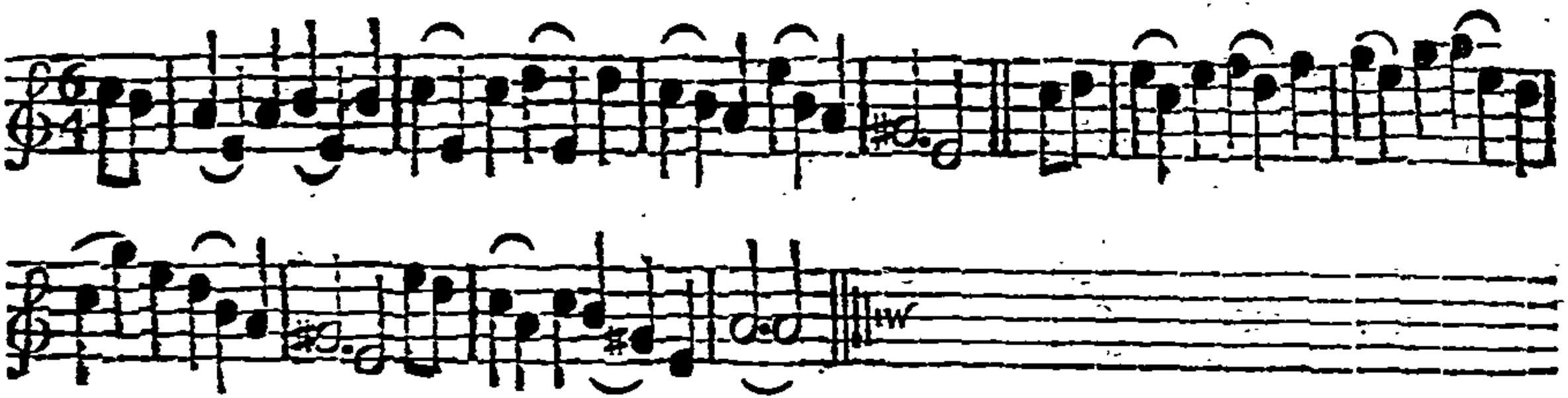
Ever pleasant. *Longways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

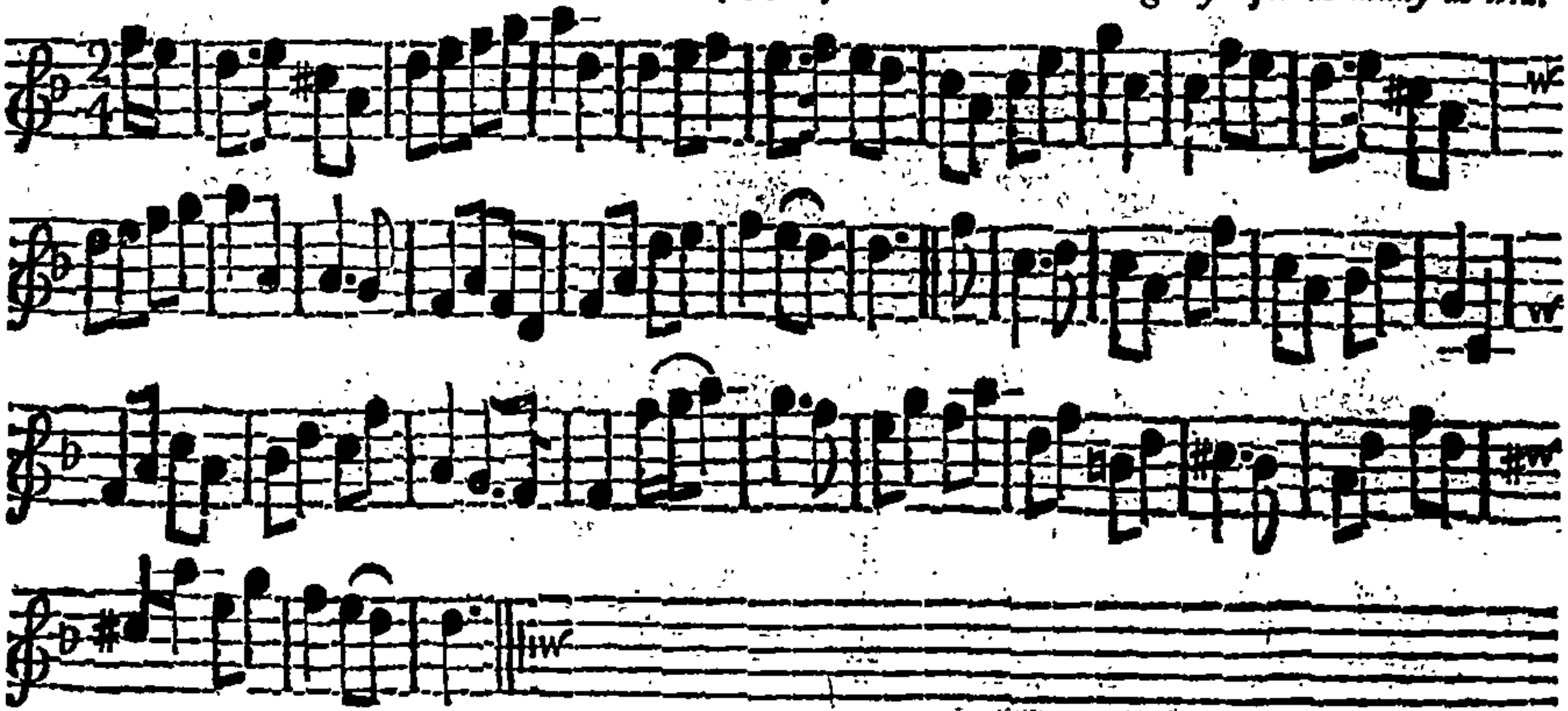
First Man take his Partner by her right Hand, lead her round him down the Middle, set sides to the 3d Cu. and turn single. First Wo. lead her Partner round her to the Top, then cross over below the 2d Cu. First Cu. set and slip on the Outside below the 2d Cu. then right Hands and left half round, and the 1st Cu. cast off.

As quick as you pleaſe. *Longways for as many as will.*



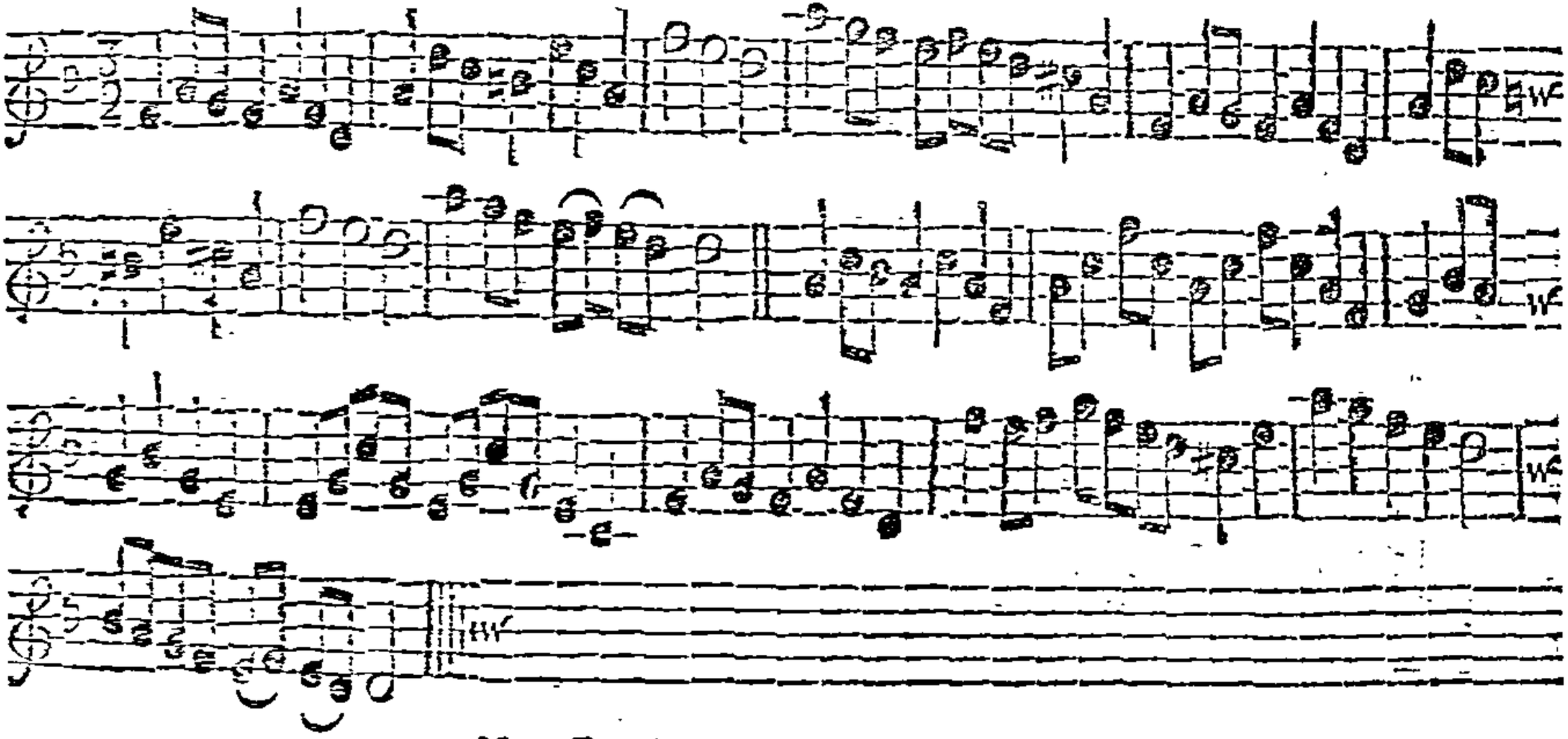
Note, *Each Strain is to be play'd twice over.*

All four ſet acroſs, the 1ſt Cu. caſt off. Then ſet acroſs with the 3d Cu. and caſt off. The 1ſt Cu. lead up to the Top and caſt off. The 1ſt and 2d Cu. go the Hey, which brings the 1ſt Cu. into the 2d Cu. Place proper.



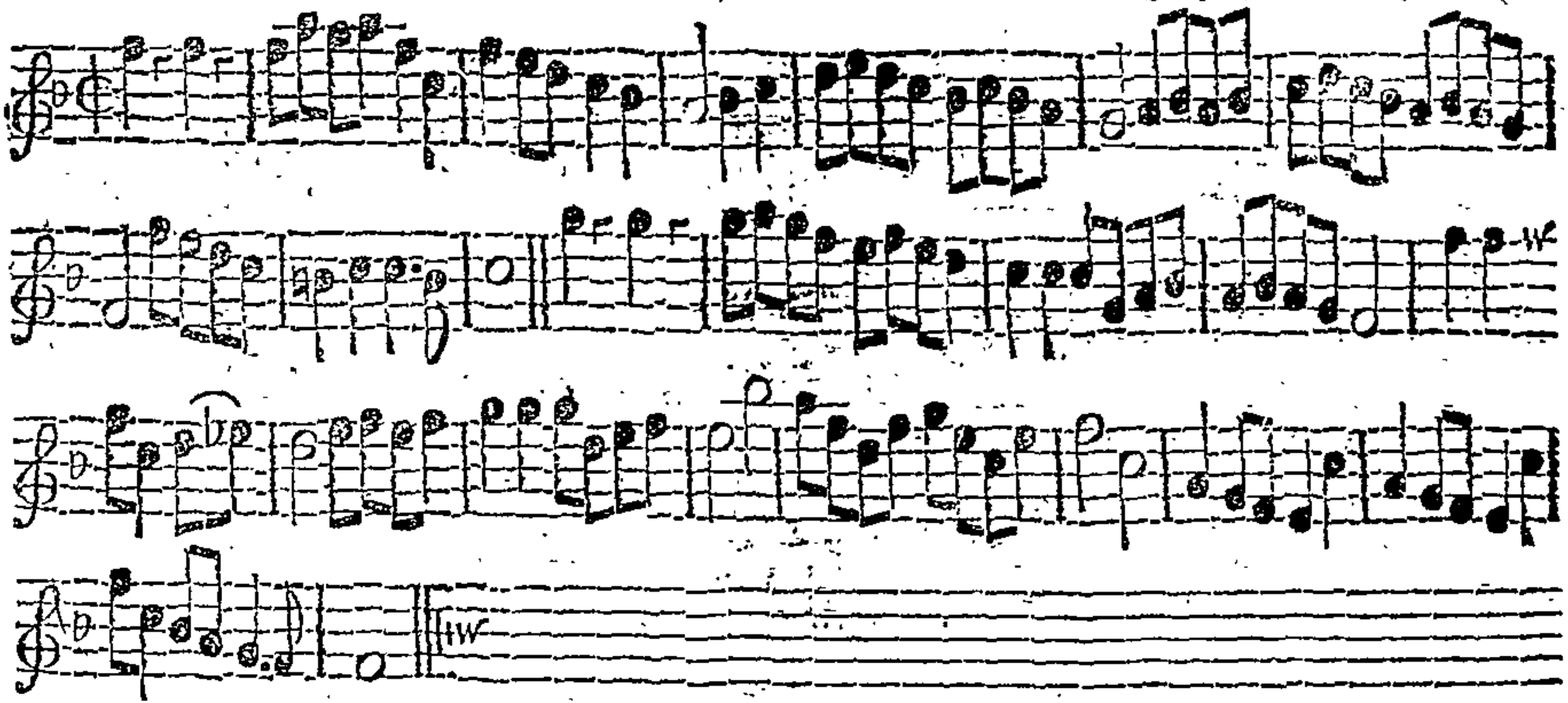
Note, Each Strain is to be play'd twice over.

First We. cast off, and her Partner follow her below the 2d Wo. flip inside below the 3d Cu. fall back sides, cast up and turn in the 2d Cu. Place proper. The 2d Cu. do the same. First Man figure thro' the 2d and 3d We. 1st Wo. figure at the same Time thro' the 2d and 3d Men, then set in the Top, and change Places. Fall back sides, then the 2d Cu. flip into the 1st Cu. Place, figure thro' the 3d Cu. and turn into the 2d Cu. Place.



Note, Each Strain is to be play'd twice over.

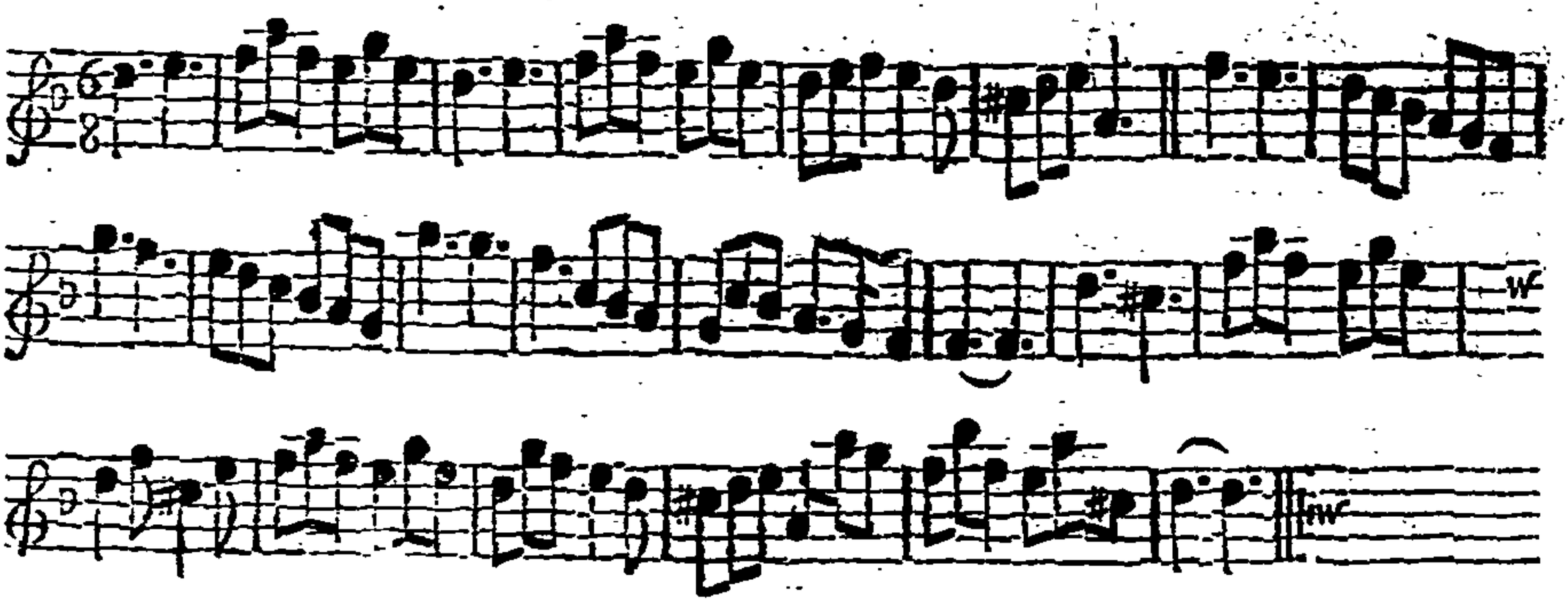
First Cu. dance down the Middle, cross over below 3d Cu. then slip outside above the 3d Cu. and change Places. The 2d Cu. do the same. First Wo. set to the 2d Wo. and cast off; then the 1st Wo. set to the 2d Man and cast off, then all Four turn single. Clap Hands, then Sides, then your Thighs, clap Hands again, then clap across twice, then with your Partner, then 1st Cu. cast off and turn.



Note, Each Strain is to be play'd twice over.

The 1ſt Man points at the 2d Wo's Eyes, then lifts up both his Hands, and turns her quite round, then turn ſingle. The 2d Man and 1ſt Wo. do the ſame. The 1ſt Cu. ſet and caſt off, ſet acroſs to the 3d Cu. and turn ſingle, lead down the Middle and caſt up. Firſt Cu. caſt up to the Top, firſt Man change Places with the 2d Wo. the 1ſt Wo. and 2d Man do the ſame, and turn all half round, then 1ſt Cu. ſet and caſt off.

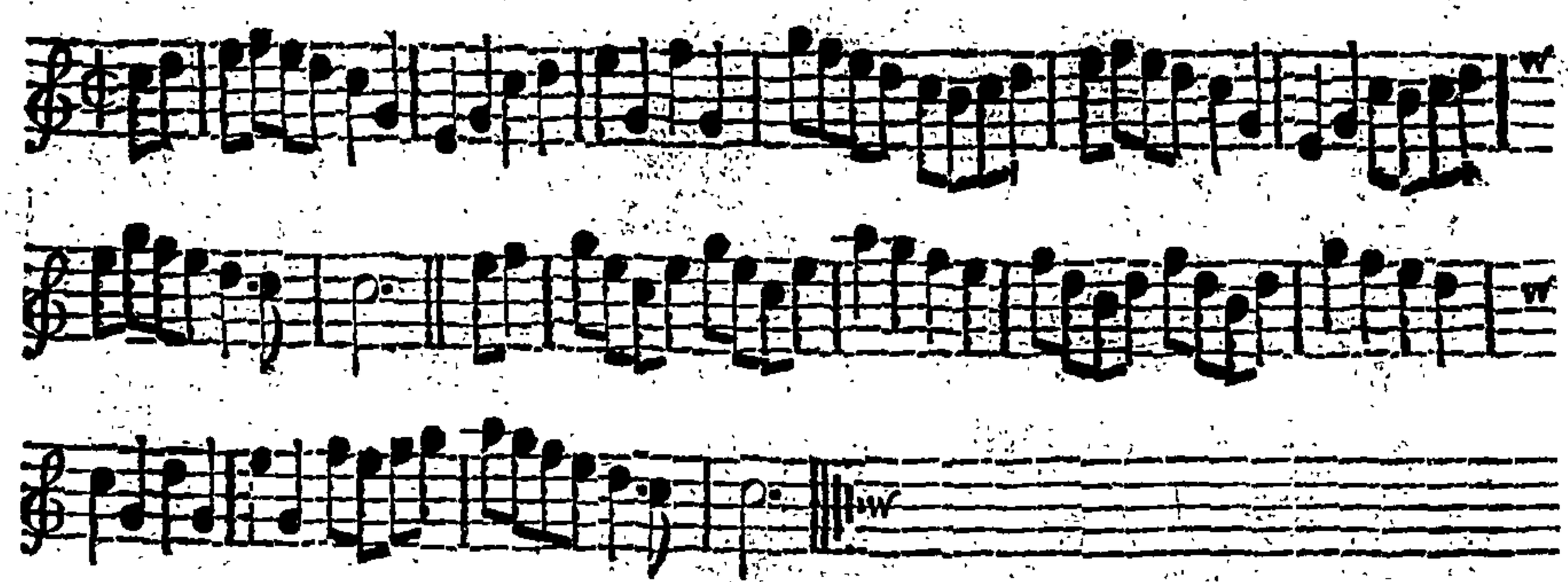
Highlander's Wedding. *Longways for as many as will.*



Note, *The first Strain is to be play'd twice, and the last but once.*

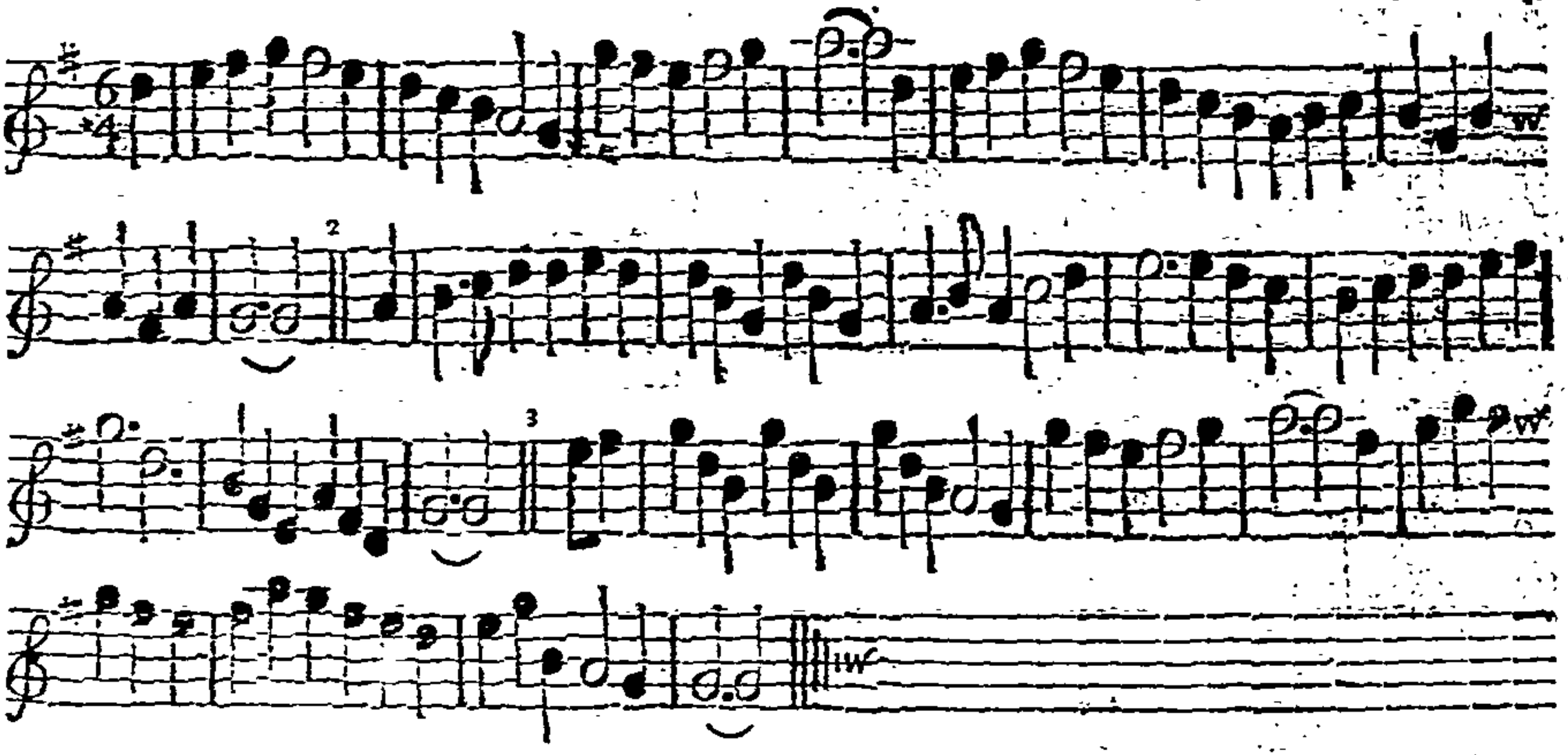
First Man and 2d Wo. dance round each other to their Places. First Wo. and 2d Man do the same. Right Hands and left Sides half round, all turn single and dance round into your Places, then 1st Cu. cast off.

British Toper. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

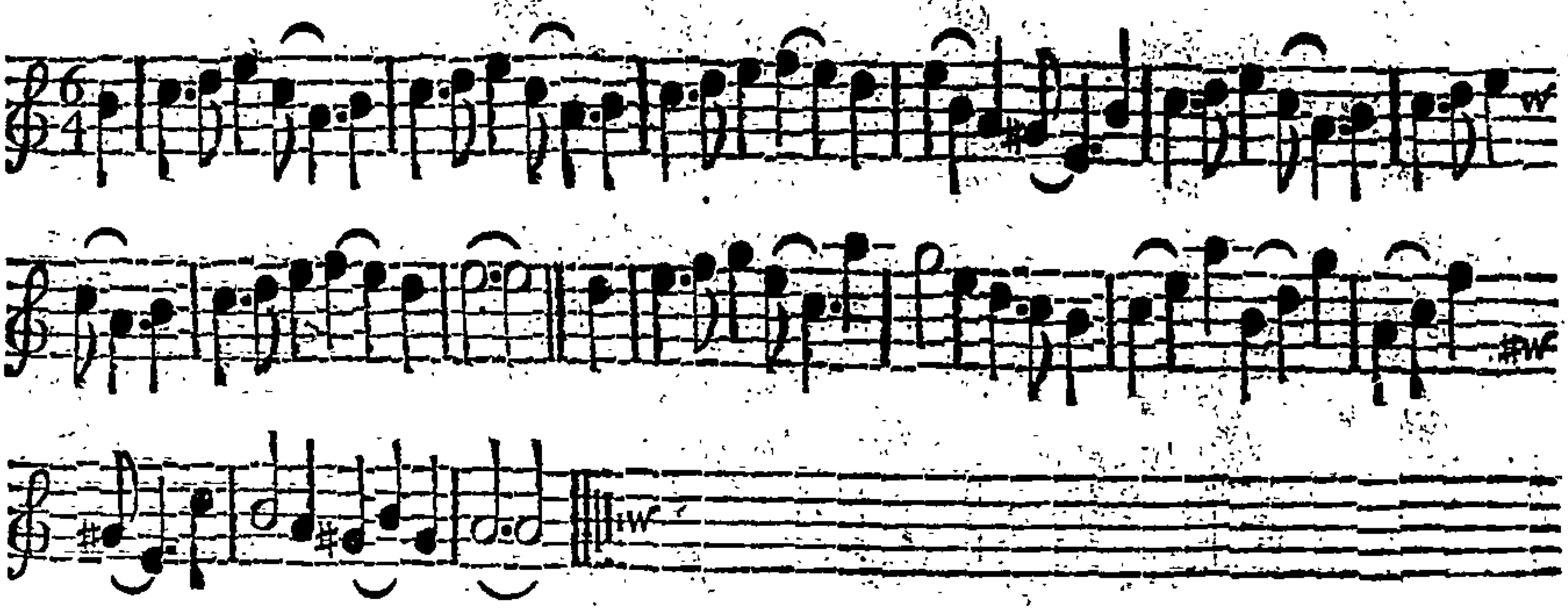
The 1ſt Cu. go the whole Figure thro' the 3d Cu. The 2d Cu. do the ſame. The 1ſt Cu. figure contrary Sides, meet in the Middle, and turn Partners quite round. Lead to the Wall, Sides, the 1ſt Cu. ſlip the 2d Cu. below them, ſet two Steps and caſt off.



Note, Each Strain is to be play'd twice over.

The 1st four Cu. dance to each other, then turn single and change Places. Then dance as before, turn single and change Places. The 1st Cu. go inside and outside below the 4th Cu. and turn single. Take all Hands, turn half round and back again. The 1st Cu. lead up to the Top and turn single. Then figure thro' the 2d Cu. and turn down the Middle.

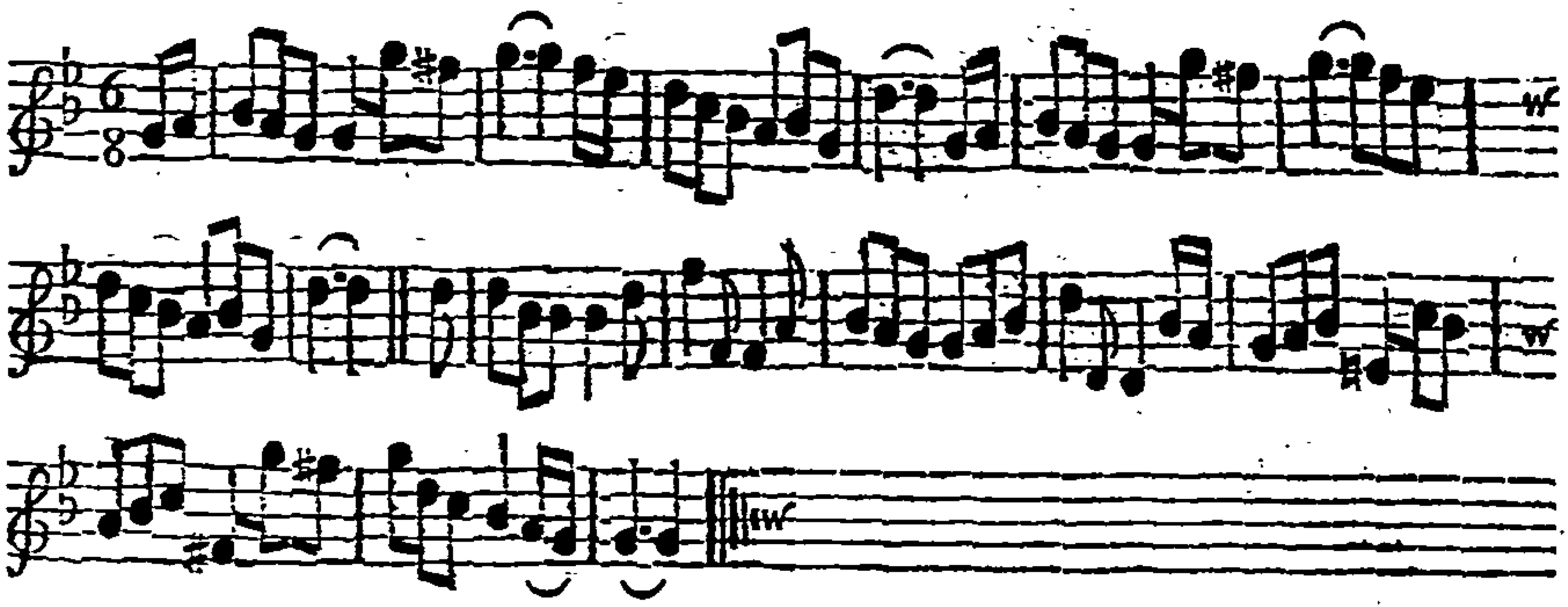
Flora's Vagaries. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

First Cu. take Hands, set to the 2d Cu. and cast off, then set to the 3d Cu. and turn single. First Cu. cross up to the Top, and figure thro' the 2d Cu. First Cu. set, 1st Man cast off and go below the 3d Man, the 1st Wo. follow him below the 2d Man at the same Time. First Wo. cast up and figure round the 2d Wo. the 1st Man at the same Time follow her above the 2d Man, then both cast off.

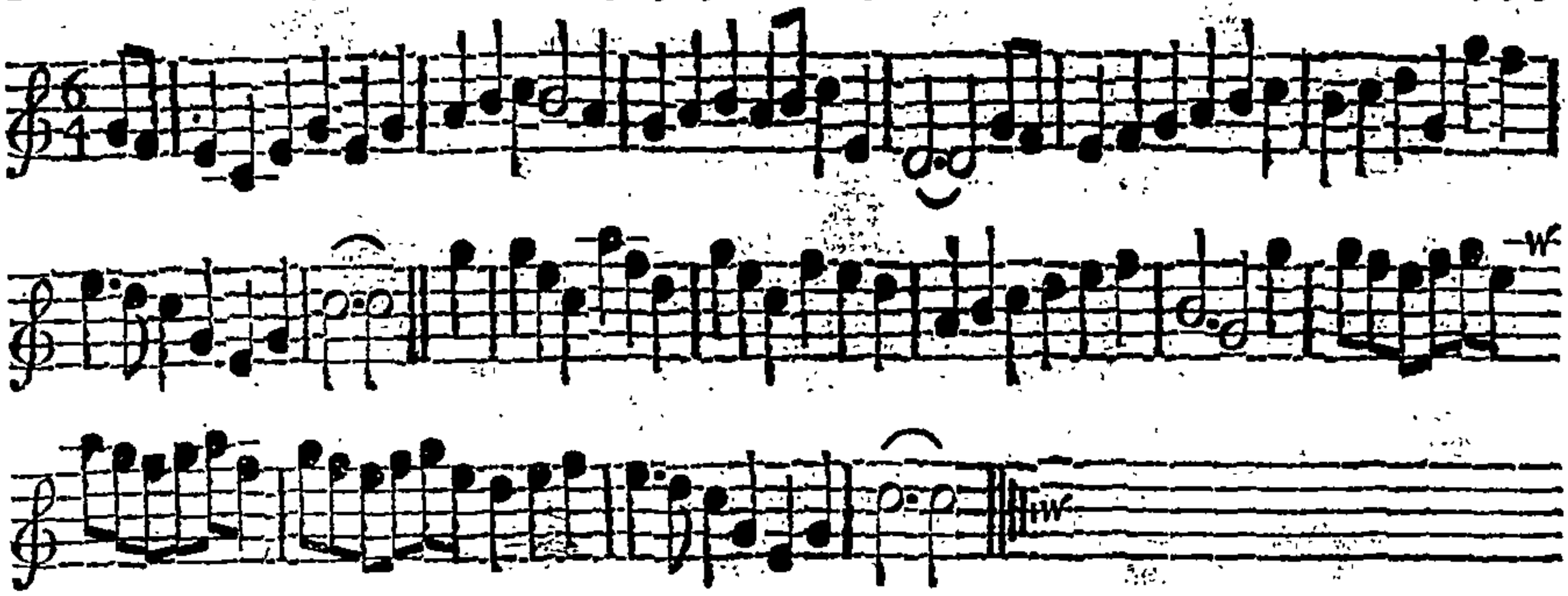
A Health to all honeſt Men. *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

The 1ſt and 2d Men ſet to their Partners and turn ſingle, then turn Sides. Then ſet and turn ſingle all four and turn your Partners. The 1ſt Man change Places with the 2d Wo. and the 1ſt Wo. with the 2d Man, and caſt off. The 1ſt Man take his Partner by both Hands and draw her quite round the 1ſt Cu. and round the 2d Cu. into the 2d Cu. Place.

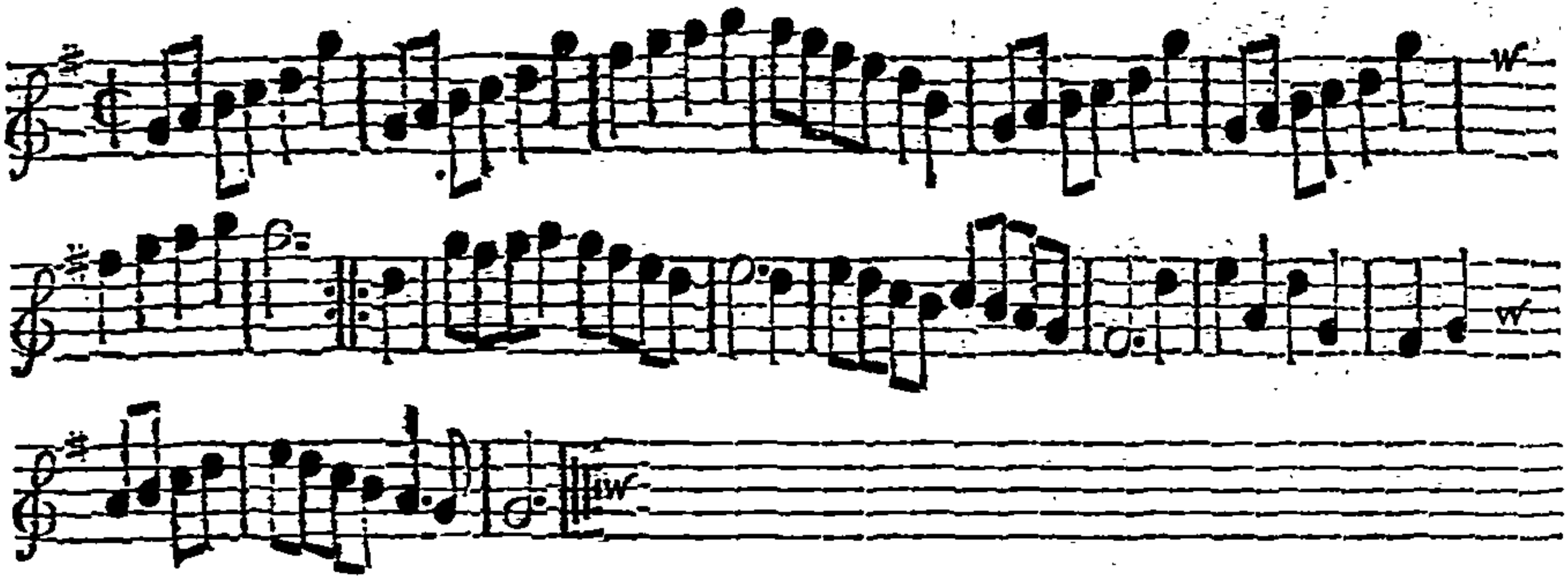
Dorinda's Tea-Table. ***Longways for as many as will.***



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man ſet to the 2d Wo. then turn the 2d Man quite round, the 2d Wo. turn the 1ſt Wo. quite round at the ſame Time. The 1ſt Wo. and 2d Man do the ſame. Firſt and 2d Cu. clap Hands with your Partners, turn ſingle, take Hands, and go half round. Take Hands and go half round, all turn ſingle, then 1ſt Cu. clap Hands and caſt off.

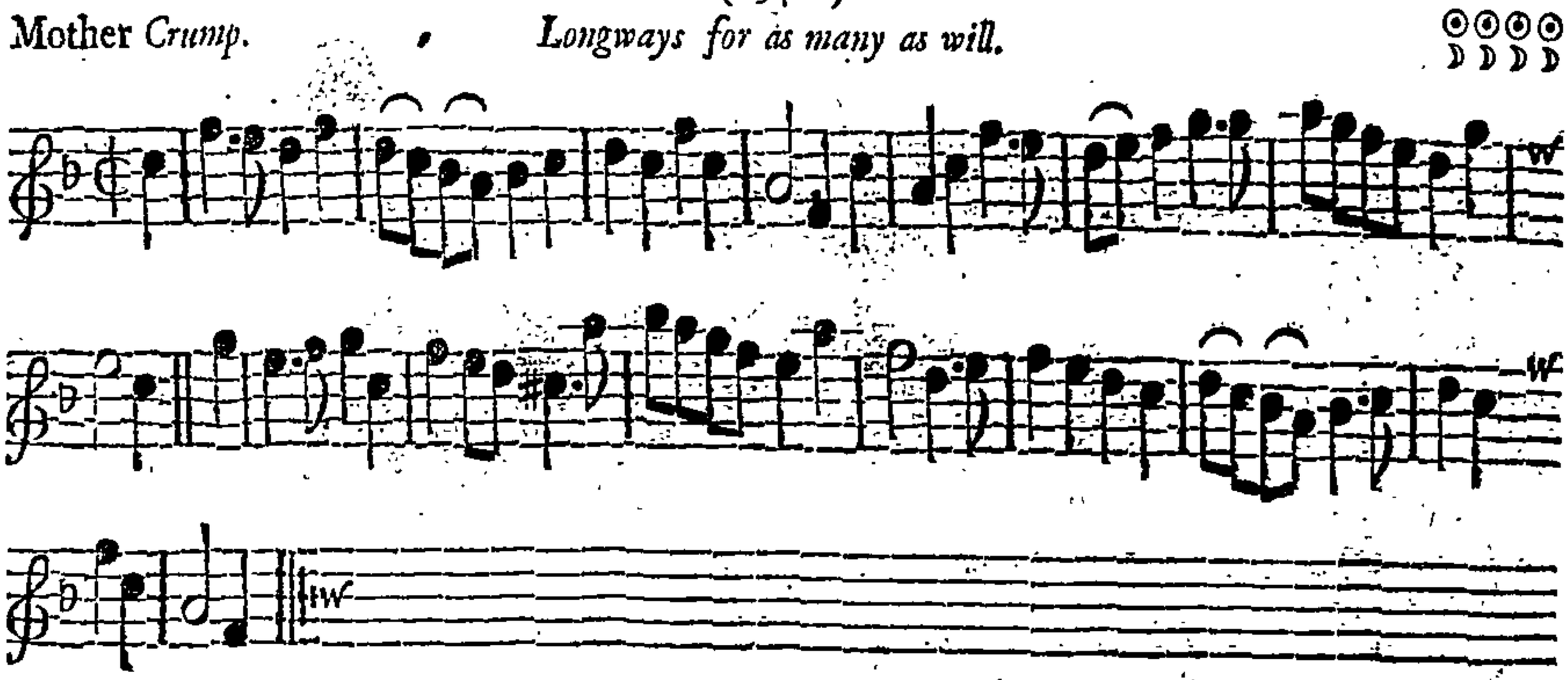
Dudmaſon Hall. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Cu. fall back four Steps down the Middle in the 2d Cu. Place improper, then croſs over below the 3d Cu. Then fall round each other as before up the Middle above the 3d Cu. and croſs up to the Top. The 1ſt Cu. go the Hey ſides with the 2d and 3d Cu. The 1ſt Man change Places with the 2d Wo. the 1ſt Wo. and 2d Man do the ſame, take Hands and go half round, the 1ſt Cu. caſt off.

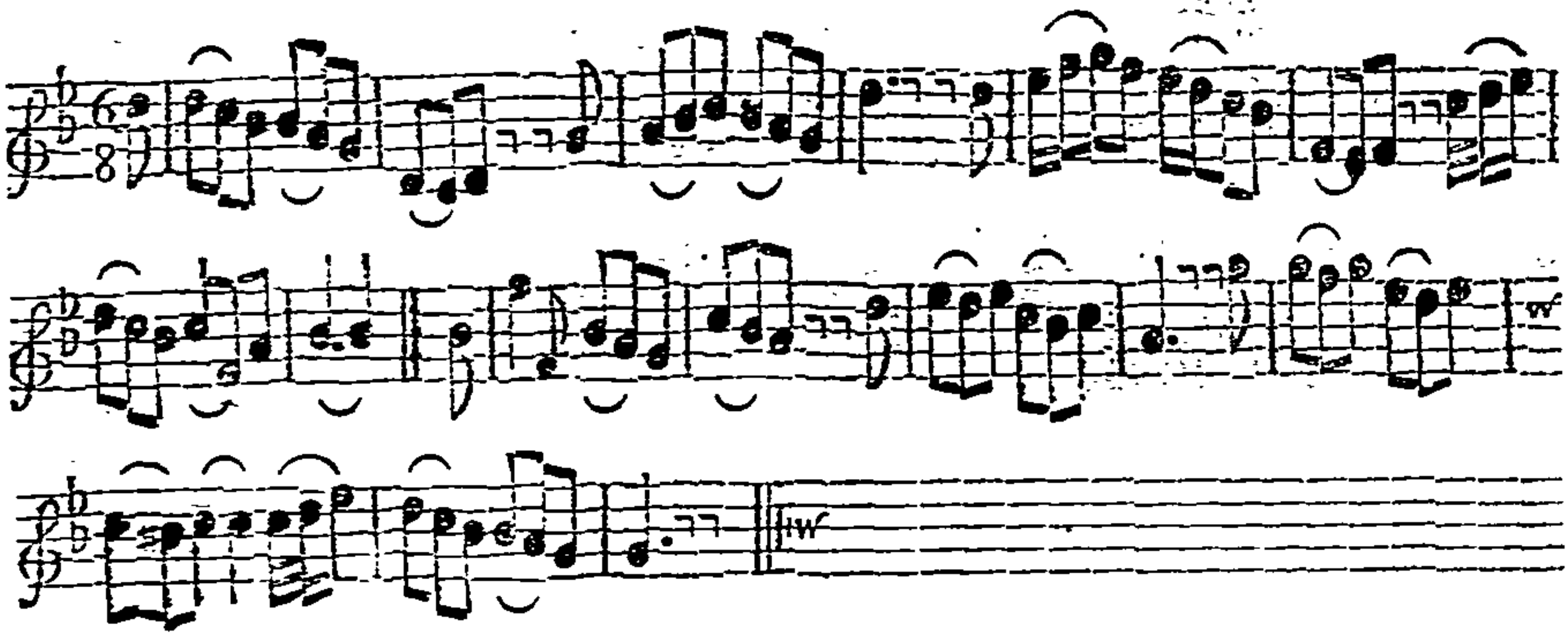
Mother *Crump.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

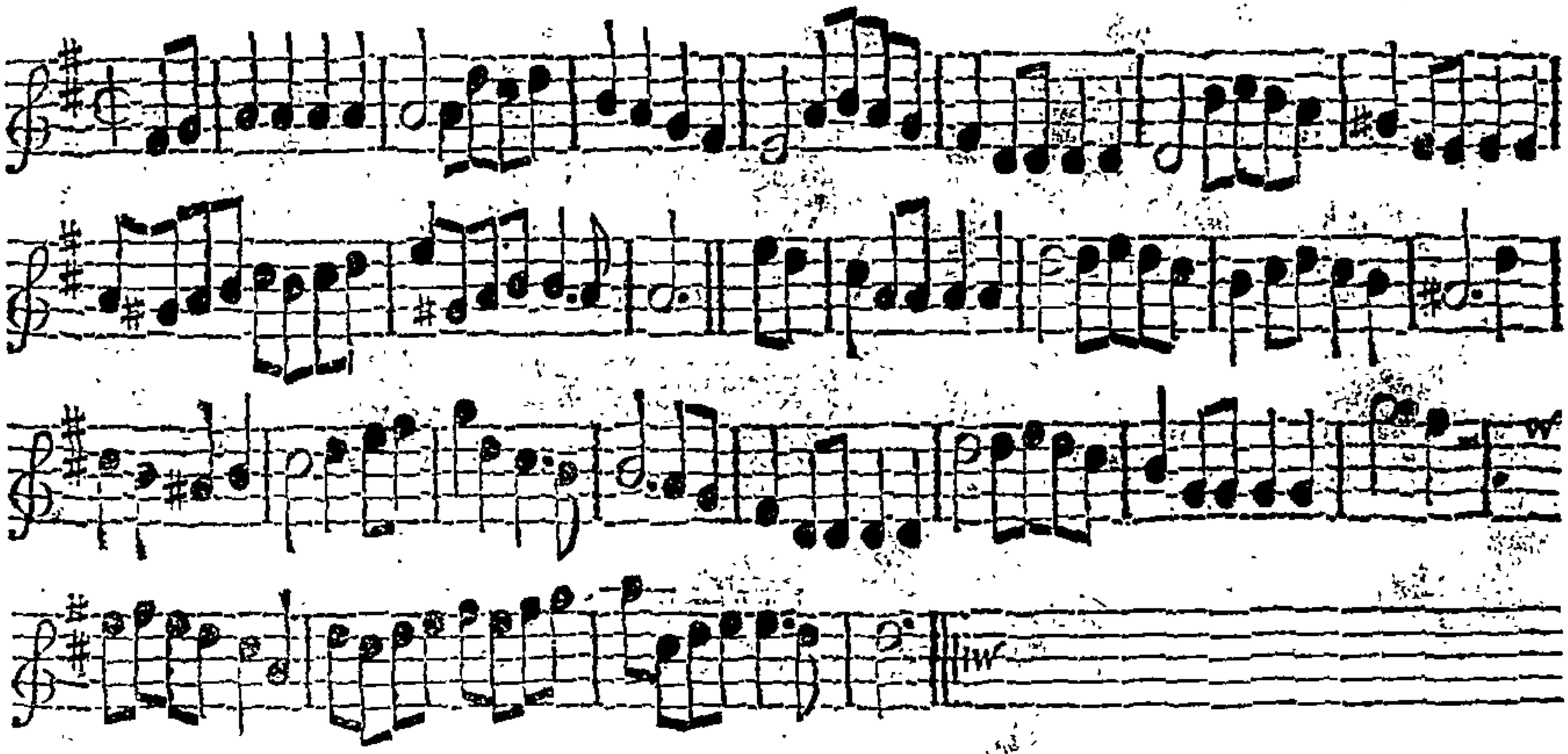
First Man points at the 2d Wo's Nose, then lifts up both Hands and turns her round, then turn single. The 1st Wo. and 2d Man do the same. The 1st Cu. set and cast off below the 3d Cu. then set and cast up again. Then turn single, and right and left quite round.

Chloe's Farewel. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

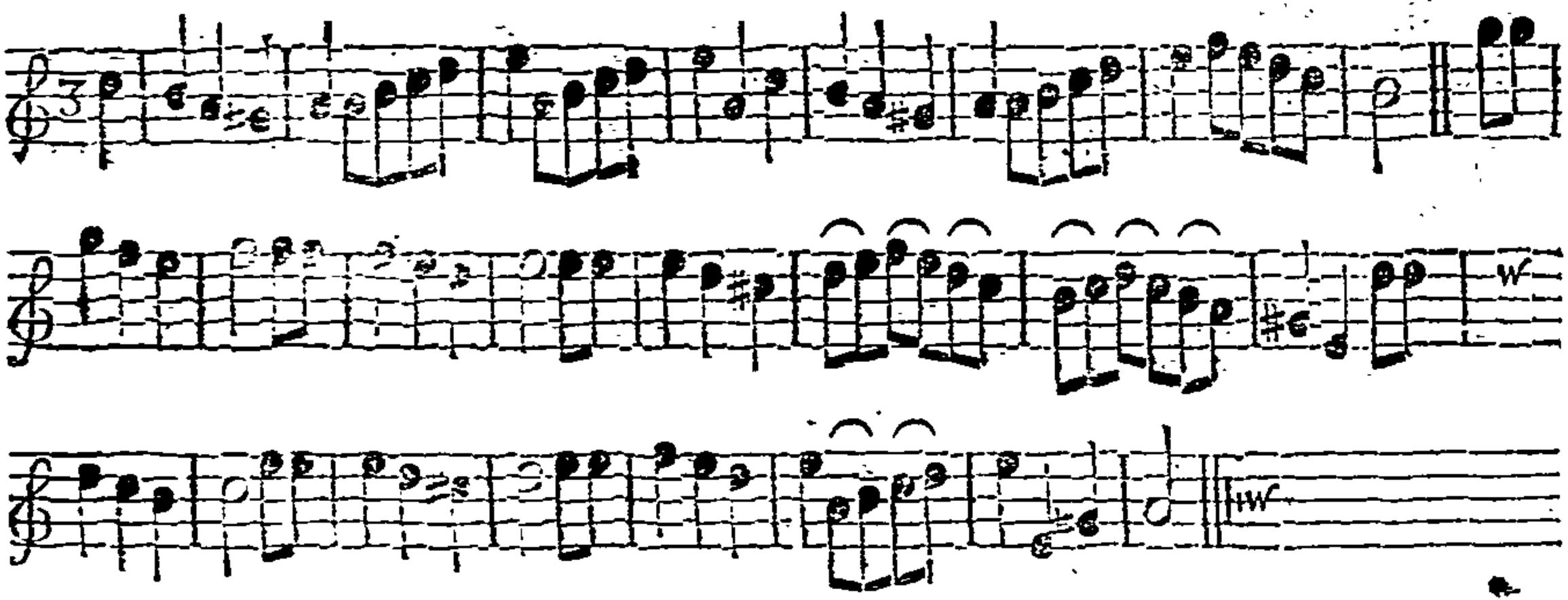
First Wo. figure thro' the 3d Cu. then outside the 2d Wo. to her Place, the 2d Man go the whole Figure thro' the 3d Cu. at the same Time. First Man and 2d Wo. do the same. First Man take his Partner by both Hands and lead her on the Outside below the 2d Man, set to the 3d Wo. then to the 3d Man, and turn sides quite round. First Wo. cast up and go to her Partner's Place, he follows her at the same Time, they go round each other proper, and turn down the Middle.



Note, The first Strain is to be play'd twice, and the last but once.

First Cu. cross over below the 2d Cu. set sides with the 3d Cu. and turn Partners quite round :. Then cross above the 2d Cu. set sides and turn quite round :. The 1st and 2d Men take Hands with their Partners, lead to the Wall, and cast off into their Places, 1st Cu. cast off, then right Hands and left quite round :.

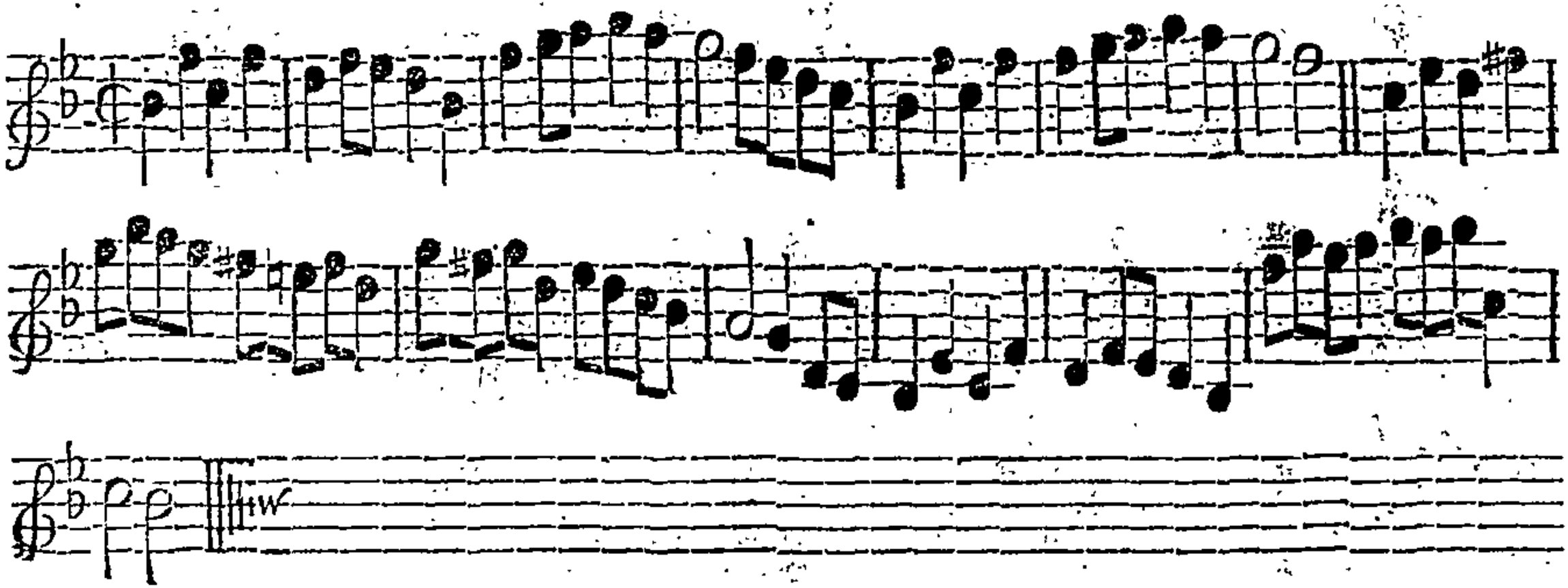
Joy after Sorrow. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

First Man go down the Middle below the 3d Wo. the 1st Wo. flip outside to meet her Partner, and turn single, the 1st Wo. flip up the Middle to the Top, her Partner flip outside the Men, both turn single :_ First Cu. set, go the Hey sides with the 2d and 3d Cu. :_ The 1st Man take the 2d Wo. by her left Hand, lead her to the 3d Cu. and turn single, figure between the 1st Wo. and 2d Man and turn :_ Then 1st Cu. take Hands with the 2d Wo. and go round 'till you are improper in the 2d Cu. Place, cross up the Middle to your Place, fall back one Step, and cast off :_

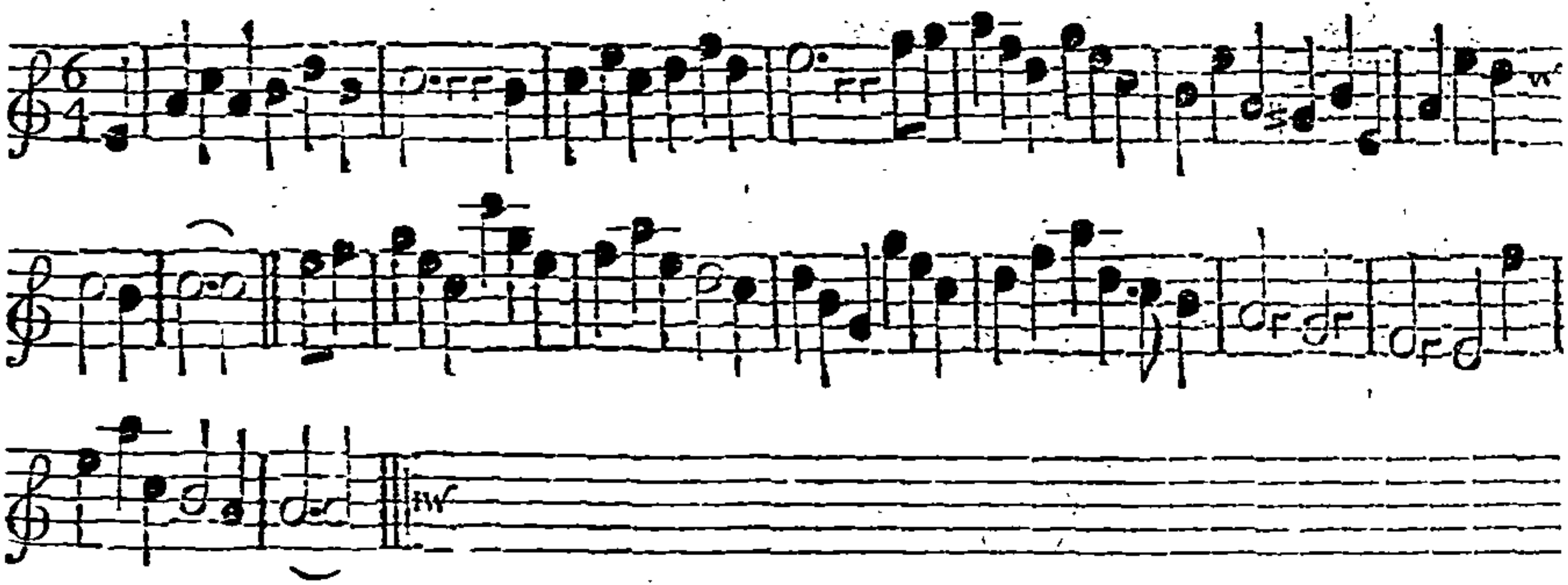
Conſtant *Leander.* *Longways for as many as will.*



Note: Each Strain is to be play'd twice over.

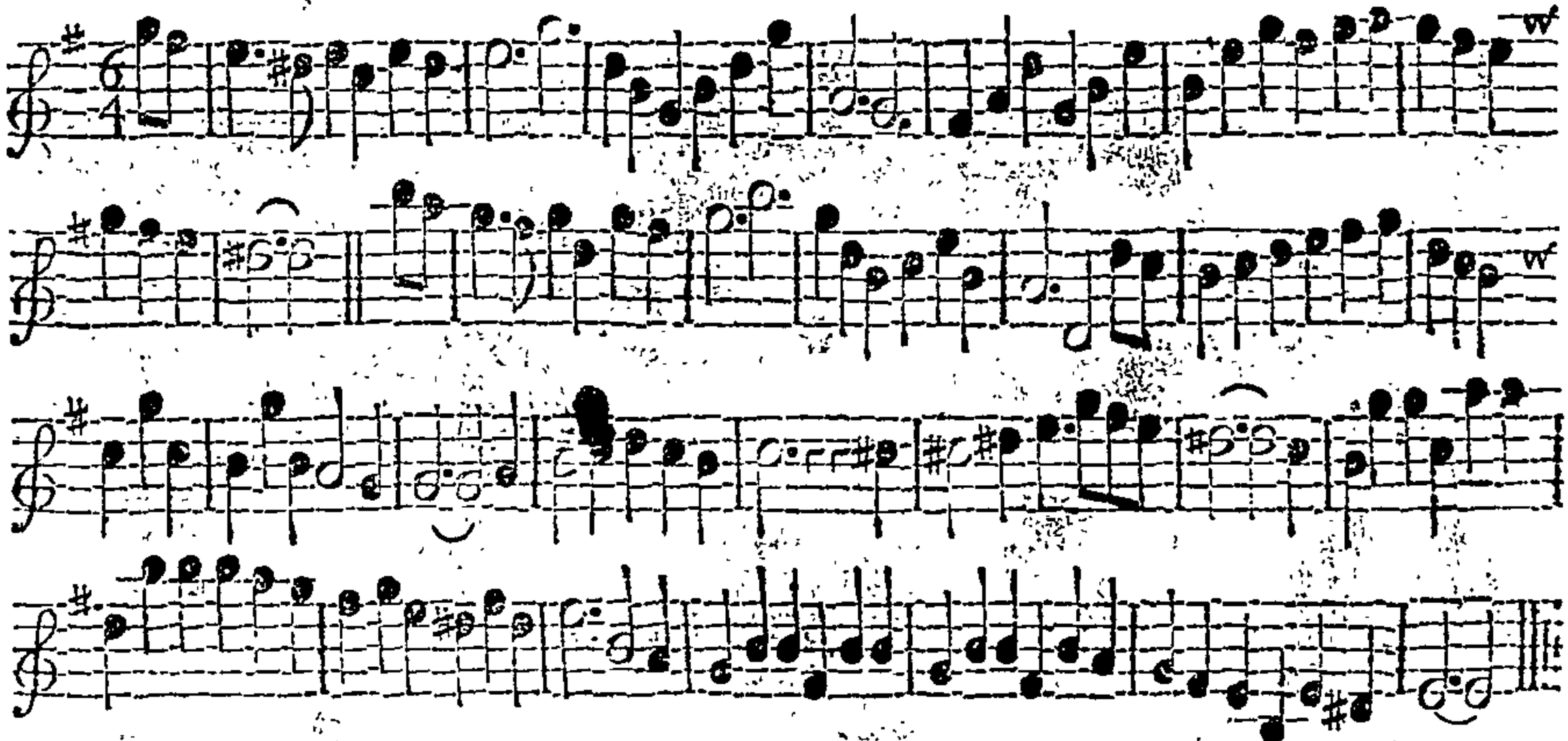
The 1ſt and 2d Cu. each take Hands, meet all four, dance, and turn ſingle; then 1ſt Cu. figure thro' the 3d Cu. Then meet, as before, with the 2d Cu. then 1ſt Cu. croſs up to the Top. The 1ſt Man and 2d Wo. take right, then left Hands acroſs, the 1ſt Wo. and 2d Man do the ſame, then go all four half round, and turn ſingle. Then right Hands and left round, all four meet, lift up your Hands, and clap once with your Partners, the 1ſt Cu. caſt off.

Cupid disarm'd. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

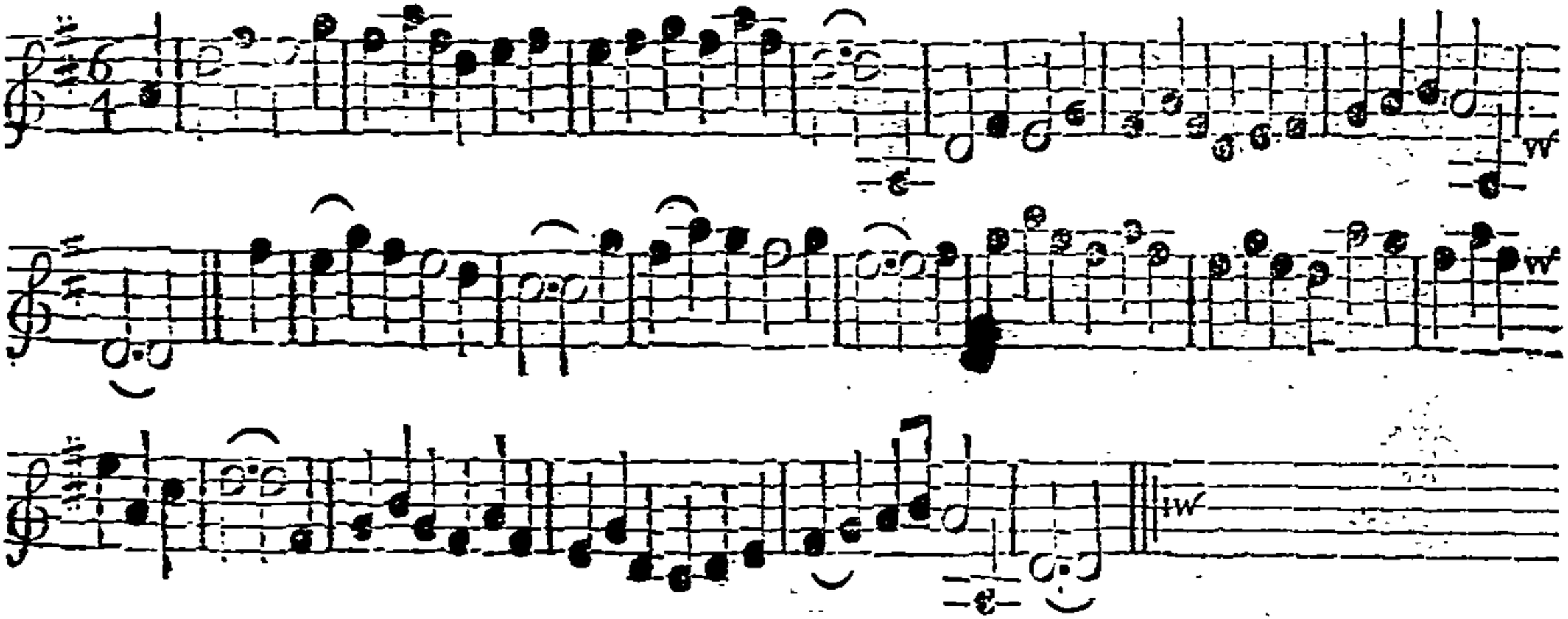
The 1st Man cast off below the 2d Man, the 1st Wo. follow him, then take Hands with the 2d Cu. and go half round. Then Hands back again, the 1st Wo. go on the Outside round the 2d Man to her Place, the 1st Man follow her to his Place. The 1st Cu. slip outside below the 2d Cu. and change Places, fall back sides with the 2d and 3d Cu. and turn single. The 1st Man cast off below the 3d Cu. the 1st Wo. at the same Time cast up to the Top, and go on the Outside below the 2d Wo. then take Hands sides as before, and turn single.



Note, The first Strain is to be play'd twice, and the last but once.

The 1st Man and 2d Wo. go the whole Figure sides :‖ The 1st Wo. and 2d Man do the same :‖ The 1st Man take his Partner by both Hands and lead her below the 2d Cu. and turn sides with the 2d Cu. then 1st Man and 2d Wo. change Places, the 1st Wo. and 2d Man do the same; then fall back sides, and turn single, dance sideways with your Partners into each others Places, and the 1st Cu. cast off :‖

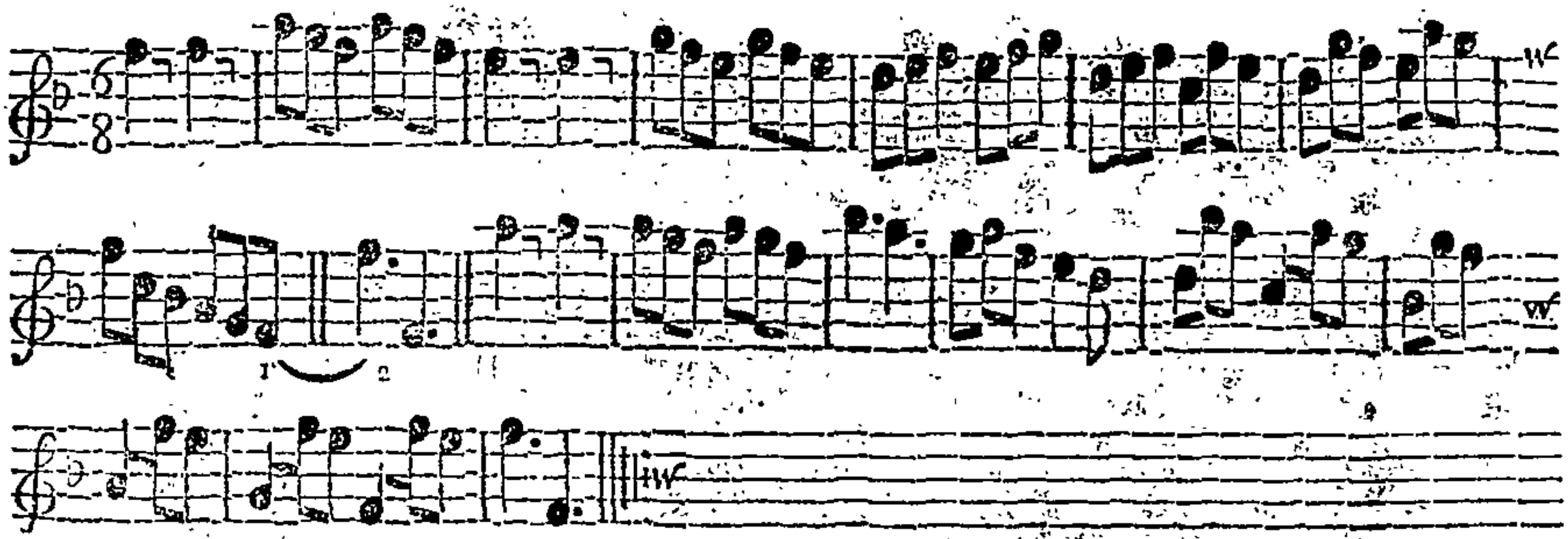
Come along *Joan.* *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1ſt Man take his Partner by her right Hand, lead her below the 2d Man and caſt off below the 3d Cu. improper :. The 1ſt Man lead his Wo. above the 3d Wo. and caſt up to the Top proper :. The 1ſt Man change Place with the 2d Wo. the 1ſt Wo. and 2d Man do the ſame, the 1ſt Cu. dance acroſs with the 3d Cu. and turn all four ſingle :. Then the 1ſt and 2d Cu. change Places with your Partners, the 1ſt Cu. ſlip Outſide to the Top, all four dance acroſs, then the 1ſt Cu. caſt off :.

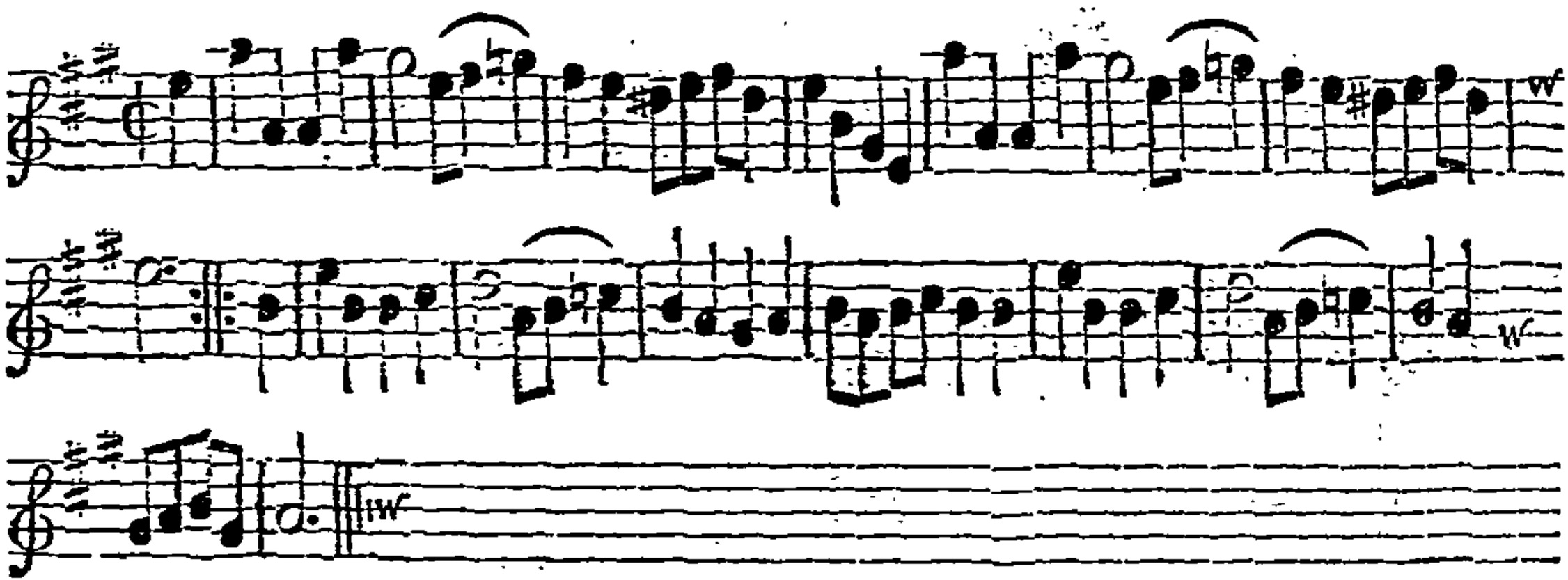
Sir *Foplin's* Ayres. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

First Man opens his Snuff-box, then the Tune begins, he offers his Box, his Partner takes a Pinch first, then he, and snuffs, then closes his Box, gives it two Taps, and both dance carelelly. The 1st and 2d Men toss the right, then the left Knot of their Wigs, then clap their right, then left Hand on their Sides, the We. do the same at the same Time, only they smooth their Hair with their right and left Hands, dance carelesly and turn single. The 1st Man lead his Partner on the Outside below the 2d Man, and turn the 3d Cu. Right-hands and left with the 2d Cu. then all four dance carelesly, the 1st Cu. cast off. Observe, after the 1st Cu. dance below the 2d Cu. instead of making use of your Snuff-box, you must figure thro' the 2d Cu. and turn in at the Top proper.

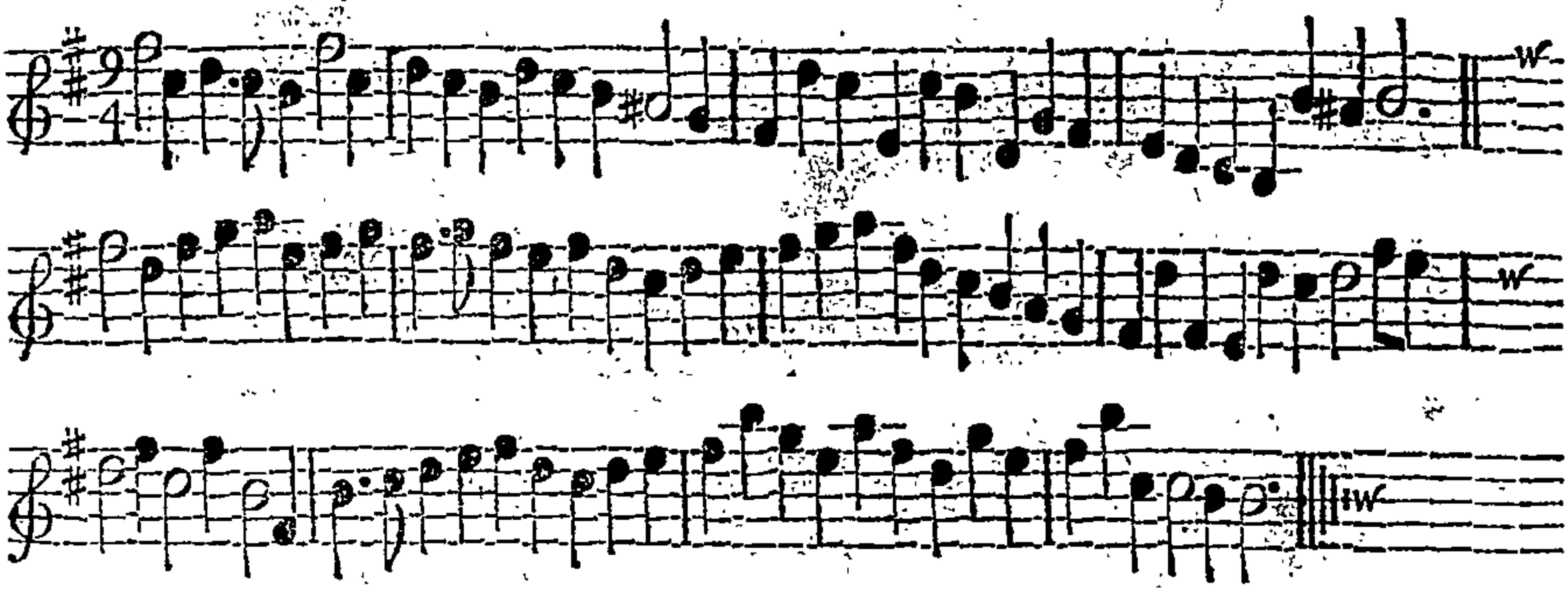
The Charmer. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

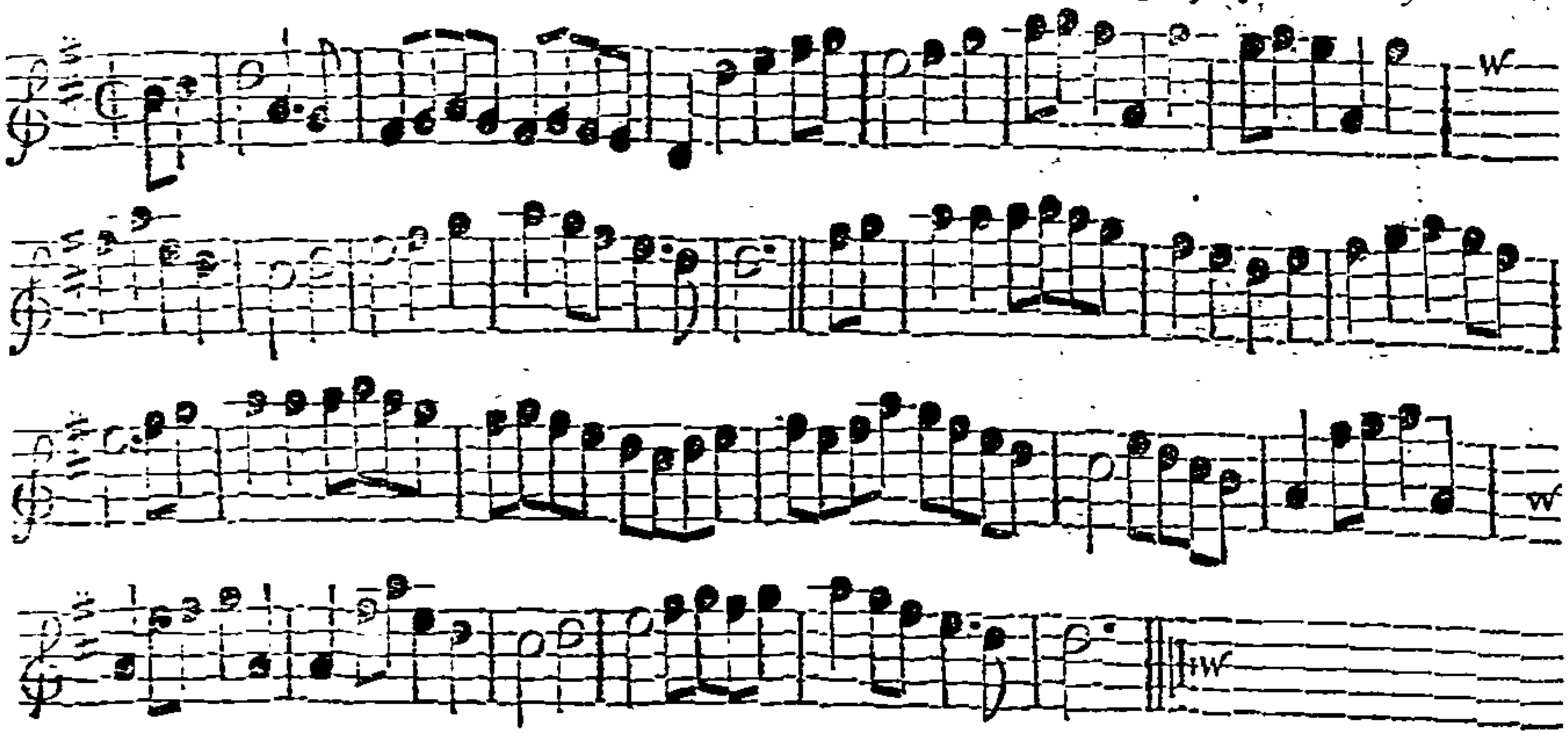
Firſt Man go the Hey with the two 1ſt We. Then take Hands acroſs with the 2d Cu. and go half round, and back again. The 1ſt Cu. go the whole Figure ſides with the 2d and 3d Cu. Set ſides with the 2d Cu. then 1ſt and 2d Men take their Partners by the right Hand, and each clap their Hand on their left Side, then 1ſt Cu. turn down the Middle into the 2d Cu. Place proper.

Young *Damon*'s Flight. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

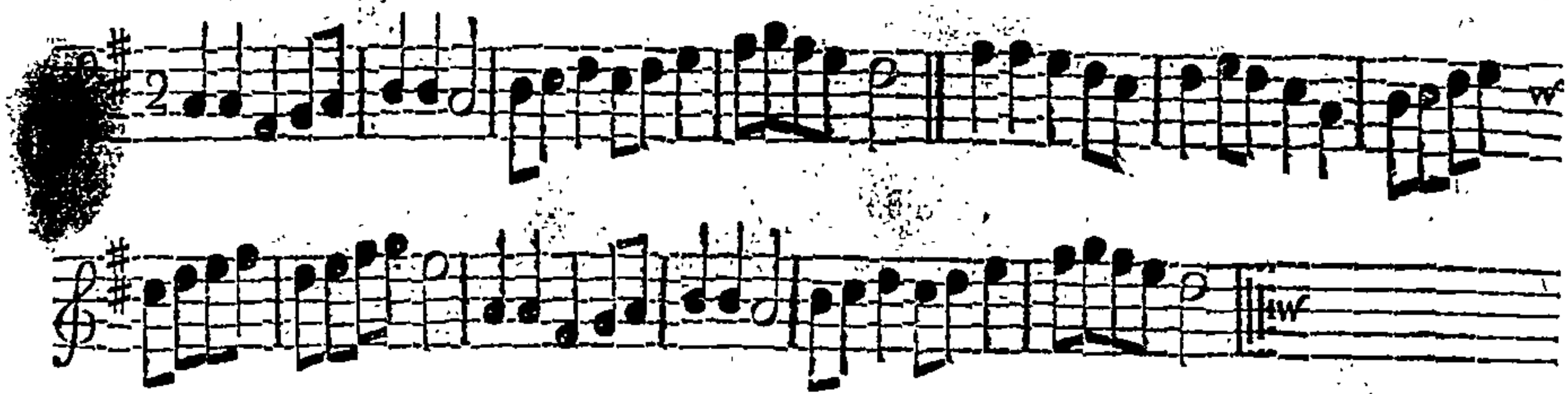
First Man take the 2d by his left Hand and lead him half round, then all four take Hands and go half round :. The 1st and 2d We. do the same :. The 1st Cu. set and cross over, the Man below the 3d Cu. and the Wo. above the 2d Cu. and go the Hey with the 2d and 3d Cu. :. Then 1st Cu. fall back, the 1st Man cast up, his Partner cast off at the same Time, then 1st Man figure thro' the 2d Cu. his Partner at the same Time figure thro' the 3d Cu. and turn in the 2d Cu. Place proper :.



Note, Each Strain is to be play'd twice over.

First Man fall back two Steps, cast off, set two Steps to the 3d Wo. and one to the 3d Man, and go above the 2d Man to his Place. The 2d Wo. do the same. Then 1st and 2d Men change Places with their Partners, and change Sides, then round back again to your Places, clap Hands twice, sides once with your Partners, the 1st and 2d We. clap each their Partners, then 1st Cu. cast off. The 1st Cu. do the same with the 3d Cu. only instead of casting off, turn single.

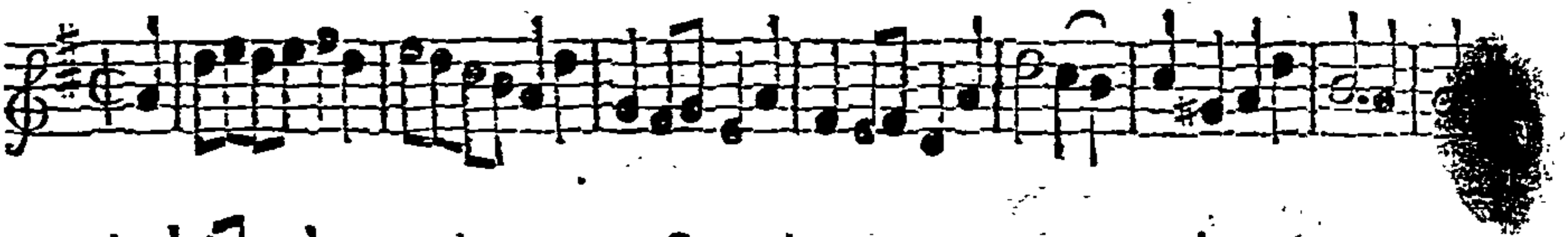
Longways for as many as will.



Note, *Each Strain is to be play'd twice over.*

The 1st Cu. clap and cast off.— Then clap and cast up.— Then the 1st Man goes off the Outside the 3d Wo. and the 1st Wo. off the Inside the 2d Wo. at the same Time, then 1st Man cast up behind the 3d Man, and the 1st Wo. cast off behind the 2d Wo. at the same Time.— Then right and left with the 2d Cu. quite round, and turn your Partner.—

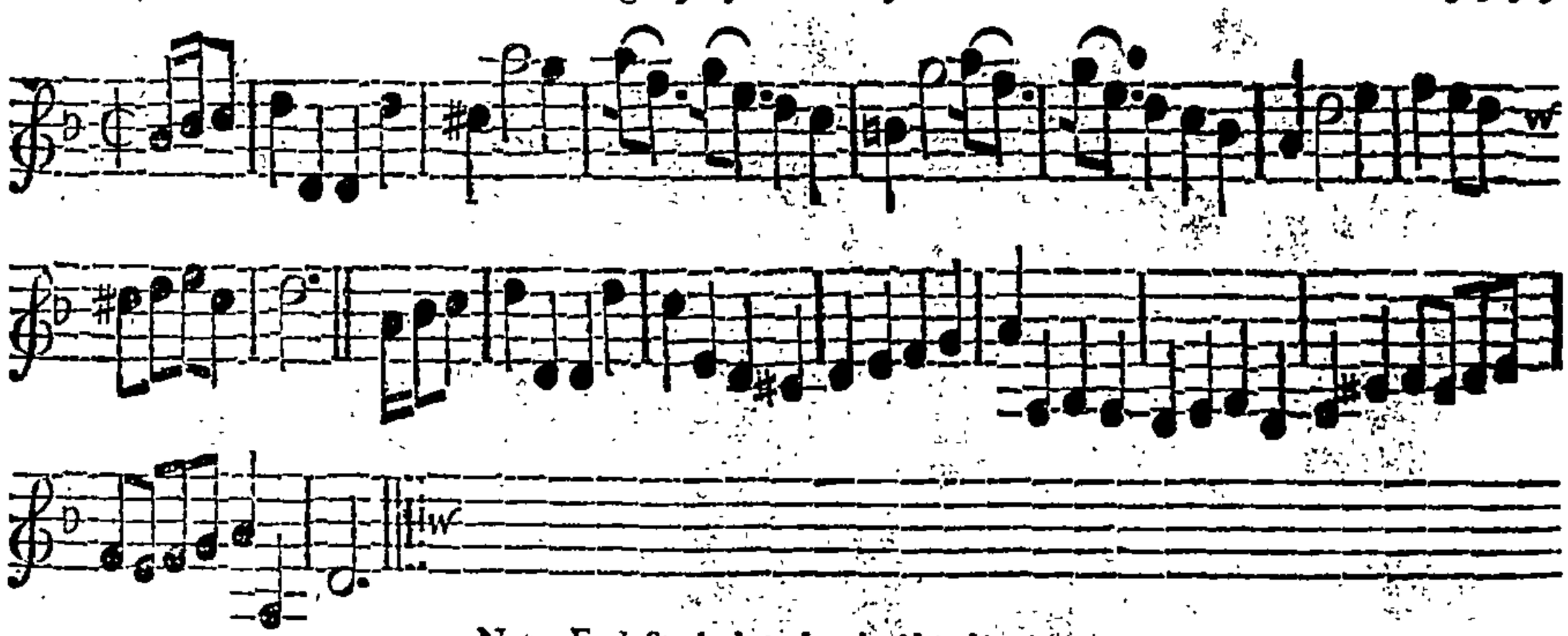
She wou'd if ſhe cou'd. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

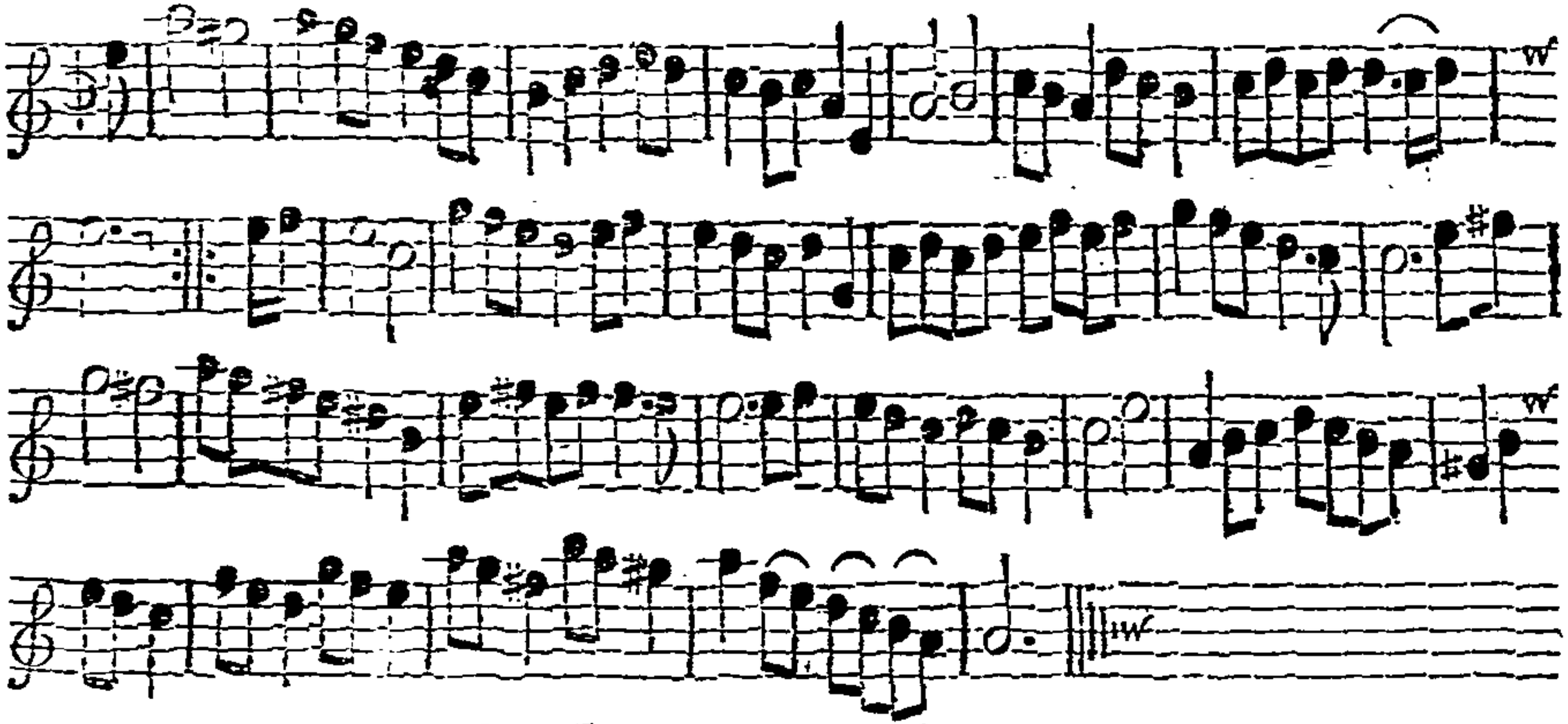
The 1ſt Man whole figure on his own Side, and the 1ſt Wo. on her Side at the ſame Time.— The 1ſt Man leads his Partner quite thro' the Bottom, and caſt up to the Top, and lead into the 2d Cu. Place.— Then change Places with the 3d Cu. all four quite round and caſt off, and lead up quite round thro' the Top and caſt off.— Right and left quite round at Top, and turn your Partner.—

Old Maid in Tears. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

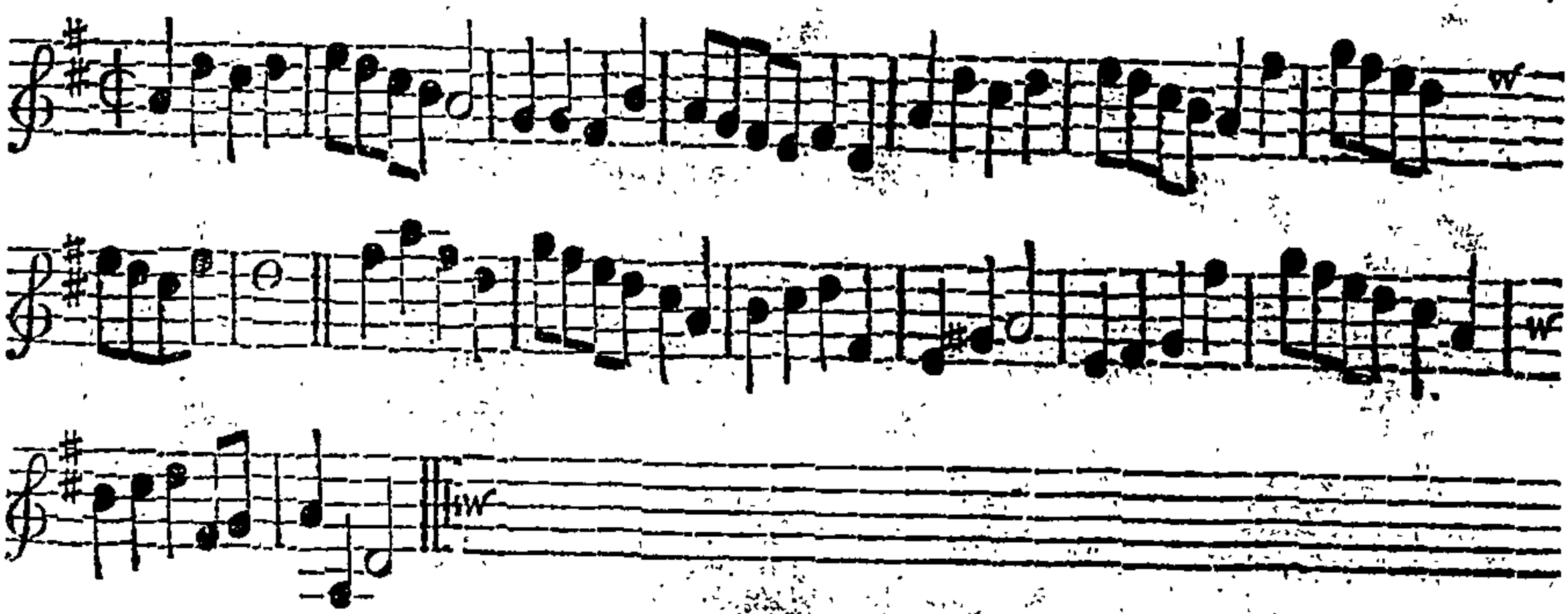
The 1ſt Wo. holds her Handkercheif on her Face, and goes on the Outſide below the 3d Wo. and comes up the Middle to her Place, the 1ſt Man follows her pointing and ſmiling up to his Place. The 1ſt Man do the ſame, only he beckens his Wo. to him. The 1ſt Wo. makes a Motion of drying firſt one Eye, then the other, claps her Hands one after another on her Sides, and turns her Partner, who looks ſurprizingly at her. The 1ſt Cu. move with two ſlow Steps down the Middle and back again, then ſet and caſt off.



Note, Each Strain is to be play'd twice over.

The 1ſt and 2d Men ſet to their Partners, turn ſingle, and turn Sides. Then ſet all four, turn ſingle, and turn Partners. Then change Places all four quite round, caſt off, and whole figure with the 3d Cu. then right and left quite round with the 2d Cu. Caſt off below the 3d Cu. and lead quite thro' the Top and caſt off, then right and left with the 3d Cu. quite round, take your Partner by both Hands, and draw her quite round the 3d Cu. and round the 2d Cu. and turn your Partner.

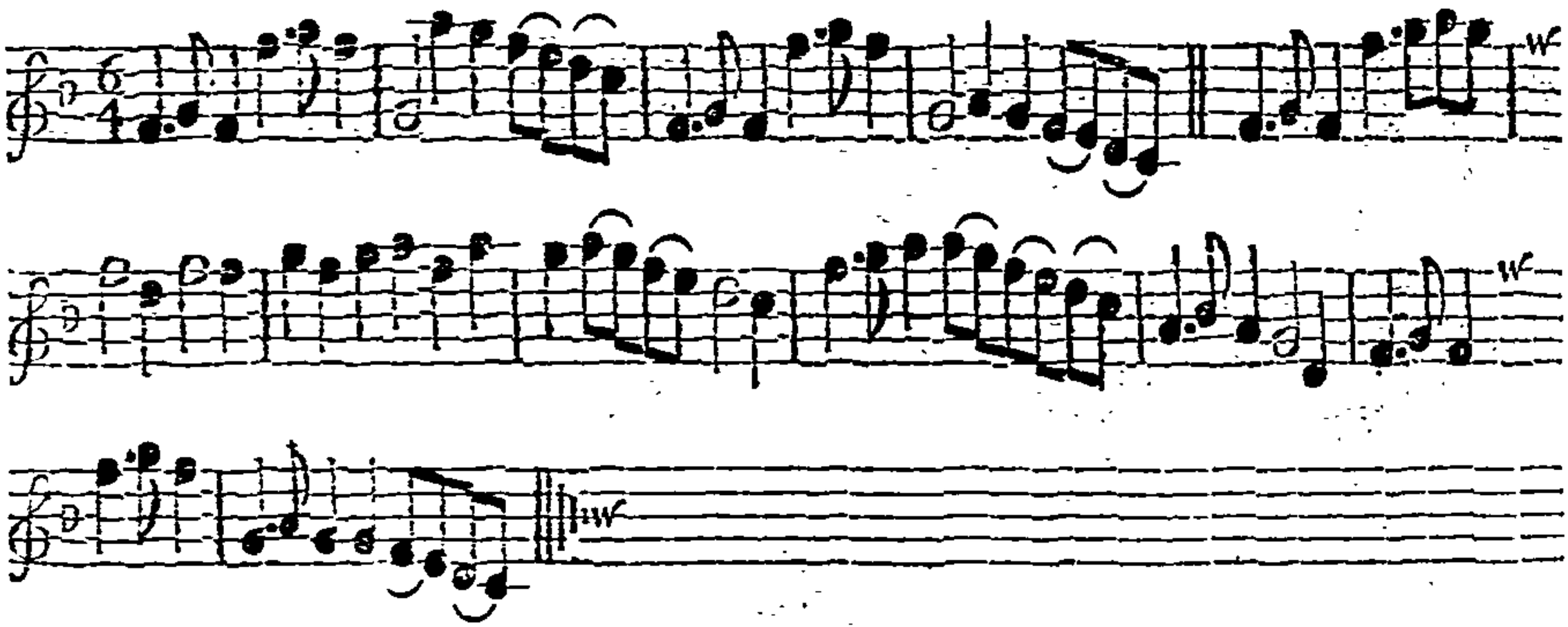
Cook's Humour. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man caſt off, and the 2d Wo. caſt up, and half figure. The 2d Man and 1ſt Wo. do the ſame. Fall back ſides, and lead into their Places, then Back to Back ſides, and Back to Back Partners. Then right and left quite round, and turn your Partner.

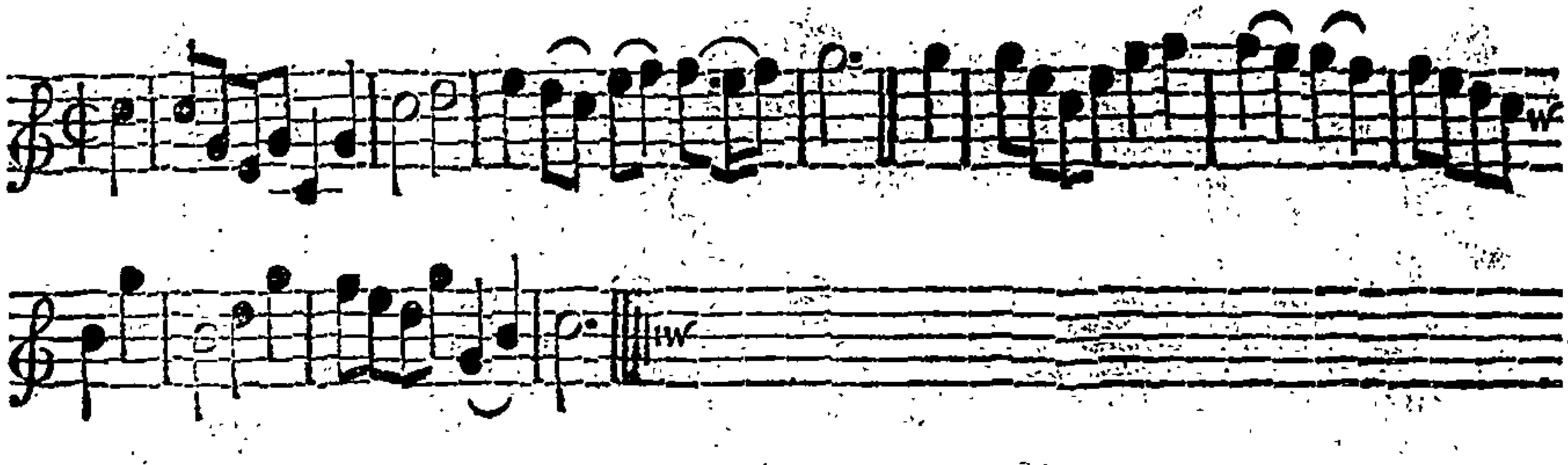
Fiddle-de-dee. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

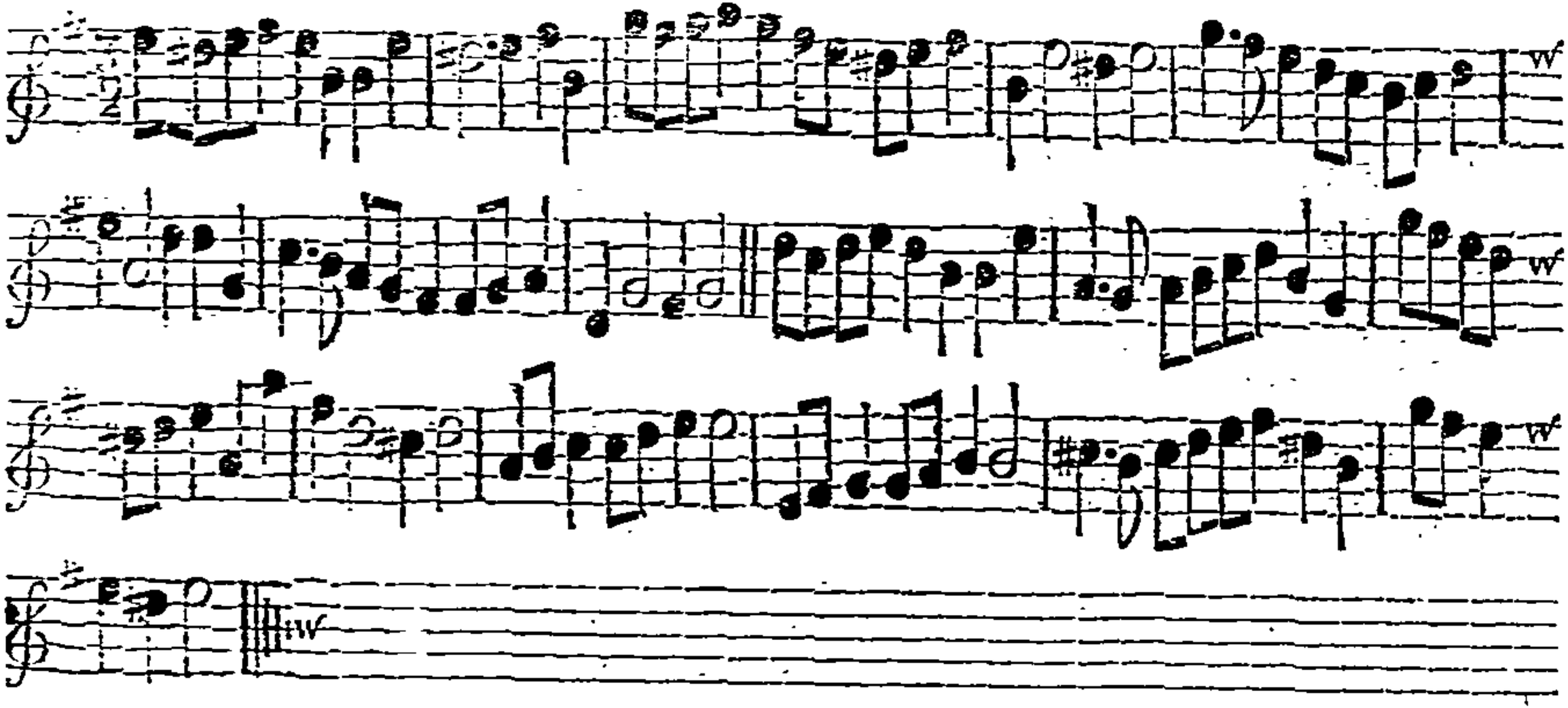
The 1ſt Cu. turn ſingle, lead thro' the 2d Cu. and caſt off. The 1ſt Man turns the 2d Wo. then his Partner twice round, the 1ſt Wo. turns the 2d Man at the ſame Time. Then caſt up at Top, half figure, and ſtand at Top. The 1ſt Man turn the 2d Man with his right Hand, and his Partner with his left, jigg it, and caſt off. The Man hey at Bottom, and the Wo. at Top, and ſtand in the 2d Cu. Place. Right and left quite round at Top, and turn your Partner.

Second Thought's beſt. *Longways for as many as will.*



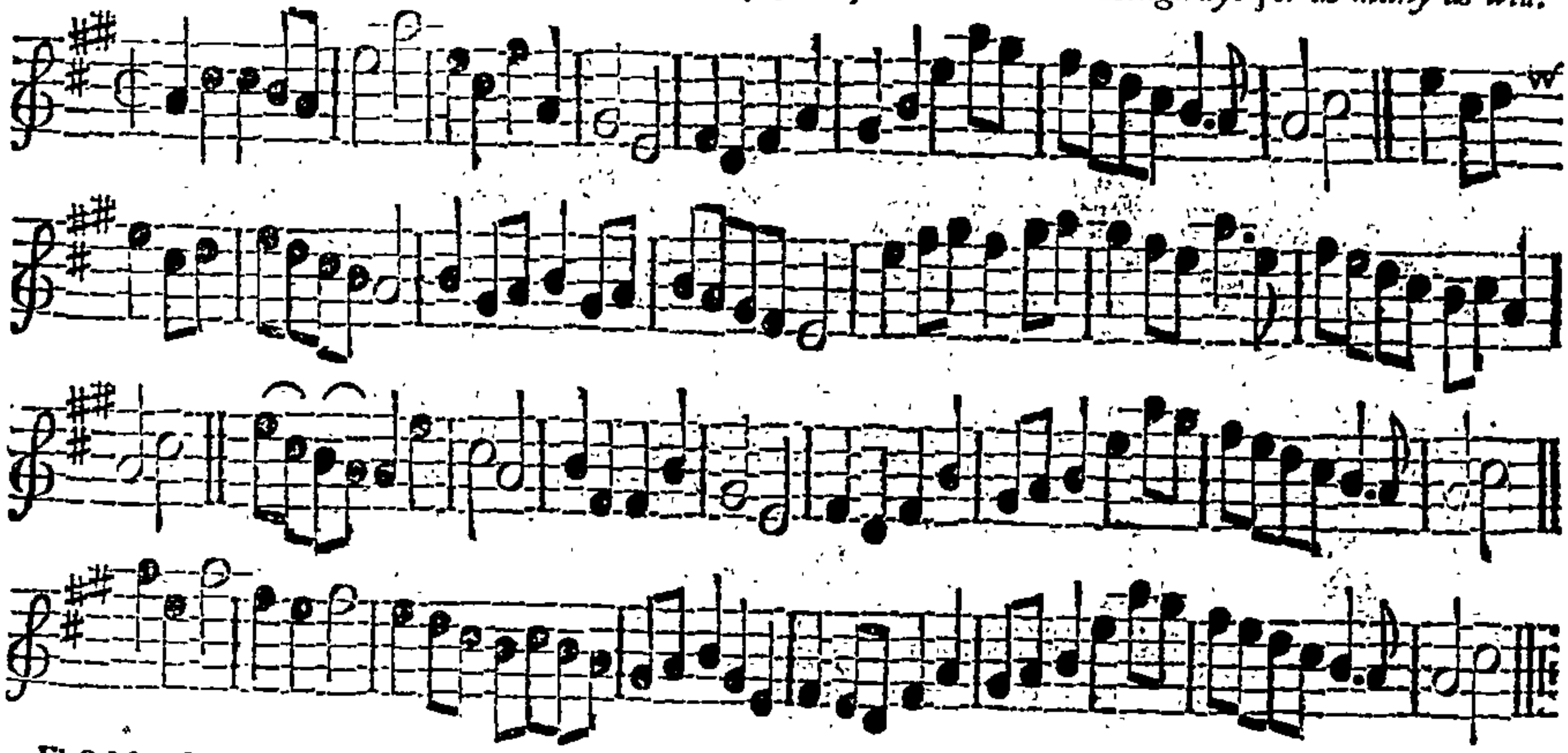
Note, *Each Strain is to be play'd twice over.*

Firſt Man and 2d Wo. clap Hands and turn ſingle. The 2d Man and 1ſt Wo. do the ſame. Then the 1ſt Cu. go the whole Figure thro' the 2d Cu. Then Back to Back, and right and left into the 2d Cu. Place.



Note, The first Strain is to be play'd twice, and the last but once.

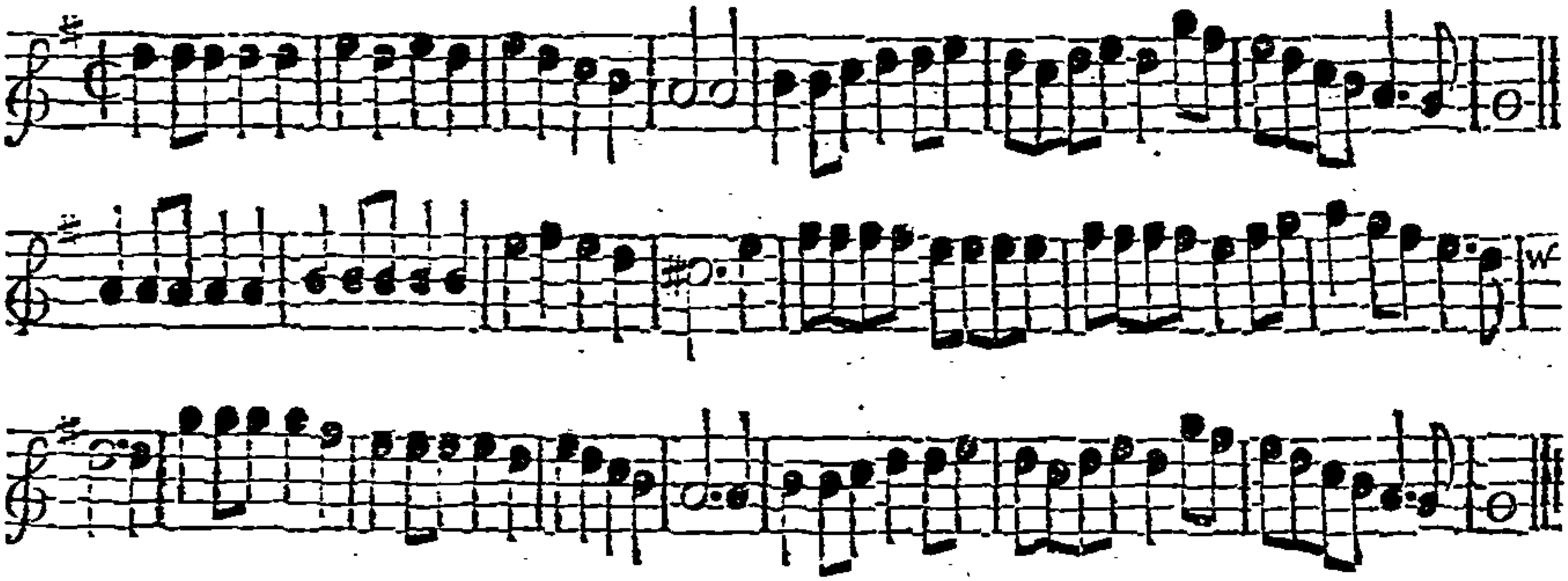
The 1st and 2d Cu. set all four and turn single, then turn Sides :. Set all four, turn single, and turn Partners :. The 1st Man change Places with the 2d Wo. and the 1st Wo. with the 2d Man, then 2d Cu. stand improper, the 1st Cu. lead thro' the 3d Cu. and right and left with the 2d Cu. quite round :. Cast off below the 3d Cu. and half figure with the 2d Cu. and right and left with the 3d Cu. quite round, and turn your Partner :.



First Man set to the 2d Wo. and turn single, then turn her ·: The 1st Wo. the same :· Cross over and whole figure with the 2d Cu. ·: Right and left quite round, and turn your Partner in the 2d Cu. Place :· The 1st Man hey with the 2d Cu. and his Partner with the 2d ·: The 1st Wo. hey with the 3d Cu. and the Man with the 2d :· The 1st Cu. cross over quite round the 3d Cu. into the 2d Cu. Place ·: Then cast up to the Top, and right and left half round and turn :·

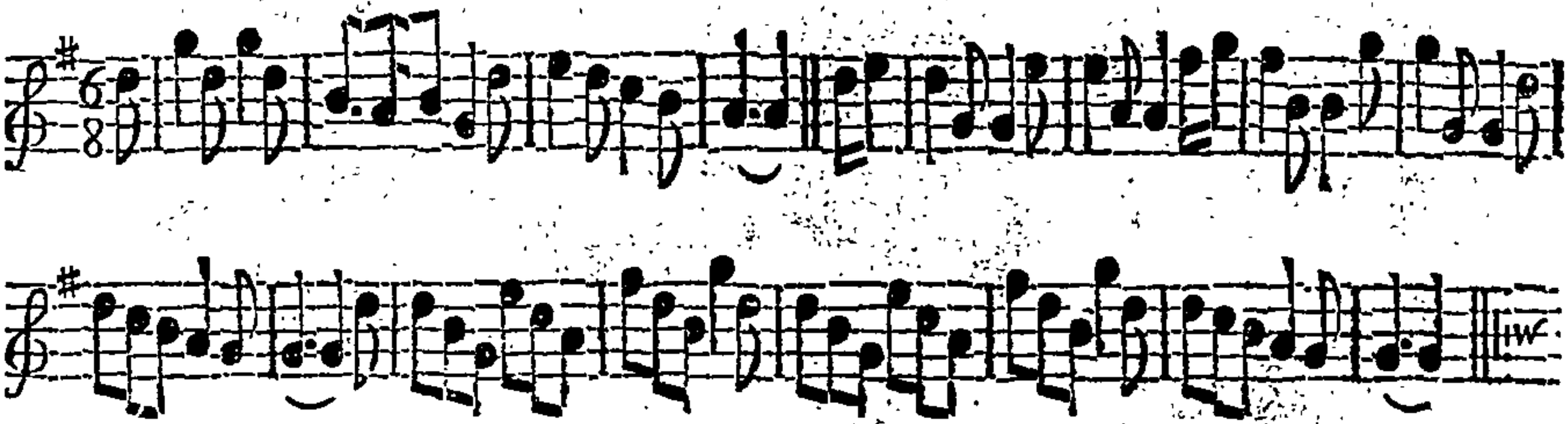
Each Strain twice over.

General *Webb*'s March. *Longways for as many as will.*



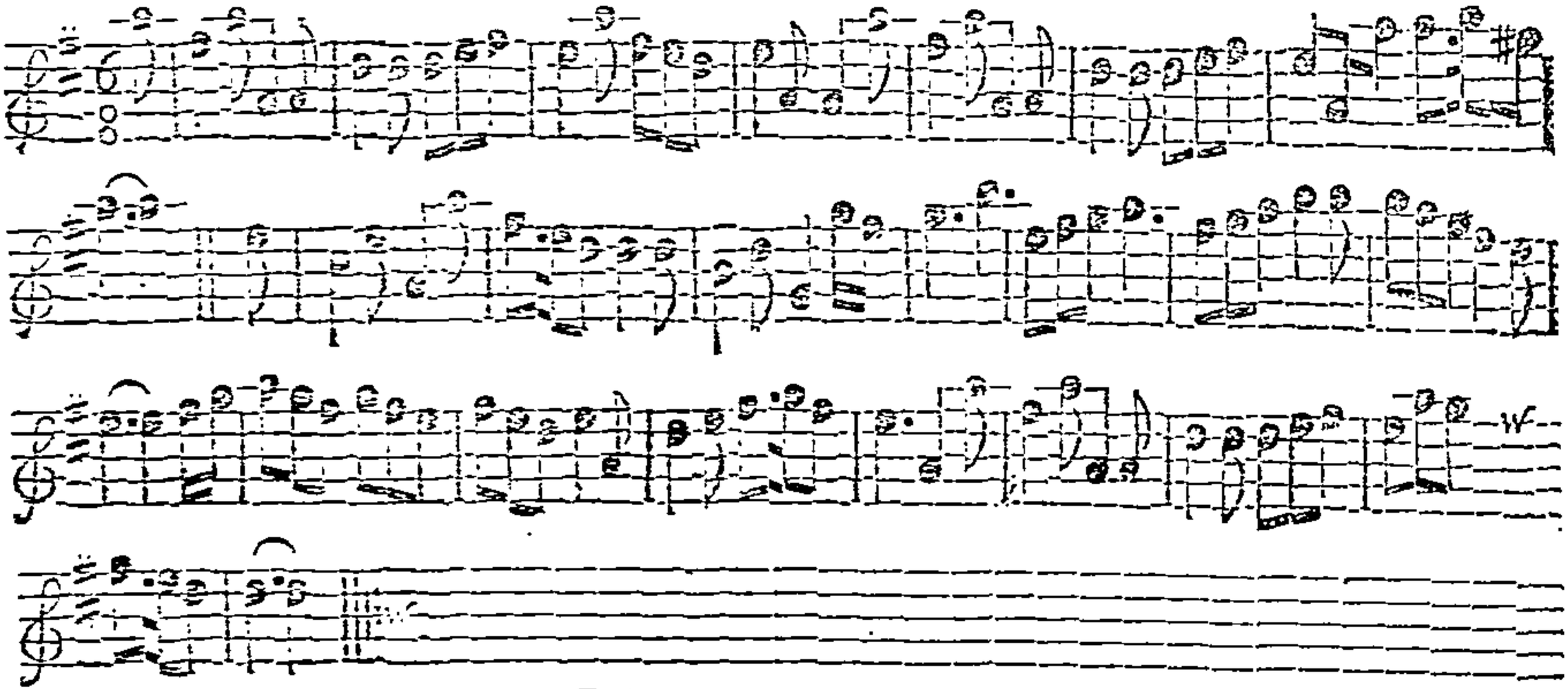
Note, *Each Strain is to be play'd twice over.*

The 1ſt Man turn the 2d Wo. then his Partner. Firſt Wo. do the ſame. Then croſs over and half figure with the 2d Cu. then fall back ſides and turn in the 2d Cu. Place. The 1ſt Wo. change Place with the 2d Man, and the 1ſt Man with the 2d Wo. and right Hands and left quite round, and turn your Partner.



Note, *The first Strain is to be play'd twice, and the last but once.*

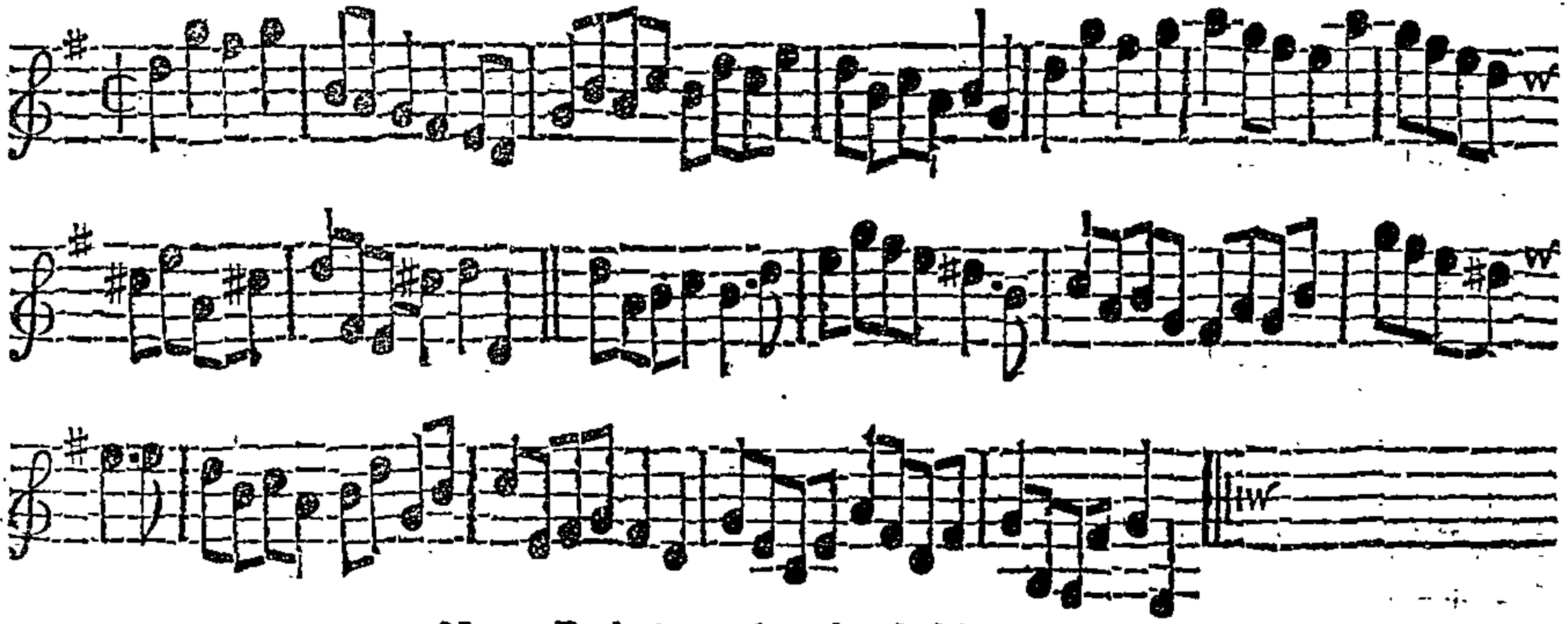
First Cu. clap, and cast off below the 2d Cu. ∴ Then clap and cast up to the Top ∴ Cross over and figure with the 2d Cu. and cast off; right and left quite round, lead thro' the 3d Cu. and turn your Partner ∴



Note: Each Strain is to be play'd twice over.

The 1st Cu. lead down to the 4th Cu. the 1st Man turn the 4th Wo. and the 1st Wo. turn the 4th Man with her right Hand and her Partner with her left. Then turn the 3d Cu. and your Partners as before, then the 2d Cu. then your Partners. Then cross over every Cu. below the 4th, and take your Partner by both Hands, and draw quite round every Cu. 'till you come to the Top. Change Places with the 2d Cu. and cast off, and right and left quite round, and turn your Partner.

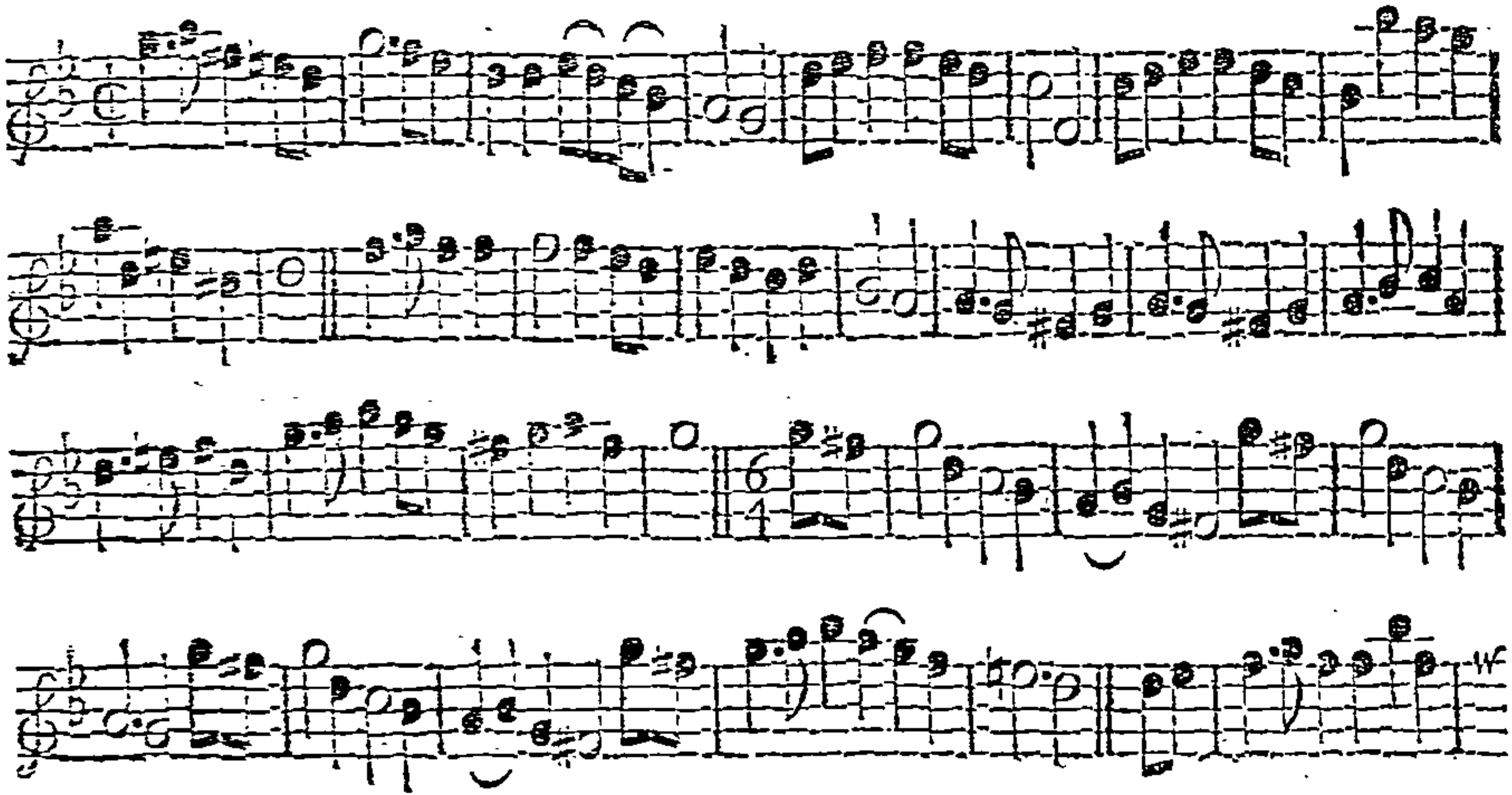
A Trip to *Killburn.* *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

First Cu. cast off, and Hands round with the 3d Cu. and lead thro' the 3d Cu. Hands round with the 2d Cu. and lead thro' the 2d Cu. Hands all six quite round, and stand in the 2d Cu. Place. Then right and left quite round with the 2d Cu. and turn your Partner.

French Peasant, and Jigg. *Longways for as many as will.*

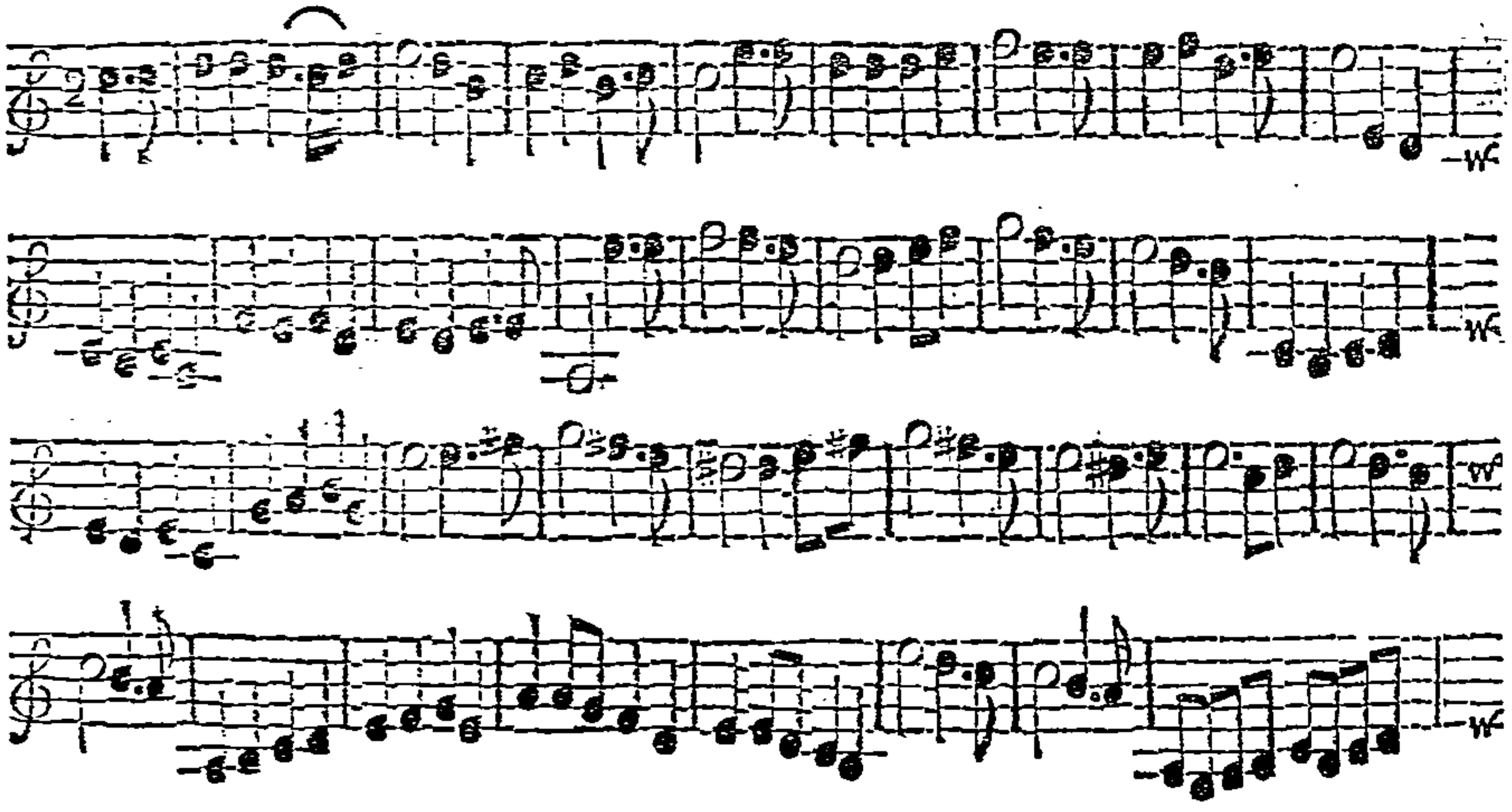


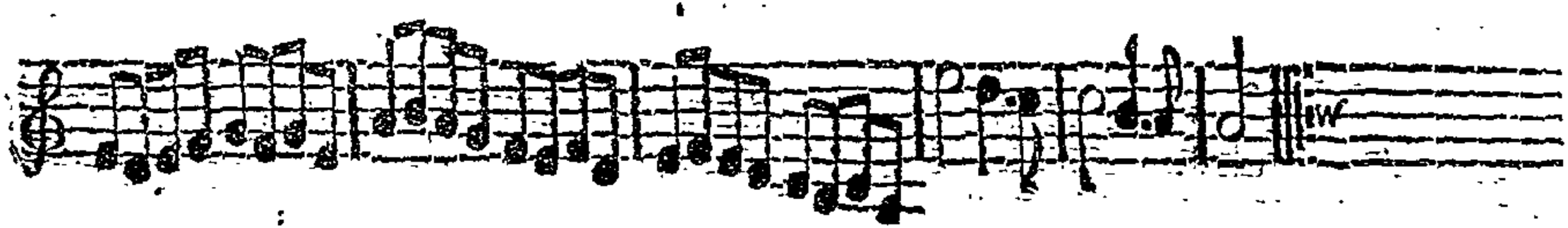
Note, *Each Strain is to be play'd twice over.*

First Cu. cast off, and Hands all four round with the 3d Cu. and lead thro' the 3d Cu. Hands round with the 2d Cu. and lead thro' the 2d Cu. The 2d Cu. cross over, and half figure with the 1st Cu. and turn. The 1st Cu. cross over and half figure with the 2d Cu. and turn. The 1st Cu. jigg it and cast up, and jigg it and cast off. The 1st Man hey with the 3d Cu. and the 1st Wo. hey with the 2d Cu. at the same Time, and right and left with the 2d Cu. quite round, and turn your Partner.

Old Cibell.

Longways for as many as will.



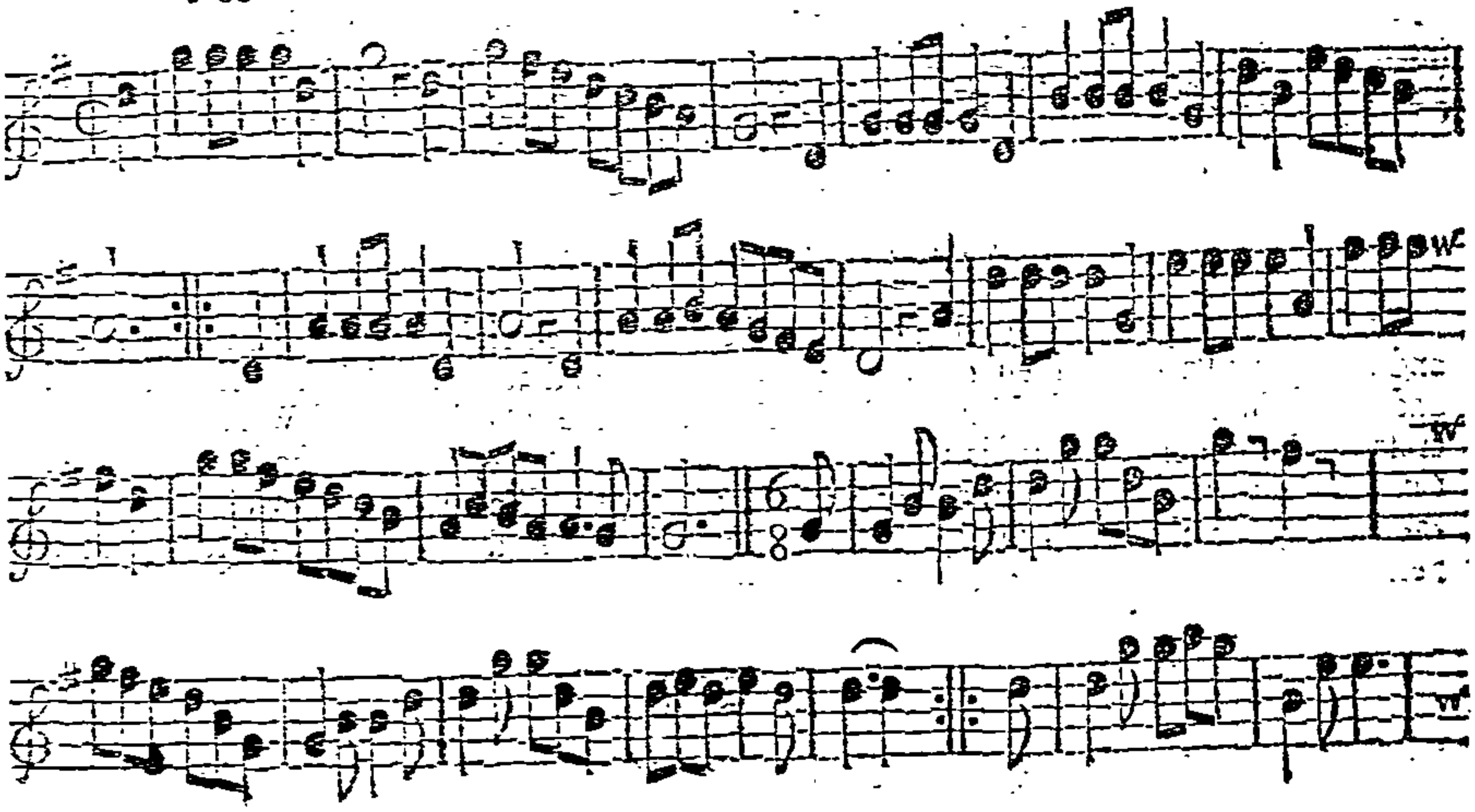


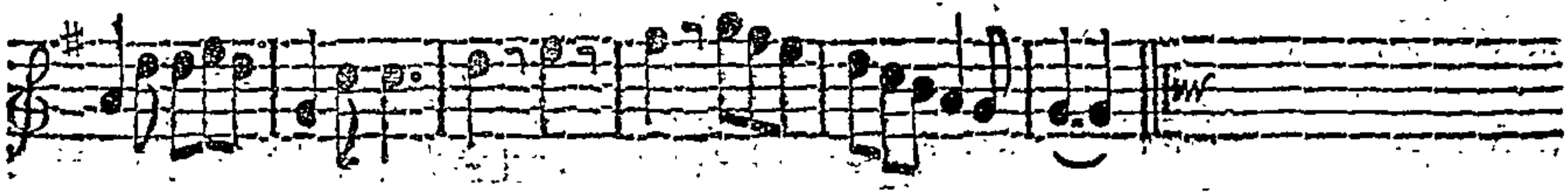
Note: *This Tune is to be play'd quite through.*

The 1ſt Cu. clap and caſt off, lead thro' the 3d Cu. then right and left half round at Top, and turn your Partner; then croſs over below the 2d and 3d Cu. and lead quite thro' at Top, and turn ſingle; the 1ſt Man croſs the Figure on the Outſide the 3d Wo. and his Partner croſs the Figure on the Outſide the 2d Man at the ſame Time, and they both caſt into the 2d Cu. Place; then the 1ſt Man croſs on the Outſide the 2d Wo. and the 1ſt Wo. on the Outſide the 3d Man at the ſame Time, and both caſt off into the 2d Cu. Place, and turn your Partner.

King George's March,
and the Jigg.

Longways for as many as will.

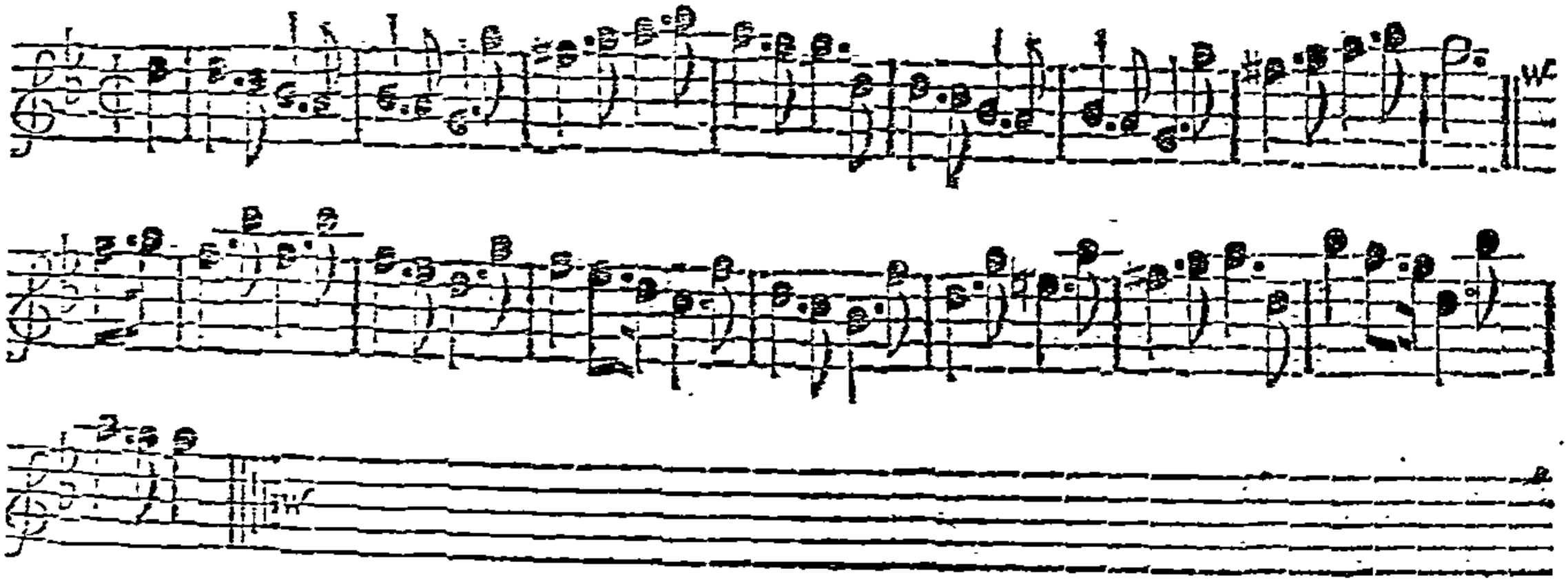




Note, *Each Strain is to be play'd twice over.*

The 1ſt and 2d Men lead thro' the We. and Hands half round. The We. lead thro' the Men, and Hands half round. The 1ſt Man change Places with the 2d Wo. and the 1ſt Wo. change Places with the 2d Man, and lead thro' the 3d Cu. and right and left quite round with the 2d Cu. *The Jigg.* The 1ſt and 2d Cu. Hands acroſs quite round, and turn all ſingle, then Hands acroſs back again and turn ſingle. The 1ſt Man and 1ſt Wo. Back to Back, and lead thro' the 3d Cu. and thro' the 2d Cu. and right and left quite round with the 2d Cu. and turn your Partner.

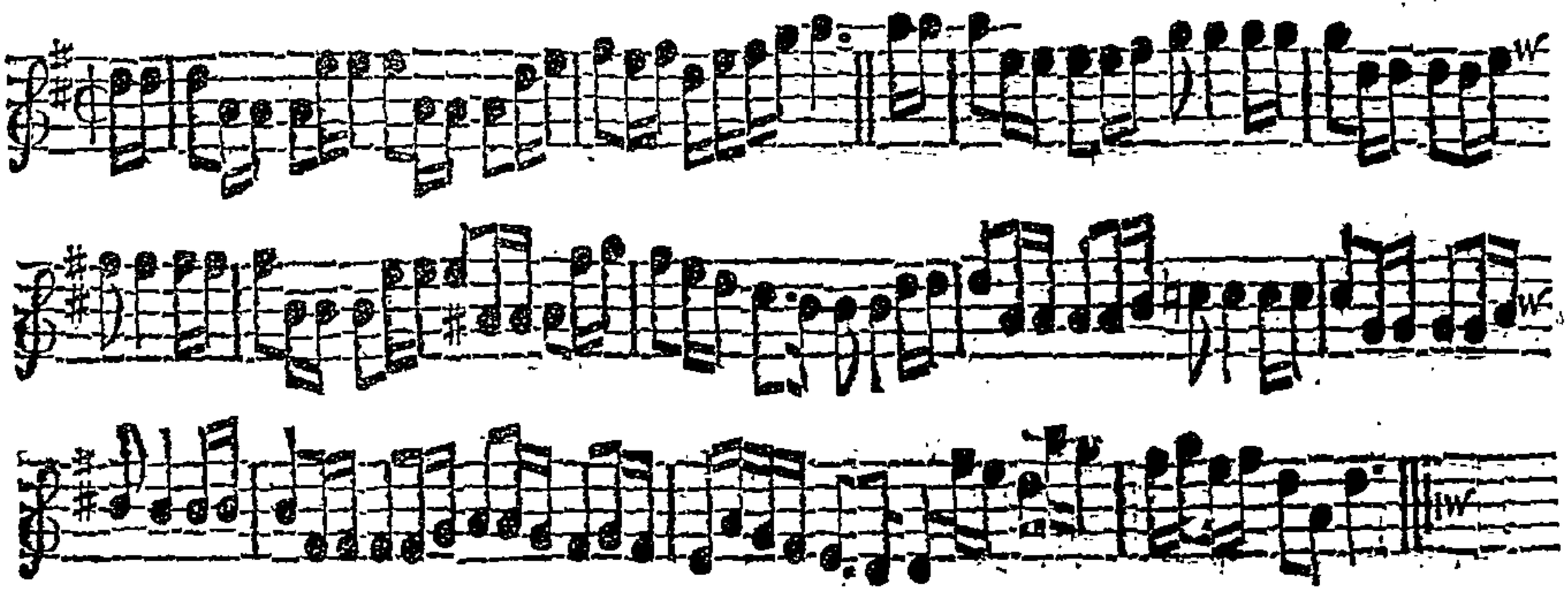
Shoemaker-Row. *Longways for as many as will.*



Note, *Each Strain is to be play'd twice over.*

The 1ſt Man ſet to the 2d Wo. and turn ſingle, and turn his Partner. The 1ſt Wo. ſet to the 2d Man, then turn ſingle, and turn her Partner. The 1ſt Cu. whole Figure with the 2d Cu. and clap and caſt off. The 1ſt Man change Places with the 2d Wo. and the 1ſt Wo. with the 2d Man, and Hands all four half round and turn ſingle all four.

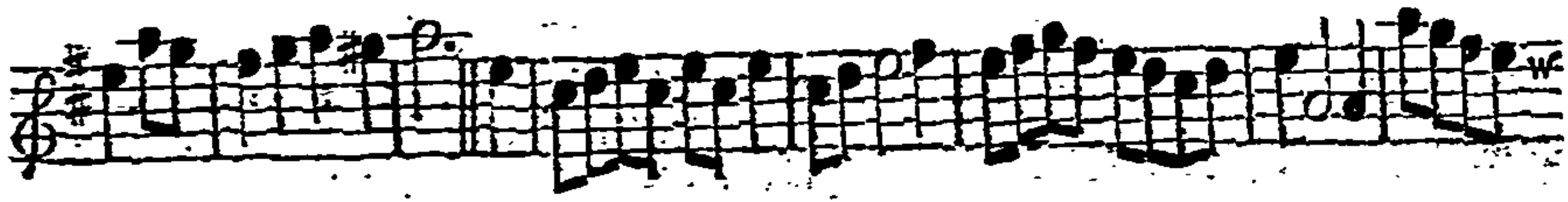
Richmond-Hill. *Longways for as many as will.*

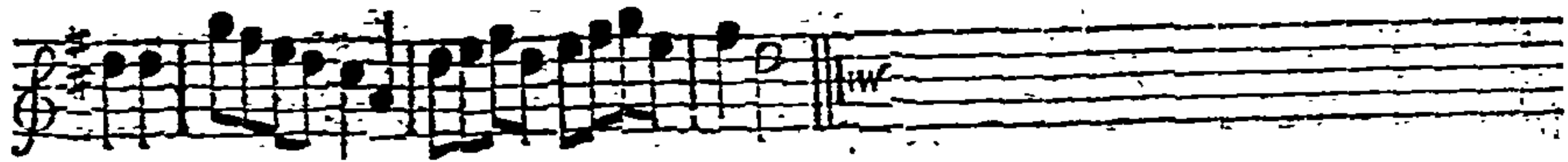


Note, Each Strain is to be play'd twice over.

The 1st Man turn the 2d Wo. with his right Hand. The 1st Wo. turn the 2d Man with her left. The 1st Man hey on the Wo. Side, and the 1st Wo. on the Man's Side at the same Time, then hey on your own Sides, and the 1st Man turn his Partner at Top. The 1st Cu. cross over and half figure at Top, lead thro' the 3d Cu. and thro' the Top, and right and left with the 2d Cu. quite round, and turn your Partner.

Blundel's Maggot. *Longways for as many as will.*

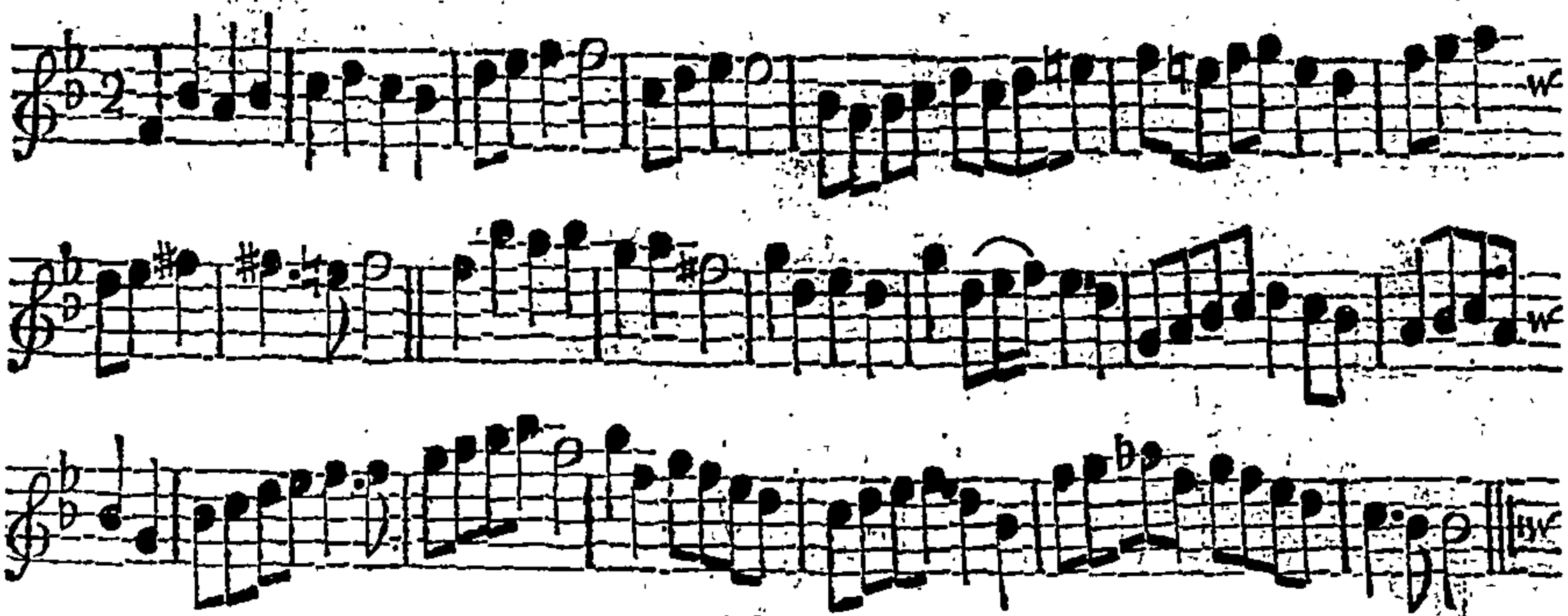




Note, Each Strain is to be play'd twice over.

The 1ſt Cu. caſt off, the 1ſt Man fall in between the 2d and 3d Men, the 1ſt Wo. fall in between the 2d and 3d We, at the ſame Time. The 1ſt Man go inſide the 3d Wo. the 1ſt Wo. go outſide the 2d Man at the ſame Time. The 1ſt Man caſt up behind the 3d Man, and the 1ſt Wo. caſt off behind the 2d Wo. at the ſame Time. Then croſs over quite round the 3d Cu. and lead thro' the 2d Cu. and right and left quite round with the 2d Cu. and turn your Partner.

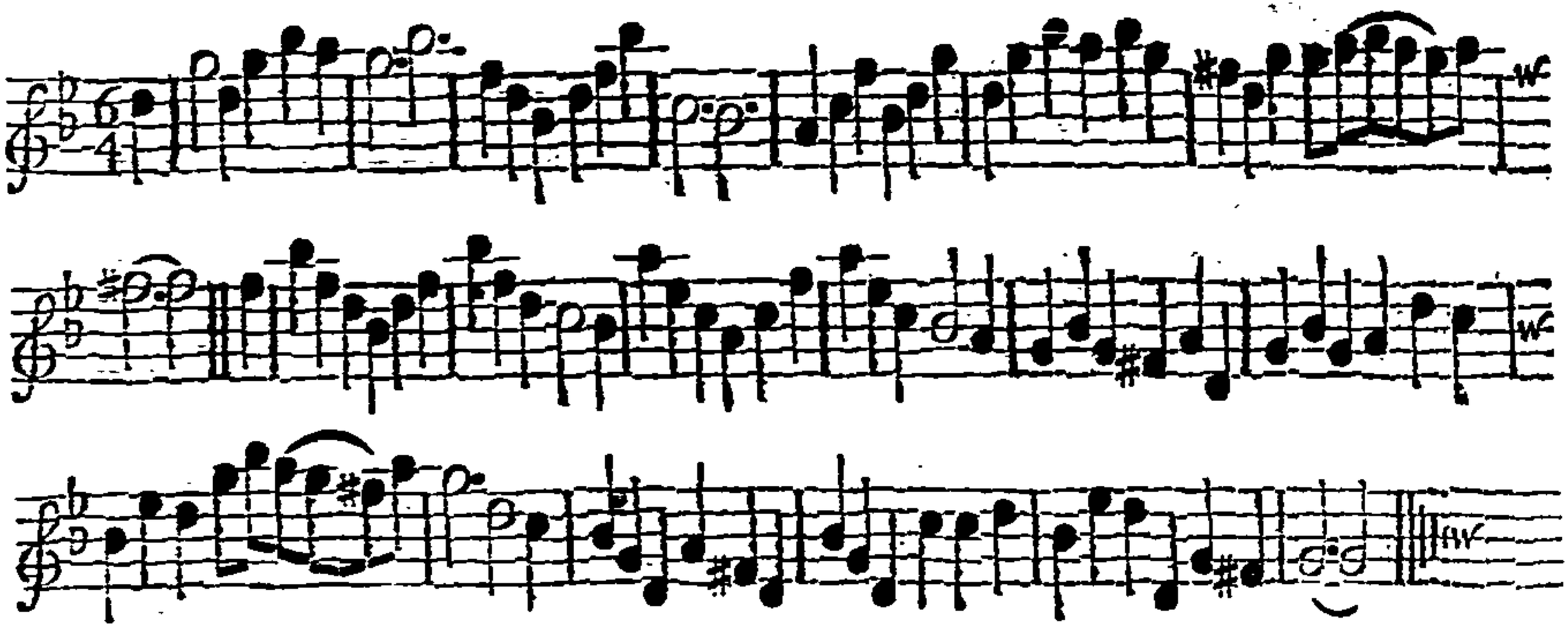
The Friendſhip. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

Firſt Cu. clap and caſt off, and Hands half round with the 3d Cu. the 1ſt and 3d Men turn their Partners into their proper Places. The 1ſt Cu. clap and caſt up, and Hands half round with the 2d Cu. and turn in their proper Place. The 1ſt Man go outſide the 3d Man, the 1ſt Wo. go inſide the 2d Wo. at the ſame Time; then 1ſt Man caſt up behind the 3d Man, the 1ſt Wo. caſt off behind the 2d Wo. at the ſame Time, and right and left quite round with the 2d Cu. The 1ſt Man go outſide the 2d Wo. the 1ſt Wo. go outſide the 3d Man, then the 1ſt Man caſt off, and the 1ſt Wo. caſt up at the ſame Time, and turn Partners.

Generous Conquest. *Longways for as many as will.*



Note, Each Strain is to be play'd twice over.

The 1st Man set to the 3d Wo. cast above the 2d Man, and turn his Partner :: The 1st Wo. do the same :: The 1st Man take his Partner by both Hands, dance down the Middle, turn her half round, cross over below the 3d Cu. meet two Steps forward, and turn single :: The 1st Man cast above the 3d Man, and go outside the 2d Wo. to his Place, the 1st Wo. follow him at the same Time to her Place, both set two Steps forward and cast off ::

F I N I S.