

family). I'm well acquainted with them.

(Can you start those songs, too?)

Yeah. (Starts a Blackfoot song) I know all them. I can start them in a pinch. They got fourteen songs, all different.

(Can Blackie and Ace start those songs, too?)

Blackie can and Ace can sometimes, but he's just one of those standbys, you know. He knows them but he's a guy that is a little bit shy about starting them. They're good followers. They know them and once you get started they follow you good. But as far as passing the buck to him, "All right--you start another song--" When it come to that part, they can't start them! (Laughs) That's the way that goes--I've sung with them. And I've sung with these Pawnees for their War Dance. See, they got a ceremonial dance, the Pawnees. They're going to dance over here on the 25th.

(Some irrelevant conversation)

(What is the Pipe Dance you were talking about?)

This Pipe Dance is this group from Shawnee. They're Sac and Fox. They do that Pipe Dance. And I know them songs.

ARAPAHO RABBIT DANCE (TWO-STEP)

(What are the Arapahoes going to do for that program?)

We Arapahoes are assigned to do the Rabbit Dance.

(Is that a kind of a Two-Step?)

Yes. Two-Step with different calls--different side-step or they call "Zig-zag," or "Jelly Roll," or--(laughs) We have name for that. We have different names for different steps. I told Myrtle Lincoln, "I'm going to invite you. I'm going to dance with you!" She said, "No, you're not! You'd sweep me around and I'd fall!" (Laughs) I'm going to tell her that Saturday when I see her. I'm going to say, "Myrtle, I got you built up over there--they got your name on the bulletin board!" (Laughing.) There's supposed to be four couples in the Rabbit Dance, and one caller. Supposed to be two or three that sing. And we're supposed to have one caller. Four couples. Really, it's supposed to be ten in the group. So I don't know how we're going to work that out. Might be two of us at the drum and one caller and four couples--that's eight in the Rabbit Dance.