

The Waffle Man

(A Circle Game)

G **D7**

Waffle-man: Ho! the jol - ly Waf - fle - man! Who'll buy? Who'll buy?
Circle: Come, oh jol - ly Waf - fle - man! I'll buy. I'll buy.

D7 **G**

Ho! the trust - y waf - fle - pan! Who'll buy? Who'll buy? Sprin - kle sug - ar white as snow.
Bring your trust - y waf - fle - pan! I'll buy. I'll buy. Please, kind sir, give one to me!

D7 **C** **G** **D7 G**

Down Red - lane the good - ies go Who'd begrudge a pen - ny? Oh! Who'll buy? Who'll buy?
How could waf - fles bet - ter be! Here's a pen - ny! now you see I'll buy. I'll buy.

Game

The child chosen for the Waffle-man takes the center of the circle and sings the first verse alone while the circle revolves. Halt the circle at the end of the first verse and let the Waffle-man choose a child to whom to offer his wares. The chosen child enters the circle and pretends to buy a waffle while the circle again revolves, singing the second verse. The chosen child now becomes the Waffle-man and the game goes on as before.