

"The Hare and the Tortoise Race"

Eleven Variations

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Introduction

This paper compares eleven versions of "The Hare and the Tortoise Race." In these variations a slow, more intelligent creature always beats a fast, overconfident animal through trickery or perseverance. The slower creature wins by the use of deception, or simply because the other contender is so overconfident that he sleeps through the race. The boastful animal needing a lesson in humility is a whale, reedbuck, cat, coyote, wolf, or rabbit; and the slow creature is a sea slug, crab, skunk, tortoise, or hedgehog. The versions discussed in this paper and their shortened titles which I have assigned appear below.

- "How the Turtle Beat the Rabbit" edited by James E. Connolly (Cherokee). Shortened title is "Cherokee Tale."
- "The Little Turtle and the Wolf" by Betty Mae Jumper (Seminole). Shortened title is "Seminole Tale."
- "The Race" edited by Robert A. Roessel, Jr. and Dillon Platero. Shortened title is "Navaho Tale."
- "The Hare and the Tortoise" by Aesop, retold by James Reeves (Greece). Shortened title is "Aesop Tale."
- "Slow Train to Arkansas" by Harold Coulander (United States). Shortened title is "Arkansas Tale."
- "Mr. Rabbit Finds His Match at Last" from Uncle Remus by Joel Chandler Harris (American Negro I). Shortened title is "Uncle Remus Tale."
- "Rabbit and Hedgehog" collected by Richard M. Dorson (American Negro II). Shortened title is "American Hedgehog Tale."
- "The Tortoise and the Reedbuck Run a Race" by W.F.P. Burton (Central Africa). Shortened title is "African Reedbuck Tale."

- "The Hare and the Hedgehog" by Walter de la Mare, similar to Grimm and Grimm version (Germany). Shortened title is "German Hedgehog Tale."
- "The Cat and the Crab" edited by Keigo Seki (Japan I). Shortened title paper is "Japanese Cat Tale."
- "The Whale and the Sea Slug" edited by Keigo Seki (Japan II). Shortened title is "Japanese Whale Tale"

History, Country, and Origins

Atelia Clarkson says that "Stories about races between slow and fast animals are among the oldest tales in the world" (167). Clarkson notes that the earliest analyses of these tales divided them into three principal forms in which the slower animal wins through perseverance or deception. I have added an additional form that occurs in some Native American versions.

- Slower animal wins through perseverance because the other is overly confident and falls asleep (Tale Type 275A, Hare and Tortoise Race: The Sleeping Hare) (Clarkson and Cross 169). Stith Thompson refers to this version using the main Motif K11.3, "Hare and Tortoise race: sleeping hare. In a race between the fast and the slow animal, the fast animal sleeps on the road and allows the slow animal to pass him" (MacDonald 262). The "Aesop Tale" by Reeves is an example of this type. While no one is absolutely sure that a man named Aesop existed 2,000 years ago in Greece, most authorities are certain that Aesop Tales have been handed down for numerous generations (Reeves 12).
- Slower creature hangs onto the tail of the faster animal and claims to have been waiting for his rival at the finish line (Tale Type 275, The Race of the Fox and the Crayfish). It has been reported that there are 23 recorded versions in Japan (Seki 25). The main Motif is K11.2.0.2, "Crab rides Fox's tail" (MacDonald 262). The "Japanese Cat Tale" by Seki is an example of this type.

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- Slower animal defeats the fast one by placing relatives or friends along the route. There are two descriptions for Tale Type 1074. One is "Race, the trickster gets others like him to take places in the line of the race. The dupe sees them and thinks the trickster is outrunning him" (Thompson, *Types* 151). The other is "Race Won by Deception: Relative Helpers" (Clarkson 169). The following tales are examples of this type: "Cherokee Tale," "Seminole Tale," "Uncle Remus Tale," "American Hedgehog Tale," "African Reedbuck Tale," "German Hedgehog Tale," and "Japanese Whale Tale."
- Slower animal gets a head start, hides, sneaks back and eats all the prize. The main Motif is K11.5—"Race won by deception: Sham-sick trickster. The trickster feigns lameness and receives a handicap in the race. He then returns and eats up the food which is the prize (MacDonald 262). This is the closest motif for the "Navaho Tale."

Numerous versions of these tale types are found in Africa, Germany, Europe, Japan, United States, Finland, Estonia, Sweden, Russia and other places around the world. The principal Motifs are K11—"Race won by deception," K11.1—"Race won by deception: relative helpers," and K11.3—"Hare and Tortoise race: sleeping hare." The motifs related to the versions selected for this analysis are: K11, K11.1, K11.1.0.3, K11.1.0.5, K11.1.0.7, K11.2—K11.2.0.7, K11.3, K11.5, K22.2.02 (MacDonald 261-263).

The folklorist will try to find the variances and differences between the versions. Some of the key elements of "The Hare and the Tortoise Race" are listed below.

- Animals that run the race (i.e., whale vs. sea slug, hare vs. hedgehog).
- Trickster's helpers (whether they are friends or relatives, and the number).
- Route and terrain of the race (i.e., the existence of ridges, trees, furrows for hiding).
- Purpose of the race. Usually, it is to teach a lesson to a boasting animal and occasionally to win a prize.

- Interaction during the race between the contestants. In the "Seminole Tale," Little Turtle sings a song to the Wolf.
- Ending. The loser may admit defeat or dies, the lesson is told, or the author writes an added comment of the wisdom. In "Racing a Trickster" from Nigeria (a version that is not discussed in this paper) the race between Frog and Deer ends when the deer falls down from exhaustion and dies (Lankford 238). The "Uncle Remus Tale" ends with Uncle Remus explaining to the Little Boy about cheating. The "Aesop Tale" concludes with "Slow and steady wins the race."

In addition to looking for various differences and similarities between versions, the folklorist will look for indications that the transcriber cleaned up a tale, added moralistic insertions, or inserted too much of her/his own writing style and prose (Clarkson 168). None of the tales seemed to have been guilty of these transgressions. And Clarkson and Cross did not feel that this was a problem in the retelling of "The Hare and the Hedgehog" ("German Hedgehog Tale") by Walter de la Mare. She calls him a "master literary artist who uses the essential plot of the tale type as a framework for retelling" and proceeds to tell the reader of his accomplishments (Clarkson 168). This tale is so common to numerous cultures and has been retold over and over again for such a long time, it is not surprising that there are so many versions. And they all seem to have a lesson for the reader.

This seems to be more obvious in the Native American variants. These tales have a teaching lesson theme as an integral part of the story. In the introduction to the "Cherokee Tale," the author explains that "Indian storytellers often used a tale to instruct on what was considered improper behavior, such as boastfulness" (Connolly). James E. Connolly discusses the significance of the turtle to North American tribes and its relation to creation myths. Some editors and authors are not inclined to discuss these aspects, but instead let the tale speak for itself.

The storyteller of folktales needs to be faithful to the intent and cultural considerations of the version being presented, and keep in mind any numbering considerations, repetitious phrases useful to audience participation, the basic plot, and other important elements. However, unlike the folklorist, there is more latitude to add personal modifications to the tale. Based upon personal experience I have noticed two possible problems with using "The Hare and the Tortoise Race" in a storytelling program.

- Children hearing that the race was won by deception might respond as the little boy did in the "Uncle Remus Tale." The teller could

respond to cheating as Uncle Remus did ("It is catching and one needs to be careful not to catch it.") or incorporate the wisdom of the animal in the telling.

- Tales with a moral at the end are usually not very successful. If a storyteller must end with a moral, then the storyteller should consider the endings in the "Seminole Tale," the "Navaho Tale," the "Uncle Remus Tale," and the "German Hedgehog Tale."

Structural (Plot) Variation

There are some common elements throughout the eleven versions chosen for this paper. The faster animal's annoying behavior and boastful manner cause the slower animal to accept or issue the challenge. In these variants (listed in order of most occurrences first), the race occurs due to the following reasons:

- The slower creature is ridiculed, pestered, or annoyed by the faster animal ("Seminole Tale," "Aesop Tale," "American Hedgehog Tale," and "German Hedgehog Tale").
- One or both animals are boasting and the weaker one wants to teach the faster one a lesson of humility ("Cherokee Tale," "African Reedbuck Tale," and "Japanese Whale Tale").
- The two animals are talking and decide to race ("Arkansas Tale," "Uncle Remus Tale," and "Japanese Cat Tale")
- The faster animal wants the prize for himself ("Navaho Tale").

A race won by deception is the most prominent reason for the victory of the slower animal over the faster. The "Aesop Tale" was the only variant where the slow creature did not win through some form of deception (with or without helpers). The following reasons occurred in the variants discussed in this paper:

- The race is won by deception, relative helpers are placed in locations along the route. In the "Uncle Remus Tale," the wife and three children are helpers; in the "American Hedgehog Tale," Old Lady Hedge's daughter is the helper; in the "African Reedbuck Tale," four turtle brothers are helpers, and in the "German Hedgehog Tale," Hedgehog's wife is the helper.

- The race won by deception: friends are placed in locations along the route. In the "Cherokee Tale," three turtle friends help; in the "Seminole Tale," four turtle friends help; and in the "Arkansas Tale," three terrapin plot together. The "Japanese Whale Tale," does not specify a definite number of friends as helpers; however, three beaches are mentioned in the story.
- The race is won through deception by the "Sham-sick trickster" (MacDonald 262). The trickster feigns lameness and receives a handicap in the race. He then returns and gets the prize (MacDonald 262). In the "Navaho Tale," Brother Skunk gets a headstart, hides, and sneaks back to eat the food.
- The race is won by deception with the slow creature hanging on to faster creature's tale. In the "Japanese Cat Tale," the Crab hangs on to the Cat's tail.
- The race is won by the slower animal because the faster animal is overconfident and falls asleep. In the "Aesop Tale," Tortoise beats Hare because of this reason.

The endings have several commonalities. In all eleven versions the smaller, smarter creature tricks the larger, faster animal. Six out of the eleven tales were teaching tales that contained some moralizing, and comments of wisdom were added at the end of the story ("Cherokee Tale," "Seminole Tale," "Aesop Tale," "Uncle Remus Tale," "African Reedbuck Tale," and "German Hedgehog Tale"). The other variants focused on the race itself ("Navaho Tale," "Arkansas Tale," "American Hedgehog Tale," "Japanese Cat Tale," and "Japanese Whale Tale"). Some of the endings were especially noteworthy.

- In the "Navaho Tale," Coyote is outwitted by Skunk, and Skunk becomes the trickster. Previous stories in *Coyote Stories of the Navaho People* by Roessel and Platero help to explain relationship between Coyote and Skunk.
- In both the "Seminole Tale" and the "African Reedbuck Tale," five turtles are able to beat their adversaries. The authors of these variants mention that together the turtles could not be beaten.

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- In the "German Hedgehog Tale," the author notes that the "Hedgehog had the good sense to marry a wife like himself, not a weasel, or a whale" (Clarkson 167).

The plot of this folktale has been broken down into three sections: the challenge, the race, and the ending. Each version has been analyzed according to the appropriate motif for these areas. Motifs came from Stith Thompson's *Motif Index* and Margaret Read MacDonald's *The Storyteller's Sourcebook*. There were no subdivisions indicated from Thompson's Tale-Type Index. Please refer to the following charts for further analysis of the plots and related information on the eleven variants used in this paper: Tabular Analysis of the Variants on pages 12-19, and the Plot Description chart on pages 20-21.

Conclusion

"The Hare and the Tortoise Race" is a prime example of the oral tradition that has been passed down and shared by different cultures through time. Its exact origins are unknown, but there are numerous versions worldwide. In a relatively short period of time, I managed to find more than eleven tales from various cultural groups and countries: Native American groups (Cherokee, Seminole, Navaho), Greece, Southeastern United States, Africa, Germany, and Japan. It is not a complex tale with elaborate schemes and plots, but focuses on a simple theme: the little creature winning over the bigger, more powerful animal. The variants of the tale differ in choice of animals, type of deception, ending remarks, cultural influences, and the transcriber's telling. The selected variants of this tale have similarities previously discussed, but each also has a particular strength or special attribute that makes it stand out in some way (see Plot Description, below).

- "Cherokee Tale." Connolly provides excellent background information on the turtle's significance to the Native American culture. He states that this is an instructional tale intended to teach the lesson that boastfulness is "improper behavior" (Connolly). Turtle teaches Rabbit not to be too boastful.
- "Seminole Tale." Whenever Wolf thinks that he has finished the race and is ready to nap under his favorite tree, he hears Little Turtle singing on the first ridge "your bones will be quivering and the flies will be buzzing and buzzing around you." Each time he hears this he

gets up and runs the race again. He runs the race three times and collapses under his favorite tree, unable to move. The last song the rabbit sings is "I told you I was little and can't run fast, but I can outsmart you." All the turtles leave the wolf alone, "lying beneath the big tree, with the flies buzzing and buzzing around him" (Jumper). The repetitious phrases could be used for participatory storytelling.

- "Navaho Tale." This is a good example of the Navaho Coyote Trickster tale. The ending is exceptionally good. Coyote begs for food and gets exactly what he planned on leaving Skunk—a few bones.
- "Aesop Tale." This is the most familiar variant and the only version in which Tortoise (or slower creature) does not use deception to beat the Hare. The Hare simply is so overconfident that he takes a nap and oversleeps. It contains the well-known phrase "Slow and steady wins the race" (Reeves 73).
- "Arkansas Tale." This is a good version with slight southern Arkansas dialect throughout the story.
- "Uncle Remus Tale." In this version by Joel Chandler Harris, the reader is presented with a very heavy southern dialect. It is a little difficult to decipher. However, this is the only one where there are any human characters, Uncle Remus tells the story to the little boy. At the end the little boy says that "Tarrypin" cheated and Uncle Remus gives him a word of caution in response.
- "American Hedgehog Tale." This is one of the shorter versions, but it is a good feminist version. While the other tales have male characters as the leads, this one has Old Lady Hedge racing and beating Rabbit.
- "African Reedbuck Tale." The ending is especially good in this variant. It says "though they were easy to overcome singly, when they all worked together they were hard to beat" (Burton 98).
- "German Hedgehog Tale." The bet is a bottle of Brandy. The wife helps her husband win the race. This tale has a good ending: the

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hedgehog "had the good sense to marry a wife like himself, and a not a weasel, or a wombat, or a whale" (Clarkson 167).

- "Japanese Cat Tale." This is a short version that has the Crab hanging onto the tail of the cat. There are twenty-three recorded versions of this tale (Seki 25). This could be useful for a program on cats.
- "Japanese Whale Tale." Seki provides information on international versions of this tale in the beginning and a little history. This version could be useful for the storyteller or librarian living in Florida or near coastal waters.

Locating different variants of a folktale can enable the storyteller and librarian to customize their programs to a specific theme or audience. While some audiences might be better able to handle the easier version, such as the "Aesop Tale," an older group would enjoy a more complicated program containing the "Seminole Tale" or the "Navaho Tale." If one were doing the "Navaho Tale," other Coyote tales could be told during the program.

Other audience considerations are sex of group, location, or setting. For instance, a performer doing a program for a Girl Scout group might use the "American Hedgehog Tale," the "German Hedgehog Tale," or the "Uncle Remus Tale." The storyteller who prefers to do participatory storytelling might tell the "Seminole Tale" because of its repetitious singing phrases. Another person might decide to do a program on Native American tales and choose the "Cherokee Tale," the "Seminole Tale," or the "Navaho Tale." The storyteller looking for versions relevant to Florida could select the "Seminole Tale," the "Japanese Cat Tale," or the "Japanese Whale Tale." And for the person wanting the most traditional version with no deception, there is the "Aesop Tale."

This kind of analysis and collection of variants can be very useful for the folklorist and storyteller. It will help them enrich their knowledge of literature and provide more material for future programs.

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TALE TYPE 275A: HARE AND TORTOISE RACE: THE SLEEPING HARE

TALE TYPE 1074: RACE WON BY DECEPTION: RELATIVE HELPERS

TALE TYPE 1074: RACE

Motifs from Stith Thompson's *Motif Index* and Margaret Read MacDonald's *The Storyteller's Sourcebook*

(A Tabular Analysis of Eleven Major Variants)

Principal Motifs: K11-22.2 Contests won by deception

"HOW THE TURTLE
BEAT THE RABBIT"

CHEROKEE

(from *Why The Possums Tale is Bare &
Other North American Indian Nature Tales*

by James E. Connolly)

"Cherokee Tale"

1074: Race Won by Deception

"THE LITTLE TURTLE AND
THE WOLF"

SEMINOLE

(from *Legends of the Seminoles* by
Betty Mae Jumper)

"Seminole Tale"

1074: Race won by Deception

"THE RACE"

NAVAHO

(from *Coyote Stories of the Navaho People*
by Robert A. Roessel, Jr. & Dillon Platero)

"Navaho Tale"

1074: Race Won by Deception

The Challenge

J2353.1 Turtle and Rabbit boast of their speed and decide to run a race to settle the argument. Turtle wants to teach Rabbit a lesson in humility.

K11

[No boasting. Wolf pesters Little Turtle until he agrees to a race. Little Turtle wants to teach Wolf a lesson.]

K11

[No boasting. Brother Coyote and Brother Skunk tricked and killed Big Jack Rabbit, the mice, and the prairie dogs. Brother Coyote wants the meat for himself so challenges Skunk to a race.]

The Race

Z71.1 Turtle Plots with three friends for deception

Z71.2 Four Hills. Little Turtle plots with four turtle friends for deception

Z71.2 Four Ridges

K11 Race. Turtle Trickster gets turtle friend on the first 3 ridges. Turtle waits On the 4th

K11 Race. Little Turtle is Given headstart on first ridge. He posts a friend on each of the 4 ridges

K11.5 Race to the big rock and headstart, posts a back: won by deception. Brother Skunk gets a headstart, and the race Skunk hides, waits till Coyote is past him, returns to camp

Rabbit is deceived and thinks Turtle is outrunning him

Wolf is deceived and thinks Little Turtle is outrunning him. When he arrives on the 4th ridge, he cannot find Little Turtle and goes back to sleep under his tree.

Z71.1 Wolf races Little Turtle 3 times.

K11 Turtle beats Rabbit

K11 Little Turtle Beats Wolf. Wolf collapses under his tree, unable to move

K11.5 Brother Skunk's trick works.

The Ending

That is how Turtle taught Rabbit not to be boastful.

Z71.3 Takes Five turtles to win race. Together they could not be beaten

Brother Skunk gets the food and Brother Coyote some bones.

TALE TYPE 275A: HARE AND TORTOISE RACE: THE SLEEPING HARE
TALE TYPE 1074: RACE WON BY DECEPTION: RELATIVE HELPERS
TALE TYPE 1074: RACE

Motifs from Stith Thompson's *Motif Index* and Margaret Read MacDonald's *The Storyteller's Sourcebook* (A Tabular Analysis of Eleven Major Variants) Principal Motifs: K11—22.2 Contests won by deception

"THE HARE AND THE
TORTOISE"
GREECE

(from *Fables from Aesop* retold
by James Reeves)

"Aesop Tale"
275: A Hare and Tortoise Race

"SLOW TRAIN TO ARKANSAS"
UNITED STATES

(from *Terrapin's Pot of Sense*
by Harold Coulander)

"Arkansas Tale"
1074: Race

"MR. RABBIT FINDS HIS
MATCH AT LAST"
AMERICAN NEGRO 1

(from *Uncle Remus* by Joel
Chandler Harris)

"Uncle Remus Tale" 1074:
Race Won by Deception

The Challenge

B120ff Wise animals. Turtle's mother.

KI1.3 [No boasting. Hare annoys
Tortoise until he agrees to a race.]

K11 [No boasting. Terrapin and Hare
are talking. Terrapin challenges
Hare to a race.]

[Uncle Remus tells little boy
about Brer Rabbit and Brer
Tarrypin.]

K11 [No boasting. Tarrypin and Hare
are talking. Tarrypin challenges
Hare to a race.]

The Race

K11.3 Hare and Tortoise race: sleeping hare. In a race between the fast and the slow animal, the fast animal sleeps on the road and allows the slow animal to pass him.

Z71.1 Three Terrapin plot against Hare.

K11.1 Tarrypin plots with family for deception. Relative helpers are his wife and three children.

K11 Race won by deception.

K22.2.0.2 Tarrypin defeats Brer Rabbit. Tarrypin's family takes places in the line of the race. Brer Rabbit sees them and thinks Brer Tarrypin is outrunning him.

K11.1.0.5 Terrapin defeats Hare. The Hare runs back and forth. Terrapin is posted at both ends and one in the middle. Hare runs 6 miles (3 one way).

K11.3 Tortoise beats Hare.

K11 Terrapin beats Hare.

K22.2.0.2 Tarrypin beats Brer Rabbit
And wins the money.

The Ending

B120ff Slow and steady wins the race.

Hare admits defeat.

J1370ff Uncle Remus comments on cheating.

TALE TYPE 275A: HARE AND TORTOISE RACE: THE SLEEPING HARE
TALE TYPE 1074: RACE WON BY DECEPTION: RELATIVE HELPERS
TALE TYPE 1074: RACE

Motifs from Stith Thompson's *Motif Index* and Margaret Read MacDonald's *The Storyteller's Sourcebook* (A Tabular Analysis of Eleven Major Variants) Principal Motifs: KII-22.2 Contests won by deception

"RABBIT & HEDGEHOG"
AMERICAN NEGRO II
(from *American Negro Folktales*
collected by Richard M. Dorson)

"American Hedgehog
Tale" 1074: Race Won by
Deception

K11.1 [No boasting. Rabbit makes fun of
Hedge's babies. Old Lady Hedge is
angry. To even up things Rabbit
and Old Lady Hedge decide to
race.]

"THE TORTOISE AND THE
REEDBUCK RUN A RACE"
CENTRAL AFRICA
(from *The Magic Drum*
by W.F.P. Burton)

"African Reedbuck Tale"
1074: Race won by
Deception

The Challenge

J2353.1 Reedbuck boasts of his speed and
Tortoise laughs at him. Reedbuck
challenges Tortoise to a race.

"THE HARE AND THE
HEDGEHOG" GERMANY
Similar to version by Grimm and Grimm
(from *Told Again* by Walter de la Mare)

"German Hedgehog Tale"
1074: Race Won by
Deception

K11.1 [No boasting. Hare ridicules
Hedgehog because of his short
legs. Hedgehog challenges Hare to
a race.]

The Race

K11.1 Old Lady Hedge plots with daughter for deception.

K11.1 Race won by deception: relative helpers. Old Lady Hedge and her daughter outwit Rabbit. The daughter is at one end and the mother at the other.

Rabbit is deceived and runs race twice.

K11.1 Tortoise plots with brothers for deception.

Z71.2 Four turtle brothers

K11.1.0.7 Tortoise defeats Reedbuck with the help of his brothers who are placed in the line of the 20 mile race.

K11.1 Hedgehog plots with wife for deception.

K11.1.0.3 Hedgehog and wife defeat Hare. One is placed at each end of the furrow. Hare is deceived.

Z71.1 Hare runs race 3 times before giving up.

K11.1 Old Lady Hedge beats Rabbit.

K11.1 Tortoise beats Reedbuck.

K11.1.0.3 Hedgehog beats Hare. Hedgehog wins bottle of brandy.

The Ending

Rabbit admits defeat.

Z71.3 Takes Five Turtles to win race. Together they could not be beaten.

B120ff Wise animals. Hedgehog had the good sense to marry a wife like himself, not a weasel, or a whale.

TALE TYPE 275A: HARE AND TORTOISE RACE: THE SLEEPING HARE
TALE TYPE 1074: RACE WON BY DECEPTION: RELATIVE HELPERS
TALE TYPE 1074: RACE

Motifs from Stith Thompson's *Motif Index* and Margaret Read MacDonald's *The Storyteller's Sourcebook* (A Tabular Analysis of Eleven Major Variants) Principal Motifs: KII-22.2 Contests won by deception

"THE CAT AND THE CRAB"
JAPAN I

(from *Folktales of Japan*
Edited by Keigo Seki, #10)

"Japanese Cat Tale" 275:
The Race of the Fox and
the Crayfish

**"THE WHALE AND
THE SEA SLUG"**
JAPAN II

(from *Folktales of Japan*
Edited by Keigo Seki, #9)

"Japanese Whale Tale"
1074: Race

The Challenge

K11.2 [No boasting. Cat and Crab decide
to have a race.]

J2353.1 Whale brags that "There is no
greater animal than I." The Sea
Slug laughs and the Whale
challenges him to a race.

The Race

K11.2 Crab hangs on to Cat's tail and wins.

K11.2.0.1 - .2.0.7 Race won by deception: clinging to tail. Cat is deceived.

K11.2 Cat nears finish line, turns around to look for Crab. Crab lets go of Cat's tail and crosses finish line first.

K11.2 Crab beats Cat.

K11 Sea Slug plots with friends for deception.

K11 Race won by deception. Sea Slug gets friends to help him beat Whale in a race. A Sea Slug is sent to every nearby beach. When Whale arrives Sea Slug is always there first.

Z71.1 Whale and Sea Slug agree to swim to three different beaches.

K11 Sea Slug beats Whale.

The Ending

K11 Whale admits defeat.

PLOT DESCRIPTION

| Shortened Title | Plot |
|--------------------|---|
| "Cherokee Tale" | Turtle and Rabbit boast of their speed and decide to race. Turtle wants to teach Rabbit a lesson in humility. He gets three turtle friends to take places in the line of the race on the first three separate ridges. Turtle is on the last ridge. Rabbit is deceived and loses the race. |
| "Seminole Tale" | Little Turtle and Wolf decide to race. Little Turtle wants to teach Wolf a lesson. Turtle gets his four friends to take places in the line of the race on four separate hills. Wolf runs race three times, finally collapses, and Turtle wins. |
| "Navajo Tale" | Coyote and Skunk are waiting for the mice and rabbit to cook. Coyote gets greedy and challenges Skunk to a race. Skunk gets a head start, hides, waits for Coyote to go past, and slips back to the fire. He takes the meat and goes up to the mesa. In the end Coyote only gets a few bones. |
| "Aesop Tale" | In a race between the fast and the slow animal, the fast animal sleeps on the road and allows the slow animal to pass him. Rabbit sleeps and Tortoise wins the race. |
| "Arkansas Tale" | Terrapin defeats Hare. Three Terrapin plot against Hare. Terrapin gets others like him to take places in the line of the race (one at the beginning, one at the end and in the middle). The Hare sees them and thinks Terrapin is outrunning him. |
| "Uncle Remus Tale" | Uncle Remus tells story to little boy. Brer Tarrypin tricks Brer Rabbit. He wins race by deception, wife and three children take places in the line of the race. Brer Rabbit sees them and thinks Brer Tarrypin is outrunning him. Brer Tarrypin beats Brer Rabbit and wins the money. |

- "American Hedgehog Tale" Rabbit makes fun of the hedgehog babies. Old Lady Hedge is angry and to even up things Rabbit and Old Lady Hedge decide to race. Old Lady Hedge and her daughter outwit Rabbit, one is at the beginning and the other at the other end. Rabbit runs race twice before admitting defeat.
- "African Reedbuck Tale" Tortoise laughs at Reedbuck Tolu's boasting. Reedbuck challenges him to a race. Tortoise defeats Reedbuck by placing his four brothers in the line of the race. Reedbuck is deceived and Tortoise wins.
- "German Hedgehog Tale" Rabbit ridicules Hedgehog. Hedgehog challenges Rabbit to a race. Hedgehog places himself at beginning of furrow and wife at end. Hare is deceived and races three times before giving up. Hedgehog wins bottle of brandy.
- "Japanese Cat Tale" Cat and Crab decide to a race. Crab wins by hitching a ride on Cat' s tail. When Cat nears the finish line, Crab lets go of Cat' s tail and crosses the finish line first.
- "Japanese Whale Tale" Whale boasts and Sea Slug challenges Whale to a race. Sea Slug gets friends to go to every beach. When Whale arrives, they repeat the same expression. Whale thinks they are all the same Sea Slug, and after swimming to three beaches admits defeat.

CHARACTER AND SPECIAL FEATURES ANALYSIS

Title & Characters

Special Noteworthy Features

"Cherokee Tale"

Turtle
Rabbit
3 Turtle friends

James E. Connolly has provided background information on turtles and their significance to the Native American culture. Ends with moral: And that is how the turtle taught Rabbit not to be too boastful.

"Seminole Tale"

Little Turtle
Wolf
4 Turtle friends

Little Turtle sings songs during the race. There is more vocal interaction in this version. Songs can be used as means to encourage audience participation. Wolf runs race three times. Last song is "I told you I was little and can't run fast, but I can outsmart you." Note together they could win.

"Navaho Tale"

Brother Skunk
Brother Coyote

Brother Skunk has just helped Brother Coyote catch the meat, and cook it. He knows better than to trust Coyote. So he comes up with a plan of his own. More interaction between characters.

"Aesop Tale"

Tortoise
Hare

Some comments by other animals. Mother's advice mentioned in the beginning and repeated at the end. "Slow and steady wins the race."

"Arkansas Tale"

Terrapin
Hare
2 Turtle friends

More interaction at each part of the race between Hare and the substitutes. Hare runs back and forth before he gives up.

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| <p>"Uncle Remus Tale" Uncle Remus, Little Boy, Brer Tarrypin, Wife, & 3 children Brer Rabbit</p> | <p>Good indication of southern dialect. Uncle Remus tells Little Boy the story. Addresses the cheating issue in the ending. When I have told the Native American version, the children mention that turtle cheated. Uncle Remus warns the little boy to watch out for cheaters.</p> |
| <p>"American Hedgehog Tale" Old Lady Hedge Rabbit Lady Hedge's daughter</p> | <p>Very short version. Old Lady Hedge decides to teach Rabbit a lesson. A feminist version. Rabbit runs race two times before admitting defeat.</p> |
| <p>"African Reedbuck Tale" Tortoise, Reedbuck, Tortoise's 4 brothers</p> | <p>Race is from village to village with a separate brother stationed at each. Reedbuck is fooled. Good ending: working together Tortoise and his brothers are unbeatable.</p> |
| <p>"German Hedgehog Tale" Hedgehog, Hare, Hedgehog's wife</p> | <p>Hare makes fun of Hedgehog's short legs. Hedgehog bets a bottle of Brandy. The wife helps him win the race. Good ending-the hedgehog "had the good sense to marry a wife like himself, and not a weasel, or a wombat, or a whale!"</p> |
| <p>"Japanese Cat Tale" Crab Cat</p> | <p>Short tale. Indication of history: appears in Aesop, known in Europe, Africa, and in the Negro and Indian traditions of America. Supposedly 23 versions have been recorded in Japan. This could be useful for a program with a cat theme.</p> |
| <p>"Japanese Whale Tale" Sea Slug Whale Sea Slug Friends</p> | <p>Author gives information on international versions of this tale in the beginning. Appropriate for the storyteller living near coastal areas, like Florida. Whale swims to three beaches before admitting defeat.</p> |

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