# **Noah's Ark Shanty**

#### **U3A Shanties**

- 1. In 'Frisco bay there were three ships, **Timme way, hay, hay-i-o!**
- In 'Frisco bay there were three ships,

  A long time ago.
- 2. And one of them ships was Noah's old Ark **Timme way, hay, hay-i-o!**
- A-covered all over with hickory bark. **A long time ago.**
- 3. He took two animals of every kind **Timme way, hay, hay-i-o!** He took two animals of every kind.
- A long time ago.
- 4. But the bull and the cow, they started to row.

**Timme way, hay, hay-i-o!**The bull and the cow, they started to row.

#### A long time ago.

- 5. Then Noah, he made a crack of his whip Now stop that row or you'll scuttle the ship.
- 6. Then the bull stuck his horn through the side of the ark.

And the little black dog, he started to bark.

6. Then Noah took the dog stuck his nose in the hole And ever since then, dog's nose has been

and ever since then, dog's nose has been cold.

## A long time ago.

A long, long time and a very long time Timme way, hay, hay-i-o! A long, long time and a very long time A long time ago.

### Notes:

A halyard and capstan shanty.

Alternative titles: A long time ago, In Frisco Bay, Noah's ark shanty

This version: verses written by Jimmy Miller,

**Hugill,** Stan, *Shanties from the Seven Seas* 1994, says concerning the generic song "A Long Time Ago" (this being one of many versions):

Probably of American Negro origin, "A long Time Ago" became by the [18] nineties the most used halyard song of them all. Even the Germans and Scandinavians popularised versions in their own tongues. ... It was sometimes sung in lively fashion, other times slow and melancholy, depending on the shantyman.

Hugill gives eight versions of A Long Time Ago, only one of them being about Noah's Ark, that has 28 verses, The above shortened version was written by Jimmy Miller.



Pohl, Rudolf, 2009, *Durup nar* Alleged landing site of Noah's Ark near Dogubayazit, Turkey, 17 miles south of Mount Ararat. Courtesy Dr. Lorence G. Collins. from <u>wikimedia commons</u>.