

Oh, the Places You'll Go!
By Dr. Seuss
1990

Congratulations!

Today is your day.

You're off to Great Places!

You're off and away!

You have brains in your head. /¹

You have feet in your shoes.

You can steer yourself

any direction you choose.

You're on your own. And you /² know what you know.

And YOU are the guy who'll decide where to go.

You'll look up and down streets. /³ Look 'em over with care.

About some you will say, "I don't choose to go there."

With your head full /⁴ of brains and your shoes full of feet,

you're too smart to go down any not-so-good street.

And /⁵ you may not find *any*

you'll want to go down.

In that case, of course,

you'll head straight out of /⁶ town.

It's opener there
in the wide open air.

Out there things can happen
and frequently do
to people as /⁷ brainy
and footsy as you.

And when things start to happen,
don't worry. Don't stew.
Just go right along.
You'll /⁸ start happening too.

OH!

THE PLACES YOU'LL GO!

You'll be on your way up!
You'll be seeing great sights!
You'll /⁹ join the high fliers
who soar to high heights.

You won't lag behind, because you'll have the speed.

You'll pass /¹⁰ the whole gang and you'll soon take the lead.

Wherever you fly, you'll be best of the best

Wherever you /¹¹ go, you will top all the rest.

Except when you *don't*.

Because, sometimes, you *won't*.

I'm sorry to say so /¹²

but, sadly, it's true

that Bang-ups

and Hang-ups

can happen to you.

You can get all hung up /¹³

in a prickle-ly perch.

And your gang will fly on.

You'll be left in a Lurch.

You'll come down from /¹⁴ the Lurch

with an unpleasant bump.

And the chances are, then,

that you'll be in a Slump.

And when you're /¹⁵ in a Slump,
you're not in for much fun.

Un-slumping yourself
is not easily done.

You will come to a /¹⁶ place where the streets are not marked.

Some windows are lighted. But mostly they're darked.

A place you could sprain /¹⁷ both your elbow and chin!

Do you dare to stay out? Do you dare to go in?

How much can /¹⁸ you lose? How much can you win?

and *IF* you go in, should you turn left or right...

or right- /¹⁹ and-three-quarters? Or, maybe, not quite?

Or go around back and sneak in from behind?

Simple it's not, I'm /²⁰ afraid you will find,

for a mind-maker-upper to make up his mind.

You can get so confused

that /²¹ you'll start in to race

down long wiggled roads at a break-necking pace

and grind on for miles across /²² weirdish wild space,

headed, I fear, toward a most useless place.

The Waiting Place...

...for people just waiting.

Waiting for /²³ a train to go

or a bus to come, or a plane to go

or the mail to come or /²⁴ the rain to go

or the phone to ring, or the snow to snow

or waiting around for a Yes /²⁵ or No

or waiting for their hair to grow.

Everyone is just waiting.

Waiting for the fish to bite

or /²⁶ waiting for wind to fly a kite

or waiting around for Friday night

or waiting, perhaps, for their Uncle Jake /²⁷

or a pot to boil, or a Better Break

or a string of pearls, or a pair of pants

or /²⁸ a wig with curls, or Another Chance.

Everyone is just waiting.

NO!

That's not for you!

Somehow you'll escape
all /²⁹ that waiting and staying.
You'll find the bright places
where the Boom Bands are playing.

With banner flip-flapping,
once /³⁰ more you'll ride high!
Ready for anything under the sky.
Ready because you're that kind of a guy!

Oh, the /³¹ places you'll go! There is fun to be done!
There are points to be scored. There are games to be /³² won.
And the magical things you can do with that ball
will make you the winning-est winner of all.
Fame! /³³ You'll be famous as famous can be,
with the whole wide world watching you win on TV.

Except when they /³⁴ don't.
Because, sometimes, they won't.

I'm afraid that *some* times
you'll play lonely games too.
Games you can't win

'cause /³⁵ you'll play against you.

All Alone!

Whether you like it or not,

Alone will be something

you'll be quite a /³⁶ lot.

And when you're alone, there's a very good chance

you'll meet things that scare you right out of your /³⁷ pants.

There are some, down the road between hither and yon,

that can scare you so much you won't want /³⁸ to go on.

But on you will go

though the weather be foul.

On you will go

though your enemies /³⁹ prowl.

On you will go

though the Hakken-Kraks howl.

Onward up many

a frightening creek,

though your arms may /⁴⁰ get sore

and your sneakers may leak.

On and on you will hike.
And I know you'll hike far
and /⁴¹ face up to your problems
whatever they are.

You'll get mixed up, of course,
as you already know.
You'll get /⁴² mixed up
with many strange birds as you go.
So be sure when you step.
Step with care and great /⁴³ tact
and remember that Life's
a Great Balancing Act.
Just never forget to be dexterous and deft.
And *never* mix /⁴⁴ up your right foot with your left.

And will you succeed?
Yes! You will, indeed!
(98 and $\frac{3}{4}$ /⁴⁵ percent guaranteed.)

KID, YOU'LL MOVE MOUNTAINS!

So...

be your name Buxbaum or Bixby or Bray

or Mordecai Ali Van Allen /⁴⁶ O'Shea,

you're off to Great Places!

Today is your day!

Your mountain is waiting.

So...*get on your way!*)