# ENEMYWAY CEREMONY

Division into two camps: the home camp and the stick receiver's camp (representing "the enemy")

Preparations:
- one-sung-over's family sees the need for the ceremony
- a special hogan is built
- the family decides upon a practitioner of the ceremony and the "stick receiver"

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Day One Eve:
- ceremony includes shaman singing four sacred songs

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Day One:
- a stick decorated with the symbols of the warrior god Enemy Slayer and his mother, Changing Woman, is brought from the home camp to the stick receiver's camp
- one-sung-over carries the stick

Night One:
- singing and dancing in the stick receiver's camp (only time in traditional Navajo culture that men + women dance together)
  - four sacred songs
  - **Sway Songs** - sung by a group of men
    - accompanied by water drum
    - theme is of courtship ("lonesome am I....")
    - mainly vocables, most entirely vocables
    - leader begins, then is joined by a chorus
    - divided into the two camps - represents battle (very competitive)
    - last about an hour
  - Dance songs - "ladies' choice" - couple dances
    - when women want a new dance partner, they demand a token payment from the man
    - signal song indicates return to Sway songs, these last until dawn

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Day Two:
- Gift songs - home camp sings outside the hogan of the stick receiver's camp; gifts are given
- home camp travels to the stick receiver's camp (symbolic of a war raid)
- home camp returns home
- stick receiver's camp moves to within a few miles of the home camp

Night Two:
- singing and dancing similar to Night One

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Day Three:
- mock raid by the stick receiver's camp into the home camp
- stick receiver's camp moves to within a few hundred yards of the home camp
- more Gift songs
- secret ritual of chanting over the one-sung-over
  - one-sung-over dresses for battle and shoots a trophy of the enemy (ritualistic killing of the ghost of illness)
- Circle Dance - performed at the stick receiver's new camp
  - two sides compete to see who can sing and dance best
  - some all vocables, some contain lexical text as well
  - each drumbeat is seen as driving the ghost further into the ground
- One-sung-over's secret war name revealed

Night Three:
- singing and dancing similar to Night One

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Day Four:
- four sacred songs
- short blessing at dawn
- stick receiver's camp departs
- one-sung-over is cured, but needs to spend 4 days of rest while the cure "takes"