

Oh, the Places

You'll  
Go!



By  
Dr. Seuss

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the  
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Go!



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SUMMARY: Advice in rhyme for proceeding in life; weathering fear, loneliness, and confusion;  
and being in charge of your actions.

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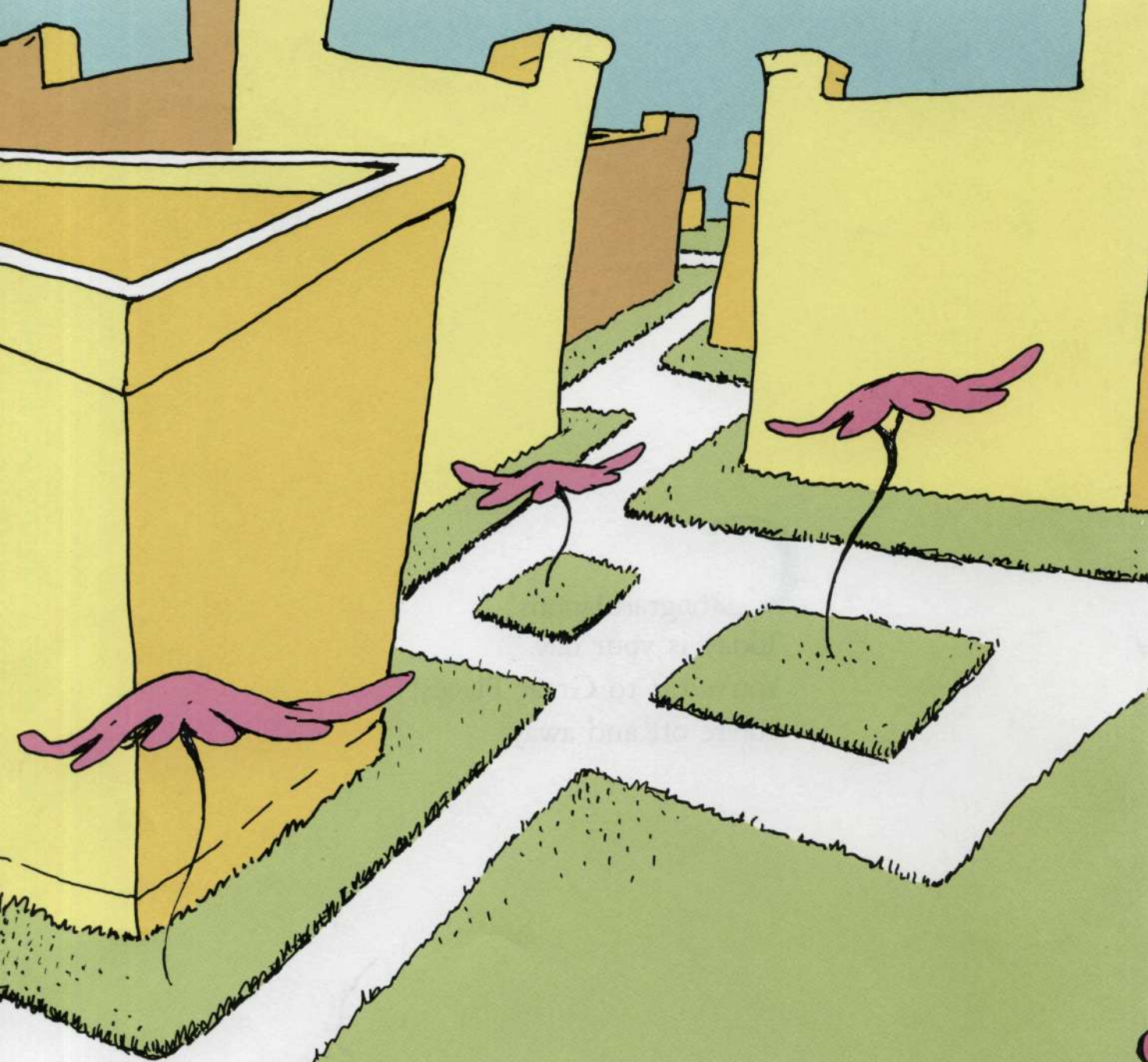
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Congratulations!  
Today is your day.  
You're off to Great Places!  
You're off and away!



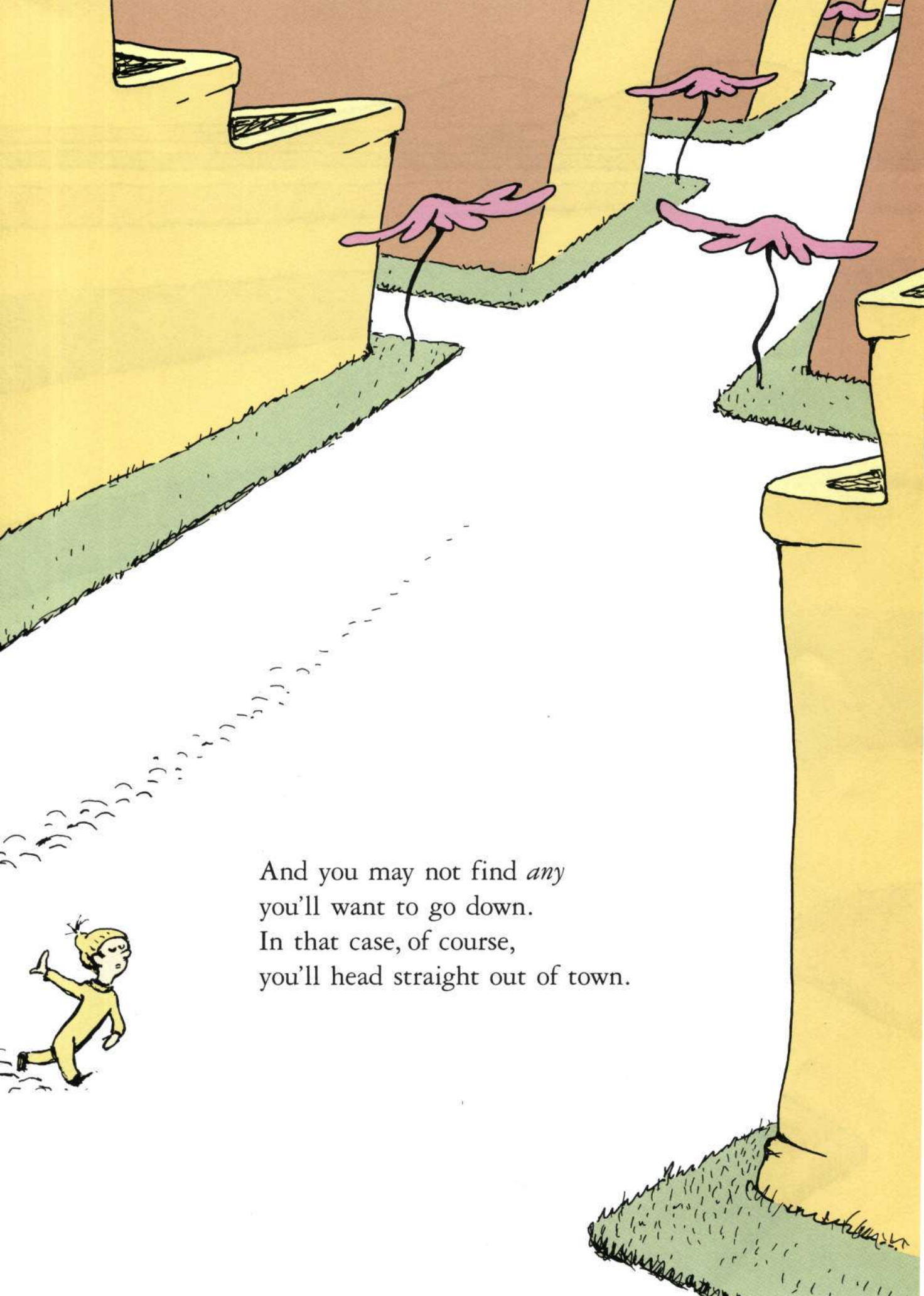


You have brains in your head.  
You have feet in your shoes.  
You can steer yourself  
any direction you choose.  
You're on your own. And you know what you know.  
And *YOU* are the guy who'll decide where to go.





You'll look up and down streets. Look 'em over with care.  
About some you will say, "I don't choose to go there."  
With your head full of brains and your shoes full of feet,  
you're too smart to go down any not-so-good street.

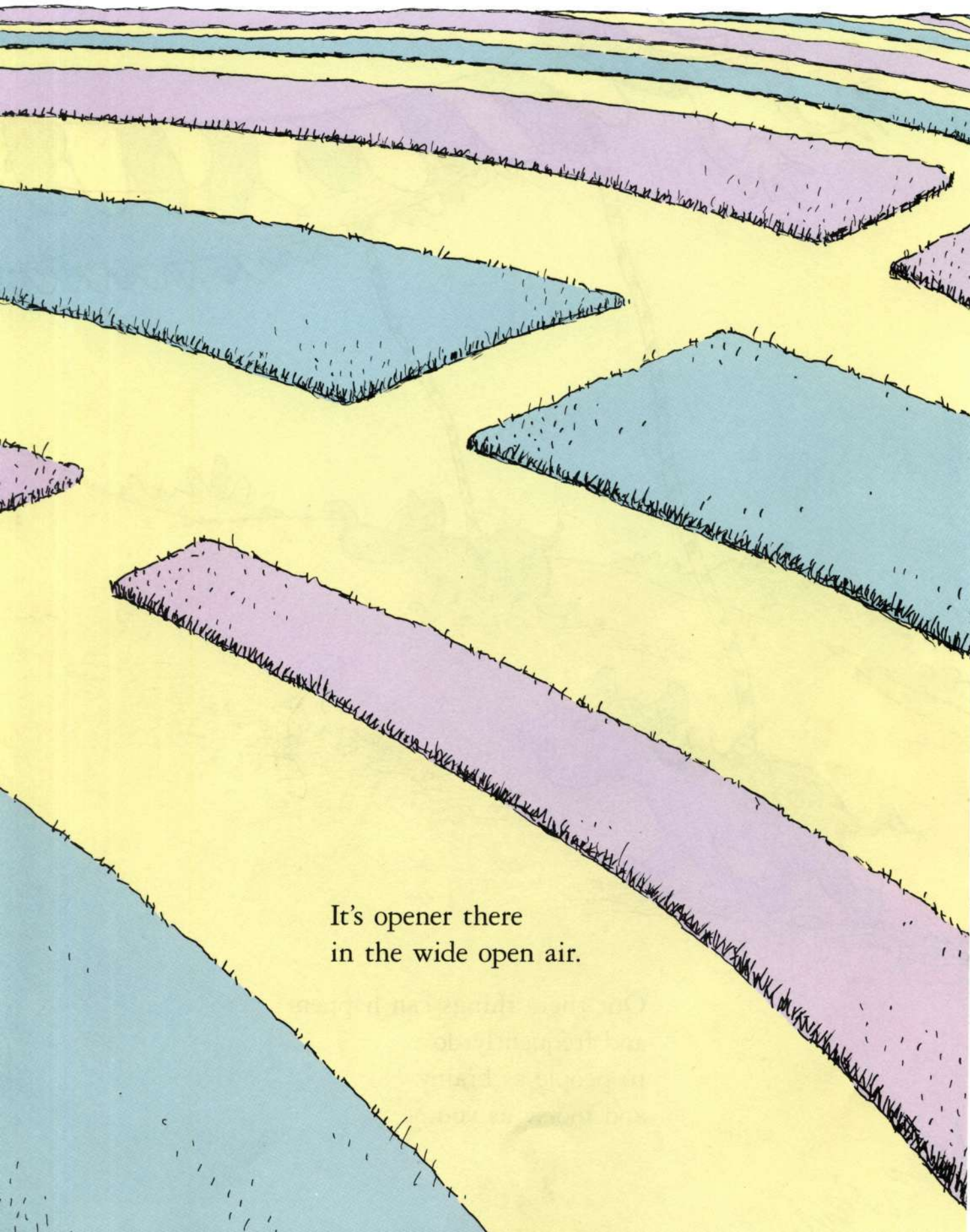


And you may not find *any*  
you'll want to go down.  
In that case, of course,  
you'll head straight out of town.





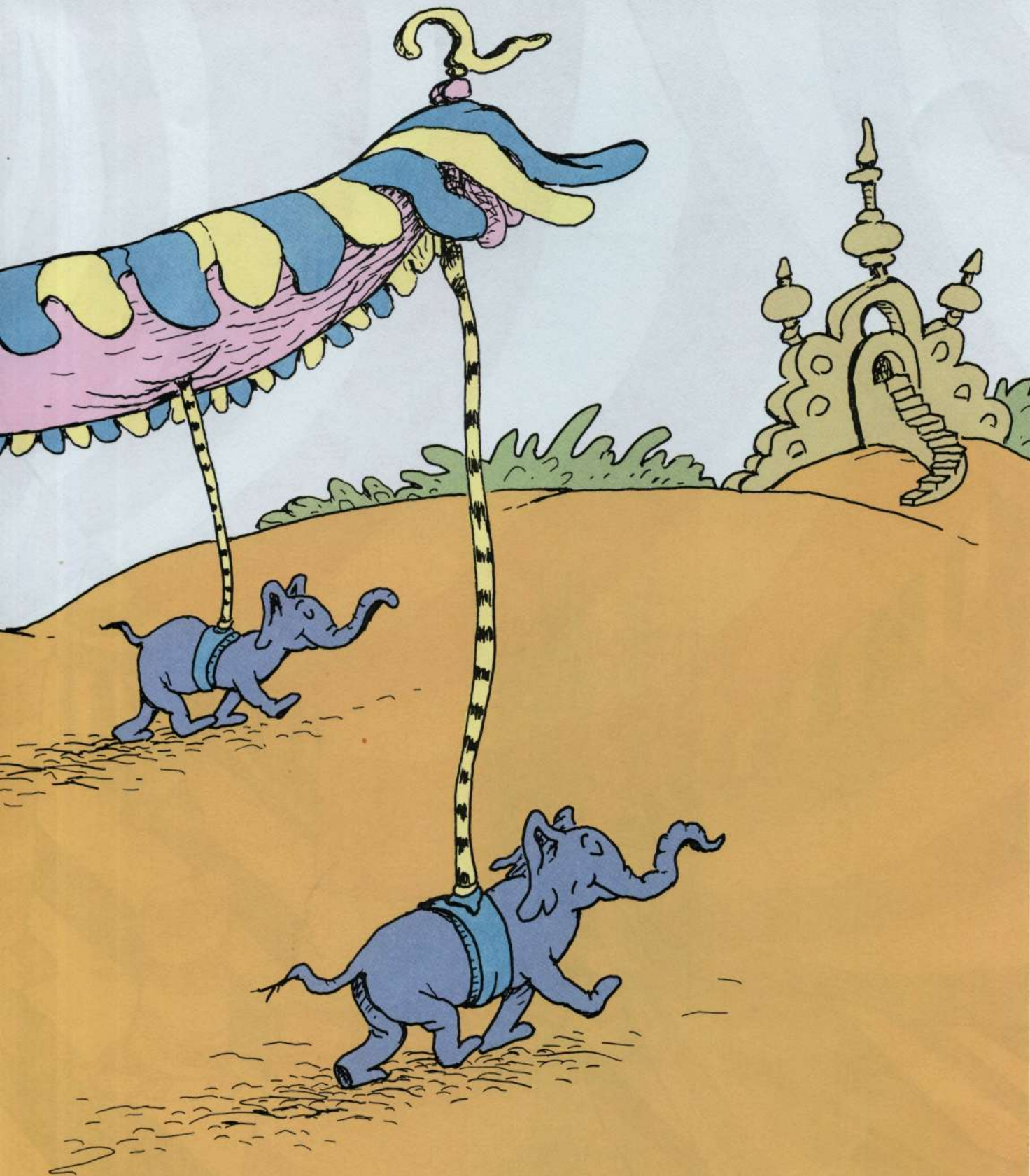




It's opener there  
in the wide open air.



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



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





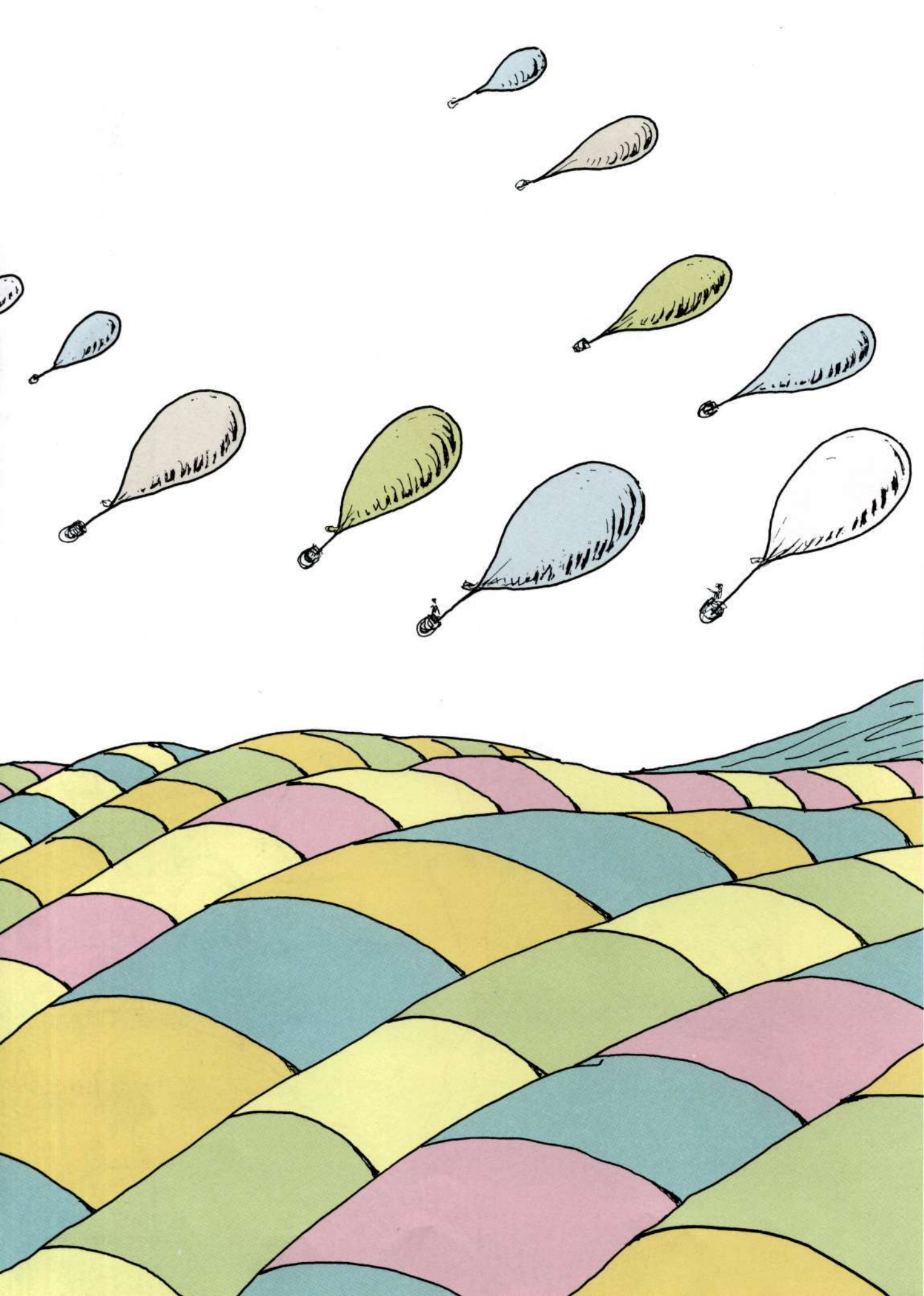
OH!  
THE PLACES YOU'LL GO!

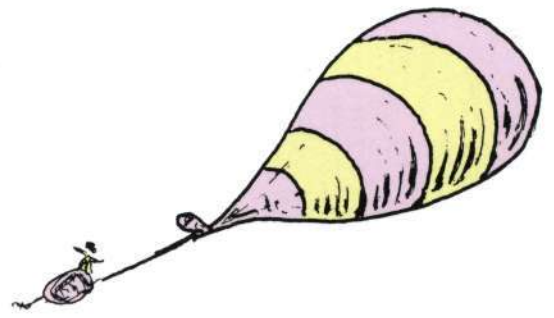
You'll be on your way up!  
You'll be seeing great sights!  
You'll join the high fliers  
who soar to high heights.



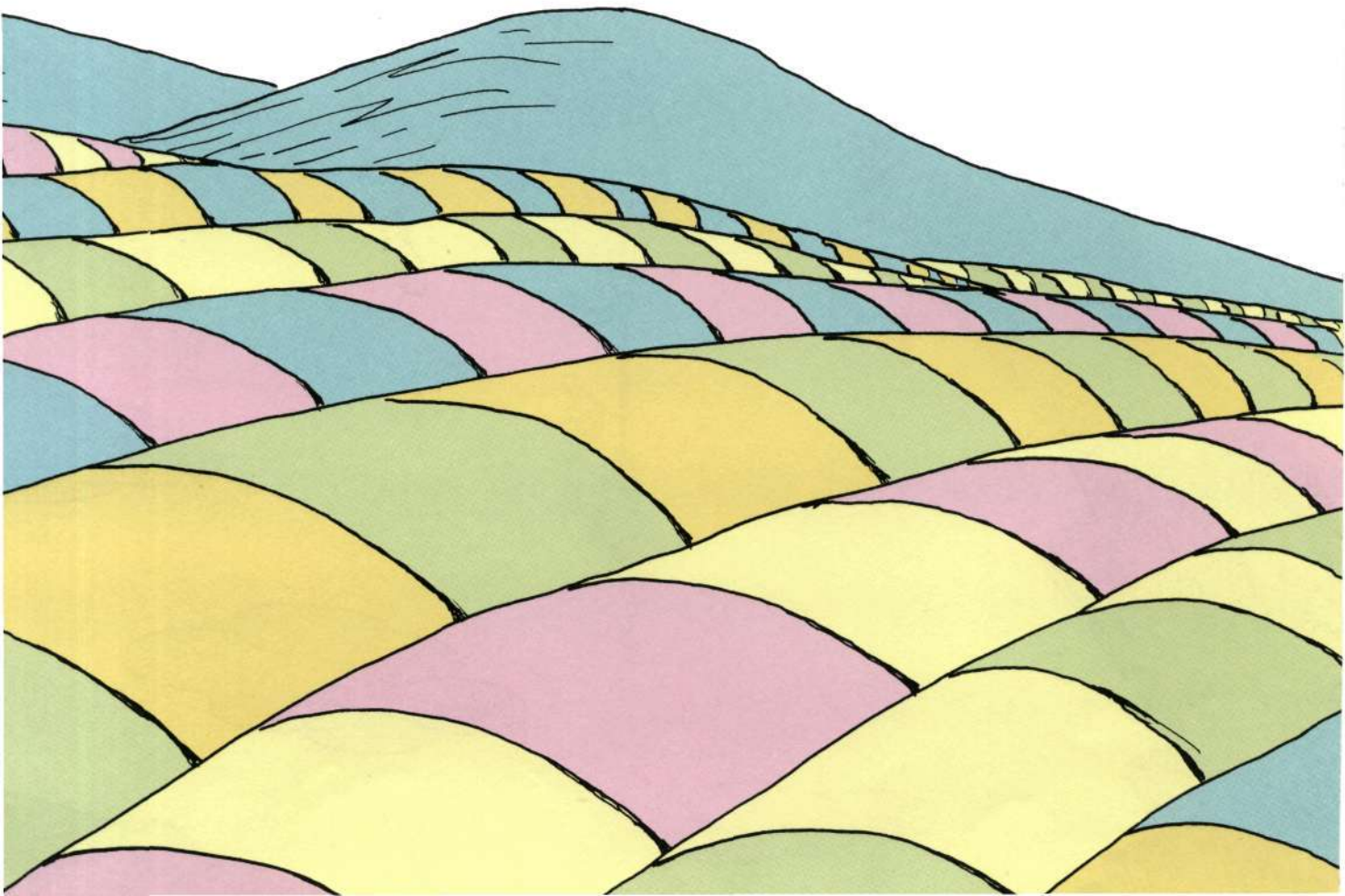






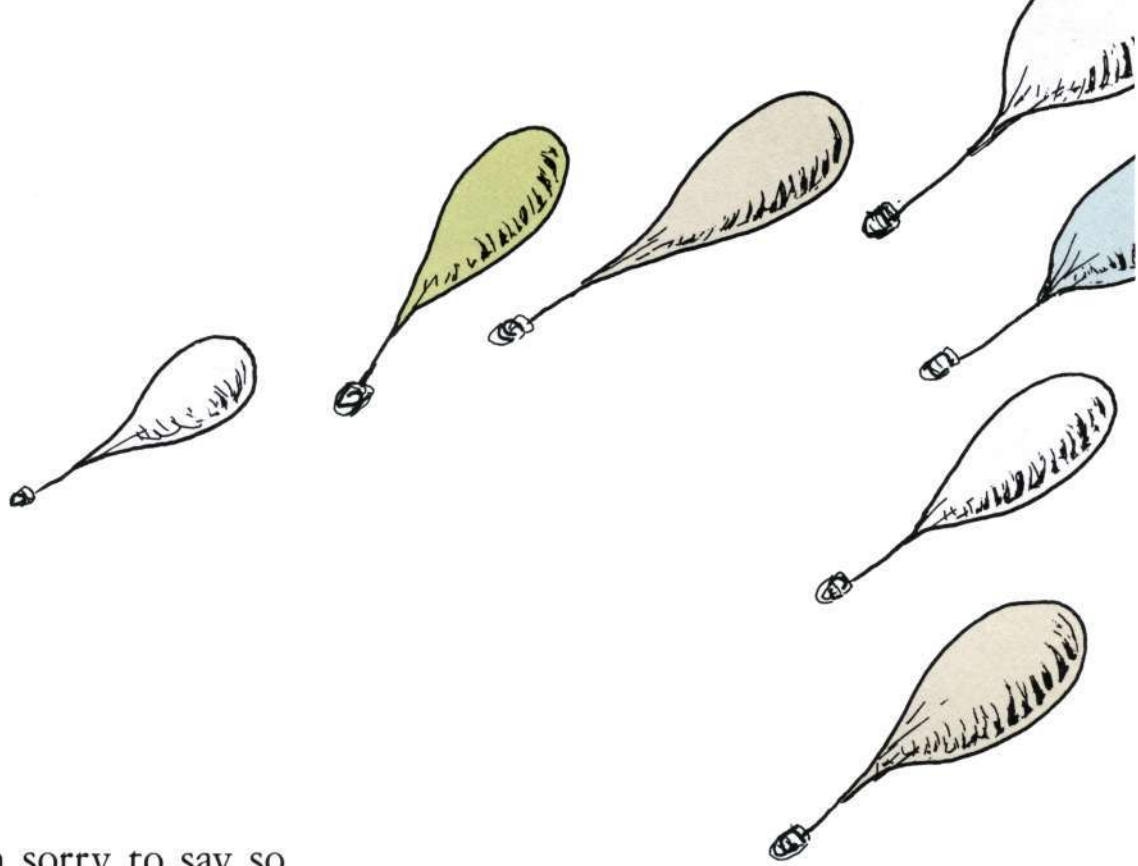


You won't lag behind, because you'll have the speed.  
You'll pass the whole gang and you'll soon take the lead.  
Wherever you fly, you'll be best of the best.  
Wherever you go, you will top all the rest.



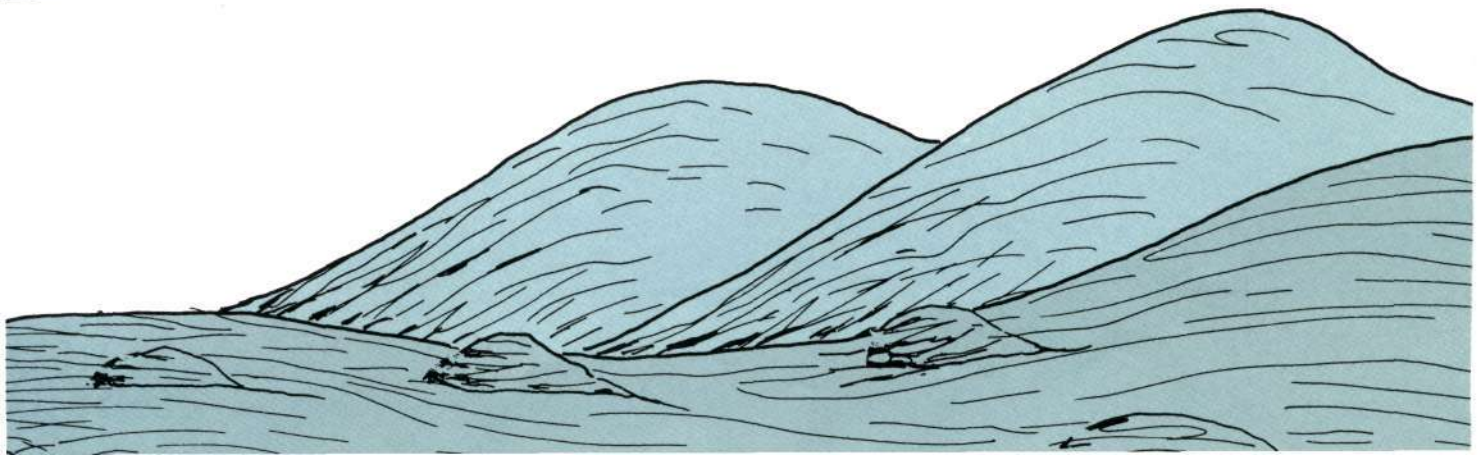
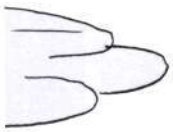
Except when you *don't*.  
Because, sometimes, you *won't*.





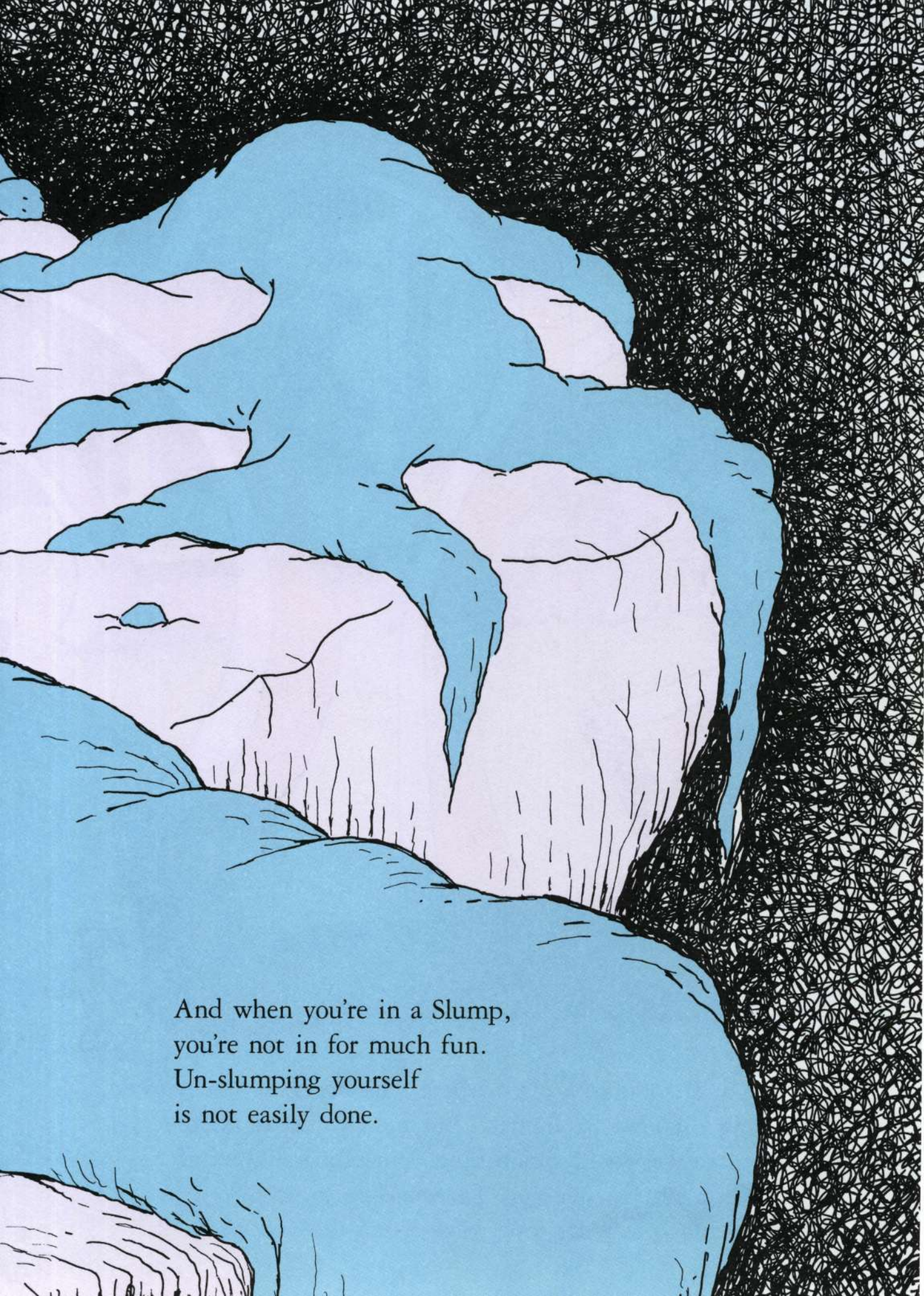
I'm sorry to say so  
but, sadly, it's true  
that Bang-ups  
and Hang-ups  
*can* happen to you.

You can get all hung up  
in a prickle-ly perch.  
And your gang will fly on.  
You'll be left in a Lurch.

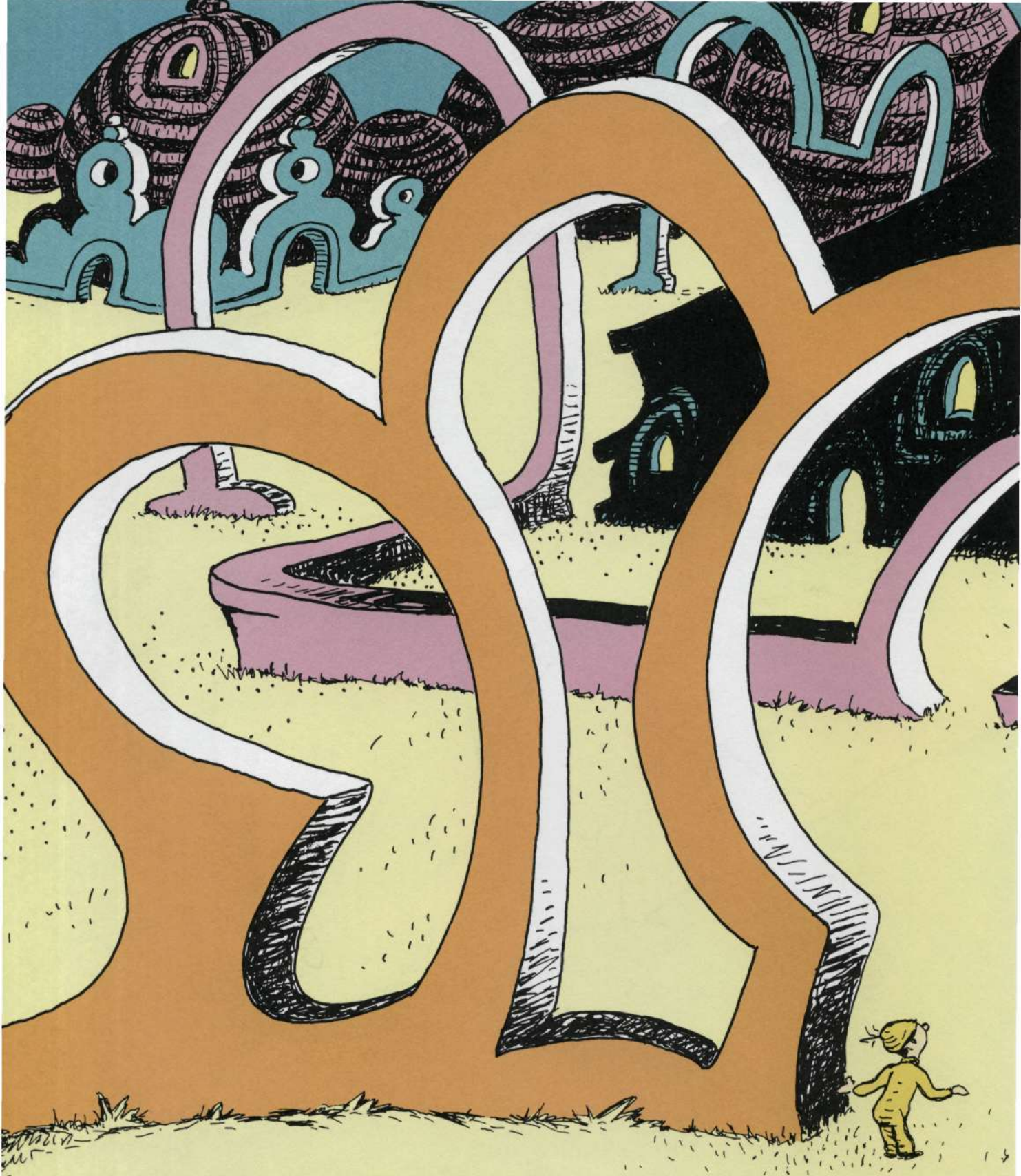




You'll come down from the Lurch  
with an unpleasant bump.  
And the chances are, then,  
that you'll be in a Slump.



And when you're in a Slump,  
you're not in for much fun.  
Un-slumping yourself  
is not easily done.



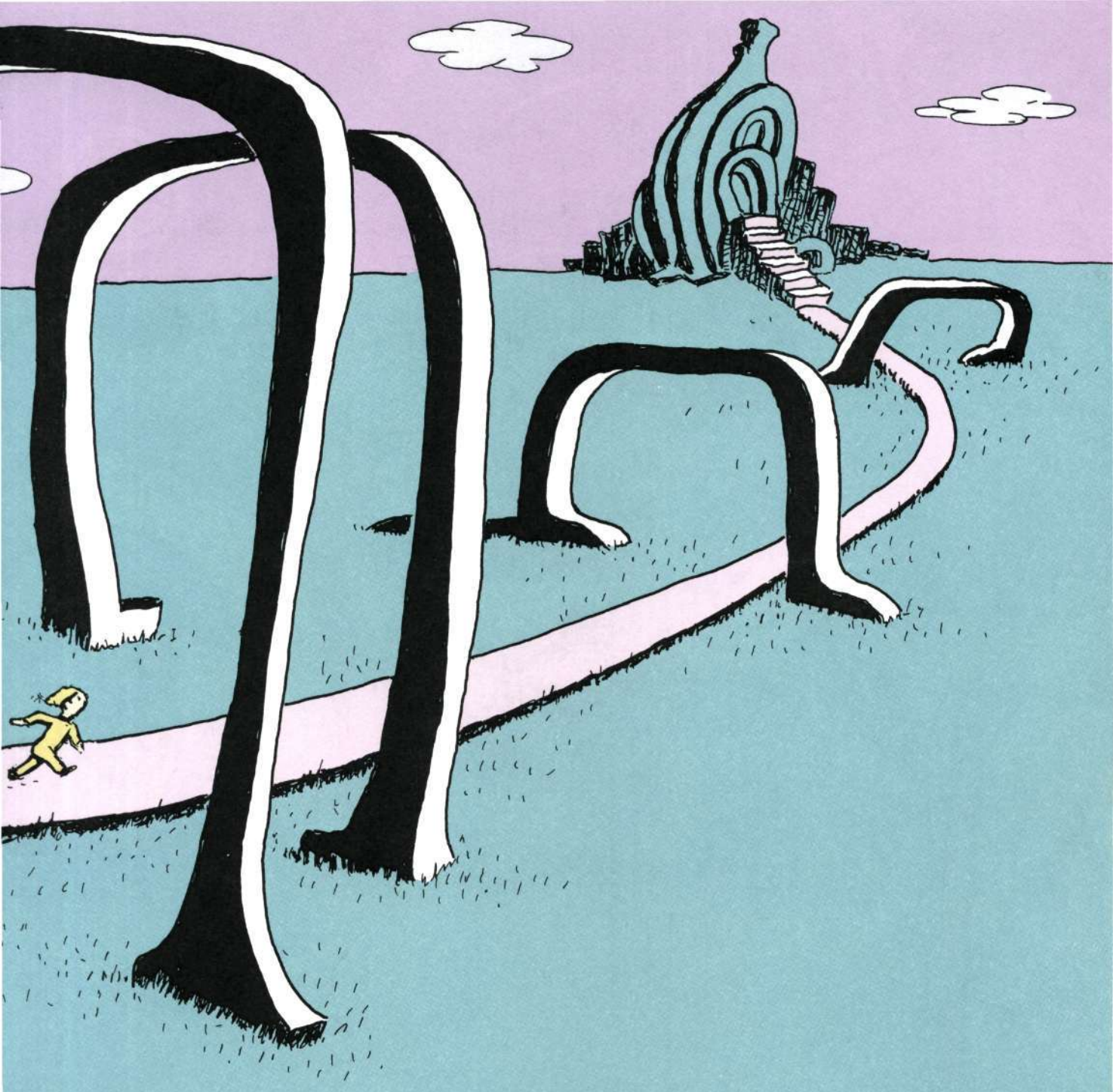
You will come to a place where the streets are not marked.  
Some windows are lighted. But mostly they're darked.  
A place you could sprain both your elbow and chin!  
Do you dare to stay out? Do you dare to go in?  
How much can you lose? How much can you win?



And *IF* you go in, should you turn left or right...  
or right-and-three-quarters? Or, maybe, not quite?  
Or go around back and sneak in from behind?  
Simple it's not, I'm afraid you will find,  
for a mind-maker-upper to make up his mind.







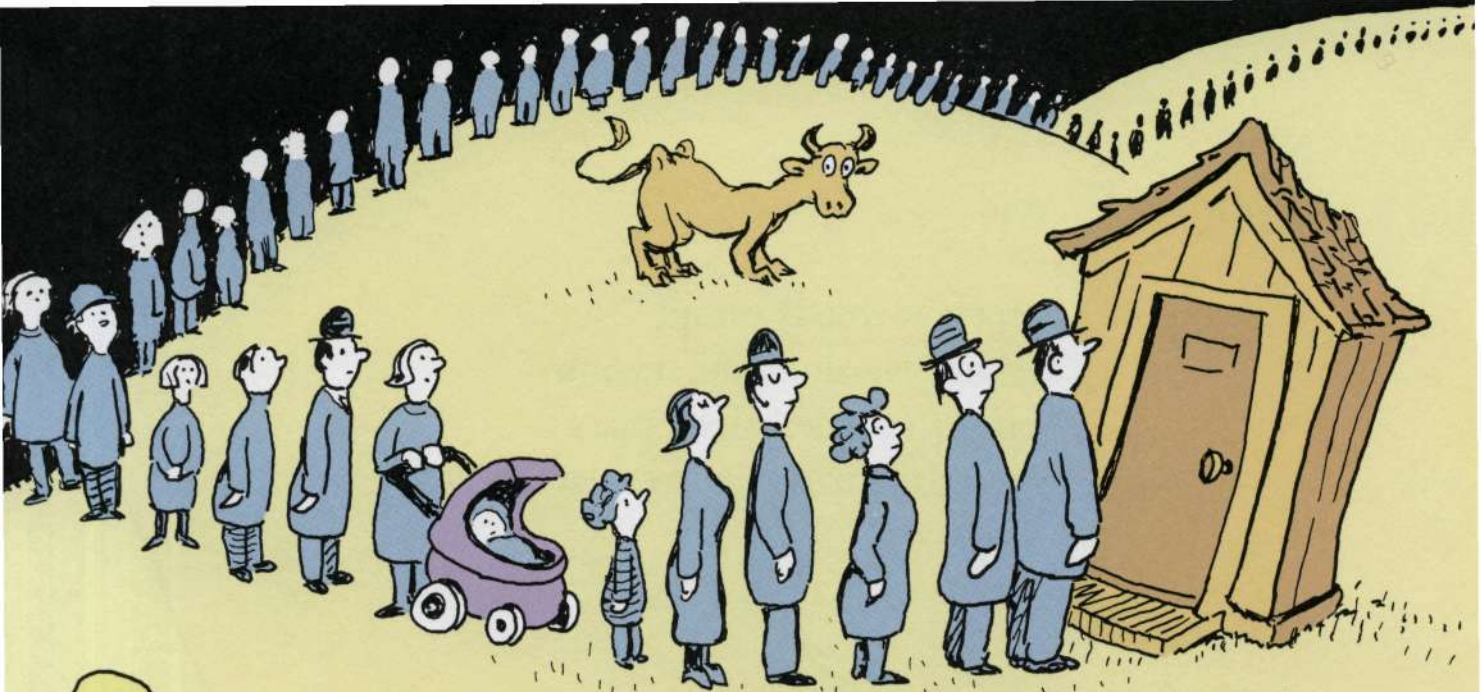
You can get so confused  
that you'll start in to race  
down long wiggled roads at a break-necking pace  
and grind on for miles across weirdish wild space,  
headed, I fear, toward a most useless place.

The Waiting Place...

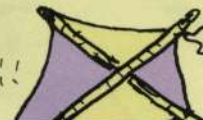


...for people just waiting.

Waiting for a train to go  
or a bus to come, or a plane to go  
or the mail to come, or the rain to go  
or the phone to ring, or the snow to snow  
or waiting around for a Yes or No  
or waiting for their hair to grow.  
Everyone is just waiting.



Waiting for the fish to bite  
or waiting for wind to fly a kite  
or waiting around for Friday night  
or waiting, perhaps, for their Uncle Jake  
or a pot to boil, or a Better Break  
or a string of pearls, or a pair of pants  
or a wig with curls, or Another Chance.  
Everyone is just waiting.



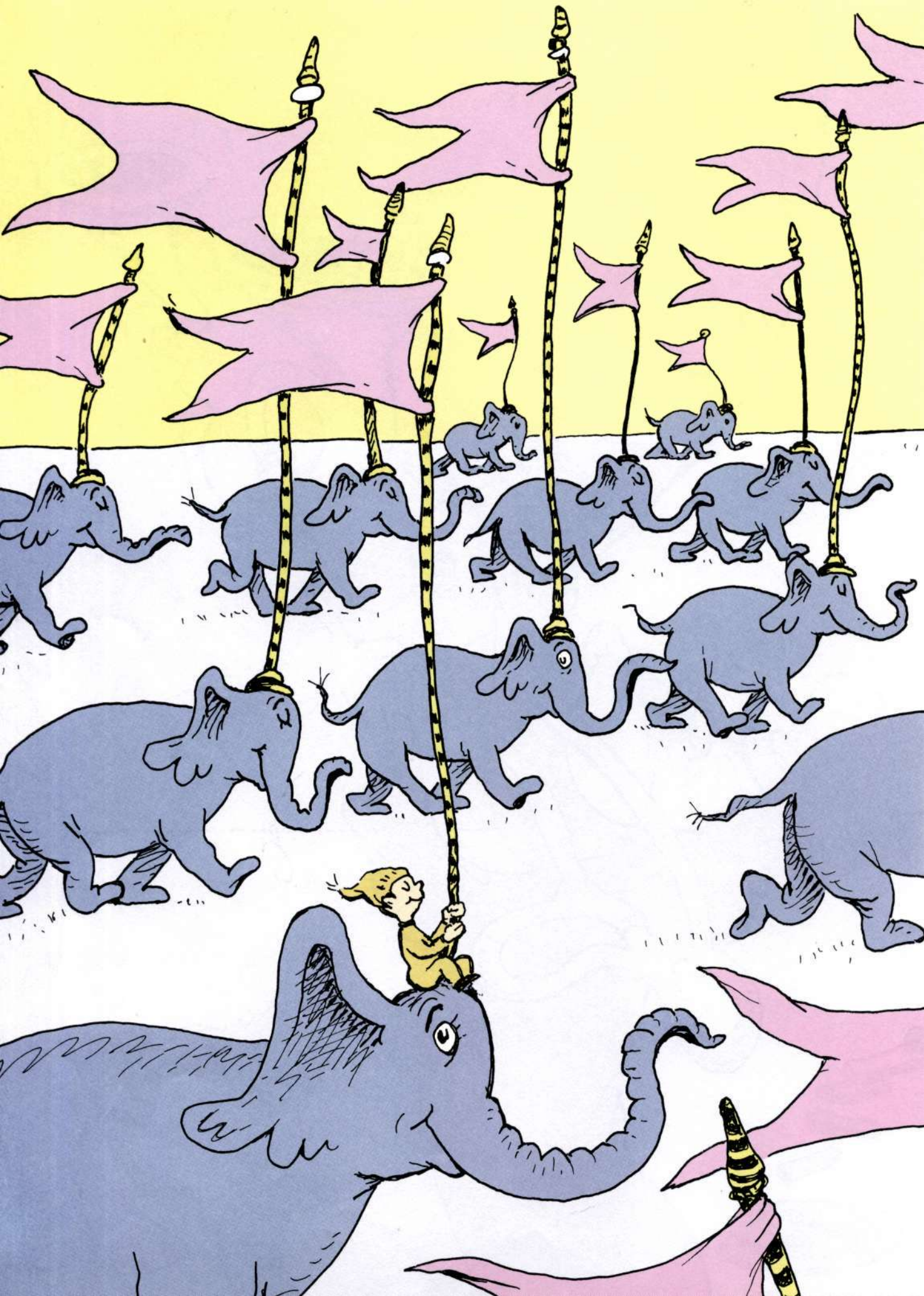
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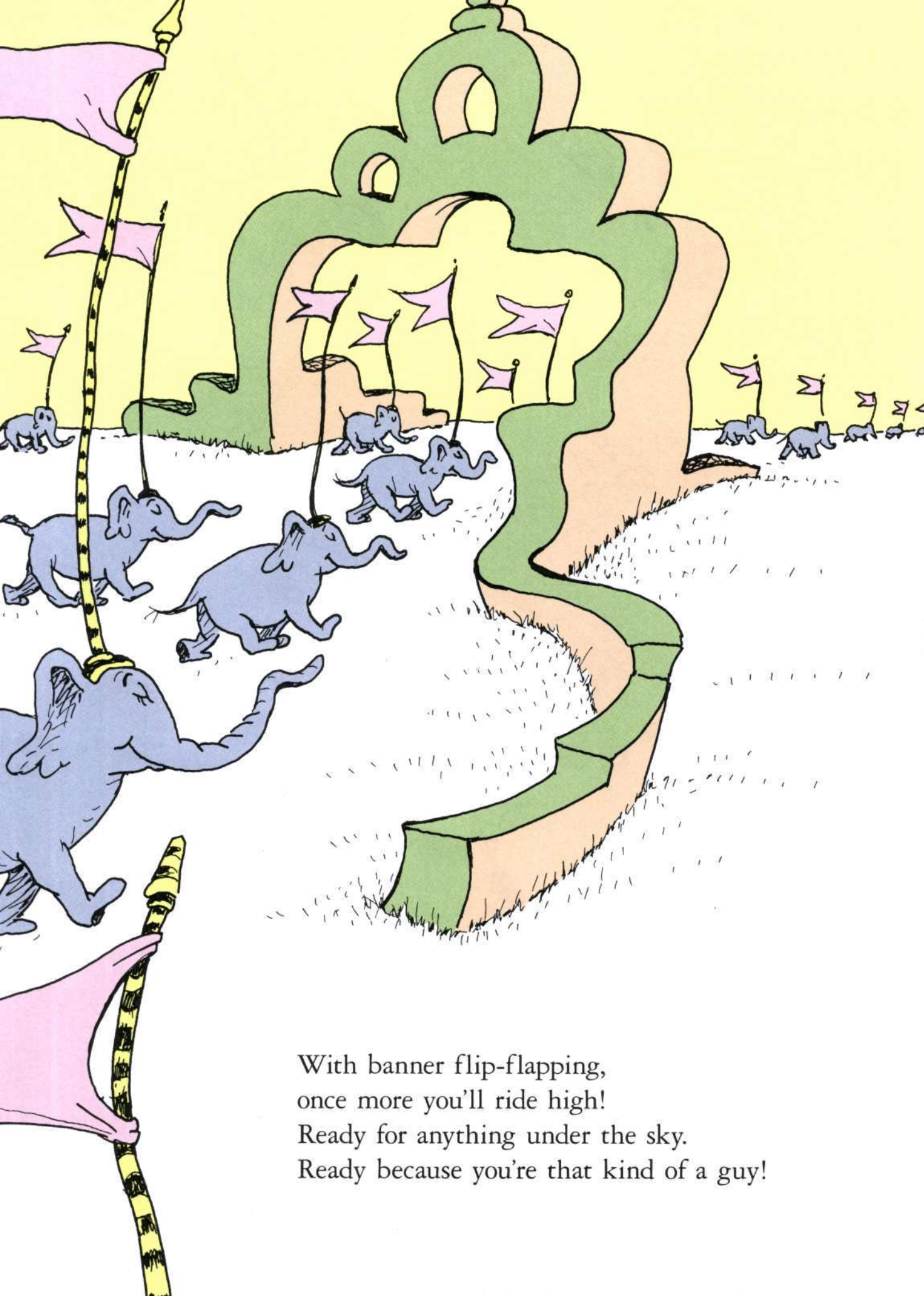
That's not for you!

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









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





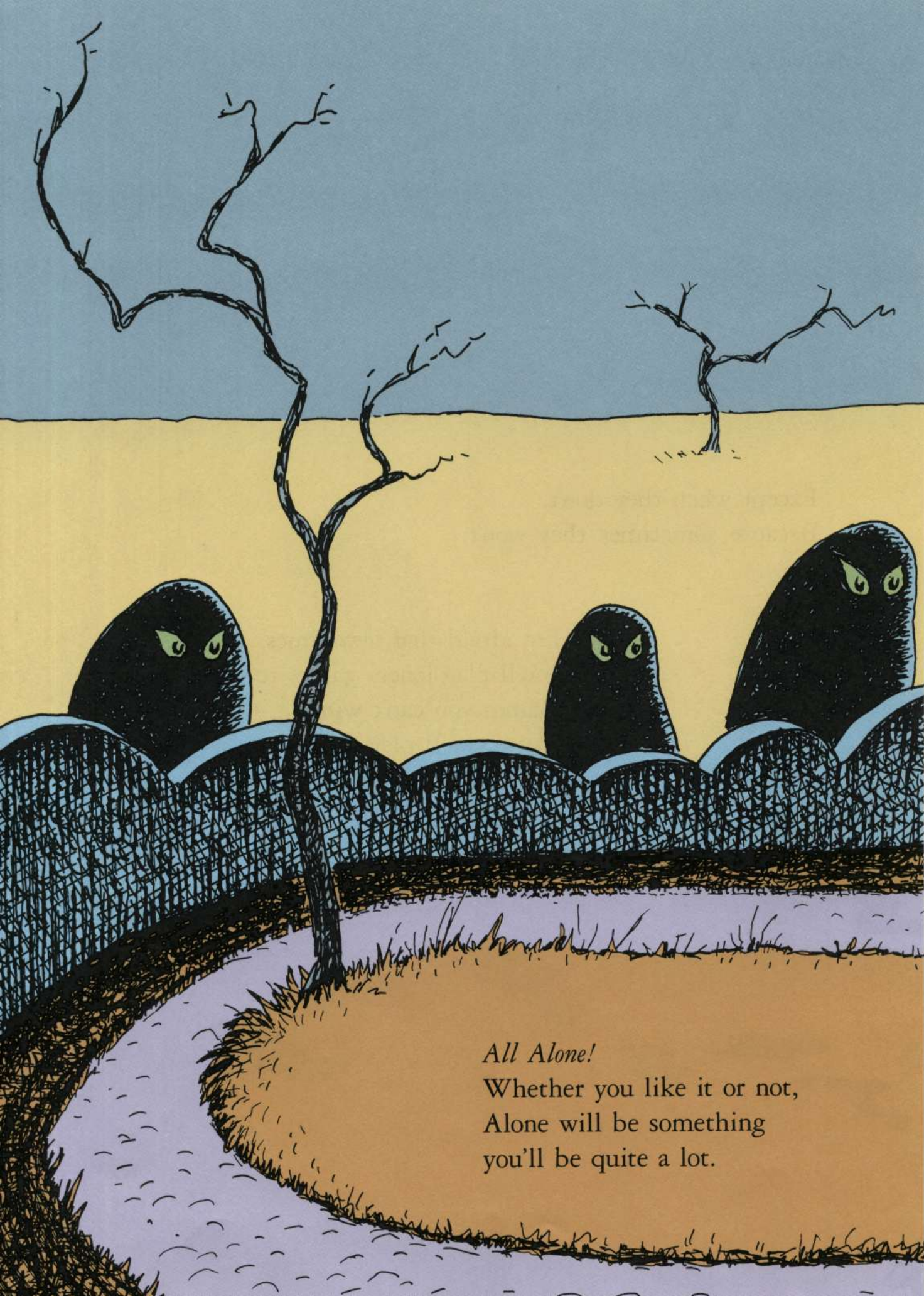
Oh, the places you'll go! There is fun to be done!  
There are points to be scored. There are games to be won.  
And the magical things you can do with that ball  
will make you the winning-est winner of all.  
*Fame!* You'll be famous as famous can be,  
with the whole wide world watching you win on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



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

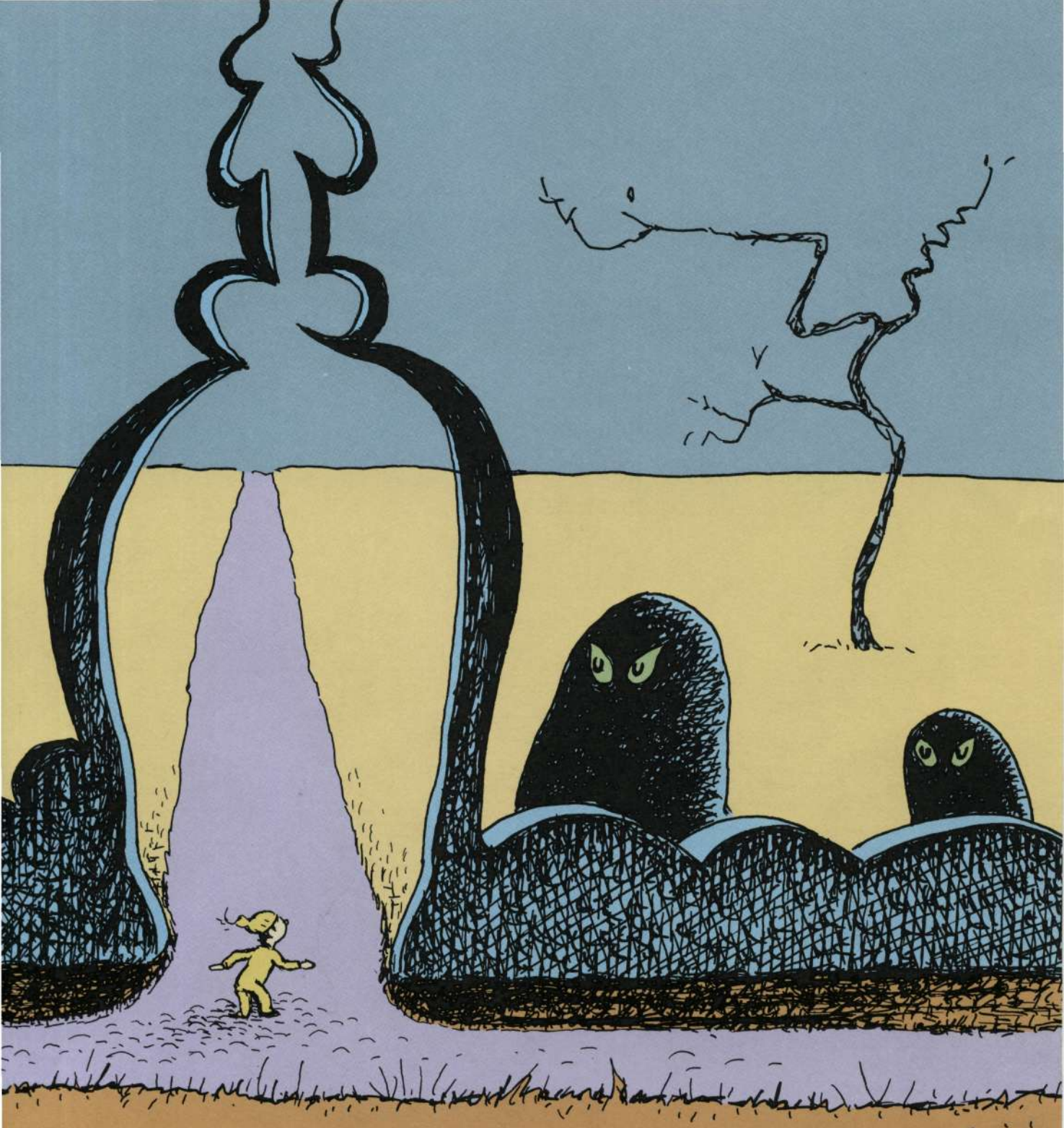
I'm afraid that *some* times  
you'll play lonely games too.  
Games you can't win  
'cause you'll play against you.





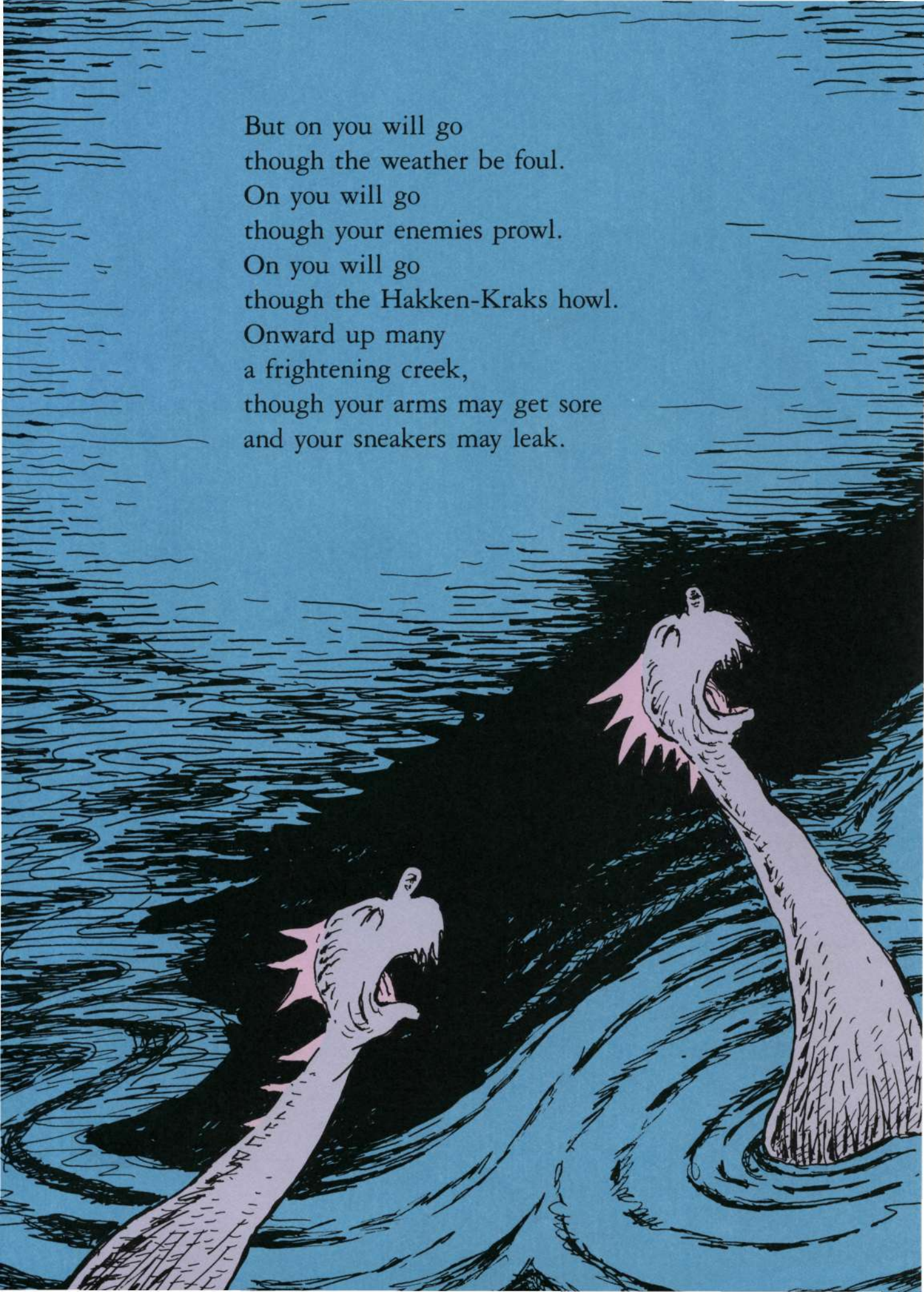
*All Alone!*

Whether you like it or not,  
Alone will be something  
you'll be quite a lot.



And when you're alone, there's a very good chance you'll meet things that scare you right out of your pants. There are some, down the road between hither and yon, that can scare you so much you won't want to go on.

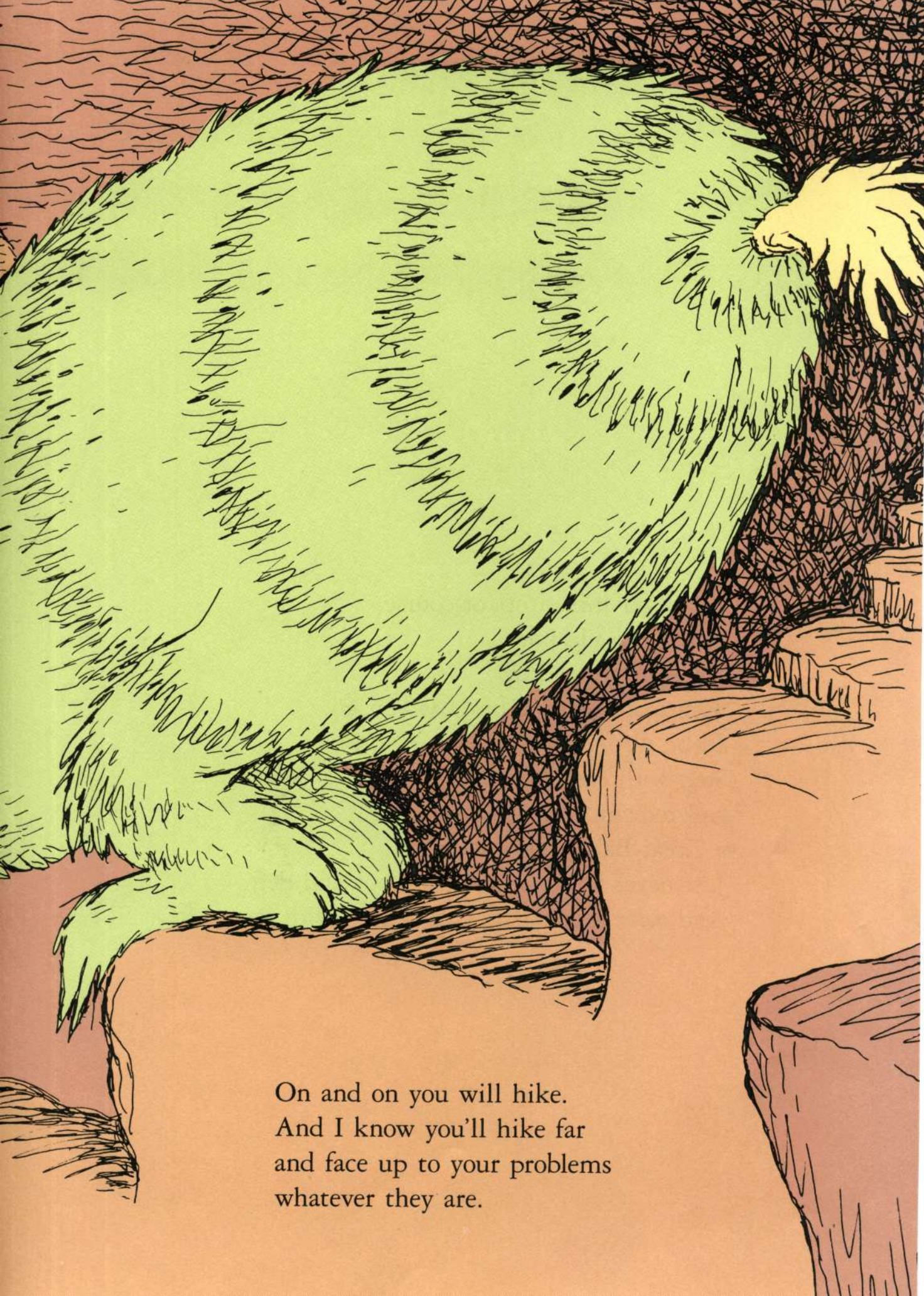
But on you will go  
though the weather be foul.  
On you will go  
though your enemies prowl.  
On you will go  
though the Hakken-Kraks howl.  
Onward up many  
a frightening creek,  
though your arms may get sore  
and your sneakers may leak.











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

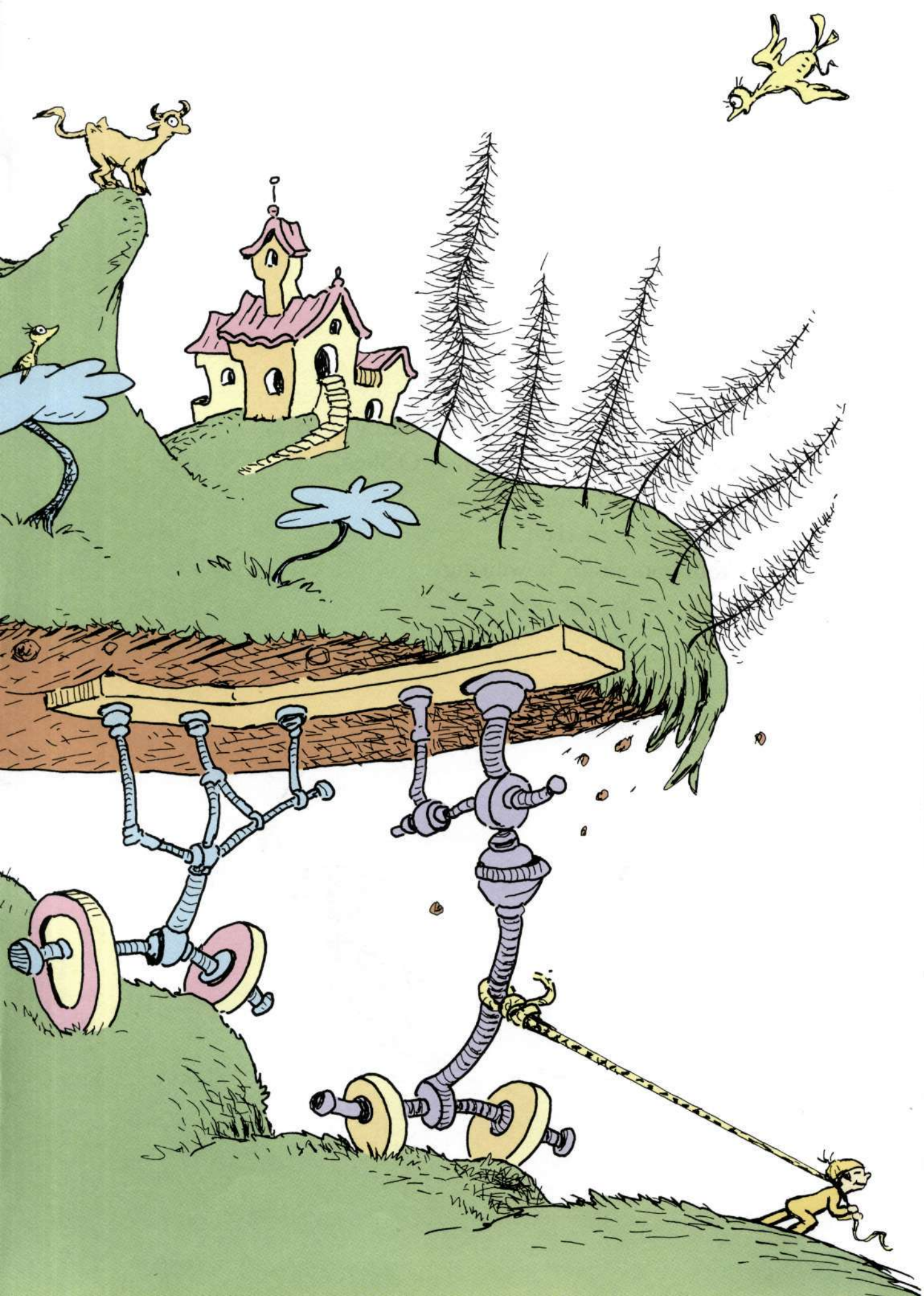
You'll get mixed up, of course,  
as you already know.  
You'll get mixed up  
with many strange birds as you go.  
So be sure when you step.  
Step with care and great tact  
and remember that Life's  
a Great Balancing Act.  
Just never forget to be dexterous and deft.  
And *never* mix up your right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





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

*KID, YOU'LL MOVE MOUNTAINS!*



So...

be your name Buxbaum or Bixby or Bray  
or Mordecai Ali Van Allen O'Shea,  
you're off to Great Places!

Today is your day!

Your mountain is waiting.

So...*get on your way!*





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