

GAMES PLAYED BY NATIVE CHILDREN IN THE PHILIPPINES

Patintero

Two groups play the game. Each side has five [5] members. Four [4] guards and a Captain. The Game is played on a court. Objective of the game is for one group to walk or run through the court from one to the other and return without being caught by the defending group who keep guard the line of the court. Each individual player is taken out of the game when caught attempting to cross the lines of the court. The game goes on till the last player is eliminated. If any one player succeed coming back without being caught, all players are redeemed to play again.

Description of the court:

Court size 24x12 feet divided in to two length wise and then in to six blocks by drawing two lines inside the court width wise.

Rules of the game:

The two width wise outer court lines and the inside two lines are guarded by the 4 guards. The Captain is free to move around along all the lines of the court. Both inner and outer length wise and width wise.

The guards try to catch the player as they cross the line

The Captain is at liberty to touch the players anywhere inside the court at reach,

The Captain must be positioned on line. Not step into the court.

If any player is caught by guard while crossing the player is eliminated

If the Captain touches a player at reach the player is eliminated

Once all the players are out, the guarding side takes the playing position.

When a player succeeds to cross on to the other side of the court and return to the base that player redeems all eliminated players and start to cross the court again.

Chinelas Lata [slipper and an empty Pepsi or Coke can]

Preparation

Any number of players can play. Each player brings a slipper. Mark a place on the ground to place the can upright inside a circle of a two feet radius. At a ten feet distance mark the base line. By tossing a coin chose a player to guard the can. The guard stands three to five feet away from the can so not to be hit by slippers.

The Game

All players stand at the base line ten feet away from the can and start to through their slippers towards the can with the purpose of toppling the can. The objective of the player is to get back the slipper and get to the base without being caught by the guard. The guard keeps watch over the can as well as the slipper that's thrown towards it. When the can is

hit and toppled, the guard will bring it to position. It is then that the guard run behind the players to catch them. While the run is on no player topples the can until the guard stop running behind players. When the guard succeeds catching a player that person plays guard.

Rule

Even the can is hit but still in a standing position the game is on it means players must through their slippers to topple the can.

If the slipper thrown stays within the reach of the can inside the circle, the guard may pick up the can and tap the slipper; if that happens the owner of that slipper plays guard. While the guard is chasing a player other players have time to pick up their slippers and get to base.

Players after throwing their slippers must stay at base behind the line

If the guard sees players off the baseline he may touch their slipper with the can. If they are caught outside base that player plays guard.

Tumba Bahay [Slipper pyramid]

The game is played by two teams. There may be any number of players on each side. Team number one and team number two may toss among them selves to determine the team that guards the Pyramid and those who play.

Three slippers are needed to set a Pyramid and the guards stand near at a distance. They need to set the Pyramid if it is toppled, they can do that without being caught by the opposing team. To avoid being caught they run away when the Pyramid is toppled but will try to find a way to set the Pyramid.

The opposing team hit the Pyramid with their slipper and when it is toppled they run behind the guarding team to catch them. Once the guards are able to set the Pyramid they win. If they are caught before that they lose. If they lose, they play guard again. If they win the opposing team plays guard.

Shakay [The game is like soft ball but played with slippers and use of feet]

The circle is small and playing field is smaller in size. The rules are the same as softball. The player uses the feet to play the slipper thrown toward the player and score.

Siatong [Stick and a twig]

Preparation

Gather a one meter long strong stick and a six inch long hard twig. About six players may take turns to play and score points.

Make a six inch long drain or a hole in the ground then place the twig across the hole.

Field players stand scattered in the field at about twenty feet away from the player who will start to score. The player will put the stick in the hole and with great effort try to through the twig to a far distance. The field players will try to catch the twig if it is caught the player give up an get to the field. And another person play. If no body catches the twig, from the place it fell to the ground the field player will pick up the twig and throw it towards the hole. The player with the stick will try to hit the twig to far distance again in order to score. The scoring is as follows. From the place the twig fell to the ground as a result of the strike the player will use the stick to measure meters to the hole. The player who gets the highest number of meters wins. One meter has one point. The group may decide how many rounds are given to a particular player. And add the scores to determine the winner.

Slipper manikin

Any number of players may participate. By tossing a coin the group selects the a player. The player will use a slipper and throw it behind over his or her head. The other players standing behind would catch the slipper. If they fail they may stand still as Manikin. If they move they are out. When the players catch the slipper three times they will run and the player who threw the slipper will try to catch. When a player is caught that player starts the game again by repeating as before.

Chackgudo [A team game of trying to hold one's breath for a long time]

Two teams play the game. Draw a line on the ground and get two sides.

A representative from one team takes a deep breath and makes the sound CHACKGUDU,GUDU,GUDU,GUDU,GUDU,GUDU,GUDU,GUDU.....as long as he or she may have breath, while crossing the line to the other side and trying to touch a player and get back to the base before running out of breath.

If the player succeeds in getting back to base without being held, any player or all players who touched the player or were touched are eliminated.

Both teams take turns sending their player to the opposing side. The player is at liberty to return to base if found running out of breath.

When all players from one team are eliminated, the opposing side wins. The objective of the team that receives a player from the other side is to catch and hold on to the player until that player runs out of breath. When that happens, the player is removed from the team.