



"Ga.M.E.S.Net - Diversidade cultural europeia através da promoção e proteção dos desportos e jogos tradicionais"

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Game of Lencinho

More than six children put themselves in a circle with their hands behind their backs. Another child, chosen previously, runs around and out of the wheel made by colleagues with a handkerchief in his hand. The wheel center is the place of punishment: the cuttlefish.

No one in the wheel can look back and can only peek between her legs when the player with the handkerchief passes. When the child having scarf understand, drop it discreetly behind one of the companions of the wheel and continues to run.

If, however, the wheel colleague discover that the scarf is fallen behind catches him and tries to grab the other by further run, tries to reach the place that was left vacant by the first wheel. If you can not grab, the game continues, running around the wheel and going to leave the scarf behind another. If you can grab, which ran scarf on hand will of punishment for brooding, with the "paw shocks". In cuttlefish, must be squatting.

It may happen that the wheel of the child does not notice that the scarf fell behind him. If that happens, the running, after giving a full turn at the wheel, reaches the tissue in the place where the dropped. In this case, the first goes to the cuttlefish becoming the "paw shocks". The child who ran with his handkerchief in his hand continues, dropping his handkerchief after another.

He who warn others that the scarf is behind you will also for the cuttlefish. A player only gets rid of the cuttlefish when another player there will (in cuttlefish can only be one "paw shocks"). Also free choco achieve take the scarf fallen behind someone. In this case, that someone goes to the cuttlefish.

Although it is more difficult to happen, who runs with his handkerchief in his hand can drop it into the wheel, behind the "paw shocks". This should take the scarf, as any child of the wheel and chase each other, leaving the hole where was thrown the scarf. If you take the corridor passes this to the cuttlefish. If you do not catch him, the game continues with the handkerchief in hand, entering the other on the wheel. If the runner goes all the way around before the "paw shocks" have caught the scarf, it goes double "paw shocks" and should raise an arm. If you pass the triple, should raise both arms and pass the quad, raises both arms and a leg. The latter case is very difficult to happen.

It is common that a child who runs sing repeatedly of the following stanza:

"The handkerchief is at hand,

He falls here or not,

who look back

takes a big slap. "

or

"The handkerchief will in hand,

will fall to the ground,

who look back

takes a big slap "

Game of Macaca

Draw the monkey on the ground with a sharp object or chalk. Number the houses from one to eight. The space around the house number one is the earth, and the number eight space is heaven.

The first child throws the patella, to square one. If the patella touch the risk or leave out, the child loses time, and will play the following. If the patella stay inside the house, the child will have to make the route to take. This route consists of jumping the foot-One Leg from house to house, except that it has the patella. In the three / four houses and six / seven the child will have to jump in with both feet simultaneously. Arriving at six / seven houses jumping, running in the air, about yourself falling in the same houses. Now restart the way around until you reach the previous house, which has the patella and pick it up, balancing on one foot only.

If the child can reach again the earth, back to launch the patella, this time to the house number two, and performs the route again. If it fails, pass the turn to the next child, and the next move will leave the house where he lost.

Every time the route is carried out of the house one to eight, the child will have to do the route again, but now in reverse, that is, from heaven to the house a number. However, this return trip, the child jumps only to the house where the patella. For example, if the patella is the house number two, the player goes to the three / four houses, picking the patella and back to heaven.

When these two paths are complete, the child will jump to foot-One Leg houses one, two, four, five, seven, six, five, three, two and one.

Subsequently, it is all walking route, with the patella over the instep. Next, it is to do the same path, jumping the foot-One Leg, without the patella, but with closed eyes, asking colleagues: "I burned?". If the player treads the line, it is said, "You burned", otherwise continues to fly the route and can only open your eyes in the houses six / seven.

Finally finished this route, the child goes to the sky and back, shoots three times, the patella to the monkey, if you hit the inside of a house, marks it with a cross, and puts his name.

Otherwise, gives way to the colleague. In homes that are already marked, only the player who has the name is there that can step, or have the permission of the owner of this house.

Note that when a child loses a certain house, the next time you play is this house again. The game ends when all the boxes have been marked, ie "is made monkey". Win player with more houses, that is, more monkeys.

Game of cabra cega

They play several children. A handkerchief or cloth to tie around the eyes of one of the children who will be the blind man's buff is required.

The children put up holding hands forming a wheel. The blind man's buff is on his wheel center, squatting and eyes covered with a blindfold.

Then begins a dialogue between children who are on the wheel and the Goat-blind.

"Goat-blind, where do you come?"

"I come from Sierra."

"What you bring me?"

"I bring cinnamon buns."

"Give me one!"

"I do not give."

So, children who are in the wheel say in chorus:

"Greedy, greedy, greedy ..." (repeats until the Goat-blind grab someone)

The Goat-blind gets up and tries to catch a wheel of the child. If you catch someone, children shut up all and the Goat-blind has to guess, groping hands, who is (the) colleague who picked.

When set, this is (a) to be the goat-blind.

Sometimes this wheel variant, children can be silent. But then, the wheel can not move the site. Before you go looking for someone, the blind man's buff gives three turns on itself.

In another embodiment, the children are spread by predetermined space and can not be too large. The blind man's buff, with their eyes covered, trying to grab another child any. All children moving through space and approaching and moving away from the blind man's buff to disorient with the sound of their movements as they sing: "Goat-blind! Blind man's buff! Everything laughs, hands in the air, groping, groping, here, there. Everything laughs! Blind man's buff! Blind man's buff! Hands in the air, feeling, groping, here, there, clutching the air! All ri ... ". Also can you play back.

Who is grabbed by the blind man's buff goes to his place. If the blind man's buff out the marked space, should be warned.

Before the players disperse, there may be this dialogue:

- "Goat-blind what you lost?"
- "A needle."
- "Thin or thick?"
- "Fine" (or so thick)
- "So walking find it"

Sometimes the blind goat, after grabbing someone has to guess who grabbed. Just get right is that change places, otherwise you have to continue. To guess who grabbed the blind goat runs his hands through his hair and face that child.

There is also the blind goat stop. All moving in the defined space, but when the blind goat shouts "stop", all are immobilized. The blind goat then searches the players and has to guess the identity of who grabbed, exchanging places with him (a) to hit.

Game of péla à parede

Material: 1 ball of rags (pelota).

Players: One on one or two against two.

Game: Each player hits the ball with his hand against the wall successively, without stopping and without dropping on the floor. If they play as a team, hits a player and then another, alternately.

When the ball falls to the ground begins, the opponent or the other team to play. Win that player or team that can hit more times with the pelota wall. You can launch yourself as high as you want.

Game of corrida de sacos

Material: burlap bags or thick plastic, equal in number to the participants.

Players: variable number.

Game: a path on the floor with a starting line and a goal is scored. All competitors are placed behind the starting line. At the starting signal, each enters into your bag, secure the flaps his hands and moves towards the target. Win one who comes first.

Variants: Teams of three players, putting up two side by side, the third shoves his legs in bags where others are already tucked (one in each bag), hugging them.

The other rules are the same as the individual race.

Game of da vara

Material: Varas. The number of rods is less with respect to the number of participants.

Players: variable number.

Game: prick up the sticks on the floor, participants line up behind a brand, his back to the sticks. After a signal, given by someone who is not playing, each player runs to try to seize a stick. The player who does not do this is eliminated, others are directed back to the starting mark and the game proceeds with fewer sticks until only one player, who will be the winner.

Game of tração com corda em linha

Material: 1 and 1 rope scarf (must be attached to the middle of the rope).

Players: 2 teams with the same number of players each.

Game: In a flat and obstacle-free terrain, two teams with equal forces, hold, one on each side and at the same distance scarf, a rope. Among the teams before starting the game, you draw a line down the middle on the floor. The game consists of each team pulling the rope to his side, winning one that can drag the other to the first player to exceed the mark on the ground. It also attributed the defeat to a team if their fall elements or dropping out of rope. It is not allowed to wind the rope in the body or make holes in the ground to plant your feet.

Game of malha

Material: 4 meshes wood, iron or stone (two per side); Two pins (round sticks to equilibrate vertically).

Players: 2 teams of 2 elements each.

Game: In a flat and level ground, the pins are placed in the same direction, with about 15/18 meters distance between them. Each team is behind a pin. First plays a member of a team and then the other, aiming to overthrow or put the loop as close to the pin where the other team, throwing it with one hand.

Score: 6 points for every drop, 3 points for the mesh that is closer to the pin. When a team reaches 30 points wins. A match can consist of three games, a team will have to win to win two.

Game of bilros

Material: 1 ball of rags or wood; 9 bobbins (pin); 1 higher bobbin (the twenty).

Players: Teams with the same number of players each.

Kit: a flat ground plane are formed and three columns, each of three bobbin with the smaller bobbin, all of which are about 15 inches apart. The large bobbin is placed in the extension of the center column, lying the other about 30 cm and being separated by a risk made on the ground.

The teams shall be located at a distance of bobbin that will 6-8 meters. A player at a time throws the ball so that this roll on the floor, trying to overthrow the bobbin.

Score: 20 points for the overthrow of different bobbin; 2 points by shooting down a small bobbin if it does not exceed the risk, if you do the overthrow worth 10 points. Win the team that makes the first 100 points. Each game can be composed of three games, a team will have to win to win two.