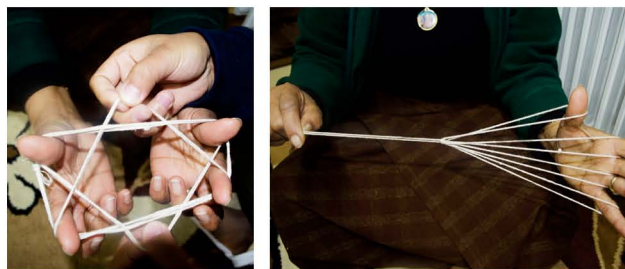


The fourth level, *dhap dhapi* is however a bit tricky and quite hard. While she has all the five stones in her palm, she has to throw one in the air and quickly put all the remaining four stones on the ground and catch the one in the air. Then she has to finish the process by throwing one stone in the air and pick up all four stones and receive the one in the air on her palm. The player has to repeat this five times successfully to advance to the final level. Nonetheless, before advancing to the final level, a player has to finish one more stage, called *jili guto* or *kekchi*, where she has to manage to hold the stones on the back of her hand with palm facing down and fingers making a fist.

The final level, *ama tsukpay* requires both hands of the player. This is the most difficult part of the game. She has to stretch the fingers of her left hand a bit, resting the fingertips on the ground and arching the palm to shape her hand into a little cave. The player then gently releases four stones on the ground near the mouth of the cave. The twist in this final level is that the opponent chooses one particular stone which is located at a strategically difficult point for the player to send the other stones past it and into the cave. This chosen stone is called the *ama*, hence the name *ama tsukpay*. The *ama* has to be knocked into the cave after all the other stones have been put inside. But no matter how far the stones are from the mouth of the cave, the player gets only two hits per stone to knock it into the cave and only one hit at the stone chosen by the opponent to get it into the cave. When all the stones are inside the cave, the player has one final move, that is, to collect all the stones like in the fourth level. After this, the player successfully completes one round of the game. However, if the player fails in one of the levels, the turn goes to the opponent but she can pick up from where the game was left off in the next round.

2.2.9. Bird's Foot Thread Game

The bird's foot thread game called *kuep tsay jayi kang pa* is known by different names in different parts of Bhutan. It is played mostly by young girls and sometimes even by boys. Two players are involved in the game. One presents the thread made into a pattern



by her outstretched fingers while the other picks up the thread from the pattern to form another pattern. Each pattern has a different name like *drami* or *jayi kang pa* (hen's feet) and several other patterns. The player who can pick the most patterns is credited best while the player who fails to pick a shape is downgraded and her lack of skill is derided in extremely colloquial terms.

2.2.10. Bull Fight

Langthap, the Bhutanese version of bull fight is an outdoor game which is played between bulls and also between young boys and men to determine the strongest in a group, or in a village. It means bull (*lang*) and fight (*thap*). Sometimes they play to impress the girls they like in their village to win her hands and sometimes simply to earn respect among their peers as the strongest person. Only two persons of strongly competitive dispositions would contest for the title bout.



Two persons position themselves on the ground on their hands and knees about a couple of feet from each other and charge at each other just like real bulls. On the count of three, the two men bump shoulders forcefully using all their strength to try to push the opponent to the ground. The winner earns his respect until someone else makes a new challenge.

2.2.11. Cock Fighting

Cock fighting, or *ja dzing* used to be a popular game among young boys during their free time at home or in the forest where they take their cattle to graze. It is a simple game played mostly between two players although multiple players can also participate in teams.

Standing on his left foot with his right foot raised behind him, each player must grip his clothing at the chest area tightly with his left hand while gripping his right foot with his right hand. Standing facing one other, only about a foot apart, each moves forward in an attempt



to knock the other off balance so that he loses his grip on his right foot. The one that lets his foot drop first loses the game. It requires the player to use his instinct and make the move by studying the movement of the opponent. This game also became popular in schools.

2.2.12. Weight Throwing Game

The game of backwards weight throwing is called *jab dho*. It is a kind of an outdoor sport where a man throws a heavy weight backward over his head with all his strength. But *jab* (back) *dho* (stone) is somewhat similar to the hammer throw in the Olympic Games but without the chains to hold the weight. There is no measurement of how far a person can throw the weight over his head. The man holds a heavy stone or a wooden block with both of his hands and swings it between his legs. When he has gained enough momentum, he hurls the weight over his head as far as he can. The throw is then measured by distance. Thus, he earns a reputation of a strong man in the community.

Today, this game is played as one of the events in a strongman competition in Bhutan although its standard is still indigenous and different from that of the Olympics.

2.2.13. Shot-put

The Bhutanese version of shot-put, called *pung dho*, is closer to the shot-put in Olympics except that the shot-put is randomly picked from the ground. *Pung dho*, as elders recall, was a game played by men to measure strength among their



friends. A heavy spherical stone is randomly selected for the challenge. Any number of players can participate in this sport. A line is drawn from where a player should hurl the stone. The player holds the stone on his palm above the shoulder. A right-hand thrower keeps his left foot in front of the line and then the right foot is used to kick in motion whilst tossing the stone. The first drop is marked and the other players follow.

There is another technique of tossing the stone called *Chong do* wherein a player gets the option to run to the line for a few metres before tossing the stone. It would be prearranged by the players themselves if they can use either option or just one. The goal is however, to release the stone with maximum force in a forward motion to see who throws the farthest. Outwardly the game is played for fun, but inwardly it is a contest for strength.

2.2.14. Hide and Seek

Hide and seek or *eeb tshoel* is basically a game of hide and seek (*eeb* means hide and *tshoel* means seek) played by children inside their homes. It is commonly known to the children as *kuku*. Any number of children can play the game. One among the children is selected as the seeker while all others have to hide around the house. The seeker has to either count down from ten to one before he or she starts to look for the others or a warning alert has to be sounded that he or she is coming to look for them. If he or she receives no answer, then the seeker is assured that everyone has hid themselves.

The first child who is discovered by the seeker is out of the game and the last person is acclaimed as king or queen of the game. The child who is discovered first becomes the seeker for the next round of the game and the process goes on and on. There is nothing to lose or win in this game but it is just a little game for children to keep themselves occupied.

2.2.15. Game of Sticks

The game of *tsang dum* is a simple game played between two persons with a bunch of small sticks. The bunch should be made up of at least 20 to 25 pieces of finely cut sticks, each about the length of the index finger. The number of sticks depends on the players willing to add more fun and time to play. The more sticks, the more time it takes to end the game. The player holds the bunch of sticks inside his fist and puts it on the ground in an upright position before releasing it without any force. He picks up the stick which has fallen furthest from the others and uses it to throw away the others without disturbing any other stick. The difficult part is when the sticks are lying on top of the other. The player