

OQ TERAKMI — KO'K TERAK

The game organizer will cast the draw before the game starts. One participant from each group will go out and take the draw. If any of the members takes the written note saying “Oq terakmi-kok terak”, that team will start the game. The groups form chains in both sides, hand in hand. The distance between groups should not exceed 10 to 12 meters. One of the team members begins to say to the second-team children, “Oq terakmi-kok terak?”

The second team members reply with a question: Whom do you need from us?

The members of the first group respond: “We need one person from the opposing group (for example, Karima, Ozoda, Jamshid)”.

The boy or girl, named after him, run out of the ranks and run to the ranks of runners in the second group. If he breaks the pitch, he will take any child in this group to his own group.

The boy or girl, whose name has been called, runs in the rank of the children in the second group, who are waiting for her/him holding chains of hands. If s/he breaks the pitch, s/he will take any child in this group to his group.

If s/he cannot break the chain, then s/he will have to stay in the same group of children. Then, in the same way, the second team will continue the game. The game is considered to end until one group will be left without any child. The team, which contains all the children, will be victorious in the match.

