

CHILLIK

Throughout the centuries, the game has been transferred to many generations. It is designed for boys and helps children to become strong, energetic and physically healthy. This game is usually played in spring, summer and autumn. Two children play the game. "Chopchillik" is put like a bridge in the brook. He throws it into the air at a desired distance to the side of the second party or to the side.

Once the hostess (the first participant) throws *chopchillik* to the air, he puts *chillikdasta* instead of *chopchillik*. When the second participant catches this *chillikdasta*, s/he throws her *chopchillik* out of the place where s/he is looking for it. If he throws *chopchillik* and hits the *chopdasta*, he becomes a head coach. If not, the first participant, the head coach, puts the *chopchillik* into the brook. Then, hitting one end of the *chopdasta* to

the other, raising it to the air and he throws it to a certain distance.

It is considered to be 10 points per turn when the *chopchillik* hits *chopdasta* in the air during the rising of the air once. If it touches twice in the air, it will be calculated from 20 points, if it touches three times and is calculated from 30 points. Then it is calculated from the point where the *chopchillik* moves from the point where it is placed and how far it was before it, and the player's total score is calculated.

Once the first participant's score is counted, the queue will be given as the guest of the second participant. The second participant will continue to play as the first participant.

The game will last until one of the participants collects 100 points. The first player who scored 100 points is the winner.

The winning participant takes the *chopchillik* to the air and throws it in the air to a long distance. The losing participant runs making the sound of "zuvvvv" and brings back the thrown *chopchillik* to the winning participant.

