

GuyFolkFest.org

Celebrating Our Cultural Heritage

Family Fun Day 2004

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GUYANA FOLK FESTIVAL 2004 FAMILY FUN DAY Our Villages and Communities Celebrating Our Folk Games and Folk Toys Heritage

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September 5, 2004
Old Boys and Girls High School Ground
Rutland Road (between Troy and Schenectady Avenues)
Brooklyn, New York

INTRODUCTION

The aim of this year's Folk Festival Best Village/District/Street event is to celebrate the creativity associated with Guyana's folk games and folk toys heritage. The purpose is to encourage good, clean, and healthy fun and solidarity. Points will be earned and the team with the most points will be declared the winners. The best village/district/street team will receive a lien on the grand trophy.

All participating groups are expected to:

1. BRING TWO MECHANICAL TOYS:

- (a) A cotton reel war tank for entry into the war tank race - 25pts
- (b) another hand made folk toy of their choice - 25pts; plus,
- (c) a decorated kite made by a father [or elder] and son team - 100pts; and
- (d) a bouquet of crepe paper flowers made by a mother and daughter team - 75pts.

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2. DEMONSTRATE THE FOLLOWING GAMES:

- (a) I am a Pretty Little Dutch Girl - 25pts
 - (b) Hula Hoops [2 per team.] - 25pts
 - (c) two examples of Skipping (e.g. Double Dutch and Chinese Skipping) - 100pts
- Each demonstration should not exceed more than 3 minutes.

3. BE READY TO COMPETE IN A SELECTION OF THE FOLLOWING:**JUMPING & THROWING GAMES:**

- Cush - 25pts
 - Marbles (GAM) - 25pts
 - Hopscotch - 25pts
 - Airy Dory - 25pts
- (The rules for Airy Dory are provided below. As is tradition, all teams must be able to count in Hindi during this game)*

RING GAMES:

- I Lost My Belt on a Saturday Night - 20pts
- Jane & Louisa Will Soon Come Home - 20pts
- Jumbie Lef He Pipe Hey - 20pts
- London Bridge - 20 pts

TEAM/GROUP GAMES:

- We Come to Mend the Water Works 20pts
- Bun House 20pts
- Ole Grady Says 20pts
- Saul Pass 20pts
- One-Tip-Two-Tip Cricket ..TEAM OF 11 120pts
- Rounders 40pts
- Sack Race 20pts
- Lime & Spoon 20pts
- Three-legged race 20pts
- Wheel Barrow. 20pts
- Bicycle Wheel/Roller 20pts
- TUG-OF-WAR (TEAM OF 10) 150pts

4. PROVIDE THREE PERSONS WHO WILL SERVE AS FIELD JUDGES - 25pts

(Teams will be awarded extra points for UNIFORM TEAM WEAR, PUNCTUALITY & PROFESSIONAL Decorum/Sportsmanship & Folk Spirit during GAMES) - 150pts

Chief Referee: Desmond T. Roberts

The Decision of the Chief Referee & 2 Judges appointed by the Guyana Folk Festival will be FINAL.

REGISTRATION

All participating home town/village/district/or street teams, will be expected to register before the Festival. To register, please send an e-mail message or a fax to Claire Goring at ClaireAGoring@aol.com or fax to Claire Goring at 718-209- 6157 with the following information by Wednesday, September 1, 2004.

1. Name of village/district/street:
2. Name of team leader
3. Contact information for team leader:
 - Telephone
 - Fax
 - E-mail
4. List of team members and their contact information
5. Three nominees to serve as judges

RULES

The rules for the games will be posted on the Guyana Folk Festival web site (<http://www.guyfolkfest.org/>). The following sources will be used for preparing the rules: (a) George N. Cave, "Sociolinguistics and Child Play in Guyana." A paper presented at the Conference of the Society for Caribbean Linguistics, August 11-14, 1976 sponsored by the Linguistics Section, Department of English, University of Guyana; and (b) Mickey Anderson. *Hop Scotch*. Georgetown, Guyana, 1984.

AIRY DORY

The rules for Airy Dory are based on description provided by Rampersaud Tiwari (e-mail to Vibert Cambridge, August 7, 2004)

The game "AIRY DORY" was taken to Guyana by indentured immigrants largely from the two colorful Awadhi and Bhojpuri speaking communities in the northern Indian provinces of Bihar and the United Province. Awadhi and Bhojpuri are folk dialects of the Hindi speaking people of North India. The game, like Cricket and Kabadi has had its origin in the distant past in ancient India and is recorded in the Epics.

The game was played with two pieces of stick - one short and the other, long. The player placed the short stick over a small hole that was dug in the turf or the ground of play. Then he placed the long stick that was held firmly in both hands (like a Golf Club) in the hole under the short stick. Then, after incanting "Airy Dory, Tilya Chowri, Zumpa, Zayg, Sootal" the player would forcefully lift the short stick in the air, and as it descended towards the player's calculated reach, he would strike it as hard he was able to do to a distance far away from where he was standing by the small hole. Then, he would pace towards the place where the short stick had fallen; he would retrieve it and take it back to the hole measuring its length on the turf as he proceeded to the hole while counting as you have stated, in Hindi, - Ek, Do, Teen, Char, Panch, Cchay, Saath, Aath, Nau, Das, and so on - one to 10 and so on. The winning player would be the player who was able to strike the short stick the longest distance away from the hole in the ground.

The game was played by Girls/Ladies as well.

Counting system in Hindi

The Roman Hindi for your numbers 1 to 25 are : Ek, Do, Teen, Chaar, Paanch, Chha, Saat, Aath, Nau, Das, Gyaaraha, Baaraha, Teraha, Chaudaha, Pandraha, Solaha, Satraha, Athaaraha, Unees, Bees, Ekis, Baais, Teis, Chaubis, Pachees. The phonetic structure/expression may need some practice. The "h" in "ha" is hard with the "a" being soft or silent.

GUYANA FOLK FEST

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