

making sixteen points for the lines or forty points in all. The players start from the bottom, opposing players moving in opposite directions, and with each throw of the sticks the thrower moves her awl forward and sticks it into the blanket at the dot or line to which her throw carries her. The parallels on each of the four sides are called "rivers," and the dots within these parallels do not count in the game. The rivers at the top and bottom are "dangerous" and can not be crossed, and when the player is so unlucky as to score a throw which brings her upon the edge of the river (i. e., upon the first line of either of these pairs of parallels), she "falls into the river" and must lose all she has hitherto gained, and begin again at the start. In the same way, when a player moving around in one direction makes a throw which brings her awl to the place occupied by the awl of her opponent coming around from the other side, the said opponent is "whipped back" to the starting point and must begin all over again. Thus there is a constant succession of unforeseen accidents which furnish endless amusement to the players.

The game is played with four sticks, each from 6 to 10 inches long, flat on one side and round on the other (figure 96). One of these is the trump stick and is marked in a distinctive manner in the center on both sides, and is also distinguished by having a green line along the flat side (figure 97), while the others have each a red line. The Kiowa call this trump stick *sahe*, "green," on account of the green stripe, while the others are called *guadal*, "red." There are also a number of small green sticks, about the size of lead

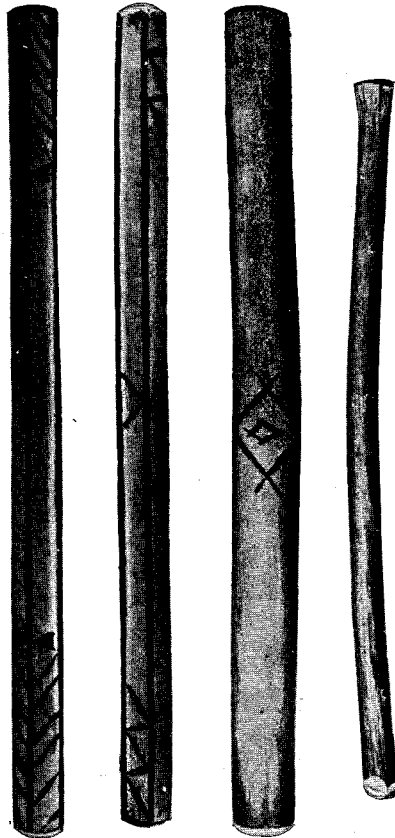


FIG. 96.—Sticks used in awl game.

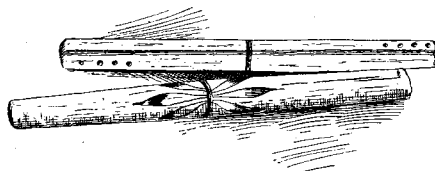


FIG. 97.—Trump sticks used in awl game.

pencils, for keeping tally. Each player in turn takes up the four sticks together in her hand and throws them down on end upon the stone in the center. The number of points depends on the number of flat or