

MADE OF WILLOW AND GRASS COILS.

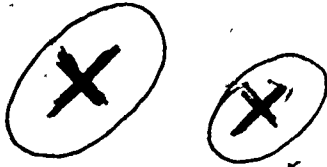
2. FIVE PLAYING PIECES. SHE HAD A NUMBER OF SETS OF PLAYING PIECES.

EACH CONSISTS OF THREE LIKE DESIGNED BONES PIECES AND TWO LIKE DESIGNED PIECES MADE OF POLISHED PEACH PITS AND OTHER BIG SEED LIKE OBJECTS,

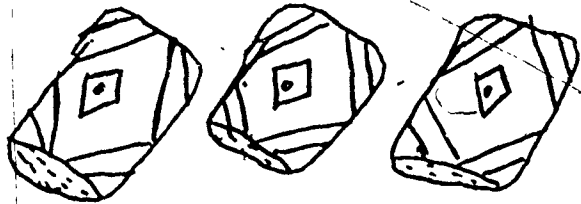
THE PIECES MADE OF POLISHED PEACH PITS AND OTHER BIG SEED LIKE OBJECTS.

THE DESIGNS ARE BURNED INTO THE PIECE. BELOW ARE ACTUAL SIZE DRAWINGS

OF THE PIECES SHE USED IN INSTRUCTING ME ON THE GAME. (DESIGNS ARE ONLY ON ONE SIDE.)



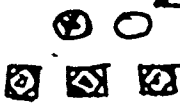
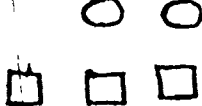
(polished peach pits with burned in design.)



(polished bones which appear to be rib bones of some large animal. Designed is burned in.)

3. PLAYING STICKS: EIGHT "GAME STICKS" WHICH ARE ABOUT AN INCH AND A HALF IN DIAMETER AND EIGHT INCHES LONG. TWENTY "COUNTING STICKS" WHICH ARE ABOUT SIX INCHES LONG AND AN INCH AND A HALF IN DIAMETER, AND TWENTY "SLOW STICKS" WHICH ARE ABOUT FOUR INCHES LONG AND AN INCH IN DIAMETER.

4. SCORING PROCEDURE.

1 POINT =  design down (or) 

2 POINT =  (or) 

3 POINT = 

THE GAME:

IT IS PLAYED SEATED ON THE GROUND BY A SMALL EVEN NUMBERED GROUP DOWN TO TWO. EACH PERSON TAKES TEN COUNTING STICKS AND TEN SLOW STICKS. THE EIGHT GAME STICKS ARE PLACED NEAR THE BASKET. THE PLAYERS TAKE TURN, "BOUNCING THE BASKET" WHICH ESSENTIALLY JUST SNAPPING IT AGAINST THE GROUND SO AS TO JUGGLE THE POSSITION OF THE PIECES. FOR EACH POINT MADE THE PLAYER