

LUMPMOUTH, DOUGHTY (MRS.) SECOND INTERVIEW

208
8658

BIOGRAPHY FORM
WORKS PROGRESS ADMINISTRATION
Indian-Pioneer History Project for Oklahoma

LUMPMOUTH, DOUGHTY (MRS.) - SECOND INTERVIEW

8658

Field Worker's name Augusta H. Custer

This report made on (date) Sept. 19, 1937

1. Name Mrs. Doughty Lumpmouth

2. Post Office Address Geary, Oklahoma.

3. Residence address (or location) 14 miles south west of Geary.

4. DATE OF BIRTH: Month _____ Day _____ Year 1876

5. Place of birth Oklahoma.

6. Name of Father Red Eye Place of birth Oklahoma

7. Name of Mother Armie Smith Place of birth Oklahoma

Other information about mother and father

Cheyenne Indian.

Notes or complete narrative by the field worker dealing with the life and story of the person interviewed. Refer to Manual for suggested subjects and questions. Continue on blank sheets if necessary and attach firmly to this form. Number of sheets attached Three.

LUMPMOUTH, DOUGHTY (MRS.) - SECOND INTERVIEW

8658

Custer, Augusta H.-Investigator.

Indian Pioneer History-S-149.

Sept. 16, 1937.

Interview with Mrs. Doughty Lumpmouth
Geary, Oklahoma.

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Indian Games.

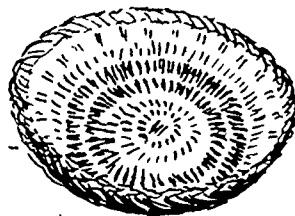
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Mrs. Doughty Lumpmouth told the following story about
Indian Games.

Indian men and women like to play games and they amuse
themselves playing games of different kinds.



8 point sticks



score sticks

These are pictures of the Basket Game and the articles
used in playing the game. Any number of women can play the
game, each one for herself or they can play as partners.

There are eight long sticks that represent the points,
made to win a game. The shorter sticks are to keep score or

LUMPMOUTH, DOUGHTY (MRS.) - SECOND INTERVIEW

8658

-2-

the number of games won by the players.

When the disks or dice are thrown up and caught in the basket, the points are counted by the side of the disks which happen to come up; the following points are made, when the disks fall:

2 seeds and two bones right side up0 points

3 seeds wrong side up and 2 bones right side up ..4 "

2 bones " " " and 3 seeds " " " ...4 "

3 seeds right side up and one bone right side up..1 point

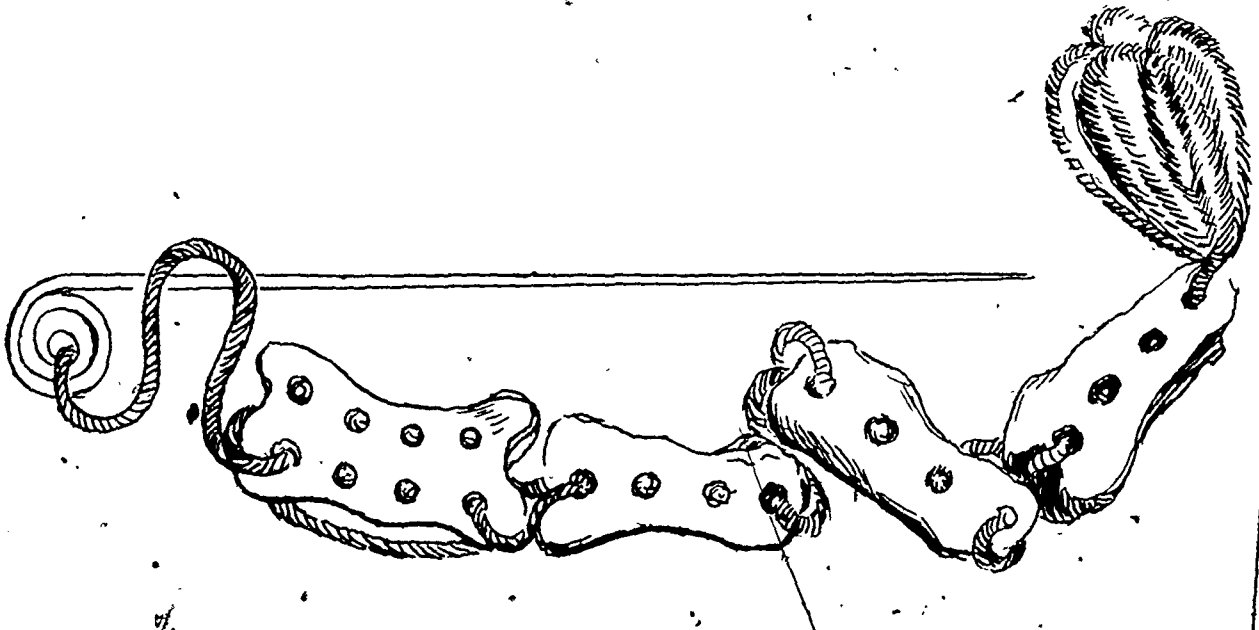
3 " wrong side up and " " " " " ..1 "

3 " right side up and 1 bone wrong side up..1 "

5 disks right side up wins a game or five points.

5 disks wrong side up is 4 points.

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LUMPMOUTH, DOUGHTY (MRS.) - SECOND INTERVIEW

8658

-3-

This game does not have a name in English. The bones are from the hind leg of the deer and are found near the hoof. All the marrow and meat is removed and the bones are polished and holes are drilled in them. These bones are square and there are four holes on each side. On opposite sides are placed small loops of beaded string called ears. The long steel needle is decorated with beads. The bones are stained with paint. The bone nearest the steel pin is numbered one, the second two, the third three, the other four. The numbers are put on with a line, two marks on the second, etc.

The players line up and the first takes the steel pin in the right hand and grasps it about the center, holding the string firmly between the thumb and finger. Then the end with the loops is held near the elbow with the left hand, then, when straight, it is turned loose and with a flip of the hand the bones are flung outward and upward and the pin is supposed to be speared through some of the holes in the bones, or through one of the ears on the top hole of the bones.

The highest score is made by running the pin through No. 1 with the ears on each side. This would count ten points and the player would receive ten small sticks with which they

LUMPMOUTH, DOUGHTY (MRS.) - SECOND INTERVIEW

8658

-4-

keep the score of the points won in playing games. If the pin should go through the ear of No.1 it would be two points. If the pin goes through the center of No.2 it would be five points. No.3 would be four points and No.4 three points. There are points given if the pin goes straight through the side or if it would just stick in one hole.

The players just get one trial and if they win something they get another chance, if they miss they pass the game on to the next player.

Mrs. Lumpmouth has not played this game for almost forty years and she has tried to make a game out of the bones of a goat but they were not satisfactory.
