

JOCS I ESPORTS TRADICIONALS DE LA NOSTRA COMARCA
TRADITIONAL GAMES AND SPORTS IN OUR REGION/AREA

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ELS JOCS TRADICIONALS DINS EL PROJECTE COMENIUS

El curs 2005/06 l'IES Flix iniciava la seva aventura d'un programa SÓCRATES (programa d'acció comunitari d'Educació de la Unió Europea). Dins d'aquest programa accedia a un projecte Comenius, l'objectiu principal del qual pretén millorar la qualitat de l'educació i reforçar la seva dimensió europea, promovent la consciència de la diversitat cultural a partir de projectes de treball interdisciplinari dins els centres d'ensenyament.

El novembre de 2005, a la trobada preparatòria duta a terme a Raalte (Holanda), es va cohesionar un grup de treball format per sis centres europeus:

- o Carmel College Salland, de Raalte (Holanda) –centre coordinador del projecte-
- o Private Heimvolksschule Wartenberg, de Wartenberg (Alemanya)
- o Collège St. Dominique et Lycee Notre Dame, de Guingamp (Bretanya)
- o Launen Peruskoula, de Lathi (Finlàndia)
- o Antonio Meucci, de Turin (Itàlia)
- o IES Flix, de Flix (Catalunya)

En aquesta trobada preparatòria es va concretar que **SPIRIT** seria el nom del nostre projecte fins el curs 2008/09. Aquesta paraula resulta de les sigles dels diferents àmbits, matèries o centres d'interès que s'aniran treballant al llarg d'aquests cursos: Sociologia, Política, Identitat, Recerca i Tecnologia de la Informació.

LA PROPOSTA DE L'IES FLIX: EL JOC TRADICIONAL

Des de fa anys l'IES Flix s'ha caracteritzat pel dinamisme d'un claustre i d'un equip directiu que no ha escatimat esforços per participar en projectes pedagògics i interdisciplinaris variats, molts dels quals han projectat el centre a l'exterior, donant a conèixer noves experiències pedagògiques i alhora aprenent iniciatives d'altres centres.

És precisament en aquest àmbit, el del joc tradicional, on des de l'IES s'han posat en pràctica més i diverses activitats que han donat com a resultat, entre d'altres, que acabés consolidant-se una trobada anual de jocs tradicionals a la Ribera d'Ebre amb la participació de tots els alumnes que cursen 1r d'ESO. Aquesta jornada es coneix amb el nom de Tr@dijoc.

Aquestes experiències que tenen en el joc l'eix conductor ens han permès constatar que és a través dels jocs com, d'una manera distesa i divertida, podem entrar en relació amb els altres, comunicar-nos i aprendre i conèixer la seva cultura i el seu patrimoni lúdic. El joc, així, ens serveix per sensibilitzar-nos per les altres realitats i per enriquir-nos en la diferència.

És per això que dins del programa Comènius vam proposar un projecte basat en la recerca de jocs tradicionals practicats en cada regió de les escoles participants, de manera que aquest fos el recurs que ens permetés obrir aquests lligams de coneixença entre pobles, alhora que ens servís per compartir, donar difusió i gaudir amb els jocs i les diversions dels nostres amics europeus.

METODOLOGIA DEL TREBALL

1. En primer lloc vam consensuar amb els altres membres del projecte quin tipus d'informació ens interessava cercar. Es va anar dissenyant un model senzill de fitxa per tal de fer la recerca conjunta amb coherència i idèntics criteris. El model definitiu, que reproduïm de forma reduïda a continuació, es va enviar en anglès a tots els centres - la llengua emprada en aquest projecte és l'anglès, això, com veurem més endavant, ha suposat la intervenció de diversos cursos i personal docent.

JOCS I ESPORTS TRADICIONALS DE LA NOSTRA COMARCA

Objectiu: Recerca de jocs tradicionals o esports de la nostra comarca i la seva aplicació a l'escola

Nivell: 1r i 2n de l'ESO

Nom del joc:
Nom amb què es coneix a altres regions d'Europa:
Número de jugadors:
Lloc/zona ideal per practicar-lo:
Material:
Explicació:
Explicació del mateix joc en altres regions d'Europa:
Fotografia/dibuix

TRADITIONAL GAMES AND SPORTS IN OUR REGION/AREA

Objective: Collect traditional games or sports of the region/area and apply them to the school field

Levels: 1st and 2nd of ESO

Name of game:
Name used in other European regions:
Number of players:
Ideal place to practise it:
Material:
Explanation:
Explanation of the same game in other European regions:
Photograph/picture

2. Un cop acordats els aspectes a treballar va ser el nostre centre el primer d'endegar la recerca de jocs tradicionals. Els alumnes de primer cicle de l'ESO (1r i 2n) van ser els encarregats de fer aquest recull. En un primer moment i en sols dues setmanes es van enregistrar més de 40 jocs de tota mena (jocs individuals, de grup, de rotlle, cantats, amb implements i sense...). Davant d'aquesta riquesa i varietat vam considerar que calia delimitar la cerca, concretant més el tipus de joc o divertiment que ens interessés trobar. Així fou com als nostres alumnes els vam proposar l'elecció d'una de les següents famílies de jocs:

- Jocs de nens / Children games
- Jocs d'adults / Adults games
- Jocs de llançament o punteria / Throwing or shot games

- Jocs de festa / *Karmesse* games
- Jocs d'atzar / Games of chance
- Jocs d'equip / Team games
- Jocs cantats / Sung games

Finalment els noies i noies de Flix van acordar fer la seva recerca sobre els jocs de les festes populars del seu poble.

3. Vam començar a recollir diversitat de jocs típics de les festes majors dels pobles següents: Ascó, Flix, La Palma d'Ebre, La Torre de l'espanyol, Ribarroja d'Ebre i Vinebre. Finalment, i per començar el nostre particular intercanvi de jocs en vam escollir deu força representatius:

- El pal ensabonat
- La soltada d'ànecs
Les carreres de pedres
- La *corrida* del ruquet o de les cintes
- Les birles o bitlles
- La xarranca
- L'estirada de corda
- El mocador
- La corretja
- La ferradura

4. Es van omplir les fitxes seguint el model indicat i s'hi van adjuntar fotografies dels diferents jocs. El departament de llengües va tenir molta feina en aconseguir l'acurada traducció dels jocs.
5. Aquestes fitxes les vam enviar als companys dels altres centres del projecte europeu i les vam posar, també, a la web del nostre institut de tal manera que es pot consultar en català i en anglès –www.xtec.cat/iesflix -.
6. A partir d'aquest moment van anar arribant, també, els jocs fets pels altres centres i que trobareu tot seguit.

**RECULL DE JOCS I ESPORTS TRADICIONALS DE LA
NOSTRA COMARCA**

TRADITIONAL GAMES AND SPORTS IN OUR REGION/AREA

**IES Flix, de Flix
(Catalunya)**

Nom del joc: Bitlles o Birles (Catalunya)														
Nom amb què es coneix a altres regions d'Europa: Quilles (França)														
Nom de l'informador: Mónica Cervelló Arán, de Riba-roja d'Ebre (13 anys)														
Número de jugadors: Es pot jugar individualment o competir, també, per parelles														
Lloc/zona ideal per practicar-lo: Un terreny pla d'un mínim de dotze metres														
Material: Es necessiten 6 bitlles i 3 bitllots de fusta.														
Explicació: Una partida consta de nou tirades per jugador, dividides en tres tirades. A cada tirada es poden llençar tres bitlles. Es planten les bitlles en dues fileres de tres columnes, paral·lelament, separades per uns 7' 5 centímetres per la seva part baixa. La distància de tir és d'onze metres i mig per els homes i nou metres i mig per a les dones. L'objectiu principal és fer bitlla, és a dir, tombar cinc de les sis bitlles. Les tirades es puntuen així: <table><tr><td>Cap bitlla tombada</td><td>0 punt</td></tr><tr><td>Una bitlla tombada</td><td>1 punt</td></tr><tr><td>Dues bitlles tombades</td><td>2 punts</td></tr><tr><td>Tres bitlles tombades</td><td>3 punts</td></tr><tr><td>Quatre bitlles tombades</td><td>4 punts</td></tr><tr><td>Cinc bitlles tombades</td><td>10 punts</td></tr><tr><td>Sis bitlles tombades (*)</td><td>6 punts</td></tr></table> (*) A la nostra zona juguem que si es tomben les 6 bitlles es puntua, també, 0 punts.	Cap bitlla tombada	0 punt	Una bitlla tombada	1 punt	Dues bitlles tombades	2 punts	Tres bitlles tombades	3 punts	Quatre bitlles tombades	4 punts	Cinc bitlles tombades	10 punts	Sis bitlles tombades (*)	6 punts
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Cinc bitlles tombades	10 punts													
Sis bitlles tombades (*)	6 punts													
Fotografia/dibuix														

Nom del joc: Carrera de cintes en bicicleta o en ruc (Catalunya)
Nom amb què es coneix a altres regions d'Europa:
Nom de l'informador: Ester Rodríguez Esteve, de Riba-roja d'Ebre (14 anys) i Maria Jornet Llop, d'Ascó (12 anys)
Número de jugadors: Individualment.
Lloc/zona ideal per practicar-lo: En un carrer o plaça.
Material: Cadascú necessita una bicicleta i un palet que aguantarà amb la boca. L'organització s'encarregarà de penjar tantes cintes com premis vulgui donar. Si el joc es fa amb ruc es necessita aquest animal i una forca.
Explicació: L'objectiu és intentar agafar el màxim nombre de cintes possible que pengen d'una corda travessera al carrer. L'organització col·loca una corda de costat a costat de carrer i, d'aquesta, hi pengen cintes de colors amb una anella a l'extrem. Els participants es col·loquen a la línia de sortida i es posen un palet a la boca. Quan es doni la sortida, aniran tots amb bicicleta i amb el palet a la boca. Intentant agafar el màxim de cintes possible. Qui agafa més cintes guanya. Es juga tradicionalment a les Festes del barri de Santo Domingo, a Riba-roja d'Ebre. A Ascó s'hi juga per Sant Antoni, el 17 de gener, i es fa la corrida de cintes dalt d'un ruc. El jugador ha d'intentar agafar una cinta amb la forca.

Fotografia/dibuix



Name of the game: Ribbon race (Catalunya)
Name used in other European regions:
Name of the person who explained the game: Ester Rodríguez Esteve, from Riba-roja d'Ebre (14 years old) i Maria Jornet Llop, from Ascó (12 years old)
Number of players: Individual
Ideal place to play it: In a street or a square
Material: Every body needs a bike and a stick which is held in your mouth. The organization will hold as many ribbons as prizes they want to give. If you play the game riding a donkey, you need a fork.
Explanation: The objective is to try to get the maximum number of ribbons hanging on a rope in the street. The organization hangs a rope from one side to the other of the street. Ribbons of different colours are hung on the rope with a ring on the end. When the game starts, everybody sets off on a bike with a stick in their mouth to try to catch the maximum number of ribbons. The one who gets the most is the winner. This game is played traditionally at the borough fiestas of St. Domingo in Riba-Roja. In Ascó, it is played on 17th January , on a donkey. The player has to get the ribbon with a pitchfork.
Photograph/picture


Nom del joc: Estirada de corda (Catalunya)

Nom amb què es coneix a altres regions d'Europa:

Nom de l'informador: Carla Fernández Montaña, d'Ascó (13 anys) i Ester Rodríguez Esteve, de Riba-roja d'Ebre (14 anys)

Número de jugadors: Entre 10 i 15 per equip.

Lloc/zona ideal per practicar-lo: Un terreny pla d'almenys 30 metres

Material: Una corda gruixuda, de 20 metres de llargada i un mocador que es lliga a la meitat de la corda.

Explicació:

Els participants fan dos grups. Cada equip es col·loca a una banda de la corda que està separada per un mocador que s'ha lligat al mig. A terra, a la meitat del camp de joc, es traça una línia.

Comença el joc tibant fort la corda, de tal forma que l'equip que tingui més força ha d'aconseguir fer xafar la línia al primer participant de l'equip contrari. És un joc tradicional que podeu veure jugar a Ascó durant la Festa de Sant Antoni, el 17 de gener, i a Riba-roja d'Ebre el dia de l'ermita, el Dilluns de Pasqua). Normalment es juga homes casats contra solters i també dones casades contra solteres. A vegades, també, es fa homes contra dones!

Fotografia/dibuix



Name of the game: Tug of war (Catalunya)
Name used in other European regions:
Name of the person who explained the game: Carla Fernández Montaña, d'Ascó (13) and Ester Rodríguez Esteve, from Riba-roja d'Ebre (14)
Number of players: Between 10 and 15 per team
Ideal place to play it: A flat piece of ground of around 30 metres approximately.
Material: A thick rope, 20 metres long and a scarf tied to the centre of the rope.
Explanation: Participants make two teams. Each team is placed on one side of the rope, which is separated by a scarf tied in the middle of the rope. Draw a line in the middle of the playing field. When the game starts the 2 teams begin to tug the rope. The strongest team has to pull the first member of the other team across the line. It's a traditional game that you can see in Asco on 17th January, for St. Anton, and in Riba-Roja on Easter Monday. It is usually played by married men against single men or married women against single women. Sometimes men play against women.
Photograph/picture 

Nom del joc: El mocador (Catalunya)

Nom amb què es coneix a altres regions d'Europa:

Nom de l'informador: Anna Mur Suñé, de Flix (12 anys)

Número de jugadors: Per grups. En total un màxim de vint.

Lloc/zona ideal per practicar-lo: Una plaça o un carrer que no passin cotxes.

Material: Un mocador.

Explicació:

Es fan dos equips d'igual nombre de jugadors i es separen uns vint metres. Cada grup es numera sense que l'equip contrari sàpiga els números.

Qui porta el joc es posa al mig dels dos equips, amb un mocador a la ma. Aleshores comença el joc cridant, fort, un número.

El jugador de cada equip que té aquest número ha de sortir corrents a agafar el mocador. L'objectiu és agafar-lo i tornar al seu lloc sense que el contrari el toqui. Si el toca queda eliminat, en canvi, si no ho aconsegueix és aquest qui resta eliminat.

Els eliminats es posen al costat del qui condueix el joc i podran ser salvats per un company si, en agafar el mocador, el toquen i aconsegueixen tornar al grup sense ser tocats pel contrari.

El joc s'acaba quan a un dels equips es queda sense jugadors.

És un joc típic d'estiu, al carrer, o també quan es va al camp, a l'ermita...

Fotografia/dibuix



Name of the game: The scarf (Catalunya)
Name used in other European regions:
Name of the person who explained the game: Anna Mur Suñé, from Flix (12)
Number of players: In teams. A maximum of 20
Ideal place to play it: A square or a pedestrian street
Material: A scarf
Explanation: Two teams with the same number of players are separated by 20m. Each person has a number but the opponent group doesn't know the number. One person stays in the middle of both teams holding a scarf in his hand. Then he says one number aloud. The player of each team with that number starts running to fetch the scarf. The objective is to fetch the scarf and go back to his place without being touched by the opponent. If he is touched, he is eliminated, if not, the opponent is the one who is eliminated. Those who are eliminated stay next to the person who leads the game and can be saved by a partner if, when catching the scarf, they are touched and go back to their group without being touched by the opponent. The game finishes when one of the teams is left without any player. It's a typical summer game, played in the street, or when you go to the countryside, to the hermitage...
Photograph/picture 

Nom del joc: Pal ensabonat (Catalunya)
Nom amb què es coneix a altres regions d'Europa:
Nom de l'informador: Pau Guiu Rofes, de Flix (13 anys)
Número de jugadors: Individualment.
Lloc/zona ideal per practicar-lo: Al pas de barca, al riu Ebre.
Material: L'organització s'encarrega de penjar unes cintes a l'extrem d'un pal situat horitzontal damunt la barca de pas, i d'ensabonar-lo.
Explicació: Primer s'ha d'aguantar horitzontalment un pal, gruixut, a una barca. Quan el pal s'ha posat s'hi tira sabó pel damunt i se li va tirant aigua per tal que rellisqui més. Quan s'ha acabat de fer totes aquestes operacions es posen, al final de pal, tres mocadors lligats. Tota la gent que vulgui s'ha d'apuntar per participar-hi. L'objectiu d'aquest joc és agafar el mocador que penja més amunt de la corda. La gent, d'un en un, van intentant passar pel pal que llisca. És clar que això costa molt i les caigudes al riu són constants. El que han agafat el mocador més alt guanya; qui agafa el mocador que està a mitja altura queda segon; qui agafa el mocador que està més baix queda tercer. Aquest joc també és practica a la Festa Major de Flix, on sempre hi ha molta gent d'uns 18 a 26 anys apuntada, encara que també n'hi ha d'edats inferiors. A la festa major de Riba-roja d'Ebre també s'hi juga. .
Fotografia/dibuix 

Name of the game: The greasy pole (Catalunya)
Name used in other European regions:
Name of the person who explained the game: Pau Guiu Rofes, from Flix (13)
Number of players: Individually
Ideal place to play it: Go across on the boat, in the Ebre river
Material: The organization hangs some strips on the extreme of a pole, situated horizontally, and they grease it. Explanation: First you have to hold a pole horizontally over a boat. Then you grease it so that it's slippery. When you have finished you tie a scarf to the end of the pole. Everybody can participate. The objective of this game is to get the scarf which is hung at the end of the pole. Participants, one by one, try to go across the pole, which is slippery. This is very hard and if you fall, you fall into the river. The one who gets the furthest scarf is the winner. The one who gets the scarf in the middle comes second. The one who gets the scarf which is the lowest comes third. This game is also played during the main fiestas in Flix, where there are always people aged from 18-26 years old prepared to play the game, although there are also people under age. In the main fiestas of Riba-Roja they also play it.
Photograph/picture 

Nom del joc: Corrida del cabàs o de les pedres (Catalunya)
Nom amb què es coneix a altres regions d'Europa: Carrera de mazorcas (Espanya)
Nom de l'informador: Carla Fernández Montaña, d'Ascó (13 anys) i Judith Sans Serra, d'Ascó (12 anys)
Número de jugadors: Depenent del nombre de cabassos. En principi 5 per corrida.
Lloc/zona ideal per practicar-lo: Un terreny pla d'uns quinze metres
Material: Almenys 5 cabassos i 10 pedres de riu per cabàs.
Explicació: El joc consisteix en recollir el més ràpidament possible les deu pedres alineades davant el cabàs, i separades un metre unes de les altres. Quan s'inicia el joc cada jugador ha d'anar corrents i posar les pedres al seu cabàs, d'una en una, és a dir, el més ràpid possible. Cada cop, però, sols en pot agafar una i posar-la al cabàs i després tornar a córrer per agafar-ne una altra -el cabàs no es toca, es queda a la línia de sortida-. L'ordre per començar a recollir és indistint. Es pot començar per la primera, per la darrera o per la meitat. Guanya el qui recull primer la filera de pedres que té davant seu. És un joc tradicional que s'ha recuperat a Ascó i que es juga durant la Festa de Sant Antoni, el 17 de gener.
Fotografia/dibuix 

Name of the game: Basket or stones race (Catalunya)
Name used in other European regions: Cobs race (in the rest of Spain)
Name of the person who explained the game: Carla Fernández Montaña, from Ascó (13) and Judith Sans Serra, from Ascó (12)
Number of players: It depends on the number of baskets. Usually 5 per race.
Ideal place to practise it: A flat ground of 15 m. approximately.
Material: At least 5 baskets and 10 river stones per basket
Explanation: The game consists of collecting 10 stones, as fast as possible, in a row in front of the basket. The stones are separated 1m from each other. When the game starts, each player has to run and put his stones, one by one, in his basket. Each time, however, you can only take 1 stone and put it in the basket, and then start running again to take another one. You can't touch the basket which is outside the starting line. The order to start collecting stones doesn't matter. You can start with the first stone, the last one or the middle one. The winner is the one who gets all the row of stones in front of him. It's a traditional game that Asco has recovered and it's played on St. Anton Day, on 17th January.
Photograph/picture 

Nom del joc: Soltada d'ànecs (Catalunya)
Nom amb què es coneix a altres regions d'Europa:
Nom de l'informador: Ester Rodríguez Esteve, de Riba-roja d'Ebre (14 anys)
Número de jugadors: Individualment.
Lloc/zona ideal per practicar-lo: Al riu Ebre o a l'embassament de Riba-roja d'Ebre.
Material: Els encarregats de soltar els ànecs van dalt d'una canoa.
Explicació: Els organitzadors van soltant els ànecs al riu. Mentrestant tothom que vol es tira al riu per a intentar atrapar un ànec. Abans la gent es quedava els ànecs per fer-los grans i menjar-se'ls. Avui dia, normalment, es tornen a soltar els ànecs al riu, fet que ha propiciat el repoblament d'aquests animals a la zona. De fa uns anys cap aquí també es tiren síndries o melons al riu. Es un joc que es practica tradicionalment a les festes Majors d'agost de Flix i Riba-roja d'Ebre.
Fotografia/dibuix 

Name of game: Loose the duck (Catalunya)
Name used in other European regions:
Name of the person who explained the game: Ester Rodríguez Esteve, from Riba-roja d'Ebre (14)
Number of players: Individually
Ideal place to do it: River Ebre or Riba-Roja pond.
Material: People in charge of releasing the ducks go in a canoe.
Explanation: The organizers release the ducks in the river. Meanwhile, anyone who wants, can swim in the river to catch a duck. In the old times, people kept the ducks to fatten them up to eat. Nowadays, they are usually set free on the river again, this fact has allowed the rebirth of these animals in the area. In the last few years watermelons and melons are thrown into the river. It's a game traditionally played in the major fiestas of Flix and Riba-Roja in August.
Photograph/picture 

Nom del joc: Xarranca, xancleta, palet o avió (Catalunya)
Nom amb què es coneix a altres regions d'Europa: Hopscotch (Anglo-Saxon countries), Merelles (France), Tempelhpfen (Germany)
Nom de l'informador: Anna Mur Suñé, de Flix (12 anys) i Ricard Ribes Serra, d'Ascó (12 anys)
Número de jugadors: Un màxim de cinc.
Lloc/zona ideal per practicar-lo: Una plaça, plana.
Material: Un guix i una pedra plana.
Explicació: Es marca a terra la xarranca. Per torns cada jugador tira una pedra plana a la casella que toca. Es comença per la 1 i es va pujant. Cal que la pedra caigui dins de la casella, sense tocar les vores. Aleshores es fa el recorregut de la xarranca de la següent manera: cal passar per totes les caselles, successivament, saltant-se la casella que té la pedra, a peu coix, sense trepitjar les línies ni tocar amb l'altre peu el terra. Si el recorregut és dels que tenen caselles en creu i si cap de les dues caselles no és la que té la pedra, en arribar a aquestes es posa un peu a cadascuna. En arribar a l'última casella es gira i torna fins al principi. Quan s'està a la casella anterior a la que té la pedra cal ajupir-se i agafar-la i tornar amb ella al principi. Si durant aquest recorregut en algun moment el jugador toca amb l'altre peu al terra o trepitja una ratlla o en llençar la pedra no encerta bé la casella corresponent li passa el torn. Si es fa tot el recorregut es continua amb la següent casella fins que s'han fet totes. Guanya qui primer fa tot el recorregut.
Fotografia/dibuix A photograph showing a group of children playing hopscotch on a paved plaza. The children are wearing red shirts. In the background, there is a large bridge over a river and some trees.

Name of game: Hopscotch (Catalunya)
Name used in other European regions: Hopscotch (Anglo-Saxon countries), Merelles (France), Tempelhpfen (Germany)
Name of the person who explained the game: Anna Mur Suñé, from Flix (12) and Ricard Ribes Serra, from Ascó (12)
Number of players: 5 maximum
Ideal place to play it: A flat square
Material: A piece of chalk and a flat stone.
Explanation: Draw a hopscotch on the ground. In turns, each player throws a flat stone to the corresponding square. You start by the first one and you go up. The stone has to fall inside the square without touching the sidelines. Then you have to follow the hopscotch as follows: You have to go through all the squares successively, skipping the square with the stone in it, hopping, without crossing the lines and without using the other foot. If during the way you find a square with a cross and none of the squares has a stone in it, you can't put one foot on each square. When you arrive at the last square, you turn and go back to the start. When you are at the square previous to the one that has the stone, you have to bend down, take it and go back to the start with it. If during this route the player touches the ground with both feet, crosses the line, or doesn't throw the stone well, another player will take his turn. If you do all the route, you continue with the following square until you have done all of them. The winner is the one who finishes the route first.
Photograph/picture 

Nom del joc: La corretja (Catalunya)
Nom amb què es coneix a altres regions d'Europa:
Nom de l'informador: Helena Blanc Pérez, Àlex Esplugues Vidal, Gemma Sonet Guiu, Berta Treig Carranza, de Flix (12 anys) i Soufiane Boudouf, de Vinebre (12 anys)
Número de jugadors: Un mínim de 12 persones.
Lloc/zona ideal per practicar-lo: Una plaça, plana.
Material: Una corretja o un mocador.
Explicació: El joc consisteix en posar-se en parelles, un davant de l'altre i formant un cercle, mirant tots al centre. La parella que està darrera ha de posar-se les mans a l'esquena. N'hi ha un que para i porta una corretja o mocador. Aquest persegueix a un altre per l'exterior del cercle i li pot anar donant els cops de corretja o mocador al cul, sempre corrent darrera seu –es corre en sentit contrari a les agulles del rellotge-. El perseguit, per salvar-se dels cop de corretja, ha de posar-se davant d'una parella qualsevol de les que forma el cercle. En aquest moment deixa de ser perseguit i és el que està a l'exterior d'aquesta parella qui ha de córrer per no ser colpejat per la corretja. Qui para pot donar la corretja a qui vulgui de l'exterior –per això tenen les mans a l'esquena-. Si ho fa ha de fer veure que encara té la corretja a fi de despistar al perseguit. En el moment que aquest passi per darrera el jugador que té la corretja aquest surtirà a perseguir i pegar mentre que el que fins ara perseguia es quedarà al lloc que aquest ha abandonat. És un joc tradicional i típic que es juga al dia de Sant Miquel a l'ermita de Vinebre. Hi juguen, generalment, nois joves i adults de 16 a 30 anys.
Fotografia/dibuix 

Name of game: The belt (Catalunya)
Name used in other European regions:
Name of the person who explained the game: Helena Blanc Pérez, Àlex Esplugues Vidal, Gemma Sonet Guiu, Berta Treig Carranza, from Flix (12) and Soufiane Boudouf, from Vinebre (12)
Number of players: 12 people minimum
Ideal place to play it: A level square
Material: A belt or a scarf
Explanation: In pairs, one in front of the other, a circle is formed and everybody looks towards the centre. The person who is behind has to keep his hands behind his back. The one who is on has a belt and scarf. That person chases the other one outside the circle and he can hit him with the belt or with the scarf on his bottom – you run anticlockwise. The person who is chased, in order to avoid the belt hits, has to be in front of a couple which forms the circle. In that moment he's not chased any longer and the one who is outside this couple is the one who has to run so as not to be caught by the belt. The one that is on can give the belt to anyone he wants from outside. That's why they have their hands behind their backs. If he does so, he has to pretend that he still has the belt so as to mislead chased person. When this person goes behind the player who has the belt he will chase now, while the one that was on will take the place that the other player has left. It's a traditional and typical game played on St. Miquel Day in the hermitage in Vinebre. Usually people from 16 to 30 years old play this game.
Photograph/picture 

Nom del joc: La ferradura (Catalunya)
Nom amb què es coneix a altres regions d'Europa:
Nom de l'informador: Marc Ribes Serra, d'Ascó (12 anys) i Zhour Mahjouba, de La Torre de l'Espanyol (12 anys)
Número de jugadors: Individual o per parelles.
Lloc/zona ideal per practicar-lo: Una plaça, un pati, una zona plana.
Material: Tres o més ferradures i una varilla de ferro de dos pams.
Explicació: És un joc que hem après a l'institut. Abans, quan hi havia més cavalls i matxos, s'hi jugava més. Avui no és gaire habitual veure-hi jugar. Per a jugar-hi s'ha de plantar una vara de ferro a terra i traçar al seu voltant una circumferència de 50 o 60 centímetres de diàmetre. Cada jugador té entre 3 i 5 ferradures. Des d'una distància d'un parell de metres les han de tirar intentant que es quedin agafades a la vara o, si més no, que quedin dintre de la rotllana.
Fotografia/dibuix 

Name of game: The horseshoe (Catalunya)
Name used in other European regions:
Name of the person who explained the game: Marc Ribes Serra, from Ascó (12) and Zhour Mahjouba, from La Torre de l'Espanyol (12)
Number of players: Individual or in pairs
Ideal place to play it: A square, a playground or a flat area
Material: Three or more horseshoes and an iron bar about 30 cm long
Explanation: It's a game we've learnt at the institute. In the olden days, when there were more horses and mules, people played it more often. Now it is unusual to see people playing it. Drive the iron bar into the ground and draw a 50-60 cm circle around it. Each player has from 3 to 5 horseshoes. From a distance of 2 m, throw the horseshoes trying to hook them around the stick, or if not, trying to get inside the circle.
Photograph/picture 

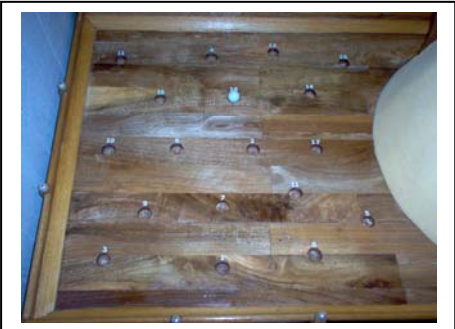
**RECULL DE JOCS I ESPORTS TRADICIONALS DE LA
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TRADITIONAL GAMES AND SPORTS IN OUR REGION/AREA

**Antonio Meucci, de Turin
(Itàlia)**

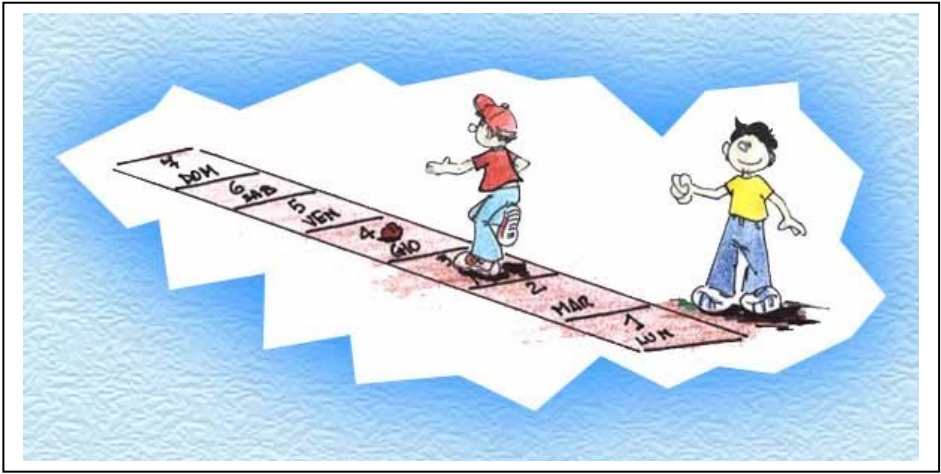
Name of game: Eight balls	
Name used in other European regions:	
Name of the person who explained the game: Texts written in Italian by Fulvio Peirone for the exhibition "Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento" prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007 and translated by the pupils Beatrice Balzola and Anna Chiara Storer	
Number of players: Two or more people	
Ideal place to practise it: Main buildings	
Material: Eight metal little balls – wooden table with little doors at the end	
Explanation: They were taking steps against the game of chance, in Turin. Some laws (1360-1573-1663) wanted to impede the spreading of prohibitory games. The punishment was in money (the guilty person was whipped or was tormented by pillory). The game of eight balls was a sort of mini-golf. People had to throw eight balls together on a long wooden table, which at the end had some little doors: if the balls would go through one of the doors with an even number, whoever threw them won, otherwise the opponent would win. It was possible to play even by digging a hole in the ground, which was surrounded by metal, so that some balls would continue to roll. The winner was who could get an even number of balls in the holes.	
Photograph/picture	
  Pictures taken by G. Fanfani from the exhibition "Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento" prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007.	

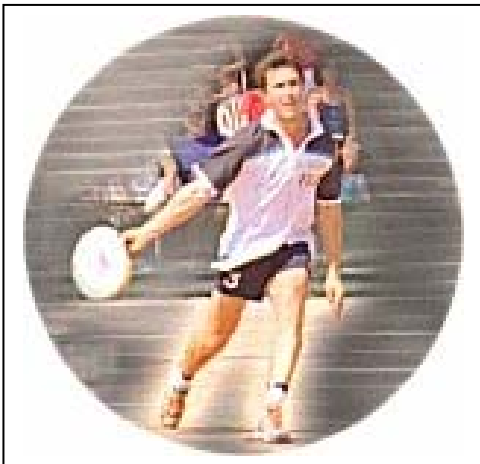
Name of game: Green and red – White and black
Name used in other European regions: Trisella (Catalunya)
Name of the person who explained the game: Texts written in Italian by Fulvio Peirone for the exhibition “Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento” prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007 and translated by the pupils Beatrice Balzola and Anna Chiara Storer
Number of players: Two or more people
Ideal place to practise it: Main buildings
Material: Wooden ball – chessboard with 64 squares
Explanation: They were taking steps against the game of chance, in Turin. Some laws (1360-1573-1663) wanted to impede the spreading of prohibitory games. The punishment was in money (the guilty person was whipped or was tormented by pillory). There were two other games which needed a chessboard: the “green and red” and the “white and black.” In the first game, people battled if the ball was falling in a hole (red or green). In the second game, people were using a normal chessboard, with 64 squares that were black and white. Even the thrown balls were different colors; after, if the player threw the ball in the square of the same color than he would have won.
Photograph/picture  Pictures taken by G. Fanfani from the exhibition “Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento” prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007

Name of game: Tower of snail
Name used in other European regions:
Name of the person who explained the game:
Number of players: Two or more people
Ideal place to practise it: Main buildings
Material: Tower of snail – metal little ball
Explanation: They were taking steps against the game of chance, in Turin. Some laws (1360-1573-1663) wanted to impede the spreading of prohibitory games. The punishment was in money (the guilty person was whipped or was tormented by pillory). Another pastime was to throw a ball from the “tower of snail”, which would then fall on a wood table that had 16 or 18 numbered holes: in the first case, the winner was the person who received the higher score and in the second case it was the person who missed or passed the nine.
Photograph/picture   Pictures taken by G. Fanfani from the exhibition “Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento” prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007

Name of game: Pallone elastico / The rubber ball
Name used in other European regions:
Name of the person who explained the game:
Number of players: 4 by team
Ideal place to practise it: Camp of game called sferisterio
Material: Rubber ball
Explanation: The rubber ball is a sport played on a field without net. This field has a lenght of 90 meters and and is large from 16 to 18meters; sometimes the field has at its side a wall with a net. The ball is made of rubber, its diameter is of 105 mm and weights 130 gr. One can count points as you do in tennis; the game is a set of eleven plays. The beater can take a run of about 12 meters out of the field and the hits the ball; it's valid if it goes past the half of the field and falls between the side lines. The other flying players can hit the ball, or after the first touch of the ground, with the close hand (covered by bendage made of leather or rubber) or, if nearer with the open hand. The aim is to send the ball as near as possible to the end line of the field or even go past it. In this last case one can count fifteen points. If the player sends the ball beyond the wall of the side lines makes the other players win 15 points. The plays can go until one of the two teams can't hit the ball anymore and stops it. In the exact point of stop the judge puts a little flag this is called "caccia". One can obtain this also when the balls after touching once the field goes out by side after four "caccia" the teams change the field. The game can last from one hour to many more if the teams are similar. There are the following categories M. P. E. A. J. U23 series C2, C1, B, A. In juniors categories the match lasts less and the ball is lighter from 120 to 160 gr. Similar tho this game there is the "pantalera" played in squares or yards and in this case the ball is not hit but thrown. It's played in South of Piedmont, where is a professional game. In eighties and nineties there was a stop of this game. The rubber ball is a symbol of farmer Piedmontes culture and was written about it by writer as Pavese, Fenoglio etc..
Photograph/picture 

Name of game: Prisoner Ball
Name used in other European regions:
Name of the person who explained the game:
Number of players: 10-12 for each team
Ideal place to practise it: In a gym or on a lawn
Material: A ball
Explanation: every match is divided into three rounds of ten minutes. The purpose of the game is to imprison the majority of the opponent players, hitting them flying. If the ball is taken while it's flying the pitcher is imprisoned. When the ball goes to the prisoners' zone, they can take it and make themselves free hitting an opponent. They can also free everybody knocking down a pin. When player knocks down a pin all the prisoners of his team are free.
Photograph/picture  

Name of game: “Week” or “bell”
Name used in other European regions: Hopscotch (Anglo-Saxon countries), Merelles (France), Tempelhpfen (Germany), Xarranca (Catalunya)
Name of the person who explained the game:
Number of players: From 2 on
Ideal place to practise it: Sidewalk
Material: A little stone and something to paint the sidewalk
Explanation: The first player throws the stone in the first square, then jumps in it on one foot. He takes the stone and comes back jumping, then he throws the stone in the second square and jumps in that on one foot. He takes the stone and comes back jumping, and so on. The players and the stone can't touch the lines. If a player makes an error, he has to leave the game. The player who complete the “week” without errors wins the game.
Photograph/picture 

Name of game: Tambourine
Name used in other European regions:
Name of the person who explained the game:
Number of players: Generally 5
Ideal place to practise it: Outdoors
Material: You must usually use a ball of synthetic rubber with a diameter of 56 mm and weighing 70 g.
Explanation: There are two types of balls: oval or round, covered by cow or horse hide. The tambourine is strengthened with a leather belt attached to the ends to make it possible to take the tambourine. Explanation: The match can be played in 13 games. Each game can give points called 15 avarting the play. The team that first reaches 50 points wins. If the player hits the boundary line the point is good.
Photograph/picture 

Name of game: Sparviero
Name used in other European regions: Sparrowhawk
Name of the person who explained the game:
Number of players: From five on
Ideal place to practise it: In a wide place possibly 15m for 25m
Material: Nothing
Explanation: One person, called sparrowhawk, is situated on one side of the camp; the other players are on the other side of the camp. The sparrowhawk cries: "Who is afraid of sparrowhawk?" and the others answer: "Nobody!". Competitors must try to reach the other side of area, avoiding to be intercepted by the sparrowhawk. When the sparrowhawk succeeds in touching one player, this becomes sparrowhawk, too. At this point of the game, all players (except the two or more sparrowhawks) are situated on the opposite line they started from. The game continues until everybody becomes sparrowhawks, except the last who is the winner.
Photograph/picture

Name of game: Marbles for beach
Name used in other European regions:
Name of the person who explained the game:
Number of players: From 2 to 99
Ideal place to practise it: Beach
Material: Plastic marbles
Explanation: First of all the participants must get one player with the bottom not too small, sit him down and drag him along the beach. So you might draw a good track, which could be easy or hard. The difficulties of the tracks can be different if there are parabolics, tunnels and narrow passages. Each player takes turns pushing his marble and the first to arrive at the end wins. History: The history of marbles for beach is not recent and it's connected to history of seaside tourism. It started at the beginning of the last century and it had its "boom" in the sixties . The plastic marbles appeared in this period. The only moment of crisis for this game was during the eighties and nineties.
Photograph/picture

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TRADITIONAL GAMES AND SPORTS IN OUR REGION/AREA

**Collège St. Dominique et Lycee Notre Dame, de Guingamp
(Bretanya)**

Name of game: Bazh Yod
Name used in other European regions:
Name of the person who explained the game:
Number of players: 2
Ideal place to practise it: Outside sitting on the ground.
Material: A board measuring 1.25m x 0.15m which must stand up on end on its length by using stakes on each side and a stick 50cm long.
Explanation: The objective is to pull the stick on your side. At the start: the 2 persons are sitting on the ground on each side of the board, their feet on it and they have their hands on the stick. If you win two sets, you give one point to your team. You must change side at each game, reversing the position of the hands(in the middle or the ends).
Photograph/picture 

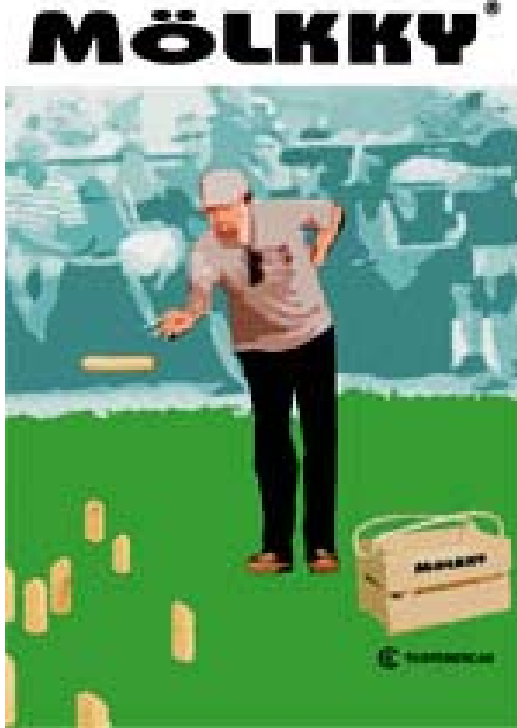
Name of game: Breton bowls
Name used in other European regions:
Name of the person who explained the game:
Number of players: 2 teams of 2,3 or 4 players
Ideal place to practise it: A sandy alley of between 18 to 20m long and 3m large surrounded by boards.
Material: 2 bowls for each player and a jack
Explanation: The objective is to get the nearest possible to the jack by making your bowl roll. After having thrown the jack, the first player throws his first bowl ; then the first player of the other team. If a bowl hits the board at the bottom of the alley, it must be taken out. The game is over when a team reaches 12 points.
Photograph/picture  JEU DE BOULES À PRIMEL-TREGASTEL petitjeu.org

Name of game: Palet sûr bois / Puck game (or disc game)
Name used in other European regions:
Name of the person who explained the game:
Number of players: 2 teams of 2 or 4 players
Ideal place to practise it:
Material: A wooden board; 4 lead pucks with numbers
Explanation: The objective is to throw your puck the nearest possible to the target puck, which is thrown first. After having thrown the target puck from a distance of 5 m for adults, the first player throws his 2 pucks then it's a player of the other team. If the target is sent out of the board, the game is started again. The game is over when a team reaches 12 points.
Photograph/picture 

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TRADITIONAL GAMES AND SPORTS IN OUR REGION/AREA

Launen Peruskoula, de Lathi
(Finlàndia)

Name of game: Mölkky
Name used in other European regions:
Name of the person who explained the game: Anna Savutie, Peter Forsman
Number of players: Two and more
Ideal place to do it: Outdoor, open area. Min. 5x8m
Material: 12 numbered skittles (from one to twelve) and the throwing skittle.
Explanation: Place the skittles four meters away from the throwing spot. Draw the order of the players. Each player throws the numbered skittles with the throwing skittle. Points: If you get one skittle down your score is the number of the fallen skittle. If you get more than one down your score is the number of the fallen skittles. E.g. If you get three skittles down your score is three. Note: the skittles should be lying on the ground. Before the next player starts throwing the skittles, set all the fallen skittles up exactly on the place where they fell. Don't move them. The winner is the player who gets exactly 50 points first. If you get more than 50 points your score goes down to 25.
Photograph/picture  

Name of game: The tar pot
Name used in other European regions: El gat i el ratolí (Catalunya)
Name of the person who explained the game:
Number of players: About 5-20 players
Ideal place to practise it: This is a traditional Finnish outdoors game
Material: A little object (e.g. a stone, a twig, key-ring)
Explanation: 1. Draw a big circle on the ground. One of the players is the Tar Cook, others go and stand around the circle with their faces to the middle of the circle. All the players who are around the circle draw around themselves a smaller circle, like a little nest. 2. The Tar Cook starts to walk around the big circle (the outside of the circle) with a little object (e.g. a stone, a twig, key-ring) in his/her hand. As s/he walks, s/he tries to fool the other players that s/he is going to drop the object in his/her hand on their little nests. At some point the Tar Cooker really drops the object on someone's nest(=behind the person who is standing in the nest). 3. Now the Tar Cook has to walk or run around the circle one more time and come to the same nest where s/he dropped the object. 4. If the person who has the Tar Cook's object on his/her nest hasn't noticed that the object is in his/her nest and the Tar Cook has managed to run around the circle once, the person has to give his/her nest to the Tar Cook. This person now becomes the new Tar Cook. 5. If the person who has the Tar Cook's object on his/her nest notices that the object is on his/her nest, s/he must pick up the object in his/her hand and start running once around the circle (but in the opposite direction as the Tar Cook). Who ever reaches the nest first, can stay in it and the other player becomes the new Tar Cook. 6. The play goes on for as long as the players feel like it!
Photograph/picture 

Name of game: Who is afraid of the Octopus?
Name used in other European regions: L'aranya (Catalunya)
Name of the person who explained the game:
Number of players: About 10-20 players
Ideal place to practise it: Is a children's running game, which can be played both in- and outdoors or even on the ice with skates.
Material:
Explanation: The game is very simple. You mark two lines (about 5-8 meters long each) on the ground so that there's a distance of about 20-25 meters in between the lines. All players except for one go behind the line. One player stays in the middle (between the two lines), this player is the Octopus. When the octopus shouts "Who's afraid of the Octopus", all the other players try to run as fast as they can through the field and behind the other line. If, however, the octopus manages to touch a player (or players), this person must stay with the octopus between the lines. In the next round the octopus and his/her new helpers try to touch as many players as they can, and this goes on as many rounds as there are no players left behind the lines
Photograph/picture

**RECULL DE JOCS I ESPORTS TRADICIONALS DE LA
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TRADITIONAL GAMES AND SPORTS IN OUR REGION/AREA

Carmel College Salland, de Raalte
(Holanda)

Name of game: Trefbal
Name used in other European regions:
Name of the person who explained the game:
Number of players: A class of pupils (+/- 24).
Ideal place to practise it: One field de size of a volleyball field.
Material: A soft ball the size of a volleyball.
Explanation: The class is divided in two equal groups. The field is divided in two equal parts. Each team has to stay on its own side of the field. When the ball hits you, you have to leave the field. But: when the ball hits your arm or first the ground and than you, you don't have to leave the field. When it hits your arm and after that an other part of your body you do have to leave the field. With the soft ball you must try to hit a player of the other team. When you are hit directly you must leave the field and sit on the bench. When the fourth player of one team leaves the field the first may enter again. The team with the most hits during one game has won.
Photograph/picture 

Name of game: Klootschieten
Name used in other European regions: Ball shooting
Name of the person who explained the game:
Number of players:
Ideal place to practise it: In the field (<i>veld</i>) version of Klootschieten, it is the intention, alone or in a team, to reach a particular patch of grass and/or sand in as few throws as possible (similar in this respect to golf. The course contains curves and variations of height (small hills and valleys and such), so that skill as well as strength is an important factor. The field klood is a round ball of wood or synthetic material, made heavier with lead. The diameter of the klood is mostly between the 7 and 8 centimeters, but these can deviate according to the preference of the participants. There is a minimum diameter of 5 centimeters. A street designed for Boßeln in Germany. In the street (<i>straat</i>) version of Klootschieten, the rules are approximately the same as in the field, only the course (being a street) and the ball (being heavier) are different. An important consideration is to keep the ball in the very center of the street, or it can very easily end up in the ditch or gutter, etc., which would obviously reduce the distance of ones "shoot".
Material:
Explanation: klootschieten In the game, participants try to throw a ball (the klood) as far as they can. It is most popular in Twente and Achterhoek. There are three styles: field, street and standing (<i>veld</i>, <i>straat</i> and <i>zetten</i>). In Germany a sport similar to field style Klootschieten is played, named "Boßeln" (Bosseln), while Klootschießen is the German name for the standing style. It is primarily played along the coast and borders of North Germany, such as in Ostfriesland, Oldenburg, Butjadingen, Dithmarschen, Nordfriesland, Emsland, and Grafschaft Bentheim. It is also played in some parts of the USA by German and Dutch immigrants. Setting The goal in the standing or setting (<i>zetten</i>) style is to see how far the ball can travel in the air. Thus the measure of the throw ends at the point where the ball hits the ground (in contrast to the field and street variants). European championship In May 2004, the European Championship was shot in Westerstede, Germany. At the adult level, the German FKB (Friesischer Klootschießer Connection) won all competitions. The individual winners: Catriona O'Farrell (women's, veld), Rena Ahlrichs (women's, straat), Ute Uhrbrook (women's, zetten), Dirk Taddigs (men's, veld), Henning Feyen (men's, straat), Stefan Albarus.
Photograph/picture

Name of game: Korfball
Name used in other European regions: Ball shooting
Name of the person who explained the game:
Number of players:
Ideal place to practise it:
Material:
Explanation: Korfball is a team ball game, similar in many ways to mixed netball. It is played in over fifty countries. The countries with the most players are the Netherlands and Belgium. Korfball differs from other team sports in that it is a mixed-gender game: a team consists of four men and four women. Korfball is played either indoors or outdoors on a court divided into two halves called <i>zones</i>. In each zone there is a post (3.5m, shorter for the young) with a basket at the top. This is positioned at two thirds of the distance between the centre line and the back of the zone. The ball is similar to the one used for association football. There are two teams, each consisting of eight players: two men and two women of each team in each zone (attack and defense). Players score by throwing the ball through the other team's basket. After two goals the teams change zones: the defenders become attackers and attackers defenders. At half-time the teams swap halves of the court. Philosophy of korfball Korfball is a team sport. Individual class is essential but there is no room for individual play. Belonging to a team means teamwork; running with the ball or dribbling is not allowed. A player who receives the ball while running must stop within two steps and pass the ball to another player. Korfball is a mixed sport. Men and women play side by side. But while women are equal in the tactics of the game, duels are man to man and woman to woman. One man may guard one man and one woman may guard one woman. So it's not two against one and a woman may not defend a man nor may a man defend a woman. Third, korfball is a tactical game. Each team tries to win by scoring more goals using tactical skills of the team as a whole. The rules follow this principle and prevent physical strength from dominating the game. That means that physical contact is undesired. Blocking, tackling and holding your opponent are not allowed in korfball. The same goes for kicking the ball or hitting it with your fists. Also, one is not allowed to move the post, which would make it harder to score. Another rule that makes this a largely tactical game is that a player may not attempt to score when defended. That occurs when the defender is closer to the basket and is facing his/her opponent, and is at arm's length, and is attempting to block the ball.

Reputation

Korfball is a popular sport (especially in the [Benelux](#) area) and featured in at least 50 countries with a national Korfball committee. Its emphasis on the unisex aspect, its "clean" gameplay, outlawing most physical contact and encouraging players to outsmart rather than outmuscle their opposition, contribute to its popularity.

Ironically, these aspects also often serve as a foil for ridicule. Korfball players, like [netball](#) players, are often ridiculed - both by cynical female and male [basketball](#) players. Korfballers reciprocate by saying that it is too easy to shoot baskets, because a basket is lower than a korf and has a backboard.

However, the popularity of Korfball has remained unbroken, there are many players who play both sports, and its role of being the only true unisex team sport makes Korfball unique.

International korfball

Originally, korfball was mostly played in [Belgium](#) and the [Netherlands](#). It was a demonstration sport during the [Olympic Games](#) of [1920](#) and [1928](#) (which were held in [Antwerp](#) and [Amsterdam](#)).

The foundation of the [International Korfball Federation](#) in [1993](#) and the existence of tens of national federations seem to imply an international popularity for the game, which has been played in the [World Games](#) since [1985](#).

World Championships have been held every four years since [1978](#). Most great tournaments are won by the Netherlands or by Belgium.

Hong Kong recently hosted their first international tournament, the Asia Oceania Championships in 2006, while New Zealand is hosting the Asia Oceania Youth Championships in 2007

World champions

[International Korfball Federation](#) organizes a [Korfball World Championship](#) every four years.

[1978](#) - [The Netherlands](#)

[1984](#) - The Netherlands

[1987](#) - The Netherlands

[1991](#) - [Belgium](#)

[1995](#) - The Netherlands

[1999](#) - The Netherlands

[2003](#) - The Netherlands

Continental Championships

IKF promotes two continental championships: [European Korfball Championship](#) and Asia-Oceania Korfball Championship.

Photograph/picture



**RECULL DE JOCS I ESPORTS TRADICIONALS DE LA
NOSTRA COMARCA**

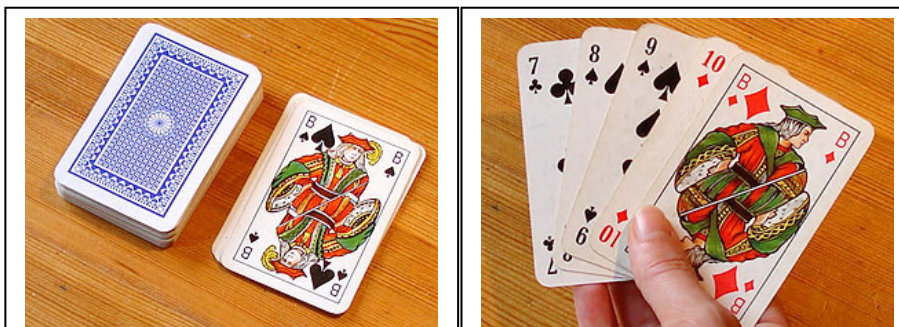
TRADITIONAL GAMES AND SPORTS IN OUR REGION/AREA

**Private Heimvolksschule Wartenberg, de Wartenberg
(Alemanya)**

Name of game: Fingerhooking
Name used in other European regions:
Name of the person who explained the game:
Number of players: Two people
Ideal place to practise it:
Material:
Explanation: Fingerhooking is an old powersport, mainly in the region of Bavaria and Austria. It is said, that in former years the people used Fingerhakeln to clear differences. Two people sitting face to face on a table. Each tries to pull his contrahent with the finger to himself. For this, they hook their index finger (forefinger). You can also use the middle finger, but every player has to use the same finger. On the picture you see, that they use a leather ring. But for us it's better without. Someone gives the command: Hook – Ready – Pull. Behind each player has to sit a catcher in case of emergency. Winner is the one, who pulls the contrahent to his side. You should have a referee.
Photograph/picture 

Name of game: NeunerIn (NinerIn)
Name used in other European regions:
Name of the person who explained the game:
Number of players: 2 or more players
Ideal place to practise it:
Material: A card game
Explanation: NeunerIn is a card game for 2 or more players that is popular in Germany, Brazil and some other areas. For more than 5 players, 2 packs of cards may be used. Whoever gets rid of his cards first wins the game. <i>NeunerIn</i> is very similar to the game UNO. The rules The game is played with a regular deck of german playing cards. The players are dealt each a hand of cards (usually 5). The rest are placed face down as drawing stack. At the beginning of the game the topmost card is revealed, then the players each get a turn to play cards. One can play a card if it corresponds to the suit or value of the open card. E.g. on a 10 of gras, only other grasses can be played or other 10s. If a player is not able to, he draws one card from the stack. If he can play this card, he may do so, otherwise he keeps the drawn card and passes his turn. If the drawing stack is empty, the playing stack (except for the topmost card) is shuffled and turned over to serve as new drawing stack. Special card values Some cards are special, because they affect the game directly -- a lot of variations exist in this matter: • If a 7 is played, the next player must draw two cards at the beginning of his turn. • If the 8 is played, the next player skips his turn. • A 9 can be played regardless of the suit or value of the topmost card on the playing deck. Subsequently the player can decide freely the suit that has to be played next. History Rules for NeunerIn have existed at least since the 1930s. A Swiss version of the game called "Tschau Sepp" ("Bye Joe", because that is what you have to say before putting down your last card but one) has existed at least since the early 1960's.

Photograph/picture



Name of game: Watten	
Name used in other European regions:	
Name of the person who explained the game:	
Number of players:	
Ideal place to practise it:	
Material: Played with Bavarian playing cards. The colours are:	
Oak	Eichel
Bell	Schellen
Heart	Herz
Gras/green	Gras



The row of the cards:

7	8	9	10	U	O	K	A
		Unter	Ober	König	Ass		
		Under	over	king	ace		

There are special –trumps called the criticals (die Kritischen):

Oak 7	called point/ top (Spitz)
Bell 7	called bell (Belle)
King of Heart	called Max (Max)



All three criticals together are called the machine (die Maschine)

Explanation: There are four players, for example:



Player 1 Nico



Player 2 Fabian



Player 3 Matthias



Player 4 Robert

Every player gets 5 cards. You have to give in the first round each player three cards and in the second round each player two cards.

Dealer



He says the trump
(7, 8, 9, king or ace)



He says the colour
(Oak, gras, heart or bell)



For example:

Fabian says "trump is under"

Matthias says coulour is heart

Than the row is:

Max

Belle,

Spitz

Under of hearts

All the other unders (no rowing), first played is higher than second played

Than all the hearts (Ace, king 8, 7)

First round: The player left of the dealer starts. Each player plays a card, the highest gets the trick.

Second round: The one, who got the trick, starts the next round, next is every player left of him.

Third round: Like second and so on.

Player 1 and 3 are a team, player 2 and 4 the other team.

Winner is the team with the most tricks.

Special rule: If you have the trump in the trump colour (in our example is it under of hearts) and you are the first player, you can say "trump or critical". Than every player has to give a trump or a critical (in our example: under or any heart as a trump, or one of the three criticals).

Points:

The winning team gets 2 points. The end is by 15 points.

If one team offers to the other team "go" and they still want to stay in the game and play, then the winner gets three points. The other team can also say "let's play about 4 points". And so on. If they go after the first offer, than the game ends, winner gets 2 points.

Have fun with this game.

TROBADES DE JOCS TRADICIONALS

Finalment, en motiu de la trobada que es va realitzar a Flix entre el 9 i el 13 de maig del 2007, es van organitzar dues importants activitats en torn al joc tradicional i que, en certa mesura, acabaven de donar coherència i sentit a tot aquest treball:

- o Organització del *Vè Joc a Joc de plaça a plaça*, a Ascó
- o Exhibició de jocs tradicionals dels països que formen el projecte SPIRIT

Vè JOC A JOC DE PLAÇA A PLAÇA

Aquesta és una activitat anual que es va iniciar el curs 2002/03 adreçada als alumnes que cursen cicle superior de Primària del CEIP Sant Miquel d'Ascó, amb l'objectiu de recuperar els espais tradicionals de joc del poble –carrers i places– alhora que s'aprenien i es practicaven jocs del territori.

Vam fer coincidir expressament les dates de l'estada dels amics del projecte Comenius per tal que poguessin conèixer i practicar alguns dels nostres jocs més tradicionals en el seu context habitual. És per això que els onze joves que van venir de Finlàndia, Alemanya, Bretanya, Holanda i Itàlia es van integrar, com un grup més, a la tarda de jocs a Ascó.

Desenvolupament de Joc a Joc:

- Es van organitzar 4 grups de 9 o 10 alumnes, mixtes, de 5è i 6è de primària a més de l'esmentat grup del Comenius. A les tres de la tarda cada grup sortia del Pla de l'Església i, amb l'ajut d'un plànol es dirigia a una plaça del nucli antic de la població. Allí els esperaven entre dos i quatre nois de secundària que eren els encarregats d'explicar i dinamitzar els jocs.
- Hi havia un temps real de joc de 20 minuts en cada plaça
- Els jocs preparats van ser els següents:
 - o Al parc de l'Abadia: el joc de la trisella, el joc de la rana i el de la planta de l'església
 - o Al Pla de Vallxiqué: el joc del flèndit del set i mig i la catxapera
 - o A cal Cavallé: el flèndit de patacons i la tirada de rebelluga
 - o Al Casal d'Avis Sant Miquel: la tirada de birles i el joc de la ferradura

- Acabat el recorregut ens vam retrobar al Pla de l'Església on, tots, vam realitzar dos jocs finals: una corrida de pedres en relleus i una estirada de corda.



Alumnes preparats per iniciar el Joc a Joc pels carrers i places d'Ascó



Jugant a la taula de l'església



Jugant a la taula de l'església



Jugant a la taula de l'església



Jugant amb la baralluga o reballuga



Jugant al flèndit



Tirada de bitlles



Corrida de pedres



Corrida de pedres

EXHIBICIÓ DE JOCS TRADICIONALS DELS PAÏSOS QUE FORMEN EL PROJECTE SPIRIT

A Ascó, després del *Joc a Joc*, i de cinc i mitja a vuit de la tarda van ser els alumnes dels centres europeus els qui ens van ensenyar un joc típic de la seva regió.

- Els nois bretons ens van presentar el joc del *palet sûr bois*. Joc de punteria i precisió semblant, si es vol, a la petanca. Es practica damunt un gran taulell de fusta de 80 x 80 cm damunt el qual, des d'una distància d'entre 3 i 5 metres s'hi van llençant, alternativament, unes fitxes de ferro de 5 cm de diàmetre. Cada jugador disposa de dues fitxes que ha d'intentar acostar a una de més menuda que es troba damunt la planxa de fusta.





- Les noies holandeses ens van explicar el joc del *trefbal*. Per la seva dinàmica sembla un joc d'entrenament pre-esportiu pensat per treballar l'handbol. Es marca un terreny de joc d'unes mides semblants a la meitat d'una pista poliesportiva. Aquest terreny es divideix en dues parts. Es formen dos equips d'un màxim de sis membres que es disposen a l'interior de cada camp. Al mig de cadascuna d'aquestes dues parts s'hi col·loquen tres cons. Es tracta que els jugadors intentin tombar els cons dels contraris, l'equip que ho aconsegueix guanya la partida. Si en l'intent la pilota toca el cos del defensor, aquest passa a jugar a l'exterior del camp i continua participant en el joc però des de l'exterior, intentant igualment tombar els cons o eliminar als contraris però ja no podrà tornar a entrar dins la pista. Un jugador és eliminat quan li toca la pilota al cos, no als braços o les cames.







- Els dos joves finlandesos van explicar un joc realment curiós i divertit anomenat *mölky*. Es un joc de punteria per a dos o quatre jugadors que es practica llençant un cilindre de fusta, d'uns 20 cm de llargada, contra 12 petits cilindres esbiaixats que, cadascun, té gravat un número. La dinàmica del joc és molt interessant, intervenint l'atzar, la punteria, el càlcul de puntuació... Es planten els 12 cilindres a una distància aproximada de 7 a 10 metres. Des d'aquí el primer jugador tira el cilindre de fusta contra els petits. Si sols en tomba un sumarà tant punts com indiqui aquest cilindre. Si en tomba més d'un comptarà el nombre de cilindres que hagin caigut –no la suma dels números que marquin-. Els cilindres que hagin caigut s'aixequen i es planten al lloc on hagin anat a parar. El joc continua alternativament amb aquesta dinàmica fins que un dels jugador, o parella, arriba a sumar la puntuació exacte prèviament pactada a la qual s'havia d'arribar –exemple, 50 punts-. En cas que un jugador es passi de puntuació aleshores s'ha d'anar a seixanta.









- Els italians ens van explicar el joc de la *settimana*. Joc que nosaltres coneixem amb els noms de xarranca, avió, palet, xancleta... Es tracta d'un joc popular conegut arreu des de temps remots i practicat, ja, a l'època d'esplendor de Roma –se n'han conservat de gravats en nombrosos indrets, com per exemple damunt de les lloses que circumden l'àgora de la capital italiana -.
- Els tres joves alemanys ens van explicar el joc que nosaltres coneixem com a cementiri, *mate* o *balón-tiro*. I tots plegats vam jugar amb la pilota.



Aquesta exhibició de jocs va ser un èxit i va confirmar la dita de que *els jocs no tenen fronteres*. Certament, la comparació amb els jocs dels altres, la comprensió de dinàmiques de joc noves i la reflexió sobre formes de jugar semblants, tot dins un ambient lúdic distès, ens ajuda a establir aquells vincles de relació que ens permeten acceptar la diferència d'una forma oberta, tolerant i respectuosa.

EXPECTATIVES DE FUTUR I CONCLUSIONS

Els jocs tradicionals han estat una eina eficaç per vertebrar un seguit d'actuacions dins del projecte SPIRIT. A partir d'aquests hem pogut mostrar la nostra riquesa lúdica, practicar-la i alhora fer un primer tast de la dels altres, alhora que hem treballat aspectes avui tan importants com són el sentit d'identitat, de pertinença, de patrimoni en definitiva, i ho hem fet a través de la recerca dels nostres jocs i de la comparació amb els dels altres a través de la tecnologia de la informació.

Un repte podria ser ampliar la web del nostre centre amb el recull i la mostra de jocs tradicionals procedents d'altres països, consolidant la pàgina com un primer punt de trobada, de relació i d'intercanvi cultural entre l'alumnat, emprant els jocs populars i tradicionals de cada regió com a mitjà de relació i coneixença, entenent que el joc és un llenguatge universal –potser el primer tipus de llenguatge-, i que a través d'ell ens és fàcil comunicar-nos i mostrar-nos tal com som.

PER A SABER-NE MÉS...

Podeu trobar més informació i imatges dels jocs i de les exhibicions a:

- o Web de l'IES Flix: www.xtec.cat/iesflix
- o Web de l'Associació Cultural Lo Llaüt, d'Ascó: www.lollaut.com

Altres fonts de consulta

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