

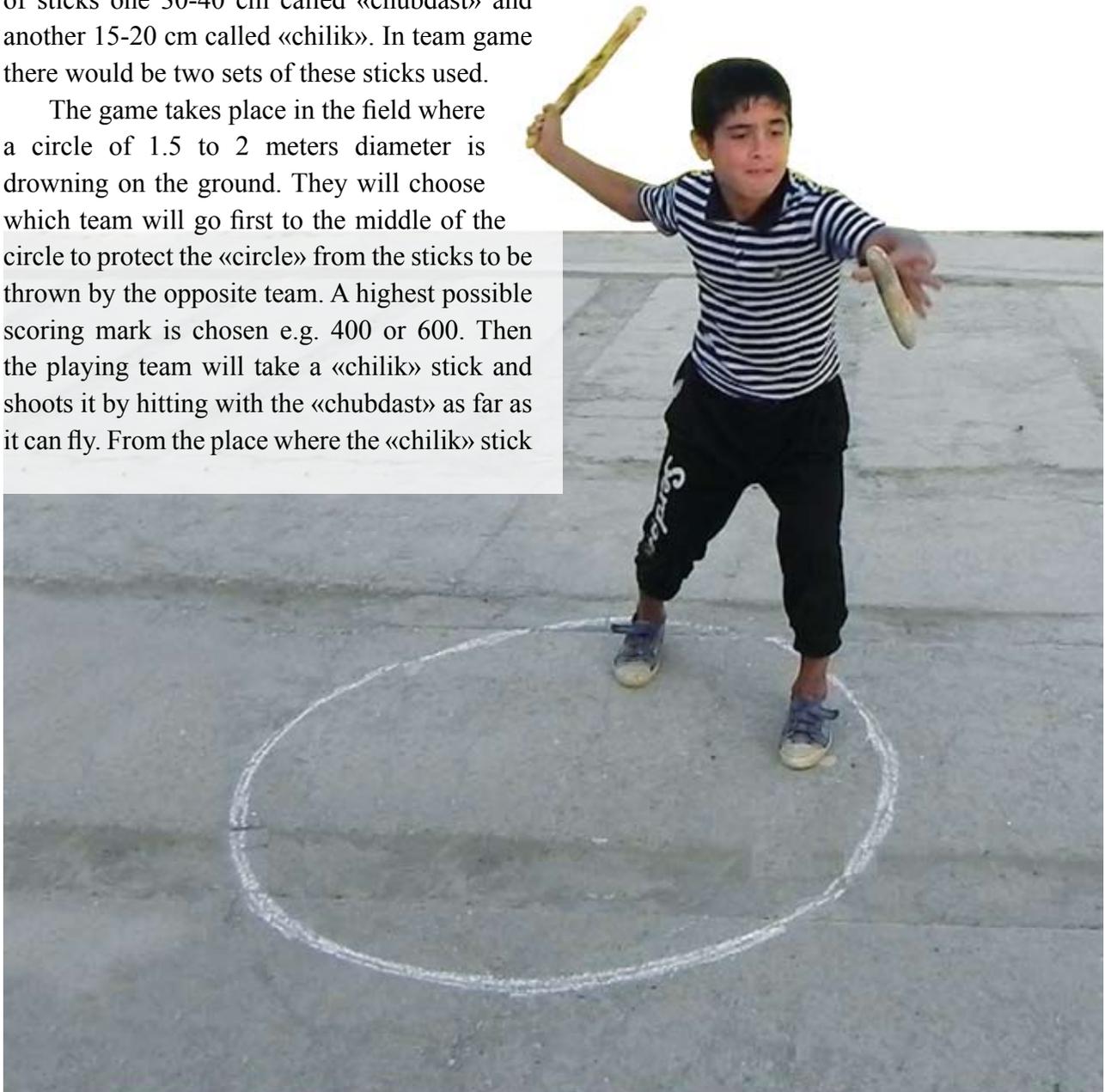
## Chilikbozi - Finger game

Chilikbozi is a popular children and youth game that in some of the regions of Tajikistan is also known as *chilik-dangal*, *chilik-pilik*, *alaki-momoki*, *likakbozi*, *lashkuv*, *lashbekht* and so on. It is particularly popular among those of 6 to 16 years old and it is usually played during the spring especially during the Navruz festival season.

This game can be played in teams or individual. The object of the game are two pieces of sticks one 30-40 cm called «chubdast» and another 15-20 cm called «chilik». In team game there would be two sets of these sticks used.

The game takes place in the field where a circle of 1.5 to 2 meters diameter is drawn on the ground. They will choose which team will go first to the middle of the circle to protect the «circle» from the sticks to be thrown by the opposite team. A highest possible scoring mark is chosen e.g. 400 or 600. Then the playing team will take a «chilik» stick and shoots it by hitting with the «chubdast» as far as it can fly. From the place where the «chilik» stick

has fallen the competing team will try to throw it back to the circle and the player standing in the middle of the circle has to hit it back. Once the «chilik» stick has been shot away the person takes his «chubdast» and measures the distance between the circle where he stood and where the «chilik» stick has fallen. For example he measures 25 «chubdast» lengths from the circle to the place where the «chilik» stick has fallen





and that is counted as 25 score and so on.

The person in the middle of the circle changes only if the competing team gets the «chilik» stick thrown back into the circle. And the game restarts.

During the game the teams keep record of the scores each team makes in every round in order to determine the winner. In case if the «chilik» stick is caught by the opposite group before it hits the ground, any scores made by the team that shot it will be annulled. Any team that scores the pre-determined highest score will win the game.

The winners of the game will impose a penalty to the team that lost the game. It is usually that the winner team will nominate a distance which the defeated team has to run and while running have to say «zu-u-u». In Maschoh region instead of saying «zu» and running they ask the defeated team to leap with one leg from the distance to the circle. In Shughnon region the defeated team has to carry the winner team on their backs to the circle.

