Leg Twist

Start
ᐱᒋᐊᕐᓂᖅ

Action
ᐃᒪᐦᓇ ᐱᔪᐅᐸᐦᑐᖅ

6. LEG TWIST

Equipment: None

Stance and Start: Both opponents lay flat on floor on their sides facing in opposite direction. The foot which is resting on the floor (closest to the floor) is matched with opponent's same foot from toe to heel. The other foot is hooked with opponent's foot. Both hands are grabbed under the knees.

Movement: Using body strength, try to flip opponent and make him sit up, or lose ankle grip. Switch legs.

Judging and Scoring: Hands must come loose from under knees. Best out of three attempts.

6. ᓂᐅᕐᖕᓄᑦ ᓄᑦᑐᓈᓃᒃ ᒪᑭᒉᓇᔾᑦᑕᑦ

ᐊᑐᓕᖅᑕᑦ: ᐱᑕᖃᓐᖏᖅᑐᖅ

ᐱᖅᕿᐊᕿᐱᒪ: ᐱᑦᔪᒃᐊᕐᓂᐊᕐᑐᑦ ᓇᓕᓪᖠᓇ�uᒃ ᓇᓂᕐᒥ ᐊᑕᐅᑎᖃᒃᔪᑦ ᔅᖠᓇᔪᒃ ᐊᑕᐅᕿᔩᔪᑦ ᐃᑎᓪ ᖅᑲᕐᖠᓇᕐᖣᖅ ᓂᐅ (ᖅᑲᓄᕿᖅ ᓇᓐᕿᔪᑦ) ᐊᔅᒥᕐᓂᑦ ᐊᖅᐱᕐᔪᓇᒃ ᐃᓇᓕᖅᕿᑦᑦ. ᐃᓇᓕᐅᑦ ᐱᖅᑲᑲᓄᑦ ᐃᑉᖠᖣᑦ ᐊᓕᕐᓂᒃ ᔅᖕᑦᐱᑦ ᐊᑕᓄᑦ ᑎᒍᒥᓇᑦᑦᑦ.

ᐊᐸᓇᓐᖅᑕ: ᓄᕿᓪᕿᑦᓯᒥᓄᑦ ᖅᑲᐱᑎᓐᓇᒃᔪᔪ ᐱᖅᑲᑎᑦ ᐃᖕᑎᓇᒃᔪᔪ ᐳᕿᔾᓇᓂᕐᑦ ᔅᔪᒃᓪ ᖅᑲᕿᑐᓇᔪ ᐅᐳᓕᕐᖠᓇᔪ.

ᓴᖕᕿᐅᑎᑦ: ᐊᒋᓂᑦ ᑎᒍᒥᕐᓇ/ᓄᓈᑦ ᔅᔪᒃᒐᓄᑦ. ᐱᖅᑲᕐᔾᐊᖅᑐᖅ ᓴᖕᕿᐦᓯᓇ.

7. PARKA ROTATION

7. ᑞᐸᕐᒪᑐᓂ ᑲᐃᐸᕐᓂᖅ

Equipment: Big parka

ᐊᑐᓚᕐᖅ: ᑞᐸᕐ ᐊᖅᕐᐸᕐ

Stance and Start: Two people grab competitor wearing parka by the shoulders. Feet of competitor can be placed together or one foot slightly in front of the other.

ᐱᕐᐊᖅᓄᖅᒪ: ᑞᐸᕐᒪᐸᖅ ᐃᓄᖅᓄᑦ ᒪᑭᓄᑦ ᑐᐃᖅᒡᒍᑦ ᑎᒍᖅᐅᓄᒐ ᔅᒡᑯᑦᑳᐃᓕᓄᒍ ᐃᑎᑭᖅᒥᑦ ᑲᓇᒡᑎᐊᖅᓄᑦ ᐅᕐᕐᓐᖃᓐᑦ ᐱᖅᑕ ᕐᐳᕐᐅᖅᕐᐸᓄᒍ.

Movement: Competitor lifts legs up and over in backward roll while suspended in parka at shoulders. If successful, try again.

ᐊᐅᓄᓂᖅᑦ: ᑞᐸᕐᒪᐸᖅ ᓄᐅᓄ ᖅᑲᑎᑐᖅᑦ ᑲᐃᐸᕐᒪᐊᖅᓄ ᐅᑎᒍᑦ ᕐᐳᓚᒍᖅᓄ ᑕᐊᒪᖅᓄ ᐅᑎᖅᑕᕐᐊᖅᓄ ᒪᑦᑕᖅᑕᐃᖅᓄᓂ.

Judging and Scoring: Person doing the most rotations wins. Rotations don't have to be continuous, but long rest periods are not allowed. Three attempts are given to complete the rotation.
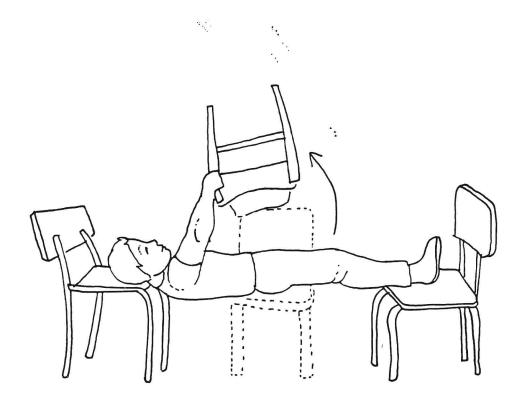
ᐃᓚᖅᐅᑎ: ᐊᒪᕐᐊᖅᑕᖅᖅ.

8. CHAIR ROTATION

Equipment: Three chairs

Stance and Start: Competitor lies horizontal with one chair under feet, another under head and another under buttocks.
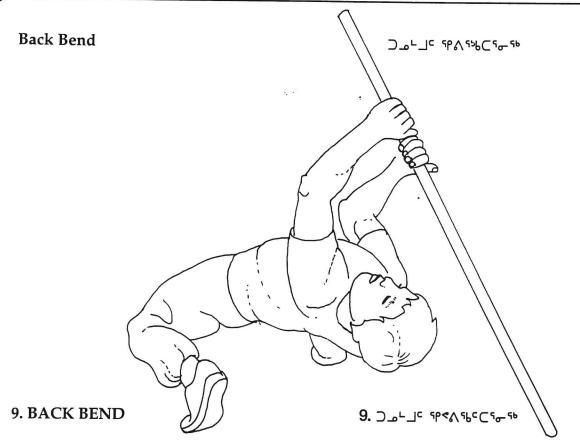
Movement: With either hand, grab middle chair under buttocks and rotate over the body leaving only the chair at the feet and head. Bring chair back to starting position without sagging body. If successful, try again.

Judging and Scoring: The person with the greatest number of rotations wins.

8. ᐃᔦᐸᐳᑕᖕᒥ ᐊᑕᒍᑎᑎᓂᖅᒃ

ᐊᑐᖤᕐᑦ: ᐃᔦᐸᐳᑕᐃᑦ ᐱᖕᒧᒃ.

ᐊᐳᓪᕆᕐᐊᖅ�*᠍᠍ᖕᕋᕕ: ᐃᔦᐸᐳᑕᐃᑦ ᖅᑳᒡᓇ ᓇᓪᑐ ᐊᑕᐳᕆᖅ ᐃᐱᔌᖕ᠍ᓇᖅ ᐱᖅᒥᓫ ᓂᐊᖅᑭᖅᒥ ᐱᖅᒥᒃᒧᐃᑦ ᖅᑯᐊᖕᓇᖓ.

ᐊᐳᓫᖕᖅᕐᕟᕋᑦ: ᐊᑯᕗᓇᕐᔦᖅᒃ ᐃᔦᐸᐳᑕᖅᒃ ᑎᔧᐱ ᖅᑯᕟᒡᔨᖅᓂᖕᓇᒡ ᒪᖅᐳᖕᓫ ᐃᑲᕐᑕᐳᕟᖕᓇᖕᓂᖓ ᐃᔦᐸᐳᑕᖕᓫᕗᑦ. ᐃᓫ ᑐᑳᖅᓫᕐᖕᓇᖓ ᑕᓫᐃᐊᕐᐳᒍᐊᖕᓫᖕᓇᖓ ᐃᔦᐸᐳᑕᖅᒃ ᖅᑯᕟᖅᔦᒡ᠍ᖕᖅᖅᑕᖅᖓᒍ.

ᐊᕐᖤᕟᓇᖅᒃ᠍ᖕᕐᑦ: ᖅᑯᕟᖅᒃᔧᑎᑎᕐᔦ ᐊᕐᔦᐃᓫᖅᒃ ᑲᓫᖅᖃᖕ᠍ᓇᖓ.

Back Bend

ᑐᓄᒥᖕᒍᑦ ᖏᐱᐊᖅᖅᑕᕋᓂᖅ

9. BACK BEND

Equipment: Broom handle

Stance and Start: Standing, spread feet as far apart as you can. Feet must be in a straight line. Measure the distance from the armpit to the tip of the middle finger with the broom handle. Grip the broom handle at this spot with both hands on top of each other.

Movement: Bend backwards and touch the handle to the floor behind you. Return to starting position. Feet should remain on the floor in the same position. If successful, measure in decreasing distance from the thumb to the nose, wrist to nose, elbow to top of head, then decrease every two inches.
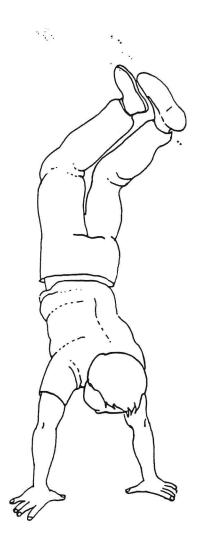
Judging and Scoring: The competitor who can do the back bend the shortest distance on the broom handle wins. If the competitor reaches the floor with no more length of broom handle left, then competitor places a quarter on the ground behind him and has to bend back and pick it up then place it back again.

9. ᑐᓄᒥᖕᒍᑦ ᖅᐸᐱᖅ� C ᖕᓂᖅ

ᐊᑐᑕᐅᖅᓇᐊᐱᑦ: ᓴᓂᐳᏐᐳᑦ Ꮠᐳᐊᓂᖕ

ᐱᒋᐊᐳᏐᐊᓇᐊᐱᖕ: ᓇᖕᒃᑐᓂᑦ, ᐃᑎᐆᑦ ᐊᑦᓇᖕᒃᓂᖕ ᐳᖕᒃᕐᐸᖅᓇᐳᏐᖕ. ᐃᑎᐆᑦ ᓇᏐᖕᖅᑎᐱᖅᒍᏐᖕ ᓇᖕᒃᓂᑦ. ᓴᓇᐳᏐᐳᑦ ᐃᏐᐊ ᐆᖕᒃᐳᐸᓇᒍ ᐸᖕᐊᖕ ᐳᓇᖕᓂᑦ ᖅᐱᖕᖕᖕᒍ ᑎᐸᓇᒍ. ᓴᓇᐳᏐᑦ ᐃᏐᖕ ᖕᒍᐸᒍ ᖅᐸᖕᖕᐸᐊᑦ ᐃᐱᏐᐱᑦ ᓇᐸᖕᑕ, ᐊᑎᑦ ᖅᐱᖕᖕᐊᓂᖕ.

ᐊᐳᏐᐸᖕᒃ: ᑐᓄᒥᖕᒍᑦ ᖅᐱᏐᓇᖕ, ᏐᐸᖅᐊᏐᑕᐱᑦ ᓴᓇᐳᏐᑦ ᐃᏐᖕ ᓇᐸᏐᐱᑦ ᐊᖕᐳᏐᓇᒍ. ᐊᖕᐳᐊᓇᖕᖕᐸᖕ ᐆᐸᏐᑦ ᓇᏐᖕᒐᐱᐊᐳᏐᑦ ᐱᐸᐊᐱᐸᐳᐸᖕᖕᓇᑦ. ᐃᑎᐆᑦ ᐊᐳᏐᐊᖕᑕᐸᐱᐸᐊᐳᑦ, ᐊᑐᐸᖕᒃᖕᖕᓇᐸᐊᐳᑦ. ᐊᖕᖕᐸᐱᐊᑦ, ᓴᓇᐳᏐᐳᑦ Ꮠᐸᖕᖕ Ꮠᐱᖕᖕᓇᐸᐊᐊᒍ ᐆᖕᖕᖕᑕᐱ, ᖕᐸᐊᓇᖕ ᖅᐱᖕᐸᐸᑦ, ᐊᐳᐊᏐ ᖅᐱᖕᐸᐸᑦ, ᐃᒍᏐᖕᓇᑦ ᓂᐊᖕᏐᐸᐊᑦ, ᐃᐸ ᖕᐳᖕᖕᐸᑦ, ᐊᖕ 2" ᓇᐊᐸᐊᐳᐊᖕᒍᖕᓇᏐᒍ.

ᓴᐸᓴᓇᖕᐱᑦ: ᑕᐃᏐᐊ ᖅᐱᐸᐳᐸᖕᖕᖕ ᓴᓇᐳᏐᐳᑦ ᐃᏐᐊ ᓇᐃᐸᖕᒍᖕᒃᐳᒍ ᓴᐸᓴᓇᐊᐳᓇ. ᐱᒋᐊᐳᐊᖕᖕᐳᑦ ᓴᓇᐳᏐᐳᑦ ᐃᏐᐊ ᓇᖕᒍᐸᑦ, ᓴᓇᐳᑎᑦ ᐊᐳᐸᖕᓇᖕᖕᓇᑦ ᑭᓇᐳᏐᖏ ᑎᐸᐸᓇᐸᏐᐸᐸᖕᖕᐳᖕᖕ, ᑭᓇᐳᏐᖕ ᓇᐸᏐᑦ ᐃᐸᖕᒍ ᑎᐸᐊᐳᐸᐳᐸᑦ ᓇᖕᖕᖕᐸᐸᖕᐳ, ᓇᖕᖕᖕᐸᐳᐸᐸ ᐊᖕ ᑭᓇᐳᏐᖕ ᐳᑎᖕᑎᐸᐊᖕᖕᐳᐸᐳᑦ ᓇᖕᓇᑦ.
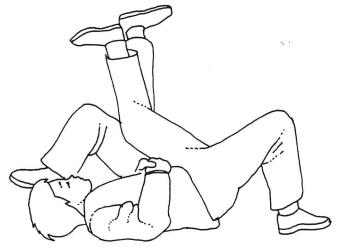
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10. HAND SPRINGS

Movement: A player goes into the handstand position and flips over backwards onto his feet. The person who does the most continuous handsprings is the winner. A variation of the game is to do handsprings up a hill.

10. ⊲ᒻᒫᖤ ᒧᑊ ᐱᒉᖅᑕᖅᓂᖅᖅ

⊲ᐅᒉᓂᖤᒧᑊᒧᑊ: ᑕᐃᒻᑲ ᖅᑎᑲ'ᑐᖅᑊ ⊲ᒐᐃᑲᒻᒉ'ᓂᑊ ᑲᖤᒻᒧᓂ ᑭᖤᒍ ᒉᑊ ᐅᑎᒧᑊ ᕐᐱ⊲ᒧᓂ ᐃᑎᒌᒻᒧᑊ ᑐᒧᖅᓂᖅᖅ ᑲᖤᖅᖤᔭᒧᓂ. ᑕᐃᒻᑲ ᐃᑎᒌᒧᓂ ᑲᖤᒉᐅᖅᒧᓂ ᑲᖤᖅᖤᔭᒉᑲᖅᔭᖤᖅᖅ ⊲ᒻᔭᐃᖅᒧᓂ ᒉᒉᖤᖅᖤᓂᒉᖅᒧᓂ. ᐅᑕᒍᑕᐅᔭᒉᖅᖤᔭᖅᖅ ᐃᒉᖤᒐ ᒪᔭᖤᖤᒧᑊ ᑭᖤᒍ ᒉᑊ ᑲᖤᖅᔮᒉᖅᒧᓂ.

Leg Wrestle   ᓂᐅ ⊲ᑐᕐᒍ ᐱᔪᖟᖅᓂᕙᒻ
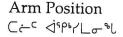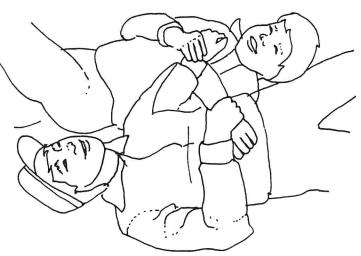

Action
ᐃᒪᖱ᠊ᐊ ᐱᔪᐅᕙᑉᑐᖅ

Arm Position
ᑕᓕᑕᒡ ⊲ᕐᑉᕐᒡᓂᕙᒪ

1. LEG WRESTLE
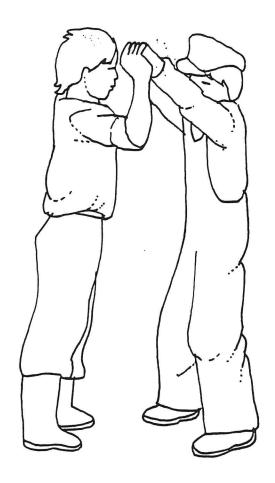
Equipment: None

Stance and Start: Two competitors lie on their backs with heads in opposite directions. Side by side, the competitors link inside arms at elbows and grab their own wrist across their chest with the other free hand.

Movement: Lifting inside legs, lock with the competitor at the knee. The other leg is bent at the knee resting on the floor. Pulling down with leg, try to flip opponent over backwards.

Judging and Scoring: Best out of three.

1. ᓂᐅ ⊲ᑐᕐᒍ ᐱᔪᖟᖅᕐᓂᕙᒻ

⊲ᑐᒧᖃᑕᒡ: ᐱᑕᖅᖲᕐᑕᒡᖱᕙ

⊲ᐅᓕᕐᔅᕐ⊲ᕐᐱᖕ: ᐱᑦᔪᖟ⊲ᕐᑐᒡ ᓇᕼᓕᓴᓇᐱᕙ ᑭᐳᖱᒡᖲᖲᓇᓴᓂᕙ. ᖲᓴᓂᓇᒡᓴᓂᕙ ᑕᓴᖲᕐᑕ ᓇᒡᒥ⊲ᕐᓇᓴᓇᕙ ᐃᑰᕐᖲᒡᒡᔪ ᐱᖅᕐᓇᒡᓂᕙ ᑕᓴ⊲ᑕ ᐱ⊲ᑕ ⊲ᓕᐅᕐ⊲ᓇᕙ ᑕᒡᕐᓴᓂ.

⊲ᐅᓇᖲᖲᕐ⊲ᕐᐱᖕ: ᓂᐅᖲᒪ ⊲ᒡᑐ⊲ᓇᕙᖲᖅᕙ ᕐᔪᖹᕐᑕᑕᒍ ᒐᖲᓴᐊᕐᑕᒡᓇᓴᕙ. ᐱᖅᕐᓇᒡᓂᕙ ᑲᐃᓴᒡᓇᑕᕐᑕᒡᕙᓴᕙ ᑐᓇᒡᒍᒡ. —

⊲ᕐᖲᕐᓂᖲᕐᑕᒡ: ᖲᓇᖲᖟᑐᒡ ⊲ᒪᒃ⊲ᐃᕙᓂᖅᕼᕙ.

2. FINGER WRESTLE

Equipment: None

Stance and Start: Competitors face each other with feet at a comfortable distance apart standing. Lock both hands with knuckles up and elbows bent at a 45° angle. Each player has one thumb on the outside position of grip.
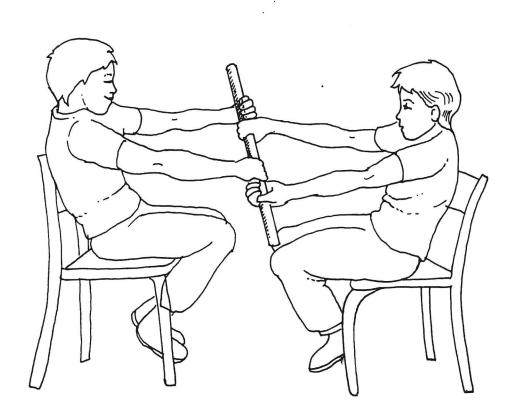
Movement: Using arm, wrist and hand strength, try to wrestle your opponent into giving up.

Judging and Scoring: Best out of three.

2 ⊲ᒪᖃᒧᒧᶜ ∧ᒍᖤⲆᖅᓂᖅ

⊲ᑐᒐᔅᶜ: ∧ᑕ�ᖅ�bᖅᒻᑕᑐᖅ

⊲ᐳᒐ�ᒐ⊲ᖅ∧ᖃ: ∧ᒍᖤⲆᖅᑐᶜ ᖴᖃᒻᔾⲆᒐᒧᑲ ∆∩ᒻᖴᶜ ⊲ᑏᖲᒻᒪᒧᶜ ᐃᑐ⊲ᒐᖴᖅᖃᖜᒐᑲ ⊲ᒪᖃᶜ ᖽᖃᒥᐃᖲᒪᒧᑲ ᓇᐧᒧ⊲ᖃᶜ ᖅbᖃᒥᖃᒧᑲ ∆ᑯᖴᖓᑲ 45 ᖴᖃᒍᖃᒧᑲ ᖴᒧᖃᒥ ⊲ᑕᐳᖳᖅ ᖶᒐᑕᒧᒧᑲᒧᑲ.

⊲ᐳᒐᖃᖤᖴᶜ: ᑕᒐᖤᖴᑕ ⊲ᒪᐳ∩⊲ᒐ ⊲ᑦᒻᖴᶜ ∧ᒐᖃᖤᖴᶜ ⊲ᒍᖅᒧᒍ ∧ᖅbᖴᖳᒐᑲ ᖽ∧ᖄᖅ∩∩ᒐᒪᒧᒧᒐ.

ᖽᒐᖤᐳ∩ᶜ: ∧ᖃᒪ᳇⊲ᖴᒧᒐ ⊲ᖴᒻᒐ⊲ᖴᒐ᳇ᖅᖃᖅ.

3. CHAIR WRESTLE

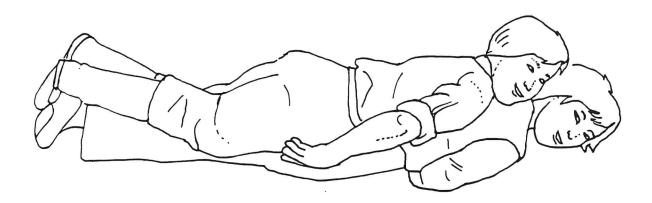**Equipment:** Two chairs, broom handle

Stance and Start: Competitors sit on chairs about two feet apart facing each other. Feet are suspended off the floor and crossed. Competitors grab broom handle alternating hands and grip of each hand so that one hand is overhand grip and the other is underhand.

Movement: Try to twist broom handle any direction in order to get opponent off balance.

Judging and Scoring: Best out of three attempts. Feet cannot touch the ground.

3. ᐃᕝᐸᐅᑕᢥᢦᢣᑐᒐ ᐱᒍᖕᐊᖕᓂᖅ

ᐊᑐ�—ᖕᖅ: ᐃᕝᐸᐅᑕᢣ Lᖅᖴ ᢥᓂᐅᑎᐅᢣ ᐃᐳᐊ

ᐊᐅᢥ—ᓐᐊᖴᐱ: ᐱᒍᖕᐊᖴᑐᢣ ᐃᕝᐸᢥᓂᖕ ᢥᖕᢣᐊᓇᖕᓐᖕ ᐃᓇᐤᖴᐱᢥ ᖅᖕᐤᑕᢥᓇᖕᐱ Pᐳᖕᢣᐊᓇᖕᐱ ᢥᓇᐅᑎ ᐃᐳᖕᐷ ᑎᒍᓚᒍ ᐊᐤᖕᑎᢥ Pᐳᖕᐷᢥᐧᑎᢣ ᐸᖕᐃᖕᐸᢣᐷᢥᐊᖕᐷᒪᓇᖕᐱ ᐊᐤᖕᑎᢣ ᑎᒍᒐᐊᖕᓇᖕᐱ ᖕᑖᐷᢣ ᐊᑕᐷ—ᒍ.

ᐊᐳᢥᓇᖕᐷᢣ: ᐱᖅᒥᑎᢣᓇᖕ ᐃᕝᐸᐅᑕᢥᢣ ᐱᖕᒥᐊᖕᓇᖕ.

ᢥᒐᖕᐅᑎ: ᐱᖕᒪᢣᐃᖕᢣᓇᖕ ᐊᒥᢣᐃᖕᖕᢥᖕᖕ ᐊᒪᒐ ᑎᒍᒐᢥᖕᐷᖕᒥ ᐊᢣᐊᒍᖕᑕᖕᢣᐷᢣ.

4. NIKIVITTUQ

Equipment: None

Stance and Start: Competitor lies on stomach with another competitor lying on his back. The top man lays rigid.

Movement: The bottom man must try to get up without using his hands.
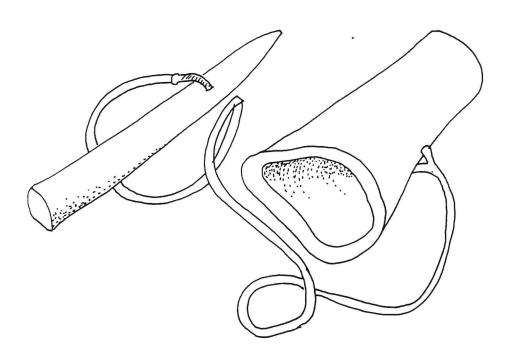
Judging and Scoring: Three tries.

4. ᓂᑭᕕᑦᑐᖅ

ᐊᑐᒪᖕᒃᑦ: ᐱᑕᖅᑲᓇᐊᖅᖅᒥᑦᑐᖅ.

ᐊᐅ���ᓴᓇᐊᕐᐱᖕᒃ: ᐱᔪᔈᐊᖅᒍᖅ ᐊᑕᐅᕐᖅ ᓇᓕᖅᖢᓗᖕᓂᐊ ᓇᖅᒐᔆ ᓇᓂᖅᒐ ᐱᖅᑳ ᖅᑲᖢᓇᓛᖢᖕᓇ ᖅᖕᓕᐅᓂᖅᖕᖅ ᖅᑭᖅᑕᖢᓇ.

ᐊᐅᓕᓇᖕᑭᓂᑦ: ᐊᓛᕿᐅᓇᖅᖕᖅ ᒪᑉᓇᔾᒃ ᐊᓕᖕᑭᑦ ᓇᓂᖅᖢᐊᔆ ᐊᒃᑐᖅᑕᐊᓕᓗᓈᕿᐱ.

ᓴᓇᖕᓴᑦᒍᖅ: ᖅᖕᓪᑕᐊᕿᖅᕿᖕᖅ ᐊᒥᔾᐁᓕᖕᖅ ᓴᓂᖢᓇᐊᕿᖅᖕᖅ.

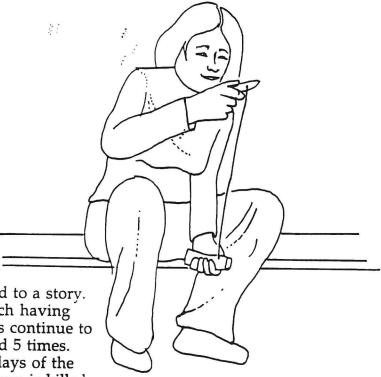**Ajaga**   ⊲ᔨᒡᖅ

1. AJAGAAK

Equipment: A string about 5-6 inches long is attached to a bone from a bearded seal or any bone with one or more holes in it. At the other end of the string is a small bone tip about 2-3 inches long.

Movement: The object of the game is to hold the bone tip in one hand and swing the bone into the air trying to spear the hole in the bone with the bone tip.

1. ⊲ᔨᒡᖅ

ᐱᒍᖳᐅᔪ⊲ᑭᓂᑳ ⊲ᑐᕆ⊲ᓲᑦ: ⊲ᑊᓗᓇᐅᔭᖅ ᐃᒪᖅ ᑕᑉᓂᖕᒡ ᐃᒪᙰᐊᓗᓂ 5-6" ᑕᑭᑎᒪᓱ⊲ᒧ ᐅᒃᔨᔾ ᓇᑎᑦᔫᓂᖕᒡ ᔭᐅᓂᖕᒡᓂ ⊲ᑕᐅᕆᖕᒥ ⊲ᒥᔪᓂᔾᓂᔾ ⊲ᖮᒡᔮᖅᖕᒧ, ᐳᑐᖅᖕᒧ. ⊲ᑊᓗᔮᑦ ᐃᔭ⊲ᑕ ᐱᖅᑕᓂᖕ ᓂᔭᓇᑊᑐᒥ 2-3" ᔮᑎᒥᓗ ᖏᓪᔭᐱᒥᓗ.

⊲ᐅᓗᓂᖮᑦᑳ: ᐃᒪᙰ ᐃᓇᐅᑐᖅᔨᐱᓗ ᓱᐅᓂᖅ ᓂᐳᖅᖅᖅᖅ ᐃᑊᓗᐊᖕᐊᓱᑦᑳ ᑎᒍᒲ⊲ᖮᒧ ᓱᐅᓂᖅ ᖅᖳᑦᑕᑊᖕᒧ, ᖅᖳᑦᑕᓂᖕᒃᑫᖕᐊᓂ ᓱᐅᓂᖅ ᐳᑐᖮᑕᑎᑐᑳ ᑳᐱᒲ⊲ᖮᒧ ᓱᐅᓂᖕᑳ ᓂᔭᔨᖅᓂᖅᖮᖕᒧᑳ.

Sometimes this game is played to a story. With two or more players each having their own ajagaak, the players continue to flip the bone until it is speared 5 times. This represents the first five days of the hunt. On the 6th spear, a caribou is killed. Continue until 10 caribou are killed. When the hunter gets 10 caribou, he must now bury (cache) them. This means that he spears the bone 10 more times, each time represents a cache. Once all the caribou are buried, they have to be dug up again (10 more times). When all the caribou are dug up, the first player to get his all dug up can then begin to steal the other hunters' caribou who haven't got theirs yet.

Judging and Scoring: The player that has the most caribou is the winner.

Variation: Sometimes people would sit in a circle and the ajagaak is passed from person to person each trying to spear the bone. When a player failed to spear the bone, it was passed onto the next person. If the player was successful, however, he continued to do it until he missed. Whoever flipped the bone successfully to the count of all fingers and toes, was the winner.

ᐃᓕᕐᖔ ᐅᓂᒃᑲᖅᑐᐊᔪᓕᐅᒃ ᖃᑎᒍᑕᐅᕝᑐᖅ. ᒪᕐᒃ ᐃᓄᒃ ᐊᒥᔪᓂᖅᑭᐃᓐᓗᓂᖅᓄᒃ ᖃᑎᒍᓈᔅᑐᒃ ᐃᓄᖕ ᐊᑕᐅᕝᔅᖅ ᓇᖕᒥᓂᖅ ᐊᒻᒥᖕᖃᐆᕐ ᓄᓂ. ᐊᒻᒥᐃᓈᔅᓄᓂ ᑕᓐᑲᓈᔅᓂᓄᓂ ᐊᒥᕝᑐᒄ ᓄᖕᖃᓈ ᑕᐃᖕᐅᓈᖕᓂᓄᓂ. ᑕᓐᑲᓈᔅᓄᓂ ᐊᒥᕝᒃᕝᑐᖕ ᓯᖅᖕᖃᓐᑲᐅᓄᓂ ᓯᐳᓐᕕᖕ ᑕᓐᑲᓐᕝ ᒪᖕᖃᐊᕿᓄᕝᓂᖕ. ᐊᖕᐃᒻᓂᕝᓂᖕ ᐊᒥᕝᑐᖕᖓ, ᓄᑐᔪᖅᖕ ᓄᖅᑐᖃᐅᓐᑕᐅᕝᑐᖅ. ᐊᒥᕝᑐᐃᓈᔅᓄᓂ ᖕᑐᖕᖓᖅ ᓄᑐᑕᐊᓐᒃᕝᐊᕿᓐᓂᓄᓂ ᐊᖕᒻᓂᖅ. ᖕᑐᖕᖓᖅ ᓄᑐᕝᑐᐊᖕᕝᑐᖕ ᐱᖅᓐᐊᖕᕝᑲᐅᐊᒻᒪᖕᖓᖕ. ᐊᕝᒪ ᓯᓐ ᖅᑐᖓᑐᖕᔅᓄᓂ ᐊᒥᕝᐊᖕᕝᑲᐅᐊᕝᕿᖅᕝ, ᑐᖅᖕᖃᖕᖃᕝᐊᕿᓐᕝᑖ ᐊᒪᖕᖓᑐ ᖅᑐᖕᖃᖅ ᖕᑐᖕᖕ ᐱᖅᖕᖃᐅᕝᑐᐊᕝᑲ ᖅᑐᖅ ᖅᑐᖅᖃᖅᖓᑐᓄᓂ ᐊᒥᕝᐊᖕᕝᑲᐅᐊᒻᒃᕝᑐᖕ. ᐊᕝᒪ ᑐᖕᖓᖕ ᐱᖅᖓᖅᖃᖅᑐᐃᖕᓐᐊᖕᕝᑲᐅᐊᒻᒪᖕᖓᖕᖃᐊᒪᖅᖓᑐ, ᖅᑐᖅᖃᖕᖓᑐᓄᓂ ᐊᒥᕝᐊᖕᕝᑲᐅᐊᒻᒪᖕᖕᖓᖕᖃ. ᐃᓄᖕᖃ ᐱᖅᓐᑕᖕᖓᕝᑖ ᐱᐊᓐᖕᖓᑕᖕᖓᕝᑲ ᐊᒥᕝᐃᓄᖕᖓᓄᓂ ᐱᖅᖓᓐᕝᖕᐊᕝᕝᑖᕿᐊᖕ ᑐᖕᑐᑕᐊᖕᖓᕝᕝᓐᖓᖓ ᐱᐊᓐᖕᖓᖕᖓᖕ ᐊᒥᕝᖃᓐᕝᖓᓐᕝᑖᒻᖓ ᖕᑕᕝᑐᖓᕝ<ᕝᐊᖓ.

ᖏᓐᖃᓐᔅᖓᖕᖃᖓᕿ: ᑖᐃᓐᖃ ᐊᒥᕝᖏᕝᔅᔪᑐᕝ ᖅᑐᑐᐊᓐᖃᖕᔪᖕᖓᖅ ᖏᓐᖕᖓᕿᖕᖃᖓᓄᕿ.

ᐊᕿᐊᔪᖕᖓᑕᖕᖃᕝᐊᓐᖃᖕᖏᖕᔅᕝᖓᖃ: ᐃᓕᕿᖓᓐ ᐃᖓᐃᕝ ᐊᖕᖓᖕᖓᔅᕿᕿᒪᖕᖓᔅᖓᓐᖕᔅᖕᖃ ᐊᒥᕝᖏᖕᖓᕿᖕᔅᖕ ᓄᖅᑕᖕᖃᖓᔅᖕᖕ ᐊᒥᕝᑕᕿᖕᔅᖕᖕᖓᕝᖃᕝᖓᕿᖕᖓᖓᕿᖕ. ᐊᒥᕝᖏᕝᖏᖕᖓᕝᑐᖕᖓᖓᕝ ᐊᒥᕝᖕᖕᖓᖕᖓᕿᕝᖓᖓᔅᖕᖕ ᐊᕿᖕᖓᕿᖓᕿ ᑐᖕᖓᕝᖏᓐᖓᖓᖕ ᐊᒥᕝᖕᖕᖓᕝᖕᔅᖓᖓᖕᖓᖓᖓᕝᖕ ᐊᕿᖕᖓᖓᕿᖓ ᑐᖕᖓᖓᕿᖓᕿᖓ. ᐊᖕᖓᕝᖕᖕᑕᖓ ᖏᕝᑐᔪᖕᖕᑕᖓᖕ ᐊᒥᕝᖏᖕᖓᖃᖕᖓᕿ ᐊᒥᕝᖓᕝᖏ ᖃᓇᕿᐊᕝ ᖏᓐᖕᖓᕿᖕᖃᖓᔅᖓᓄᕿ.

2. AYARAK (STRING GAMES)

String is wound throughout the fingers in such a way as to form pictures in the shapes of the string. This takes great skill and practice and can only really be taught first hand.

3. IGLUKITA (JUGGLING)
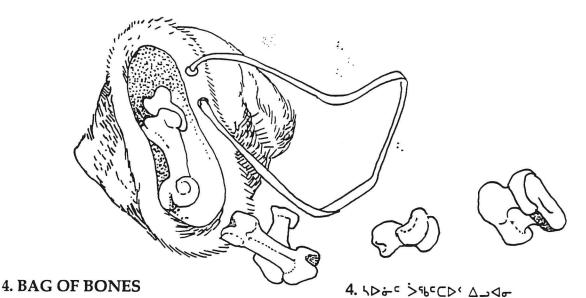
Small rocks are thrown into the air and passed from hand to hand so that the rocks circulate. There are many different variations in this game.

2. ⊲ᐅᏏᑊᑊ (⊲ᑊᒍᐊᐅᏏᏑᒧᑊ ᑫᑎᒍᑊ)

⊲ᑊᒍᐊᐅᏏᑊ ᑊᑲᒍᐠᐃᐊᑲᏒᏏᑊᑊ ⊲ᒡᒪᑐ ᑊᑲᒍᐠᐃᐊᑊ ᑐᐱᑊᑕᏟᑐᏒᑊᑐᒧ ᑊᑲᒍᐠᐃᐋᐊᑕᑎ⊲ᑊ ⊲ᐳᑊᒍ⊲ᑎᐅᑊᑲᐟᑐᓴ ᑐᐱᏒᒪᓴᑊᑕᑎ ⊲ᐳᏟᑊᏟᑕᑎ⊲ᐟ⊲ᐊᏏᑊᑕᑎ. ᐱᏏᓴᑊᑐᒡᒪᑎᑊ ᑊᑲᐅᑊᒪᏏᓴ⊲ᑊᑊᒧᓴᐟ, ⊲ᒡᒪᑐ ᑭᏟ⊲ᓴ ᑊᑲᐅᑊᒪᒡᏟᒧᑊ ⊲Ꮯᑊᑊᑐᑊᑕᐅᒧᓴ ⊲ᏟᐳᑎᐊᏏᑊᒪᑊ.

3. ᐃᑊᒍᐱᏟᑊᑊ

ᐅᏏᏑᐊᑊ ᐱᏟᑕᐅᑊᒧᑎᑊ ᑊᒡᒪᒧᑊ ᑲᏒᒡᒪ ᐃᑊᒍ⊲ᐊᑊ ᑕᑎᐅᑊ ᐃᑊᒍ⊲ᐊᑊ ⊲ᑐᑎᐊᑊᒧᒡ ᐅᏏᏑᐊᑊ ᑲᐊᐃᑎᒧᏒᑊ. ᐃᑊᒍᐱᏟᒧᑊᑊ ⊲ᒥᏒᓴ ⊲ᐳᏒᑊᑐᒧᑊ ᐃᑊᒍᐱᏟᐱᑎᒧᑊ ᐱᏟᑊᑲᐅᑊᑐᑊᑊ.

4. BAG OF BONES

A bag is made out of caribou skin or other hide. Small bones found from the vertebrae and other parts of the caribou are cleaned and polished. These bones are placed in the bag and each bone shape represents a certain member of the family such as grandfather, dog, mother, child, etc. A small string lasoo is made and lowered into the bag. The bag opening is closed and shaken around. Carefully, pull the string out and hopefully you would have lasooed a bone. If so, continue until you miss a turn. The object of the game is to get a complete family unit before your competitor does.

5. BONE TOSS

This game is played with a number of caribou bones. Players form a circle and throw their bones down on the ground at the same time. The bone which stands on end the highest wins.

6. ANUTUJUAK

A group of people get together and face a partner. No one can smile. The last person to smile is the winner.

4. ᓴᐳᖂᓐ ᐳᖅᒐᑕᐅᑦ ᐃᓄᐊᓂ

ᐳᖅᑕᖅ ᑐᖕᑐᑦ ᐊᒥᐊᓂ ᓴᓇᓯᒪᖅᓴᖅ ᐅᐸᖂᔪᖕᖂᓐᑦ ᑐᖕᒍᖅᑕᑐᖕᒍᑦ ᐊᒥᓇᓗᐊᖅᐸᒍ, ᓴᓇᓯᒪᓗᓂ. ᓴᐳᖂᑦ ᒥᖅᔪᑕᐅᓗᓐᖕ, ᐅᐸᖂᔪᖕᖂᓐᑦ ᑐᖕᒍ ᓴᐳᓂᖕᒥᓐᖕ ᒥᖅᔪᓐᖕ ᓴᓗᒪᓕᖅᖅᖏᒪᒐᓇᐅᖅᓐᑦ ᐊᑐᐸᖅᑐᖅ. ᓴᐳᖂᑦ ᐳᖅᑕᑕᐅᑦ ᐃᓄᐊᓗᐊᑦ ᐊᑎᖃᐅᓗᓐᖕ, ᓴᐳᖂᑦ ᐊᖕᒋᓐᖕᒐᑦ ᐊᑏᖅᒥᖕᖕᑕᑦ ᐃᓇᒥᖅᐳᔭᐅᑦ ᐊᖕᒍᑐᖅᓴᖕᒐᓂᖕ ᐊᖕᒍᑐᖅᑕᖃᐃᒐᖅᑦ, ᐊᑦᑕᑎᐊᖅ, ᖅᐱᒥᖅ, ᓄᐲᒐᐃᖅ, ᐊᖄ ᐊᒐᖅᒐᓂᒥᖕᖂᓐᑦ ᐊᖕᓇᐅᐳᖅᓂᒍ ᖅᓕᐊᖅᑕᑕᖅᑐᓐᑦ ᓴᐳᖂᑦ, ᐊᖕᓇᐅᐳᖅᖅ ᐳᖅᑕᑕᐅᑦ ᐃᓄᐊᖕᒐᓇᐊᐅᑐᒍ. ᐊᖕᓇᐅᐳᖅᖅ ᐃᓄᑐᓇᖅᓐᖂᑦᑦ ᐳᖅᑕᑕᖅ ᓕᕋᖅᒥ ᒥᖅᒍᖕ, ᐃᓄᑦᓇᖅᓗᒍ ᒥᖕᓇᖕᖕᑦ, ᐱᑎᐊᖅᑕᓕᓇᖕ ᐊᖕᓇᐅᐳᖅᖅ ᓇᔭᐅᑦᓇᒍ, ᓴᐳᓂᖕ ᖅᒍᐊᖅᓇᒥᖅᔪᐃᑦ ᐊᒐᐅᑦᓇᒍ. ᓴᐳᓂᖕ ᖅᒍᐊᖅᔪᐃᑦ ᖅᒍᐊᖅᒐᐊᖕᒐᑦᓇᒍ. ᐃᓛᓇ ᐱᔪᒐᐅᖅᐊᑦᔪᑦ, ᓴᐳᓂᖅ ᐃᓄᑎᑦ ᖅᒍᐊᑕᐃᑦᑕᓇᐅᒐ ᐊᖅᑎᑕᑎᑦ ᐱᐊᓇᐅᑎᐅᑎᓇᖅᑦ.

5. ᓴᐳᓂᖕᒍ ᒪᖃᐃᒐᓂᖅ

ᐅᓇ ᖅᑎᒍᑕᐅᖅᐊᒥᖅᐊᖕ ᑐᖕᑐᑦ ᓴᐳᓂᖕᖂᓯᓂᖕ ᐊᑐᖅᓇᒍ. ᖅᑎᖃᑎᖕᖕᑦᑐᑦ ᐊᖕᒪᓇᔭᖅᒪᖕᖕᑐᖕᖕ, ᐊᑐᓇ ᓴᐳᓂᖅᒥ ᐊᑎᖅᖃᑎᑦᒐᓂᑦ ᒪᓇᖅᑯᑦ ᐊᑎᐅᖕᓇᖅᒐᑦ. ᑕᐃᓇ ᓴᐳᓂᖅ ᓇᐸᖕᑎᐊᖅ ᓴᑦᖃᓇᖕᒍᖕᖕᓂᓇ.

6. ᐊᕐᓄᑐᔨᐊᖅ

ᐃᓄᐃᑦ ᐊᒥᔪᑦ ᑲᑎᓂᖕᒍᓐᖕ, ᐱᖃᑎᖕᓂᐊᖅᑦᖃᕆᓇᖕ ᔪᐊᓗᖅᖃᓗᒐᑦ. ᖃᓄᑐᐃᖅ ᖅᒍᓇᖅᑕᓇᐊᖕᓇᖅᑎᖅᑐᖅ. ᑕᐃᓇ ᐊᕐᓄᒍᔭᖅ ᓇᐃᓇᔪᖅᐅᑐᓇ.

7. NALAUTSAANGUAK (BLIND GUESSING GAME)

This game was often played during the long winter evenings inside the igloo. A person, standing in the middle of the igloo, is blindfolded. They are spun around until they are dizzy, while everyone else stays off the floor and remains quiet. Starting with the back of the igloo, the blindfolded person tries to guess the objects in the igloo. Once they have guessed correctly, they have to guess where the door is by walking boldly toward it. If the guess is wrong, the person will receive a bang on the head. They continue until successful, while everyone remains quiet unable to give advice and only giving the blindfolded person agreement of correctly guessed objects. The person who guesses the quickest, is the winner.

7. ᓇᓗᐃᑦᑖᖅᒍᐊᖅ (ᑕᓯᒪᓐᓲᓂ ᖅᑎᑐᒃ)

ᑕᐃᑦᓱᒪᓂᐅᑲᐃᐳᖅ, ᐅᑭᐅᒍᑦ ᖅᑎᑐᑕᐅᖕᔭᐅᕐᑐᖅ, ᐅᖃᓄᖕᑦᑎᓛᓘᑎᒃ, ᐃᒃᓗ ᐃᓗᐊᓂ. ᐃᓄᒃ ᐃᒃᓗᓯ ᖅᑎᐊᓂ ᓇᖕᑦᓴᑕᐅᖕᓱᓂ, ᓴᓇᔾᐳᐊᖅ ᐅᔾᖕᑦᑕ ᑕᓗᖕᑕᖕᓄᒃ. ᐅᐱᒪᕐᑦᖕᓲᐊᓕᓘ ᐅᐃᖕᖅᓄᑕᐅᖕᓱᓂ, ᐊᕐᖕᑕ ᓇᖕᑦᒥ ᓴᓇᐸᓇᐊᖅᖕᓄᒃ ᓄᐸᑎᐊᖅᖕᓄᒃ. ᐃᒃᓗᓯ ᑭᓴᐅᔾ ᐱᒍᐊᖕᓄ ᐃᔾᖕᑦ ᑕᓗᒪᐊᖅ ᐃᒃᓗᓯ ᐱᒡᓄᖕᓂᓄᒃᓂ ᓇᓗᐃᑕᑕᐅᖕᓱᓂ ᓴᓇᐃᓘᐸᓱ ᐊᖕᑐᖅᓯᓂ. ᓇᓗᐃᑦᖕᒍᓂ ᓴᓇᐅᓄᖕᓂᓂ, ᐃᒃᓗ ᖕᖕᖕᓄᖕᖕ ᐱᓯᐊᖕᖕᖕᐊᖕᖕᓄᖕ ᓇᓗᐃᑦᖕᖕᑕᖕᖕᐃᑕ ᓄᐊᖑᑕᐊᒍᖕ ᐸᑎᖕᑕᐅᖕᖕᓄᖕᖕᖕᐊᖕᖕᖕ ᑎᖕᖕᑐᑕᐅᖕᖕᓄᖕᖕᖕᐊᖕᖕᖕ. ᓇᓗᐃᑦᖕᖕᑕᐃᓇᖕᖕᒥᖕᖕᓄ ᓄᖕᖕᖕᖕᖕᑐᖕᖕᖕ, ᓇᓗᐃᑐᒥᖕᓄ ᑭᖕᖕᐊᖕ ᑕᓗᖕᖕᖕᖕᖕᖕᖕᖕᖕᐊᖕᖕᖕᓄ ᑕᐃᑦᖕᖕᖕ ᑕᓗᒥᖕᖕᖕᑐᖕ ᓄᐸᐊᓄᖕᖕᖕ ᓇᓗᐃᖕᖕᑕᖕᖕᖕᖕᖕ. ᓇᓗᐃᑦᖕᖕᖕᖕᖕᖕᖕ ᐅᖕᖕᖕᖕᖕᖕᐅᓕᓇᖕᖕᖕᖕᓄ. ᑕᐃᓄ ᐃᓄᖕᖕ ᓇᓗᐃᑎᐊᓄᖕᖕᖕ ᓴᖕᖕᖕᖕᖕᓄᐅᖕᖕᖕᓄ.

ᐊᯧᑉᕐᒃ ᐃᕆᐱᑉᒪᐃᓇᔪᓯ ᑐᓂᕆᑉᑕᐅᑎᓄᑉ
ᐊᑐᐱᕐᒣ

8. OPEN HAND BALL PASS

A ball is made out of sealskin or caribou hide and filled with sand. This ball is passed from person to person with only an open hand. The passing can get faster and faster.

9. AKSERK (CHANTING GAME)

Everyone sits in a circle or group and chants a song. On a signal, the chant stops and no one can make a noise. The first person to make a noise breaks the silence and the game starts over.

10. SCARE

Usually played at night, older children go outside the igloo or tent and make animal noises. The smaller children inside get scared.

8. ᐊᯧᑉᕐᒃ ᐃᕆᐱᑉᒪᐃᓇᔪᓯ ᑐᓂᕆᑉᑕᐅᑎᓄᑉ
ᐊᑐᐱᕐᒣ

ᐊᓄᐅᓂᕐᒃ, ᐊᑉᑕᐅᑉᕐᒃ, ᓴᓄᕐᒪᔾᓄ ᑐᑉ
ᐊᒥᐊᓄ ᐅᑉᑉᓄᒫᓄ ᓇᓐᐅᑉ ᑉᑉᑲᓄ ᓯᐅᑉᕐᒣ
ᐃᓄᓂᕐᑉᑐᕐᒪᓗᔾ. ᐊᯧᑉᕐᒃ ᐃᕆᐱᑉᓗᕐᒃ ᐃᓄᑉᒍᑉ
ᑐᓂᐊᑕᐅᓂᒍᑉ ᐃᓗᓄᐃᐧᓇᔾᒍᑉ.
ᑐᓂᕆᑉᑲᑕᐅᑎᓄᕐᒃ ᐱᐊᓗᑉᓐᑉᕐᐊᔾᓇᔾᑎᕐᒃ.

9. ᐊᯧᕐᒃᕐᒃ (ᐃᓗᑉᕆᑉᔾᓄ ᑉᑎᔾᑉ)

ᐃᓄᐃᑉ ᑕᒫᒥᑉ ᐊᑉᒪᓗᑉᕐᕆᒫᓄᑉ ᐃᕆᐸᓂᑉ
ᐃᓗᑉᕆᑉᕐᔾᓄᑉ. ᓇᓄᐊᕐᑉᑐᑉᑲᑐᐊᑉᑉ, ᑕᒫᒥᑉ
ᐃᓗᑉᕆᑉᓂᒪᕐᒃᓄᑉ ᑉᓇᑐᐃᒪᕐᒃ ᓂᑉᓇᐊᑉᓇᒪᓄᑉ.
ᐊᯧᕆᒪᔾᓄᑉ ᓂᑉᓇᕐᒃᑐᑉᑲᑐᐊᕐᒃᑉᑉ ᐊᒪᒪ ᓯᐧ
ᑉᑎᓂᐊᑉᓇᒪᓄᒣᒫᓄᑉ.

10. ᕐᐅᓇᕐᑉᑕᒻᓂᓄᕐᒃ

ᐅᓇᓐᐅᑉᑉ ᑉᑎᓄᑉᑕᐅᑉᕐᔾᓇᕐᒃᒪᕐᒃ, ᓄᑕᕐᑉᑲᑉ ᐊᕐᒪᓂᕐᒣᕐᐃᑉ
ᐃᑉᒣᓯᑉ ᐅᑉᑉᓄᑉᒣᓄᑉ ᑐᐊᐃᑉ ᔾᒫᑉᑉᕐᒃᑉᑎᑉ ᐅᒪᔾᑉ
ᓂᑉᓇᐊᑉᑎᓇᓄᑉ ᓂᑉᓇᐊᔾᓇᑉᑉ. ᒣᕐᔾᑉ ᓄᑕᕐᑉᑲᑉ
ᐃᓗᓇᔾᓄᕐᒃᑐᑉ ᕐᐅᓇᕐᒃᑎᓄᐊᔾᒪᑉ.

Napartaq   ᓇᑉᐸᖅᑕᖅ

13. NAPARTAQ

A nail is imbedded in a 4-6 inch long piece of wood so that the point is out. The napartaq looks similar to a dart. The object of the game is to stand the napartaq up in a piece of wood. A sequence of many different ways of doing this is followed. After each success, the player moves onto the next sequence. Once the player has reached the end, the sequence is repeated going backwards. The player who reaches the beginning first is the winner.

1. From an open hand, palm up, the napartaq lies flat with the tip at the fingers and the other end at the wrist. Throw the napartaq upward and try to stick in the wood. If successful, move on to the next sequence. (See Diagram)

2. Place the napartaq on open hand, palm facing down. The point will be between the two middle fingers. (See Diagram)

3. With palm facing upward, curl fingers into a fist. Napartaq balances across curled fingers with the point facing the direction of the thumb. Flip first inward directing napartaq to wood. (See Diagram)

13. ᓇᑉᐸᖅᑕᖅ

ᑭᑭᐊᒃ ᖅᐸᖅᐊᔪᖕᓄ ᐃᒪᓇᓗᐊᖅ ᑕᑭᓂᒡᓄ 4-6" ᑲᐳᑎᕐᒪᓗᒐ ᑭᑭᐊᒃ ᓄᖑᓇᖕᓂᖕᒪ ᓄᐃᑕᓂᖅᑳᐅᒐᓗᒐ. ᓇᑉᐸᖅᑕᖅ ᓇᐅᒃᑲᑖᓂᑐ ᑕᑐᑑᖅᑐᖅ, ᑖᒪᓇᓗᐊᖅ. ᓇᑉᐸᖅᑎᑕᑐᑦᒐ ᓇᑉᑉᒐ ᖅᐸᖅᐊᔨᑦ ᖅᑲᓗᓄᑦ. ᓇᑉᖅ� l ᑦ ᐊᔨᐊᔨᑦ ᓇᑉᖅᔨᒐᓂᖕᓇᒐ ᐊᔨᐊᓇ ᓇᑉᖅᖅᐊᔨᖕᓄᒐ. ᔨᐳᒐᑦ ᓇᑉᑎᓇᓗᐊᑦᖕᓄᒐ ᐱᐊᓇᓇ ᓇᑉᓂᐊᖅᑲᑕᒐᓂᖕᓄ ᐅᑎᒐᑦ ᐊᔪᓗᐊᔭᑕᒐᓂᖕᓄ ᓇᑉᑎᓇᖅᓇᐊᖕᓇᒐᓂᖕᓄ. ᑖᐃᒪ ᔨᐳᒐᑦ ᐅᑎᒐᓗ ᓇᑉᑎᓇᐊᓂᑦᖅ ᑲᖕᐅᖕᓇᖅᓂᐊᔪᓗᒐᓂᖕ.
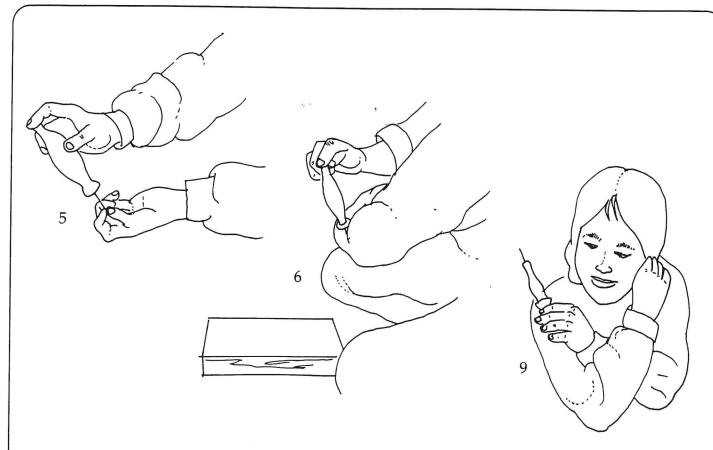
1. ᐃᑎᒪᒐᓂᖕ, ᐃᑎᒪᖕᒪ ᖅᐸᕐᑕᐅᒐᓂᖕ, ᓇᑉᑎᓇᒐᓂᖕ ᓇᑉᖅᖅᑕᖅ ᐃᑎᒪᖕᒪᑕ ᑲᖕᓗᖕᓄᒐᓂᖕ ᐅᑭᖅᒪᓗᖕᓄ ᓄᖕᐊ ᐊᒐᖕᓇᖕᓄᒐᓂᖕ, ᑲᖕᖅᐊ ᐊᒐᐅᑎᖕᖅᓇᖕᓇᖕᓇᑲᐅᒐᓂᖕ. ᓇᑉᖅᖅᑕᖅ ᔪᑲᖕᒐᐃ ᐊᖕᒪᒐᐅ ᖅᐸᖅᐊᔨᑦ ᖅᑲᓗᓄᑦ ᓇᑉᑎᐊᖅᐊᒐᐅᒐ. ᓇᑉᐸᖕᒐᓂᖕ, ᐊᔨᐊᓇᑦ ᓄᒐᓂᖕ. (ᐊᔨᖕᒐ ᑎᑎᖅᐸᔨᖅᑭᒻᒐ ᑕᑯᒐᓂᖕ)

2. ᓇᑉᖅᖅᑕᖅ ᐊᒐᐃᑦ ᖅᑲᓗᓄᑦ ᐃᓇᖕᓄᒐ, ᐃᑎᒪᐊᑦ ᐊᒐᑎᐅᓇᑲᐅᑕᑕᖕᒐᓂᖕ. ᓄᒐᐅ ᖅᑎᓇᖕᐊᑦ, ᒥᑎᓇᖅᖕᐊᓗ ᐊᑐᐊᓂᖕᓇᒐᓂᖕᒐ. (ᑎᑎᖅᐸᔨᖅᑭᒻᒐ ᑕᑯᒐᓂᖕ)

3. ᐃᑎᒪᐊᑦ ᖅᑕᑲᐅᑎᖕᒪᖕᓄᒐ ᐊᑎᓂᑦ ᐃᒐᒐᖕᑦᖕᒐ. ᓇᑉᖅᖅᑕᖅ ᐊᒐᐃᑦ ᐃᓇᒐᒻᑦᐊᑲᐊᔪᒐᓂᖕ, ᓄᒐᐅ ᖕᑲᓴᖕᒐ ᓴᐅᒐᓂᖕᓇᒐᓂᖕᒐ, ᑲᖕᓇᖕᒪᑲ ᑎᑎᒐᖕᒪᑲ ᐊᑎᓂᑦ ᖅᑲᓗᖕᒐᓂᖕᒐᓂᖕ, ᐊᑐᐊᑎᑦᐊ ᔨᐱᐊᔭᓗᒐᓂᖕ ᐃᓇᖕᐊᑦᓄᒐᓂᖕ, ᖅᐸᖅᐊᔪᖕᒐᓂᑦ ᓇᑉᑎᐊᖅᖕᐊᒐ. (ᑎᑎᖅᐸᔨᖅᑭᒻᒐ ᑕᑯᒐᓂᖕ)
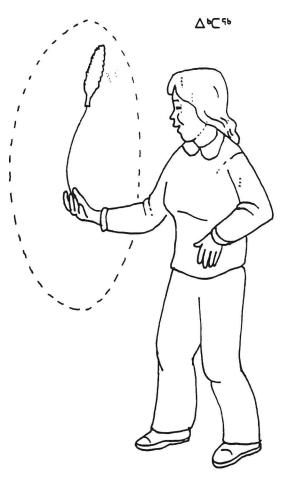
4. Balancing napartaq on thumb nail, flip it with other free hand.

5. Balance napartaq on each finger nail from index to little finger repeating as for thumb. (See Diagram)

6. Bend elbow bringing wrist to chest. Place the tip of the napartaq on elbow and flip with other free hand. (See Diagram)

7. Place tip on shoulder and flip.

8. Holding the tip between the fingers, throw the napartaq at the wood five times.

9. Hold right ear with left hand. Place right hand behind arm and close to chest. Flip napartaq from right hand. Switch arms. (See Diagram)

10. Balance tip off head and flip.

Please Note: If any part of the napartaq touches the wooden block, counts as loss.

4. ᓇᓕᕐᖅᑕᖅ ᑯᔫᐱᐊᑦ ᑯᐱᐊᓗᐃᓄᑦ ᓇᓕᕐᖅᑎᓪᓗᒍ ᓴᐅᒥᖅᓄᑦ, ᐊᑲᐃᑦ ᐃᓗᔪᐊᓄᑦ ᓇᓕᕐᖅᑎᕆᐊᓪᓗᒍ.

5. ᓇᓕᕐᖅᑕᖅ ᑯᐱᖄᓄᑦ ᐃᓕᖅᑲᑦᑎᓪᓗᒍ ᑎᑭᕐᓂᕐᑦ, ᐃᖅᐱᖅᑯᓄᑦ ᑎᑭᕐᓗᒍ, ᑯᔫᓲᓄᑦ ᓇᐸᓪᑐᖅᖓᓄᑦ. (ᑎᑎᕋᐅᓯᕐᖅᒥᒪᔭᕐᖅ ᑕᑯᓗᒍ)

6. ᑕᕐᓂᑦ ᐃᓗᓗᒍ, ᐊᑯᑎᑦ ᖅᑲᑎᓪᓂᐊᕙᓪᑦᑦ. ᓇᓕᕐᖅᑕᖅ ᐃᑯᕐᐱᐊᑦ, ᐃᑯᕐᐱᐊᑦ, ᓄᐳᐊ ᖄᖂᓂᐊᕐᑦᒍ ᐊᑯᐃᓄᑦ ᐃᓗᔪᐊᓄᑦ ᓇᓕᕐᖅᑎᕆᐊᓪᓗᒍ. (ᑎᑎᕋᐅᓯᕐᖅᒥᒪᔭᕐᖅ)

7. ᑐᐃᖅᓄᐊᕐᑦᓗᒍ ᓄᐳᖅᒪ ᓇᓕᕐᖅᑎᕆᐊᓪᓗᒍ.

8. ᓄᐳᐊ ᐊᑯᖅᓄᑦ ᑎᒍᕐᐊᕐᑦᒍ, ᑕᑦᕐᒪᐃᕐᖅᒍ ᖅᐱᕐᐊᕐᖅᓄᑦ ᓇᓕᕐᖅᑎᖅᑲᑦᑦᒍ.

9. ᓯᐳᖂᑦ ᓴᐅᒥᖅᓄᑦ ᑎᒍᓗᒍ. ᑕᕐᖅᐱᕐᓇᖅ ᑕᕐᖅᐱᐊᑦ ᑭᐊᕐᐱᐊᕐᓲ ᐊᑕᓄᖁᓕᐊᕐᓗᒍ. ᑕᕐᓂᐱᕐᓄᑦ ᓇᓕᕐᖅᑕᖅ ᓇᓕᕐᖅᑎᓪᓗᒍ. ᐊᑦᒪ ᐃᓗᔪᐊᓄᖓᕐᖅ ᐅᑐᕐᖓᓄᑦ. (ᑎᑎᕋᐅᓯᕐᖅᒥᒪᔭᕐᖅ ᑕᑯᓗᒍ)

10. ᓄᐳᐊ ᓂᐊᕐᑯᓄᐊᕐᑦᓗᒍ ᓇᓕᕐᖅᑎᕆᐊᓪᓗᒍ.

ᐅᕐᓴᓇᓗᒍ: ᓇᓕᕐᖅᑕᐅᑦ ᖅᐱᕐᐊᕐᖓᓂᒪ ᖅᐱᕐᐊᕐᖅᓄᑦ ᐊᖅᑐᐊᕐᖂᑦ, ᐊᓯᕐᒥᕐᖁᖅ.

14. IPLUKTAQ
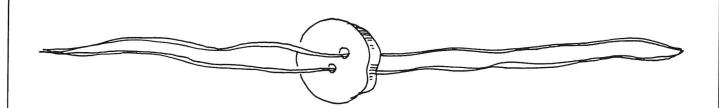
A small piece of wood measuring about 8-9 inches long is whittled into the shape of a knife. Little notches are cut into the outer edge of the ipluktaq. A string about 15 inches long is attached to the unnotched edge with a small loop for the finger. The ipluktaq is swung around in a circle, either forward or back, until a whirring sound is made.

14. ∆ᑊᒧᑊᑎᖅ

ᖅᐸᐊᕐᐊᕐᒥ ∆ᐴᒪᖕ�b ∆ᒪᓐᓇ ᑕᑭᑎᒥᒍ 8-9"
ᐅᑭᑕᑦᓚᑦ ᐱᓚᐅᒧᓗᕄᓂᑦ ᐱᓚᐅᐱᐅᑉ ᓴᓇᕐᑭᒍᑦ
ᓴᓄᓗᓂ. ᖅᐸᐊᕐᐊᑊ ∆ᑎᖕᖕᕄᐅᒧᒍ ᓴᓐᖅᑭᒍᑦ
∆ᑊᒧᑕᑉ ᐊᒥᕐᒥᐊᓂ. ∆ᑊᒧᑊᑎᒍᑦ ᐊᑊᒧᓇᐅᑉᕐᒥ
ᖅᑎᒪᐊᕐᒧᒍ ᐊᒪᖕ�b 15" ᑕᑭᑎᕐᑭᑊ, ᐊᑊᒧᓇᐅᑉᐅᑊ
∆ᕐᐊ ᖅᑊᑎᖕᕄᓂᑦ ∆ᓂᕐᓂᐊᑕᖕᓛᑊ ᐳᑐᖕᑫᕐᓗᒍ,
ᖅᑊᑎᖕᕄᓂᑦ ᖃᒧᑐᐃᓇᐊᕐᓗᒍ. ∆ᑊᒧᑊᑎᖅ
ᑲ∆ᐱᑎᕄᓗᒍ ᔅᐸᑊᒍᑦ ᐅᑎᓗᓐᖅᕄᓂᑦ.
ᑲ∆ᐱᑎᕈᐊᕐᓚᓗᒍ ᑲ∆ᐱᕈᒧ ᖅᐸᐊᑉᓚᑎᕄᓇᐊᐊᒪ,
ᖅᐸᐊᕐᐊᒍᕄᓇᐊᐊᒪᑊ.
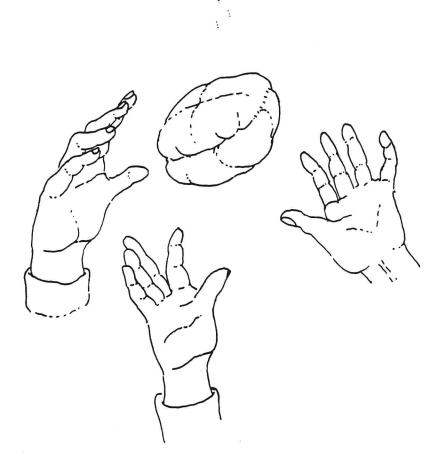
15. IMIGLUGTAQ

A small piece of caribou antler or bone has two holes drilled through it in the middle. Two pieces of thong or string are threaded through each hole and joined together at the ends. The bone is first spun around either forward or backward and the ends are pulled outward making the string tight. The bone makes a whirring sound as it spins around.

15. ᐃᒥᒡᓗᒃᑕᖅ

ᒥᑭᓐᓂᕐᐊᖅᔪᐊᕐᓗᒍ ᑐᒃᑑᑦ ᓇᒡᔪᐊᓄᖅ ᐅᕝᕙᓘᓐᓂᖅ ᓴᐅ�níᒥ ᓴᓇᕐᒪᖓᒥ, ᐊᕐᒪᕐᖄᖅᑲᓗᒍ ᒪᕐᕉᖕᓂᖅ ᖅᑎᖅᓗᔪᒃ. ᐊᖅᓄᐊᖅᓂ, ᐅᕝᕙᓘᓐᓂᖅ ᐊᖅᓄᐊᐅᕐᓂᖅ ᒪᕐᓴᕐᒪᓴᕐᓗᒍ ᐃᔪᖕᑎᒍ ᖅᕙᓵᓗᓂ. ᐊᖅᓄᐊᖅ ᐊᖅᓄᐊᐅᕐᖔᖕᓂᖅ ᕿᐅᓚᓗᒍ ᐃᔪᖕᓂᕐᓗᒍ ᖅᑭᒻᒪᓱᓐᖔᓂᖅ ᑲᐃᐱᓐᑎᓕᓗᒍ ᖅᐱᕐᕆᓵᖅᑯ ᐊᖅᓄᐊᖅ ᓄᑕᑐᓐᕐᓗᒍ ᓱᑎᓂᓗᒍ. ᓴᐅᓂᖅ ᖅᑭᐊᕐᒡᔪᖅᑕᑐᖅ ᑲᐃᕙᓕᕐᒪᒥᖅ.

Atayak (Sand Ball)

⊲ᒋᕐᖅ (ᔭᐅᕐᒥ ᐃᓗᕐᕐᖅ)
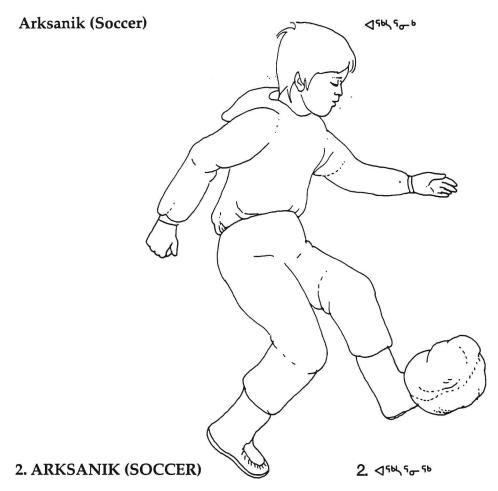
1. ATAYAK (SAND BALL)

A pouch measuring about 4-5 inches in diameter is made out of sealskin or caribou skin and filled with sand. Everyone picks a partner. The ball is tossed into the group and whoever catches it must then pass it to their partner, trying to keep it away from everyone else. When the bag is taken away, that person then tries to throw it to his/her partner. Boundaries are set within an undetermined area.

1. ⊲ᒋᕐᖅ (ᔭᐅᕐᒥ ᐃᓗᕐᕐᖅ)

ᔭᕐ ᐃᒪᒪᕐᖅ ᐅᑦᑐᕐᒡᓗ ⊲ᕐᑎᑎᕐᖅ ᐃᒪᖕᓇ 4-5"
ᓴᓗᔭᐅᕐᒪᕐᖅ ᓇᑊᑎᐅᑊ ᕐᐱᕐ⊲ᓂᑊ ᐅᕐᕐᓗᖕᖕᑊ ᑐᕐᒎᑊ
⊲ᒉᖅᓂᑊ ᐃᓗᕐᕐᖅᒎᕐᔭᒪᓗ ᕐᔭᐅᕐᖂᓂᑊ. ᑕᐃᕐᒡ⊲
⊲ᒋᐃᕐᓱᓂ⊲ᕐᖅᑕ ᐃᓯᓂ⊲ᕐᖕᒋᒥᓂᑊ ᓂᑕ⊲ᕐᒃᓯᓂᑊ.
ᕐᑎᑎ⊲ᓂᕐᖕᖕᑉ ᐃᓄᐃᑊ ⊲ᑯᓂᕐᖅᓂᑊ ᐃᕐᒋᐅᓂᓂ
⊲ᒋᐃᕐᖅ ᑕᐃᒪᓇ ⊲ᑲᕐᕐᖕ ᐃᓗᕐᓂᑊ ᐃᕐᕐᓗᓂᐅᑊ
ᑐᓂᕐᕐⒶᓗ ᐃᓂᕐᖂ ⊲ᕐ⊲ᒞᕐᑎᑕᐃᒋᕐᔭᒎ.
ᐃᓂᕐᖂ ⊲ᕐ⊲ᓂᑊ ⊲ᒡᕐᕐᑕᐅᕐᕐᑊ, ᑌᕐᔮ ⊲ᒡᕐᕆᓴᑊ
ᐃᓗᕐᓂᑊ ᐃᕐᕐᓗᒎ ᐃᓂᕐᖂ ⊲ᕐᑕᓇ⊲ᕐᖅᓗᓂᐅᑊ.
⊲ᒋᐅᕐᔭᐱᐅᕐᖕᖕᑊ ⊲ᕐᖕᓂᕐᖕ ᕐᒃᓂ⊲ᕐᖅᑐᕐᖅ,
ᕐᒃᓂᒎᐃᓂᕐᖅ ⊲ᕐᑎᑎᕐ⊲ᓂᕐᖅᑐᕐᖅ.

ᐊᖅᓴᖕᓂᒃ

2. ARKSANIK (SOCCER)

A small hard, but light, ball is kicked by opposing teams. Players cannot use their hands. A field is marked off and players from each team run from one end of the field to the other kicking the ball to their team-mates. Opposing players would try to steal the ball away and take it in the opposite direction. A team wins when they get the ball to the other end of the field. The losing team gets the ball and tries to kick it to the other end of the field.
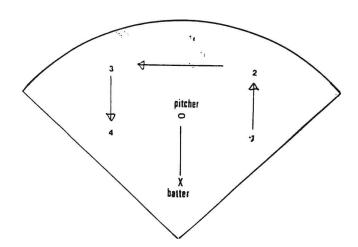
3. AMAGOYAK (WOLFMAN)

One person is a wolfman and tries to tag other players who are caribou. If a caribou is tagged, they also become a wolfman and join in the chase. The last person to be tagged then becomes the new wolfman and everyone else scatters trying to get away from the wolfman.

2. ᐊᖅᓴᖕᓂᖅ

ᒥᑭᔪᓪᓗᐊᖅ ᓴᑎᓐᖑᓗ, ᐅᖅᑯᓕᐊᖃᖅᑐᖅ, ᐅᖅᐸᑕᖅ ᐊᖅᓴᖅ ᐃᓱᒥᓄᑦ ᐊᐳᖄᖎᕕᓄᑦ ᐊᖅᓵᖅᑕᐅᓗᓂ. ᐊᖅᓴᖅᑐᖅ ᐊᒪᕐᓂᒃ ᐊᑐᓇᖅᑭᖅᒥᓗᓂ. ᐊᖅᓴᐱᖅᓴ ᓇᓄᐊᑦᕐᓗᒍ ᑕᐃᒃᑯᐊ ᐊᖅᓴᐅᑎᕋᖅ ᐊᖅᓵᖅᒥ ᐊᖅᐱᕐᖃᑕᕐᓱᓂᑦ ᐅᐸᕐᓂᕐᒥ ᓄᐊᕐᓯᖅᓗᐊᑦ ᐃᓕᕐᓗ ᑐᓂᐊᖅᓴᖃᑕᕐᓱᓗᒍ. ᑕᐃᒃᑯᐊ ᐊᐳᖄᕐᐅᕐᔦᑦ ᐊᓯᐢᖃᖅᑦᕐᓱᑎᒃ ᐊᖅᓴᖅᒥᖅ ᐃᓕᕐᑐᕐᑎᒥᓂᕐ, ᐊᑕᐅᑐᓂ ᐊᑕᖎᖅ ᐊᐳᖅᒥ ᓄᐊᖅᓗᑦ ᐊᖅᓴᖅ ᐃᓐᓇᕐᐊᕐᓗᒍ. ᑕᐃᒃᑯᐊ ᐃᓐᓯᖅᓐᓇᕐᔪᑦ ᓴᓕᑭᕐᓱᑎᒃ. ᑕᐃᒃᑯᐊ ᐃᓐᓯᑎᓯᖅᐊᐳᕐᔦᑦ ᐊᖅᓴᖅᒥ ᓂᓯᒪᖏᑎᕐᓱᑎᒃ ᐊᐳᖅᒥᑦ ᓄᐊᖅᓗᑦ ᐃᓐᓇᕐᒥᖅᓗᑎᒃ.

3. ᐊᒪᖁᕐᖅ

ᐃᓄᒃ ᐊᑕᐅᓯᖅ ᐊᒪᖁᔪᓗᓂ ᐊᕐᒥᓂᒃ ᐊᒃᑐᕐᕿᐊᕐᓗ ᓭᒃᑯ ᐊᒃᑐᑕᐅᕋᖅᑐᑦ ᑐᒃᑐᖅᔪᓗᑎᒃ. ᑐᒃᑐ ᐊᒃᑐᐅᒍᓂ, ᐊᒪᖁᔪᐊᖅᓯᒃᑕᐅᕐᓱᓗᓂ, ᐅᕐᓗᓂ ᐊᑦᕐᕿᐊᕐᓯᒃᑕᐅᕐᓱᓗᓂ. ᑕᐃᒪ ᑭᖑᓕᖅᐸᐆᔪᓗᓂ ᐊᑕᐅᑐᖅ ᐊᒪᖁᔪᕐᓱᓗᓂ ᐊᒻᒪ ᐱᑎᑦ ᐊᒪᖁᕐᒥᓗᓂᒃ. ᑕᐃᒃᑯᐊ ᑐᒃᑐᔪᐊᑦ ᐊᐱᖅᑐᕐᖅᒥᓕᕐᓱᓗᓂᒃ, ᐊᒪᖁᖅᓕᕐᒪ ᐊᒃᑐᐅᑕᐅᕐᕿᓄᐊᖅᓕᕐ, ᖅᐱᕆᖅᓐᐅᑎᓗᕐᖅ.

4. ANAULIGAK (INUIT BASEBALL)

There are 4 bases equal distance apart without a home base. The batter stands between first and fourth base with the team lining up behind. The pitcher thro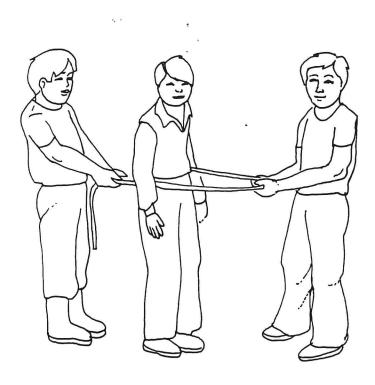ws the ball and the batter hits it. There is a lot of freedom given the runner as he can run anywhere he can to avoid being hit by the ball. Players out in the field must throw the ball at the runner to tag him out. Once a player reaches fourth base, he is "home". If the ball, once hit, bounces on the ground more than two times before being picked up, it is thrown at the runner. If, however, it is picked up *before* two bounces (in air or off ground), the batter is out. The person who caught the ball must throw it into the air giving the batting team a chance to retain their batting position. The batting team must rush over and try to get the ball before it bounces twice. If unsuccessful, they lose and must go into field position. But, if successful, the ball is thrown once again into the air until one of the teams loses. As soon as one batter is out, the whole team is out. There are no strikes or balls, but the ball is pitched until hit. All players participate, even the back-catcher, in throwing the ball into the air when caught before two bounces.

4. ᐊᓇᐅᓕᒐᖅ (ᐃᓄᒃᑐᑦ)

ᓯᑕᒪᓂᒃ, ᐅᖅᓗᕐᓂᖅᑎᒃ ᐊᔾᔨᒌ�• ᓗᑎᒃ, ᓄᐊᖅᑲᓗᒍ ᐊᖅᕐᓯᑉᐊᕐᒐᓗᒍ. ᐊᓇᐅᕐᓯᐊᖅᑐᖅ ᐊᖅᕐᓯᓄ ᓯᐳᕋᖅᒃᐱ ᓯᑕᒪ�• ᓚᒐ ᐊᑐᓂᖅᓗ, ᐃᓇᖅᕐ ᐊᓇᐅᕐᓯᓄᐊᖅᑐᑕ ᑐᓄᐊᓄ ᐅᑎᖅᓗᓂᒃ. ᐃᕐᑎᓇᔪᖅ ᐊᓇᐅᕐᓯᒥᕐ ᐊᕐᓗᓄᐅᑉ ᐊᓇᐅᔾᐅᓄᓗ. ᐃᓯᒪᖅᔪᓗᑎᒃ, ᐃᓚᒐ ᐊᓗᑕᐅᐊᖅ ᐅᔭᓇᕐᓄ ᒥᓚᖅᑕᐅᑕᕐᒐᓗᒍ ᐊᓇᐅᕐᓯᒃᓗᑎᒃ, ᒥᓚᖅᑕᐅᔪᓗᕐᓗᒍ ᐊᓗᑕᐅᖅ ᑭᓗᑕᐃᐊᓇᔭᕐᓄ. ᐃᓄᐃᒃ ᑕᐅᐸᖃᓗᑐᑦ ᐊᓇᐅᕐᓯᒥᕐ ᐃᕐᑎᕆᓇᕐᒃᑎ ᐅᖅᒃᑐᑎᒃ ᐊᓇᑎᑕᐅᓇᐊᓗᑦ ᒥᓚᖅᑕᐅᔪᒃ. ᐊᓇᐅᕐᓯᖅᑐᖅ ᓯᑕᒪᖅᓚᐊᕐᒪ ᐊᖅᕐᓯᒐᐊᖅᓄ. ᐊᓇᐅᕐᓯᖅ, ᐊᓇᐅᔾᐅᔪᒐᓄ, ᐱᒥᕐᕐᑐᐊᕐᒪ ᐱᖅᐱᐊᓄᓄᒦᕐᑭᕐᑎ ᐊᔭᖅᑕᐅᕆᓇᓄ ᑕᐃᕐᔪᓚᕐᒃ ᐅᖅᒃᑐᓄ ᐊᕆᑕᐅᓄ. ᐊ�ⵣᒪᕐᑐᖅ, ᐊᓇᐅᕐᓯᖅ ᐊᓇᐅᔾᐅᔪᓄ ᐱᖅᕐᓄ ᒪᑭᐊᓄ ᐅᕐᕆᔮᒐᕐᓄᕐ ᓯᒐᐊᓄᕐ ᐊᔾᔪᖅᑕᐅᕐᕐᑕᕐ, ᑕᐃᕐᑕᓚ ᐊᓇᐅᕐᓯᖅᑐᖅ, ᐱᕐᓇᐊᖅᓄ. ᑕᐃᕐᑕᓚ ᐊᔾᔪᔭᕐᔪᖅ ᕐᒍᕐᓗᔾ ᐃᕐᑎᓗᓄᐅᒃ ᐱᖅᓇᐊᕐᒃ, ᑕᐃᕐᒃᑕᐊ ᐊᓇᐅᕐᓯᖅᑐᑦ ᐊᔾᔪᖅᕆᐊᓄᐊᕐᒪᑐ ᐅᑎᖅᒪᒍᕐᑦ, ᐊᓇᐅᕐᓯᒪᒍᕐᑦ ᐊᖃᓄ ᓄᓇᒥᓄᒐ ᐅᑎᖅᒪᒍᕐᑦ. ᑕᐃᕐᑕᐊ ᓯᐅᐸᔾᐊᖅᒐ ᐊᓇᐅᕐᓯᖅᑐᑦ, ᐊᓇᐅᕐᓯᖅ ᐱᖅᕐᕆᐊᐸᕐᓇᐅ ᒪᑭᐊᓄᕐ, ᐊᔾᔪᖅᔭᕐᐊᓄᐊᕆᕐᕐ. ᐊᔾᔪᕆᕐᒃᑏᑕ, ᓴᕆᐅᒐᓄᒃ ᐊᖃᓄ ᐱᖅᑭᓄᕐᑕ ᐊᓇᐅᕐᓯᕐᕐᓄᒃ. ᐱᒃᐊᓄ ᑕᐃᕐᑕᐊ ᐊᓇᐅᕐᕐᒍᔮᕐ ᐊᔾᔪᕐᔫᓄᕐ, ᑕᐃᕐᓚᒪ ᐃᕐᑎᓄᒃᑕᐃᓄᕐ ᐊᓇᐅᕐᓯᒥᕐ ᕐᒍᕐᓄ ᑕᐃᕐᑕᐊᐊᔾᔪᕐᒐᕐᑐᑦ ᓴᕆᐅᐸᕐᐊᕐ ᐊᓇᐅᕐᓯᖅᑐᖅᕐᑭᕐᑕᐊᓇᕐᒐ. ᕐᒍᕐᓄ ᐃᕐᕐᕆᖅᑕᐅᕆᕐᓚᒐ ᐊᔾᔪᕐᒐᕐᒐᑐᑦ ᓴᕆᐅᕆᒍᕐᓄᕐ. ᐃᓚᐊᓄ ᐊᓇᐅᕐᔪᖅᕐᒥᕐ ᐊᓇᐅᕐᔪᖅᒃᐅᐸᕐᒐᕐᑐᕐ ᐱᑎᖕᐅᖅᑐᖅ, ᐱᕐᑕᐊ ᐊᓇᐅᕐᓯᖅ ᐃᕐᑎᐅᖅᕐᕆᐊᕐᓄ ᐊᓇᐅᔾᐅᖅᕐᕆᓄᕐᕐᓄᓇ. ᐸᑐᔮᐃᐊᓄ ᐊᓇᐅᕐᔭᐊᓇᓄ ᐊᓇᐅᕐᓯᖅ ᕐᒍᕐᓄ ᐃᕐᕐᑕᐅᕐᒃᐅᕐᕐᒪᐃᕐᒍᒍ, ᐃᓚᐅᕐ ᒪᕐᐸᐃᔮᓄ ᐱᕐᑎᖕᐅᖅᕆᒐᕐᒃᓗᒍ.
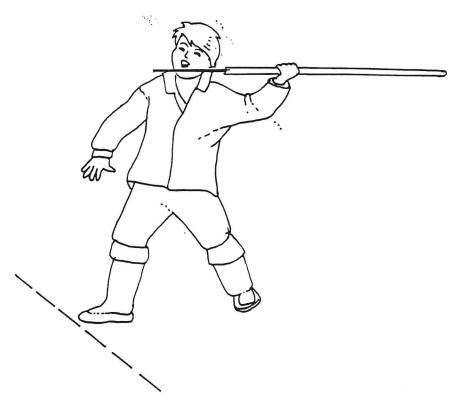
5. ROPE TAG

Two people hold a long rope looped into a long oblong shape. Any number of players go inside the rope and stand in line one next to the other. There is one person outside the rope who tries to tag one of the people holding the rope. The inside people must try to tag the person outside the rope. This causes some interesting push and pull effects. If the outside person is successful in tagging a rope-holder, he then takes that position while the rope holder goes into the rope circle and the other rope holder becomes the outside tagger.

5. ⊲ᑊᒧᓇᕐᒧᒧᑕ ⊲ᒪᑉᑕᐅᕝ⊲ᕐᓱᓂᕝᑲ

ᐃᓅᑲ ᒪᕐᓕ, ⊲ᑊᒧᓇᕐᒪᑲ ᐃᓲᕝᑎᑎᒧᑕ ᕐᑲᒷᑉᕌᒪᕝᑲᓂᕐᒪᑕᐃ ᑎᒧᒪ⊲ᕐᓱᑎᑲ ᑕᑉᓭᕝᒷᒷᒧᒪ. ᕐᑲᕝᒧᐃᐊᐃᑕ ᐃᓅᐃᑕ ⊲ᑊᒧᓂᕝ ᐃᓅ⊲ᓲᓱᑎᑲ ᓇᓕᓱᓂᑎᕝ ᐃᓅ⊲ᓇ. ᐃᓅᑲ ⊲ᑕᐅᕝᕝᕝ ⊲ᑊᒧᓂᕝ ᕝᒪᕤᓱᓇᓇ ᐃᓅᒲᓴᓂᕝ ⊲ᑊᒧᓂᕝᒪ ᑎᒧᒪ⊲ᕐᒧᓱᓂᕝ ⊲ᒪᕝᒷᓇᕝᑲᑉᑕᕝᕝᒧᒧ. ᑕᐃᕝᑲ⊲ ⊲ᑊᒧᓂᕝ ᐃᓅ⊲ᓲᒷᒧᑕ ᐃᓅᒲᒪ ᕝᒪᕤᓱᓇᒪᒪ ⊲ᒪᕝᑕᐅᕝᕝᕝ ⊲ᒪᕝᒷᓇᕝᑲᑉᑕᕝᒪᒧᓂᕝ. ᑕᐃᒪᓇᐃᕝᑕᐅᕝᕝᕝ ᓱᓂᕝᑕᐅᕝᕝᕝ ᑕᐃᒪᒪᓇ ⊲ᒷᐅᕝᑲᑕᐅᑎᕝᕝᕝᑕᒪᒪᒪᑕ ᓂᕤᒷᕝᑕᐅᑎᕝᒧᒧᓂᕝ ᑕᐃᒪᒪᓇ ᕝᒪᕤᓱᓇᕝᑕᕝᕝᕐᒪ ⊲ᒪᕝᒷᒧᒪ ⊲ᑊᒧᓂᕝᒪᕝᕝ ᑎᒧᒪ⊲ᕝᑕᐅᒪᕝᕝᕝ ᐃᕝᒷᓇᕝᑲ ⊲ᑊᒧᓇᕝᒧᕝ ᑎᒧᒪ⊲ᕝᑉᑕᐅᑕᕝᕝᓱᓇᒧᒪ, ᑕᐃᒪᒪᓇ ⊲ᒪᕝᑕᐅᕝᕝᕝ ᕝᒪᕤᒧᕝᓱᒷᒪᒪ ⊲ᒪᕝᒷᓇᕝᒷᓱᒪᒧᓇ ᑎᒧᒪ⊲ᕝᑉᒷᒪ ⊲ᒪᒧᒪ ⊲ᒪᕝᑕᐅᒪᕝᓱᒧᕝ ᐃᓅᕝᒪᕝᒪᑕ ᐃᓅ⊲ᓇᒧᒧᕐᒪᑕ.

Unark (Harpoon Throw)   ᐅᐋᖅ (ᐅᐋᖓᒥ ᐃᕠᐅᔪᓂᖅ)

6. UNARK (HARPOON THROW)

A harpoon is thrown from a set line as far
as possible. The person throwing the
farthest is the winner. Sometimes the
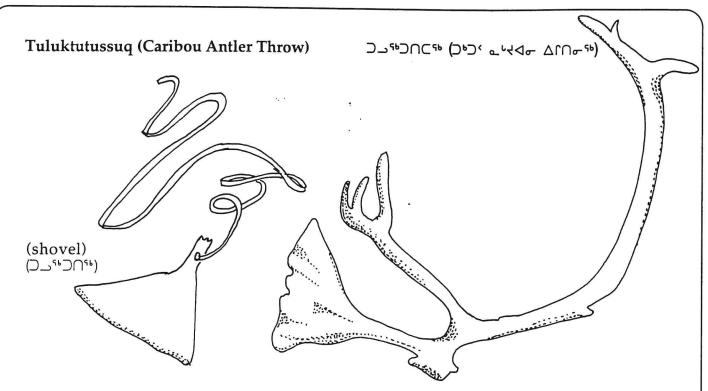harpoon is thrown at a target.

7. MILLUNGUANNIK (THROWING STONES)

Stones are thrown at a target. Sometimes
the target is other stones lined up on a big
boulder or birds. The person who would
knock the most stones off the boulder
would be the winner. Flat stones are also
thrown on the surface of water to see who
can get their stone to skip the most.

6. ᐅᐋᖅ (ᐅᐋᖓᒥ ᐃᕐᕝᔪᓂᖅ)

ᐅᐋᖅ ᐃᕐᠼᐅᕐᠪᠴᠦᠣ ᐃᕐᠪᠪᐋᐅᕐᐊᕐᠫᠥ ᐊᠥᠣᕐ
ᐅᕐᠪᠶᠢᐊᠴᠦᠣ ᐃᕐᠼᐊᕐᠪᠫᠤ. ᠼᐊᠶᠣ ᐅᕐᠪᠶᠢᐊᠴᠦᠣ
ᐃᕐᠼᐊᕐᠪ ᠢᠣᠪᠪᠣᐊᕐᠴᠦᠣ. ᐊᠥᠣᠦ ᐅᐋᕐᠼ
ᐃᕐᠼᐊᕐᠼᠪᠫᠤᐸ ᠴᠣᠥᐊᠥᠣᕐ ᠪᐊᕐᠼᐊᕐᠫᠪ.

7. ᒥᠪᠥᠪᠪᠫᐊᕐᠥᠪ

ᐅᠶᠣᐊᠴ ᐃᕐᠼᐅᕐᠪᠴᠼᠴᠦᠪ ᠣᠣᠣᐊᐊᠴᠦᠣᠦ.
ᐊᠥᠣᠦ ᒥᠪᠥᠪᠪᠫᐊᕐᠪᠴᠦᠴ ᐅᠶᠣᐊᠴ
ᠢᠣᠣᠢᠣᠪᠦᠪᠫᠤᠴ ᐅᐸᐸᠶᠣᠣᠴ ᕐᠫᐸᠣᐊᕐᠣ. ᠼᐊᠶᠣ
ᐊᠣᠪ ᐅᠶᠣᠪᠣᠣᠪ ᐅᠼᠥᠥᠼᠦᐊᠴᠦᠪ ᠢᠣᠪᠪᠢᠣᐊᕐᠴᠦᠣᠦ.
ᐊᠦᠦ ᠢᠴᠦᠢᠪᠣᠣᠪ ᐅᠶᠣᠪᠣᠣᠪ ᐃᠥᐅᠴ ᠪᠪᠥᠫᠴ
ᐃᠪᠼᠢᠼᠼᠥᠣᠪ ᠪᐅ ᐃᕐᠼᠥᠥᠦ ᐃᠥᐅᠴ ᠪᠪᠥᠫᠴ
ᐃᠪᠼᠣᐊᠴᠥᠥᐊᠥᠥᠴ ᐱᠢᠦᠼᠴᠦᠣᠦ.

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Tuluktutussuq (Caribou Antler Throw)   ⊃ᓗᖅᗈᑎᑕᖅ (ᕐᑫᐟ ᖑᒻᗄᣦ ᐃᑎᓂᖅ)

(shovel)
(ᗄᓗᖅᗈᑎᖅ)

8. TULUKTUTISSUQ (CARIBOU ANTLER THROW)

The shovel or brow tine is taken from the caribou antler and sharpened. A piece of rope is attached to the end. The antler is swung around and swiftly released at a target. The antler has amazing sharpness and strength and has been known to go right through a caribou. This piece of equipment is more of a hunting tool than a play thing, but as in other games, the hunting tools are used in play in order to practice skills in accuracy and distance.

(See diagram. The Antler shown is half a rack.)

9. PATTAK PILLITATTUK (BOUNCING EGG)

Duck eggs are collected in the spring time and boiled. Taking the shells off, the eggs would be firm and rubbery, making excellent bouncing balls. Each player would try to bounce the egg on a flat boulder to see whose egg would bounce the highest.

8. ᗈᓗᖅᗈᑎᑕᖅ (ᕐᑫᐟ ᖑᒻᗄᣦ ᐃᑎᓂᖅ)

ᗈᑫᐟ ᖑᒻᗄᣦᖑ ᐃᒻᗄᐃᖑᔾ, ᐃᐱᖅᖅᑕᗫᓗᖑ ᓴᖑᓗᖏ. ᐃᕐᗄᒡᔾ ᐸᗈᑕᗈᖅᓗᒍ ᐸᕐᕪᓪᖅᖢᖕ ᖑᒻᕪ ᗄᖅᓇᖅᖑ ᖅᐸᒻᕪᣦᗄᓘᔾ. ᗄᖅᓇᖅᖢᒡᐟ ᑎᒡᓗᒍ ᑲᗂᗄᑎᓗᒍ ᕪᖑᓪᗄᕪᖅ ᑲᐳᑎᑎᖑᕪᓗᒍ ᕪᗈᗄᗈᖢᓪᒍᗈᖅᗄᖢᓗᒍ. ᖑᒻᕪ ᐃᗂᖅᗈᓛᗄᖢᒪᓂᖅ ᐱᒡᐟᖑᑎᖢ ᐱᒡᖑᗄᒡᐟ ᗈᐟᗈᣦᖅ ᗄᗂᕪᖑᒪᒍᖅ. ᗄᗪᒐᗂᕐᑕᗫᒪᕒ ᕪᐱᖑᒍᗈᗄᕒᗈᒪᖢᗄᖅ, ᕒᕪᗄᣦ ᗂᕪᒍᗄᗈᗈᗫᒪᗈᕒᕒᗃᗁ ᕒᓇ ᗄᖅᖅᒍᕪᗂᓪᖑᗂᕪᖢᕪᒡᐟ ᕪᕐᗪᓇᕪᕪᗈᗫᓗᒡᐟ. ᕒᓇᓗ ᗁᖅᕪᕪᗂᕪᒡᐟ ᗄᖅᓇᕪᗁᕪᕪᒡᐟ. (ᑎᑎᕪᗫᕪᖅᕪᓕᕪ ᗈᒡᓗᒍ. ᗈᒡᖅᗁᗈᕪᖅ ᖑᒻᕪ ᖑᕐᕪᗆᕪ.)

9. ᐸᗈᑕᖅ ᐱᒡᓪᖅᗈᕪᗈᖅ (ᒪᗁᓂᖅ)

ᑎᖅᕢᗄᕒ ᒪᗁᓂᖅᕒ ᑲᑎᗈᗫᖢᖕᕪ ᗁᐱᖅᖢᗃᕒ, ᕪᗁᖅᑎᖢᕐᕒᕒ ᗄᕪᖢᗂᕒ. ᕪᖅᕒᗫᗂᕒ, ᒪᗁᓂᕪ ᗫᑎᕪᑎᑎᗈᕪᕪᕪᗃᕪ, ᗄᕪᗁᗈᕪᑎᗈᕪᕒᕪᖅᗈᕪᒪᗃ. ᗈᓇᗁᗁᗂᕪᗈᗃᕒ. ᕪᐱᖅᕪᗃᕒ ᕒᗈ ᒪᗁᓂᗈᖅᕪᖢ ᗄᕪᗁᓗᗈᗈᒐᕪᗂᗈᕪᗃᗁᕒ ᕪᗁᗆᕒᗈᕪᗃᕒ ᓗᖕᕪ. ᕪᗄᖅᗇᕒ ᕪᗄᕪᗁᓂ ᑕᗈᗄᗁᗊᗁ ᕪᐱᖅᗁᕒ.