



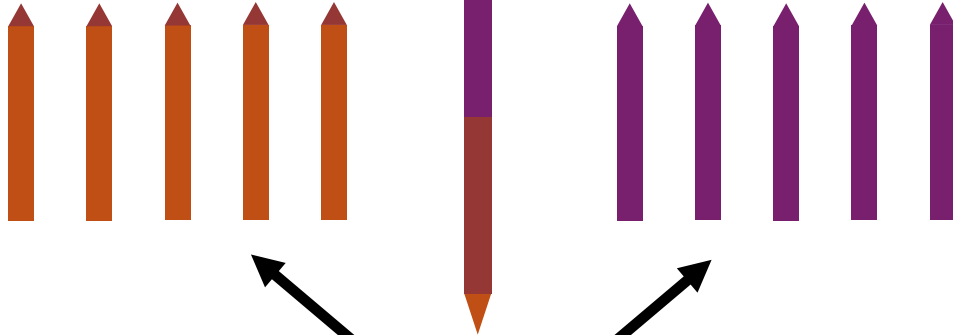
stubš
(man)

sləhal
(bones)

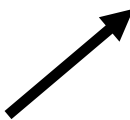
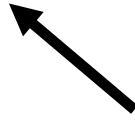


sɫaday'
(woman)

kiktag^{wil}
(kick stick)



c'əlalq
(tally sticks)



qəlalig^{wəd}
(To the LEFT)



d^zəhalig^{wəd}
(To the RIGHT)



dəg^wbid
(MIDDLE)



p'əlq'is
(OUTSIDE)

sləhal - Game Play

The object of the game is for the pointing team to use the different pointing options to reveal both female (unmarked) bones from the holding team.

First, one captain is chosen for each team. The team captains will play for the kick stick.

Once the kick stick has been won, the winning team starts out holding the bones first, and game play begins.

The team holding the bones will drum and sing songs as the pointing team searches for the female (unmarked) bones.

Once both female (unmarked) bones have been revealed, the bones move to the other team, and the game continues in the same manner.

When the pointing team guesses incorrectly, they must give a tally stick to the other team. This is how the score is kept.

Tally sticks won are to be put behind the team captain.

All sticks in front of the captains (live sticks) must be cleared from the floor before sticks that were placed behind the captains can be exchanged in game play.

The game ends when one team has collected all the tally sticks.