

Citizen Potawatomi Traditional Hand Game Rules

Equipment - Bones, Sticks, Pointers and Flags.
2 Bones, 7 Sticks, 1 Pointer and 1 Flag for each team.

Teams – groups of 7 men or women (minimum of 6 of one and 1 of the other). They must be adults (15 or over). Team members choose from among themselves a “LEADER”. (The teams can change LEADERS between rounds if they want.) The LEADER then picks a “HIDER” and a “PICKER”. (The LEADER can change the HIDER and the PICKER at will, anytime except while they are actually hiding the bones or picking against the other team.)

The Game – Two teams of seven sit opposite each other in rows of chairs. A coin toss decides which team will PICK first. The LEADER of the team that is **hiding**, picks two members of his team to stand. The HIDER for that team stands behind each of the standing members and hides, or pretends to hide, one of two “bones” in their hands, which are held behind them. Once the bones have been hidden and the HIDER has sat down, the standing members must hold their hands in front of them. The PICKER from the other team, stands and indicates whether he believes they (1) both have bones in their left hands by holding the pointer to their left, or (2) both have bones in their right hands by pointing to their right, or (3) the bones in their inside hands by holding the pointer straight up, or (4) the bones in their outside hands by holding the pointer level with his hand in the middle. The people hiding the bones may make faces and move their hands and bodies, but make no noise or move their feet. The choices by the PICKERS must be made for all teams within five (5) seconds after the drum stops. If the PICKER guesses correctly, his team gets a bone from the opposing team. Each team alternates hiding and picking until one team has all of the other team’s bones. Each team will have bones marked or colored differently. Teams must rotate the pairs of HIDERS so that everyone gets to hold in as many possible pairs as they have sticks. PICKERS can stay the same if the LEADER wants. If the team wants to change PICKERS, and the LEADER does not, the team must pick another LEADER. The LEADER, PICKER and HIDER must also “hold the bone” at some time during the game. When the HIDER is holding the bones, the LEADER hides for him. As one team is eliminated, by single elimination, they sit on the sidelines and the winners play each other until one team wins.

Drum Songs – The drum and singers will start a song as soon as the people have quieted down from the previous “hide and pick”. The LEADER must stand and select his two people to “hold the bones” and the HIDER must have placed the bones in the “holders” hands and returned to his seat before the drum stops. **The only ones allowed standing when the drum stops are the pair “holding the bones” and the other team’s PICKER.**

Buying the Flag – Each team’s flag will be sold at auction before the start of the game. The person buying the winning team’s flag will get 75% of the money paid into the entire auction, and the winning team will get 25% of the money paid into the entire auction.

Prizes – Prizes to be awarded as follows:

- a. Winning 7 person team receives \$100 per team member.
- b. Person buying the team flag of the winning team wins 75% of auction money with the remaining 25% divided among the team members.

****NOTE:** Festival badge is required in order to participate.