

Национальные игры

“Ones, twos, threes, fours”

- **Ones.** The player attempts the basic throw. If he catches all the stones, he goes on to twos. If he fails to catch any stones his turn ends.
- If he catches one or more stones, he must:
 1. Leave any stones on the ground where they lie;
 2. Transfer to his other hand all but one of the stones he has caught;
 3. Throw the single stone in the air;
 4. Pick up one stone from the ground with his throwing hand;
 5. Catch the thrown stone with the same hand.

The player must repeat the procedure for picking up individual stones until all have been retrieved.

Ancient from [ˈeɪnʃ(ə)nt] – древняя форма

Country [ˈkʌntri] – страна

Crouch [kraʊtʃ] – присесть

Retrieve [ˈrɪtri:v] - восстанавливать



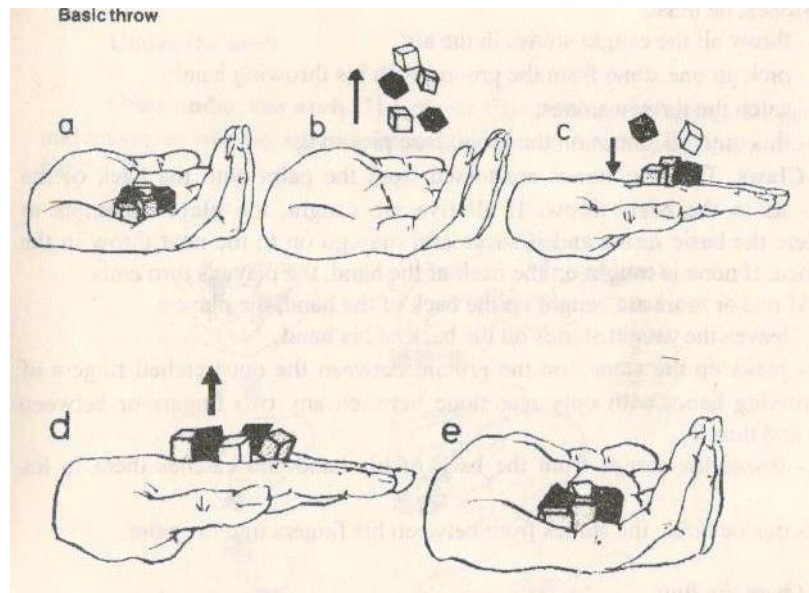
Twos The player scatters the stones on the ground, taking care that they do not land too far apart.

- He then selects one stone, throws it up in the air, and must pick up two other stones from the ground with his throwing hand before catching the thrown stone with that same hand.
- When he has done this, he transfers the two stones to his other hand, tosses up the third stone, and must pick up the remaining two stones from the ground.

Threes is like twos, except that the player must pick up one stone followed by three stones followed by one.

Fours. In fours, all four stones are picked up at one time.

Scatter [ˈskaetə] – разбрасывать
transfer [traensfer] – передавать
care [keə] – забота



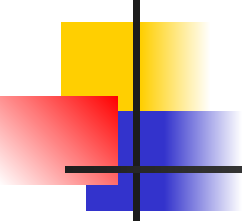


Pecks, bushels, claws

Pecks. The player attempts the basic throw. If he succeeds in catching all five stones, he goes on to Bushels. If he fails to catch any stones his turn ends.

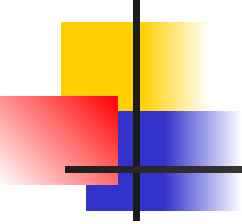
If he catches one or more stones, he must:

- Keep the caught stones in his throwing hand;
- Push one stone out between his forefinger and thumb and then:
- Toss the pushed stone out into the air (1);
- Pick up one stone from the ground with his throwing hand (2);
- Catch the thrown stone with his throwing hand (3);
- Repeat this procedure until all stones are picked up.



Bushels. The player attempts the basic throw. If he is successful, he goes on to Claws. If he fails to catch any stones his turn ends. If he catches one or more stones, he must:

- Throw all the caught in the air;
- Pick up one stone from the ground with his throwing hand;
- Catch the thrown stones;
- This until all stones on the ground are picked up.

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- **Claws.** The five stones are tossed from the palm onto the back of the hand – as in the basic throw. If all five are caught, the player attempts to complete the basic throw and if successful may go on to the next throw in the sequence. If none is caught on the back of the hand, the player's turn ends.

If one or more are caught on the back of the hand, the player:

- Leaves the caught stones on the back of his hand;
- Picks up the stones on the ground between the outstretched fingers of his throwing hand, with only one stone between any two fingers or between finger and thumb;
- Tosses the stones from the back of his hand and catches them in his palm;
- Manoeuvres the stones from between his fingers into his palm.



Over the line

- The non-throwing hand is placed with the palm on the ground, and four stones are scattered on the ground to its outer side. The player then throws the fifth stone in the air, and before catching it must transfer one of the other stones to the other side of his non-throwing hand.
- This is repeated until all four stones on the ground have been transferred. (it is advisable to place the transferred stones as close together as possible.)
- The player then throws up the fifth stone and before catching it must pick up the other four stones in his throwing hand.



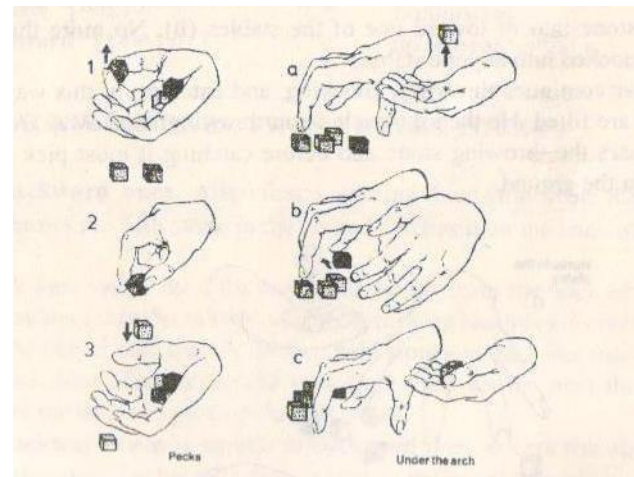
Over the jump

- This variation is similar to over the line, except that the non-throwing hand is placed on edge to make a jump or wall – so making the transference of stones more difficult.
- Threading the needle.

This also resembles Over the line, but the stones have to be dropped one at a time through a circle formed by the thumb and forefinger of the non-throwing hand held about 8 in above the ground.

Under the arch

- **Ones under the arch.** The player first scatters the stones on the ground and makes an arch near them with the thumb and forefinger of his non-throwing hand.
- He then selects one stone and throws it up in the air (a). While the stone is in the air, he knocks the other stones through the arch (b), and then catches the thrown stone.
- When all four stones have been knocked through the arch, the player throws the fifth stone in the air and before catching it must pick up the other four stones.
- **Twos under the arch** is similar to Ones under the arch, except that the stones must be knocked through the arch in two pairs.
- **Threes under the arch** is similar except that the stones are knocked through as a three and a one or a one and a three.
- **Fours under the arch** requires all four stones to be knocked through together.



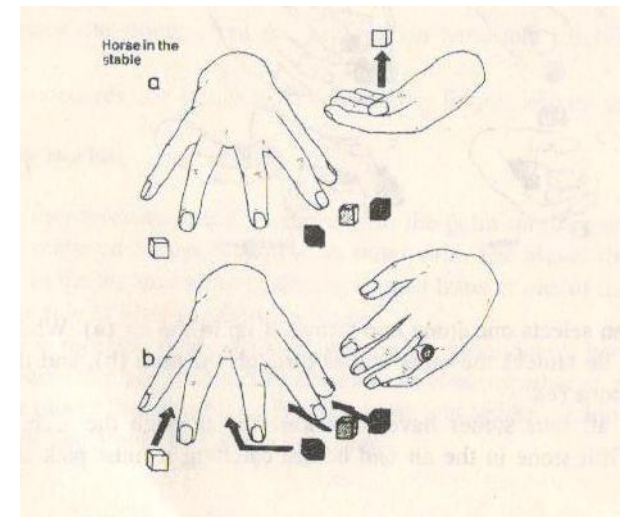
Threading [` Øredin] –
продевание нитки

Needle [ni:dl] – иголка

Resemble [rizembl] –
походить, иметь сходство

Horse in stable

- The stones are scattered on the ground and the non-throwing hand is placed near them, with the fingers and thumb spread out, the fingertips touching the ground, and the palm raised. The gaps between the fingers and thumb are the "stables."
- One stone is then thrown into the air (a), and before catching it the player must knock a stone into or toward one of the stables (b). No more than one stone may be knocked into anyone stable.
- The player continues throwing, knocking, and catching in this way until all four stables are filled. He then moves his non-throwing hand away from the four stones, tosses the throwing stone and before catching it must pick up the four stones from the ground.





Toad in the hole

- The stones are first scattered on the ground. A “hole” is then made by laying the thumb of the non-throwing hand straight along the ground and curling the fingers around so that the tip of the forefinger touches the tip of the thumb.
- One stone is then thrown into the air, and before catching it the player must pick up one of the other stones, a toad, and drop it into the hole.
- This is repeated until four toads are in the hole. The player then moves his non-throwing hand, tosses up the single stone and before catching it must pick up all four toads.
- Scatter [ˈskaetə] – разбрасывать
- Thumb [θʌm] – большой палец
- Fingertip [ˈfɪŋɡətɪp] – кончик пальца
- Touch [tʌtʃ] – прикасаться
- Palm [pɑ:m] – ладонь
- Raise [reɪz] – поднимать
- Toward [təˈwo:d] – по направлению к