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GAMES OF THE MAKAH INDIANS OF NEAH BAY. 69

our American scholarship and our financial part in promoting the work of the Fund. The papyri, mostly from the Fayum, include classical, municipal, business, religious, and even New Testament manuscripts; but the particular papyri designated for Yale, Columbia, Harvard, and so on will have to be announced later on. The collection of antiquities just sent to Yale and the University of Pennsylvania are particularly interesting.

GAMES OF THE MAKAH INDIANS OF NEAH BAY.

BY GEORGE A. DORSEY.

While on a collecting trip in behalf of the Department of Anthropology of the Field Columbian Museum during the summer of 1900, it was my good fortune to pay a visit to the Makah Indians of Neah Bay. While on the way to Neah Bay, by steamer from Seattle, I met by chance a Makah Indian, Charlie Williams, bound homeward. From Williams, who is an unusually bright and intelligent Indian, I endeavored to secure such information as he possessed regarding games of the Makahs.

While the more common games of the Makahs are well known, and while good descriptions of them, with their method of playing exist, yet the information which I derived from Williams was in certain ways so complete and the list of games so exhaustive that it seemed to me a description of the games would not be without interest. Furthermore, owing to the very peculiar position of the Makahs, dwelling on the seashore and spending so much of their time on the water, many of the games which have been derived from inland sources have, as played by them, undergone peculiar and very interesting modifications. Of the games of which I learned from Williams, sixteen specimen sets were collected from the village itself, representing seven distinct games.

DUTAXCHALAS. - This game is played by young men, generally in the spring, or it may be played at any time of the year. The ring (*dutapl*) is of cedar bark tightly and carefully braided. Two specimens were collected, one of which has seen considerable usage. In playing the game, two converging lines of from six to ten men on each side are formed. The man at the apex of the converging lines takes the ring in his hand and rolls it forward between the lines as far as he can; as the ring begins to lose its momentum, and wobbles preparatory to falling, all shoot at it with an arrow (*tsik'wati*) from an ordinary bow (*bis-tati*). When the ring is struck by an arrow of one side or the other (*qulah* winner), the losing side pay over an arrow as forfeit. The game ends at any time by mutual consent, or when one side or the other has won all the arrows of the opposing side.

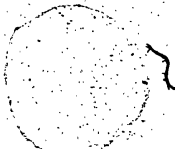
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TLITSAKSAUDL. This game ("shoot arrow") is also played by young men and generally in the spring of the year. Two goals are made, situated from twenty-five to thirty yards apart. As, from the nature of these goals, no specimens could be collected, a description must suffice. Five pieces of kelp are thrust into the earth in a row, the center piece being about one and one-half feet high, the outer pieces about three inches high, and the two intermediate pieces midway between the center and outer pieces. Over these is placed another piece of kelp, which is bent in a semi-circular shape, with its extremities thrust into the earth about two feet apart. From two to six play, all standing in front of one goal and shooting at the goal opposite, the object being to hit any one of the upright pieces of kelp. If the representative of one side or the other shoots and strikes the goal he shoots again. Should he miss, one of the opponents takes the arrow with which he shoots. Should he make a hit he retains the arrow. The object of this, like the preceding game, is to win arrows (*quilah*).

TATAÇAS. In this game a goal is also made of kelp, but instead of arrows short spears of red huckleberry, from three to four inches in length, are used. The game is played by two boys, each one sitting down on the beach facing his opponent, but at one side of him. B takes a piece of kelp stalk (*walk-a-at*) and thrusts it into the ground on his left side, at which A then hurls his spear. Failing to strike the goal, B takes A's spear, passes his piece of kelp to A, who then thrusts it into the ground by his left side, when B hurls the spear. In case he is successful, he retains the spear, otherwise the kelp is returned to B and thrown at by A, and the game goes on as before. The object of the game is to win all the spears of the opponent.

KATIKAS (Sharp stick slanting). This game is somewhat similar to the one just described, and is played by boys. On the side of a hill ten or more sharpened sticks are thrust into the ground at intervals of from two to three inches. Each player has his individual set of sticks or goal. One of the players rolls down the slope a large piece of kelp, six inches in length. If it so rolls as to impale itself on one of the sticks of one of the other players, he withdraws the stick from the earth and throws the kelp up in the air and attempts to catch it on the point of the stick. If successful, he retains the stick, which constitutes the game.

KEYUQAH. This is the well-known game of shinney, which is played, as a rule, only by young men. In former times it was only played at the celebration of the capture of a whale, now it may be played at any time. A specimen of bat (*lak-hiuk*) was collected, which differs from the shinny stick as used by the tribes of the interior, in that it has no broad extended portion. The bat measures two feet nine inches in



length, the lower six inches being curved out at an angle of 20°. One side of this curved extremity is flattened. The specimen collected of the ball (*luoo*), is made from the body of some large vertebra. Williams states that in former times the ball was invariably made of whale-bone. The goals (*loquatsis*—for the mark) are two straight lines on the beach about 200 yards apart, and the starting-point of the game is invariably from a point equi-distant between the goal lines.

TLAHATLA.—This is the game of battledore and shuttlecock, which so far as I know has not been observed beyond the limits of a prescribed area of the Northwest Coast. This is played equally by boys and girls. The bat (*alahayak*), according to the specimen collected, is made of cedar board eight inches in diameter, and less than one-half inch thick. The shuttlecock consists of a two inch long piece of branch of salmonberry, in one end of which four feathers of a surf duck are thrust. There is no particular time for playing this game.

SOKTIS. This is the well-known hand or grass game, of which two sets were collected. One set consists of four bone cylinders two and one-half inches long and three-quarters of an inch in diameter. Two of them have a groove about the center, one-half inch in width, which has been filled with many wrappings of black thread. The other set consists of two bones, the same length as those in the preceding set, but with a diameter not quite so great. Both of the bones of this set are plugged at one end with a piece of wood, while into the other a rifle cartridge has been thrust. One of the bones has two grooves one-quarter of an inch in width, and situated from each other about three-eighths of an inch. These grooves are filled with wrappings of black thread. The center of the bone lying between these grooves is occupied by a band of nine circles, each one having a hole in the center. This set is beautifully polished from long handling and is yellow from age. The marked pieces in the Makah game are known as *chokop* or men, the unmarked being *hayop* or female. In playing they always guess for the female. The count is kept with twenty sticks (*katsak*). This game is so well known that a description of the method of playing is not necessary.

SAUTS-SA-WHAIK rolls far. This is the most common and, perhaps, the best known game played by the Indians of Washington. It is played with ten discs (*Juliak*), while the count is kept with twelve sticks (*katsak*). Four sets of this game were collected; two of them being made of elder, the other two of maple. None of the sets have any special markings to distinguish them from the ordinary sets of this region, except that in one set one side of the disc has eight small dots near the edge, and a black band near the edge on the other side. In all of the sets seven of the discs have perimeters, half white and half black. In three sets two of the remaining discs have a

perimeter entirely white, while that of the tenth disc is entirely black. In the fourth set the perimeter of two of the discs is entirely black, while that of the third disc is entirely white. In the three sets, where there is a single disc with an edge entirely black, it is known as *chokope* or man; the discs with white borders being known as *hayop* or female. In the fourth set, according to this nomenclature, there would be one female and two men. I was informed by Williams that the object of the game is to guess the location of the female, and, as the nomenclature was given him by me, I am at loss to reconcile the fact that in the three sets collected there were two females in each set. It is probable that in sets of this sort, the black-edged disc may be designated as the female, as without question it is the single disc, distinguished from all others in the set, which is the one sought for in every instance. This game, like the preceding, is also well known and has been so often described that it needs no further mention in this place. This game is played only by men.

EHIS. This is the well-known game of the beaver-teeth dice, and is played by women throughout the extent of the Northwest territory. ~~Of this game three sets were collected,~~ one of which is imperfect. There are four teeth in each full set, two of which, usually the lower, are decorated with incised lines (*chillichicod*), which refers merely to the markings. The other pair are variously decorated with a single row of circles, or circles arranged in groups. These are known as *culkollith* or dotted teeth. In two of the sets, one of the dotted dice is further distinguished by means of a band of black yarn about the center. This is known as *quisquis* or snow. The teeth are thrown from the hand upon the ground or upon a blanket. When the marked sides of all four teeth lie uppermost, the count is two, and is known as *dhabas* or all down. When the four plain sides lie uppermost, the count is also two, and is known as *tascoas* or without marks. When the two dotted dice fall face down, and the cross-hatch dice fall face uppermost, then the count is one, *chilitchcoas* or cross-hatch dice up. The exact reverse of this also counts one, and is known as *fulcocoas* or dots down. When one of the teeth is further distinguished by being wrapped with a black band, the count is somewhat different: all the marked sides uppermost, counting four; while the wrapped teeth up with three blank teeth, count four, also. The remaining counts are as before described.

KASKAS. This game corresponds to the well-known cup and pin game of the Plains Indians, which among the neighbors of the Makahs is modified into the game with a wooden pin and snake or fish vertebrae. With the Makahs a humerus (*kashabs*) of the hair seal is, which is perforated at each end, is attached by means of a string passing through a hole in the middle of the bone to a wooden pin (*ka-a-pick*). The bone is tossed upward and as it falls it is caught on the end of the pin. What-

ever significance this game may have had in former times has evidently been lost, for, according to Williams, it is played merely for amusement, at any time and by both sexes.

BA-BUT'HL-KA-DI. In addition to the above games, three tops were collected which are interesting, inasmuch as they are all different and of a type somewhat unlike that found in use by Indians of the interior. Williams was positive in his statement that all three varieties were in use by the Makahs before the advent of the whites, but he thought that they had been derived from northern Indians. The first specimen consists of a disc of wood, three inches in diameter and one-half inch thick, through which is thrust a pin, three and one-half inches in length, thus giving the form of an ordinary spinning top. The second specimen is a whipping top of unusual variety; the upper portion is rounded, terminating below in a plain, flat surface from which projects a wooden pin, about an inch in length, upon which the top is spun. The third top is exactly similar to those now used by white boys, and is pear shaped, terminating in a small protuberance, upon which is fastened the loop of string which is wound around the lower part of the top. Holding the string in one hand, the top is violently thrown upon the ground and is set spinning with the impetus which is imparted by the unwinding of the string.

Thus it will be seen that, of these eleven Makah games, three are dependent for their existence upon the proximity of the Makahs to the seashore, the chief material used in the three games being kelp; while in still another game we see modifications from the original buckskin ball of the Plains or Mountain Indians to a ball of whale-bone, while the game itself has become intimately bound up with the celebration of the capture of a whale.