



Let's Play 2

Traditional Guernsey Games



Pre-1940's children's games depended on “doing” rather than “having”, as toys during this time were relatively rare.

These games can be played using sticks picked up along the path, and you can use small round stones instead of marbles if you don't have any. The games were taken from the Marie De Garis book 'Folklore of Guernsey', published in 1975. Mr Walter C. Brehaut described his childhood games to her, at a time when the traditional games were already a distant memory. We hope you have as much fun playing them as we did! The Guernsey Language commission provide many resources that can help with pronunciation and further learning, and can be accessed through their YouTube channel or website.

Stick Games

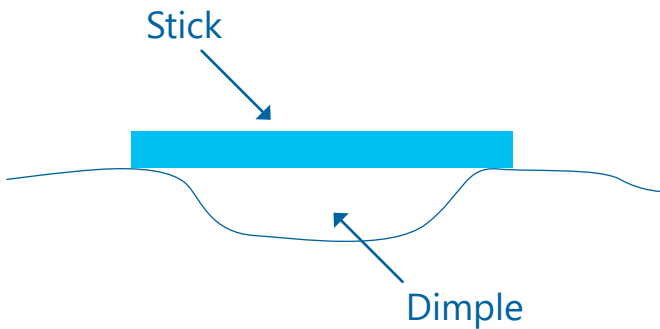
Firr'li

For this, you need two sticks.

One short and thick stick, and one longer piece. You need to play this in a big space, with no-one in front of you!

Find a bare spot of earth, and use the short thick stick to scrape out a dimple, then place your stick on top, such that it is resting on the ground with a small gap underneath it (see diagram overleaf).

[Discover more over the page >](#)



Using the longer stick (and making sure that no-one is standing in your way!) flick the short stick out of the hole as far as you can!

The person who manages to flick the stick the furthest is the winner!

Going to Herm Game / Guernsey Language Commission

[Can I go to Herm?](#)

Walking Songs

[Warro Song](#)
[Who's There?](#)



Marbles

Lé Raond (the circle)

Draw a circle with chalk (quite a small one, maybe the size of a side plate). Put into it at least 12 marbles. Everyone playing now needs to sit down around the circle. Take it in turns to tix (to bounce) a big marble into this circle. The instructions say "keep your knuckles on the ground as you do this". We've tried to do this and found it very hard - but that is the official instruction - perhaps it gets easier with practice!

Any marbles that get displaced become the property of the player who knocks them out of the circle. Continue until all the marbles are out, then count up your winnings! Try and count in the traditional way, as listed below!

Counting

[Numbers](#) (link to pronunciation video)

1. **Ieune**
2. **Daeux**
3. **Treis**
4. **Quate**
5. **Chinq**
6. **Six**
7. **Saept**
8. **Huit**
9. **Neuf**
10. **Dix**
11. **Aonze**
12. **Douze**

There are many other games that have been lost to history. We would love to hear about any games that you might have played as a child, and particularly if you used to play any of the ones listed above.

You can discover further games and resources created by the Guernsey Language Commission on their website.