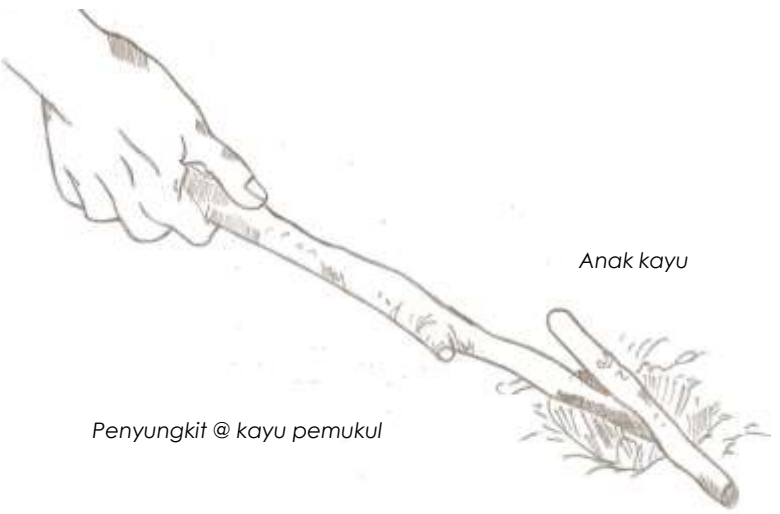
KONDA KONDI

Permainan ini disukai oleh kanak-kanak yang berumur lebih dari lapan tahun dan biasanya dimainkan oleh lima pemain atau lebih. Ia dimainkan di kawasan tanah lapang menggunakan dua batang kayu bulat bergaris pusat ½ inci berukuran lebih kurang 15 inci panjang dan anaknya berukuran sejengkal. Lubang sepanjang 5 inci x 2 inci lebar digali dan 'anak kayu' diletak melintang lubang dan disungkit dengan batang kayu (penyungkit) yang panjang sekuat mana yang boleh dan kemudian diletakkan batang kayu melintang lubang.

Pasukan lawan perlu menyambut 'anak kayu' yang dikuis sebelum jatuh ke tanah. Jika pasukan lawan berjaya menyambut kayu tersebut, semua pemain pasukan tersebut dikira mati dan permainan diambil alih oleh pasukan lawan. Tetapu jika gagal disambut, mana-mana ahli perlu membaling kayu pendek ke dalam lubang atau mengenai kayu penguis. Jika yang dibaling masuk ke dalam lubang atau kena pada kayu penguis, pemain tersebut akan dikira mati. Jika tidak kena, mata akan dikira dengan jarak satu kayu panjang satu mata dari jarak lubang.



KONDA KONDI

This is a favourite game among youngsters aged eight and above, comprises of five or more players in two separate teams. It is played outdoors in an open space, using two rounded woods about ½ inch in diameter, one about 15 inches long and the other about a "sejengkal" (the width between thumb and forefinger). A hole in the shape of a gash about five inches long and two inches wide is dug into the ground, across which the smaller length of wood is placed. The longer wood is then used to dig out and propel the small piece as far away from the hole in the ground as possible. Having done this, the longer wood is now places across the hole.

The opposing team needs to catch the propelled wood before it hits the ground. If they succeed all players in the 'batting' team are declared defeated and in turn are required to field. If the fielding team fail to catch out the 'batter', one of them is selected to try to take out the player by throwing the short stick towards the hole with the long stick across it. If the short stick enters the hole or knocks the long stick, the batter is out of the game. If the stick falls short of this purpose, then the distance between the short stick and the hole is measured off with the long stick giving one point per long stick measurement.



Kekuatan tangan pemain diperlukan bagi menyungkit anak kayu dari lubang menggunakan kayu pemukul.
The strength of the player's hand is required to pry the stick from the hole using a bat.