gatrik

The game of gatrik can be played by both girls and boys, but it is more popular in Indonesia among boys. It is an outdoor game which children usually play in late afternoon when the air is cool. Since it is an outdoor game it is commonly played during the dry season.

what you'll need
Two sticks: one about 40 centimetres long called the indung (mother) and the other about 10 centimetres long called the anak (child). The sticks can be bamboo or wood.
A hole in the ground about 10 centimetres long and 3 centimetres deep.

to oegun
The game of gatrik can be played by either two players or by two teams of players. It starts with the two players or captains doing the suten three times to decide which side will start the game. The one that wins two out of three suten starts the game. The team captains determine the order of the players in their teams. The captain of the team which wins the suten starts the game, and the losing team become the fielders.

step one – betrik
1. If you are the first player, put the anak on the ground across the hole.
2. Using the indung, flick the anak towards the fielders. While the anak is still in the air the fielders must try to catch it, and if they manage to do so then you are out without making a score.
3. If the fielders cannot catch the anak, you put the indung on the ground across the hole. One of the fielders then picks up the anak and without moving from that spot throws it at the indung. If the anak hits the indung then you are out without scoring. But if the anak does not hit the indung, you go on to the next stage.

step two – sabet
1. You hold both the indung and the anak in one hand.
2. Throw the anak into the air then hit it towards the fielders. The fielders must try to catch it while it is still in the air.
3. The same rule applies: when the anak is caught you are out.
4. If it is not caught, you tap the edge of the hole with the indung several times while one of the fielders throws the anak towards the hole and tries to land it as close as possible to the hole. In the meantime you must try to hit the anak back towards the fielders. At this point the fielders are not allowed to catch the anak.
5. You measure how many lengths of the anak the anak lies from the hole. You measure the distance by holding the indung in the middle and cartwheeling it from the hole to where the anak lies. The number of lengths that this distance is your score.
6. If you cannot hit the anak back towards the fielders or if it drops within one length of the indung from the hole then you are out. If the anak drops more than one length of the indung from the hole, you measure the distance with the indung and this becomes your score.

step three – takol lele
1. You put the anak in the hole with one end jutting out into the air.
2. Hit the upper part of the anak with the indung so that it spirals into the air. While it is in the air you hit it as far as possible towards the fielders. If you cannot hit it, or if the anak is caught by the fielders after being hit, then you are out. If the anak is not caught, you measure the distance as described above, and your score increases.
3. If you can hit the anak twice before it lands, then you get a double score. If you hit it three times before it lands, you get a triple score. The team with the highest score is the winner.