

BESH TOSH (FIVE STONES)

The player starts the game with five stones and throws them to the ground

1. Taking one of the stones on the Earth and throwing it in the air, he/she takes a stone from the ground with the same hand.

2. Continuing the same actions, taking one of the five stones on the ground, he/she takes two, then three, and then four stones at the same time with the same hand.

3. Then he/she throws the stones with one hand and creates a gate with the other hand — the thumb and the tip of the third fingers. The second player selects one of the scattered stones on the ground. The player takes one of the stones on the ground, throws it in the air, and picks up the stone

in the air, first casting the chosen stone into the door. The rest of the stones will be added to the gate in turn.

4. The player picks up four stones throwing one stone into the air, in one attempt. The player throws the stones in the ground with one hand and pushes the ends of the second and third fingers of the other hand into the ground and puts the stones thrown into the ground one by one, and collects four stones that are thrown into the air the same way as before.

5. The player throws stones on the ground with one hand and touches the five fingers on the ground with the other hand and then creates a circle with the thumb and the second finger tangles to each other, and in each case returns the previous movements. That is, putting the stones one at a gate, and with one hand move the stones in another hand.

RULES OF THE GAME:

* At the stages of the game all stages of the game must be taken to the ground without throwing down the stone;

* If the rock drops into the ground, the turn will be moved to the next participant;

* In the second and third stages, the stone should be entered in one attempt. Each of the remaining stones can be inserted in three steps.

