

Lahal Cultural Etiquette Guidelines

Lahal, also known as Bone Game, is a traditional game of importance for Indigenous Peoples. Having the privilege to learn and play this game comes with the responsibility of maintaining cultural awareness and etiquette.

Here are some guidelines, as set out by Knowledge Keeper Brother Rick Peter.

Drumming:

- Drums should be angled low, nearly horizontal, while being played. This is to prevent harmful vibrations to those sitting beside the drummer.
- Don't drum louder than you can sing.

Lahal Songs / Singing:

-Songs are important ways of communication. It is important that you respect songs/chants that come from all regions. Do not imitate another group's song or use a song in which you do not have permission.

Bone & Stick Handling:

- Captains should be the only ones who are passing the sticks back and forth. This is to keep the scoring accurate.
- Trickery is a method of distraction when guessing the bones. After a guess is made, both bones should be shown to keep the game play honest.
- It is important that all the captain and guesser(s) pay attention to who has the bones on the opposing team. This will prevent any confusion should trickery be used.
- Never throw or toss the bones or sticks.

Hand Signals:

- Make sure your hand signals are clear.
- Your thumb should always be down unless you are getting the outer hands. This is only guessed if there are two sets of bones still in play.

Respect:

- Once the game is finished, shake hands with the other team. This is showing respect for the opposing team, win or lose. This is a sign of sportsmanship.
- Do not be a boastful winning team. Winning is exciting but do not jump up and down, or shout, demeaning the losing team.
- Do not belittle other teams. It is a privilege to play this cultural game and rude comments, or disrespect towards or about another team is not tolerated. There is no room for egos in this game.
- It is the captain's responsibility to keep the game play respectful and genuine.

BE SAFE. BE KIND. HAVE FUN

