

The Games of the Sillimpiad.

August 9, 2014 was a bright and breezy day along the white beaches of Oceanside where SUAF @ SD hosted the second version of the Sillimpics.

The Sillimpics is about the Silliman Alumni chapters of Los Angeles and San Diego playing Filipino games that we played when we were in our pre teen years in the Philippines.

Each chapter chose 5 members to play 5 different games and the group that best revived long lost skills would be awarded the “perpetual trophy” symbolic of having the most fun while playing.

The first challenge was for the team to accumulate a sum total of 25 spins with the Hula Hoop

Everyone was flabbergasted that what was so easy to do before is now extremely difficult as most everybody had what we now call a “Pepsi” waistline.

However Gigi Ohland of LA must have retained the desired ” Coke” configuration for she spun the hula hoop more times than everyone else combined and won the game for Los Angeles

Score La 1 SD 0

The next challenge was the *Takyan or Sipa*

Eroded skills was again in vogue. The effort to get TWO counts far exceeded the results.

Once again the Los Angeles contingent had a member, AKA Angelina J.(Gigi Ohland) whose *takyan* skills came roaring back and led her team to victory.

The highlight of the game was Dr. Joel Gamo hitting the *takyan* and diving for the catch to try and seal the victory.

But it took the calm hit and catch by Christine Patulin to claim victory for the LA contingent.

Score LA 2 SD 0

Next up was the game called *Gabi at Araw*

The game must have been popular with Filipino grandparents as most were not familiar with the game. But an explanation in terms of playing the role of Prey or Predator helped.

An object is thrown that would land face up “*Araw*” or face down “*Gabi*”
When the objects lands face up, *Araw* players are predators and will try to tag the *Gabi* players, *Gabi* players reacts by moving away to avoid the tag.

The roles are reversed when the object lands face down.

Thus it is a contest of reactions to move forward to tag or to move away to avoid a tag.

LA played *Araw* and SD played *Gabi*

Participants who retained coordination skills prevailed in the contest and the game was tied till the last set

The last game saw both players (Faith Duran and Fely Narvaez) lurch forward, tagged each other, and each claiming victory.

The indicator however showed *Gabi*, thus San Diego won the match.

Score LA 2 SD 1

Next up was a game called *Bulong Pari*, loosely translated as the Priest Whisperer.

Another one of those Old Filipino Games popular way before the advent of computer games.

In turn, one team would send a messenger to the designated priest with the name of the opposing team’s messenger they think would be sent to whisper to the Priest.

A game of guessing the opposition’s tendencies.

This was a hard fought contest with San Diego getting a lucky break as LA called back a safe messenger and sent one whose name was whispered to the priest.

Score was tied at 2 each.

The final challenge and to the victor goes the “perpetual Sillimpic trophy” was about the power of recall.

The game conductor challenged each team to recite the limerick (chant) that was by children to randomly select an it (*taya*), a teammate, or an opponent.

Hints were given to channel the memory paths:

- 1 The limerick was analogous to the American Ennie, Minnie, Minei, Mo
Result: No response from contestants

2 The first word and last syllable of the limerick was Pen and Tin respectively.

Result: No response from contestants

3 The first two words of the limerick is Pen Pen

Result: Emma of San Diego furnished the words and chanted

Pen pen de sarapen,
de kutsilyo de almasen
Haw, haw de carabao
Batutin

Ikaw and taya, (Your are **it**)

Sipit namimilipit
ginto't pilak
Namumulaklak
sa tabi ng dagat.

Kasali tayo, (**we** are teammates)

Sayang pula
tatlong pera
Sayang puti
tatlong salapi

Kasali kayo, (**you** are teammates)

Thus the Sillimpics came to a close, with **SD retaining the "perpetual trophy"** till next time the games are played.

Looking back, Emma also writes:

" We had a great time.....good food and great company! Thanks for having the parlor games...brings back memories of growing up in the Philippines".

With an exceptional display of camaraderie, everyone had a good time, everyone laughed **WITH** each other, everyone had fun, and everyone played a vital role in achieving the ultimate goal of the Sillimpics --- to strengthen the bonds of friendships that emanates from the keeping the Silliman Spirit alive in this our home away from home