



Gilli Danda

Gilli Danda is an ancient traditional Indian game, dating back 2,500 years.

Equipment:

A long wooden stick (the “danda”)

A small 3-inch stick of wood (the “gilli”).

How to Play:

Draw a circle on the ground, either in the dirt or using chalk.

From within the circle, a player (the “striker”) from Team 1 props the gilli on a stone so that one end is in the air. If playing in the dirt, you may also dig a small hole and place the gilli so that one end is sticking up at an angle.

The player hits the gilli at the raised end, which flips it into the air.

While the gilli is in the air, the player strikes the gilli with the danda, hitting it as far as possible.

If a fielder from the opposing team catches the gilli in the air, the striker is out.

If the gilli lands on the ground, Team 1 gets a point for each length of danda between the circle and the gilli. (Measure how many lengths of danda cover that distance.)

If the striker fails to hit the gilli in three attempts, the striker is out.

After hitting or striking out, a new player from Team 1 becomes the striker.

When each player on Team 1 has hit the gilli or strikes out, the teams switch sides and Team 2 becomes the striking team.

The team with the most points wins the game.

Watch a video on how to play gilli danda [here](#).