



San Diego Cherokee Community Newsletter

Issue 25

www.sandiegocherokeecommunity.com

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Story Telling at Liberty Station



Thank you to all who attended the story telling by Robert Lewis at Liberty Station. It was an outstanding success with great attendance. Our tallies showed 40 people participated including new and old members who had not attended for awhile.

Robert is currently employed by the Cherokee Nation as a School and Community Specialist. He has a BA in Fine Arts from Northeastern State University and teaches evening classes in Art/Native Crafts for NSU.



The meeting was started with Phil (on the right) with welcoming, introductions, announcements and other business. After business was over, it was decided to have our potluck dinner before the presentation.

Robert was introduced after the meal was over. He told us how he was a shy boy when he grew up. It was until later in life that while working at the Cherokee Heritage Museum that he was asked to entertain some high school students on tour there.

Robert told his group of how Cherokee marriage works in which a woman could have many marriages as she chooses.



Robert told the same story to us. We did not only listen to the story but were involved as actors in the stories he narrated.

He included other stories about Cherokee mythology involving the Rabbit and other characters.



Everyone seems to enjoy listening and watching the stories even the younger members of the group.



Here, the rabbit was told he could not enter the meeting of the council because he was nuisance there. Outside he continued to sing and dance.

For every sound the rabbit made like stomping of his feet, the council would cut it off. But the rabbit was eventually was left with nothing, and yet he still sang and made song.





The Council decided that perhaps they should learn the dance and song of the rabbit. They put the rabbit back together and he taught the council the song and dance. The council decided to invite the rabbit back into the meeting.

The meeting quite enjoyable and Robert received a rousing applause for his story telling. He was invited back to do this again.

Don't miss him the next time.



May 22nd SDCC Community Meeting announced. Plan to join us!

Many people asked when the next SDCC event will be. We have chosen Sunday, May 22nd for the next Community event, starting at 1:00 pm at Lake Murray. We will have a pot-luck lunch with elections and activities – demonstration of Cherokee blow gun and marbles.

(Please bring a dish according to the first letter of your last name)

A-H -- Desserts I-P – Sides Q-Z -- Salads & Bread

We encourage any member to bring a Cherokee dish to share. If you like to try and have no recipes, please go to [Cherokee recipes](#) on the Nation website.

Fun for the entire family. Plan to join us!

Deadline for Absentee Ballot Applications Fast Approaching

May 13, 2011 is the deadline for applying for an absentee ballot for this summer's Cherokee National Elections. You may download a request form here: [Absentee Ballot Request PDF](#).

Cherokee Youth Section

This is a new section of our newsletter to have our Cherokee youth to share their activities, thoughts, pictures, etc. about being Cherokee and culture.

If you wish to share, please submit your material to sandiegocherokeecommunity@yahoo.com.

Upcoming meetings

July 9, 2011-- Cherokee Nation Speaker – Stickball Instructor
Oct 2011 -- Fall Get Together with Cherokee Nation Officials and others
Dec 2011 -- Year End Fellowship

All events TBA and are subject to change.

Mailing Address Change

We have an address change to announce. Our new mailing address is:

SDCC
1098 Canyon Creek Place
Escondido, CA 92025

Cherokee Culture Notes

Cherokee Blow Gun and Darts



The Cherokee used blowguns mainly for taking small game but occasionally used them in warfare. Blowguns ranged from three to nine feet in length. The darts were made of hard woods. The back end of the dart was fitted with thistle down to form a seal and help center the dart in the blowgun. A sharp breath blown into the barrel behind the dart would send it traveling at a great speed. With practice, these blowguns could be very accurate.

Darts used in warfare were generally poisoned. Venomous snakes were sometimes made to strike a piece of spoiled meat, and then the dart points were pushed into the meat to absorb the venom. Certain plant juices and extracts known to be poisonous were also used as coatings for the darts.



Marbles (di ga da yo s di)

The game of Marbles, or **di ga da yo s di**, dates back to approximately 800 A.D. It is a complex game of skill and strategy played by adults on a five-hole outdoor course. Until the early part of the 20th century, players used marbles chipped from stone, smoothed



into round marbles about the size of billiard balls. Today, there are still some traditional marble makers, but many players now use billiard balls for play. The contemporary rules for Marbles state that *"players may use any ball legal for use in billiards as their marble. This means numbered*

balls 1-15, red snooker balls, specialty billiard balls, cue balls, oversized cue balls and 8-balls."

The game is played on a field approximately 100 feet long and containing five holes about two inches in diameter, 10 to 12 yards apart forming an L-shape. Any number may participate as long as each team has an equal number of players. While the game is historically played by adult men, children may play on their own teams against another children's team.

Each player uses one marble and must keep track of its location as well as the opposing players' marbles. The players toss the marbles at the holes with the object of advancing by landing in each hole in sequence and then returning to the starting point.

Players must toss their marbles and knock the opposing players out of the way in a prescribed manner. The first team to complete the course is the winner. The game begins with each player throwing their marble while standing at the second hole then throwing toward the first hole. Players take turns throwing until the marble lands in the hole.

From the second hole, players throw into the first hole and then back to the second hole. Once a player has reached this point, the player can start using his marble to hit another team member's marble away from the playing area. The strategy of the game is to prevent the other team players from making the holes while your own team advances through all holes and back again.

When hitting the marble of another player, one must make a direct hit or make one bounce then a hit within 4-6 inches of the opponent's marble. A player cannot hit other opponent's marbles more than twice without first making the next hole and then coming back to make the third hit. A hit to an opponent's marble allows the player to make two additional throws of his marble. Additional throws can be either hits of an opponent's marble or throws toward another hole. The team which first reaches the fifth hole and then returns to the first hole wins.

Once the game has begun, a marble must be picked up and thrown from the spot where it was retrieved. In throwing a marble, a player's foot may step back, but *not* forward. An imaginary line is drawn where the marble had been lying and cannot be crossed when making a throw.

A team may informally identify a team captain that provides the directions of strategy to the team players. In the case of marbles landing outside the playing field, the player must make his next throw from wherever his marble landed.

In the case of a player making a hole, but having missed making the previous hole, the player must stay in the hole he/she just made until he/she is hit out by another player. If a player's marble accidentally falls into a hole that he has been guarding, the penalty is that he must proceed on to the next hole.

When a marble is in a hole, another player can consider his marble "in the hole" or "made" if it leans against the first marble. The referee or player may check this by trying to move the bottom marble. If a player has already made all holes and is finished, they may go back and assist the team by hitting or guarding. If their marble accidentally falls into a hole, it must stay there until hit out by another player. If it is not a player's turn and their marble is accidentally knocked into a hole, it must stay there also until it is knocked out. A player is allowed to brush away twigs and small obstacles out of the path of his marble, but not to dig a trail or path of any sort.

In a tournament, each team usually has three players. When there are more than three, the game can be expected to last longer, depending on the experience of the players. When the game starts at the second hole with everyone throwing towards the first hole,

everyone has to make a first hole. A “hole-in-one” is accepted, but no special benefits are given the player.

A 6-inch zone surrounds each hole. If a player’s marble falls within that zone, the player can drop it in or place it in the hole on their next turn. Otherwise, the player must throw or roll the marble in to the hole.

A team may have 1 – 2 players to guard a hole while the others proceed to the next hole. This usually happens when the opposing team has not any “hitters” and the guarding players help ensure that their opponents do not make the second hole. Once a player makes the second hole, he becomes a “hitter” and can begin knocking the marbles of opponent players out of the way.

Only two hits are allowed to one opposing player before the “hitter” must proceed to the next hole and then is allowed to return and hit the same opposing player a third time. This process is referred to as: “I’m going to go renew.” When a player has been hit twice by an opponent, he can remind the hitter not to hit him a third time without “renewing” by saying, “I’m finished.”

A strategy of the team may be to send a good player ahead to make holes and be available to be a “hitter.” Sometimes a weaker player may be sent ahead to prevent him from holding the team up or from being left behind unprotected.

There are two ways of throwing the marble:

1. **"Straight" or "Direct Throw"**. A player may throw a direct, hard hit to knock a player’s marble away from a hole. If missed, the player risks throwing his marble outside the playing area.
2. **"Bomb Throw"**. A bomb throw has an arch and allows for better placement of the ball. It can be used to hit an opponent’s marble, but if missed, will leave the player’s marble closer to the hole. If the marble hits an opponent’s marble, it must hit it within 6 – 12 inches on a bounce to be acceptable.

Other Culture Notes

Cherokee Online Language Classes begin Tuesday, May 24th, 2011. Enrollment is FREE and open to anyone interested in learning Cherokee, but space is limited, so be sure to apply early! You may learn more here: www.cherokee.org

Wado, *Patrick Bea, Newsletter Editor.*

Membership registration continues for 2012

If you have not joined the Community for 2012, please fill out the application below and mail your check for \$10 for Individuals or \$15 for multiple family members living at the same address to SDCC, 1098 Canyon Creek Place, Escondido, CA 92025. The Membership Year is from May 1 through April 30th. Your dues payment now will carry you through April 30th, 2012.

San Diego Cherokee Community (SDCC) Membership Form

Date: _____

NAME: _____
 First Middle Initial Last

If you are renewing and your contact information has not changed, check here and mail us the form with your check. Fill in the rest of the form only where changes have occurred.

MAILING ADDRESS: _____
 Street Address & Apt. # or Post Office Box #

City	State	Zip
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TELEPHONE #: _____ E-MAIL: _____

Do you want to be listed in a SDCC membership directory? Yes _____ No _____
How do you prefer to receive the SDCC newsletter? E-Mail _____ Postal Mail _____

Names of other household members over 18 at the same address to be added to the SDCC Roster of Members:

CHEROKEE AFFILIATION (Check One):

Cherokee Nation	_____	Registration # _____
United Keetoowah Band	_____	Registration # _____
Eastern Band of Cherokee	_____	Registration # _____
Cherokee Descent, Unregistered	_____	Other (Explain) _____

Topics you would recommend for future SDCC Community Meetings? _____
