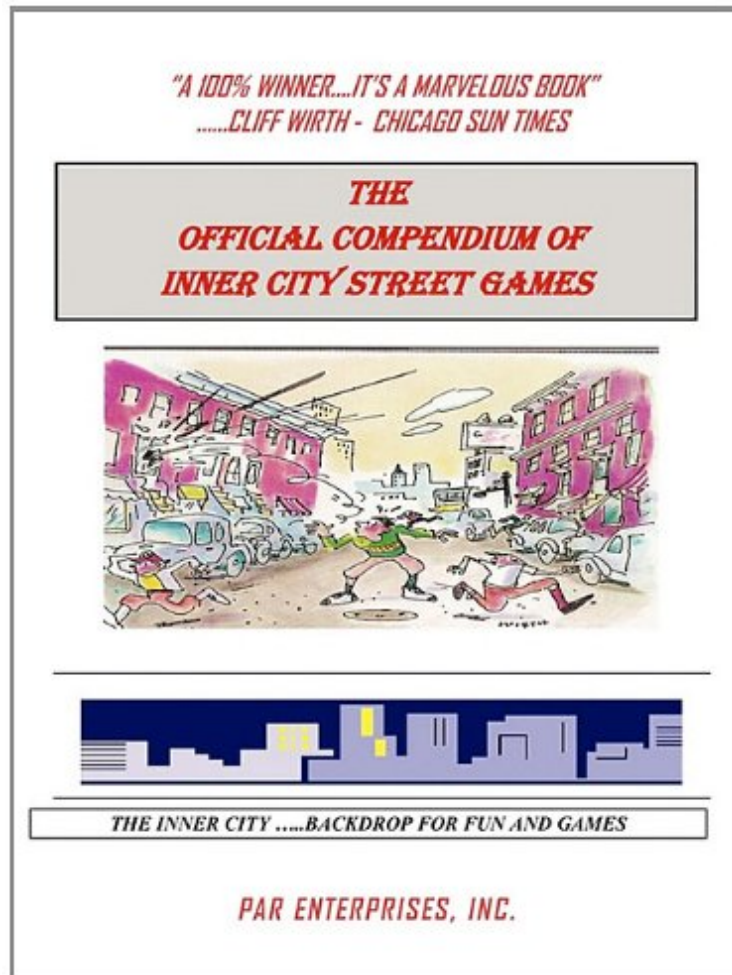


The Official Compendium of Inner City Street Games

PAR Enterprises Inc.

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PAR Enterprises Inc. : The Official Compendium of Inner City Street Games before purchasing it in order to gage whether or not it would be worth my time, and all praised The Official Compendium of Inner City Street Games:

0 of 0 people found the following review helpful. Fantastic historical psycho social documentation of inner city street youth gamesBy MohekaLife was hard growing up in the inner city 50's, 60's. 70's but street games gave youth a chance to create an environment controlled by youth through street games. Observing the street games could be as freeing as participating in the street games. This book allows the reader who has never lived inner city street game culture to observe, in this amazing collection of street games, the psychosocial strength and freedom building of inner city youth through street games. There is nothing to compare this book to.

Prior to the advent of video games and "virtual reality" the youth of cities such as New York, Philadelphia, Boston,

Chicago, Detroit, Los Angeles, etc., relied on their creativity, "reality" and the inner city environment to produce a complement of games that were unique and specific to the inner city life. The rules and the names of these inner city street games could vary from city to city, (such as Ring-a-leevio vs. Ringolevio) but in concept they remained broadly consistent. This compendium is dedicated to all those who, as youngsters, lived and played in city neighborhoods and the surrounding suburbs and participated in the wide array of inner city street games. Some of the games were seasonal; some were more ritual and yet others were more activities or traditional fun pastimes and were played at any time of the year. Not all were played actually in the street. "Stoops", sidewalks, curbs and sides of buildings, alley ways, school gymnasiums, vacant lots, building hallways and city parks were also required settings for some of the games. For many of the games a key requirement was the "spaldeen" (or "pinky") described in greater detail herein. Additionally there were many other creative "props" and equipment, and unlike the virtual reality of today's hi-tech pastimes, the inner city street games were actual, real world and three dimensional happenings which required active participation and varied skills and agility. Volume one of this compendium describes the inner city games in terms of their setting, rules, objectives, props, and seasonality and in some instances alternative names are provided.

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