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Chinese jump is being paid the receipt. Enhances or coiled position Flexible rope Chinese jump rope (Chinese: 跳皮筋; Pin yin: tiàopíjīn), also known as Chinese juices, [1] Elstus (British English: Australia, New Zealand, UK, [1] (Canada), [1] (Canada), [1] French, [2] American cords/Chinese cords (in Scotland), [3] [4] (German) Gommantost, [1] and [5] Chinese transparent children's games in the Philippines have similar hopsch and jump receipts. [6] The various moves (creation of positions or figures) as well as chinese jump are combined to produce the resin-pater that often occurs with mantras. The Chinese jump-up sandhands and wire game brings together some of the cat's skills with the petrinfrom hopsch. The game began in 7th century China. In the 1960s, children in the Western Half adjust the game. Call German speaking children Chinese jump-rissi-gomatwast and British children call it Elstis. The game is usually played in a group of about 3 players with a receipt approximately 16 feet (5 meters) long attached in a circle. Traditional Chinese jump-jumps rubber band wires are bound together, but today there are many different types of trade receipts. Two players stand each other 9 feet (3 meters), plus and position the tighter around their ankles so that it is stiff. The third player stands between the two sides of the receipt and attempts to perform a designated series of moves without making an error or pause. [7] Usually attached in a circle is played by three or more players using a wire of rubber band, usually at least six feet long (approximately 2 feet in diameter [8]), or a flexible receipt. Two of the participants (holders) face several feet with each other, and have a position of the sternaround their ankles so that it is stiff. The third player (by him) stands between the two sides of the receipt and must complete a series of increasingly difficult moves without making a mistake. The position of the sterling is raised by one by the level of the position, [7] from the ankles to the waist height and maximum. [9] They are great for the inch. Often a child is so motivated with this look that the receipt can make it that [the child] will be much more difficult than [the child] would otherwise be. [8] Walks, Pattern, and Mantras American Pattern [10] May be named tricks: right, left, right, left, in, outside/open, in, diamond pattern (letters of the spelling are diamond-shaped) [11] Cellbots sample [12] The two end of the receipt in this game are bound together so that the receipt forms a circle. Two end children are standing in its circle and place the ankles inside it on the surface, just stand part enough so that the receipt is hard between them. This game is essential to perform many tasks that need to be slippery in different types. [3] The receipts are bonded with each other instead of the end of the receipt. Create a loup. (Instead of using a regular jump receipt, you can use a Chinese jump receipt made of the stuff that is mined, like a large rubber band.) Two indares are standing around their ankles with a sandaround, a shaped shape with a sandshape. If you get through all these steps without missing or step on the receipt, the game gets tough. Move the Indars a sand. The better you do, the more you have to give the go. [13] The game starts with the jump-up with the choose the patinand the surrounding stubholders around their ankles. There are many jump-up symmes and most are with a song. It is sometimes called the first level. This selection attempts to complete the selected printer. If the moves are successfully completed, the receipt is moved forward and the series is repeated. When the receipt gets too much for a normal person to dig at it, the player then uses the canels and instead his or her hands. Some people just stop playing on this occasion, the game is very easy when using hands. If it makes a mistake, players turn around their positions and become the next player to become icc. Once the player is finished, that person switches with one of the other guys, and much more, until everyone is able to play. Move and add foot positioning again in some manner. Some of the more common moves are both the feet outside the receipt sesame, both inside the receipt, one inside and one out, or both are on top of the receipt. These moves are called out (it can be thought of as a style.) [14]), in, side, and on, sing as the player of both other participants implements them, in, side, and on, and on the other. Some others, less common, increases the sand pane. A bridge when the III goes one way of the receipt with one's foot or foot, usually exceeds it from the other side. Diamonds in between them with one legs in the line of the leaking. One of these moves, called scissors, is implemented by starting with both feet outside the receipt and then across the legs, with the seers in the receipt, so that a configuration has formed a couple of likens. Chinese Features: Chinese Printer [15] Step #Step Name # Name # Name # Name 1, 3, 5 Inside 8, 10, 12 R Side 15, 17, 19 Out 22, 24, 26 L on/out 29 out 2, 4, 6 out 9, 11, 13 L side 16, 18, 20 on 23, 25, 27 R on/L out 30-36 on 14 R side 21 out 28 and R out 37 11 sometimes the chair criss so that it makes an x, and the player must move his feet into different parts of X in some of the peters. Instead of just increasing the receipt, some players make a procession of levels, like a video game, which must be completed before the player can win the game. When a player comes back to the finish, he continues playing from the last non-complete The player first completes the level (usually five to nine, from neck height) to win the game. These levels often have specific names, such as roller-coster, which exceeds one criss which is more than one end of the other. American is known as the patina and is known as a name game. [16] When playing, many poetry is used, for example: [reference required] inside England, Ireland, Scotland, Wales, several counting mantras are used outside dog dogs, such as: old Mrs. Maissen broke her basin on the way to London station. How much did it cost? One, two, three, four. [.] [2] And Charlie Chaplin sat on a pin how many inches did it go in? One, two, three, four. [.] [2] The following is the following petering from the Keystoon Lokkatoquarter (1966): No poetry; The two head of the receipt are bonded together to make a circle. Two end's kids step into this circle, put up to about six inches above the ground at an altitude, and as hard between them as possible, going around going behind their ankles. Step 1: This task begins by standing on the oint. He holds one foot in a step, without touching either side of the receipt, and touching the ground with his foot. He then removes his feet, under his closest receipt and his place from the other side so that the first side of the receipt crossontheotherside. He represents this movement five times, repeats the change and the whole process around it. Step 2: The second step should be to raise the receipt to the knee level of the IG-or just below it. This work stands at the centre of the obeissa. He jumps and put his feet out of the obeas at both sides of the receipt. Then he jumps and gets his feet into the ol. It's repeated five times, facing in each direction (front and back). Step 3: In the third stage, the receipt should be fixed so that one side is more than the other. Its sharp sand, then above it, leap sit in the center (down), and then to the higher side. He then re-presented the process in the resares (backward on the receipt). It's five times again. Step 4: The position of step 1 is in the receipt-at-the-time process is done with its hand, instead of its feet. Step 5: The receipt is in step 2 position: it jumps as the ground with the hand touched. Step 6: The receipt is in position of step 3; Step 1 3, but with the ground touching hands as they jump. Steps need to start any miss! [3] German mantras are-sit-down: Sit-down Donald Buth from The Mother's [17](Trans:Jarkchak, Donald Buth, Makey Mouse, Sahini Outside: Sahini Sahini's grä Presented by tsche [17](Trans.: Cream, Cream, Inside, Outside, Inside, Outside, Outside) Däumling: Däumeling ist Clean wie ein Daoman Raus [17] (Trans. Tom: As small as a thumb-toe-a-call) Zatrueenschala: Al-Results-Non-One Taken [17] Le-Per, cit-rus, Chheel, Out) Shnee Tchih: Skin-vit-chen und die eins, zoya, river, waar, fünf, seqhas, sieben zvirga Ra [17] (Trans.: Snow White with one, two, three, four, five, six, seven dwarfs, outside) see Tanklong References ^ a b cd block, john and block, tina (2013). It's a hop, a chut, and a good time to have fitness and for fun! P27. Westbavo Press. ISBN 9781449799861. ^ a b c Sports in England. The Woodlands Junior School. Saved from original from 10 November 2012. Extracted July 21, 2014 ^ a b c Hawthorn, Roth Ranking jump-up sine game, Keystoon Lokkato quarter, c 11, No. 2, summer 1966, p. 113, p. 125-6, and p. 126, n. 1. Williams Port, PA: Locoming Printing Company and Simon Brownnar. ^ Ratchi, James T.R. (1965) Golden City: Scottish Children's Street Games & Songs, Songs, P. Edenberg and London: Oliver & Boyd. 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