

# Journal Surveys

## I. ANTIQUITY

### I-1

Brophy, Robert H., III. "Deaths In The Pan-Hellenic Games: Arrachion And Creugas," *American Journal of Philology*, 99, No. 3 (Fall 1978), 363-390.

Two victors in the Greek Panhellenic Games, Arrachion of Phigalia in the pankration (kick boxing with wrestling) at Olympia in 564 B.C., and Creugas of Epidamus in boxing at Nemea in ca.400 B.C., died in their respective events yet were given posthumous victories. The ancient accounts of these fatal contests as told by Pausanias and Philostratus can be reinterpreted through the knowledge of contemporary Oriental martial arts and human anatomy. Arrachion died not from suffocation but from a broken neck and Creugas was killed from internal hemorrhage rather than disembowelment. The ancient accounts of the contests of Arrachion and Creugas were accurate in their descriptions of holds and blows yet misinterpreted the cause of death. Based on primary sources, secondary works and a working understanding of Tae Kwon Do; 44 notes.

Brian Legakis

### I-2

Edwards, G. Roger. "Panathenaics of Hellenistic and Roman Times," *Hesperia*, 26 (1957), 320-349.

The author discusses and catalogues 49 pieces of Hellenistic Panathenaic amphorae (most dated ca. 340-100 B.C.) found in the Athenian agora. Athena is always pictured in one panel of these amphorae; on the other appear athletic scenes, including boxing, wrestling, chariot races and foot races. The organization and management of the Panathenaic games is also considered in the article. Based on primary sources and secondary works; drawings and photographs; 61 notes.

David S. Matz

### I-3

Forbes, Clarence, "Ancient Athletic Guilds," *Classical Philology*, 50 (October 1955), 238-52.

Athletic guilds were formed to organize competitions and to obtain recognition and privileges for their members. The first officially recognized guild was formed around 33/32 B.C. in Asia Minor. There were several kinds of guilds, including those comprised of: (1) victors in the sacred games; (2) athletes and artists; (3) all professional athletes, including non-victorious ones. The xystarch, or chief administrative official of a guild, was responsible for managing and at least partially financing the guild's athletic meets. Some guilds also had a doctor, called an *archiater*, appointed by the Roman emperor. The decline in Greek athletics was mirrored by the decline of the guilds; they disappeared in the late fourth century. Based on primary sources, and secondary works; 126 notes.

David S. Matz

I-4

Megitt, Mervyn. "Two Australian Aboriginal Games and a Problem of Diffusion," *Mankind*, 5, No. 5 (February 1958), 191-193.

In 1953-54, two board games were observed among the Walbiri Aborigines. "Creek" demanded considerable skill and attracted vociferous crowds. "Ring" was more sedentary and is a form of merels or three-man morris. Elders contended that both games were original with the tribe. However, they did not feel aboriginal, and no account of either has been found in ethnographies of other aboriginal tribes. No explanation was offered for creek, but ring appears to have been borrowed from Asian immigrants. This is consistent with theories that old world board games originated in the near east and were diffused in many directions. Based on field observation and secondary works. 11 Notes.

Mary Lou LeCompte

I-5

Harney, W. E. "Sport and Play Amidst the Aborigines of the Northern Territory," *Mankind*, 4, No. 9 (November 1952), 377-378.

Camplife among the aborigines of the Northern Territory consisted of more than hunting, cooking, and rites. Many games had been observed including hide and seek, hunting, guessing and memory games, and spearing objects. Several games involved groups of young versus old men, including Mungan-Mungan in which a painted stick is passed and its possessors tackled. Also noted were a boomerang game and a ball game in which hands cannot be used. In the latter, men of different moieties take sides and kick the ball into the air, the object being to keep the ball in the air and away from the others. Based on personal observation. No Notes.

Mary Lou LeCompte

I-6

Hannemann, E. F. "Games and Pastimes of the Past Among the People of the Madang District," *Mankind*, 5, No. 8 (November 1959), 333-334.

Games and pastimes of New Guinea are cultural artifacts worth preserving. Many have been lost, but those still extant can be preserved for educational and recreational purposes. There are six food-getting games, six competitive games including hide and seek, boxing, and coconut shell relays; six imitative games, four sea and river games and five miscellaneous games. In addition there are several dramatic games, jingles and chants derived from mythic lore. Based on field observation. No notes.

Mary Lou LeCompte

I-7

Mehl, Erwin. "Baseball in the Stone Age," *Western Folklore*, 7, No. 2 (April 1948), 145-161.

This article, translated from German, explores the age and development of batting games. Batting games were defined as those in which the dominant side hit a ball to the field side which was expected to catch it. Corrado Gini in 1937 discovered a batting game played by the blonde Berbers of North Africa. The Berber game, called Mother of the Pilgrim, was thought to belong to the Old Stone Age. Other games described included two games from India (*pulat* and *bombat*), batting games among the Lapps and Finns, games among Prague students in the late Middle Ages, and Easter ball games. Based on primary sources and secondary works; 52 notes.

Lynne Emery

I-8

Mehl, Erwin. "Notes to 'Baseball in the Stone Age,'" *Western Folklore*, 8, No. 1 (January 1949), 152-156.

In this expansion of his original article, Professor Mehl described completely two Lappish batting games, the Bohemian batting game depicted by Hippolyt Guarinoni in his 1610 treatise, and the Estonian game of Kurni. He also refuted inferences made by Gini regarding the use of specific words in the Berber batting game. He stated that the words in question were the Berbers' words rather than words from the Canary Islands as proposed by Gini. Based on primary sources and secondary works; 17 notes.

Lynne Emery

Littlefield, Daniel F. Jr. "The Decline of the Ball Play Among the Civilized Tribes," *The Journal of Ethnic Studies*, 2, No. 4 (Winter 1975), 56-70.

Ball play occupied an important place in the lives of the Cherokees, Choctaws, Chickasaws, and Creeks prior to their removal to the West. Elaborate ceremonies and pageantry preceded the contest, which involved the players' using sticks tipped with pockets made of deerskin thongs to throw a ball against or over goals placed 500 yards apart. The stakes of the game were high for individuals, who gambled extensively on the outcome, and for the involved villages or tribes which wagered their honor and sometimes territorial claims on the result. The relocation of the tribes to the Indian Territory caused the ball play traditions to decline due to a changing life-style and deliberate attempts of missionaries and law enforcement officers to put an end to the old custom. By the end of the nineteenth century, ball play had all but disappeared. Based on travellers' accounts, newspapers, secondary works and tribal documents; 61 notes.

Ford Williams