

## Tumbang Preso

As a kid, one of my favorite games I always played was the game called “Tumbang Preso”. Tumbang Preso is a well-known local playground game from the Philippines. This game is a very active game that consists of a lot of good stamina, speed, and agility since there’s going to be a lot of intense running, dodging, and blocking. It is a game that has complex rules but easy to remember once it’s played the first time.

Tumbang Preso has been around for a long time and is still being played today, although there is no ideal time of when this game was created. The game is common through out the whole nation of the Philippines, mostly popular to the kids and teenagers. Tumbang Preso is one of an ideal game that is usually played outdoors, like school grounds, in backyards, parks, streets or even parking garages. The game can be intense since it’s usually played outside where the intense heat weather is making it hard for the players to run around the playground. Even with the heat though, it’s always fun to play this game for some people who grew up in the island of the Philippines.

This game has a main objective, which is to not to get tag by the “it”. Before the game begins, there are a few things needed in order for this game to run properly. First thing needed is the playground. Ideally, at least three people can play this game but it is always better to play this game with more people because it’s more fun to play that way. Even though the game can be played by at least three people, it is always good to play this game in a wide open space with a flat and level

surface so that the players can have plenty of space to run around. A basketball court, parking garage or a street is an ideal place for this game to be played on. Next thing needed for this game is to select the tagger or the "it". A player can volunteer to play the first tagger or all the players can use a system to select the first tagger. Once a tagger is selected, everyone else is in the offensive side. When the tagger is selected, there is one more important thing needed for the game, which is the "base". The base is the most important factor for the tagger since the main goal for the tagger is to defend his/her base. A base is usually placed in the middle of the playground. A base can be drawn as a circle that is big enough to fit a person. Inside the circle, contains an object for the tagger to defend. This object can be anything than can be easily knock over from a distance. A piece of "Can" is a good example of this.

The main goal of the offensive player is to try to knock down the object inside the base, while the tagger try to defend it from being knock over. In order to knock over the object inside the base, the offensive players uses these so called "weapons". The weapons used in the game are something that will not cause an injury when thrown to a person, but heavy enough so it can knock over the base. A "tsinelas" also known here as rubber slippers or rubber flip-flops is what the players usually use as their weapons. That is because it won't cause any serious injury to a person and it can easily knock down a piece of Can. Plus it limits their weapons into two pieces. Another way for the offense to knock over the base is if the player can come close enough to the can and kick it without being tagged be the tagger.

The main goal for the defender is to try to tag one of the offensive players. One way to do this is to make sure that the object inside the base isn't knocked over, because the tagger can only make tags if the object is placed upright inside the base. The tagger is free to run and chase after the offensive players as long as the object is standing up inside the base. If the object gets knock over, the tagger must hurry and pick it up and place it back in the circle so he/she can start tagging again. The tagger can also collect all the weapons by blocking the weapons being thrown and placing it inside the circle until the offensive players runs out of weapons to throw. Then, it'll be easier for the "it" to tag the one of the offensive player. Once a tag has been made, the "it" then becomes one of the offensive players and the player who got tagged becomes the new tagger. Then the game can start over with the new tagger.

In a nutshell, some considers Tumbang Preso as an unfair game since the tagger is playing by him/herself while everyone else is teaming up against the "it". Even though there are some disadvantages to the tagger, this is what makes the game meaningful and fun. Also, it actually doesn't make a serious matter since it's not impossible for the tagger to tag the offensive players. Even though the tagger is against many players, the tagger can create some strategies in order for him/her to make a tag. One strategy is to keep blocking the offensives weapon and collect all their weapons. Once the weapons are all gathered up, the tagger can run freely without worrying too much about the base being knocked over. Another strategy is to try tagging the slowest person in the group. There are many ways to develop a strategy for the defender to help him/her in the game but in the end, the main

concern for this game is it teaches kids the rules of sportsmanship and keeps the kids active while having fun.

All the rules and description of the game is based on my childhood experience when I was living in the Philippines.