

## The Etymology Analyze of Revin's Games

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### ABSTRACT

The Revin village has valley position – The Revin river comes in – having point of north the Isfaraeen, length geographical/29, 57° and width geographical/12, 37°, also average height 1650m from the sea level. This village has three mid, down and up parish. The Revin is one of the Isfaraeen's village that situated in the Iran's northern Khorasan province as well. The Revin village likely an Iceland is between the four villages named, Sast, Araghi, Mahmoodi and Kalaf which the three first are language Kermanj and Tork language particularly, but the Revin not impact of their languages. Then, before advent of mass media, their accent was very better, but gradually this joyful accent got the frozen deeply.

**KEYWORDS:** Etymology; Revin's game; language; media; Iran

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### INTRODUCTION

The Revin's people say that itself Revin word is included of the composite and, has two part of the Rev+in;

A) The final part "in" is promoted of the "en" mid parsian and remained of the relative suffix the aena.

B) The part "in" is promoted of the ayana that warp up of the place suffix and equated from the Asatorian Garnik professor, the original Revin bale to the Ravayana, that is related to the ancient tribes of Iran surely. Although still, the Ravin's people know relative with the farsians and the other such tribes, take in to account a little difference, but when face of which country, they know their self as Iranina in the national unity of Iranian tribes on the race and language. Now, the Revin is as tourist name between other local places behalf the country. One of the traditional cultures is local games; date back to the ancient time. Although, these games getting in to change with passing days but is could save of the identity as well. Micro culture identify through name and trend of the games. The Researcher though is, today we give name of game to these traditional culture ceremony, maybe, in the past era, those had taken as ritual ceremonies, acrobatic sports and as well as the train classes to the new workers for exact goal.... Those could be covering it small scale up. The element folklore follow will in the game and ceremonies possibly:

1- The repeat and custom operation.

2- Being secretly every act, term, color, shape and object.

3- Connect and back to the metaphysic force.

4- Incarnate of the ancient and old meaning.

5- Are created need of the people. The Revin village like the other places, having various micro cultures related its folk, and researcher is noted as of the local's games article. These games are divided in to individual and group games.

In the individual games each person is responsible and face compate others, that including, Chokhe wresting and Cusla bazi especially. In the group games, all are facing in to the rival groups, in cluding, Kace bazi and curra coe.

In some individual games, exist one who as referee, like Harang Harang and Behur Behur, this see in the group games again, like Bexari Bexari and Bist Bist.

#### Terminology of the folk games

1-The Chokhe wresting (kosni cuxa): Two persons put on the Chokhe dress, then wristling together, every one strait other shoulder down, is won. This word streaming in the all Khorasan and, is included of the two noun cuxa+kosni, also, cuxa is named as the wrestler's dress.

2- Curra coe: The Field circle the soil up, that named kemoc, some who protect of it and other group should touch their feet to this soil. This games is distilled of protect of the Gale Maskooni (castle).

3- Qora ney: The breadth ston throw in to air up while its one side wet. The other one say wet or dry, after fell find true are false, this trend continue end one. End one take his own hat off, then others should circle him up along with on the hands, feet and bottom up swiftly. Every one touch his own feen down and throwing hat crash it, will be lose. The game is as human's resistance and patience.

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4- Xerpoestake yeri: After finding the gol, this one is lose, then he/she bow down and others jump over him. The first round three times simple, second round, three times as term of one stretched foot, third round, three times as term of two stretched feet, fourth round, when jumping should patience moment on the him. This game is introduced as of the player's resistance and is like hobbyhorse in Gymnastic.

5- Xerpoesteake araqcini: Like past game beside one is digged a ditch, and Araqcini over it and the side stick the one's shoes situated in term. Of vertical-horizontal. The jumping one should jump over the entire obstacle and not touch them. This game is likely the length jump today.

6- Xerpoesteake pal: There are three or more circle soil in the field. The first one bow on the first circle down, other one should jump over him, and then take position on the second circle soil with 50 cm distance, is continue to the end, distance becomes 5-6 m possibly, and others should jump long distance. This game is liked to the length jump (there step) in the running sport.

7- Rameh: This game is included of 6 persons in to two groups of the 3 persons. Two persons back to back, take kerchief between feet, third one but his own head between those one. The other group should jump over them, and should jumping time, one's head toward back person and throw his own foot to the opposite side. This game performance in the Gymnastic.

8- Harang Harang: This game has two masters, they have two passwords, and then through a belt, every group's player can pick the belt up, and give to the master, while its buckle in the player's hand and other head to the master's hand, could say password him. Then master throw belt away along with saying Jaow Jaow, one could beat others with belt and far their off the master, and through saying Gendum Gendum, one couldn't beat, and should reach his own side the master, otherwise take by other one. If he/she be taken, closed eyes bring side the master, so that reply to the master's questions, if couldn't reply will receive beat the belt. The game name have sound noun.

9- Behur Behur: This game is like above game, just password is one of name of the spring planets buds. The game has sound none that, repeat of the spring word will use through Revinian accent carefully. Also, these names remind the spring buds names to the players.

10- Bexari Bexari: This game use one of the village's fireplace that, be firing and exhaust foggy up, will as password. If a group find the password, other group as far as house's fireplace should riding pick aback. If the house's owner say; Enough, riding is vice versa, otherwise should riding continue the side master. The game name have should noun, and repeat the fireplace word it at the Revinian accent (language). The main goal of this game, to take knows of names and houses at the village, so that be identified every house accurate to whom, and where is situated (population statistical).

11- Bist Bist: Master select a password, every groups (two) find it, other group give the head group's hand and head to the master's hand, the group's persons should jump through term that, everyone be back to the other's back, when all jumped. The head group picks up hat of the master's head and say so 20 digits. This time shouldn't the group's person's feet have touchdown. This game promotes the human's resistance. To select password will cause move and thinking by players as well.

12- Hallaman doe desti: The group game that is included the two groups. Two persons take hands and other beat their back. These two persons should try taking one, but not losing their hands and continuing ring like play. This game meaning unity between them.

13- Sang celceleboz: This game has a master, all people's line up, each one put hand on the a forehead's back. Master put a thing in to one's hand, this one should get of the line out and receive his own by side the selected point, after that, the right hand person should riding pick aback him by the master. This game promote gamble and smartness by hold the players.

14- Kace bazi: This game is group that, if Gol (object) be one's hand and not find the others, game continue by the round 20, and everyone be more find it (Gol) will win.

15- Lapper bazi: Every person with breadth stone likely the plate, put distance of 4-5 meters, and put a circle stone over it. Then by small stones throw toward it, one who crash stone and could 50cm move of the circle stone will be win. The loser one most howling by the stone's place. This game resistance and force, also promote the lung and respiratory system.

16- Cusla bazi: The game is same play the marbles.

17- Kunj Kunj: The game continue a corner, every one take the corner, as owner the corner, then mid person so much beat, so that find corner. This game promote take endure and position worthiness.

18- Cem qayem: This game is same Tom and Jerry, that promote hide art for player.

19- Man Man: This group game has two master, and start through this sentence: I bor di borxana, opposite group say: nemana, master say: Pas ki kar dara. Now. Every one say, my owner; Vardara, that person say: why me? Other say: then who? Should use an name swiftly. If used person couldn't reply swiftly will be lose. This game promote short time-memory, repeat for the players.

20- Cala sitan: The well digging according the number of the persons, then a well digging mid the all wells (shape circle), as center named of the "Cala sitan". Persons take assigned distance of the wells and throw ball (tennis) toward the well down, this versus as win. If ball enter to the others well, should repeat it. If ball enter in

to the devil's well, should pick ball swiftly, then others lie down and take their feet up. Every one touch his own feet down, one could beat him with ball, that person is lose and, should riding pick aback him, and during work throw ball in its well down. This game promotes targeting, resistance, patience and control over the nerve for the players.

### **Conclusion**

Regarding the plays, one can thing although nowadays these plays are considered as traditional local plays, in past time, they were considered as exercises to protect human physically and spiritually from any kind of attack or illusion so that the person can defend himself, be relaxed, and be balanced in order to have enough energy for routine life, trade, work, and in order for enjoying enough energy, nor less neither more, to feel happy and refreshed all the time.

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