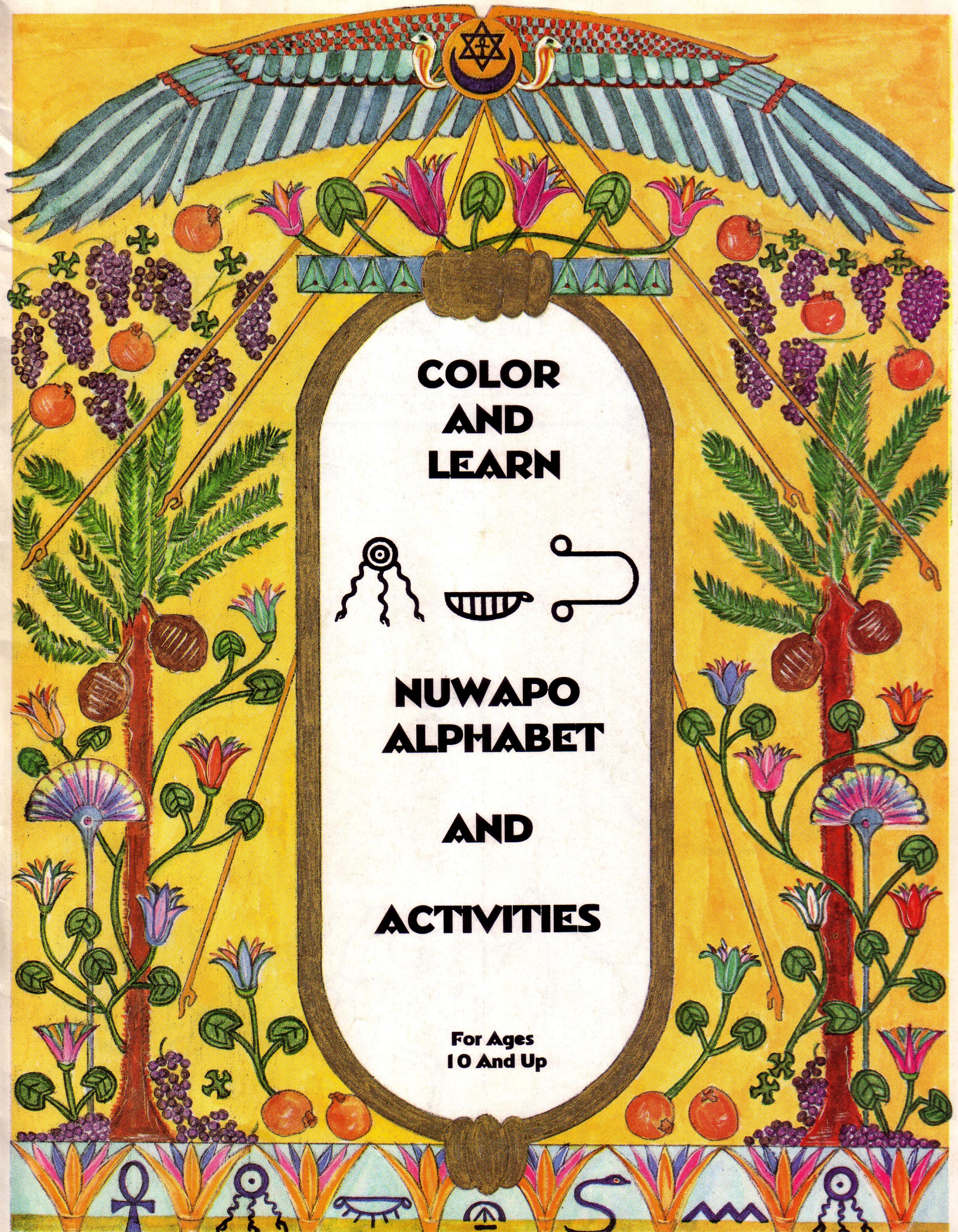


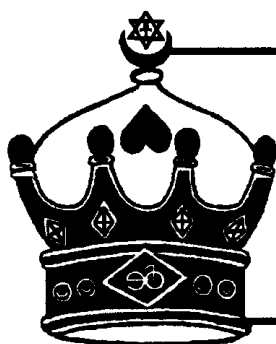


**COLOR
AND
LEARN**



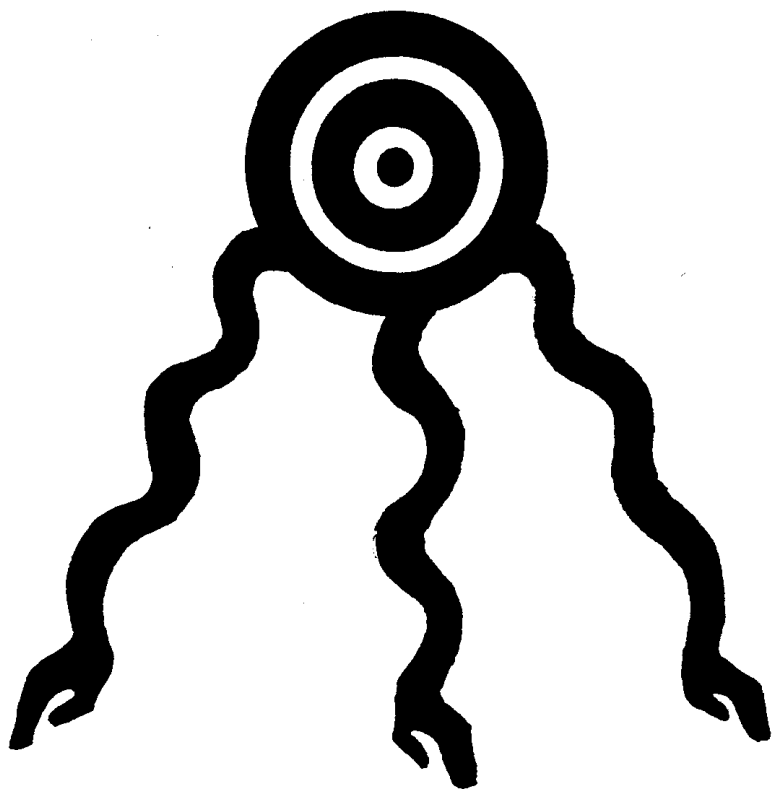
**NUWAPO
ALPHABET
AND
ACTIVITIES**

**For Ages
10 And Up**



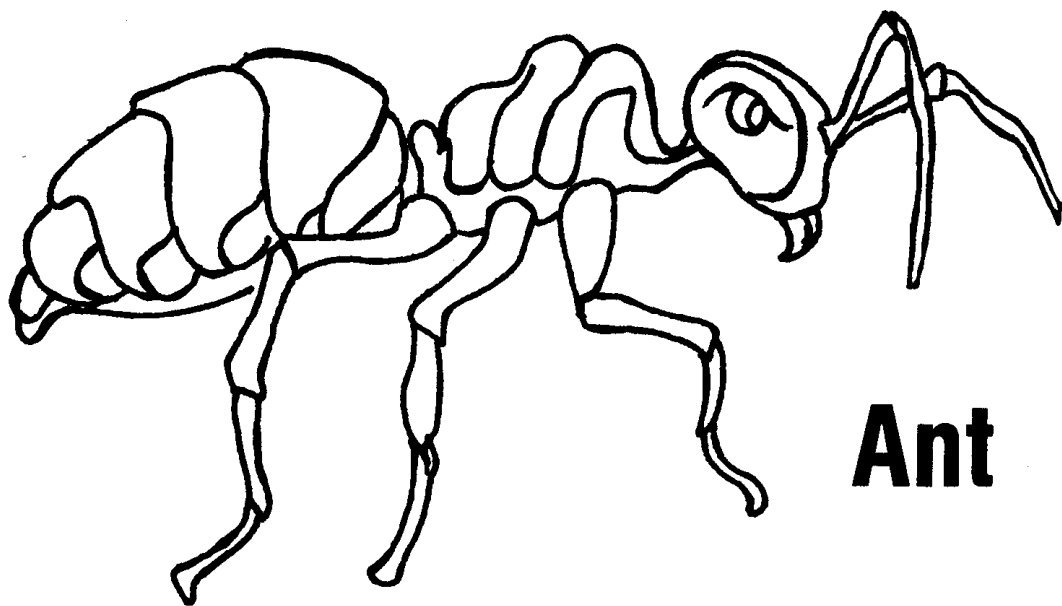
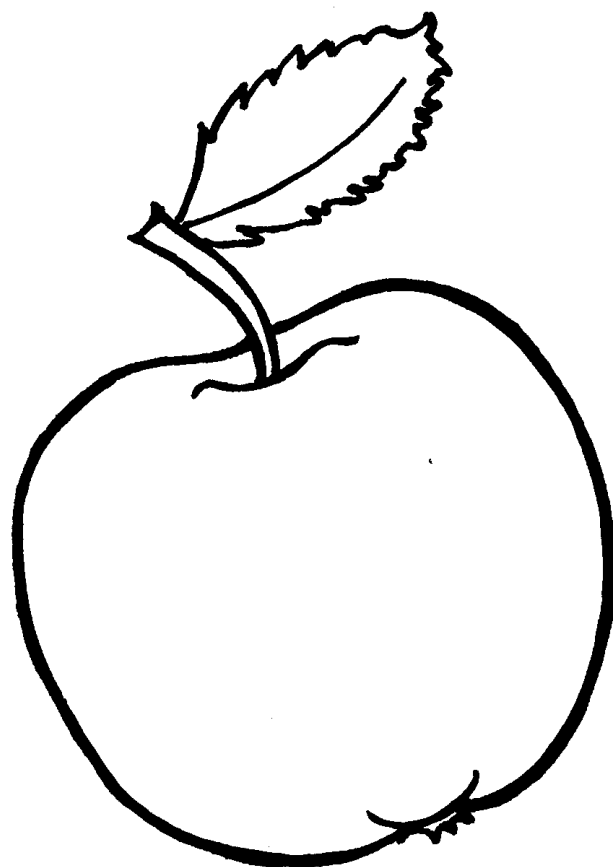
This book belongs to...

The Holy Tabernacle 1994 A.D.

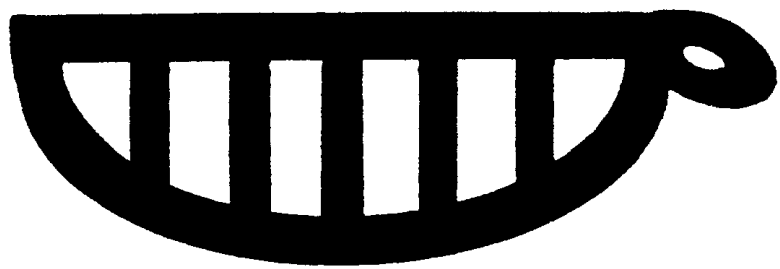


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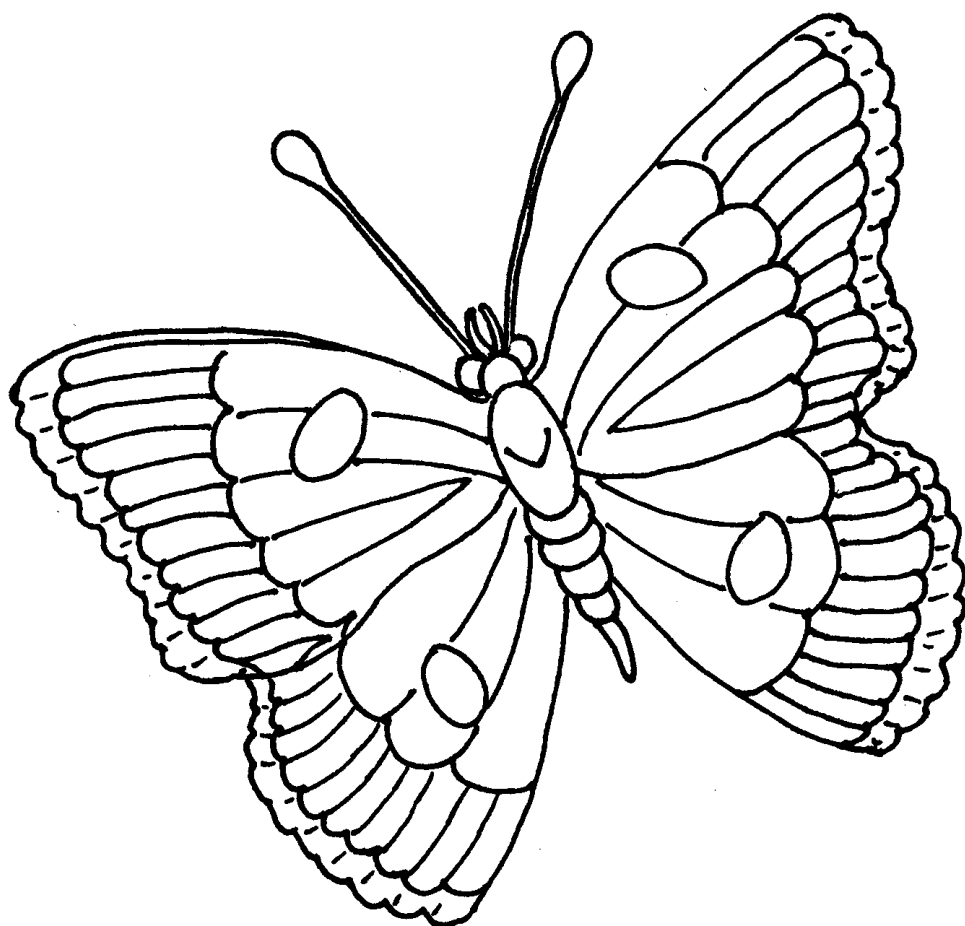
Apple



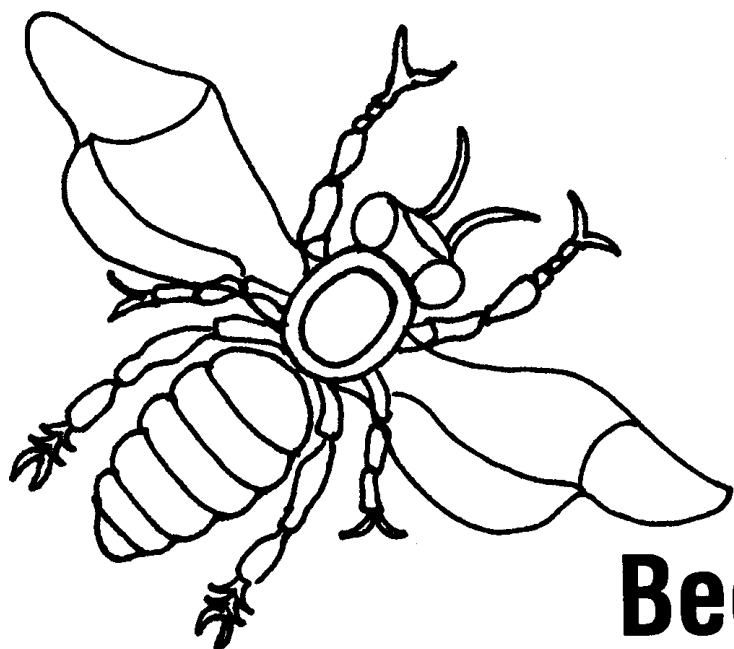
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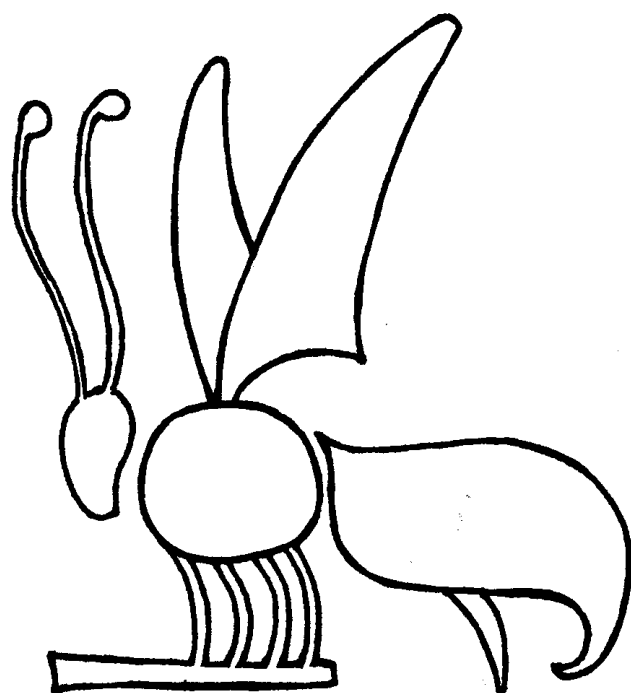
B



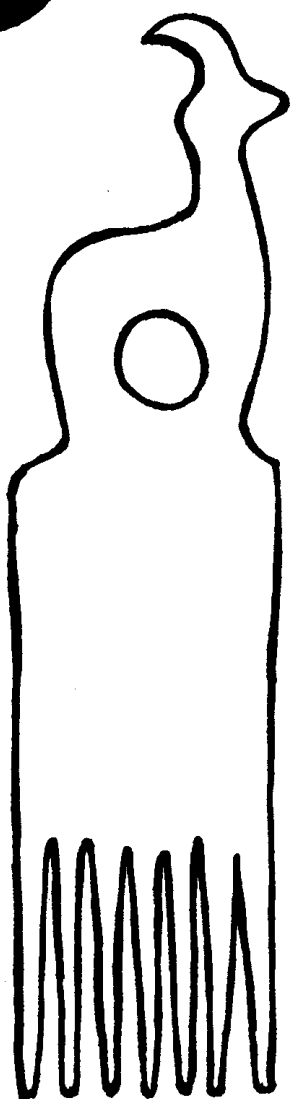
Butterfly
(But - ter - fli)



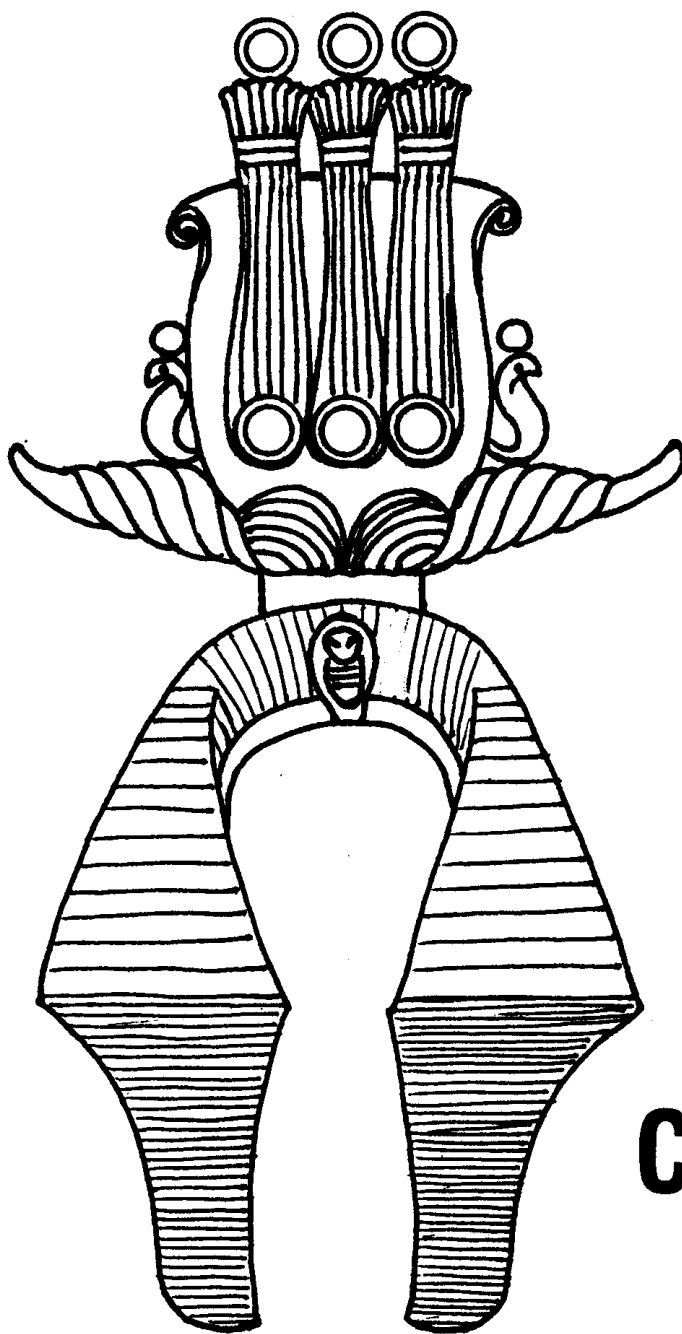
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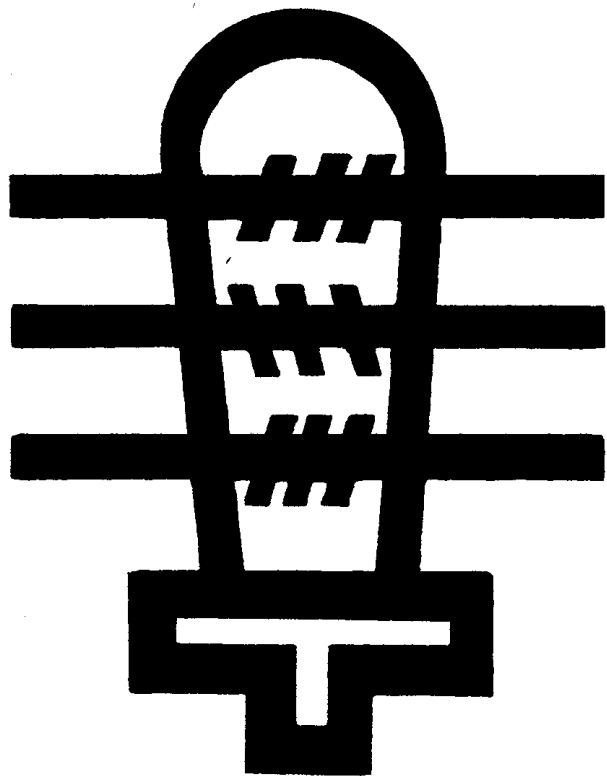
Sc



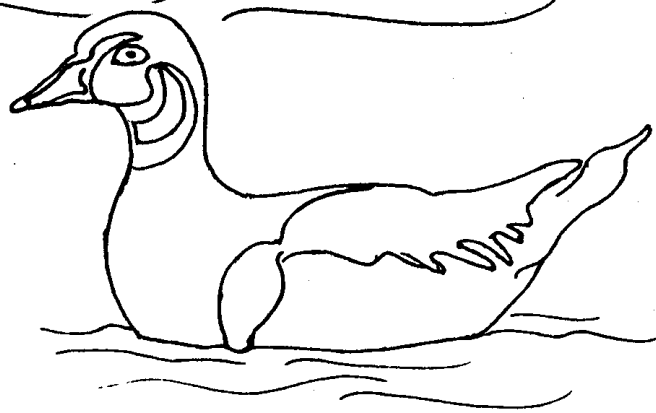
Comb



Crown



D



Ducks



Dancing

A

E

Elephant

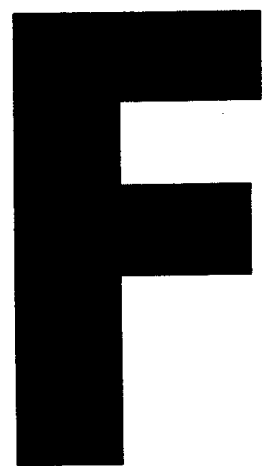
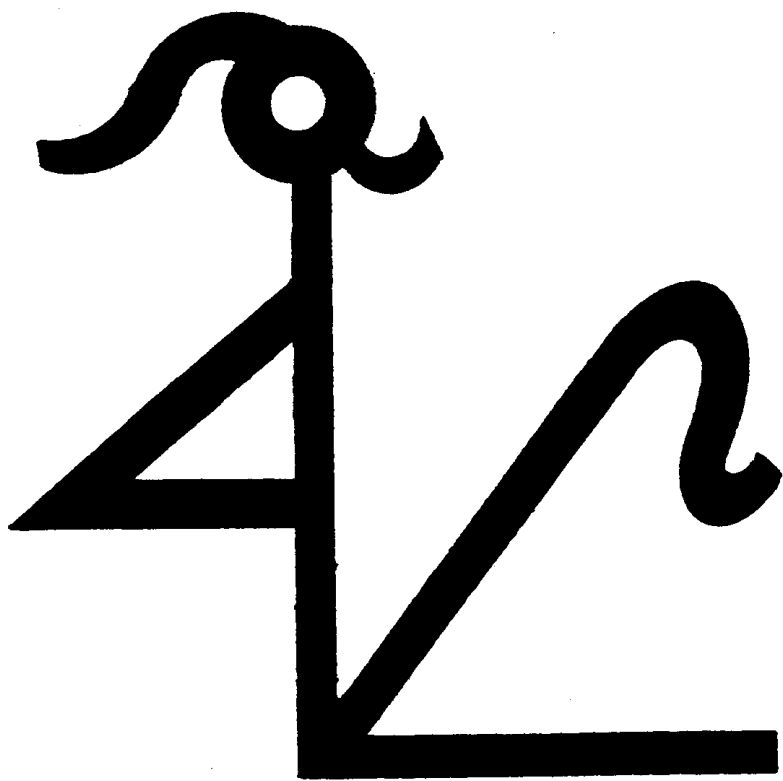
(El - a - fent)



Eagle

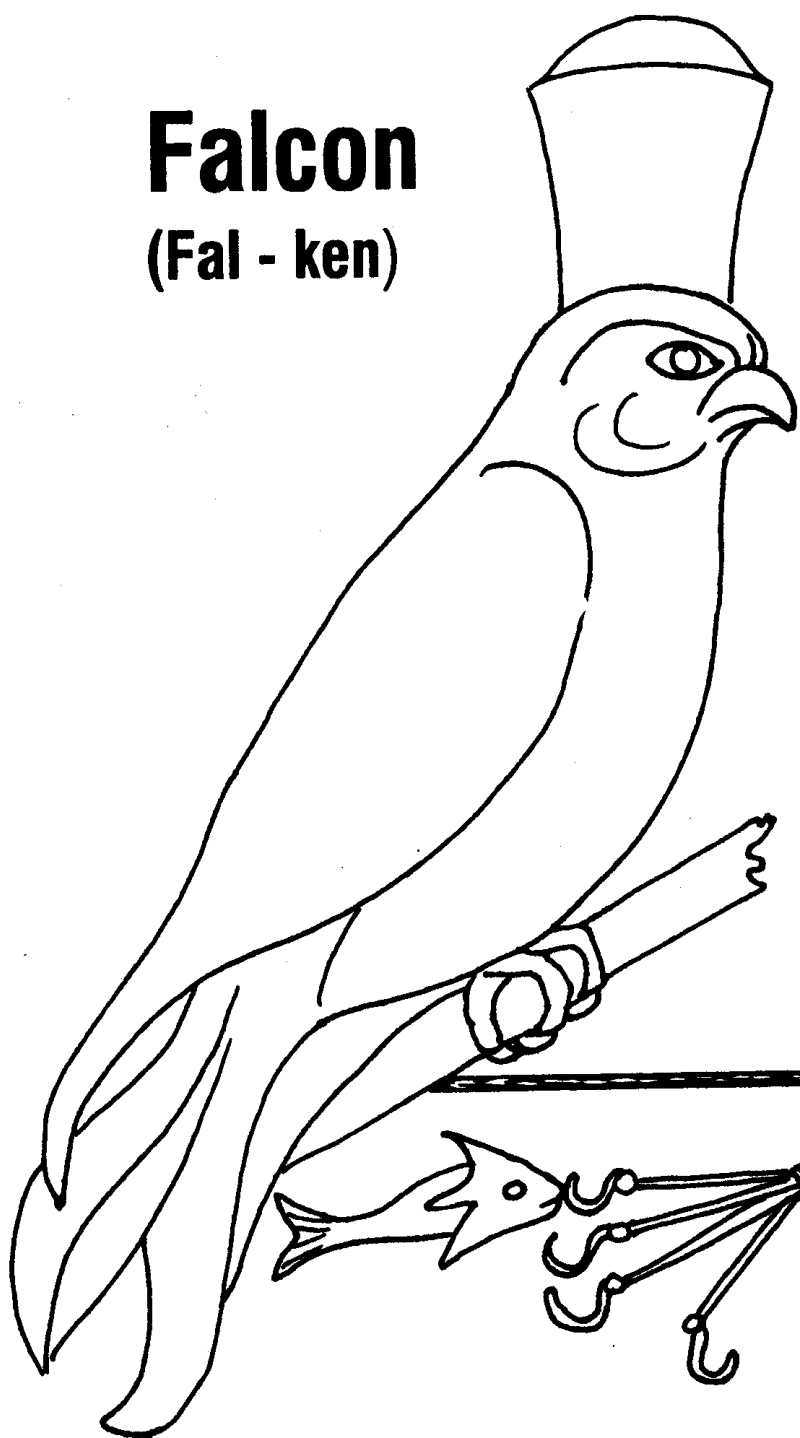
(Ee - gel)





Falcon

(Fal - ken)



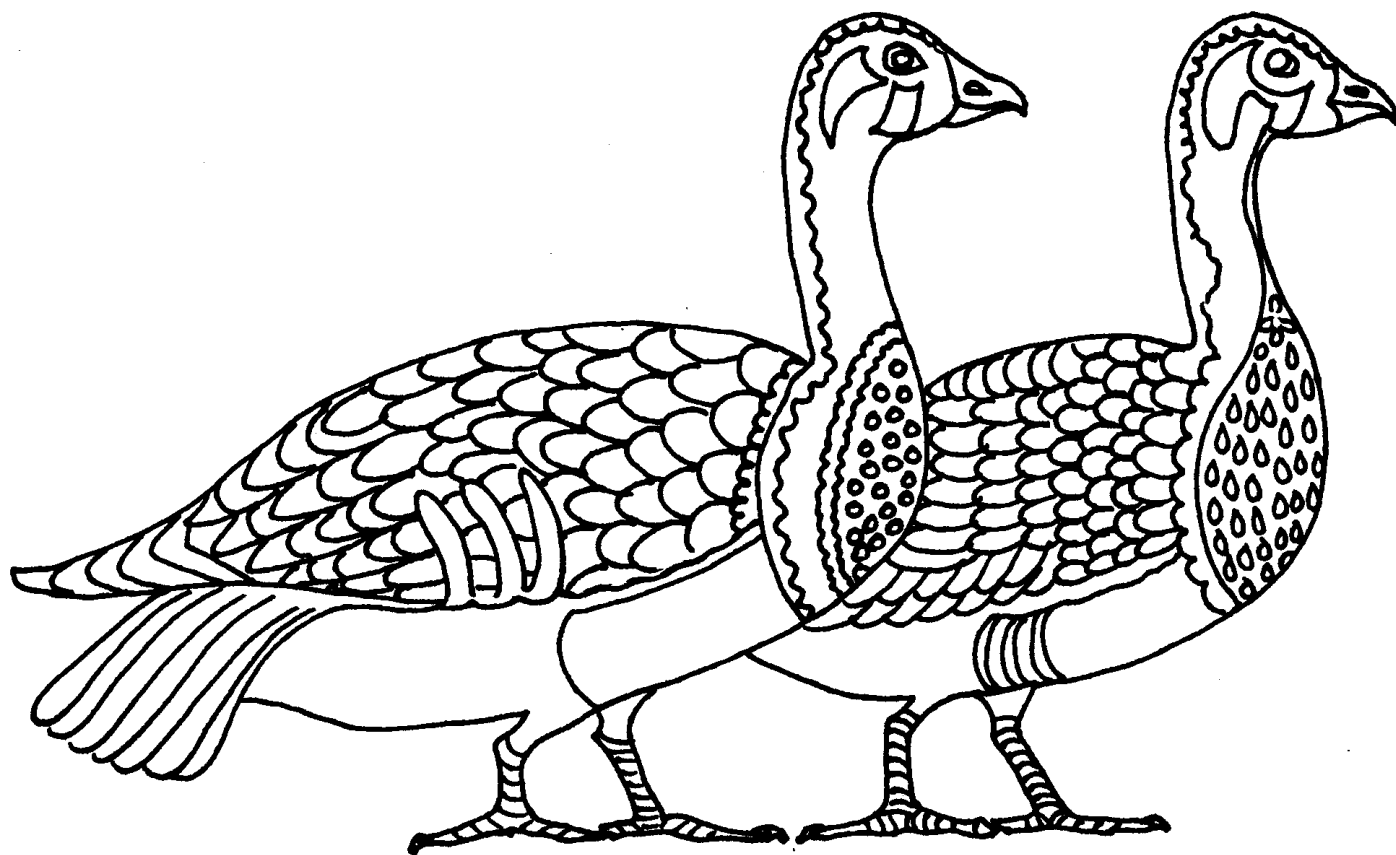
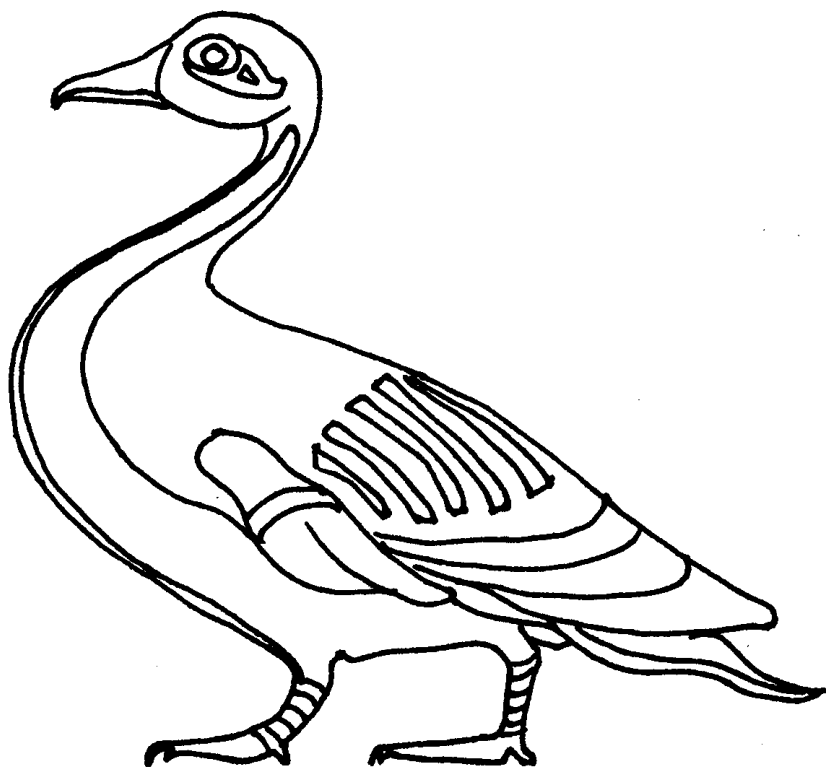
Fishing

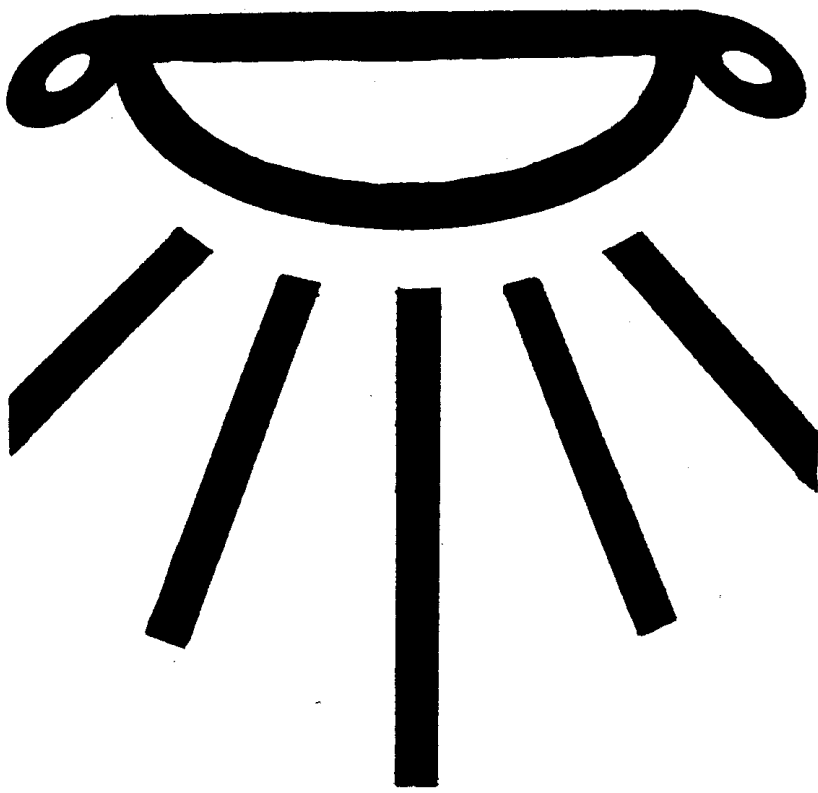




G

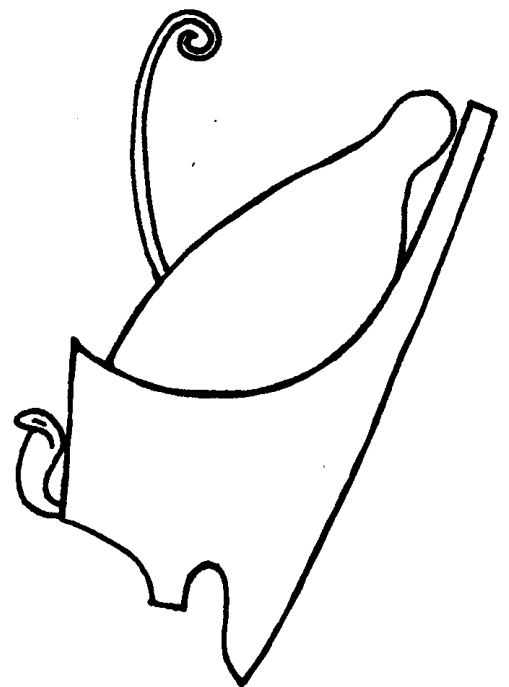
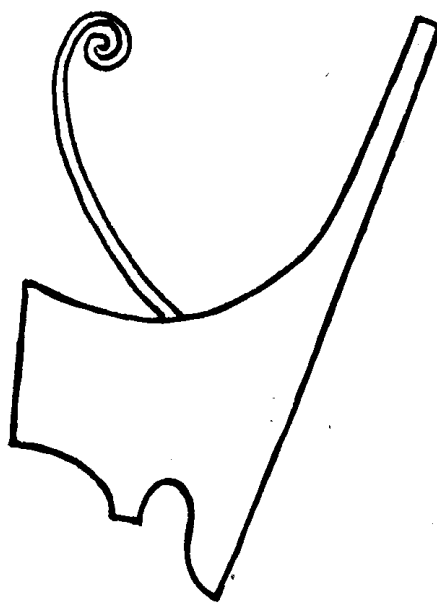
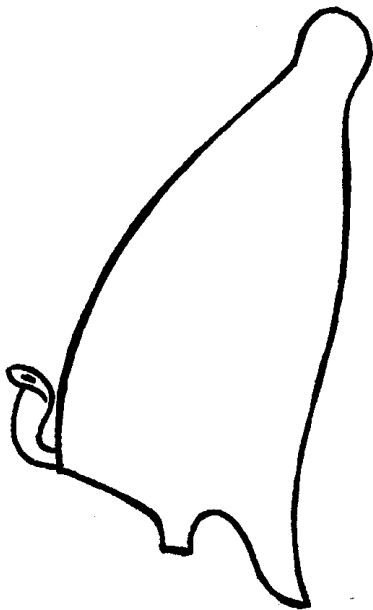
Geese





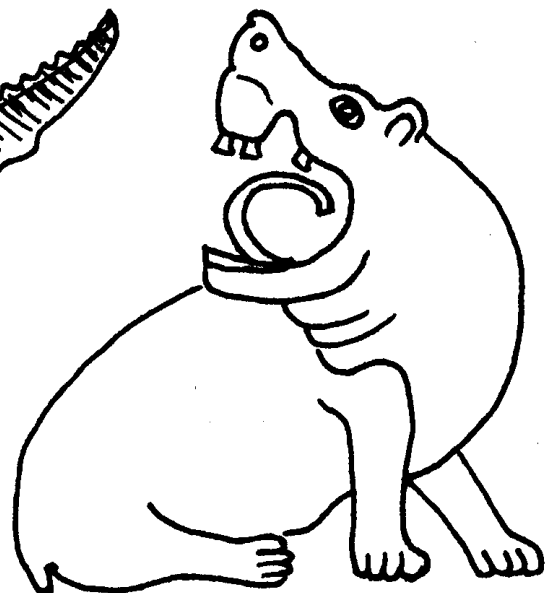
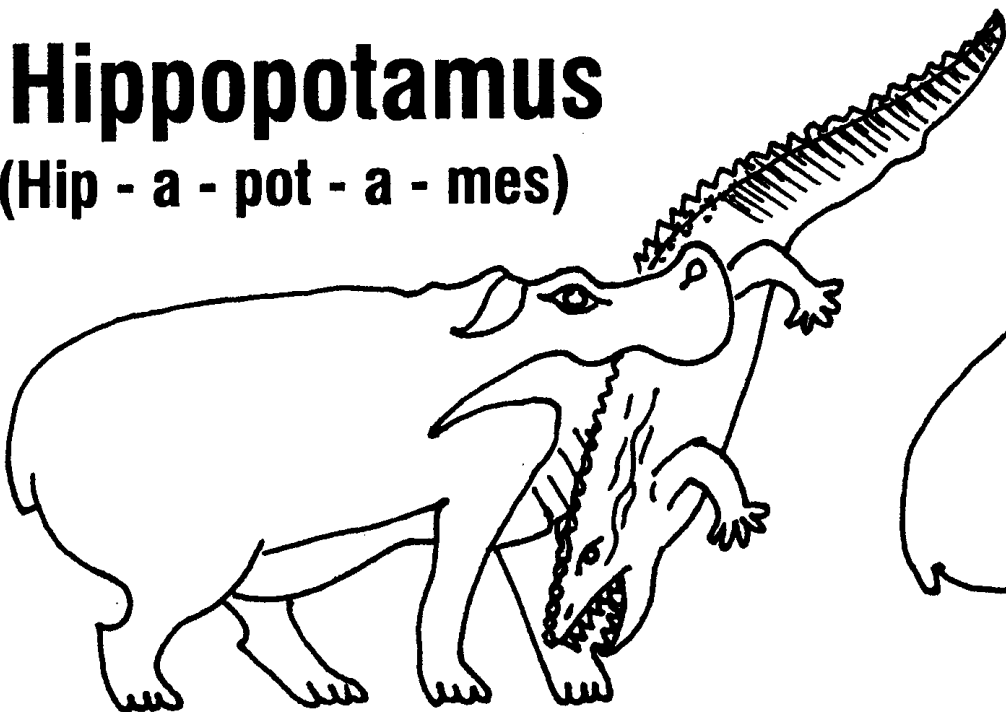
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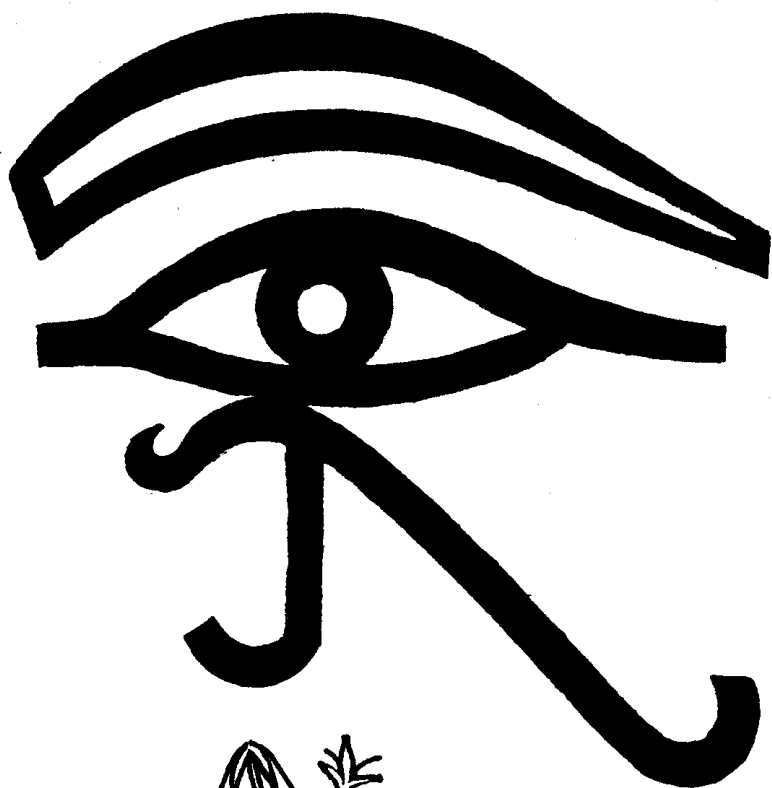
Hats (Egyptian)



Hippopotamus

(Hip - a - pot - a - mes)

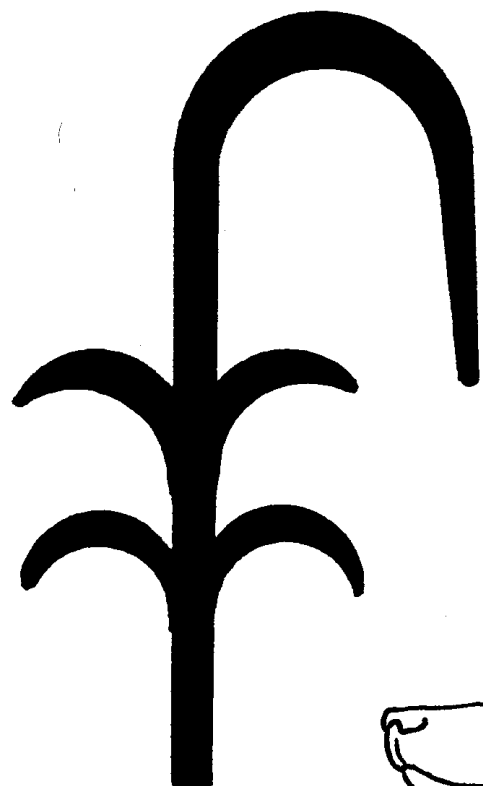




Instruments

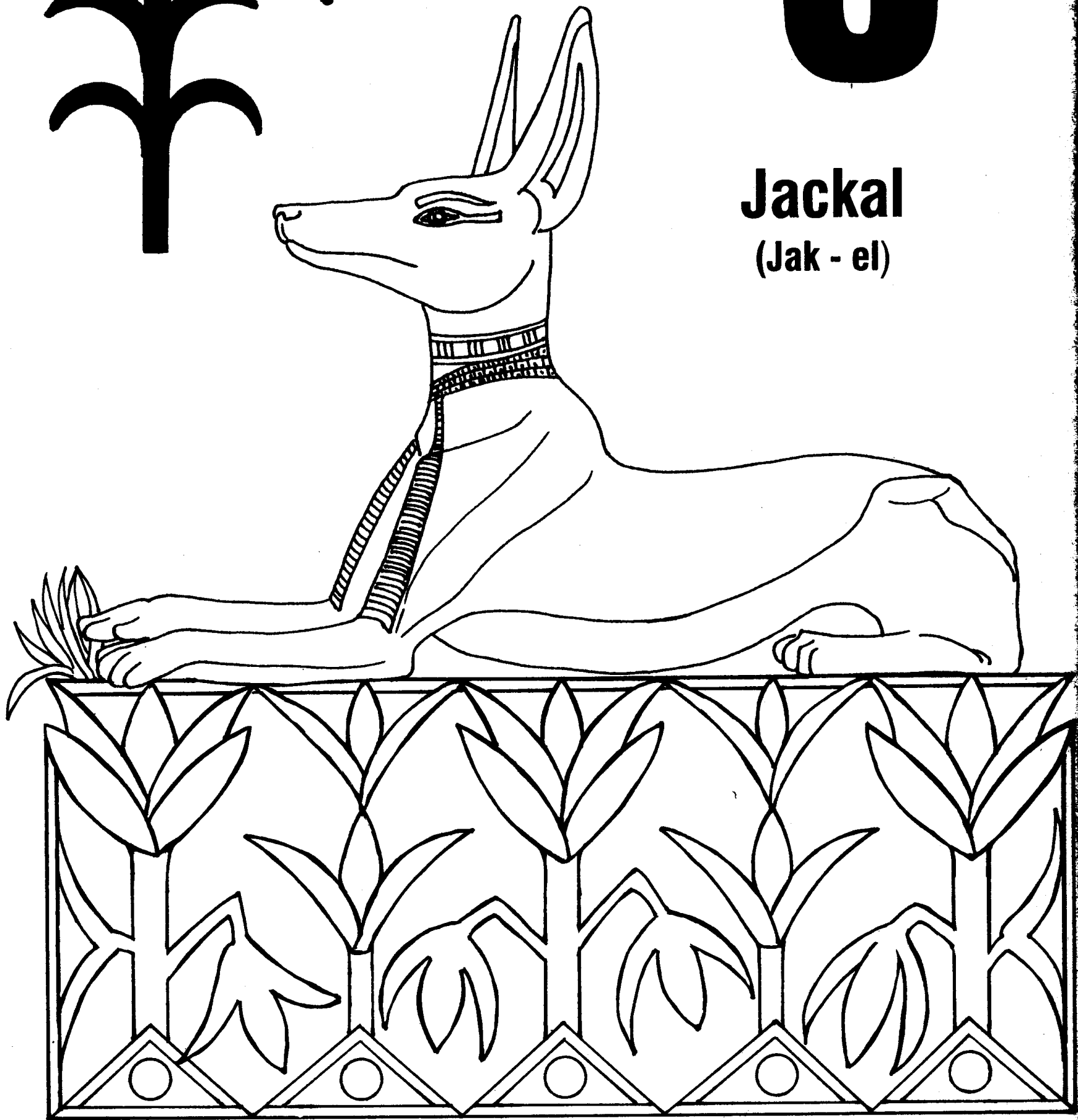
(In - stra - ments)





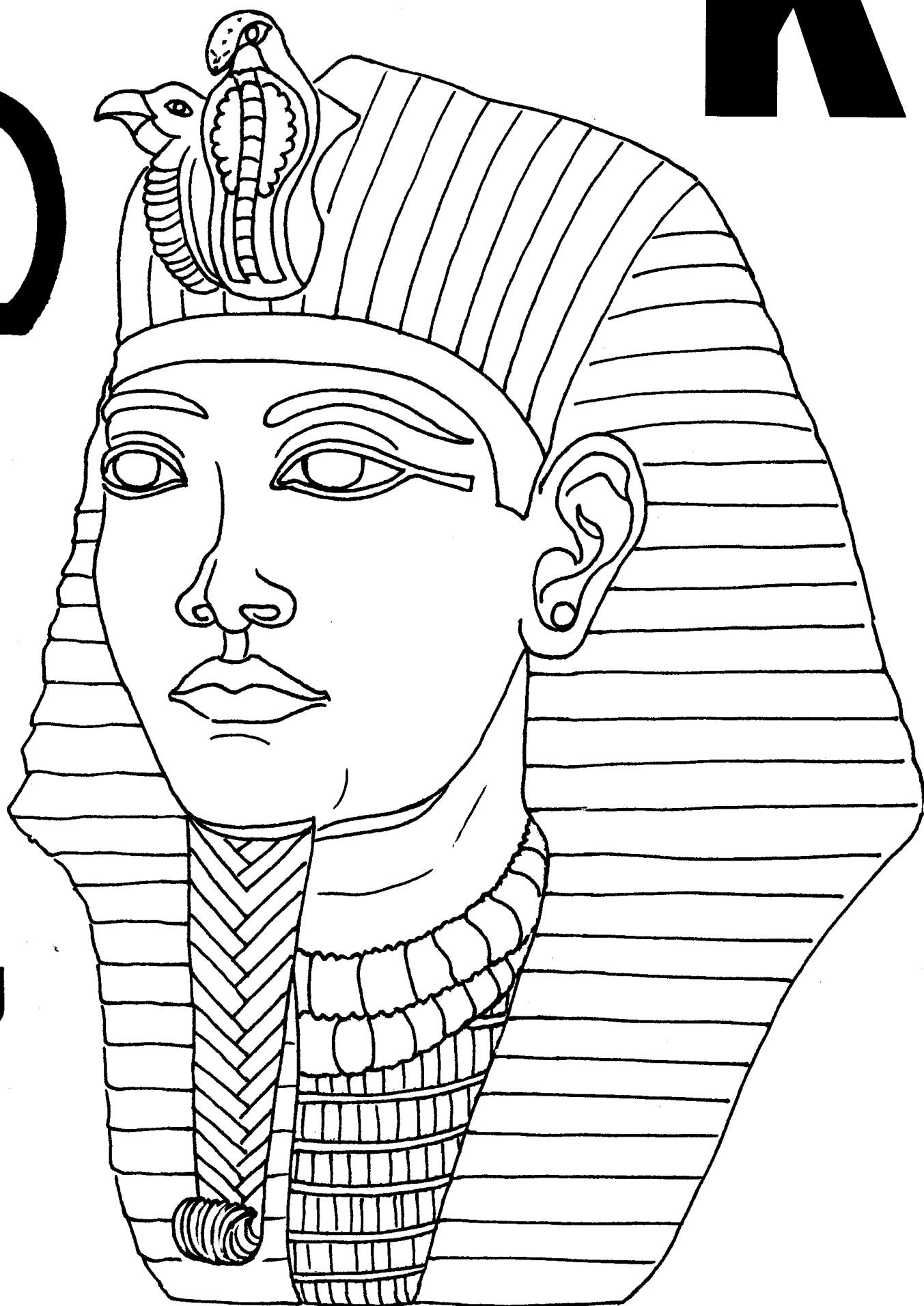
J

Jackal
(Jak - el)

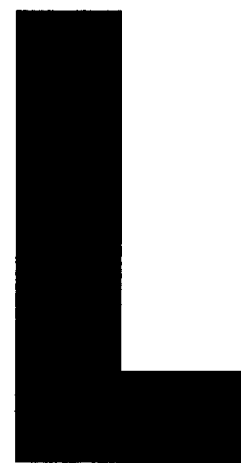
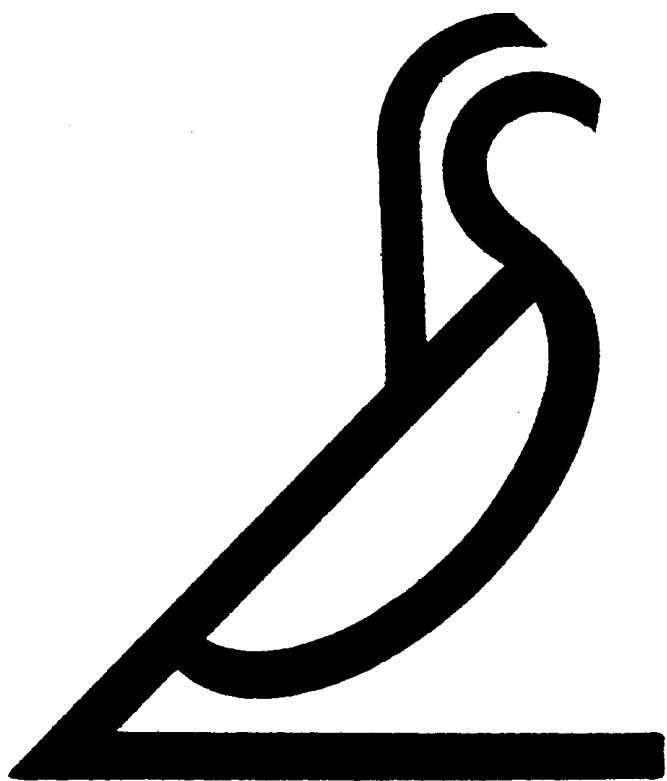


O

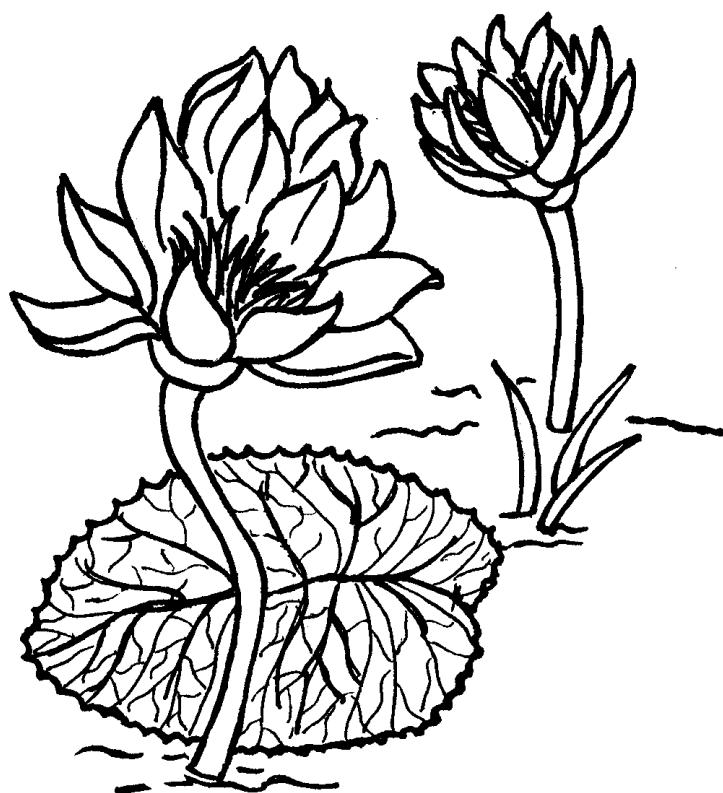
K



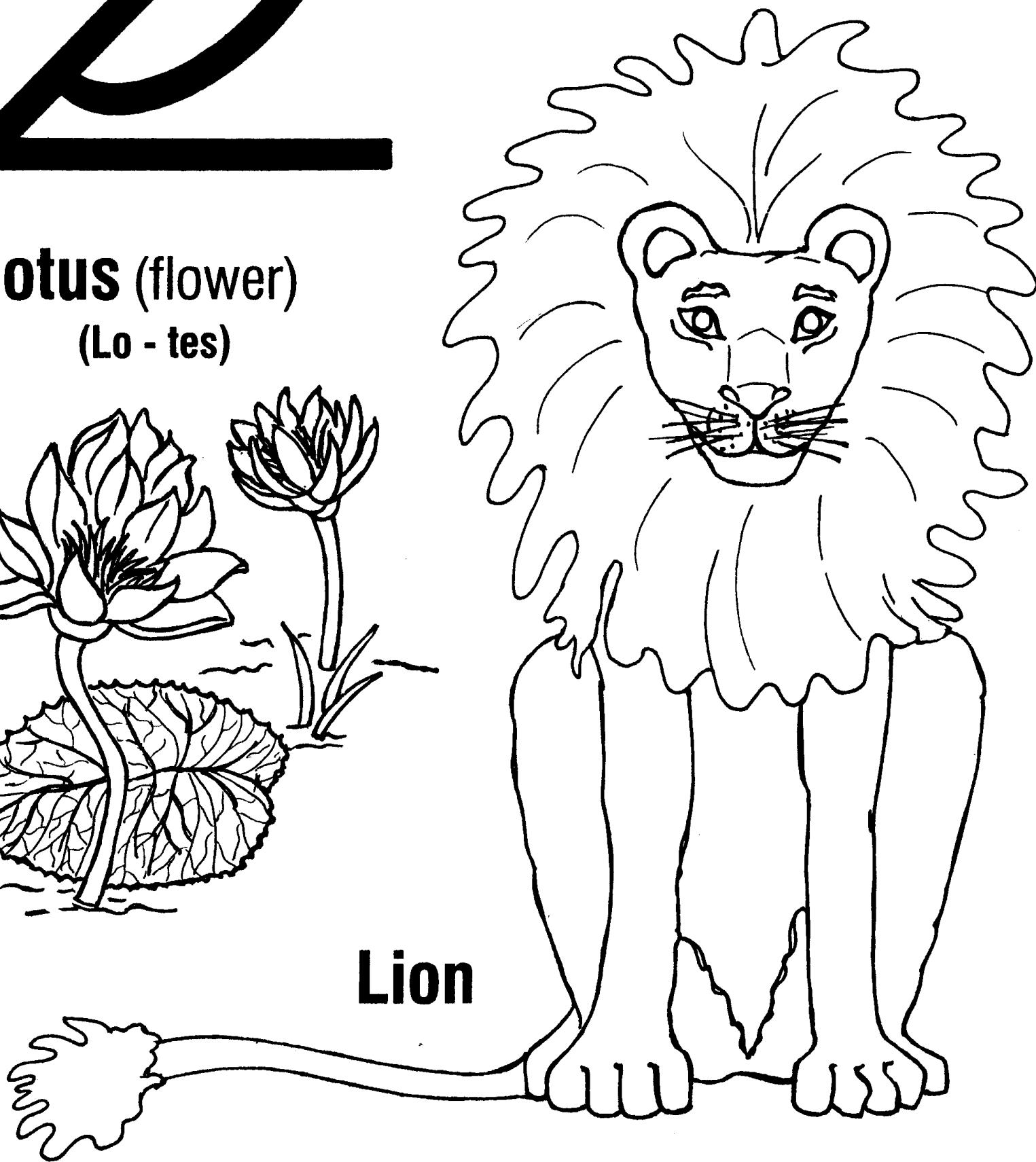
King

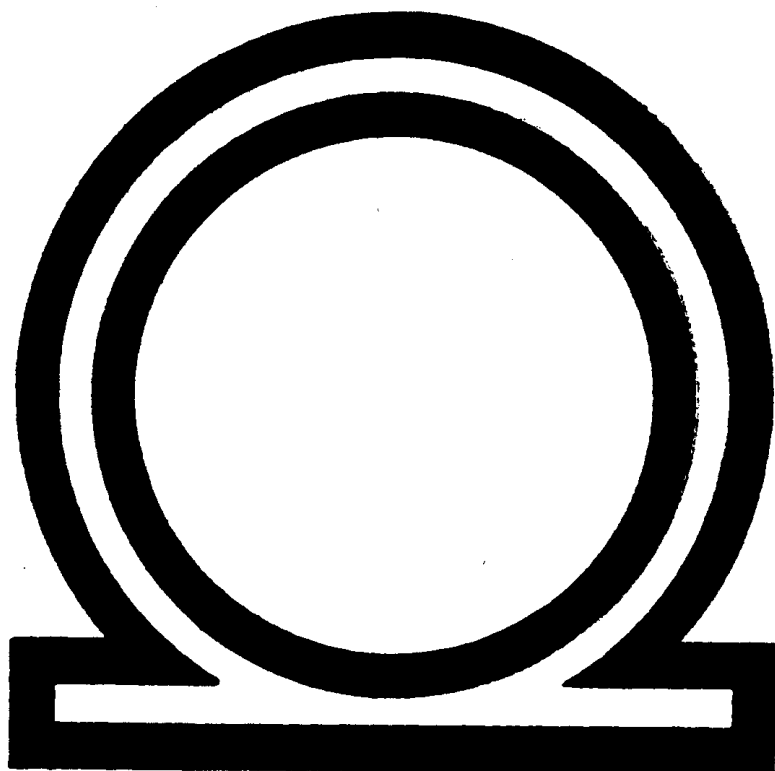


Lotus (flower)
(Lo - tes)



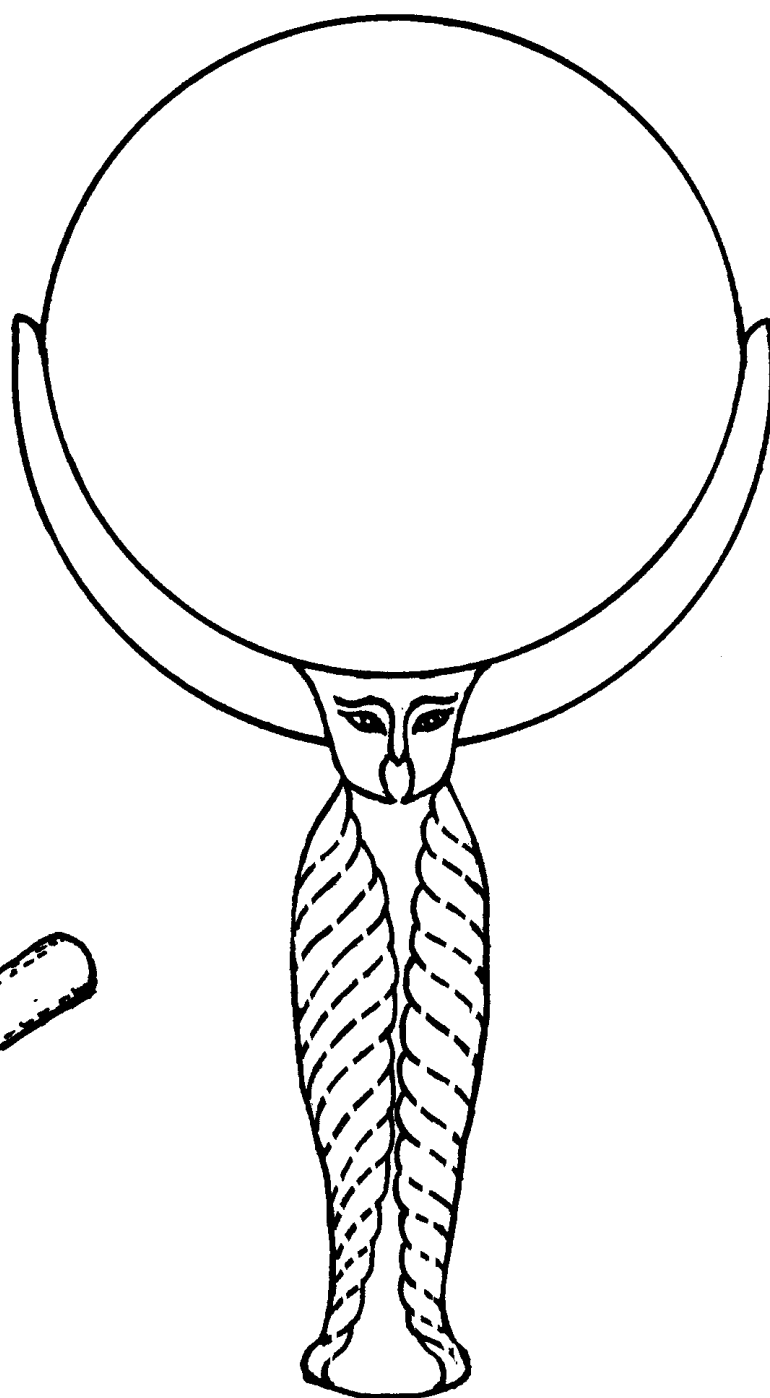
Lion



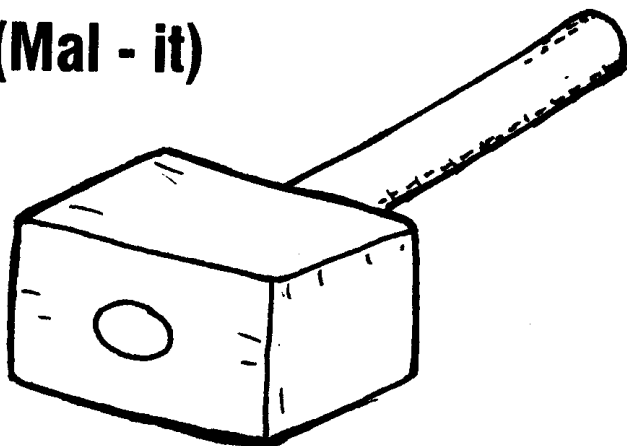


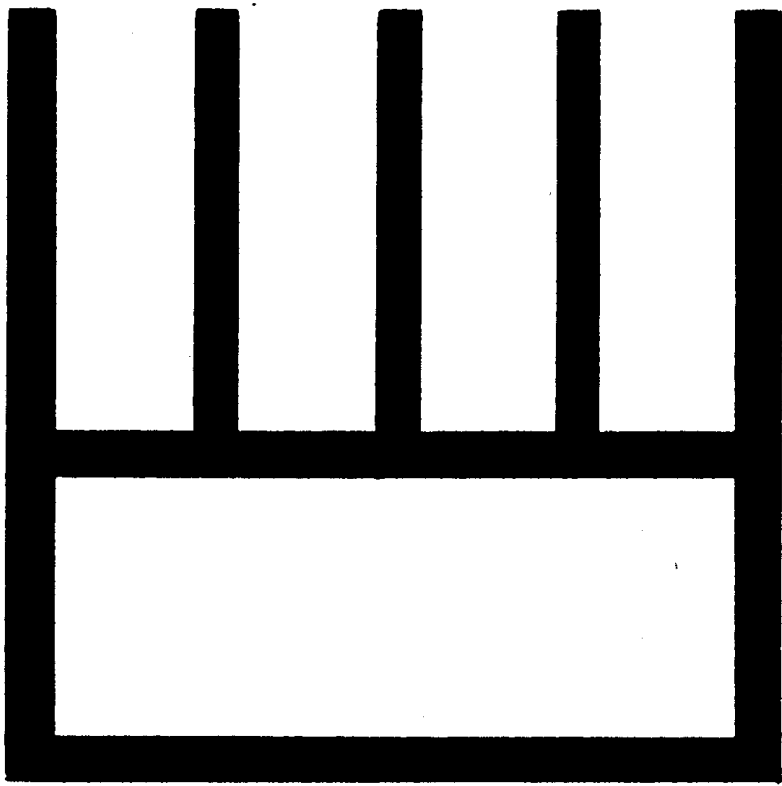
M

Mirror
(Mir - er)



Mallet
(Mal - it)

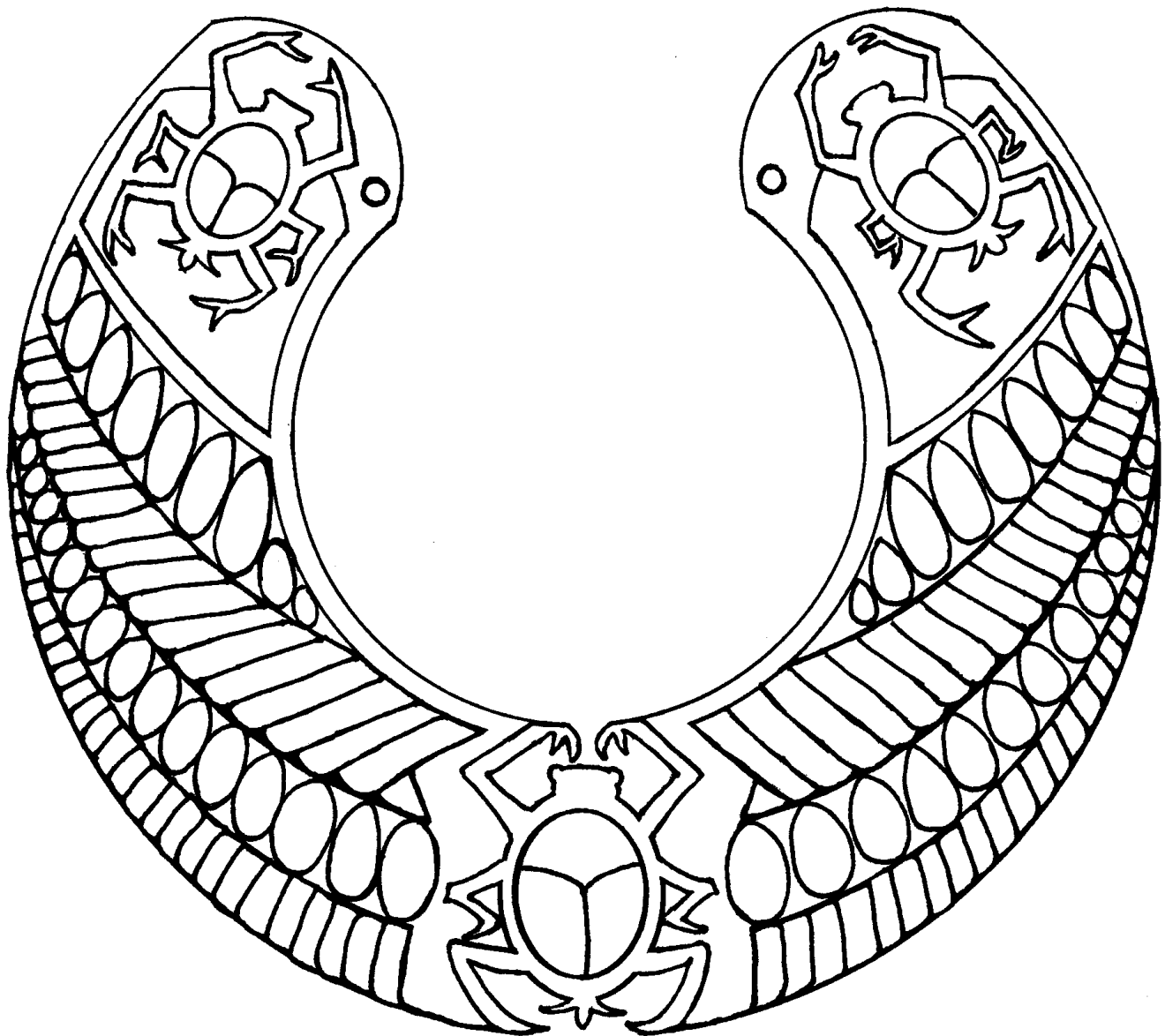


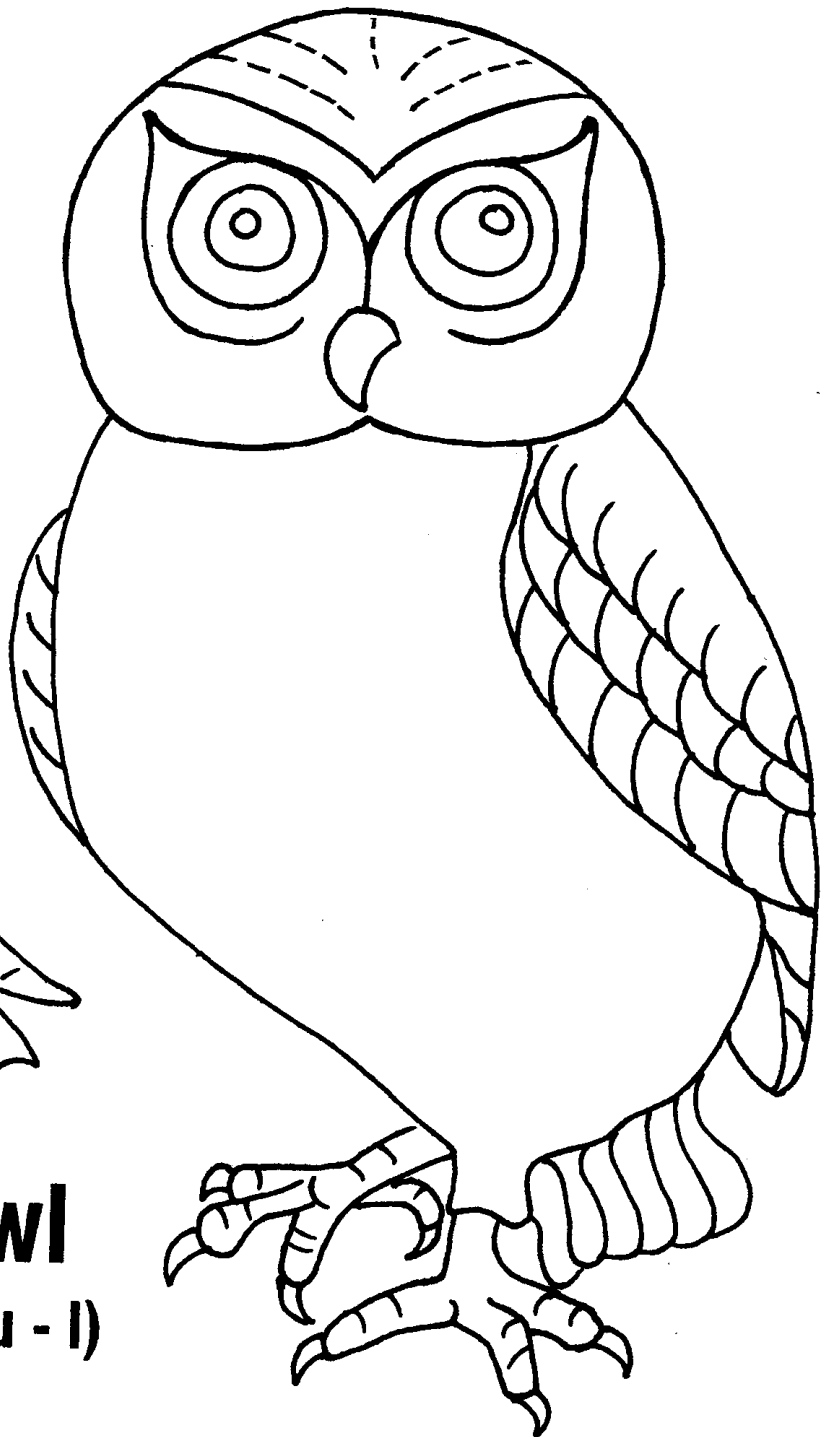
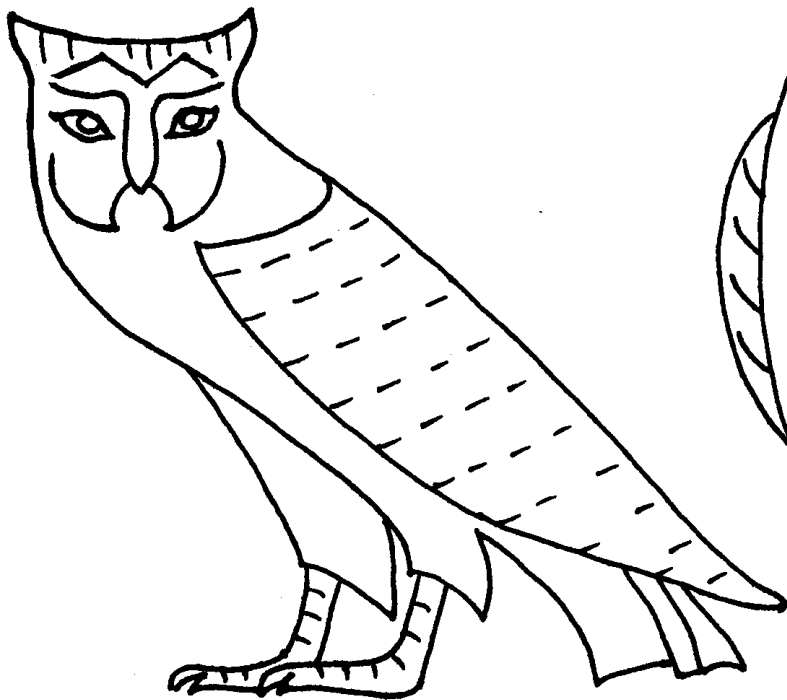
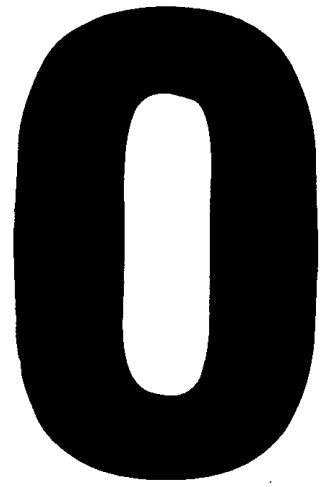
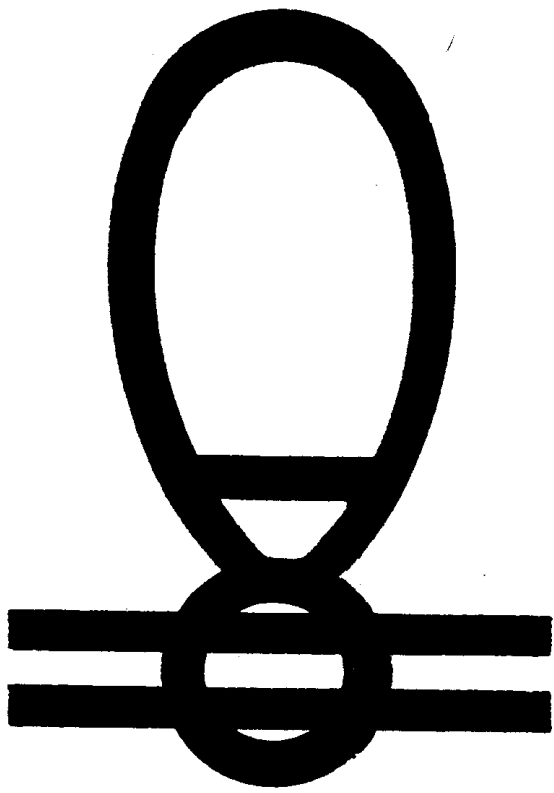


N

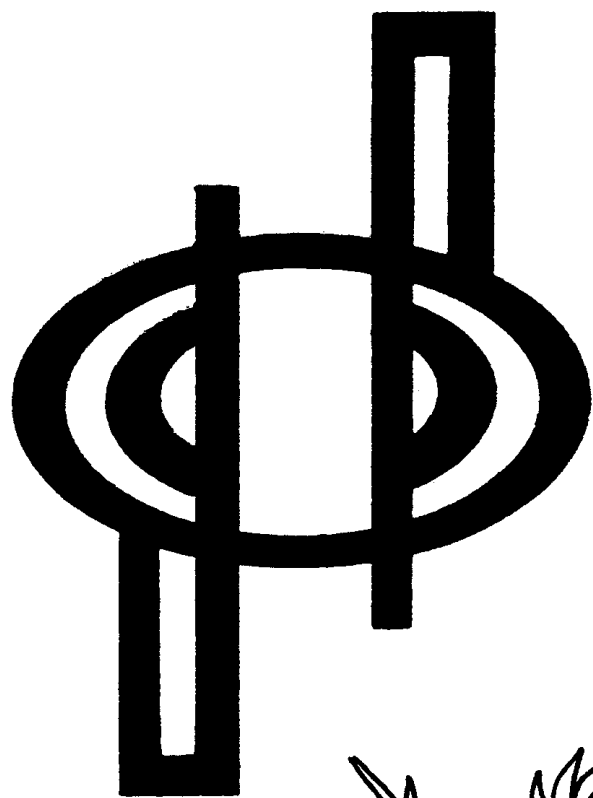
Necklace

(Nek - lis)



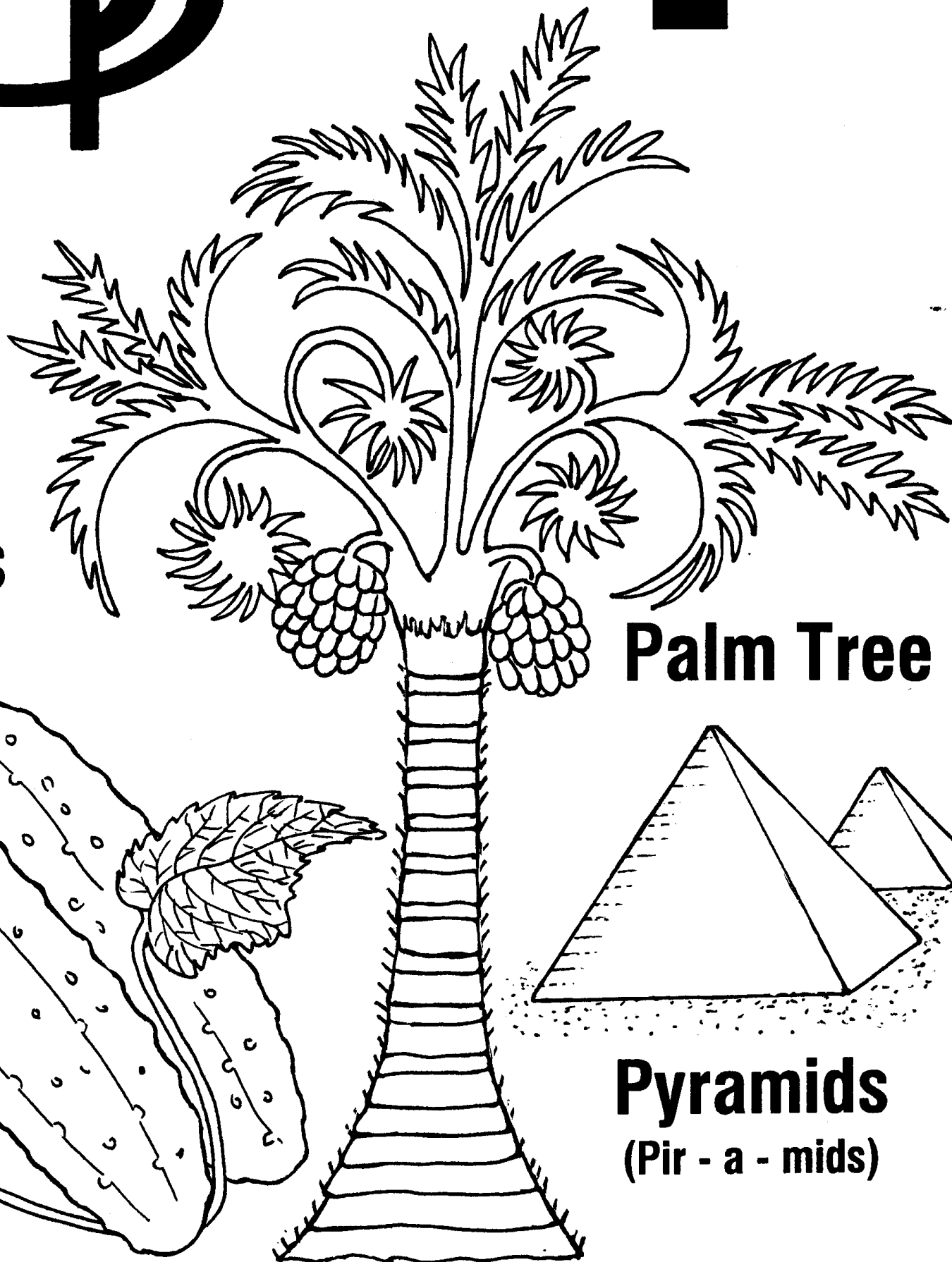
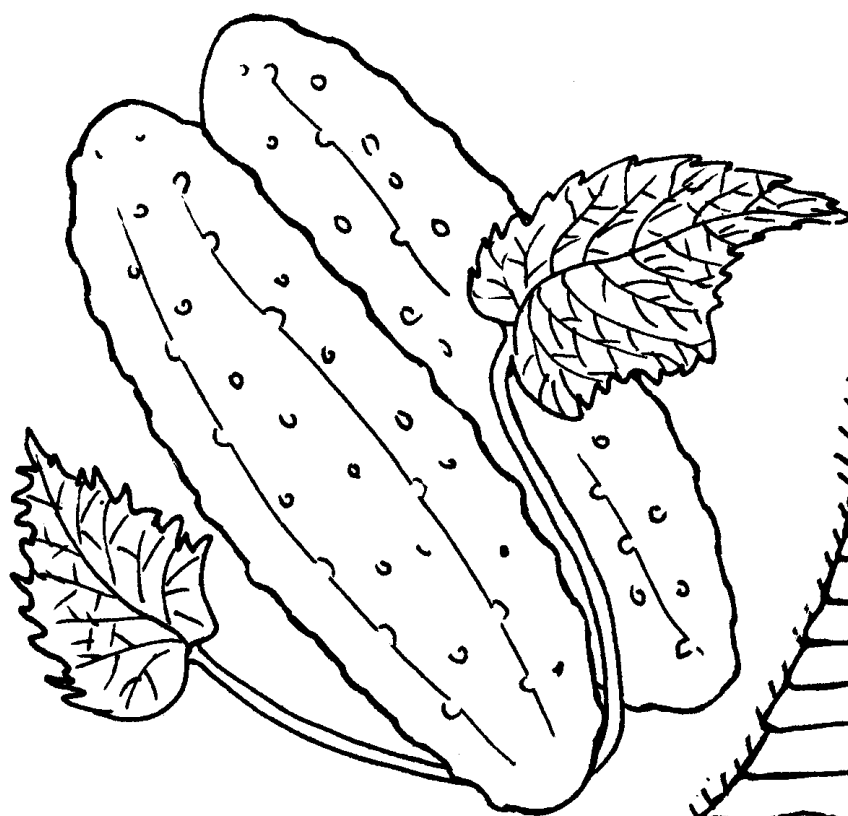


Owl
(O - u - l)

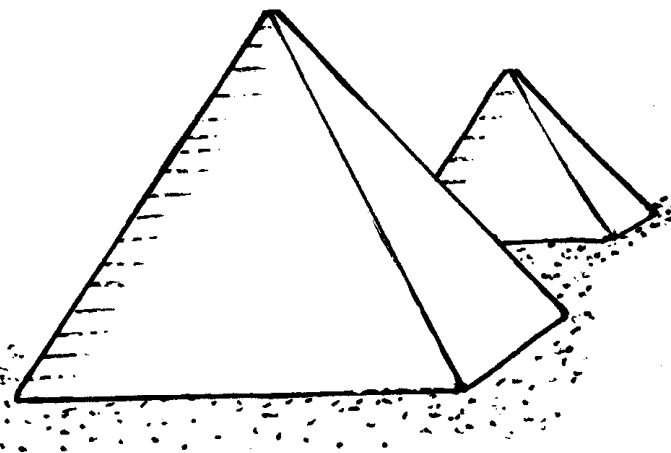


P

Pickles
(Pik-els)



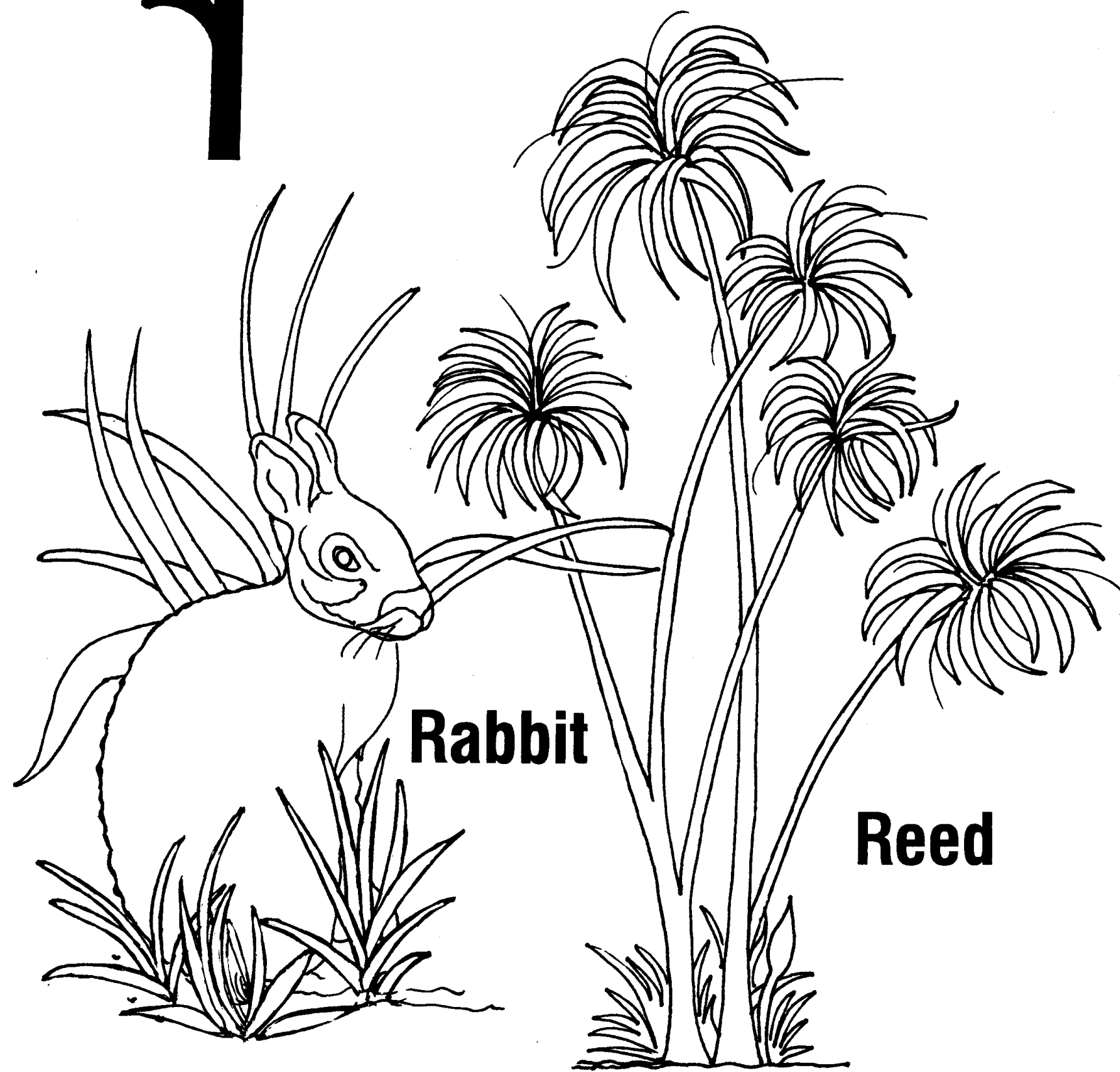
Palm Tree



Pyramids
(Pir - a - mids)

R

R



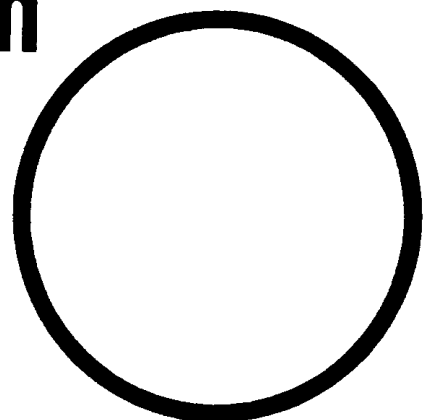
Rabbit

Reed

S

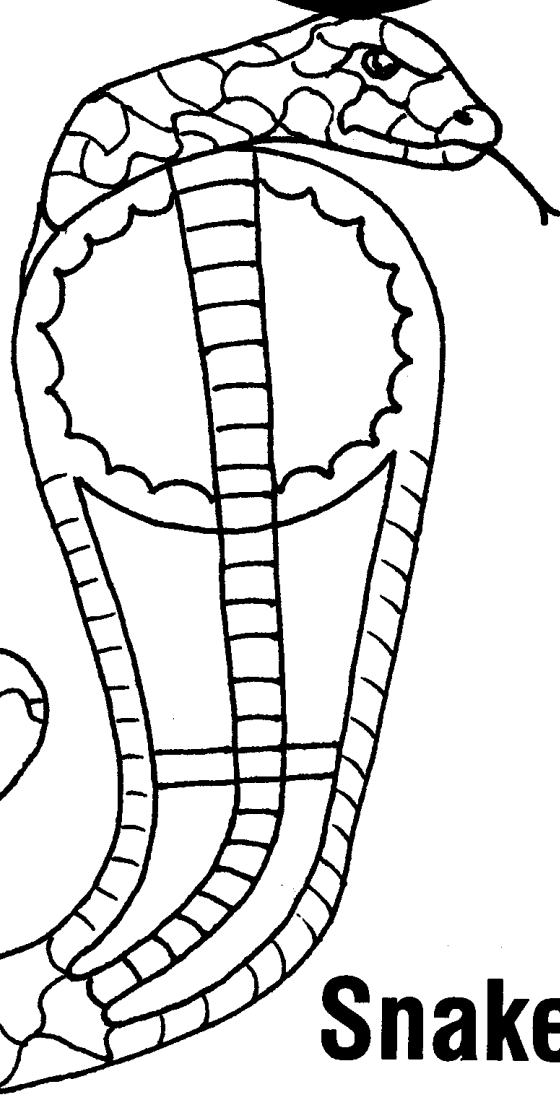
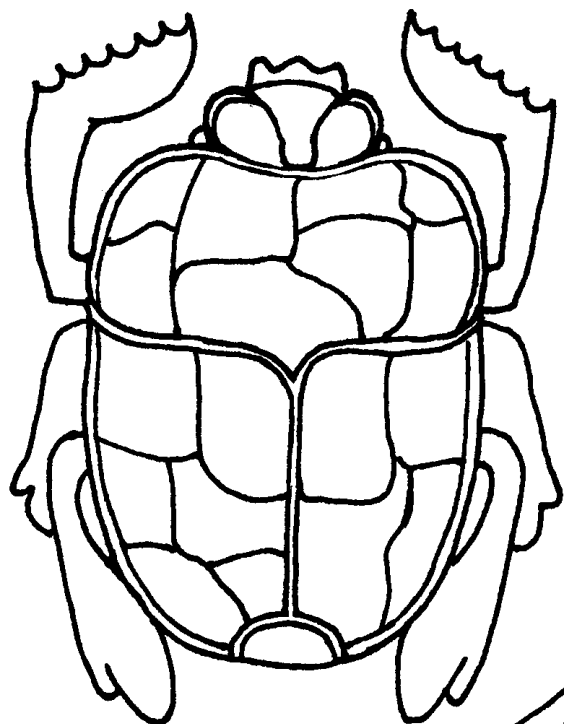
S

Sun



Scarab

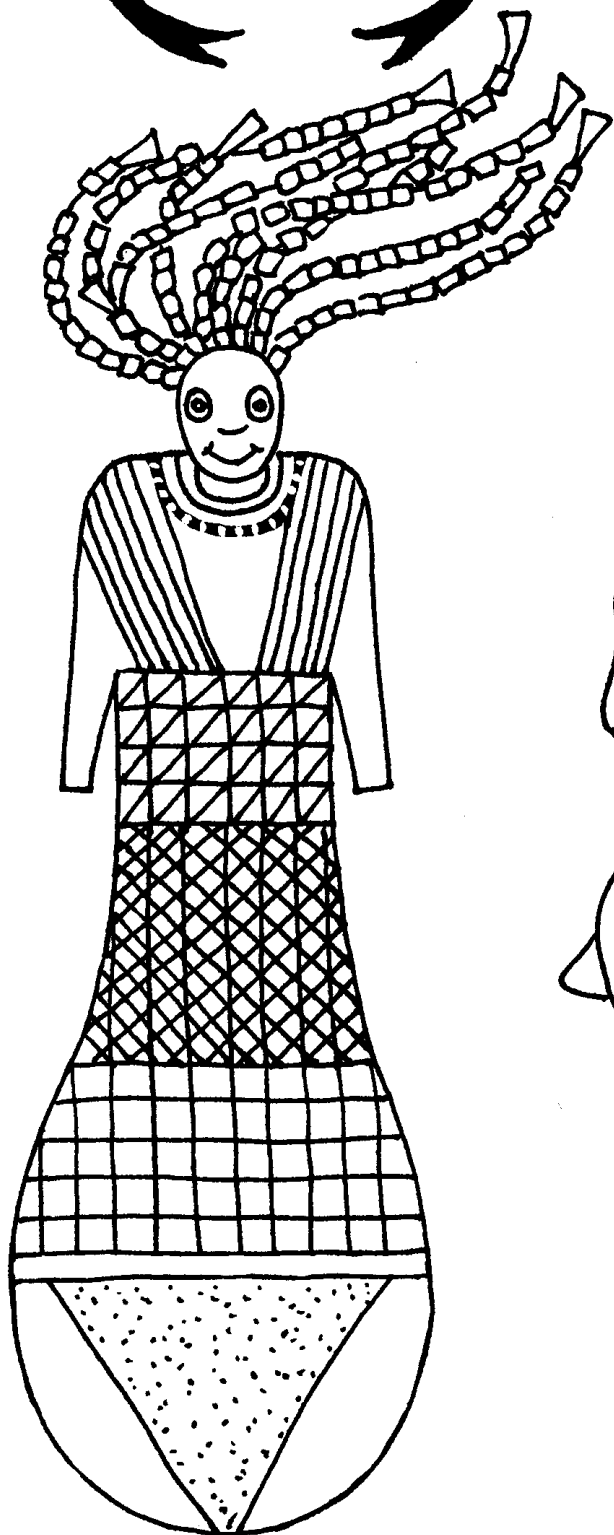
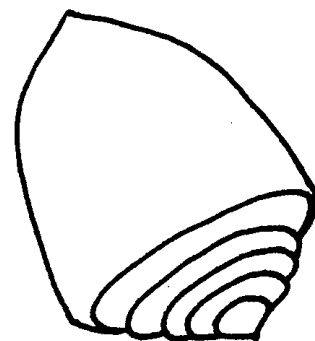
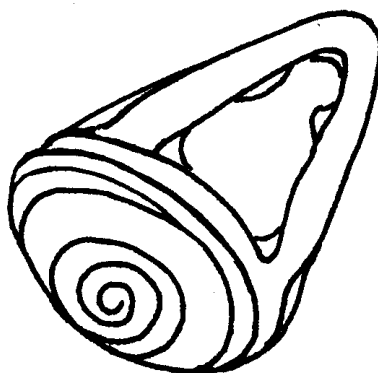
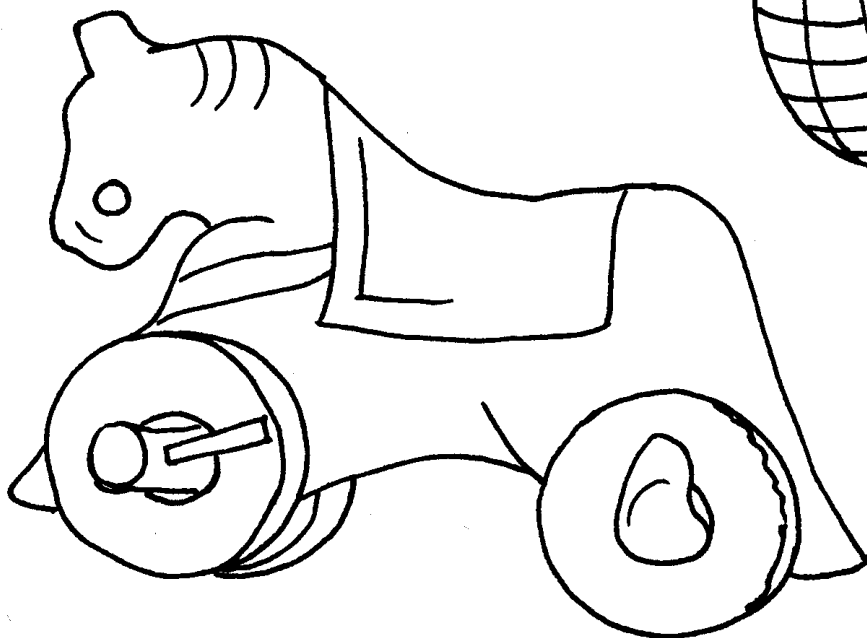
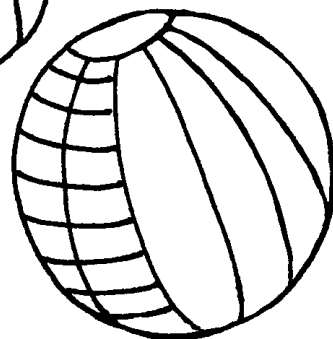
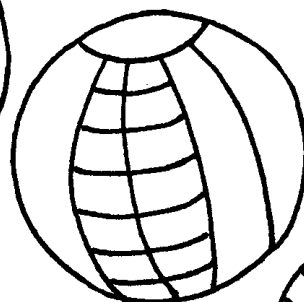
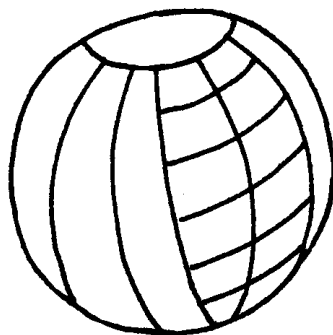
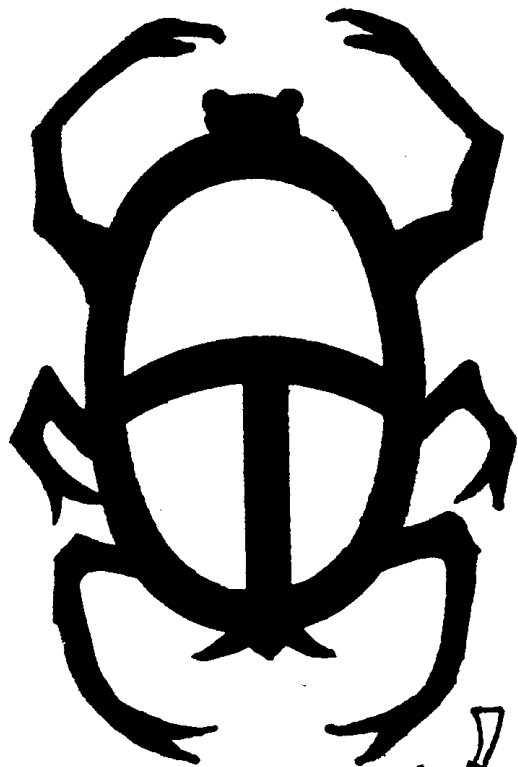
(Skar - eb)



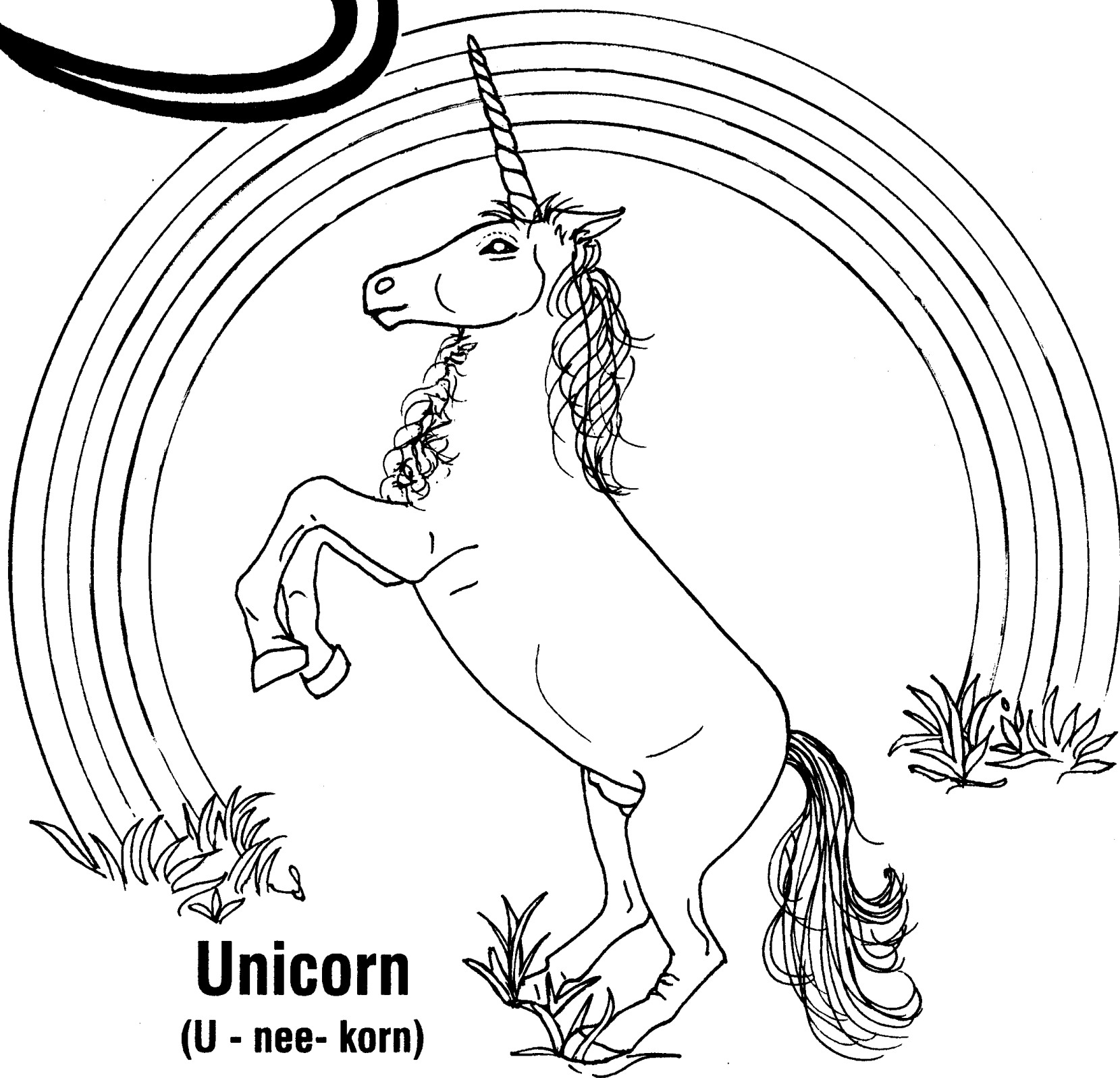
Snake

T

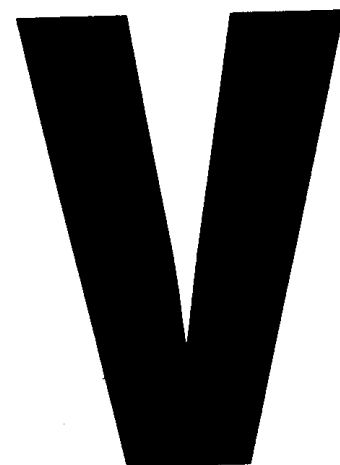
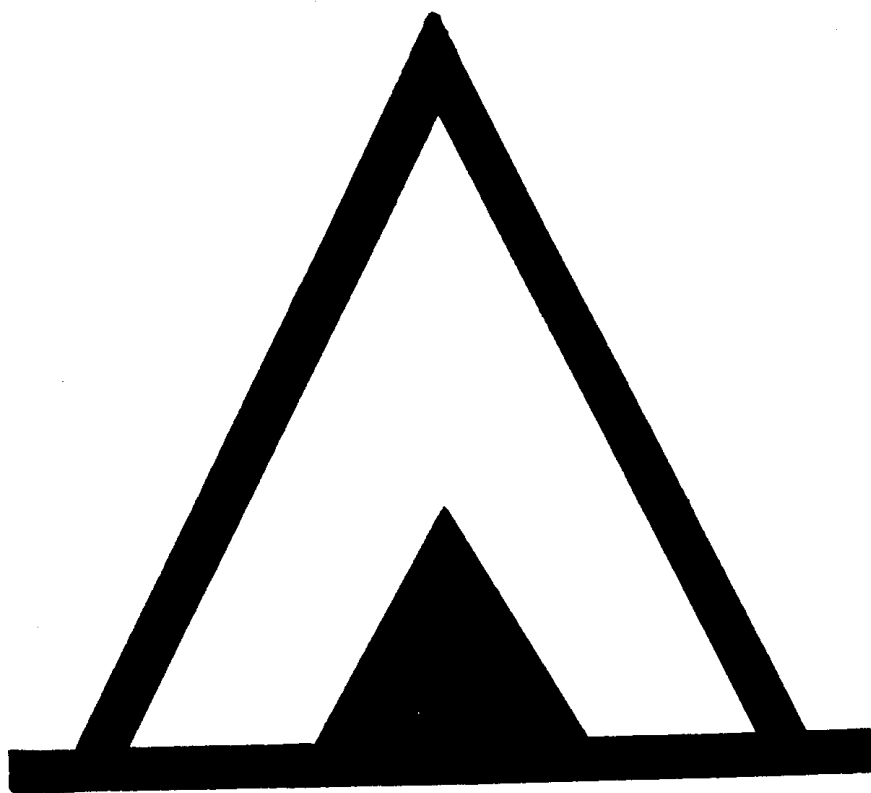
Toys



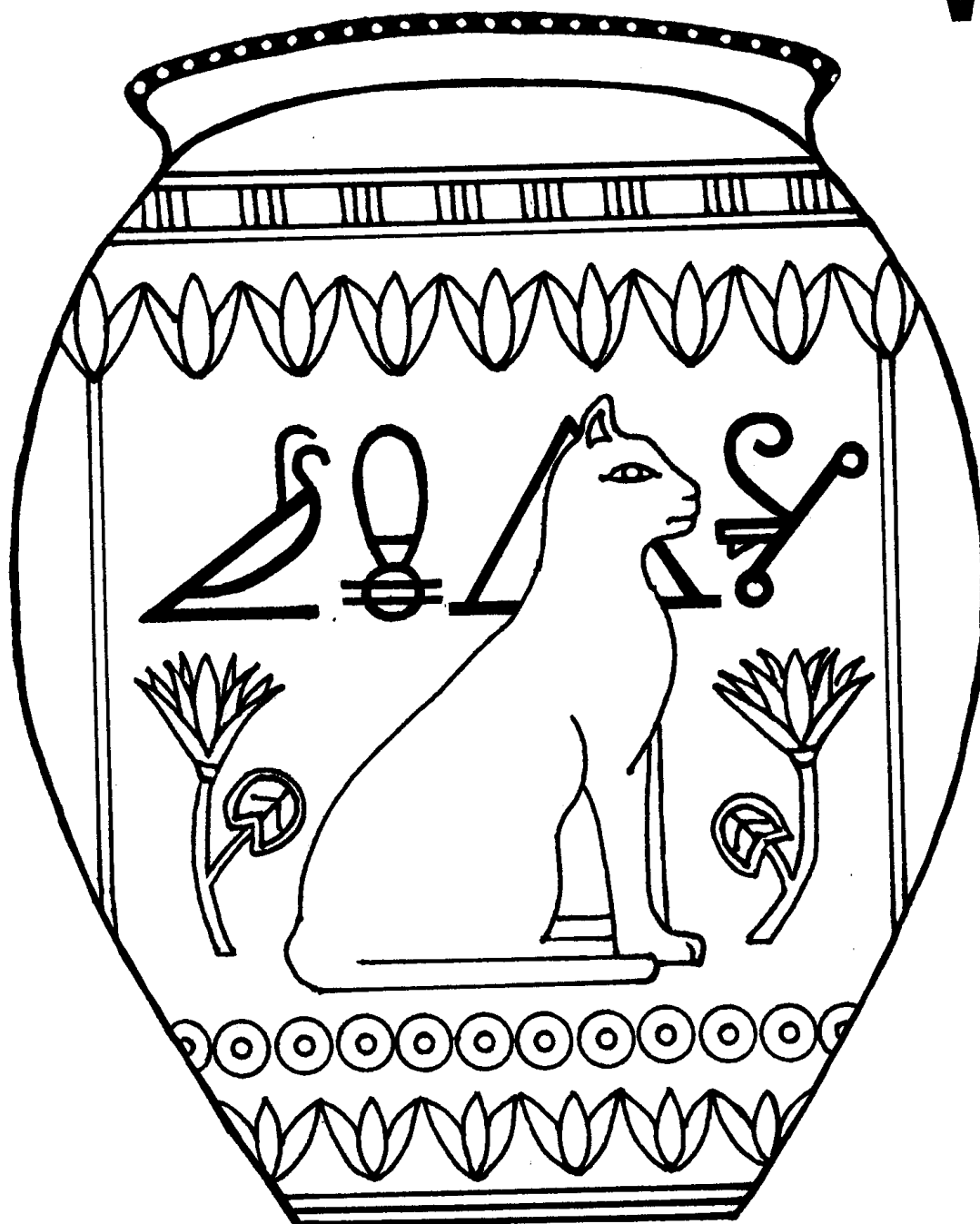
U

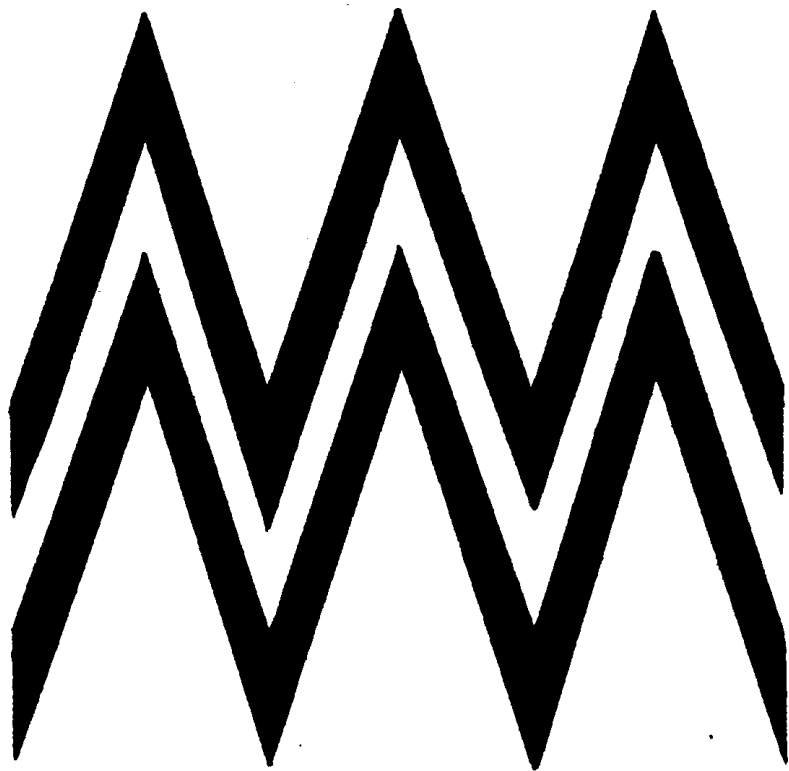


Unicorn
(U - nee- korn)

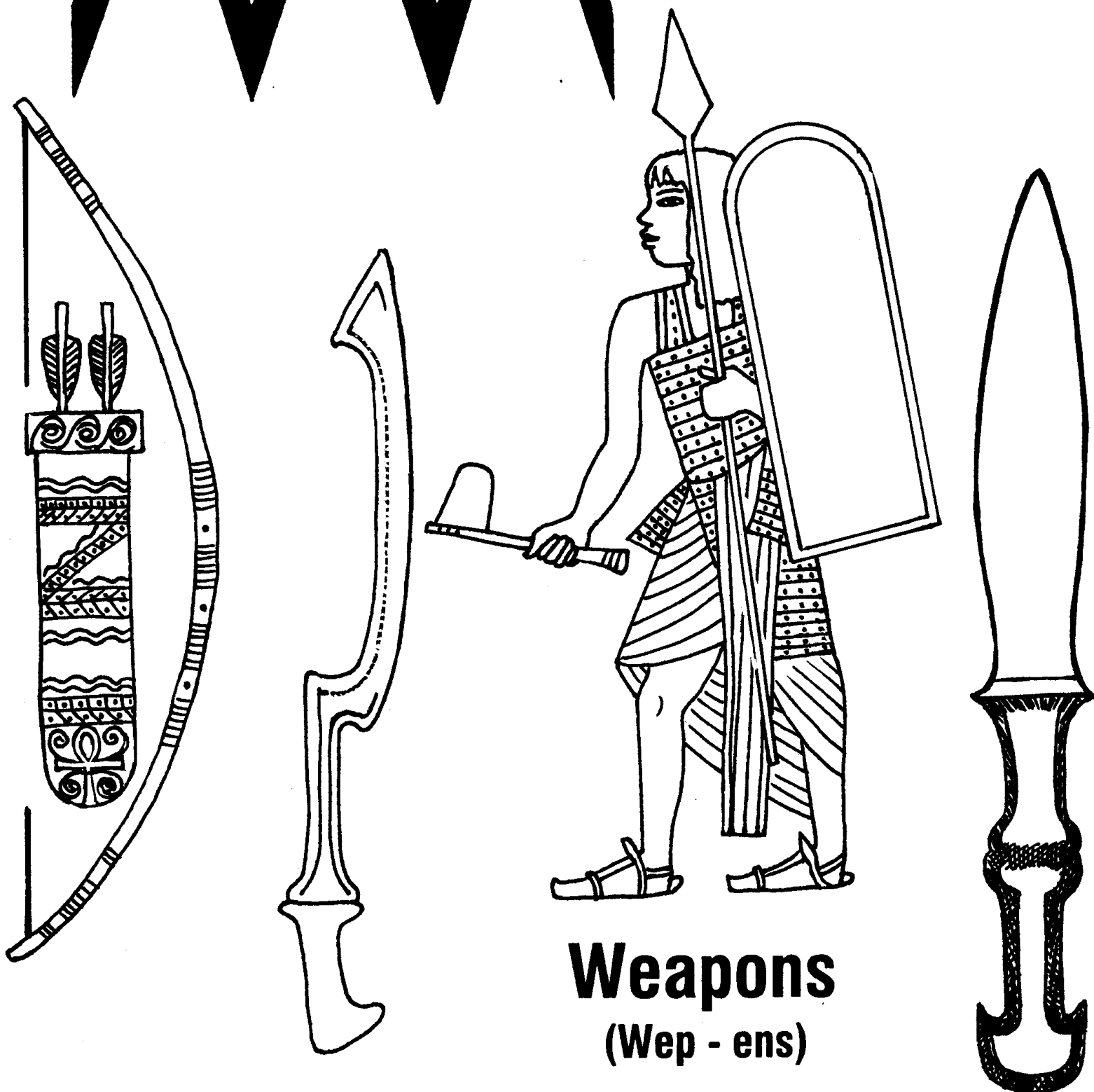


Vase

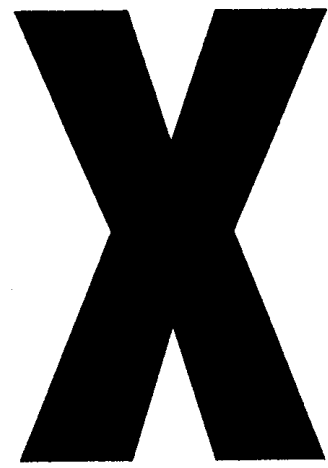
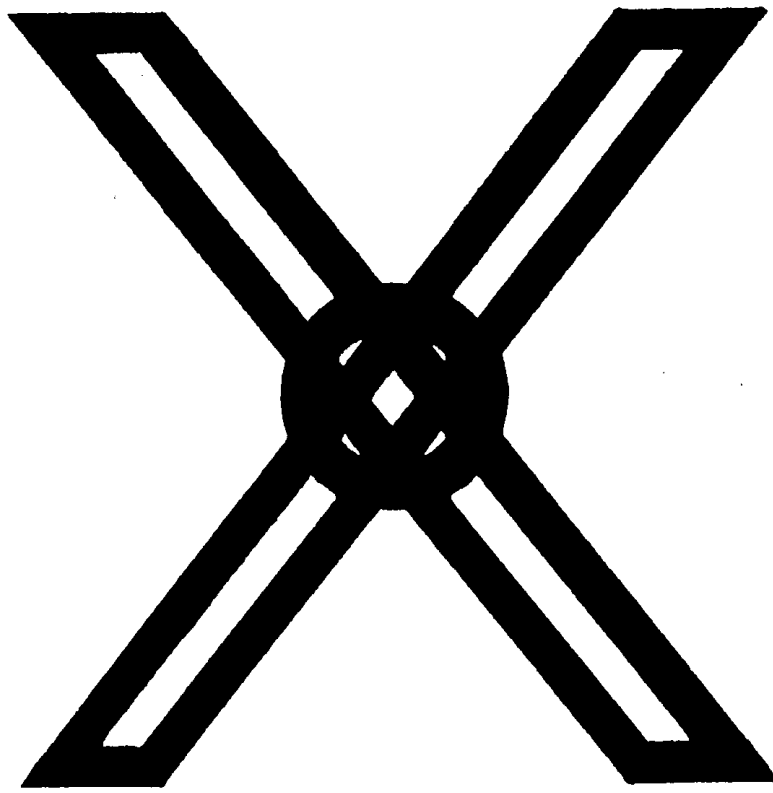




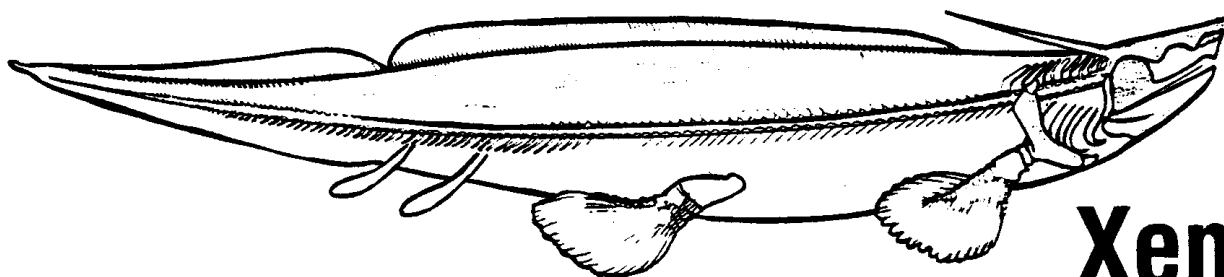
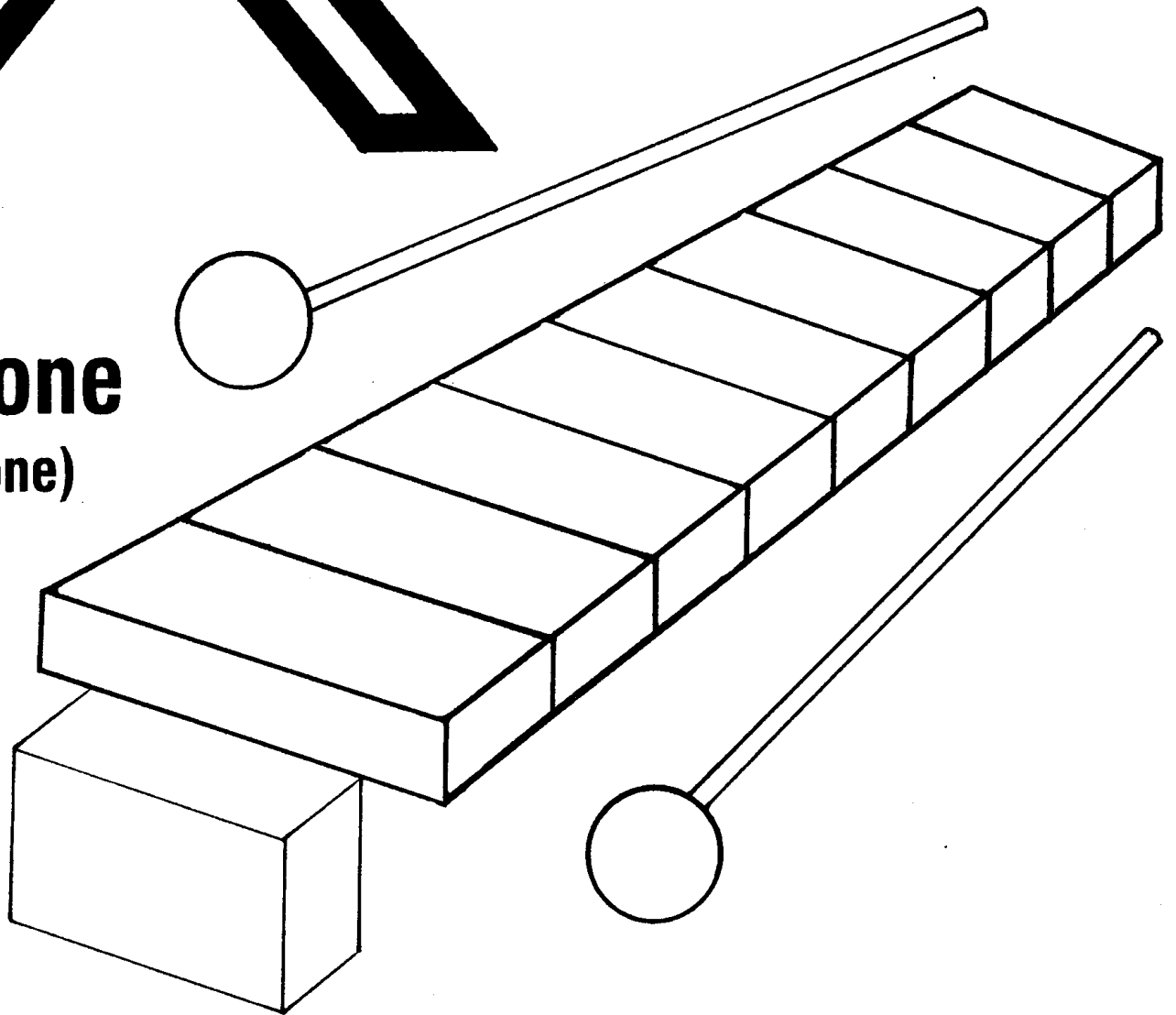
W



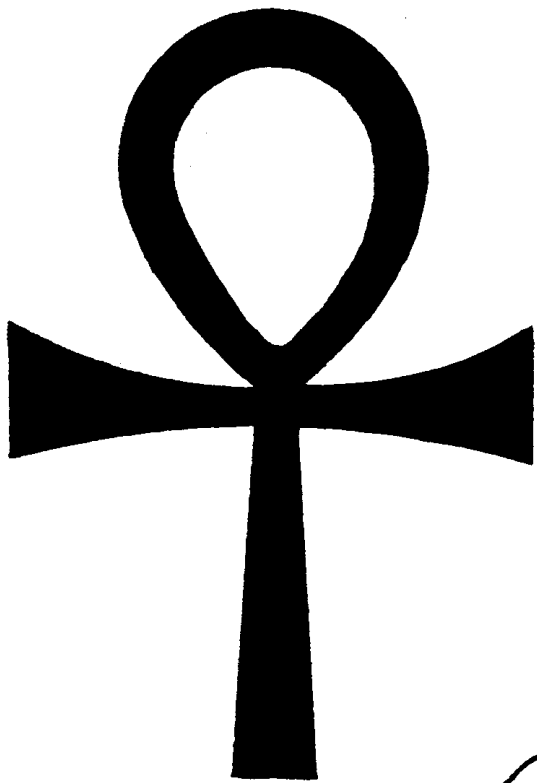
Weapons
(Wep - ens)



Xylophone
(Zi - le - fone)

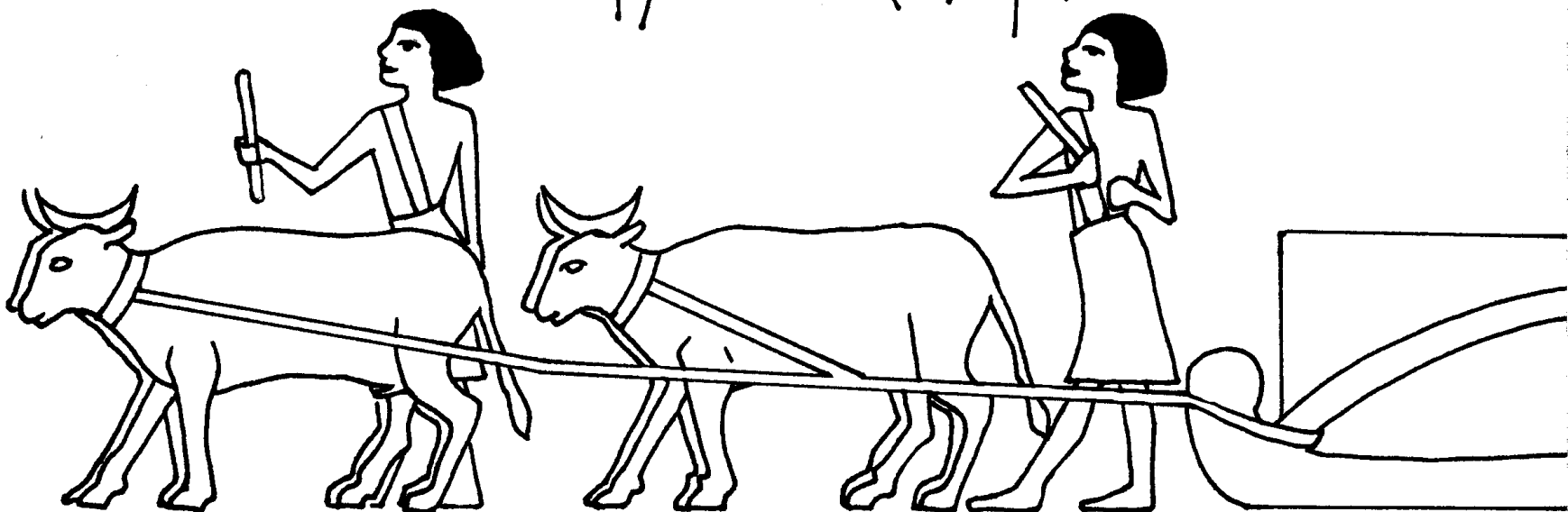
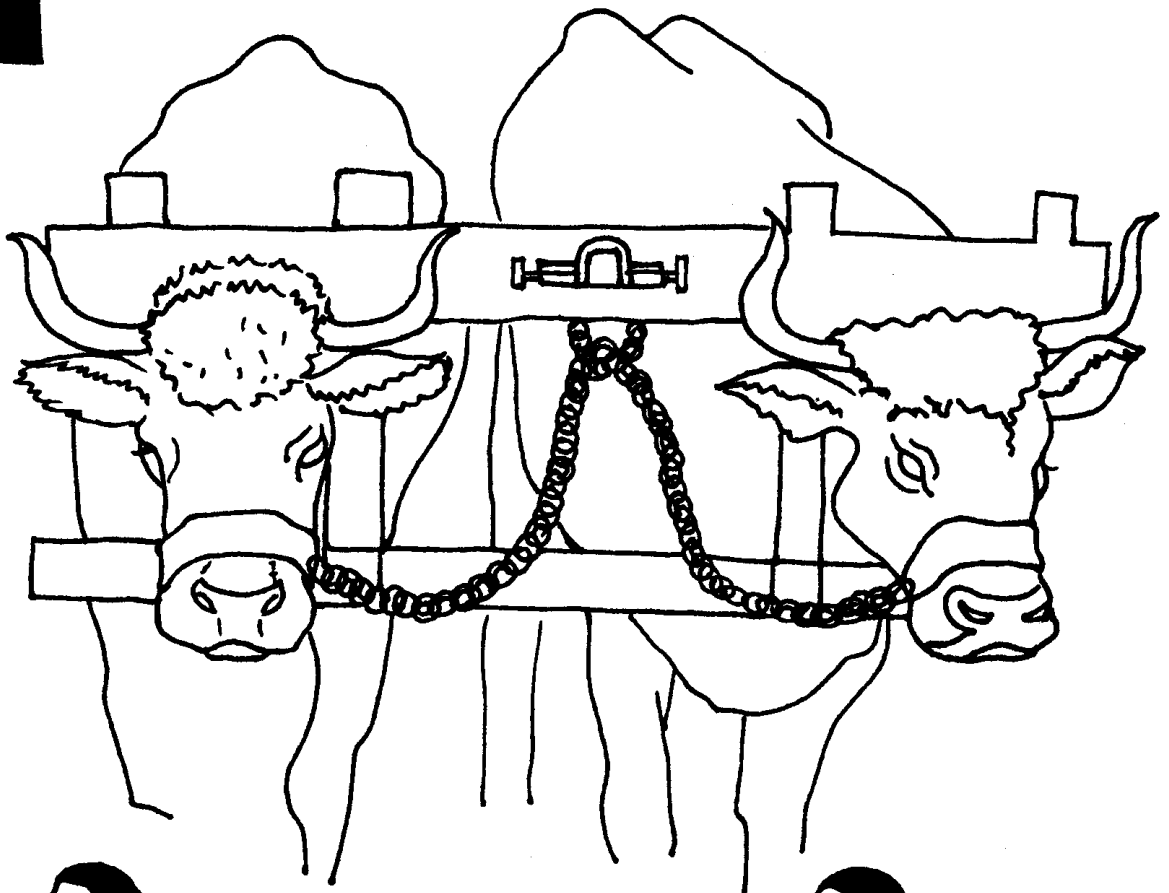


Xenacanthus
(Zee - nakant - thos)



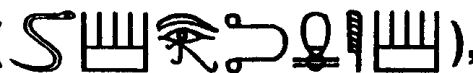
Y

Yoke



Nuwapo Hunt



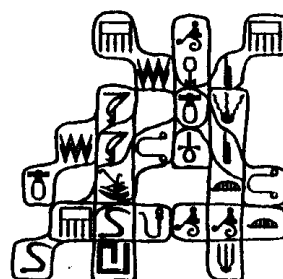
In The Puzzle Above, Try To Find A Unicorn (),

A Crown (), A Quill (), A Zebra (),

A Sun (), A Yoke (), A Owl (),

A Bee (). You Can Go Left To Right, Down, Or Diagonal.

Circle Each Word As You Find It.

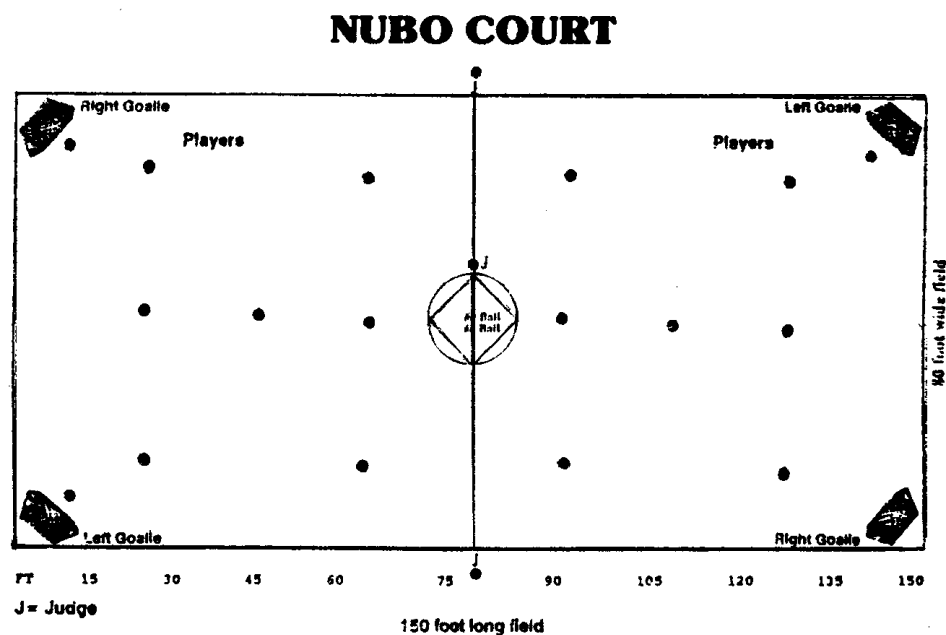


NUBO THE GAME OF THE HOLY TABERNACLE MINISTRIES

Items Needed:

1. 50 yards long (150) by 80 feet wide field, divided into two 25 yards play fields by a line in the center. A three feet circle and a diamond mark the center of the field.

Diagram A: Playing Field - Starting Positions



2. 4 netted goals posts (one red, one yellow), 1 in each corner of each side of the field. The goal area is a 3 foot arc, the goal post is 4 feet high, the backboard is 2 feet high, and the front block 1 foot high.

Diagram B1: Goal Post

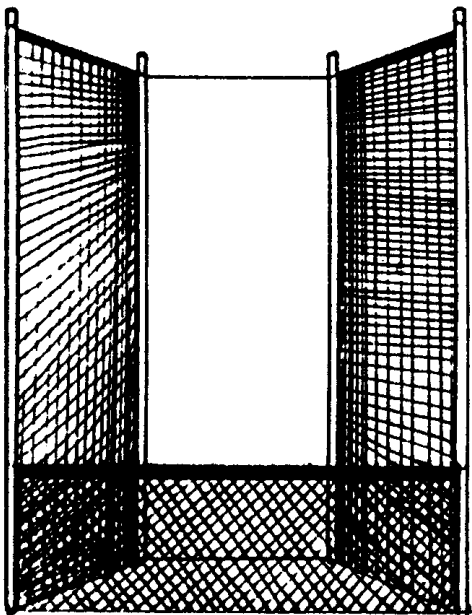


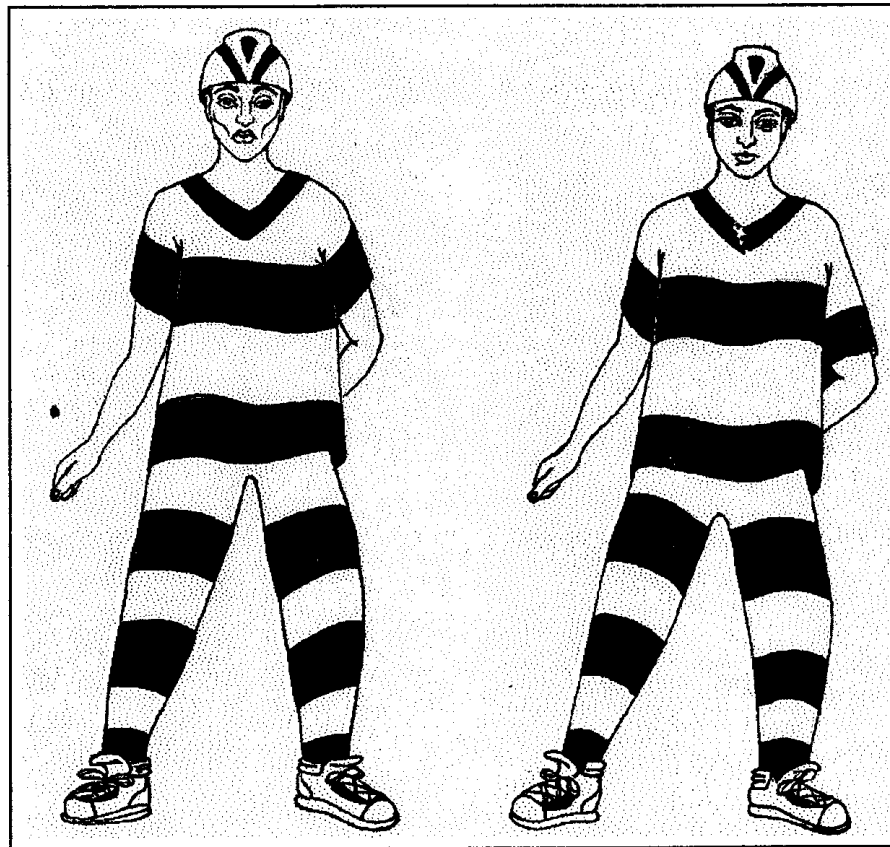
Diagram B2: Goalie



3. 9 players (7 on the field, including 1 center, and 2 goalies). Examples of player's uniforms: red team (red & white), blue team (blue & white), helmets, knee pads, elbow pads, and sneakers.
4. 4 goalies: face masks, 2 hand held, round shields (12 inches wide) body vest, velcro (for wrapping legs) and a black flag for each goalie. The shield has a wooden base, padded with foam and covered by a black, pleather top and handle.

Diagram C1: Player Team 1

Diagram C2: Player Team 2

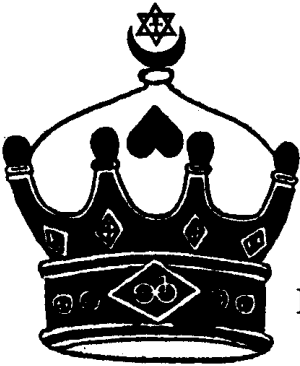


Red's Uniforms: 1.Red
2.White

Blue's Uniforms: 1.Blue
2.White

5. 2 nubo balls, one in red and one yellow.
6. 1 score keeper, a white score board with black numbers or lights for night games.

Diagram D:
Score Board

SCORE BOARD		
8		19
<u>Innings:</u>		<u>Fouls:</u>
2		Team 1 Team 2
		12 4

7. 3 judges (2 are team coaches). judge's uniform: 3 striped uniforms and 3 whistles.

Diagram E: Coach/Judge



How to play the game of Nubo:

1. There are two opposing teams. for example: red and blue. Other name for teams can be chosen.

2. The ball must be worked from center field to one of the two goals on each team's side (meaning there are 4 goals, two on each side). Play begins when a player from each team (two center men) stands at the center field line three feet away from midcenter, the coach counts to three, then blows the whistle. The center players turn and run to the balls placed one on each side of the center yard line. (See Diagram A for starting positions). They may run with the ball, or pass it by kicking it or throwing it to the other six team members who are positioned on the field. Play continues simultaneously on both sides. The opposite team must block players from making a goal.

It is possible for one center player to obtain both balls for his team. The opposite team must recover the ball to score.

3. The ball may be snatched or slapped out of an opposing players hands, or intercepted during passing.
4. The goalies job is to block the ball from getting in the net. His legs are enclosed in Velcro and he must hop in front of the goal using his body and the shields to prevent scoring. When he is ready to be relieved, he raised a black flag and switches places with a field player chosen by the coach.
5. The three judges determine the plays (1 at center field, 2 on the sidelines). A goal is noted by blowing the whistle and raising the team's flag. A foul is also noted by blowing the whistle. Blowing the whistle stops play for that side of the field.
6. The first team to score 19 points wins the game. Points are scored by getting the ball into the net (by whatever means: throwing, kicking, punching it, bouncing it off the body, etc.). A half point is scored upon making a goal and another half point is scored for fouls against the team. After scoring, the ball is returned to mid center.
7. When the ball is passed between players by throwing it, the ball must be caught with one hand only. Any way points can be made without fouling, is allowable.
8. A foul returns the ball to midcenter, with the judges determining if the foul was intentional and whether or not a point will be scored. The player making the foul must sit on the bench until the opposing team scores a point.
9. The game is marked by three five minute break periods after each half hour of play. The game continues until the 19 points are scored.
10. After each break, the judges switch their referee posts.

Rules of the game:

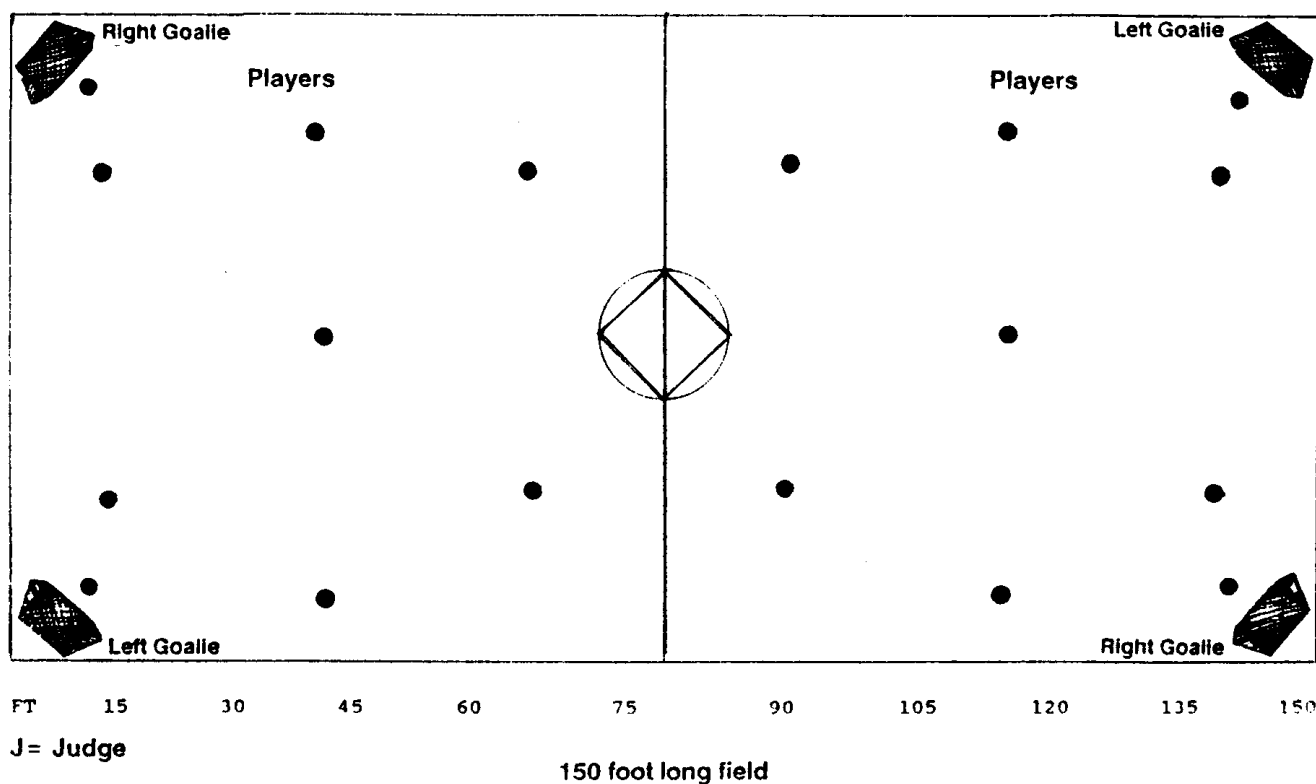
1. The following constitutes a foul: tripping, fighting, biting, elbowing, tackling, and handling the goalie.

2. Once the goalie raises the black, flag, play on that side of the field stops, until he is replaced.
3. Then the ball is caught with more than one hand, the team forfeits the ball. The ball goes to the opposite team and the play starts from that point.
4. Questionable calls are determined by the third judge (who is not a coach).

Playing fields position:

Diagram F

NUBO COURT





**THE
HOLY
TABERNACLE
MINISTRIES**

**P.O.BOX 4490
EATONTON,
GEORGIA
31024**