

Hopscotch

A crash course for box jumping game

About Hopscotch

Hopscotch (a.k.a. potsie, pottsie) began in ancient Britain during the early Roman Empire. The original hopscotch courts were over 100 feet long, and were used for military training exercises! Nowadays, hopscotch may be regarded as a "girl game," but any boy lacking the skill and dexterity needed to play it could look like a klutz.

To learn more about hopscotch, visit
<http://www.streetplay.com/thegames/hopscotch.htm>

Game Essentials

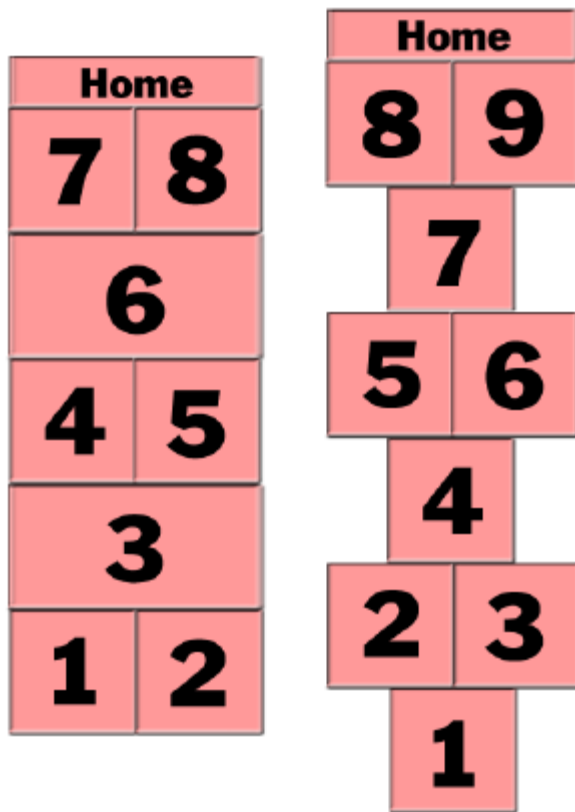
Players: at least 2 people; no real limit

Materials needed:

- Chalk (to draw the court)
- A marker to throw (coins, bottlecaps, rocks)

Time to play: 5-10 minutes, depending on number of players

Typical Hopscotch courts (American)



The Hopscotch court

Hopscotch boards are usually found in playgrounds, but if there aren't any, a good piece of chalk can easily remedy that. A court as pictured here is typical. It can be drawn on a sidewalk, schoolyard, driveway—even a basement floor. Each box on the board is about 18 inches square, but this can vary depending on how tall the players are.

How to play

After the players determine what order they'll play in, the first player tosses her marker into the first square (marked "1"). The marker must land completely within the designated square and without touching a line or bouncing out. If the marker lands in the wrong square, the player forfeits her turn. If the marker is successful, the player hops through the court beginning on "Square 1." Side by side the squares are straddled, with the left foot landing in the left square, and the right foot landing in the right square. Single squares must be hopped on one foot. For the first single square, either foot may be used. Squares marked "Safe," "Home," or "Rest" are neutral squares, and may be hopped through in any manner without penalty.

When a player reaches the end of the court, she turns around and hops back through the court, moving through the squares in reverse order and stopping to pick up her marker on the way back. Upon successfully completing the sequence, the player continues her turn by tossing her marker into square number two, and repeating the pattern.

If, while hopping through the court in either direction, the player steps on a line, misses a square, or loses her balance, her turn ends. The player starts on her next turn where the player last left off. The first player to complete one course for every numbered square on the court wins the game.

The last word

Hopscotch is a classic, from the time of the ancients to the advent of sidewalks. It can be played nearly anywhere, anytime, by anyone—if the boys don't mind getting beat on the playing field, that is!

This Streetplay Rule Sheet is available at: <http://www.streetplay.com/rulesheets/hopscotch/>