

HOPSCOTCH

Playing Area: A hopscotch diagram drawn on a hard surface area.

Equipment: A marker of some sort.

Players: Not more than 4 or 5 to any one game.

The first player starts the game by tossing his marker into the first (#1) box. He then hops over the first box into the second box. He then hops into box #3 on the same foot. The general rule is to hop on one foot in the single boxes and both feet (one in each) into the double boxes. When he reaches the end he turns around completely in place and hops back. When he reaches box #2, he reaches over and picks up his marker, hops into box #1 and out. He now tosses his marker into box #2 and repeats the routine. He continues into the other boxes with his marker until he has covered all nine boxes.

Basic rules:

1. The player may not hop into the box where his marker is tossed. He picks up the marker on the way back by stopping in the box immediately in front. After he has picked up the marker he can hop into the box.
2. A player loses his turn if his marker fails to be tossed into the correct box or rests on a line.
3. Stepping on a line, missing a box, falling, or stepping into a box where the marker rests are fouls and stop the turn at that point.
4. After a player has gone completely through the boxes the game is over.