



Hopscotch (RAYUELA - Spanish)

(SAMBORI-Valencian)



HOPSCOTCH is a wonderful hopping game that can be played on a bare patch of ground or on a floor indoors.

There are hundreds of variations of the diagram that can be drawn.

Spanish Variation

The rules of hopscotch as I remember them were:

The set up was 1 in a line, 2 & 3 next to each other, then 4 in a line, 5 & 6 next to each other, then 7 on it's own, 8 & 9 next to each other and then 10 in a line at the top, usually used as a "rest area" and called "SKY".

To play, you throw/drop your stone on the next no (1, then 2, then 3, etc up to 10) It's important that you throw accurately because if your stone lands on the wrong number, you miss a turn.

Assuming your stone lands on the right number, you have to hop the sequence, on one foot, missing that square. The only time you can put two feet down is on 2/3 and 5/6 and 8/9 (two feet can be placed down with one in each square) only if your stone isn't on one of them. A player must always hop over any square where a marker has been placed

If you put your second foot down (other than on 2/3, 5/6 or 8/9 when your stone isn't on



them), you have to pick up your stone and try again next time.

At 10 you turn around and hop back, picking up your stone on the way, without stepping on a line or losing their balance, you get to write your name in any square you choose. This square now becomes a rest spot (can stand on two feet) for you only. All the other players must hop over that marked square.

The winner is the child with the most marked squares.

Others ways to play:

Use chalk to draw a hopscotch pattern on the ground or use masking tape on a floor.

Create a diagram with 8 sections and number them. Each player has a **marker** such as a stone, beanbag, bottlecap, shell, button, etc.

The first player stands behind the starting line to toss her or his marker in square 1. Hop over square 1 to square 2 and then continue hopping to square 8, turn around, and hop back again. Pause in square 2 to pick up the marker, hop in square 1, and out. Then continue by tossing the stone in square 2. All hopping is done on one foot unless the hopscotch design is such that two squares are side-by-side. Then two feet can be placed down with one in each square. A player must always hop over any square where a marker has been placed.

A player is out if the marker fails to land in the proper square, the hopper steps on a line, the hopper loses balance when bending over to pick up the marker and puts a second hand or foot down, the hopper goes into a square where a marker is, or if a player puts two feet down in a single box. The player puts the marker in the square where he or she will resume playing on the next turn, and the next player begins.

Sometimes a dome-shaped "**rest area**" is added on one end of the hopscotch pattern where the player can rest for a second or two before hopping back through. The "rest area" at the top of the hopping field (usually a 1/2 circle used to be called "SKY BLUE".

"Sky Blue" was a huge circle that connected with square 9 or 10. Rules were the same except "sky blue" was also included. When you threw your rock on Sky Blue, you had to jump over it and land on one foot, turn around, jump over it again and land on square 9, still on one foot, then continue down the board.



And there was a **snail hopscotch**.

You draw a big snail shell spiral and then section it off into squares. You play the same way except there is no area for both feet. Also, the number of squares are limited only to the size of the snail you have drawn. Another difference is that you cannot start from the inside so it's just a race to the centre.