

## Peevers/Beds/Hopscotch

Known as peever or beds in Scotland and hopscotch in England, this game has likely been around since Roman times. It is traditionally a pavement game, as the lines between paving stones create natural "beds", and a hard, smooth surface is best for the "scliffing" of the peever which, along with a piece of chalk, is all the equipment required. It can, however, be played in a large room or on hard earth, the beds on earth being scored in.

The peever was something small with a smooth, polished surface like a stone or a shoe polish tin – something that would easily slide and come to a stop but, not roll and was small to make the game a challenge. Today, a bottle top (plastic or metal), the aluminium 'cup' from a tea light a broken thumb drive or even a bean bag for younger children will do.

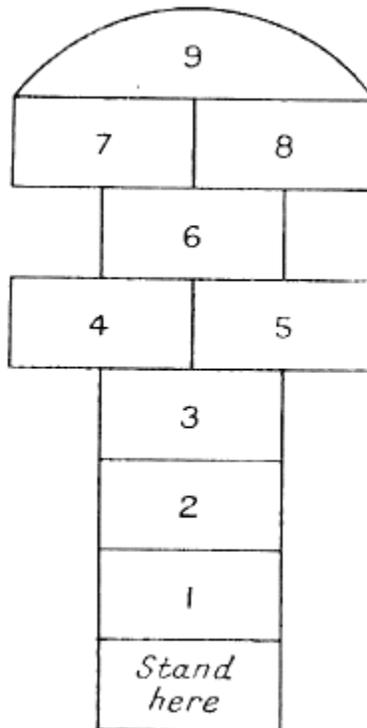
**Game Play 1** – Traditional game but the rules make it challenging.

The beds are marked out like this. Try to keep the sizes the same when drawing it out:

How to draw your beds - <https://www.youtube.com/watch?v=gmdexzkvMrw>

One way of choosing the playing order -

<https://www.youtube.com/watch?v=MeIEhcrV3N8>



Order of play can be decided by 'Rock, Paper, Scissors' or you can use this old rhyme for deciding who is 'it'.

*Dip dip dip  
My blue ship  
Sails on the water  
Like a cup and saucer  
Dip dip dip  
You are not 'it' (last person was therefore 'it')*

Player 1 stands in the bed marked 'Stand Here' and "scliffs" the peever into bed 1. If it does not come to rest in bed 1 or touches a line of bed 1, this is a "loss" and player 1 is out. If the peever lands in the bed, player 1 hops from 'Stand Here' to bed 2 with one hop, from 2 to 3, then lands with one hop into 4 and 5, a foot in each bed; into 6 on one foot; 7 and 8, one foot in each bed; into 9 on one foot. The player jumps and turns round on one foot and comes down the row in the same manner.

Player 1 stops on one foot in bed 2, picks up the peever from bed 1, hops into bed 1, then into 'Stand Here'. To fall, touch a line with your foot, land twice in one bed, sciff your peever or indeed land outside of the bed you are hopping in to counts as a "loss" and you are out.

If player 1 has completed their go successfully, he sciffs the peever into bed 2, hops into 1, over bed 2 into 3, and then continues as described above. After that he does his "Threesie Up", "Foursie Up", etc., to 9, which he does twice, then returns down the line - "Eightsie Down", etc. If he gets through these 18 rounds successfully, he marks his initials on any bed he chooses. This space must not be stepped on by any player once it is initialled. It is forbidden ground and if another player lands in that bed, this is a "loss".

Guidance on jumping for younger children -  
<https://www.youtube.com/watch?v=C4td7rprQGM>  
How to play (if the above instructions are complex) -  
<https://www.youtube.com/watch?v=9ikg9qnWrDU>

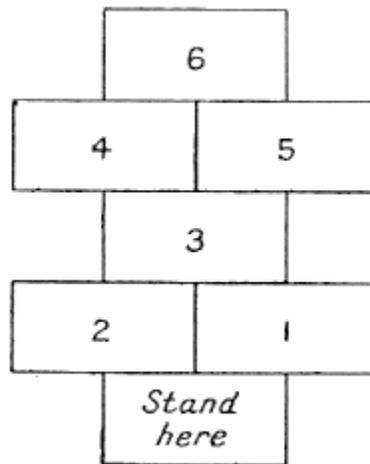
Player 1 gets another turn. This time instead of hopping he jumps with both feet simultaneously. Of course, he has to do 4 and 5, 7 and 8 successively, instead of together as before. He does the "up and down" series. Note that there will be only 16 rounds this time, since a bed is initialled. He may be a "loss" at any time during this part of the game, but his initials remain; that is his point for the whole game. If he has succeeded in the jumping round, he has to walk the beds with eyes shut, taking one step and one step only to each bed and missing initialled beds. At 4 and 5 and at 7 and 8, he must straddle the beds, as in the first round (unless one of these is initialled). This is the end of the round for player 1. As soon as player 1 has had a loss or gets three spaces initialled, player 2 commences and acts exactly as player 1 has done, except of course that he must avoid all initialled beds from the beginning. The game is finished when all the beds are initialled, and the winner is the player with most beds to his credit.

This way of playing requires patience on the part of the other players but, you can, of course, modify the rules to suit.

**Game Play 2** – very similar to Game Play 1 but for the more agile.

Draw the same diagram as for Game Play 1. First player sciffs the peever into bed 1 from 'Stand Here', hops up to it on right foot, then with a tap of the side of the right foot knocks the peever into bed 2. He approaches it again by hops (as many as he likes, but never landing on a line or outside the bed) and knocks it as before into bed 3, then into 4, 5, 6, 7, 8, 9, 9, 8, . . . 1, 'Stand Here'. Thus "Onesy Right" is completed. Now begins "Onesy Left", which is the same course, but hopping on the left foot and kicking with it. If he has not made a loss, he sciffs peever into bed 2 and does his "Twosy Right", then "Twosy Left" and so on. If he gets right through this, finishing at "Ninesy Left", he has to go through the whole process once more, but allowing himself only one hop from bed to bed. Should he survive, he plays once more with eyes shut and taking any number of hops to each bed but knocking the peever into the appropriate bed with one kick. It is unlikely that any player will finish the round. Next player begins, and whoever has gone furthest in the sequence is, of course, the winner.

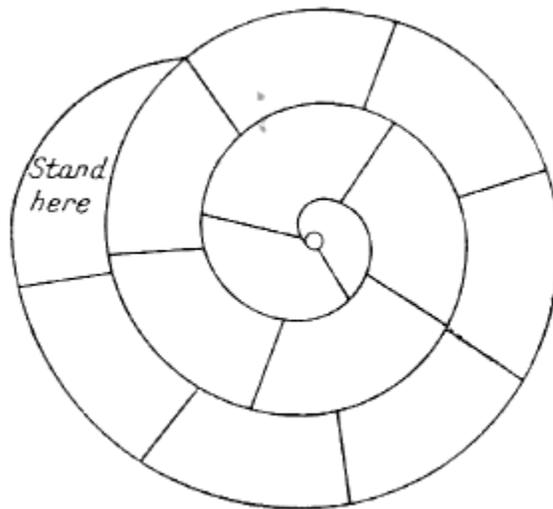
**Game Play 3** – if the above games are too difficult or complicated use this diagram:



**Game Play 4** - a less ornate design of the game can be played with this diagram:

7	8
6	5
3	4
2	1
<i>Stand here</i>	

**Game Play 5** – for those who enjoy a challenge, draw the following diagram on the ground:



Player 1 from the 'Stand Here' scuffs the peever into the first bed, approaches it with one hop, kicks it with the side of the hopping-foot into second bed, approaches it by one hop again and knocks it into third bed, and so on till he reaches the centre. He then initials any one of the beds, and on his next round is entitled to rest in that bed. This continues till he makes a "loss". Player 2 has to repeat 1's performance, but he has to skip the initialled beds, i.e. he must scuff the peever straight into the following bed and hop into it right over the initialled bed. Game continues until every player in succession makes a loss. The player with most initialled beds wins.

### **Ball Beds**

A game of "Peever" may be transformed into a game of Ball Beds by substituting a ball for the peever. After the ball is picked up it must be bounced once and caught in each succeeding bed.