

# PARTNERS HOPPY

In this game two people hold hands while playing Hopscotch. They must not let go of their partner's hand while they are hopping. The game is played the same way as Aeroplane Hoppy, and the same rules apply, but in this game they apply simultaneously to both players. If one goes out, they both lose their turn.

## RULES:

### THROWING THE TAW:

The taws have to land inside the square. If one lands outside both players lose their turn.

If a taw lands on the line it's a 'liner', and the player throws again.

If it lands outside the square it's OUT and the players lose a turn.

### HOPPING:

Partners hold hands the whole time they are hopping. If they let go hands they lose their turn.

Their feet have to land inside the square – if a toe goes over the line they lose their turn. When they're hopping, they must not touch the ground with the other foot.

No stepping in the squares where the taws are.

### HOW TO PLAY:

1. Both players throw their taws into the first square.
2. One player hops on the left leg, the other on the right leg. Holding hands, hop over square 1 into square 2, then hop into square 3.
3. Jump into squares 4 & 5, with one foot in each square.
4. Hop into square 6.
5. Jump into squares 7 & 8, with one foot in each.
6. Without letting go hands, jump-turn around in squares 7 & 8 so you're facing back towards the start.
7. Hop into 6, jump into 4 & 5, hop into 3, hop into 2.
8. Balance on your hopping leg in square 2, reach down and pick up your taw from square 1, then hop right over square 1 and out.
9. Continue throwing the taw into each number and hopping around the pattern as before.
10. The first couple to complete the game are the winners.

