

# DROP SCOTCH GAME INSTRUCTIONS



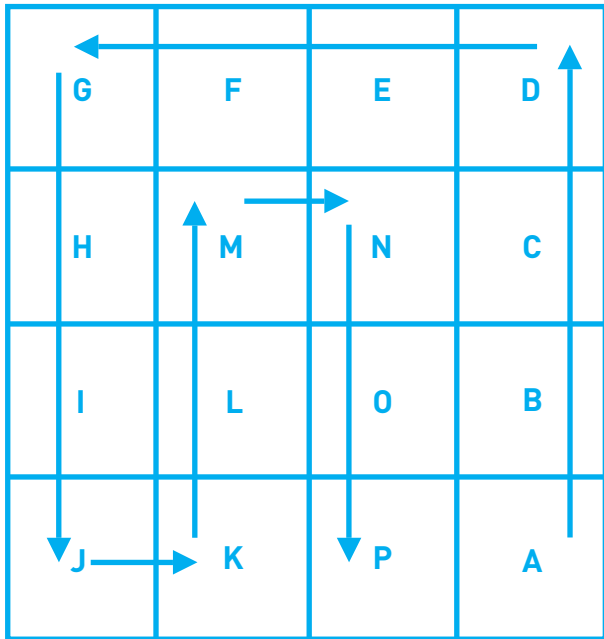
**Mark out a 4X4 square grid on the ground and label depending on level of difficulty.**

**Each player will need a token. Players can either take turns, or all be on the grid at the same time.**

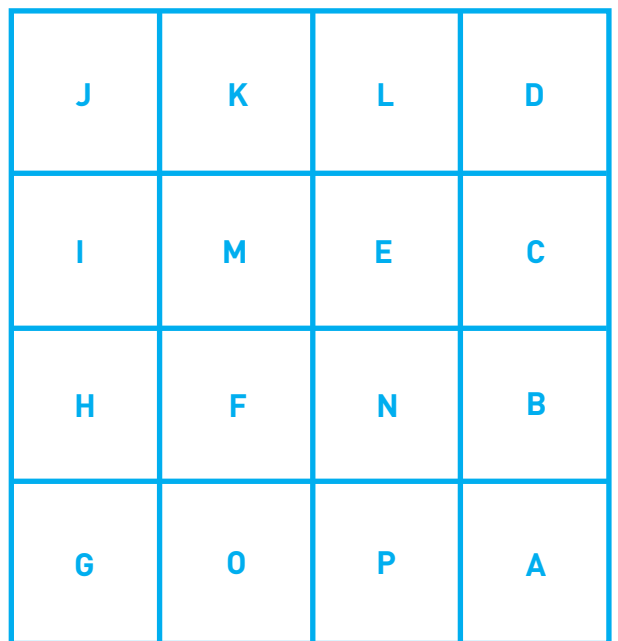
- Each player holds their tin and starts by throwing it into square A.
- They then hop on one leg to square A and as they land they push their token into square B and then C and so on (for beginners a second hop may be necessary). The player should use the foot that they hop with to push their token, but if this is too hard, then they can kick it with the other foot.
- If the tin lands on a line then the player needs to start again or let the next person take their turn.
- If the player gets tired, they are allowed to pick up the tin and throw it into the next square once during their round.
- When a player has shunted their tin all the way around the grid without landing on any lines with the tin or their feet – then they have completed a whole Drop Scotch circuit!
- Like all “African” games this can be adapted to suit the players!  
Below are three suggested routes: an easy one ( # 1 ), an adapted medium route ( # 2 ) and a difficult Lesothan one ( # 3 ).



### Version One - Beginners



### Version Two - Medium



### Version Three - Difficult

