

Chalk Steps

Chalk Steps is a physical street game that plays like a mix between hop scotch and Twister. Players start facing each other and then they clap hands with their opponent to begin. From there the players must place their feet and hands on a trail of chalk imprints drawn the floor. The first player to reach the end of the trail wins.

The rules for the game are loose and can be adjusted to suit different styles of play. This document describes one approach to the game. Feel free to adapt it.

What You Need

Required Players: 2

Required Items

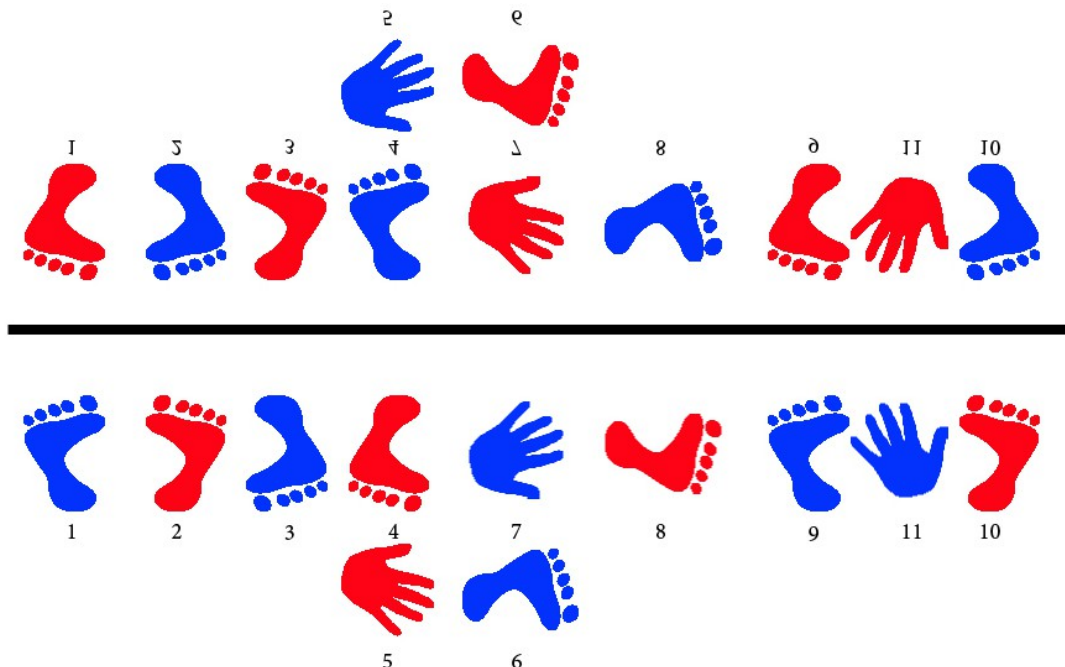
- Red, blue and white chalk

Setup Instructions

Start by ruling out a white straight line. This will separate the playing space for the two players.

You will then need to use the chalk to draw out the sequence of feet and hand prints for one player to follow. This sequence can consist of any order of hand/footprints that you want. We advise creating placements where the players would need to contort their body. Use your own hands and feet to trace out the patterns.

As a rule, start and finish each sequence with the left and right footprint facing the white line. To make each action clearer use the blue chalk to draw the left hand/footprints and the red chalk to draw the right hand/footprints. We also advise placing numbers on each hand and footprint to signify the order in which each action is to occur. After completing the sequence replicate it on the other side of the line; however, be sure to invert the footprints so that left becomes right, right becomes left.



An example of what the sequences may look like.

Rules

Both players should start by placing their feet on the first two positions. They should then clap hands with their opponent to begin. After clapping they must continue moving to the next position in the sequence until they reach the end. Players must cleanly place their hand or foot on the prints such that they both have the same orientation. If required you may play with a referee.

If a player misplaces their hand or feet, or falls over, then they are out of the game. The first player that reaches the end of the trail wins. To signify the end of the game both players must reach the end and clap hands.

Possible Variants

Add another sequence of hand/footprints to include more players. If you have an odd number of players then players can start the game by collectively counting down, and the winner can be the first player to yell '*End*' once they've finished.

Player sequences can cross over and possibly share the same prints. Be careful playing this way as it could lead to more bumps and bruises.

For less flexible players you may include a handicap of a five second head start.

If playing with a referee, then the referee may call out '*Freeze*' anytime during the game. Players must then stop and hold their positions until the referee calls out '*Defrost*'. Any player who moves while frozen is out of the game.

You could also consider doubling the length of the course by having players return to the start position.

The game can also be played in relay teams. First team to finish the sequence completely wins.

To make it more challenging, players can introduce items in which to pick up as they progress through the sequence.