

Games



Scottish Games

From a collection by Cassandra Ward for her Queen's Guide.

Peever

How to play: The first thing you have to do is draw squares on the ground using chalk. This makes what we call a bed. The squares have numbers on them. The Peever (an old tin or a flat stone) is pushed around the bed with your foot. You push the peever into square number one, then two and so on. You have to hop around the bed without touching a line and always avoiding the square with the peever. The winner of the game is the person who reaches the highest numbered square without touching a line. To play peever you need chalk to draw the beds and an old flat tin filled with dirt for the peever.

Scotland Yard

One player takes the role of "Ms. X," darting around London and attempting to elude capture; the rest play Scotland Yard, and coordinate their movements to trap the criminal mastermind. This game is geared more towards older kids (10+), but if a younger child is part of an older "good guy" team she'll do just fine.

Smuggling the Geg

Ages: 9-12 **Supplies:** geg or treasure - a small beanbag is great. **Players:** 10-20; two-groups; **Place:** out-of-doors

The players are divided into two equal teams. One is the **outs** or the **smugglers** and the other is the **ins**. A den 4 feet by 6 feet is marked on the ground for a central or safe place for the smugglers. The outs have the geg or treasure and give it to one of their number in such a way that his or her identity is unknown in a group. The outs run to hide but first give the call, "Smugglers." The ins then begin the chase. If the player who has the geg returns to the den before being caught the ins become the outs for the next game. When one of the ins catches an out he or she must take off the out's cap and place the palm of his or her hand on the out's head before claiming the prisoner and demand, "Deliver up the geg." At this point the out must cease to struggle. The player goes free if he or she does not have the geg.