



CHOP

HOP like a chess piece!

Overview

- ★ # of Participants: **2 or more (recommend 6+)**
- ★ Where to Play: **Indoors / Outdoors**
- ★ Age of Participants:
- ★ **Elementary / Middle / High School**
- ★ Approximate Time to Play: **10-30 minutes**
- ★ Materials: **Nothing!**

Summary

- ★ Players hop once per turn, trying to tag nearby opponents
- ★ Tagged players are eliminated and sit where they were caught
- ★ Strategic jumps can help you to avoid danger, or create tagging opportunities
- ★ Last remaining player wins the hopping showdown!

How to Play

After forming a circle, the leader yells "HOP!", and everyone jumps once in any random direction, as far as they can. After this first big jump, players will be spread out.

The order of play must be determined so participants know when it's their turn to hop. During a turn, a player is allowed to hop once in any direction. They can't walk, run, or take multiple hops in one turn, only one big leap. The objective is to hop close enough to another player during your turn so that you can tag them out with your hand (as long as they are just an arms length away). If a player successfully reaches someone and tags them, the tagged player is out of the round, and they sit down.

What ends up happening is that players will leap and successfully tag someone out, only to find themselves within reach of another player. Or perhaps two players try to close the gap on someone, but not so much that they'll be tagged themselves. This will go back and forth for a while before someone commits and either lands the tag or becomes an easy target for the person was targeted to be their victim.

If you want to add another twist, the players who are out and seated may tag any remaining players within reach. (But they cannot tag the person who just got them out.) When players are eliminated, the order of play always remains. Keep playing until you have just one person, or winner, left!

Watch the
Video Explanation Here!

