

Ball bouncing games

The material in this document derives from two sources. Some of it is cited directly from the material supplied by school students in response to Section 7 of the original questionnaire. Some of it is a summary of material provided by students during school visits. This material varies considerably in the degree to which it is a direct citation of what was said, or a digest of the information provided.

Handball

Q2

“We call the ball-bouncing game handball and you play with as little as two people to about 16 sometimes or more or less it depends on how many people there is. You bounce the ball around or do RBC which is like round the world. But you aren’t allowed to change ways, or there are death challenges and just all sorts of different kinds.”

“Handball is make up of different ball skills. The ball is allowed to bounce once in your square and if it bounces more than that you are out. There are ‘bus-stops’, “around the world” and there are heaps that I don’t know.”

“Handball is a game where you go into two squares with a line in between them and you hit the ball to the other person and same again then you keep on going. If it bounces in your square twice you are out or if it goes out of your square.”

“Handball: We have two dens and we bounce the ball back and forward but you have to bounce it in your den first.”

“We call this game handball where you have got at least 2 people playing. You have to bounce the ball in a circle and we have rules like fall, held, double bound and so on.”

“We call the ball bouncing game handball. You can use as many people as you like. If you are in Kings, you can make as much rules as you want.

R4

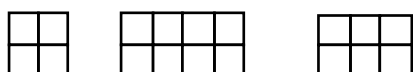
Where two people bounce the ball back and forth and if a person bounces it twice on their side they are out.

S4 – visit material

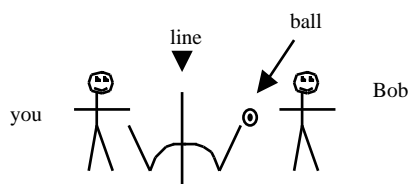
Called handball, or four square or six square... up to 10 square. Squares are called King and then others are numbered. The King makes up the golden rule. Fools. If it goes over the line instead of inside it, you’re out.

T5 – WR2 – Section 7 + visit material

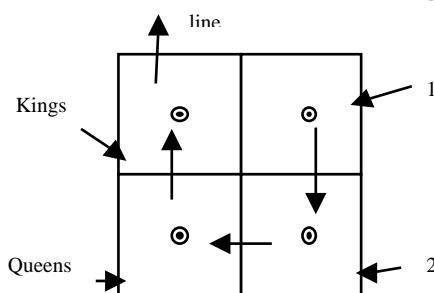
“4 to any number stand in 4 to 8 squares, e.g.



You hit a tennis ball with the palm of your hand , make it bounce from your hand into your square then into someone else’s e.g.



Then they hit it. Repeat until someone misses or hits it out before it lands in your square. Then they go back to 1s or end of line. 1s is the worst then 2s, 3s and so on until Kings, who serves the ball. If you hit the ball and you forget to hit it in your square it is called a foul. They get out unless the person you hit it to hits it, then it's a 'carry', and he gets out. When someone gets out you rotate, e.g. you're in 1's, Bob's in 3s and Joe's in 2s. Bob gets out so Joe moves to 3s, you move to 2s and Bob goes to 1s and so on. You can make up other specials. If Kings gets out he goes to the line and people rotate, e.g.



You never move unless you get out or someone higher gets out.”

“Bounce a ball game. From 2 up squards. You bounce the ball into your square and at a [sic] angle that it bounces into someone else's square. That person can let it bounce in their square or return it before it bounces. (The return is similar to the serve but not holding on.) It is like a cycle until someone gets out. You get out by: letting the ball bounce twice in your square; the ball going out of the squares and if the ball touched your or your square, you grab the ball and no one else was out. The ball is bounced in their square not in your square straight after you hit it. If they hit the ball after you go out, it is a 'carry' and they go out. When you go out, you go to worst position.

King Best	1 worst
Queen 2 nd best	2 2 nd worst
4 3 rd best	3 3 rd worst

(With four squares, have 1-2-Queen-King; 2 squares: King-Queen.

From visit: called four square. Squares called KQJ, ones (more numbers with final -s if more squares. Rules by negotiation. Pitter patter, handball (bounce in your square before someone else's. 'they played on your full' (if it bounces twice in your square before they get it).

T5 – visit material

Play handball with squares called King, Queen, Jack, babies (ace in Auckland). There is a golden rule, and you can't change it.

T7 – visit material

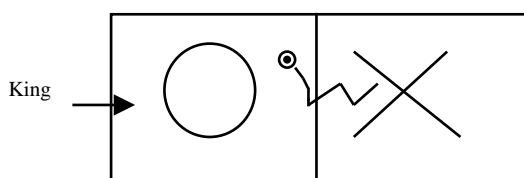
Handball with two players, 4-square with 4, and six-square with 6. Squares called King, Queen, Jack, onesies/peasant/loser, or for 6, K, Q, J, onsies, twosies, threesies (or K, Q, J, 10, 9, 8). King chooses options: tiggers (can hit the ball twice on the way out), skims, double bounce, swallow the golden key (have three lives), patsies, poison ivy (can't send to a particular square) – used when you need a drink or something.

V8 – AK1– visit material

Handball with 2 people or four square: King, Queen, Prince, toilet-cleaner. Fool known. No names for high/low, etc.

U8– AK21

You have 2 squares. 1 person stands in each square.



The ball is not allowed to touch the line.
The King is the person who wins each game.
You can't double-bounce the ball in your own square.
There are tricks such as:

- Bus stop which means you can hold the ball
- Mountain which means you can bounce the ball as high as you like
- Taxi cab which means you can just keep on bouncing the ball in your circle
- Shoe shine where you kick the ball to serve it.

You will need: 1 ball, 2-4 squares, 2-6 players.

V8 – AK18

"The tennis ball has to bounce in your square then bounce in the other person's square. It can only bounce once in your square. When you break any of the above rules, you're out."

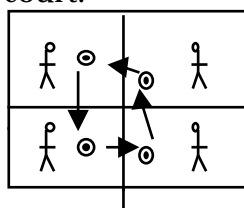
"A game where you serve a tennis ball by throwing a tennis ball into your square and then you hit the ball back with your hand. You can get out by fouling, hitting it out on the first bounce, double touch or when you catch it or it doubles before it goes over the middle line or before you hit it. You can have ?entoes if someone or something is in the way. You can play doubles, singles, 4-square, and Tops."

“Handball is a game where there is a line in the middle of the court and parallel lines down the sides of the court and too at the back. One person serves the ball by bouncing the ball on the ground on your side of the court so it goes over to the other side and then the other person hits it back hard the same way but if the ball bounces 2 times on your side of the court or it doesn't bounce on your side of the court you are out and if it bounces outside of the lines you are out.”

“You hit a ball with your hand. It must bounce on your side of the line and then over the other side of the line, then the other person must hit it back. If it does not bounce on your side first it is a foul and you are out. If it bounces twice on your side you are also out. It is called a double.”

“You can do things like ‘Around the world’ where you bounce the ball around in one circle, e.g.

Set up of Game: The court:



“There are lots of other things like ‘Around the Universe’ = 4 times round.”

V8 – AK27 – visit material

Handball (2 people), four square. King, Queen, Jack, toilet-cleaner/slave. King chooses options: round the world, challenge(s), first serve (= you get an extra life), poison (can't bounce in nominated square). Fools known (=doesn't bounce in your square on way out). Skims, rolls (if the ball rolls, say 'rolls' then you can pick it up and bounce again).

V8 – AK30

Death vs. You and 1 other person, CD a move associated with handball, heaps of others.

“Used with a tennis ball and 2-6 players.”

“We bounce a ball over a line. You try to make the opponent not get the ball or make it bounce twice in their square.”

“You have two squares and you bounce the ball to each other. If a person bounces over the line, they are out.”

“You have a middle line between two players and you throw the tennis ball on their square and goes to the other square and the other hits it. Take it = you have to hit it when the other serves. Death = when you play more than 2 squares you say death to someone and he can't pass to other square except for the person who deathed him”

X9 – visit material

Handball, four-square. K, Q, J, toilet.

Z10 – visit material

Handball, four-square. K, Q, {J, A} bumboy. If more squares, add captain, guard, slave... K serves but does not choose rules, Challenge can be cancelled, total

challenge can't be cancelled. Do a fool not known. No names for high or low bounces. Straight-ins (doesn't bounce in your square first).

W11-HM6 – visit material

Four square. K, Q, twos, ones. Good description (first track) but nothing new.

W12 – visit material

Names of squares not clear, informant contradicts herself: K, Q, J, A. Also numbered. On the line gives a replay. King doesn't set rules here.

Z12-RT3 – visit material

Handball, four-square (8 square ...). down the line, fair back. K, Q, J, dunny, dunny-cleaner K makes the golden rule when gets everyone else out. Swallow the golden key = can't make a golden rule.

Z13

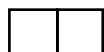
Handball: You bounce the ball down in your square and it has to bounce into the next person's square. Hot potato, bus stop, sis, rolls, replays, lines, survive.

d13 – visit material

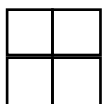
Handball, four-square. K, Q, seconds, outs. King makes rules. High mountains, pitter patter, limousines (once out can't get back in), poison lines, double touch, fair back, doing a fool (if you hit it over the line on a fool you're out).

W14

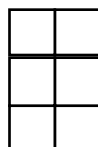
Handball is a game that you play with 1 ball. There are 2 to 6 squares. The squares are placed like this:



2 players



4 players



6 players

There is a king. The king has the highest square. You bounce the ball in your square and make it go to another square. If it doesn't bounce into another square you are out. If it bounces on the line you get another chance. If it doesn't bounce in your square and [you] touch it, you're out. After someone is out you give it to the king which starts off again.

T15-NP1 – visit material

Four-square. Numbers and king. Options: hardies, softies, challenges (back and forth between two people), round the world, roadrunner (king bounces ball 12 times and you have to run round square and back before ball is served to you), stuck in the mud (jump turn through 180 degrees and then keep feet still) highs, lows. Out if ball hits lines.

e15 – visit material

Handball. Kings, 3rd, 2nd, 1st. Out if ball goes into wrong square, if you miss it, if you hit it out, if you fool it (don't bounce it in your own square before it goes to the next person). Kings chooses high bounces (mountains), killer twos (everyone must send it to #2 and you're out if you don't -- I think 2 was an example), round the world (goes round in a circle) golden key (can't change the rules)

b16 – HS1

“There is 4 squares, 1 person in each one and you bounce the ball to each other doing different tricks.”

“Rules: it is not allowed to bounce twice in your square. You cannot full the ball into some other person's square or you're out. There are some other things you can be in: Dumbs, Jacks, Queens, Kings, Stuck in the Mud, Stuck in the Concrete.”

“You have to hit the ball with your hand”

Prop

first serve

carry

king

bus stop

train top

high mountain

low mountain

Michael Jackson

Eiffel tower

Statue of Liberty

Stuck in Mud

Stuck in Concrete

Take: is when you all come up close together and the King serves a really small bounce to whoever he/she said “Take” to.

Prop

Lines

No rules

b16 – HS4 – visit material

Handball, kings, queens and numbers. Double bounce, stray and double touch give out. Kings makes up rules. No res /riz/ (= no returns = can't hit back to the person who served to you).

W18 – visit material

Handball, four-square, six-square. Played by boys here (saw them!). Kingsies or kings and numbers. Double bounce and fool it (not making it bounce in your own square) get you out. Mountains for high bounces.

V21-WN4 – visit material

Handball. 4, 3, 2, 1, 4= king. Others aka queen, princess and ? denied by others present. Must bounce in your square before you hit it; out by making them miss

it, bouncing 3 times in their square, hitting on the full (= do fulls). Squares arranged in a square.

V21-WN15 – visit material

Four-square. King, queen, princess, dungeon. King chooses parameters (tennis, volley ball, pitter-patter, Chinese pitter patter etc). Girl from Taita has King, 3, 2, 1; hit a line is a replay and can't be out on first serve and littlies/biggies for different height bounces. Locals added lollipops (for 'straight up and down' [?]) and high mountains for big bounces.

Q21 – NL2 – visit material

Squares in handball can be in various different arrangements; even in four square. When in a row, they are king, queen, jack and no name.

Q26 – visit material

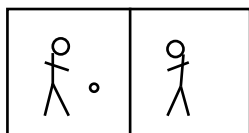
Four-square. onesies, twosies, threesies, foursies. Foursies sets rules which may include any of patter, hardies, bounce, rallies, juggling, hot potato, volleyball, catching on the full. In handball and patter you are not allowed to catch the ball.

O28 – CH6 – visit material

Handball is played in two squares, Four Square in 4, but the rules are the same. Can play six-square or 8-square. Names in 4 square are King, queen, jack and slave, but add others (?ad hoc) such as peasant and God if have more squares. You are not allowed to hit the ball 'on the full' (is this the origin of 'do a fool' earlier??).

P28 – CH16

2 people stand in a square each and bounce the ball to each other. You bounce it in your own square first. If you touch it twice you're out and someone else is in.



D36 – supplemented by visit

4 square or handball. More complex variant where the person in #3 has to run round the squares 3 times while the other(s) bounce the ball 30 times. (Not quite clear how this works; 3 may be an example only.) Boxes in a square called 1, 2, 3, 4, 1st, 2nd, 3rd, 4th, or king, queen, joker, jack (given in that order) with prince and dunny flusher presented as alternatives for the last two from Dunedin.

C37 – IV1

Handball: hit to each other till someone misses

Four Square

W12

Bouncing or kicking a ball into each other's squares. Squares ranked Kings, Queens, Jacks, Dumps
Can also be played with more squares, anything up to 20.

c12

“Rules:

1. You got to say beep when you are serving ball to another person but you can hold the ball only on beeps.
2. No fools: That means not allowed to bounce it in another square. It has to bounce in your square first and if they are out you move up a square.
3. No double bounces in your den. If it bounces in your [den] twice, you're out.
4. No double touches: That means if you touch it twice you're out so you move up a square.
5. Squares: there are 4 squares in this game. There are Kings, Queens, Jacks and Aces.
6. No stealing squares. You are not allowed to steal a square while someone else is getting the ball.
7. Key: the key is when you have won and you swol it and you make up all of the rules and if you are in Queens and someone is in Kings they can challenge you and they can have the key and they can make rules.”

a15

There are 4 people in a big square that is divided into 4. There are kinds of squares: King, Queen, Prince/Princess, Slave. What you do is King drops the ball in his square and hits it to someone in their square, then the person simply hits it to someone else and it just carries on and on. If it lands on one of the lines someone just calls out LINES.

X17

There can be between 4-9 squares. All of the squares have to be filled. The starter is to bounce the ball then hit to someone else, then carry on until someone gets out by carrying the ball, missing it from bouncing in your square. When somebody gets out we move on.”

“In 4 Square everyone has their own square. You bounce the ball from one square to the next without the ball going out of the square or double bouncing in the same square. The King starts the game and is in the highest numbered square.”

“We have different names for different types of games and names like hot potato which means pass the ball fast without holding it. there are other names like Life saver which means it can bounce off you.”

“We play four square. It is mostly pitter patter. The person in the highest square is kingsies, the person who starts the game. The kingsies bounces the ball in his square then hits it straight into another person's square with his hands. That person can then hit it or push straight into another square. You get out if you catch it on the full, catching the ball without it bouncing, or if you don't hit the

ball. You can also say “Poison” to say that you are temporarily not playing. The squares are even and are close together.”

T21 – visit material

The bottom square is 1, the top square is 4 (or ‘king’). According to one group, your four squares are gto by making a bigger square into four, and any square can have any number, but you mustn’t bounce in your own square or you’re out.

Q21 – NL2 – visit material

Squares in handball can be in various different arrangements; even in four square. When in a row, they are king, queen, jack and no name.

L23 – visit material

Name of game not elicited. Squares called King, Queen, Jack, baby. 4 squares in window-pane style, person out moves into baby, and all the others move up. Set up many of the rules for each individual game. More than two bounces in your square, or bounce in your square and then out of the court without being returned knocks you out.

K25 – visit material

Name of game not elicited. Four squares in a square. Numbered 1, 2, 3, 4. 4=king, 3=queen, no other names given. If out go back to no. 1 square.

Q26 – visit material

Four-square. onesies, twosies, threesies, foursies. Foursies sets rules which may include any of patter, hardies, bounce, rallies, juggling, hot potato, volleyball, catching on the full. In handball and patter you are not allowed to catch the ball.

O28 – CH5

“There is also 6 square and 9 square. There are four people for 4 square and you have a large ball (netball, basketball, etc). You bounce the ball to the others’ squares and try to get them out.

4	3
1	2

4 (King) starts

6	5
4	3
2	1

6 (King starts)

9	8	7
6	5	4
3	2	1

9 (King) starts

O28 – CH6 – visit material

Handball is played in two squares, Four Square in 4, but the rules are the same. Can play six-square or 8-square. Names in 4 square are King, queen, jack and slave, but add others (?ad hoc) such as peasant and God if have more squares. You are not allowed to hit the ball 'on the full' (is this the origin of 'do a fool' earlier??).

P28 – CH16 – supplemented by visit material

“Rules: You can’t bounce out of your square. If you bounce on line, you replay. When you play Stuck in Mud, you can’t move your feet out of where you’ve stuck them. What you do: You get a ball and bounce in each square. If the ball bounces out of the square or bounces twice, you’re out. Not allowed to bounce twice.”

“Someone is in each square and you have to bounce it in another person’s square and not get the ball out of the big square. Not allowed to bounce twice in your square.”

Squares called King, 1, 2, 3 or king, queen, princess, prince.

K31 – TM1 – visit material

Name not elicited. Squares called 1,2,3,4=king. Played with a ball.

H33 – visit material

Four square here is not a ball game, but a jumping game. 1,2,3,4, and mustn’t jump onto the lines. Said to be harder than with a ball, but the rules are not clear.

C33 – visit material

Called Four Square. Squares are called 1, 2, 3, 4, with 4=king. King serves first. “Fool it” = bounce the ball in someone else’s square before your own, thus getting you out.

I35 – DN3 – visit material

In four-square have king=4, 3, 2, 1. If more than four players, they line up, and someone out joins the end of the line, and the next person comes in as #1. They don’t have ‘do a fool’.

B35 – visit material

Four square: king, queen, no names for others. All four in a square. (Tape contains info about a magic rule in Nelson!)

D36 – supplemented by visit material

4 square or handball. More complex variant where the person in #3 has to run round the squares 3 times while the other(s) bounce the ball 30 times. (Not quite clear how this works; 3 may be an example only.) Boxes in a square called 1, 2, 3, 4, 1st, 2nd, 3rd, 4th, or king, queen, joker, jack (given in that order) with prince and dunny flusher presented as alternatives for the last two from Dunedin.

C37 – IV1

Four Square

Poison Ball

e15

Poison ball **may** be a ball-bouncing game.

Dodge Ball

O28 – CH5

Dodge ball

C37 – IV1

Dodge ball

Two Square

O28 – CH5

Two Square

Jackpot

O28 – CH5

“There’s one person in the 4th square who starts with the ball and tries to get the other three out by bouncing the ball really hard/high so they get out.”

Gutter Ball

C37 – IV1

Gutter ball