



Need

A quoit^o (hoop)

Clothes you can move easily in

An outdoor space containing fixed objects (benches, fire hydrants, bollards etc.)

2–6 players[†] of any age able to balance and support others

Definitions

^o **Quoit** – a hoop used to throw over upright pegs in a game. Alternative names: hoopla, muckers, ring toss, horseshoes.

[†] **Quoit** – the horizontal stone that is supported by the standing stones of a dolmen (neolithic stone structure, similar to Stonehenge). In this game the quoit[†] is a player.



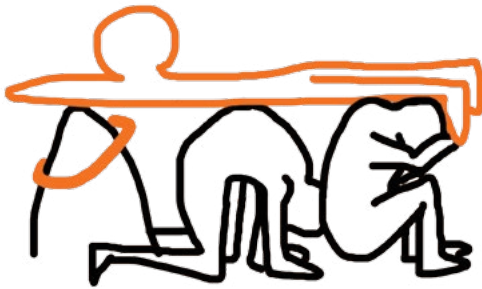
Play

(Skip this step if you already have a quoit^o.)

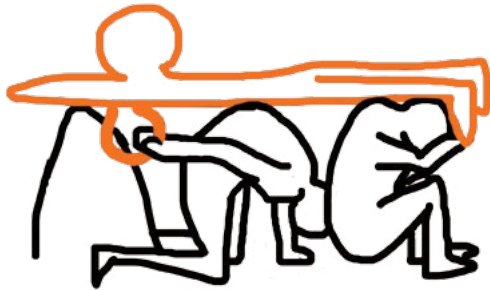
Find materials in your starting area to make a quoit^o. A hula hoop, bike tyre or twisted newspaper taped into a loop would work well. Diameters around ~25cm are perfect, but feel free to experiment.



Pick a player to start. They should attempt to throw the quoit^o over a feature within the space, e.g. a bollard, bench, fire hydrant, etc. The aim is for it to land on the object. If the quoit^o lands somewhere unintended, continue play as described, unless it has landed somewhere dangerous (in which case, retrieve the quoit^o, if safe to do so, and try again).



All players should move to where the quoit^o has landed and form a structure using their bodies and the quoited^o element of urban space to support the quoit-thrower[†], who forms a plank (quoit[†]) over the top and balances for 10 seconds. All players, including the quoited^o object, must be supporting the quoit-thrower[†]. If the quoit^o is on the ground, use the part of the floor the quoit^o has landed on as one point of contact for the quoit-thrower[†].



From this position, the quoit-thrower[†] reaches to retrieve the quoit[°] and passes it to another player, who attempts to throw it over a new object whilst staying in position. The structure disassembles and the players move to the new quoit[°] object and create a new structure with the new quoit-thrower[†] as quoit[†].

Too easy? Try staying in formation whilst moving between quoit[°] objects.



Continue until there is no possibility to throw a quoit^o onto a new object (e.g. you have already quoit^o all possible objects or reached an area of urban space that is empty of street furniture).

