

## Quoit

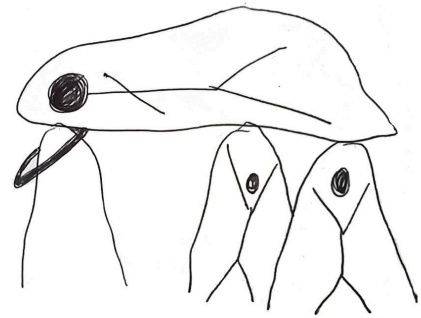
*Finding new ley lines in the city*

Need:

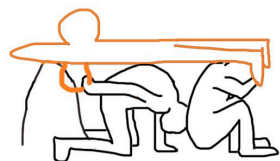
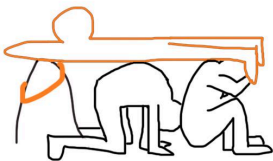
A quoit°, hoop or beanbag

Clothes and shoes you can move easily in and you don't mind getting dirty

Grippy gloves (if you're squeamish... or sweaty handed!)



3–6 players †



1. (Skip this step if you already have a quoit° or beanbag.) Find materials in your starting area to make a quoit°. Hula hoops, bendy sticks or twisted newspaper taped into a loop work well. Feel free to experiment with diameters between 15–30cm. Keen ley line hunters can follow the instructions below to make a bespoke beanbag ring or copper quoit°.

2. Pick a player to start. They should attempt to throw the quoit° over a feature within the urban space, e.g. an item of street furniture, a bollard, a bench, a bin, etc. The aim is for it to land on or over the object.

**Playtest option 1:** If the quoit-thrower† misses, continue play (3.) using the part of the floor beside where the quoit° has landed as one point of contact for the quoit-thrower†.

**Playtest option 2:** If the quoit-thrower† misses, the next player should retrieve the quoit° and attempt to throw it over a feature within the space (2.).

3. All players should move to where the quoit° has landed and form a structure using their bodies and the quoited° element of urban space, to support the quoit-thrower†, who forms a roof/plank/quoit† over the top and balances for 10 seconds. All players, including the quoited° urban feature, must be supporting the quoit-thrower†.
4. From this position, any member of the structure may reach to retrieve the quoit° and throw it over a new object.

**Playtest option 1:** If the quoit-thrower† misses, continue play (5.) using the part of the floor beside where the quoit° has landed as one point of contact for the quoit-thrower†.

**Playtest option 2:** If the quoit-thrower† misses, they should leave the structure and retrieve the quoit°, passing it to the next player, who is still in the structure. This new quoit-thrower† should attempt to throw it over a feature within the space. If they succeed, continue to (5.), if not, they too should leave the structure, retrieve the quoit° and pass it to the next player still in the structure. This continues until an object



has been successfully quoited<sup>°</sup>, or all players have missed and left the structure, in which case the game ends.

5. The structure disassembles and the players move to the new quoited<sup>°</sup> object and create a new structure with the new quoit-thrower<sup>†</sup> as quoit<sup>†</sup>.
6. Continue until there is no possibility to throw a quoit<sup>°</sup> onto a new object (e.g. if you come to an open space where street furniture is too far apart).

#### Definition of terms

<sup>°</sup>Quoit - a hoop used to throw over upright pegs in a game.

Alternative names: hoopla, muckers, ring toss, horseshoes.

<sup>†</sup>Quoit - the horizontal stone that is supported by the standing stones of a dolmen (neolithic stone burial structure). In this game the quoit<sup>†</sup> is a player.

#### Quoit<sup>°</sup> construction

##### Beanbag ring

*Advantages: easier to throw onto flat surfaces and over the edges of objects; get into the mindset of the stone and concrete of your city, with this weighty grey friend.*

##### Need:

0.5 metres mid-weight cotton twill (suggested colour: concrete/stone grey)

Cotton thread

Needle

Scissors

Pencil

~ 1kg dried beans (black eyed peas work well)

Fold the fabric in half, front side facing in. Draw a circle (approx 13cm diameter) freehand in the centre. Draw a larger circle (approx 35cm) freehand around it, with the smaller circle in the centre. Cut out both circles, keeping the fabric folded, and discard the inner circle. You should be left with two identical rings.

Keeping the fabric front side in, sew around the edge of the outer circle, leaving a 5-10 mm seam allowance. Once you have almost sewn all the way around, stop 10 cm before the point you started, leaving a gap. Pull the fabric inside out through the gap.

Cut short (5mm) snips every centimetre around the edge of the inside circle/hole (the inside circle/hole on both pieces of fabric should line up). Fold the edges of the inside circle in on themselves (pin them like this if you

like, or hold whilst sewing) and sew them like this (the stitches will be visible, so a running stitch or double running stitch will make it look neatest). Continue all the way around the edge of the inner circle until you are back at the beginning.

Pour the beans in through the 10cm gap in the outer circle. There should be enough beans that the ring is filled ~2cm deep all the way around, but with enough space that they can still move easily inside. Snip the edge of the fabric every 1cm along the 10cm gap and fold in on itself. Sew the gap up using running stitch or double running stitch. Your ring should now be totally closed on both the outer and inner circles. You're ready to play!

### Copper quoit

*Advantages: easier to throw over pointy objects and corners; follow in the steps of past ley line hunters, who used copper dowsing rods.*

Need:

1 m circular copper bar/wire, 3 mm thick

Soldering iron (optional)

Bend the copper by hand into a hoop shape. Either leave the point where the two ends meet open, or solder the ends together to make an unbroken loop. You're ready to play!