

La Peonza



Aim of the game: Throw a spinning top in order to complete objectives more or less difficult.

Set up: It depends of the game that is played. Anyway, an area of 10 m2 is required. The preferred surface has to be hard in order to let the spinning top dance without problems and for longer periods of time.

Rules:

- 1) To catch the spinning top with the hand: The players throw their spinning tops simultaneously and immediately try to catch them with two fingers in order to continue the spin within the hand. It is an advanced skill to make the spinning top rise to the hand between the forefinger and heart finger. The winner is the player whose spinning top lasts longer.
- 2) To knock out objects: The players -- draw a cycle of approximately two meters and put some objects inside for a bet (for example a marble, a box of matches, even a coin). The first player throws his spinning top to catch it with his hand without stopping its spin. Afterwards, with a lot of care and precision, he throws it towards the objects in order to kick them out of the circle. The player wins all the objects knocked out of the circle. While the spinning top dances, the player can throw it again. When it stops the next player takes his turn until all the objects are knocked out.
- 3) The “Rompepeonzas” or hitting spinning tops: The player throws his own spinning top violently towards the others trying to stop their spin. Again a circle is drawn on the floor of about 2 m of diameter and, for shift, to throw the spinning top in order that it is dancing inside. While it dances, the player tries to get it with help of the rope. If he gets it nothing happens, but at the opposite side all the rest throw their spinning tops against it until it is knocked out of the circle. At this moment the game is over and the next player begins to throw his spinning top.
- 4) To get other spinning tops: Again a circle is drawn on the floor of about 2 m of diameter and one player spins his top. Then another player throws his top with the aim of pushing the first top out of the marked area. The game goes on successively for all players. The winner is the player who stays in the area for the longest time.



Equipment and Materials: Approximately 5 spinning tops with their respective strings, a chalk to paint the playground, marbles, sheets, coins or other objects.

Age:
6+

Number of players:
1 - 4 in each team.

Duration:
Unlimited



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Teaching Style

1. Provide clear and simple instructions
2. Provide enough time for players to familiarize themselves with the equipment and the game.
3. Practice games before introducing scoring
4. Encourage players to communicate throughout the game
5. Safety instructions to be tailored to the environment and participants playing the game

Equipment

1. Brightly colored equipment can be used
2. Audible equipment can be used
3. Increase/decrease the size and the power of the spinning tops

Rules

1. Use the basic rules (game 1) before starting to play the other games
2. Increase/decrease number of players



Environment

1. Increase/decrease the diameter of the circle for games 2, 3 and 4.

