

Knuckle Bones

THE RULES

This was a favourite game of mine when I was a kid. When I found that these Knucklebones had been cast and made in New Zealand, I just had to make them available at suzy.co.nz

These rules are a close reproduction of the ones which we played by but sometimes we'd get creative and add our own ideas, too.

Five knucklebones are waiting to have hours of fun with you :-)
Enjoy! xox

The Jockey

The game starts with each player taking a turn to Jockey. Place the five knucklebones in the palm of your hand.

Gently throw them in the air and quickly turn your hand over, to catch as many as you can, on the back of your hand.

Then toss them into the air, from the back of your hand and quickly turn your hand back over to catch as many as you can in the palm of your hand.

The player who caught the most knucklebones gets to start the first round. (A little tip is to spread your fingers slightly when catching on the back of your hand)

Overhand Ones

Jockey as above, then put aside all the bones you have caught, except one. (If you caught three, you discard two and keep one in your hand). The bones which were not caught, in the Jockey are called "the pool." Leave them lying on the ground in front of you. Throw the knuckle bone, in your hand, in the air. While it's in the air pick up a bone from the "pool" on the ground, then, in the same hand, catch the bone that you threw in the air, as it comes down. Repeat this until no bones are left in the "pool". If at any time a throw is not successfully completed, it's the next players turn. If all throws are successfully completed, or if, when jockeying, you catch all five bones in your hand, you proceed to the next round.

Overhand Twos

Jockey as you did for the Overhand Ones but this time, while the bone is in the air, you have to pick up two off the ground. You are allowed to sweep the bones together, while the first bone is in the air, by using your fingers or palms. If the pool consists of one bone as a result of a good jockey this is picked up by itself.

Overhand Threes

This time pick up three bones at once, or less, depending what is in the pool.

Overhand Fours

Same as above, this time pick up four bones, or as many as are left in the pool.

Scatters Ones

Place the five bones in the palm of your hand. Then scatter them on to the ground. Pick one bone up, throw it into the air, and before catching it, pick another off the ground. Repeat until there are none left on the ground.

Scatters Twos

As for "Scatters Ones," except when throwing the single bone, pick up two together. Repeat to collect the remaining two. No sweeping is allowed for any of the "scatters" throws.

Scatters Three & Fours

As above but pick up all three or four at once

Dumps

Place the five bones in your palm, and with a quick turn of the wrist “dump” them onto the ground close together. Pick up any bone you like, but you must not move any of the others. Throw this bone into the air, and before catching it, pick up the other four in a single sweep.

Overhead Scatters 1's, 2's - 4's

Jockey, then place the five bones in the palm of your hand, then proceed as for scatters ones

Clickettys

Jockey, play as “overhead ones” but the bones must click during the pick ups.

No Clickettys

Same as clickettys, but no clicks are allowed

Little Jingles

Jockey, follow “scatters one,” but keep all bones in your hand until the pool is finished.

Big Jingles

Jockey. If you catch two, you throw these in the air and pick one bone off the ground before catching the two. You then throw these three in the air and pick up another off the ground. Then you throw four in the air while picking up the last one

Juggles

Jockey. Then proceed as for “overhand ones,” except that the one picked off the ground is itself thrown into the air before you catch the first one. You catch the first one, and then the second one.

Horses in the Stable

Jockey. Place the tips of your fingers & thumb (of your other hand) on the ground. Each of the bones discarded after the jockey are placed in the arches formed by your fingers and thumb. Throw the bone kept in your hand and while its in the air sweep a bone from the pool into another of the arches. You can sweep as often as needed. When all four bones are in a different arch, lift the arched hand and throw your fifth bone in the air, and before catching it pick up the other four together.

Through the Tunnel

As for “Horses in the Stable” except that you make a single arch with your thumb and index finger. In this throw you are allowed only one sweep for each bone.

Over the Line

Jockey, then place your discards except one, at the side of your left hand which should be palm down on the ground. Throw one bone in the air and before catching it move one bone from the pool (which should be on the right side of your left hand) over to the left side of your left hand. Do this one by one until all four bones are on the left side of your hand. When you have done this throw the fifth bone in the air and before catching it, pick up the other four at once. No sweeping is allowed.

Over the Jump

Same as “over the line” except that your left hand is placed on the edge instead of palm down, making a “wall”.

Thread the Needle

Same as “over the line” except that the bones are dropped through a circle formed by the index finger and thumb of your left hand, held about 20cm from the ground.

Catching Flies

Same as “scatter one” but each bone must be caught with the palm held downwards in a downward grabbing moment.

Make your own rules

You’ve come this far, maybe think about creating your own rules, ones that you can share with your friends

VIDEO LINKS

Visit my website www.suzy.co.nz where you can link through to knucklebone videos on how to play