



*Mad as the Sea and Wind
When both contend
Which is the mightier.
-- Hamlet, Act IV, Scene 1*

Blue White Rock is a game for at least 60 players. It is a rough game; expect some injuries. One game should take around 20 minutes. The game's goal is to mimic the might and treachery of the sea, and to honor the courage of sailors. The game is a contest of strength; players struggle to move boats from one point to another, or to wreck the boats.

To play, set up the play space, set up the teams, and then begin.

Setting up the play space:

The players assemble in a bounded, rectangular space: the "sea bed," which should be large enough to allow everyone to move about, but small enough to be crowded. Use a rope as the boundary, and adjust its size to fit the number of players.

It is helpful to have a drummer, to set a marching beat.

Set up the teams:

There are three teams: blue, white, and rock.

Divide all the players equally into the blue and white teams. Then, switch the largest players on each team to the rock

team. If there are an odd number of players, the rocks will have the odd number.

Distribute the rock players across the sea bed. They should be far enough apart so that the others may move between them without being touched, but only just: the size of the sea bed determines the number of rocks. If the rocks are too far apart, add rocks. Each rock should make a mark on the floor, and should always be touching it with at least one foot.

Consider tying the rocks to their spots.

All players should wear headbands: orange for rock, white and blue for the other teams.

The four largest remaining players on the blue and white teams become “sailors”. The sailors will carry “boats”, which could be broomsticks, or ropes, or beautiful (but sturdy) models of boats.

Finally, blue and white “sea queens” should be chosen. They could be the smallest players, but they must be able and willing to scream loudly. They should be given staffs with blue or white flags on them.

Players who are neither queen, nor sailor, nor rock, play as “waters”.

Begin:

The sailors try to carry the boats from one side of the sea bed to the other, and back: the blue team, side to side, and the white team, back and forth. Each round trip earns one point.

The boats must be "launched." To do this, the sailors mark a point of the sea bed boundary to call "home". Once all four sailors are touching home and holding onto the boat, they may start moving to the other side.

Any sailor may touch the rope on the other side, at any point on that side, to allow the boat to start its return. When any sailor touches home again, his team gets the point for the completed trip.

The goal of the rocks is to "wreck" the boats. If a rock grabs a boat for a count of three, the boat is wrecked, and the rock team gets a point. The boat returns home unhindered, and its team gets nothing.

If a sailor lets go of the boat, he or she is drowned, and becomes part of the waters until the boat is relaunched, though the boat may continue.

To relaunch their boat, all six sailors must hold it and touch their home point.

During play, the sea queens go to a place in the sea bed and scream. The waters should march around them, swirling like a whirlpool. The sea queens may not move while they are screaming. The screams should ascend or descend. Going up means the sea should turn counter- clockwise about the sea queen. Going down means the other way. The sea queens may not make any sound but their scream. Neither the rocks nor the waters may hinder them.

The waters are the environment of the game. They should stay in motion, stamping in time with the drummer, forming

currents around the rocks. A friendly current carries its boat; an unfriendly one pushes it back, or into the rocks.

The waters should always be in motion, flowing, as a group.

The waters may not grab boats or sailors, but they may push them. The waters may not hold hands or otherwise link themselves to make their currents stronger; they must be able to pass through each other. The waters must allow the rocks to stay in place.

When the sailors are gathered at home, and the sea bed is the proper size, and the rocks are selected and in place, the two queens scream, and the game begins.

The first team to get four points wins.