

# Shove piecepack

A piecepack adaptation of a traditional olde English Pub Game, Shove Ha'penny.

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## Information

Players: 2 at a time

Materials: 1 x piecepack set  
solid table (with a smooth surface)

Time: 10-15 minutes

## Introduction

*Shove Ha'penny* is a traditional British pub (tavern) game of dexterity and skill dating from the the mid 19th Century, with earlier variants in existence as early as the 15th Century. It is still widely played today. *Shove piecepack* is an adaptation of this fun game for all ages.

## Definition

Shove (v.): to propel/push an object (overhanging the edge of a table) along a smooth surface, by hitting it with the heel of one's hand.

## Set-up

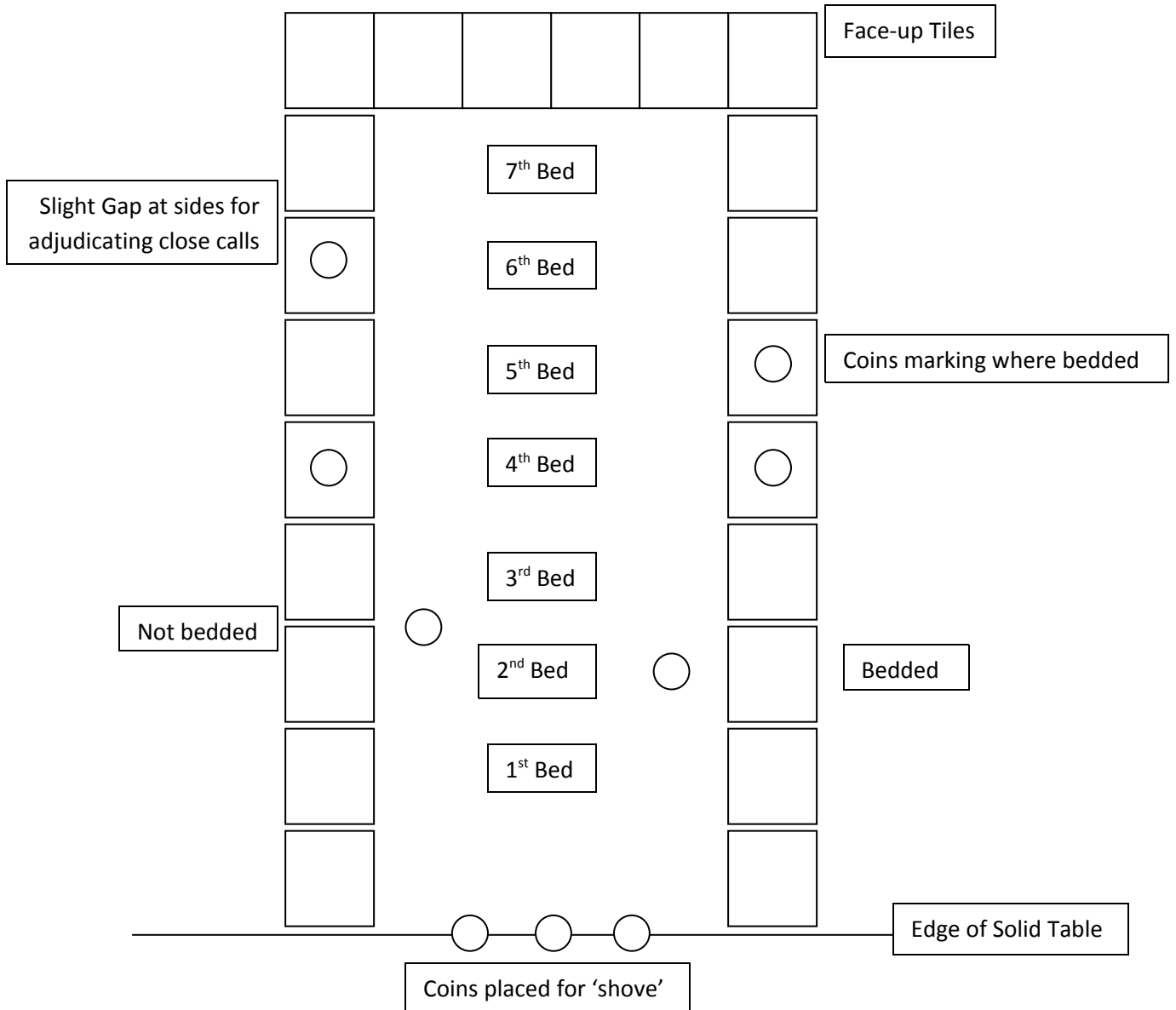
Set-up the playing area as per the diagram below.

Six face down tiles across the top, nine more down each side. Leave small spaces between the tiles in the side boundaries, so as to allow for easy judging for if a coin has scored (if you can see some part of the coin through the gap, it hasn't scored).

The base of the playing area is bounded by the edge of your solid table.

Balance five coins on the edge of the table, with the rear of the coin just sticking over the edge..

# Shove Ha'penny Playing Area



## The Game

In the game, players take turns to push coins up a board with imaginary horizontal lines across it. The areas between the gap in each pair of side boundary tiles are called 'beds'. The objective is to push the coins so that they land squarely in the beds without touching the horizontal lines. To win, a player needs to get a coin in each of the seven beds, which is no easy task for the beds furthest away from the front of the board.

Each player 'shoves' five coins up the board in each turn. To prepare each coin to be pushed, the player positions the coin at the front of the board with the rear of the coin just sticking over the front edge of the board. Any part of the hand can then be used to shove the coin up the board, usually the heel of the hand. If a coin does not actually reach the first line on the board, that coin does not count as having been played and can be shoved again.

Players then look from the side of the board at the end of a player's turn to agree on which coins have been 'bedded' and to score accordingly. At the end of the turn each coin that is completely within a 'bed' (between two horizontal lines) scores a point for that player in that bed. The points are scored placing a coin on the tile marking that bed on that player's side, one player owning the right side, the other, the left. The aim is to get one coin in each of the squares. However, once a coin has been marked for a particular bed, any further score in that bed will be given to the opponent instead, unless the opponent already has a score in the bed. The one exception to this is the winning point which must be scored properly by the winning player, not given away.

Good players will attempt to cause a coin to knock onto one or more previously pushed coins in an effort to improve their position as well as trying to make a score with the coin being played. A little thought is also required - it is not usually a good move to score in the easier beds until towards the end of a game.

## Variants

### Flick piecepack

Play exactly the same as above except use the 'flick' skill from such piecepack games as 'piecepack bocce' and 'piecepack croquet'. The playing area isn't required to rest against the edge of a solid table.

### Progressive Shove piecepack

A modification to the above rules allows for 'breaks' in the same vein as for Billiards, Snooker or Croquet. In this, any scoring coin is retrieved at the end of a turn and allowed to be replayed for another time. Once these replayed coins have been played again, any scoring coins are again replayed and so on. In this way, a turn can go on for some time and it has been known for the starting player to win the game before the second player has been allowed a turn.

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