

## La Gamme dé Doque

One player is 'doque' and places a small stone (also called 'doque') on a large stone. This player then stands to one side and watches over the game.

Players (throwers) line up and take it in turns to try to knock the 'doque' off the large stone with a small pebble.

If the pebble misses, the person who is 'doque' calls a number. The thrower must then reach their pebble in the number of paces called, otherwise he or she must swap places with the 'doque'.

If the pebble hits, the thrower gets a point. After a pre-decided number of turns each, the thrower with the most points wins.

