

Bei Daok Mouy / Three Minus One



Site of Documentation

Phnom Pehn, Cambodia

Description

Bei Daok Mouy is a lively game of 'Catch', played by children living in the suburbs of Phnom Pehn, Cambodia. The aim of the game is for the 'Chaser' to catch a solo 'Runner' before they reach the safety of a pair of team mates. As the game's name suggests; once the Runner has joined a pair and formed a group of three, one player must immediately switch roles and become the next Runner.

Who Plays?

The game requires at least six players. It is played by both boys and girls aged 9 years or older.

Time and Place

Bei Daok Mouy can be played either indoors or outdoors throughout the year. As each round only takes around 15 minutes, it is perfect for playing during school break times when there are plenty of other participants to join in. As the game requires a lot of running, it is best played on smooth flat surfaces such

as lawns or school yards where children are less likely to injure themselves. The amount of space needed depends on how many players are in the game; for a group of six to eight players a space of 5 x 5 metres is ideal.

Skills, Strategies and Qualities of a Good Player

Games of speed, agility and mental alertness, the best players are those that have fast responses and good running skills so they can remain one step ahead of their opponent at all times. Players must be alert to Runners joining their team and ready to make a move at any moment.

History of the game

This game was not played by members of the older generations in the suburban communities of Phnom Pehn. Although the origins of the game are not easily traced, it is possible that the game was adapted from other well known games of 'Catch' by local children in recent years.

Preparation

1. To prepare, a large circle needs to be drawn on the ground. The size of the circle will depend on the number of players.
2. Players can draw on the ground with chalk, use a stick or stone to drag a line in the sand and define the area



How is the Game Played?

Step 1. First, the players must all find a partner.



Step 2. Next all the players play *Rock, Paper and Scissors* to determine a losing pair. The losers then play another round of the game to determine which of them plays the role of the Runner (*Neak Rot*) and which plays the Chaser (*Neak Chamti*).



Step 3. Once the Runner and Chaser have been selected, the players take their positions. Each of the pairs must pick a different spot and stand one behind the other, dotted around the game area. The Chaser stands in the middle, while the Runner stands at the edge of the circle ready to play.



Step 4. Next, the Runner has to run into the circle and safely make it to one of the pairs without being caught by the Chaser. If they can do this they are safe. The Runner can either stand in front of or behind the pair. If they choose to stand in the front, the player at the back has to take on the Runners role and make a dash for another pair of team mates. Alternatively if the Runner stands behind the pair, the player at the front has to become the next Runner.



Step 5. The next Runner repeats the process, running as quickly as they can to another pair, to avoid being caught by the Chaser. Once the Runner has picked a pair and joined them, the next player runs and so on.



Step 6. The game continues until the Chaser catches a Runner. When this happens the two players swap sides and the game begins again. The players can keep going until they either run out of time or are too tired to play on.



Rules

1. The Runners cannot exit the circle at any time; if they do, they immediately become the Chaser.

2. Runners can only join the front or back of a pair. If they stand in the middle, they are disqualified and swap places with the Chaser.
3. If caught, the Runner then has swap places with the Chaser and start a new game.