

Quoits Game Rules

Objective: Player or Team to reach 21 points

Distance: Toss from 18 feet away.

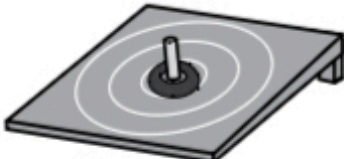


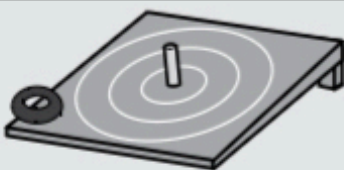
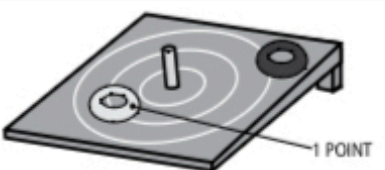

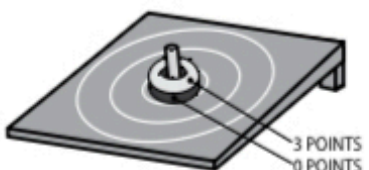
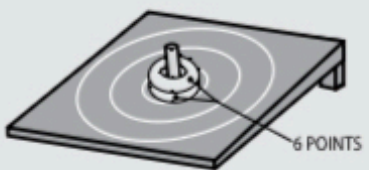
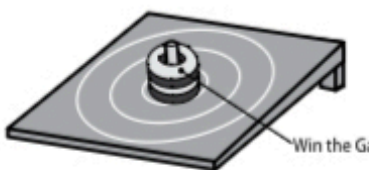
Game Play:

2 or 4 players divided into teams. Each team is given 2 rope quoits. A coin is flipped to see who pitches first. Play alternates between players until all 4 rope quoits have been pitched. Once the scores have been tallied, the winning team begins the next round or until 21 points have been reached.

Tips:

- Quoits is a game of strategy and skill. Some players approach the game with the “ringer” mentality and aim for nothing less. Other players enjoy “point” pitching and strategically pitch their quoits snug against the hub making a “dig” extremely difficult.
- “Digging” your opponent's quoit off the board is one of the more exciting gameplay features to Quoits and is similar to the game of Shuffleboard.
- Pitching technique is critical and takes practice.
- Never pitch like horseshoes or across your chest like a frisbee. The quoit will likely bounce off the quoit board. A player must develop a technique similar to a bowling motion with a release point between their hip and chest. A flat tight spin on the quoit once a player pitches is ideal for aiming and performance.

QUOITS SCORING CHART

RINGER 3 POINTS		A quoit that lands encircling the hub.
LEANER 1 POINT		A quoit that lands leaning up against the hub.
DEAD QUOIT 0 POINTS		A quoit that lands off the game board completely, touches the ground in motion, or lands with any part touching the ground is dead.
DAYLIGHT QUOIT		A quoit that lands hanging off the edge of the game board, but not touching the ground. (It's called "Daylight" because you can see light through the hole in the quoit.)
CLOSEST QUOIT 1 POINT		If there are no ringers or leaners, the quoit closest to the hub is worth one point, use the engraved scoring rings to determine the closest quoit.
RINGER PLUS 1 4 POINTS		If you make a ringer and your second quoit lands closer to the hub than either of your opponent's quoits, it is worth one point. Add this to your ringer for a total of 4 points.
TOPPER QUOIT 3 POINTS		If a ringer is topped by an opponent, the first ringer doesn't score and is cancelled out. The top ringer is worth three points.
TWO TIMER 6 POINTS		If the same player makes two ringers, one on top of the other, the quoits are worth six points—three points for each quoit.
FOUR TIMER		If all opponents make ringers in their turns, the player with the last ringer wins the game automatically. Achieving a "4 Timer" is extremely difficult and rare.