

- Game Rules -

Skee Chip



Number Of Players - 2+

* Skee Chip can be played individually, in teams or against multiple opponents.

Object Of Game-

The object of Skee Chip is to be the first player to accumulate 100 points.

Setup-

Setting up Skee Chip can be achieved by placing the game board in a open and safe location. Keep game away from people, vehicles and breakable items. Chipping distance can be adjusted to accommodate players skill levels. Approximately 6 Feet from base of game board. If playing indoors, use provided chipping mat to protect floors and clubs.

*** DO NOT USE REAL GOLF BALLS.**

This game can be only played with provided whiffle balls.

Game Play-

Each player will take turns chipping 5 balls towards the game board. Any balls that do not land on the game board will not be counted. Balls that land into a scoring location, will be counted after all 5 balls have been shot. Scoring locations have a value of 10, 20, 30, 40, 50, or 100. Any balls that land in a scoring location but do not roll into their respective holes, will still be counted. Players must keep track of their own scores. If a ball is shot directly into the lower scoring section it will be counted as a negative of that value. -10, -20, -30, -40, -50, -100.



The game concludes when a player reaches 100points. **NOTE: Each player will get to take their turn and finish the round.** If a tie needs to be broken those players will have a chip off. Each player will shoot 5 balls and the player who scores the most points will be declared the winner.