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RULE BOOK

Rules for these games:

Brick & Putt
Brixx
Two Ball
Defender
The Best of Three
Odd or Even
Match This
Sequence
Wild Ball
Zerow

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Zerow

Object: The object of *Zerow* is to be the first player/team to reach 25 points after a round is completed.

Competition: *Zerow* can be played one-on-one or with teams.

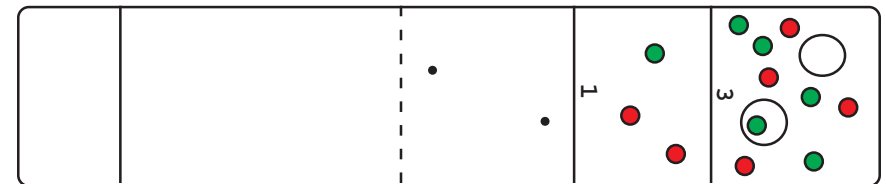
Format: A total of twelve balls are used for each round and must be evenly divided among all players/teams. Each player/team must alternate putts using all twelve balls to complete each round.

To Begin Play: Once the order of play is determined, each player/team goes in turn, putting one at a time. Upon completion of a round, if a player/team has balls in either the 6-point or 5-point hole, that player/team automatically will receive 0 points for that round.

Scoring: Scores are tallied after a round is complete. Page 2 has a full scoring diagram. See scoring on pages 3 and 4 for scoring guidelines.

Zerow Scoring Diagram

Below is an illustration of one round of Zerow. Red will start the second round with 14 points, Green will start with 0 points because they have a ball in the 5-point hole.



Wild Ball

Object: The Object of *Wild Ball* is to be the first player/team to reach 25 points or higher after a round is completed.

Competition: *Wild Ball* can be played either one-on-one or with teams.

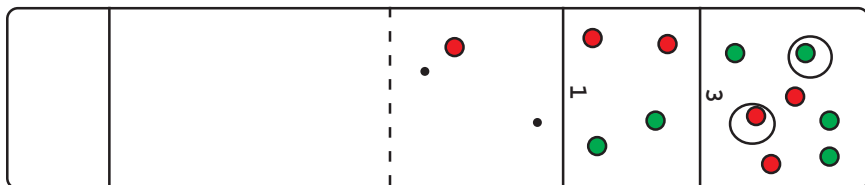
Format: A total of twelve balls are used for each round and must be evenly divided among all players/teams. Each player/team must alternate putts using all twelve balls to complete each round.

To Begin Play: One player per team must lag not only to determine the order of play, but also to establish the *Wild Ball* score. The *Wild Ball* score becomes hot or cold, thus establishing whether or not the region symbolizes positive or negative points (i.e.: if the 3-point area is "cold," that means any balls that lie in that area after a round are worth -3 points. If the 3-point area is "hot," then these balls are worth 6 points).

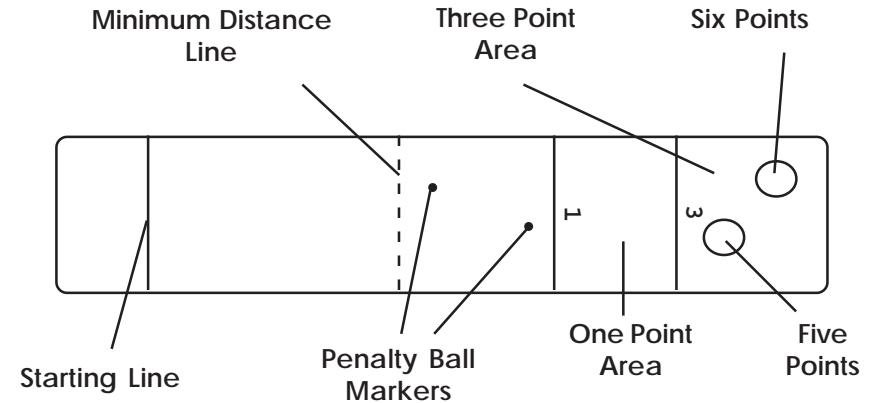
Scoring: The scores are tallied after a round is complete. Page 2 has a full scoring diagram. See scoring on pages 3 and 4 for scoring guidelines.

Wild Ball Scoring Diagram

Below is an illustration of one round of *Wild Ball*. The 5-hole is cold; therefore, the Red team receives -5 points for that hole. The scores after this round give the Green team 17 points and the Red team 3 points. Since the object is to obtain 25 points or higher, additional rounds must be played.



Brick&Putt Course Diagram



What Is Brick&Putt?

Brick&Putt is an alternative putting game and a brand new style of competitive fun. It combines the skills and strategies of putting with games such as shuffleboard and bocce ball.

The *Brick&Putt* course can be used for a wide variety of applications. For example, players can compete by using the games in this book or they can simply polish their putting skills by practicing on the course. Either way, *Brick&Putt* provides a convenient source of entertainment.

Additionally, because the games can be structured to fit different numbers and groups of players, *Brick&Putt* is sure to become the life of the party!

Brick&Putt

Object: The object of *Brick&Putt* is to be the first player/team to reach 25 points or higher after a round.

Competition: *Brick&Putt* can be played one-on-one or with teams.

Format: A total of twelve balls are used for each round and must be evenly divided among all players/teams. Each player/team must alternate putts using all twelve balls to complete a round.

To Begin Play: One player per team must lag to determine the order of play. To lag, each player putts one ball. The player/team with the highest score putts first and the player/team with the lowest score putts last. In the event of a tie, all players involved must putt again. Once the order of play is determined, each player/team goes in turn putting one at a time. Players/teams must alternate putts.

All puttred balls remain on the course until the round is complete. If no player/team reaches 25 points or higher by the time the first round is finished, the scores are recorded and a new round begins. To start a new round, the player/team with the highest score from the previous round putts first and the player/team with the lowest score putts last. In the event of a tie, players/teams will default to the order of the previous round.

Scoring: Scores can only be tallied after all balls are puttred. All point regions are marked on the course. The hole closest to the putting line is worth 5 points. The hole farthest from the putting line is worth 6 points. At the end of each round, points are awarded by either putting your ball into a hole, or by landing it within the 1- or 3-point areas. Balls must lie at least halfway over the line to obtain a score. Balls that bounce off the back wall onto the course are still in play. Only balls that bounce off the rear wall are allowed to roll back onto the course. If any ball on the course is pushed off by another

that player/team has three remaining putts to try to consecutively score 5, 3, then 1. After all four balls are puttred, strokes are counted and the next player/team putts. The sequence may take several rounds to complete. Players/teams are not required to putt any additional balls once the sequence is completed.

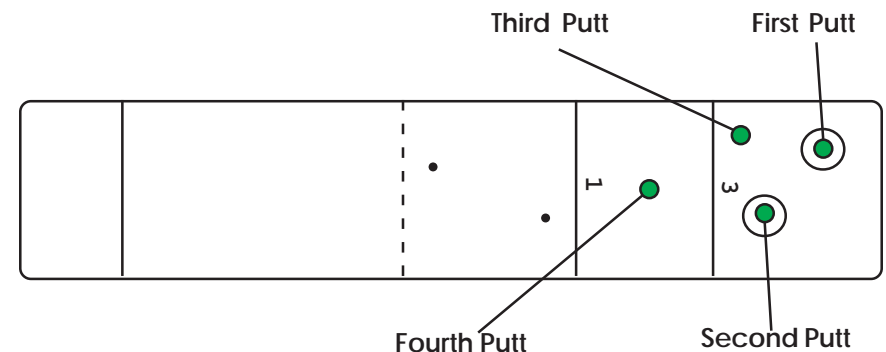
Scoring:

- 1) strokes are counted as they occur
- 2) each putt counts as a stroke
- 3) balls that are knocked off after the sequence is complete will not be affected

Page 2 has a full scoring diagram. See scoring on page 4 for scoring guidelines.

Sequence Scoring Diagram

Below is an illustration of the best possible first round score, equaling 4 strokes. The sequence starts at 6.



Match This

Object: The object of *Match This* is to be able to match the score of the previous putter.

Competition: *Match This* is a one-on-one competition.

Format: One ball is used. Each player alternates putts.

To Begin Play: After the first player putts, the ball is removed and the score is recorded. It is then up to the second player to match the score. If the score is matched, then it is a push and the player who putted second starts a new round. If the score is not matched, then the first player receives 1 point. Any player who receives a point begins the next round. If the first player fails to score, then the second player starts the new round.

Scoring: Only the first putter can score. A winner is determined by the first player to reach 3 points. Page 2 has a full scoring diagram. See scoring on pages 3 and 4 for scoring guidelines.

Sequence

Object: The object of *Sequence* is to putt the least amount of strokes to finish out the chosen sequence. The sequence must be either 6, 5, 3, 1 or 1, 3, 5, 6.

Competition: *Sequence* can be played one-on-one or with teams.

Format: Each player/team gets four balls. Players/teams take turns putting all four balls consecutively.

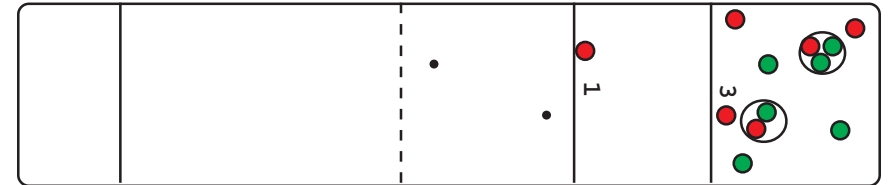
To Begin Play: The first team to putt chooses the sequence of points to score. The choices are either 6, 5, 3, 1 or 1, 3, 5, 6. For example, if the first putter chooses to start at 6, then all players/teams have four balls per turn to first score 6 points and follow with 5, 3, then 1. If a 6 is made on the first turn,

ball, then no points are awarded for that ball which is no longer on the course. In the event of a tie, all players/teams involved must continue play until a clear winner is established.

Penalties: When a player putts out of turn, that player must forfeit that turn and all balls that were moved must be returned to their previous positions. If any player/team putts with another player/team's ball, that player must forfeit that turn and replace all balls involved.

Brick&Putt Scoring Diagram

The diagram below illustrates the scores after a round of *Brick&Putt* is complete. The Green team is the clear winner with a total of 26 points. The Red team has 21 points.



Brixx

Object: The object of *Brixx* is to be the first player/team to reach 25 points or higher.

Competition: *Brixx* can be played one-on-one or with teams.

Format: A total of twelve balls are used for each round and must be evenly divided among all players/teams. Each player/team must alternate putts, utilizing all twelve balls to complete a round.

To Begin Play: After the order of play is determined, two penalty balls are placed on the mat at the beginning of each

round. Penalty balls are placed on the marked circles in front of the 1-point area. Penalty balls should be easy to identify (i.e., penalty balls should be of different color than the team balls). These balls are to be avoided unless a player can knock one into any hole. If a penalty ball is knocked into a hole, the player/team who knocked it in will immediately receive twice the worth of the hole. If there is no clear winner after all balls are putted and scores are tallied, a new round will begin. Scores are tallied after a round is complete.

Scoring: Scores are tallied after a round is complete. Page 2 has a full scoring diagram. See pages 3 and 4 for scoring guidelines.

Penalties: While playing *Brixx*, it is possible to get negative points. There are three ways a player can be penalized:

- 1) by knocking a penalty ball off the course by a putted ball
- 2) by knocking a penalty ball into either the 1- or 3-point region
- 3) by not successfully making a putt past the minimum distance line

When a player knocks a penalty ball off the course, that player must immediately subtract 10 points from his/her score. If a player knocks a penalty ball forward into either the 1- or 3-point region, that player must immediately subtract the amount of the region from his/her score. If a player does not successfully putt past the minimum distance line, he/she must immediately subtract 1 point from his/her score.

If a penalty ball is already lying in the 1- or 3-point region, and a player makes contact with that ball but does not move it forward into the next scoring region or off the course, it is not considered a penalty. If a penalty ball moves backward into a lower scoring region, it is not a penalty.

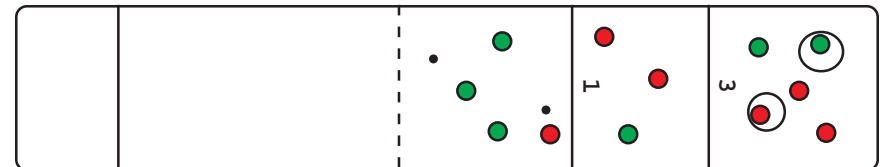
of each round. The winner of the lag can only choose one option. The opponent must choose the other. For example, the winner of the lag chooses to putt second, then the opponent must choose the target score, odd or even. After a round is completed, the rolls are switched. The player/team who putted first must putt second. The opposing player/team chooses the target score.

Scoring: Scores are tallied after a round is complete. To win a round, the player/team must obtain the target score (i.e. the sum total of points must be odd or even, depending on what was called at the beginning of the round, and the highest amount of points achieved within the odd/even parameters). The winner of each round receives 1 point. In the case of a tie, no points are awarded. The first player/team to obtain 3 points is the winner. Page 2 has a full scoring diagram. See scoring on page 4 for scoring guidelines.

Penalties: On the last putt, each player/team must putt at least halfway over the minimum distance line in order to qualify for the round.

Odd or Even Scoring Diagram

*Below is an illustration of a completed round. The target score is **even**. The Red team has the most points with 13, but the Green team has an even score of 10; therefore, the Green team wins the round and receives 1 point.*



The Best of Three

Object: The object of *The Best of Three* is to acquire the highest score after putting three consecutive balls.

Competition: *The Best of Three* is a head-to-head competition played between two players.

Format: A total of twelve balls are used. Each player putts three balls consecutively.

To Begin Play: The first player putts all three balls, records the score, and removes the balls. Then, the next challenger putts. If the challenger scores lower than the first putter's score, he/she loses and a new game with a new challenger begins. If the challenger scores higher, that player becomes the winner. In the event of a tie, a new round will begin until a clear winner is established. The winner always putts first upon starting a new game.

Scoring: Scores are tallied after a round is complete. Page 2 has a full scoring diagram. See scoring on pages 3 and 4 for scoring guidelines.

Odd or Even

The Object: The object of *Odd or Even* is to reach the target score first and possess the highest amount of points.

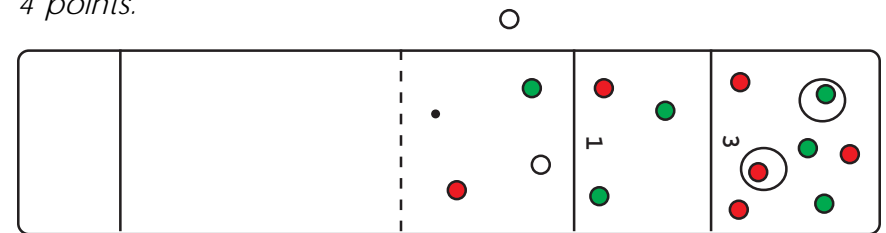
Competition: *Odd or Even* can be played one-on-one or with teams.

Format: A total of twelve balls are used for each round and must be evenly divided among all players/teams. Each player/team alternates putts until all twelve balls are putted, thus completing a round.

To Begin Play: Each player/team must lag to determine both order of play and the target score. The target score is an odd or even total of each player's/team's score at the end

Brixx Scoring Diagram

The diagram below illustrates the completion of the first round of Brixx. The Red team has 15 points. The Green team knocked a penalty ball off the course; therefore, they subtracted 10 points from their score, giving them a total of 4 points.



Two Ball

Object: The object of *Two Ball* is to putt a higher score on the second putt.

Competition: *Two Ball* can be played either one-on-one or with teams.

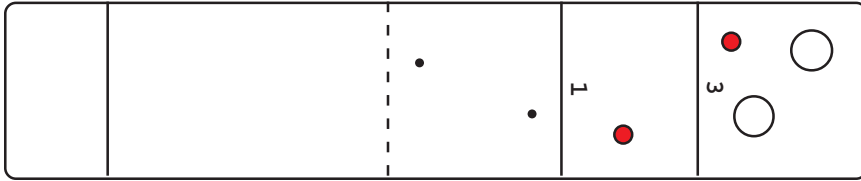
Format: Two balls are used. Each player/team putts two balls consecutively.

To Begin Play: The first player/team putts two consecutive times. Scores are tallied and the next player/team putts. The round is over after the last player putts. The player/team with the highest score starts the next round.

Scoring: Both balls must be on the course at the end of each turn to qualify for points. The first ball may be pushed into any point region by the second ball. To qualify for a score, the first ball must be at least 1 point and the second ball must be higher. The highest score per round receives 1 point. In the event of a tie, no points are awarded. The first player/team to reach 3 points wins. Page 2 has a full scoring diagram. See scoring on pages 3 and 4 for scoring guidelines.

Two Ball Scoring Diagram

The diagram below illustrates the beginning of a round of Two Ball. The player's first putt stopped inside the 1-point area and the second putt stopped inside the 3-point area. This player now qualifies to win the round with 4 points. The challenger still has a chance to win, tie or loose the round.



Defender

Object: The object of *Defender* is to score the most points while the defense attempts to block the offense from scoring.

Competition: *Defender* can be played either one-on-one or with two teams.

Format: A total of twelve balls are used. Each player/team putts up to six balls consecutively.

To Begin Play: The first player/team to putt is the defense. The order of play will not change throughout the game. Each player/team plays four complete rounds. A round consists of each player/team putting once as the defense and once as the offense. The defender is the player/team who starts each round by putting up to six balls consecutively, attempting to create a wall that will hinder the offense's chances of scoring. Once the defense putts all six of its balls, the offense putts six consecutive balls with the objective of scoring.

Scoring: Only the offense can score points. Once the offense putts, the scores are tallied and the balls are removed. Page 2 has a full scoring diagram. See scoring on pages 3 and 4 for scoring guidelines.

Penalties: The **defense** will not be allowed to putt any additional balls if the following occurs:

- 1) a ball does NOT remain at least halfway over the minimum distance line
- 2) a ball either lands off the course or in either hole

The **offense** will not be allowed to putt any additional balls if the following occurs:

- 1) a ball does NOT remain at least halfway over the minimum distance line
- 2) the offense pushes a defensive ball into either hole
- 3) any ball rolls off the course

Defender Scoring Diagram

Below is an illustration of a strong defensive play. The offense must try and putt through the defense's balls without any balls falling off the course.

