Brick&Putt ™

alternative putting games
Volume 2

Rule Book

Rules for these Games:
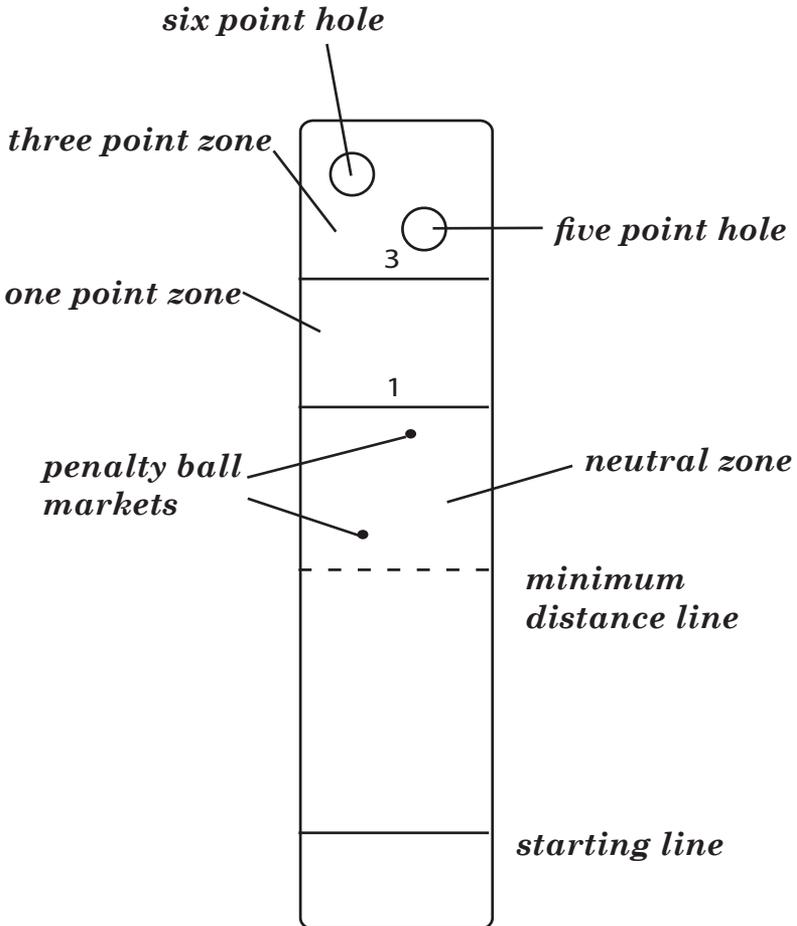
Table of Contents

Brick and Putt is a collection of putting games played on its own course. These games are diverse and can accommodate a wide range of participants and skill levels. All games have been created to challenge a player's putting skills and strategic approach. It's simple — the more Brick you play the better putter you become.

Course Diagram

six point hole

three point zone

five point hole

3

one point zone

1

penalty ball markets

neutral zone

minimum distance line

starting line

Money Ball

Object: The object of *Money Ball* is to land the *Money Ball* closest to the back edge of the course, and to be the first player/team to score **25 points** or higher.

Competition: *Money 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 leaving all balls on the course.

To begin play: Each player/team alternates putts until all twelve balls are putted. Each player/team has one *Money Ball*. The *Money Ball* should be a different color making it easy to identify. Players/teams may choose to putt the *Money Ball* any time during the round.

Scoring: Only one player/team can qualify for points after a round is complete. The only player/team that has their *Money Ball* closest to the back edge gets to tally their score. The *Money Ball* will not count for points. A **winner** is determined by the first player/team to reach 25 points or higher after a round is complete. **Scores will not be tallied** if the following occurs:

- *Money Ball* does not land at least halfway over the minimum distance line.
- *Money Ball* lands off the course or in one of the holes.

The player/team that scores starts the new round.

Penalties: Once the *Money Ball* is played, any remaining balls from that player/team must be putted past the **minimum distance line** in order to qualify for points.

Below is an illustration of a completed round. The red team can only count its score since its *Money Ball* (yellow) is closer to the back than White's *Money Ball* (Black). Thus the score is 12 to 0.
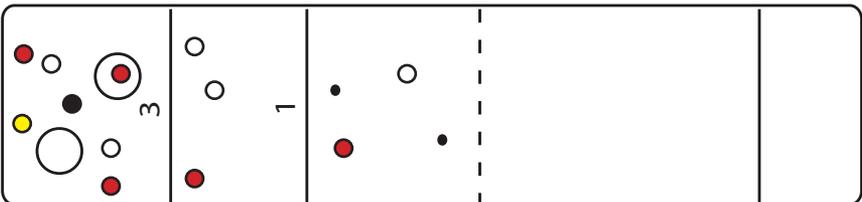
Call your score

Object: The object of *Call your Score* is to score closer to the called total score than the opposing player/team without going over.

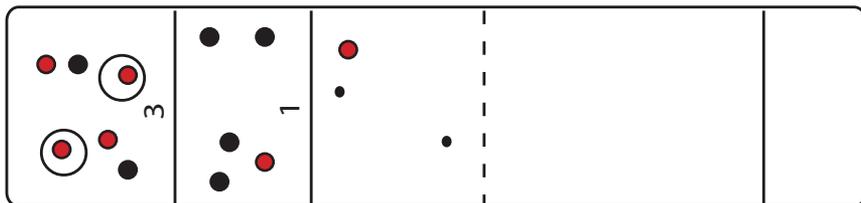**Competition:** *Call your Score* can be played either one-on-one or with teams.

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 leaving all balls on the course.

To begin play: Before the game begins each player/team chooses the total points that their team can score. I.E. (a player/team chooses 30 points, they then have six balls to score as close as they can to 30 points without going over.) Each player/team alternates putts until all twelve balls are putted. Players/teams cannot choose the same score.

Scoring: To qualify for a score a player/team must not exceed their called score. Once the round is complete, a **winner** is determined by the player/team scoring the closest to their called score. In the event of a tie a **winner** is determined by the player/team with the highest score. If both players/teams go over the called score, a new round must be played.

Penalties: In order to qualify for points each player's/team's last ball must be at least halfway over the **minimum distance line**.

Below is an illustration of a completed round of *Call your Score*. Red called 20 and Black called 10. Black wins.

Easy Out

Object: The object of *Easy Out* is to score the highest amount of points while staying clear of the *Easy Out* zone.

Competition: *Easy Out* is 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 12 balls.

To Begin Play: One player per team must lag to establish the order of play and the *Easy Out* zone. Players/teams alternate putts until all 12 balls are putted.

Scoring: After all twelve balls are putted, scores are tallied and the player/team with the highest score wins the round and receives **1-point for the round**. **The winner** starts the next round. The first player/team to reach **3 points wins**.

Penalties: Any player/team that putts a ball in the *Easy Out* **zone** automatically **looses** the round and the opposing player/team receives 1-point.

Below is an illustration of a completed round. The *Easy Out* zone is the 5-point hole. The red team wins the round by the score of 12 to 9, and therefore scores 1-point for the round.
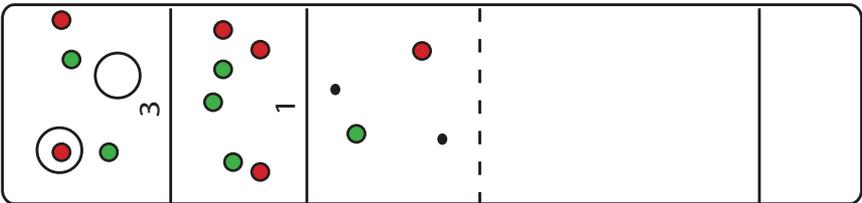
Four of a kind

Object: The object of *Four of a Kind* is to score the highest amount of points after a round is completed.

Competition: *Four of a kind* can be played one-on-one or with teams.

Format: A total of four balls are used. Each player/team putts four balls consecutively.

To begin Play: The first player/team putts four consecutive times. Scores are tallied and the next player/team putts. The round is over after the last person putts. Balls are cleared after each turn.

Scoring: Scores are tallied after each player/team finishes his/her turn. The **winner** is determined as follows:

- A player/team is the only player/team that has *Four of a Kind*. Therefore, having four balls in the same point zone.
- If more than one player/team has *Four of a Kind*, then the player/team with the higher point value wins.
- If no player/team gets *Four of a Kind*, then the player/team with the highest point value wins.

Below is an illustration of a completed round. The green team putted and scored 24 points. But the Red team wins with four of a kind.

Call your Shot

Object: The object of *Call your Shot* is to score points by making the called shots.

Competition: *Call your Shot* 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 leaving all balls on the course.

To Begin Play: Each player/team alternates putts until all 12 balls are putted. Before each player/team putts, a point region must be called. i.e.(if player/team calls a five, then that player/team must make a five in order to obtain 1 point.)

Scoring: Points are recorded after each putt. One point is rewarded for each made call.

Thus, a perfect score would be six points per round. A **winner** is determined by the player/team with the highest points after a round is complete. In the event of a tie the highest score on the course wins.

Six&One

Object: The object of *Six&One* is to score at least one "6" and one "1" while scoring the highest amount of points.

Competition: *Six&One* can be played one-on-one or with teams.

Format: A total of 12 balls can be used for each player/team. Each player/team putts up to 12 balls consecutively.

To Begin Play: One player per team must lag to determine the order of play.

The player/team starts the game by putting up to 12 balls consecutively. Once players/teams have at least one ball lying in both the 6-point cup and the 1-point zone they may stop their turn at any time and tally their score. Once scores are tallied the next team has a chance to win, lose or tie.

Scoring: Scores can be tallied any time after a player/teams has at least one ball in the 6-point cup and the 1-point zone. **A winner** is determined by the highest score. In the event of a tie all players/teams involved will putt again in the same order of play.

Penalties: Players/teams will not be able to score if any of the following occurs:

1. A player/team does not have at least one ball in both the 6-point cup and the 1-point zone.
2. Any ball falls off the course.
3. Any ball lands short of the minimum distance line.

In the illustration bellow the red team chose to stop putting and count their score.

The green team has the chance to either tie with 15 points, or score higher for the win.
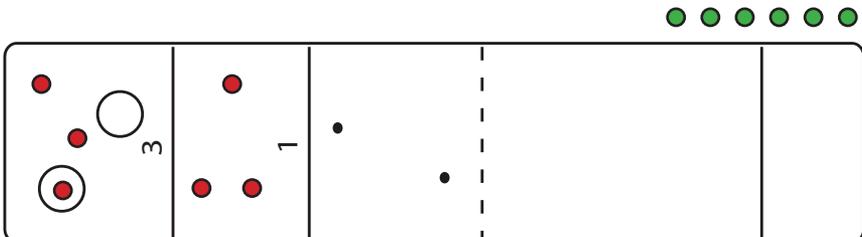
Advanced Six&One

Object: The object of *Advanced Six&One* is to score at least one "6" and "1" one while scoring the highest amount of points.

Competition: *Advanced Six&One* can be played one-on-one or with teams.

Format: A total of 12 balls are used for each round and must be evenly divided among all players/teams. Each player/team must alternate putts leaving all balls on the course.

To Begin Play: One player per team must lag to determine the order of play. Once the order of play is determined, each player/team goes in turn putting one ball at a time. Player/teams must alternate putts.

Scoring: To qualify for points, each player/team must score a "1" and a "6". Scores can only be tallied if all balls are putted or both players/teams stops putting. If a player/team stops putting the remaining player/team may proceed to putt their remaining balls. **A winner** is determined by the highest score. In the event of a tie all player/teams involved will putt again in the same order of play.

Penalties: Players/teams will not be able to score if any of the following occurs:

- A player/team does not have at least one ball in both the 6-point cup and the 1-point zone.

A player/team's ball falls **off the course**.

- A player/team's ball lands short of the minimum distance line.

Below is an illustration of a completed round between two teams. Neither team qualifies for points because no ball is lying in the 6-point hole. A new round must begin.
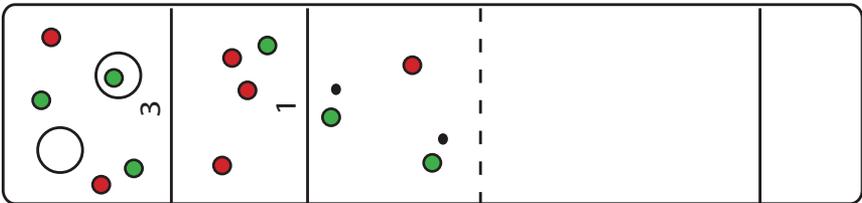
Advanced Odd or Even

Object: The object of *Advanced Odd or Even* is to score an Odd or Even point value after each round, while being the first player/team to reach **50 points**.

**Competition:** The game of *Advanced Odd or Even* can be played one-on-one or with teams.

Format: A total of 12 balls are used for each round and must be evenly divided among all players/teams. Each player/team must alternate putts leaving all balls on the course.

To begin play: One player per team **must lag** to determine the order of play and to **choose the *Odd or Even* point value**. Once the order of play is determined, each player/team goes in turn putting one ball at a time. Player/teams must alternate putts. In order to stay in the game, players/teams must score either an *Odd or Even* point value after each round. A player/team may choose to stop putting before all their team balls are putted. The opposing team may continue or stop putting as well.

Scoring: Score are tallied after each round. The player/team with the highest score starts the next round. A **winner** is determined by the first player/team to reach **50 points** after a completed round.

Penalties: If a player/team does not obtain the called *Odd or Even* point value after a round, that player/team instantly **looses**.

Below is an illustration of a completed round of *Advanced Odd or Even*. At the start of the game Odd was called. Red is still in the game with 21 points. White chose not to putt the last ball and also stays in the game with 15 points. The game continues with Red starting the next round.
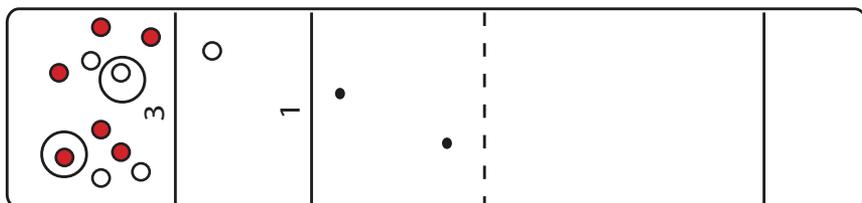
Advanced Two Ball

Object: The object of *Advanced Two Ball* is to putt a higher score on the second putt, and be the first player/team to reach **3 points**.

Competition: *Advanced Two Ball* can be played one-on-one, or with teams of two.

Format: Two balls per player/team are utilized. Each player/team must alternate putts.

To Begin Play: One player per team must lag to determine the order of play. Once the order of play is determined, each player/team goes in turn putting one ball at a time. Players/teams must alternate putts. A minimum of three rounds must be played to establish a winner. The winner of a round always starts the new round.

Scoring: To qualify for points the following must occur:

- Both balls must be in point zones at the end of the round.
- Each player's/team's second ball must be in a higher point zone than the first ball after a round is complete.

The highest score per round receives **1 point for the round**. In the event of a tie, no points are awarded for the round. **The first player/ team to reach 3 points wins**.

Penalties: Players/teams who don't putt the forth and final ball past the Minimum Distance Line, lose the round.

Below is an illustration of a completed round. Team A is white (1st putt) and black (2nd putt). Team B is gray (1st putt) and red (2nd putt). Both teams qualify for points since they both putted a higher score on their second putt. Team B wins by the score of 9 to 4, and therefore gets 1 point for the round.
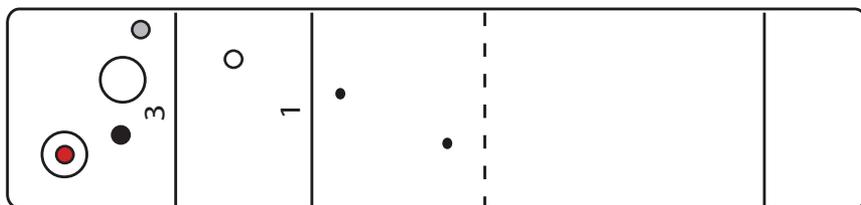
Three Way Defender

To begin play: Object: The object of *Three Way Defender* is to score the most points while the Defense attempts to block the Offense from scoring.

Competition: *Three Way Defender* is played with three players only.

Format: A total of twelve balls are used. Six balls on offense and six balls on Defense.

Two players putt for the Defense, while the third player putts for the Offense.

To Begin Play: The Defense starts with two players alternating putts using up to six balls consecutively, thus, attempting to create a wall that will hinder the Offense's chances of scoring. Once the Defense is finished putting, the third player, the Offense, putts up to six consecutive balls with the objective of scoring points. Each player plays four complete rounds. A round consists of each player putting once as the Defense and once as the Offense. Once all balls are putted scores are tallied, and players will rotate. The Defender who putted second will rotate to the offensive position for the next turn. The player who was on Offense for the previous turn always putts first on defense for the new turn.

Scoring: Only the offense can score points. Once the offense finishes putting, the scores are tallied and the balls are removed.

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. An offensive 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 during the Offense's turn.

Below is an illustration of a completed turn. The Defense (White) was pushed off the course by the Offense (Black). Thus the round ends. The Offense receives 6 points and players rotate for the next turn.
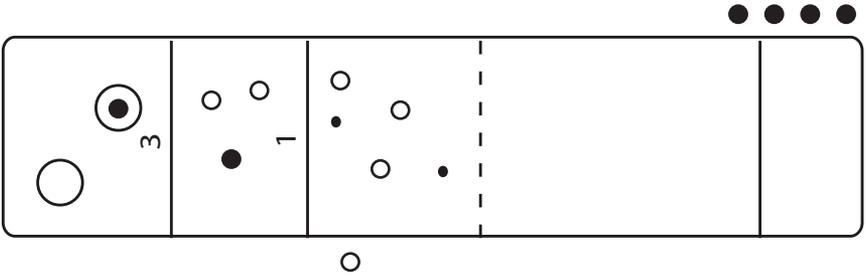
Offense/Defense

The Object: The object of *Offense/Defense* is to score the most points while the Defense attempts to block the Offense from scoring.

Competition: Offense/Defense is played one-on-one or with two teams.

Format: A total of twelve balls are used. Six balls on Offense and six balls on Defense. The Offense and Defense must **alternate putts** leaving all balls on the course.

To Begin Play: The first player/team to putt is the Defense. The second player/team is the Offense. Players/teams alternate putts until all balls are putted. Each player/team plays four complete rounds. A round consists of each player/team putting once as the Defense and once as the Offense.

Scoring: Only the Offense can score points. **The Offense must continue to putt even if the Defense has forced any ball off the course and can no longer putt. A winner** is determined by the player/team with the highest score after four completed rounds.

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

- A ball does NOT remain at least halfway over the minimum distance line
- A Defensive ball lands in either hole
- Any ball rolls off the course

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

- An Offensive ball does NOT remain at least halfway over the minimum distance line
- The Offense pushes a Defensive ball into either hole, or any ball off the course.

In the illustration below the Defense (white) putted the ball off the course on the first putt. The Offense was able to keep all six balls on the course to score 10 points.
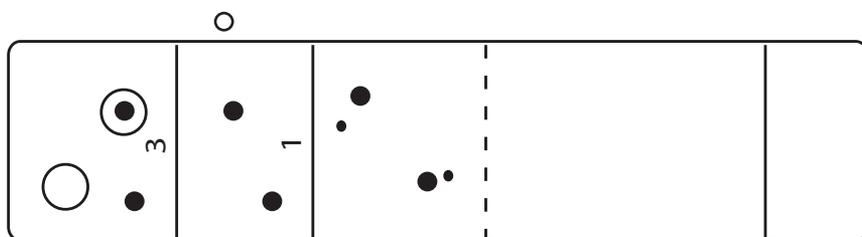
Liars Brick

Object: The object of *Liars Brick* is to, **accept**, **challenge** or call the **bluff** of the previous putter's bid, and to be the first to win three rounds.

Competition: *Liars Brick* can be played one-on-one, or two 2-player teams.

Format: An unlimited amount of balls may be used.

To begin play: The first player/team must start the bid. The idea of the bid is to call a score prior to putting. The first bid must be at least one, 1-point score using one ball. All bids must be of single point zone only. Once the bid is made, the opposing team must either; accept, challenge, or call the bluff of the bid.

Once a bid is **accepted** all players/teams get a chance to win the round by making the putts. If all players/teams make the putts, it is **a push** and a new round will begin. If all players/teams miss the putts, it is **a push** and a new round will begin

If a player/team chooses to challenge, a new higher bid must be called. **A new bid must be either, a higher quantity of any point zone or the same quantity of a higher point zone**. I.e. (if the bid started at 2-ones, the challenger could call 3-ones, or 2-threes.) Once a bid

is challenged it is up to the original bidder to, accept, challenge or call a bluff. As long as there is enough balls, biding may go back and forth until a player/team accepts or calls a bluff.

If a player/team chooses to call a **bluff**, the player/team that placed the bid has a chance to win the round by making the putts. If the putts are not made that player/team that called the bluff wins the round.

The looser of each round always starts the new bidding process. Anytime a bid is placed the next player/team has the option to accept, challenge, or call a bluff.

Scoring: The **winner** of a round receives **1 point**. The first player/team to receive **3 points wins. To win a round** a player/team must:

- Make the putts of an accepted bid, followed by a missed putt from the Opposition.
- Make the putts of an accepted bid that the first putter missed.
- Make the putts when a player/team calls your bluff
- Call a bluff, followed by missed putts.

In the illustration below, the call was accepted at 2-ones. The first putt is in the 3-point area, therefore can not qualify. The next player has a chance to win the round by putting 2-ones. **Note:** only 2 balls must be used for this call. I.e. if the call was 4-ones, then 4 balls must be used.

Off the Course

Object: The object of *Off the Course* is to keep all putted balls on the course.

Competition: *Off the Course* 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.

To Begin Play: All players/teams alternate putts until all 12 balls are putted. If all balls remain on the course a new round begins. **The first player/team that has a ball fall off the course, or not clear the minimum distance line by halfway, loses.**

Advanced Brixx

Object: The object of *Advanced Brixx* is to be the first player/team to score **25 points** or higher after a round is complete.

Competition: *Advanced 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 12 balls.

To Begin Play: One player per team must lag to determine the order of play and to determine which team places the penalty balls on the course. **Before each round two penalty balls are placed strategically anywhere on the course.** If no winner is determined after a completed round, the player/team with the highest score places the penalty balls for the next round.

Scoring: Scores are tallied after a round is complete, **unless a penalty ball is knocked into a higher point region. In which case scores are added or subtracted immediately.** If a player/team knocks a penalty ball into either hole, that player/team instantly receives twice the hole value.

Penalties: While playing *Advanced 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.
2. By knocking a penalty ball into either the 1- or 3-point zone from the neutral zone.
3. By not successfully making a putt past the minimum distance line

When a player/team knocks a penalty ball **off the course**, that player/team must immediately **subtract 10 points** from their score. If a player/team knocks a penalty ball forward into either the 1- or 3-point zone, that player/team must immediately subtract the amount of the point zone from their score. If a player/team does not successfully putt past the **minimum distance line**, they must immediately **subtract 1 point** from their score. If a penalty ball is already lying in the 1- or 3-point zone, and a player/team 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.

In the illustration below black has 18 points as black knocked a penalty ball into the 5-point hole, thus, scoring 10 points for that putt. White has 8 points. For the next round Black will place the penalty balls anywhere on the course and putt first.
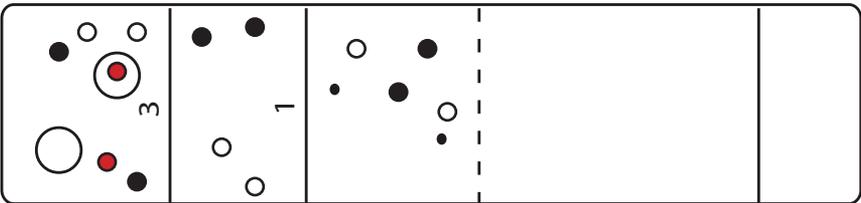
Touch

Object: The object of *Touch* is to become the first player/team to reach **25 points** or higher without touching another ball or falling off the course or landing short of the minimum distance line.

Competition: *Touch* 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.

To Begin Play: All players/teams alternate putts until all 12 balls are putted or a player/team choose to pass. If a player/team **chooses to pass** the opposing player/team may continue putting until they pass or run out of balls. The winner of the previous round starts the new round.

Scoring: A **winner** is determined by the first player/team to reach 25 points or higher after a completed round.

Penalties: Player/teams immediately **lose** if the following occurs:

- A player/team putts a ball, and makes contact with any other ball on the course.
- A player/team putts a ball off the course.
- A player/team doesn't land a ball at least halfway over the minimum distance line.

Contact

Object: The object of *Contact* is to hit any ball on the course and become the first player/team to reach **100 points** or higher after a round is complete.

Competition: *Contact* 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 leaving all balls on the course.

To Begin Play: Each player/team alternates putts until all six balls are putted. The object is to putt a ball and make contact with any ball that is on top of the course. Once a round is complete the player/team with the highest standing score putts first for the new round. **Balls that lie in front of the Minimum Distance Line are to be removed.**

Scoring: Scores can only be tallied by making contact with any ball on top of the course. If a putted ball only comes in contact with a ball in a hole it does not qualify for points. Scores are **tallied immediately when contact is made**. A player/team who putts and hits another ball on top of the course immediately receives the **total amount** of points from **all balls** on the course. A **winner** is determined by the first player/team to reach **100 points or higher** after a completed round.

Penalties: If any player reaches 100 points or more before a completed round, all balls thereafter must lie at least halfway over the minimum distance line. For any player/team that putts a ball short of the minimum distance line, **20 points** will be ducted from their score.

In the Illustration below, White putted last and made contact with a ball on the course. White will add 35 points to their total score.
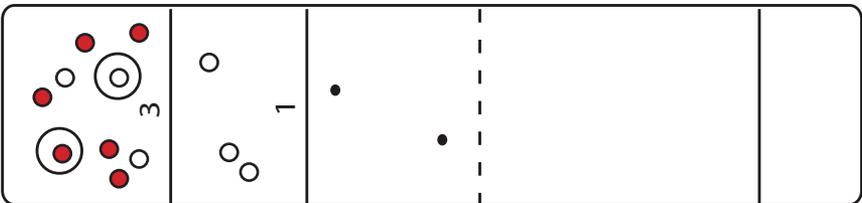
Subtractor

Object: The object of *Subtractor* is to be the first player/team to score **25 points** or higher after a round is complete.
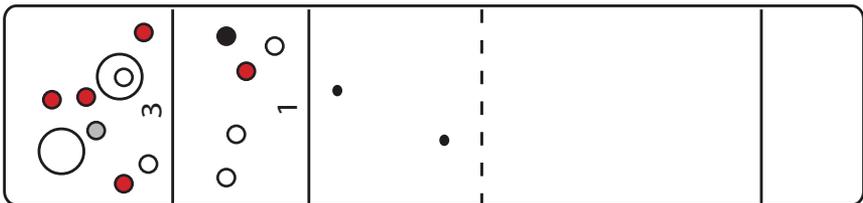
Competition: *Subtractor* can be played either one-on-one or with teams.

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 leaving all balls on the course.

To Begin Play: The winner of the lag starts the game. During play each player/team may choose to putt with a team ball or a subtractor ball.

Scoring: Scores are tallied after all 12 balls are putted. **Team balls will not count for every opposing team's subtractor ball that lies in the same point zone.** IE: if a player/team has three of their team balls in the 3-point zone and the opposing team has two Subtrtactor balls in the same zone, then only 3-points will be tallied. **Only team balls count for a score.**

In the illustration below the Red team with Grey subtractors scored 12 points. The White team with Black subtractors scored 8 points.

Hideball

Object: The object of *Hideball* is to keep your Hideball on the on top of the course and to be the first player/team to score **25 points** or higher after a round is complete.

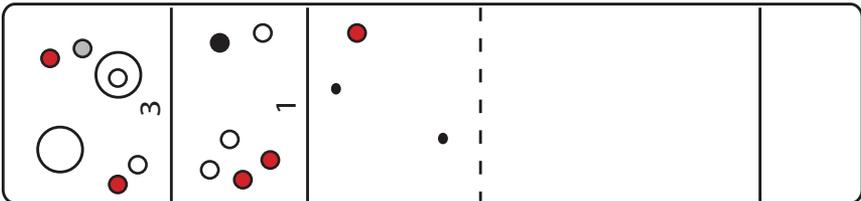**Competition:** *Hideball* can be played either one-on-one or with teams.

Format: A total of twelve balls are used for each round and must be evenly divided among all players/teams. Each/player/team must have one *Hideball (a different color than their team balls)*. Each player/team must alternate putts leaving all balls on the course.

To Begin Play: One player per team must lag to determine the order of play. Players/teams may choose to putt their *Hideball* at any time during the round. If no winner is determined after a round, then the player/team with the highest score starts the new round.

Scoring: Scores are tallied after all 12 balls are putted. **Only players/ teams with their *Hideball* on the course will be able to count their score. Only the player/team with their *Hideball* closest to the back edge can count their *Hideball* for points.**

Penalties: Once the *Hideball* is played, any remaining balls from that player/team must be putted past the minimum distance line in order to qualify for points.

In the Illustration below the White team with the black *Hideball* scored 11 points. The Red team with the grey *Hideball* scored 11 points. **Note:** the Red team was able to count the *Hideball* for points.

Fill the Hole

**Object:** The object of *Fill the Hole* is to putt more balls into either hole than your opponent.

Competition: *Fill the Hole* 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 leaving all balls on the course.

To Begin Play: One player per team must lag to determine the order of play. Each player/team alternates putts until all twelve balls are putted.
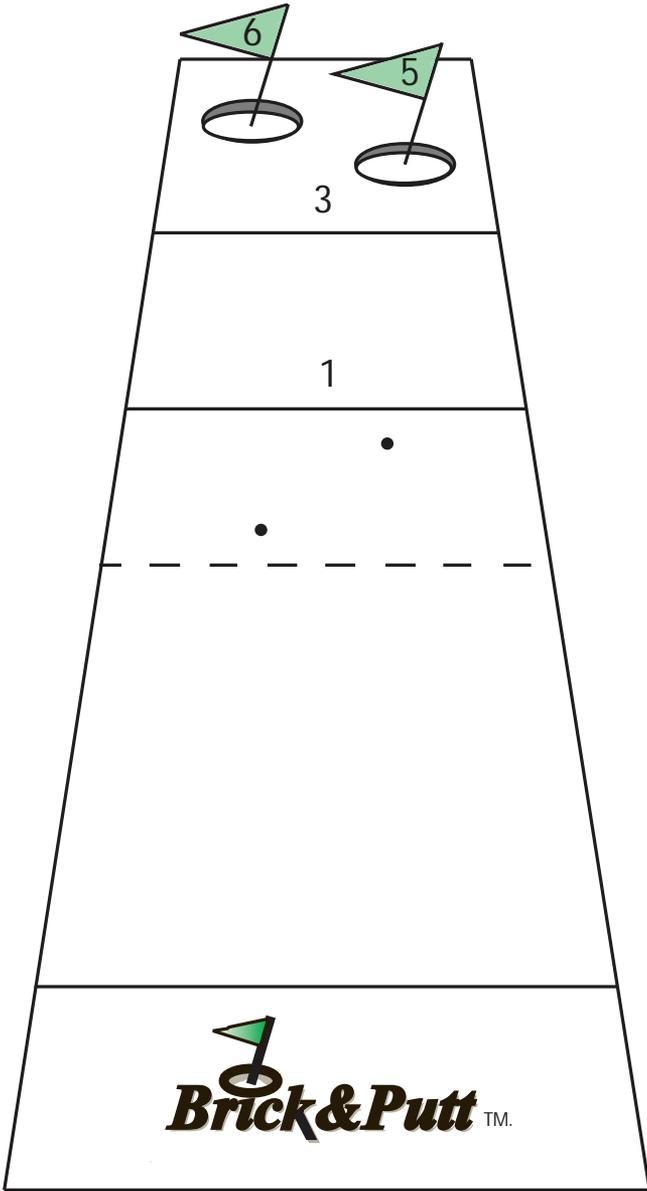
Scoring: Scores are tallied after all twelve balls are putted. Players/teams count the number of balls they have outside the holes. The team with the least amount **wins**. In the event of a tie, the player/team with the highest amount of points in the holes wins. If **a tie** still exists, then the player/team with the highest score from all point zones wins.

In the illustration below both teams have five balls out side the holes and are **tied**. Therefore, balls in the holes must be tallied. White is the winner with a score of six to five.
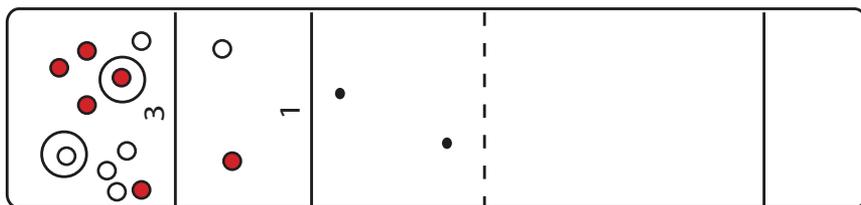
Frequently Asked question

1. What is a lag? Before each game players/teams may lag to determine the order of play and call any pre-game stipulations. The winner of the lag is determined by the player/team with the highest score after one putt. The winner of the lag may also decide which game to play.

2. Does a ball have to rest completely over the scoring line in order to count the score? A ball must lie at least halfway over the line or hole, in order to qualify for a particular point zone. If a ball lies exactly halfway on the line, the higher point zone must be counted.

3. What is considered off the course? The course starts at the minimum distance line and continues up through all the point zones. Anything outside of this area is not considered on the course. A ball must lie at least halfway over the minimum distance line in order to be on the course.

4. If a ball banks off the back board and back on the course is it still in play? Yes.

5. In the game of **Contact** can you score by making contact with a ball in the hole? NO.

6. While playing **Advanced Odd or Even**, what happens if all players/teams fail to score the called Odd or Even point value? Both teams loose and a new round must be played.

7. What happens if a player/team purposely putts a ball short of the minimum distance line? If it is clear that a player/team purposely putts a short ball, that ball may be cleared before the next putt. This can apply to all games.

8. While playing **Easy Out**, what if all player's/team's balls land in the *Easy Out* zone at the same time? All players/teams will lag again and start a new round.

9. In the game of **Subtractor**, how many subtractor balls can be played during a round? For each putt a player/team has the choice to use a team ball or a subtractor ball.

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