



Quick Rules

A. Object of the Main "Sudden Death" Game:

To be the first player or team to have a score of **exactly 21 points** at the end of a round. Going over 21 points **at any time** is "**Sudden Death**" for that player or team – **an automatic loss**.

B. Scoring:

Players score three different ways in CHUCKERS:

1. By tossing discs into the three **scoring holes**: front hole **1** point - middle hole **3** points - rear hole **5** points
2. By ringing the five peg-like **hobs**: front hob **1** point - middle hob **3** points - rear hobs **5** points
3. By having a disc lean on the dome (*not the side*) of any hob for a **hobber**: all hobbers score **2** points.

C. Play: Players play **singles** (one-on-one with two players tossing from same end) or **doubles** (two-on-two play with teammates tossing from opposite ends). **Doubles is always the most fun!** To Begin:

- On a mostly flat surface align target boards in a straight line with tether cord taut (Hard surface? Use *carpeting under the target boards* to cushion disc impacts).
- Flip a coin, toss for high score, or otherwise determine who tosses first (winner gets choice of discs).
- For doubles *teammates line up at opposite ends of target boards*: two opponents per end.

1. The game starts when player A, standing behind rear of target board, tosses 3 consecutive discs to far target board (kids age 7 or younger can toss from target board front area).

- Points scored by first tosser in a round are only **potential points**.

2. Player B, *tossing from same end*, tosses three consecutive discs to far target board in order to *score points* or *cancel* first tosser's potential points (Basic strategy dictates knocking an opponent's disc into a scoring hole that will put them over 21 points for the loss!).

- Second tosser can cancel any or all of first tosser's points by **exactly duplicating** or **dislodging** those tosses still remaining on deck surface. Discs that have scored in the holes *cannot* be bounced out.

- All discs on target board playing surface are ***live and in play*** and must remain untouched until all 6 discs have been thrown. Any scoring from them is valid.

- One round is complete when 6 discs have been tossed -- three from each player. Player or team with higher score tosses first in next round – rounds rotate end to end. If score is tied, previous round high score tosses first in the next round.

Note: If first tosser in a round scores 21 points exactly (he or she holds any remaining discs), it **is not an automatic win**. The second tosser always has the right to try and cancel the possible winning score of 21 by **exactly duplicating** or **dislodging** the potentially winning toss. If second tosser cancels, first tosser tosses any remaining discs until 21 is scored again (second tosser then tosses again to cancel), exceeds 21 for the loss, or runs out of discs. Players continue tossing until game is won or all discs have been tossed and play proceeds to the next round.



Complete Rules and Playing Instructions

A. Set Up

1. On a mostly flat surface align target boards in a straight line with tether cord taut (If playing on a hard surface use a couple of throw rugs or carpet remnants under target boards to cushion disc impact).
2. Remove discs from scoreboard/disc-caddy
3. Place the two *score-indicator-knobs* at zero and position scoreboard for easy viewing

B. Number of Players

Two or *Four* players can play **CHUCKERS**

- **Two play singles** -- both players toss from the same end to far target board, and back.
- **Four play doubles** -- teammates line up and toss from opposite ends of the target boards -- A and B at one end, and A and B at the other end.

Group-participation "doubles" is the best, most fun way to play CHUCKERS.

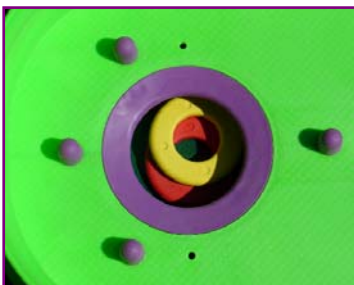
C. Object of Game

To be the first player or team to have a score of **exactly 21 points** at the end of a round.

- Going over 21 points at any time is "**sudden death**" for that player or team – **an automatic loss!**
- Reaching 21 points is **not an automatic win** for player or team tossing first in a round.
- Any points scored by first tosser in a round are only **potential points**.
- Second tosser in a round has the right to toss three discs in an attempt to **cancel** any or all of first tosser's potential points.

To cancel: Second tosser has to (a) **exactly duplicate** potentially scoring discs in the holes, ringers or hobbers, as follows:

- ❑ Go in the *same scoring hole* landing on top of a *specific disc or discs*
- ❑ Land on top of a *specific ringer or ringers* -- not just any ringer
- ❑ Land on top of a *specific hobber or hobbers* – not just any hobber



Yellow Cancels Red Three Different Ways

Or by, (b) **dislodging** any potentially scoring *ringers* or *hobbers* by knocking or bouncing them off the hobs and out of scoring position.

- **Scores** are not tallied until all six discs in the round have been thrown or the game won.

D. SCORING

Discs score 3 different ways in CHUCKERS:

1. By tossing discs into any of the **three scoring holes**. Each scoring hole has a different point value:

Front Hole 1 Point -- Middle Hole 3 Points -- Rear Hole 5 Points

Rear of target board ►



2. By **ringing** any of the five peg-like objects on the target board called **hobs**:

Front Hob 1 Point -- Middle Hob 3 Points -- Rear Hobs 5 Points

Front of target board ►



3. By having a disc **leaning on** the *dome* (not the side!) of any of the five hobs for a **hobber**.



All hobbers score 2 points.



- **Key:** 2nd tosser in a round **cancel**s some or all of the 1st tosser's potential points by exactly duplicating those tosses or by dislodging any ringers or hobbers (for a ringer to cancel a ringer it must encircle the same hob by landing on top of the 1st tosser's disc).

Scoring Holes: A disc scores if it lands in a scoring hole, leans through hole with its edge touching the playing surface, or leans through hole and is touching another disc that has landed in the hole. Once a disc comes to rest in a scoring hole it is a legitimate score (or can be canceled). If a tossed disc bounces out of a scoring hole it **does not score**. Also, **no bouncing discs out of scoring holes**. Players can only cancel, not bounce out, discs resting in scoring holes.

- All discs on the deck playing surface are **live and in play** and can be redistributed, knocked, bounced or caromed into a scoring hole with **positive** or **negative** scoring results for players. Discs on the target board deck are **not to be touched or moved in any way** until all 6 discs have been thrown. A toss canceling an opponent's toss is strictly a nullifying toss -- **no additional points are gained**. 2nd tosser can still win the game after canceling, if he or she has remaining discs and scores 21 points.

Key: If 1st tosser in a round reaches **21 points exactly** *before all three discs are tossed*, that player **holds any remaining discs** because 2nd tosser has the right to try and cancel the **potential winning toss**.

To Cancel: In this make or break situation 2nd tosser must **exactly duplicate** or **dislodge** the potential winning toss, or lose the game.

- If 2nd tosser *does cancel the potential winning toss*, 1st tosser again tries to get 21 with any remaining discs (1st tosser might get 21 again, lose by going over 21, or run out of discs). 1st and 2nd tossers do not exchange tosses one for one, but try to get 21 points for the win, put opponent over 21 for a loss, or run out of discs and move on to the next round of play.
- No **throw-a-ways** allowed: Players must always attempt legitimate tosses at the far target board. In a more serious game (say a playoff or title game), if the scorekeeper detects an *obvious throw-a-way*, that player or team forfeits the game. Tough love! In the more casual game you have to cut people some slack – the true definition of a *legitimate toss* can become a very sticky wicket!

Scorekeeper: Anyone can be scorekeeper, but designating someone other than those currently tossing adds to the flow and overall enjoyment of **CHUCKERS**. This person takes charge of the scoreboard, reminds players of present scores, whose turn it is to toss, and broadcasts how many points each team needs to win. Generally, the scorekeeper serves as announcer, organizer, guide and referee.

E. Playing Instructions

Players play **singles** (one-on-one with two players) or **doubles** (two-on-two team play, with teammates tossing from opposite ends).

Players/Teams can play single games or matches (best 2 out of 3). For the first game flip a coin, toss discs for high score, or otherwise determine which team tosses first. That player A or team A gets choice of discs.

- Singles Players** toss from the same end, from behind the same target board to far target board.
- Doubles Players – teammates** - line up at opposite ends of the target boards: One player each from Team A and Team B at one end, and one player each from Team A and Team B at the other end.

To Begin Play:

1. Player A or Team Member A tosses **3 consecutive discs** to the far target board.
2. Player B or Team Member B then tosses **3 consecutive discs** *from same end* to the far target board.
 - Discs on target board deck are **live and in play** and cannot be touched or moved until all six discs have been thrown.
 - 6 discs tossed is **one round** – 3 by each player.
3. Players tally, agree on, and report scores to the scorekeeper. Scorekeeper records scores on the scoreboard and serves as referee settling any disputes.
 - Player or Team with **higher score** goes first in the next round.

This gives each player or team the chance to be **first** or **second** tosser in a round. If no score in the first round, **first** tosser goes again until someone scores.

- If score is tied whoever was ahead in the previous round tosses first.
- Rounds rotate end to end.

- Winner(s) switch ends at end of game or match.
- Players toss discs to the far target board from behind the imaginary "foul line" at the rear of target board – more or less.
- Children 7 years old and younger can toss from target board front.

Tossing Tips: To get more sliding action, and *minimize disc bounce*, toss the disc so it's almost flat or parallel to the deck when it hits the target board. Try to get the disc to spin or twirl out of your hand using a moderate amount of wrist action. A toss that is *not too hard* with a *slight arc* works well.

Two proven tossing styles that normally achieve good results for players are the two most common ways of tossing a Frisbee: (a) The "Across-the-Chest" toss from your side to front, and (b) The "Underhand" toss from down under on your side.

F. Game and Scoring Variations:

Here are a few suggestions for playing variety. Nothing is written in stone, so let your imagination and sense of fun be your guide to playing CHUCKERS.

1. First to 21 Points WINS! This is the simplest and best game to play with children so they won't get discouraged by going over 21 points and losing all the time – the "*sudden death*" rule does not apply here.

2. The 21 PLUS Game: In this game, the "*sudden death*" rule is not used; if you go over 21 points, instead of automatically losing the game, as in original **CHUCKERS**, you **deduct those points from your original score**. For example: If the tosser has 18 points, then tosses a disc into the 5 point hole it is not an automatic loss (total now would be 23 points, over 21 for a loss) -- **just deduct the 5 points from the original score of 18 points for a new score of 13 points.** Like the main game, to win, you must be the first player or team to have a score of exactly 21 points *at the end of a round*.

3. The 7 Game: This is not a game for those easily discouraged. Using **only the front one point hole or hob** (for a 1 point ringer), first player or team to reach 7 points wins. All other scoring is null and void in this game.

4. The TRIPLE Rule: Getting **3 consecutive tosses** into the 5 point hole, without going over 21 points, is a **TRIPLE** – an automatic win for that player or team (players have to agree to use the **TRIPLE Rule** before play begins).



5. The CIRCUIT Rule: Getting **one disc each in all three scoring holes**, without going over 21 points, in one turn, constitutes a **CIRCUIT** – an automatic win for that player or team (players have to agree to use the **CIRCUIT Rule** before play begins).



G. Tournament Play

If you have a crowd of people, say at a company picnic, family reunion or birthday party, why not have a **CHUCKERS Tournament**? It's easy and the participants always have a good time. Here's how various types of tournaments are organized (from an article by Anne McConnell):

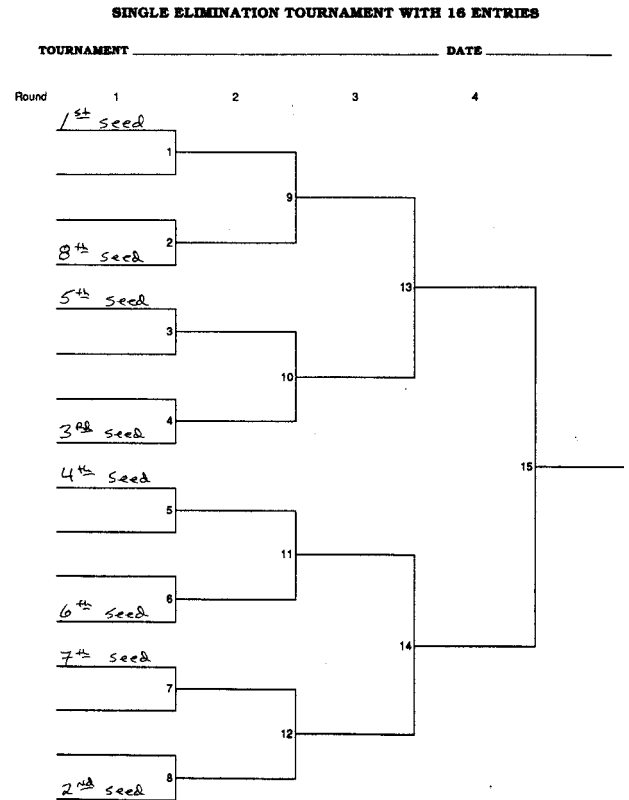
Tournaments: Types & Formats

Single Elimination. Single-elimination tournaments are simple: **Losers are eliminated, and winners advance to the next round until there is only one contestant left.** That contestant is the winner. Of the different tournament types, this one requires the fewest games, since half of the players are eliminated after only one game. It does, however, take the fun out of things for all of those people who lose right away.

Double Elimination. This type of tournament ensures that all contestants play at least two games. Losers of the first game go to the losers' bracket and play another player who lost his or her first game. If that person loses the second game, then he or she is out. Winners of the first game play another person who won the first game, and so on. There are two brackets of players until the end, when the winner of the "loser" bracket plays the winner of the "winner" bracket. **This is the best tournament form for CHUCKERS.**

Multilevel. Multilevel tournaments are similar to single-eliminations; however, **after the first round, players are not eliminated after a loss, but moved to consolation rounds.** After a loss, a player continues to move down levels and play other competitors who have lost the same number of rounds until there are no other challengers. Winners stay in the winner's bracket and continue to play other winners. Multilevel tournaments are useful in settings where eliminating players is undesirable (all entrants play about the same number of games) and final standings are of little significance. (If needed, a winner can be determined with playoff rounds between the winners from each bracket.)

Round Robins. In round robin tournaments, every player competes with every other player an equal number of times, determined by a set rotation. For this reason, it is not desirable for a large number of entries, unless you have plenty of time (a tournament with 32 entries would take 496 games to complete). **It's also a good option for CHUCKERS team competitions when you don't have a large crowd to accommodate.**



Target board front is where the cord comes out. Target board rear is area by rim and 3 hobs.



Disc in front hole = 1 pt



Disc rings front hob = 1 pt



Disc in middle hole = 3 pts



Disc rings middle hob = 3 pts



Disc in rear hole = 5 pts



Disc rings rt rear hob = 5 pts



Disc rings middle rear hob = 5 pts



Disc rings left rear hob = 5pts



Three rear hob ringers = 15 pts

Disc leaning on any hob top = 2 pts ▶



ONE ROUND OF PLAY



Yellow tossed first, getting a potential 9 pts: disc in front hole = 1 pt, disc in middle hole = 3 pts, disc ringing rt rear hob = 5 pts – Possible total of 9 pts

Red then tossed: canceled middle hole 3 pts by landing on top of the disc in the hole (exactly duplicating the toss), gets 3 pts for ringing the middle hob and another 2 pts by having a disc lean on the top of the front hob for a hobber.

Final scores for the round: Yellow 1+5 = 6 pts and Red 2+3 = 5 pts

Player or team with highest overall score tosses first in the next round.