

REVEL ROUND

THE BASICS TO PLAY 2 v 2

TAKE POSITIONS:

Place round-boards 12' apart
Teammates stand diagonally at opposite ends.

PICK YOUR SHOT STYLE:

Over- | under- | or back-hand

GAME PLAY:

Players alternate shots.
Cancellation scoring, Only 1 team scores per round.

BAGS ON Board = 1 POINT

BAGS IN Hole = 3 POINTS

BUT WAIT... THERE'S A KICK!

When your partner shoots, make sure you are rebound ready!
If your partner's bag rolls off or misses round-board you have the chance to assist using your feet!!

***Kick-Assisted* BAGS on Board = 2 POINTS**

***Kick-Assisted* BAGS in Hole = 4 POINTS**

FIRST TEAM TO 21. BUST RULE DOES NOT APPLY.

Warning! Any direct contact, or crossing of the perimeter (halo) of round-board will cost you! Breaking the halo during a partner assist attempt voids that scoring opportunity. Contact with the edge of the board is allowed, but voids the chance to earn bonus point



PLAY-LIFE NATION

No No's - Interference/Defense/Opponent Crowding/Hovering/Foot Jamming/Headies/Chesties/OR Foot Dunks
NO Spleen Splitters/Whisker Biscuits/Honkey Lighters/Hoosker Doo's/Hoosker Don't's/Nipsy Daisers/Snickers Bombs/Church Burners/Finger Blasters/
GutBusters OR Whistlin' KittyChasers - UNLESS AGREED UPON BY PLAYERS BEFORE GAME