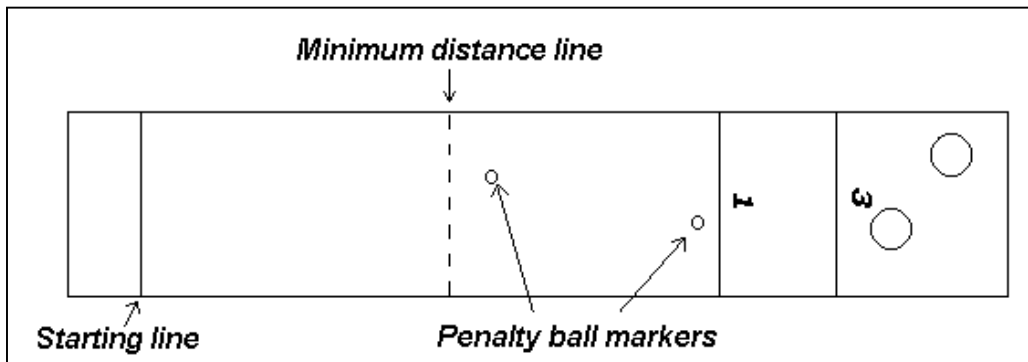


## Games Rules and Regulations

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For all versions of the game, the scoring and putting is done on one common surface:



Scoring is determined by the placement of the ball on the course. Balls placed in the holes score the most points, with the hole furthest from the starting line being worth 6 points and the hole closest to the starting point worth 5 points. Balls placed within the zone marked 3 are earn three points, and balls placed within the zone marked 1 earn one point.

The minimum distance line and penalty ball markers are used in the Game of Brixx to create a more challenging game (see below for details).

# ***Brick&Putt***

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## **The Object:**

A clear winner is determined when the first player or team reaches 25 points or higher after a round.

## **Competition:**

Brick&Putt can be played one-on-one or with teams. A total of *twelve balls* is used for each round and must be evenly divided among all players and teams.

## **To Begin Play:**

One player per team must *lag* to determine the order of play. To lag, each player putts one ball. The player or team with the highest score putts first and the player or 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 or team goes in turn putting one at a time. Players and/or teams must alternate putts.

All putted balls remain on the course until the round is complete. If no player or team reaches 25 points or higher after the first round, the scores are recorded and a new round begins.

To start a new round, the player or team with the highest score from the previous round putts first and the player or team with the lowest score putts last. In the event of a tie players or teams will default to the order of the previous round.

## **Scoring:**

Scores can only be *tallied* after all balls are putted. The 1 and 3 point regions are marked on the course. The hole closest to the putting line is worth 5 points. The hole furthest from the putting line is worth 6 points. At the end of each round, *points are awarded* by either putting your ball in 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 back wall are allowed to roll back onto the course. If any ball on the course is pushed off by another ball, then NO points are recognized for the off ball. In the event of a *tie*, all players or teams must continue play until a clear winner is established.

## **Penalties:**

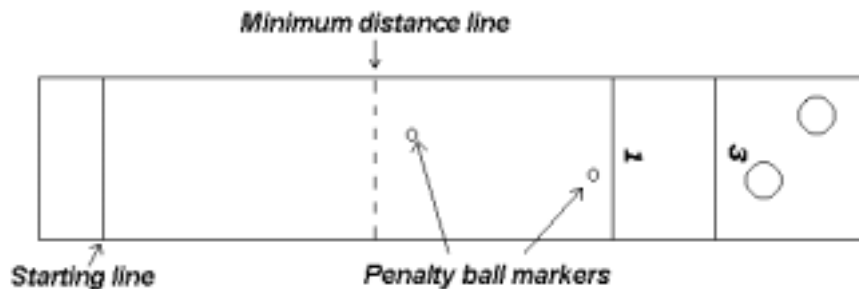
When a player putts out of turn, that player forfeits that turn and all balls that were moved must be returned to their previous positions. If any player or team putts with another player or team's ball, that player must forfeit that turn and replace all balls involved.

# Brixx

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## The Object:

The *Game of Brixx* was developed to create more of a challenge for those who have mastered the standard game of Brick&Putt. The object is the same as Brick&Putt with the addition of three *obstacles*. These obstacles include two *penalty balls* and a *minimum distance line*. Depending on how the obstacles are played, they may increase or decrease your score.



## Competition:

The *Game of Brixx* can be played one-on-one or with teams. A total of *twelve balls* are used for each round and must be evenly divided among all players and teams.

## To Begin Play:

After the order of play is determined by lagging and at the beginning of each round, two *penalty balls* are placed on the mat inside the marked circles in front of the 1-point area. 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 responsible immediately receives twice the worth of the hole.

## Scoring:

Points are tallied at the end of each round, with the player or team to reach 25 first winning. The scoring of the points-regions and the holes are exactly the same as in Brick&Putt, with the exception of the penalty balls, explained below.

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

When a player knocks a penalty ball *off the mat* that player must immediately subtract *20 points* from his/her score, and the next player putts. If a player drives a penalty ball *forward into either the 1-point or 3-point region*, that player must immediately subtract the amount of the region from his/her score, and the next player putts.

If a penalty ball is already lying in the 1-point 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 mat, it is *NOT* considered a penalty. If a penalty ball moves backward into a lower scoring region it is *NOT* a penalty.

The *minimum distance* line is the dotted line just before the penalty ball area. If a player cannot putt past that line he/she must immediately *subtract one point* from his/her score. Then the next player putts.

## ***Defender***

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### **The 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 with single players or with teams. Each player or team plays with six balls each.

### **To Begin Play:**

The winner of the lag chooses to start as either the offense or defense. The order of play will never change throughout the game. Each player or team plays *four complete* rounds.

Each round consists of each player or team putting *once* as the defense and *once* as the offense. The *defender* is the player or 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 defender has puttied all balls, the *offense* putts six consecutive balls with the object of scoring by skirting the defense's wall.

Once both the *defender* and the *offense* have puttied six balls each, the scores are tallied and roles of *defender* and *offense* are switched. The player or team who was *offense* becomes the *defender* and puttied up to six balls consecutively. The player or team who was the *defender* becomes the *offense* and follows the defender in putting, trying to score as many points as possible. When each player or team has been both *defender* and *offense*, the round concludes.

**Scoring:**

Only the offense can score points. Once the offense putts, the scores are tallied (see *The Game of Brick and Putt - Scoring* for how to tally scores) and the balls are removed.

**Penalties:**

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

- 1) a ball does not stop at least half way over the *minimum distance line*
- 2) a ball lands either off the course or into either hole.

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

- 1) a ball does not stop at least half way over the *minimum distance line*
- 2) the offense pushes a defensive ball into *either hole*
- 3) If *any ball* rolls off the course.

## ***Two Ball***

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**The object:**

The object of *Two Ball* is to putt a higher score on the second putt. This is the ONLY way to score. The game is the best of five rounds.

**To Begin Play:**

The winner of the lag starts the game by putting *two consecutive balls*. Scores are tallied, balls are removed, and the next player/team putts. After the last player/team putts the round is over. A new round begins with the player/team with the highest score.

**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 points the *first putt* must be at least in the 1-point area and the second putt must be higher. The highest score per round receives one point. In the event of a tie no points are awarded.

**Penalties:**

Players/teams must subtract **1 point** for any balls NOT putted past the minimum distance line.