The For Amateur Use Only. Rule Cwide

PonyBoat Athletics©

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IN ASSOCIATION WITH

PONYBOAT SOCIAL CLUB
157 KENT ST. CHARLOTTETOWN, PEI.

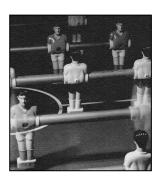


Foosball

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- **1.** Flip a coin to see who serves first.
- 2. Set your drink on a table you'll need both hands!
- 3. Serve the ball through the serving hole. The ball must touch a plastic athlete before a score.
- 4. If the ball goes through the goal, it's a point no matter who hit it in. (Yup, you can score on yourself. Bummer.)

- **5.** The team that is scored on serves next.
- **6.** First team to 5 points wins the game!





Darts

- 1. Grab a drink and challenge a friend one-on-one or teams of two.
- 2. Diddle for the middle! Each player takes a turn throwing one dart at the board. The closest person to the bullseye starts the game.
- **3.** Each player takes a turn throwing three darts.
- 4. Add up your three dart total and subtract it from 501. First player to zero wins, but don't go under zero, or you start your last turn over.

5. Oh, yeah - you need to double out to win! Your last throw to get to zero must hit a double score on the board!

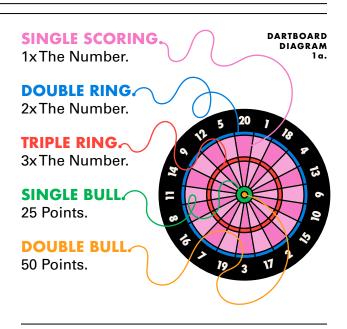
For example, if you have 32 points left, you must hit a double 16 in one toss to win...Yikes.

6. Gloat over your victory and go for another round.

SEE DARTBOARD DIAGRAM 1a. ON PAGE 4. →





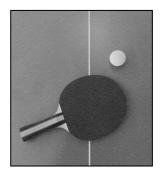


Ping Pong // For Amateur Use Only.

- **1.** Flip a coin to see who serves.
- 2. Serves must bounce on your side before crossing the net.
- **3.** Only one bounce per side!
- **4.** Players switch serving after every two points.
- **5.** Games are played to 11 and must be won by 2 points.

BONUS

If you catch your opponent with their drink on the table, you gain a point! These tables are for tennis.



Billiards

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IT'S A SET UP

1. Place all the balls (except the white cue ball) in the triangular rack in a random order, EXCEPT for the black 8-ball, which should be placed in the middle of the third row.

ON A BREAK

- **1.** Flip a coin to see who breaks.
- **2.** Hit the cue ball into the triangle of balls!
- 3. Whichever ball category (solids or stripes) you've gotten more of into pockets is

- now your ball category for the game – your opponent will have to aim for the opposite.
- 4. If you pocket the cue ball on the break, it's called a scratch. This means instead of continuing your turn, it is now your opponent's turn.
- 5. If you hit a ball into a pocket and the cue ball remains on the table, your turn continues aim for your ball category only!

Billiards

- 6. Now that the break is over, note that the black 8-ball going into a pocket at any point before the end of the game means you lose you've been warned.
- 7. Continue to make shots until you foul or fail to sink a ball on your turn. Then it's your opponent's turn, and so on and so on.
- 8. The first player to sink all their category's balls and finish by sinking the 8-ball wins but the 8-ball HAS to be last.

FOUL PLAY

- 1. If you commit a foul, your opponent can place the cue ball anywhere on the table so watch out!
- 2. Common fouls: Missing your own ball.

Hitting the cue ball off the table.

Sinking one of the opposition's balls.

Taking a shot when it's not your turn.





GAME OVER

- 1. Once all your category's balls have been sunk, it's finally time to sink that 8-ball.
- 2. You must call out which pocket you intend to sink the 8-ball into, and then you actually have to do it.
- 3. If you sink the 8-ball in any other pocket than the one you called out, you forfeit the game. If you don't sink the 8-ball at all, your opponent gets their turn again.

BONUS

If you catch your opponent with their drink on the table, you get to place one of their sunk balls back in play.





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