



RULES

OBJECTIVE

ChipAway is the ultimate, portable golf chipping and toss game. It comes as a double or single board set. ChipAway challenges two or four players to score in three holes of different sizes, with the highest points awarded to chips or throws that land in the smallest hole. Rounds are played until one player or team reaches 21 points or opponents agree to a lower point total for faster play. In the event of a tie, rounds continue until the tie is broken.



SET UP AND PLAY

ChipAway is best played outdoors on flat and soft surfaces like grass or sand. To begin, each player or team picks a ball color (4 balls per side) and flips a coin to determine who goes first. Boards are placed 15 feet apart, but the distance can be increased to make the game harder or reduced for younger, less experienced or special needs players.

Double Board Set: In 4-person team play, teammates split up with each next to a board across from the other. Players at one board take turns chipping all of their balls to the opposite board where teammates tally the score, then chip the balls back, repeating the process until one team reaches the agreed upon score. Players must chip or toss their balls without stepping across the invisible plane at the front of the board.

Singles or 2 person play is the same as team play, except opponents chip from the same board and then walk to the opposite board to count their score and chip back at the first board.

In team and singles play, the last team to chip in the prior round begins the next round.

Single Board Set: Players or teams step back from the board 15 feet or any agreed upon distance to establish a shooting line. Players alternate chipping their balls at the board, score the round and then return to the starting line to chip again.

SCORING

Points Awarded:

Top hole	3pts
Middle hole	2 pts
Bottom hole	1 pt

Points are not awarded for balls landing on the board outside the target holes, missing the board completely, or bouncing/rolling off the board.

