



Players

Individual: 2 - 4 Players

Doubles: 4 Players (two per team)

Ball Distribution

2 Players: 2 pair of same color balls per player

3 - 4 Players: 1 pair of same color balls per player

Doubles: 1 pair of same color balls per player

Objective

Player or team to get their ball closest to the Jack (small ball) wins the round and scores a point for each ball closer than the nearest ball of their opponent. Player or team to reach 13 points first wins the game.

To Play

Draw a shooting circle in the sand approximately 5 to 8 feet wide. If you are not in the sand you can use markers such as a rock or stick to mark the shooting circle.

To Decide Who Throws First

Any player stands inside and tosses the Jack away from the shooting circle. Each player tosses one of their balls at the Jack. The player with the ball closest to the Jack throws first to begin a round.

Scoring

Once a round begins the player or team trailing tosses balls until landing one closer to the Jack than their opponent (or until running out of balls).

Only one player or team scores per round, accumulating 1 point for each ball closer to the Jack than the nearest ball of their opponent. The round ends when all balls have been thrown.

Winner throws to begin a new round either from the original circle or by drawing a new circle at the Jack's location ending the previous round.

Game ends when player or team reaches 13 points, though any pre-determined total is acceptable.

Measuring string provided for close calls.



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