



QUOITS

QUOITS IS A GAME PROBABLY DERIVED FROM THE ANCIENT MARTIAL SPORT OF DISCUS THROWING WITHOUT ANY SET NATIONAL OR INTERNATIONAL RULES. HOWEVER OUR IDEA OF THE RULES HAVE BEEN ADAPTED TO CREATE A FAMILY GAME WHICH WE KNOW YOU WILL ENJOY.

THE GAME: PITCH LENGTH TO BE DECIDED TAKING INTO CONSIDERATION SKILL/AGE OF PLAYERS. SUGGESTED LENGTH APPROX. SIX STRIDES FROM THE PRE-MARKED START LINE. IT IS FROM BEHIND THIS LINE THAT THROWING TAKES PLACE. THE QUOIT BASE SHOULD STAND AS AN 'X' ON FLAT GROUND AT THE END OF THE PITCH. THE LOWEST SCORING NUMBERS TOWARDS THE FRONT, i.e. CLOSEST TO THE START LINE.

PLAY: PLAY CAN BE ON AN INDIVIDUAL BASIS OR AS A TEAM. THE ACTUAL ORDER OF PLAY HAS BEEN LEFT UP TO YOU TO DECIDE. ALL OF THE FOUR QUOIT RINGS ARE THROWN DURING EACH TURN AND THE SCORE CAREFULLY NOTED. THE FIRST ROUND IS COMPLETED AFTER EACH INDIVIDUAL PLAYER HAS THROWN, OR ALL THE MEMBERS OF EACH TEAM HAVE THROWN ALTERNATIVELY, i.e. FIRST MEMBER OF ONE TEAM, THEN THE FIRST TEAM MEMBER OF THE NEXT TEAM, FOLLOWED BY THE SECOND TEAM MEMBER AND SO ON UNTIL ALL PLAYERS HAVE THROWN ONCE. THEN GO ON TO THE SECOND ROUND. THE SCORE RUNS ON FROM PLAYER TO PLAYER AND ROUND AFTER ROUND UNTIL A WINNING TOTAL IS ACHIEVED.

SCORING: DURING EACH TURN AFTER ALL FOUR QUOITS HAVE BEEN THROWN THE TOTAL SCORE EQUALS THE SUCCESSFULLY RINGED UPRIGHT POSTS ON THE QUOIT BASE. HOWEVER IF THE CENTRE POST IS RINGED TWICE IN ONE TURN THIS IS DOUBLED TO '100', KNOWN AS A 'RINGER' AND ADDED TO WHATEVER IS SCORED BY THE OTHER TWO QUOITS DURING THE SAME TURN.

WINNING THE GAME: IN A GAME OF INDIVIDUALS THE FIRST PERSON TO REACH 250 POINTS WOULD WIN OR THE FIRST TEAM TO REACH 500 POINTS. THE POINTS SYSTEM OR WINNING TOTALS CAN OF COURSE BE VARIED ACCORDING TO SKILL OF PLAYERS AND TIME AVAILABLE.

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