

# HOW TO PLAY

## GENERAL

- 01 GAMES ARE PLAYED IN 3 ROUNDS, 1 WINNER PER ROUND.
- 02 EACH PLAYER WILL PERFORM A TOTAL OF 5 THROWS PER ROUND.
- 03 AFTER EACH ROUND PLAYERS MUST SWITCH LANES.
- 04 PLAYERS MUST WIN 2 OUT OF 3 ROUNDS TO WIN THE MATCH
- 05 IN THE CASE OF A TIE AT THE END OF 3 ROUNDS, COMPETITORS WILL ENTER A SUDDEN DEATH ROUND. FIRST PLAYER TO WIN THE ROUND WINS THE MATCH.

## POINTS

- 01 THE BULLSEYE IS 5 POINTS
- 02 THE MIDDLE RING IS 3 POINTS
- 03 THE OUTER RING IS 1 POINT
- 04 ANY OF THE 2-INCH CIRCLES, OR 'CLUTCH', AT THE TOP OF THE BOARD IS 7 POINTS

## CLUTCH

- 01 PLAYERS MUST DECLARE THEIR INTENTION TO THROW FOR CLUTCH BEFORE THEY THROW, ALSO REFERRED TO AS 'CALLING CLUTCH' OR TO 'CALL CLUTCH'
- 02 PLAYERS CAN ONLY THROW FOR CLUTCH ON THE 5TH AND FINAL THROW OF EACH ROUND
- 03 AN ACCIDENTAL CLUTCH IS NOT VALID, EVEN ON A 5TH THROW. NO CLUTCH CALL MEANS NO POINTS
- 04 ONCE CLUTCH IS CALLED, ONLY THE CLUTCH POINT AREA IS VALID AND ALL OTHER POINT AREAS (1, 3 AND BULLSEYE) ARE WORTH ZERO POINTS EX: IF A PLAYER CALLS FOR CLUTCH BUT HITS A BULLSEYE, THEY RECEIVE NO POINTS.