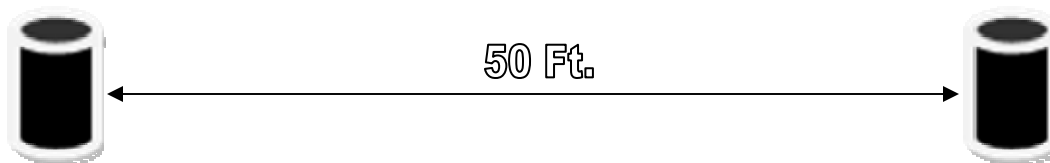


KanJam™

Set Up: Two cans facing each other 50 feet apart with slots facing center.



Game Play:

- Disc toss is used to determine who throws. Winner of the toss has choice to throw 1st or 2nd (called the Hammer).
- Teammates stand at opposite ends from each other.
- Throws must be made from behind the front edge of the kan (Note: Thrower's arm cannot extend beyond the front edge of the goal).
- Partner opposite thrower may re-direct the disc to assist in scoring. Partners may move in any direction within the playing area when deflecting the disc.
- Partner returns throw in an attempt to score on the opposite end.
- Opposite team then takes a turn throwing and deflecting.
- Both teams must have the same number of throws at the end of the game except if a team scores an INSTANT WIN.
- Contact with the kan by any team member is not allowed.
- Opposing team members may not interfere with the thrower or deflector at any time.

Scoring:

- **DINGER** – 1 point – disc is deflected into the side of the kan
- **DEUCE** – 2 points – player hits kan directly with no assistance from partner.
- **BUCKET** – 3 points – disc is dunk into the kan with assistance from partner
- **INSTANT WIN (CHOG)** – Player successfully throws the disc into the front slot or top of bucket.

Winning:

- **Option 1:** 1st team to score exactly 21 points. Points are deducted if a team goes over 21. Example – if a team has 19 points and scores a bucket (22 points), that team's score moves to 16 and play continues.
- **Option 2:** INSTANT WIN (CHOG) – Player successfully throws the disc into the slot or top of bucket.
- **Overtime:** Teams that play to a 21 all tie shall complete another round of throws with highest score during the overtime round deciding the winner.

