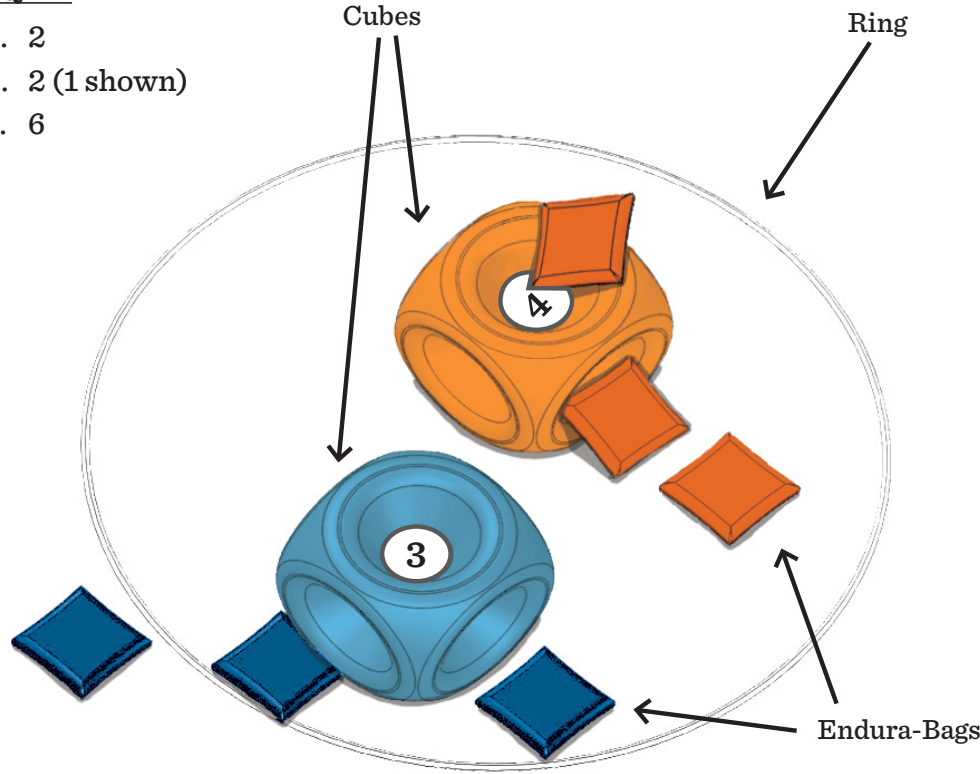




DESCRIPTION OF GAME PIECES AND PLAYING SURFACES

Cubockle consists of 3 major components.

	QTY
1. Cubes.....	2
2. Rings.....	2 (1 shown)
3. Endura-Bags.....	6



HOW TO SET UP CUBOCKLE

- Set up the game in an open area big enough to handle a field of play that has a minimum of 5 paces from the back 3 sides of the game rings.
- The game Rings should be placed on a flat area with no obstructions between the two rings.
- The game Rings can be set up at different distances depending on level of play.

1 Pace is
about 3 feet!



THE OFFICIAL CUBOCKLE® RULES

SECTION A: HOW TO START A GAME

Both contestants pick a color of cube. Blue or orange. The contestants will then roll their selected cube to see who goes first. The contestant with lowest rolled number will start the first roll of the game.

SECTION B: QUALIFIED ROLLS

For a Cube to be considered for a ‘Qualified Roll’, the Cube must finish rolling to a stop completely in or touching the ring. A Cube that stops its roll outside or not touching the ring, it is considered a ‘Non Qualified Roll’. The top number inside the cone of a Cube of a ‘Qualified Roll’ is used as the score. A Cube that is a ‘Non Qualified Roll’ does not get a score. Note: It is perfectly legal for a rolled Cube to knock an opponents Cube out of the ring!

SECTION C: RING FOULS & SHORT ROLLS

If a contestant steps on the ring or steps out of the ring during a roll its is considered a foul. A ring foul is scored as a ZERO! A “scoring” roll must at least make it half way between the two rings. It is considered a foul if a rolled cube does not make it half way. A rolled cube that does not make it half way is called a shortroll. A shortroll is considered a foul and is scored as a ZERO!!!

SECTION D: SCORING

See the ‘How to Score Cubockle’ section directly to the right of this paragraph.

SECTION E: ROLLING IN SINGLES PLAY

Each contestant will roll from inside of one ring to the other. Once each contestant has rolled their cubes they will take turns tossing their assigned bags at their assigned cubes. Once the contestants roll their assigned cubes and finish tossing their bags, the Roll is considered over and the scores can be calculated. (See scoring directly to the right of this paragraph.) Once the roll has been completed you start another Roll back to the opposite ring. The contestant that lost the previous Roll will start the next Roll.

SECTION E-2: DOUBLES PLAY (AKA 2v2)

In doubles play, you and your partner are opposite each other, throwing into the facing rings. Partners don’t switch sides, and play the whole game on one ring. Similar to Horse Shoes or Corn-Hole doubles.

SECTION F: HOW TO WIN

The first contestant or team to score 21 points wins the game. A contestant or team must win by 2. If the score is tied or not up by 2 points, you keep rolling until a winner is identified.

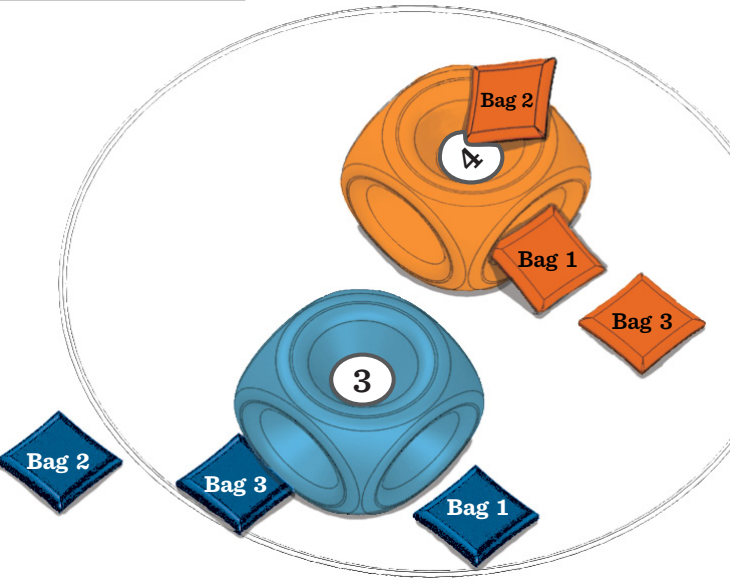
STRATEGIES

- Qualify your rolls as much as possible.
- Roll your Cubes for position. Front and center ring position is optimal!
- Roll your Cube to knock your opponent out of the ring!
- Toss bags at 45 degree angle or higher to better your chances at scoring a CUBOCKLE!!
- For defense, you can use your own bag to knock your opponent’s cube out of scoring position.

HOW TO SCORE CUBOCKLE

TERM	SCORE	DESCRIPTION
Qualified Roll	1 to 6	A Cube that has stopped its roll TOUCHING or INSIDE the Ring
Non-Qualified Roll	0	A Cube that has stopped its roll completely OUTSIDE the Ring
Qualified Cubockle	4	A Bag that lands inside the Top Cone of ones Cube that is INSIDE the Ring
Non-Qualified Cubockle	3	A Bag that lands inside the Top Cone of ones Cube that is completely OUTSIDE the Ring
Leaner	2	A Bag that is touching or leaning against ones Cube
Stacker	2	A Bag that is touching or leaning against a bag that is touching ones Cube
Bagger	1	A Bag that is within a “Bag width” or 6 inches from ones Cube

Example #1



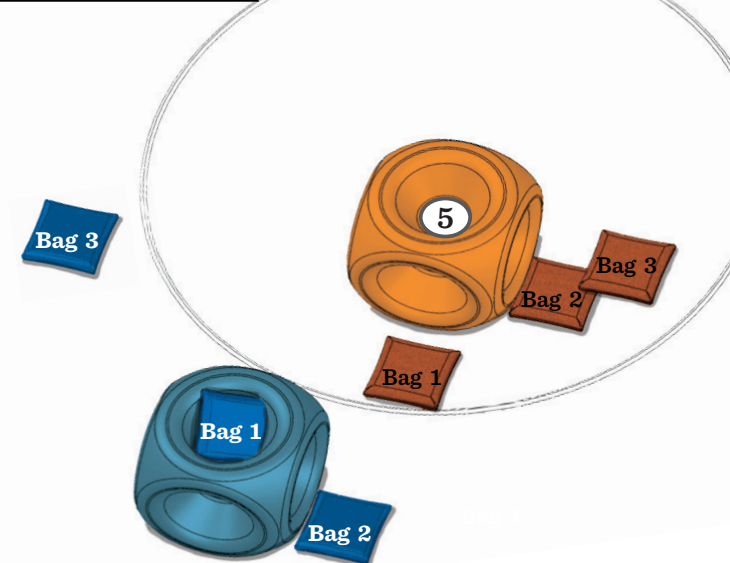
BAG NUMBER	TEAM ORANGE	SCORE
1	Leaner	2
2	Qualified Cubockle	4
3	Off, No Score	0
Roll	Qualified Roll	4
TEAM ORANGE TOTAL		10

BAG NUMBER	TEAM BLUE	SCORE
1	Bagger	1
2	Off, No Score	0
3	Leaner	2
Roll	Qualified Roll	3
TEAM BLUE TOTAL		6

Winner of Round!
Team Orange

NET Score	4
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Example #2



BAG NUMBER	TEAM ORANGE	SCORE
1	Bagger	1
2	Leaner	2
3	Stacker	2
Roll	Qualified Roll	5
TEAM ORANGE TOTAL		8

BAG NUMBER	TEAM BLUE	SCORE
1	Non-Qualified Cubockle	3
2	Leaner	2
3	Off, No Score	0
Roll	Non-Qualified Roll	0
TEAM BLUE TOTAL		5

Winner of Round!
Team Orange

NET Score	3
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