



## SASQUATCH SHOOZ

Patent Pending

### GENERAL RULES:

- Set platforms about 10 ft. apart with holes outward.
- Determine which team/player goes 1<sup>st</sup> (coin flip, winner of last game).
- 2 Player game – Walk back and forth. 4 Player game – Throw SHOOZ back and forth with opposing players at each platform.
- Team/Player A stands on platform and throws all 3 SHOOZ onto other platform. Team/Player B then throws all 3 SHOOZ.
- Points are tallied after all 6 SHOOZ are thrown. SHOOZ from both teams/players in same position cancel out (ex. only a 3 can cancel a 3, a 2 and a 1 does not cancel a 3).
- A SHOO must be entirely over line for 1 point, in front hole for 2 points, and in rear hole for 3 points. The team/player who scores last, throws first next round. A “cancel out” counts as a score.
- First team/player to reach 21 points EXACTLY wins the game. Each team/player gets their turn at game point before winner is determined. If there is a tie at 21, you go into sudden death. Each team/player throws all 3 SHOOZ. High score wins.
  - SQUATCH OUT – If you have 19 points and throw a 3, you have “SQUATCHED OUT.” Your turn is over. However, if you are the first to throw, you have the option to hold your remaining SHOOZ in case your opponent cancels your over score. If, and only if, they do, your turn continues after your opponent throws all their SHOOZ. If not, your turn is over and your score is back at 19. If double SQUATCH OUT occurs both teams/players turn is over and both go back to the previous score.
- **CAUTION: Do not swing SASQUATCH STICKS like a baseball bat or golf club. Parts could come off and cause injury to surrounding people.**