

WHAT YOU  
NEED TO KNOW

# THE Holler

A LOCAL HANGOUT

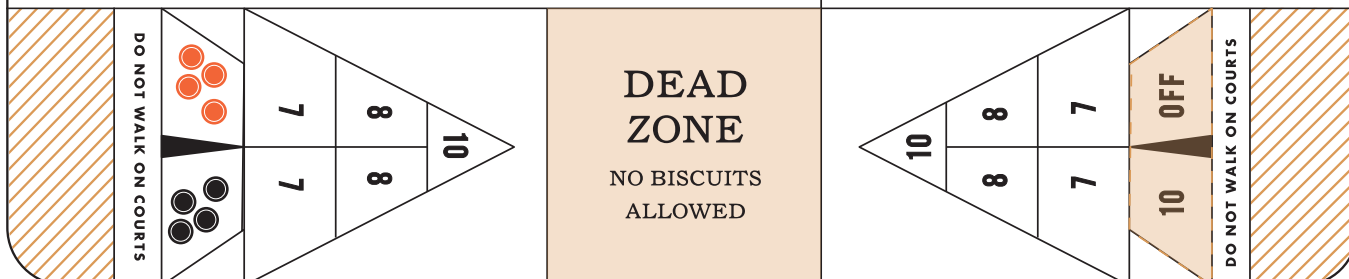
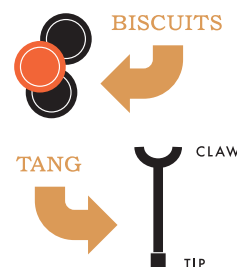
HEY! DON'T WALK  
ON THE COURTS

## PLAY

- ▶ TWO PLAYERS PER COURT, FOUR BISCUITS PER TEAM.
- ▶ TEAMMATES STAND ON OPPOSITE ENDS OF THE COURT. IF THERE ARE TWO OF YOU, ONE PER SIDE; IF THERE ARE FOUR OF YOU, TWO PER SIDE. YOU GET THE PICTURE.
- ▶ ONE TEAM STARTS, SENDING A BISCUIT DOWN TO THE SCORING TRIANGLE AT THE OPPOSITE END OF THE COURTS.
- ▶ NEXT, THE TEAMS TAKE TURNS SHOOTING UNTIL ALL BISCUITS HAVE BEEN PLAYED ONCE. THAT'S CALLED ONE "FRAME." EIGHT FRAMES EQUAL ONE GAME.

## PRO TIP

WHEN ONE SIDE IS SHOOTING, TEAMMATES ON THE OTHER SIDE SHOULD BE KEEPING SCORE AND CLEARING BISCUITS OUT OF THE DEAD ZONE. IT'S ONLY FAIR!



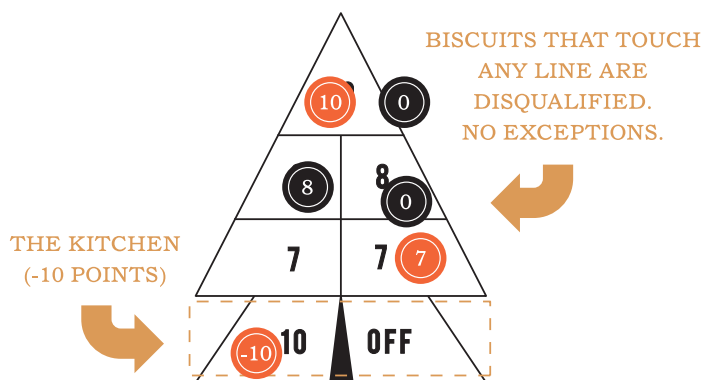
## TECHNIQUE

**PRO TIP:** ALWAYS USE THE TIP OF YOUR TANG TO SLIDE BISCUITS. CLAWS SHOULD ONLY EVER TOUCH THE GROUND WHEN SHOOTING.

- 1 KEEP YOUR BISCUIT ON YOUR SIDE OF THE SHOOTING TRIANGLE.
- 2 RELAX YOUR ARM STRAIGHT AT YOUR SIDE AND LET THE TANG HANG LOOSELY IN ONE HAND.
- 3 TAKE TWO SMALL STEPS FORWARD AND USE THE MOMENTUM TO THRUST YOUR BISCUITS. PUT YOUR BACK INTO IT!
- 4 ORDER PLENTY OF DRINKS. DRINKS HELP YOU PLAY BETTER.

**DON'T BE LAZY - MAKE SURE THE CLAW END OF YOUR TANG IS CRADLING YOUR DISC WHEN YOU SHOOT.**

## SCORE



AT THE END OF EACH FRAME, COUNT UP THE POINTS OF THE SCORING DISCS LEFT IN THE TRIANGLE.

**FEEL FREE TO ASK OUR STAFF IF YOU NEED A SECOND OPINION.**

WRITE EACH TEAM'S POINTS ON THE SCOREBOARD (HERE ORANGE IS 7 AND BLACK IS 8), ADDING TO THE LAST FRAME'S SCORE AS YOU GO. THE TEAM WITH THE MOST POINTS AT THE END OF 8 FRAMES WINS.