



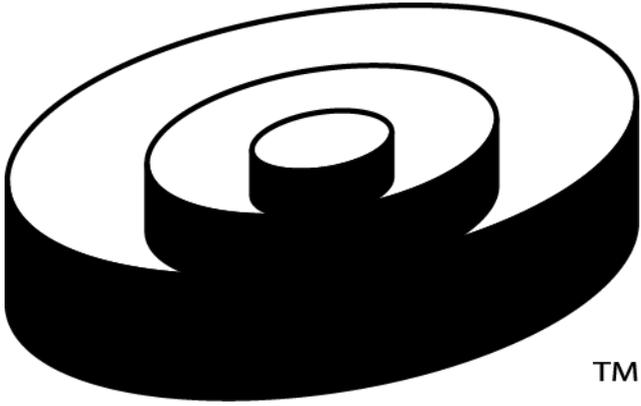
OFFICIAL RULE BOOK

www.chipdown.com



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For all questions contact us at info@chipdown.com



If you would like to view all of these rules in a quick how-to video, scan the QR code below or visit:

www.chipdown.com/pages/HowTo

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Patent Pending

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DISCLAIMER

Please use caution when playing Chip-Down. Chip Down, LLC is not responsible for any and all injuries before, during or after playing Chip Down. Adult supervision and common sense is required for children under the age of 18. Please enjoy and play responsibly!

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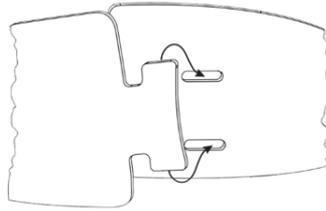


Target construction

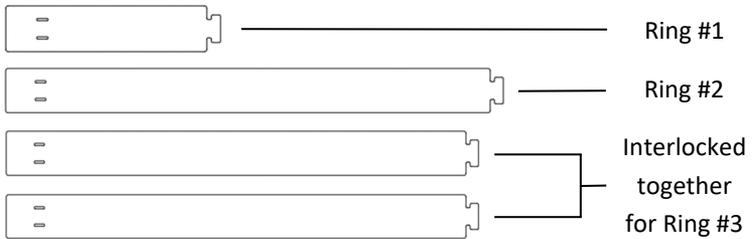
- 1) Pull the plastic rings out of Ring #1. **PERFORM THIS STEP WITH CAUTION AS TENSION MAY CAUSE RINGS TO SPRING OUT!**
- 2) Use the interlocking system to construct two outer rings
- 3) Place all three rings in a concentric fashion with smallest circle in the center and largest circle on the outside



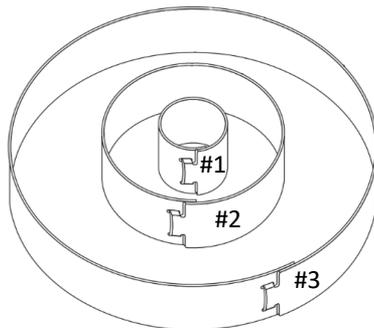
(1)



(2)



(3)

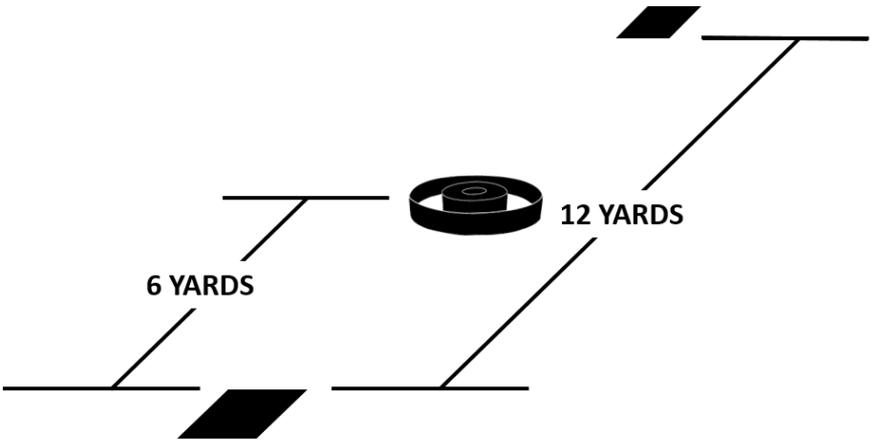


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Setup

- 1) Place two turf pads 12 yards apart from each other. The distance is measured from the front of each turf pad
- 2) Place the constructed target at the midpoint between the two turf pads



Choosing who goes first

- 1) One player from each team takes one shot with a birdie
- 2) Whoever gets closer to the target or the higher score gets to go first
- 3) If the two players get the same score, the next two players repeat steps 1) and 2) until one team has a higher score

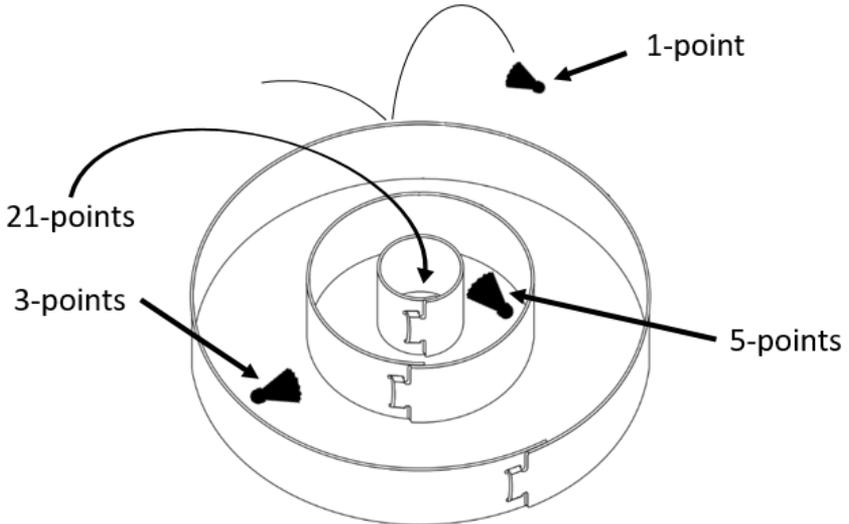


Gameplay (4 players, divided into teams of 2)

- 1) Two players stand at each turf pad. When standing at your turf pad, you should be next to an opponent and your partner should be at the turf pad opposite from you
- 2) Start with all six (6) birdies at one turf pad
- 3) One player chips 3 birdies, attempting to land them within the target
- 4) The best way to hit a birdie is to point the feathers toward the target and strike the head of the birdie
- 5) When taking your shots, be sure that there is enough space between you and any other people in order to avoid any injuries
- 6) After the first player has chipped three (3) birdies, the opposing player takes their turn (The players at the opposing turf pad can position themselves at the target in order to keep score)
- 7) After the score is recorded, the players at the opposing turf pad can retrieve the birdies and start their turn
- 8) Repeat steps 3) through 7) until winning score is reached (see How to win section)



Scoring



- Points are awarded based on where the birdie is at rest after a player hits it
- If the birdie bounces into the target, or from one section into another, points are awarded based on where the birdie comes to rest
- If the birdie hits the ground inside any section of the target and bounces out, no points are awarded even if the birdie hits the target on a fly

1-point:

- The birdie must hit any part of the plastic target, **on a fly (without touching the ground)**
- The birdie must not rest in any of the three sections
- If the birdie hits part of the target and then lands on the ground in one of the sections and bounces out, no points are awarded

3-points:

- The birdie must land and stay in the outermost section of the plastic target
- If the birdie bounces into and comes to rest within the outermost section, 3-points are awarded



Scoring (continued)

5-points:

- The birdie must land and stay in the middle section of the plastic target
- If the birdie bounces into and comes to rest within the middle section, 5-points are awarded

21-points (Downing It):

- The birdie must land and stay in the center section of the target
- If the birdie bounces into and comes to rest within the center section, 21-points are awarded
- If a team Downs It, your score automatically reaches 21-points
- You can't exceed 21-points by downing it

Example: If a team has 15-points and hits the birdie into the center hole, their score becomes 21-points.

How to win

- 1) The game is played until a team achieves an EXACT score of 21-points or by a player Downing it
- 2) Teams must complete an equal number of turns
- 3) If a team reaches 21-points there is always the opportunity for redemption, as long as the round has not ended (see **Redemption** section)

Exceeding 21-points

- If a player exceeds 21-points during their turn, their turn is immediately ended and their teams score returns to 15

Example: If a team has 19-points and a player on that team hits a 3-point shot with their first birdie (to make it 22-points), their teams' score goes back to 15 points and that player does not get to hit the two remaining birdies



Redemption

- 1) If a player reaches a winning score and other players still have a turn before the round is over, they will have a redemption opportunity
- 2) If a winning score is reached by the player who goes last during each round, there is no redemption opportunity
- 3) All players who have a turn after a winning score is reached will have an opportunity to catch up in score
- 4) If a team reaches a score of 21-points during their turn and the opposing team has redemption, they must reach exactly 21 points OR Down It to tie the game (see Tie section)
- 5) If a team Downs It, the opposing team must Down It to put the game into sudden death (see Sudden death section). This is the only way to tie the game after a player Downs It

Tie

- 1) If a player reaches 21-points and the opposing team has an opportunity for redemption, they can tie the game by reaching 21-points or Downing It
- 2) If a player reaches 21-points and an opposing player ties the game during their redemption period, their turn ends and both teams return to a score of 11-points
- 3) If a player Downs It and the opposing team has an opportunity for redemption, the only way to tie the game is to Down It and put it into sudden death (see Sudden death section)



Sudden death

- 1) Sudden death can only occur when one team Downs It and the opposing team also Downs It during their redemption opportunity
- 2) In Sudden death, the first team to Down It wins
- 3) Sudden death is played exactly like normal gameplay, but no points are awarded
- 4) No redemption opportunity is given once a player downs it
- 5) When a player Downs It in sudden death, the game is over and the team that downed it wins



Uncommon scenarios

Invalid Hit

- If a player strikes a birdie and it does not leave the turf pad, the stroke is invalid and the player has one more opportunity to complete that stroke
- If the player attempts to strike the same birdie during that turn and it does not leave the turf pad for a second time, the birdie is dead and will no longer count

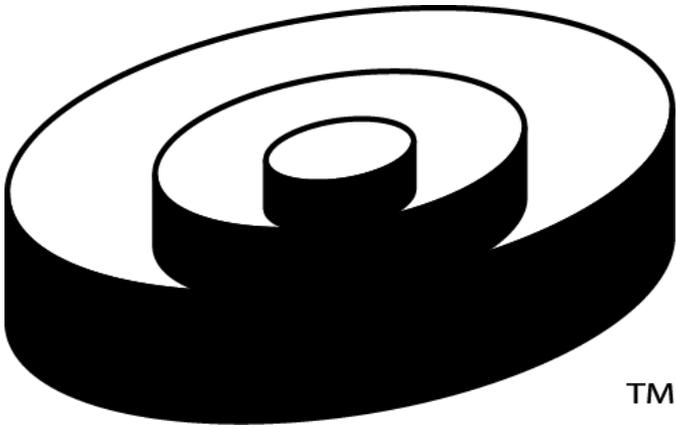
Bouncing out

- If a player strikes a birdie and it lands in one of the three sections of the target and proceeds to bounce completely out of the target, no points should be awarded
- Even if the birdie hits the target, then hits the ground and bounces out it does not count as 1-point

Interference

- If a birdie is struck and the birdie is intentionally interfered with during flight, by a player in the game or an outside individual, a re-shot should be administered
- If a birdie is struck and it hits a stationary object (i.e. a car, a table, etc.) the birdie is dead and anything that happens after it hits that object does not count
- If this happens, the stroke counts and the player does not get to shoot the birdie again





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