

# How to play:

- 1. Choose your Pocket Discs. Remember them. Two discs per player minimum, more is better.
- 2. Pick the first spot to shoot from and take turns shooting till all your discs are gone. Player who chose the hole goes first.
- **3.** Land on the Pad and score it where the majority of the center hole lies. If you are off the Pad, you are in the Swamp.



Orange disc on the left is a 6 while the purple disc on the right is a 3.



Green disc on the left is on the Pad while the pink disc on right is in the Swamp.

4. Games to whatever. Score by tally or differential as you please. The Professional Frogs Players Association (PFPA) official match is best 3 out of 5 games to 21 by tallying your score.

# **Basic Scoring:**

Where does each disc lie?

- · Hole on the Pad? Score!
- · Hole off the Pad? You are in the Swamp. Nada.

**FROGGIN'** is when your Pocket Disc lands on any other disc with the hole more than half on that disc. When you Frog on the Pad, you get double whatever the disc you are Froggin' scored.



The disc that is underneath still gets the points it earned. If you Frog in the Swamp, you lose 2 points. The disc underneath in the Swamp loses no points unless it has its own scoring penalty like going belly up in the Swamp.

Score discs as they lie after the final shot hits the ground irrelevant of any intervening circumstances beyond your control like gusts of wind, unruly dogs, or a passing hippie.

Any other specialty shot is a bonus point if you are on the Pad and a penalty point if it lands in the Swamp.

See Page 3 for Advanced scoring.

## After Each Round...

- 1. Winner of each round picks the next T-off spot. Can be anywhere; use it to your advantage.
- Loser of the round is named "Jimmy the Janitor" and they have to sweep – meaning pick up all the Pocket Discs for those outscoring them.
  - a. When the round is a tie, it's a self-sweep
  - **b.** Tied for janitorial roles? Rock paper scissors for the broom.



- 3. (Optional) Loser of the round has a pre-agreed upon consequence, be it push-ups, jumpin' jacks, a silly dance, or whatever strikes your collective fancy.
- **4.** House rules and pre-agreed upon variations trump all this if you come up with some good

- ones, send 'em our way so we can glorify your creativity on our Facebook page and possibly add your name to the PFPA Frog~Log.
- **5.** At the end of the match, the loser rolls up the discs in the Frog Pad and has to carry it to the car or house in shame.



Roll the Pad blue side down so when you unroll it, the curl will be favorable instead of funky.

That's enough to get you going. For the full scoring, banned shots, legal disclaimers and PFPA info, read on.

# **Ancient Frogs Wisdom:**

This was found in one of Confucius' later writings and has been added to the Frog~Log:

- 1. While your opponent sweeps, it is best to stand around looking and feeling very important.

  Commentary on their sweeping technique and other such smack is highly encouraged at this time.
- 2. Much like a lopsided hockey game, you may want to start a fight if you are losing. A successful Pocket Disc War can turn the tide quickly. (Rules for Pocket Disc War on page 4)
- 3. When playing and you notice your opponent's forlorn expression from sweeping round after round, offer to shoot from a few steps behind them. Two steps is a massive advantage and levels the playing field for the less gifted or experienced Frogs player.
- 4. Get to know your Pocket Discs they all fly differently with varying degrees of hook. The Indoor discs fly straighter than the Sports but don't handle the wind as well.

- 5. Be creative to help your cause are you good at yoga? Make the shooters of your round hold a pose while they shoot. Or sit with your back to a couch for a blind shot over your shoulder.
- **6. You a Lefty or Righty?** Use the natural curve to your advantage when choosing the next T-off spot if your opponent is opposite handed.
- 7. You can do multi-shot rounds up to a par 5 if you are so inclined.

# **Advanced Scoring:**

Specialty shots on the Pad are a bonus point; in the Swamp, minus 1 point. And that's about it.

#### Here's a list of points:

Froggin on the Pad: double whatever it hits

• 2x Frog: triple

• 3x Frog: quadruple and so on

Land in the Swamp:

• Froggin in the Swamp: -2

• Double Frog in the Swamp: -4, etc

Taco, Quesadilla, Belly up, Tectonic +1\*
 Plates or other shots you invent on the Pad:

Taco, Quesadilla, Belly up, Tectonic

 1
 Plates or other shots you invent in the Swamp:

Swimming in the dog bowl: -3

<sup>\*</sup> In addition to your basic score for that disc



### **Scoring Notes**

- 1. Why is it a bonus point to go "belly up" on the Pad? We think you'll agree that getting a little sun on the belly while chillin' on the Pad is a good thing.
- 2. Example of scoring a double frog: Say you are on a 3 and you frog yourself with a double frog on top. That would be 3 + 6 for the frog + 12 for the double frog = 21. You probably just won the game ... Nicely done.

# **Banned Shots** & other faux pas:

- 1. The horseshoe or common cornhole toss ... that don't fly in these parts - way too easy. You disgrace your family name if you use this shot and risk being banned from the PFPA.
- 2. The wadded up baseball throw. No dice.
- 3. You can repeat a hole but only once. It is common Frogs etiquette to only use the same hole twice per round unless mutually agreed upon.
- 4. Rule 444.44 of the PFPA manual states: A Frog player shall not teach or otherwise encourage their dog, a small child, or other accomplice to alter or interfere with the lie of any disc during game play.
- 5. Rule 439.22 states: "If you are losing a game, you may Bomb the Pad in an attempt to clear your opponents discs."
- 6. The Pad is mobile. You can move it to a new location within a round - the # of times one can move the Pad per round should be pre-decided as this can get really annoying if someone moves it every time. This arguably is the most common cause of a Pocket Disc War. The PFPA only allows one Pad move per person per round. And of course, only if you won the preceding game.
- 7. The Pad doesn't have to be on the ground. It can be on top of a bush, a car hood, the kitchen table.
- 8. Obstacles? Why not? Like these stools this was a very tough round...



9. Endless twists can be added - send us your ideas!

## **Pocket Disc War:**

Wear eye protection. Grab whatever discs are near you and nail your enemy. Play to 9 or till one of you "Holler's Nuff"\*\* in exhaustion.

Head shot: 2 points

Nut shot: 2 points

 Any other body contact: 1 point

 A clean catch for the defender: 1 point\*

\*(This does not include a bobble, pinning the disc against your chest, a wall snag or anything other than a clean catch.)

Note: Pocket Disc War score does not count towards Frogs score.

\*\* "Borrowed" from Mark Twain's - Tom Sawyer

# The Professional Frogs **Players Association:**

With over 1,932,435 (or so) members, the PFPA proudly supports the Frogs athlete and invites you to join. Dues are normally \$7,540.99 per year but you can join for a limited time for \$19.99. Don't miss this great opportunity and we'll throw in a copy of Jimmy's Way - an illustrated guide on "How To Sweep".

What a deal! Call TODAY!

# Legal Disclaimers:

- 1. Just because we show videos and pix of our children taking shots from sitting on top of a refrigerator, standing on a stool, or other perilous places does not mean we think you should do so. Quite the opposite; please don't. We simply can't accept liability should you or a loved one fall from an unsafe place. Please take care. Frogs at the core is a Peace n' Love game not intended to break bones or concuss brains.
- 2. If you start a Pocket Disc war, protect your eyes. It sucks to get hit there.
- 3. Gambling is illegal in some states. The PFPA strictly forbids gambling in Frogs unless a portion of the loot is donated to the PFPA player's fund.

# Pocket Disc.com

Visit us to buy your Frogs 4 Pack in wild patterns or team spirit colors!





email: PFPA@PocketDisc.com