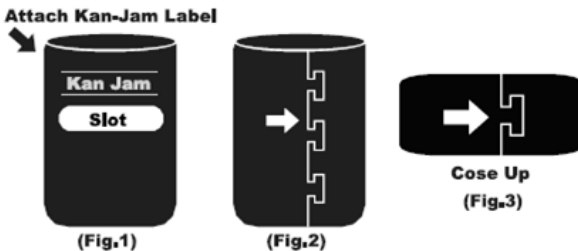




Set Up

- Kan Jam Rookie Set consists of (1) Kan Jam Rookie Disc and (2) Kan Jam Rookie Goals
- Step 1: Attach Label: Lay each goal flat with shiny side up. Carefully attach one “Kan Jam Rookie” Label above the instant win slot on the front of each Goal. See Fig 1
- Step 2: To set up Goals, Insert the tab end into the slotted openings. Insert the tabs from the outside to the inside of the container. See Fig. 3



Playing Area - Set up the Kan Jam Rookie goals 5,10, 15 or 25 feet apart depending on the skill level. Try and create challenges by starting at the smallest distance and working your way to the large distances!

- **Indoors:** Kan Jam Rookie can be played in schools, Gymnasiums, and other rec facilities. The Rookie discs are soft enough to not cause damage.
- **Outdoors:** Kan Jam is great for nearly all outdoor playing surfaces.
- **Object:** The object of the game is to score points by throwing and deflecting the flying disc and hitting or entering the goal. The game ends when a team scores between 11 and 21 points or when an “Instant Win” is scored.
- **Teams:** 4 players divided into teams of 2 are required to play the game. Members of the same team (partners) stand at opposite goals. Partners work together to score points, alternating as a thrower and a deflector.

Play

A coin toss or similar method can be used to determine which team throws first. An equal number of turns are played, like innings in baseball. Partners stand at opposite goals, alternating throwing and deflecting. One Partner throws the flying disc and when necessary, the other partner redirects it towards the goal. After both partners complete one throw each the disc is passed to the opposing team. The thrower can score points with a direct hit or by entering the goal. Deflectors can use one or two hands to redirect the Disc. Deflectors can move anywhere in the playing area to redirect the disc. Throwers must always stand behind the Goal area to throw. Kan Jam is fast paced, and play is continuous.

Kan Jam Rookie Rules - Depending on the players skill level, start off with some easier rules while each player learns to play the game.

- Players must stay behind the Goal when throwing.
- 1 point is awarded to the throwing team if an opponent interferes with a play.
- A Team must win by being the first to exceed either 11 or 21 points.
- If the Rookie Disc thrown through the “Instant Win” Slot the team that threw the disc automatically wins
- A team must complete equal number of turns before the game is over, except when “Instant Win” occurs.
- In the event of a tie game, the winner is decided in an overtime round. Each team completes one round and the team with the most points win. Overtime rounds continue until the tie is broken.

Kan Jam Original Rules

- Players must remain behind the Goal when throwing. No points are awarded if the player crossed the line.
- No points are awarded if a throw hits the ground or supporting surface before striking the goal.
- No Score will result if Deflector double hits, catches, or carries the disc.
- Three points are awarded to the throwing team if an opponent interferes with a play. If the score is 19 or 20, 1 or two points are awarded as that will new the game.
- A Team must win the exact score of 21 points to win. If given a throw result in points that raise a team’s total score above 21, the points from that play are deducted from their current score and play continues. For example, if a team has 20 points and score a “Bucket” (3 points), their score is reduced to 17.
- A team must complete equal number of turns before the game is over, except when “Instant Win” occurs.
- In the event of a tie game, the winner is decided in an overtime round. Each team completes one round and the team with the

Point Scoring

- Dinger – 1 Point: Redirected Hit – Deflector redirects Disc and hits any part of the goal.
- Deuce – 2 Points: Direct Hit – Thrower hits the side of the Goal unassisted by partner. Note: In rare the case should the Disc or ball enter the “Instant Win” Slot and deflect out of the Goal, this is a Deuce.
- Bucket – 3 Points: Slam Dunk – Deflector redirects the thrown Disc, and it lands inside the Goal. This will almost always occur through the top of the Goal, but it may also occur if the disc enters through the slot opening on a deflection.
- Instant Win: Direct Entry – Thrower lands the Disc inside the Goal unassisted by partner. The Disc can enter through the Slot on the front of the Goal or through the top of the Goal. (When “Instant Win” occurs, the throwing team is declared winner and the opposing team does not receive a “Last Toss” option.)

Kan Jam Rookie Warmups!

- Work on some hand eye coordination by tossing the Kan Jam Rookie disc back fourth to get better feel for the Kan Jam Rookie disc and game play.
- Hone in your Kan Jam Skills by setting up one goal with a distance of 5 to 10 ft between the players and the goal. Practice throwing the disc toward the goal. Feel free to aim for the Instant Win slot!

Be sure to head to our website (www.kanjam.com/register) to register your product and sign-up for new product releases, event information and more!

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