

1-2-3 DropShot

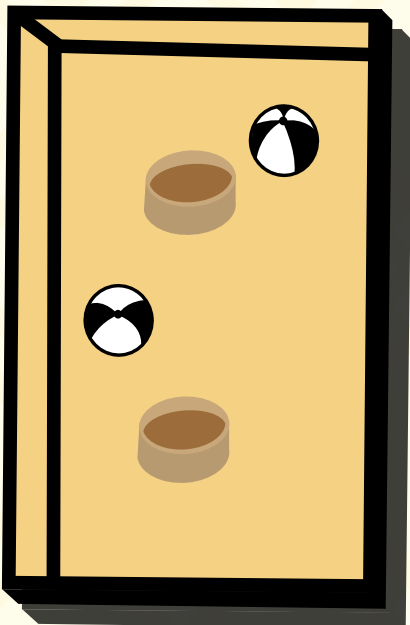
RULES

PLAYERS

Two or four people:
two individual players or two teams with two players each.

STANDARD RULES: GAME OBJECTIVE

Players earn points by landing balls in one of the three Scoring Zones in the 1-2-3 DropShot boxes. The first player or team to reach exactly 21 points wins.



STANDARD RULES: SETUP & GAMEPLAY OVERVIEW

1. Place the 1-2-3 DropShot boxes 7 to 10 feet apart with the large cups facing forward.

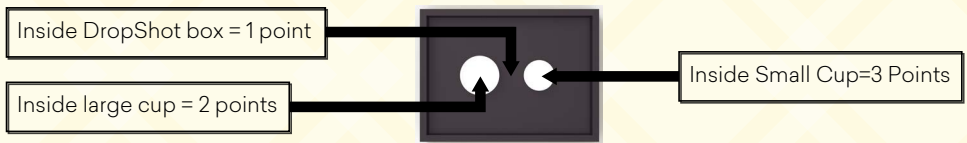


The recommended distance is 9 feet, but distance can be adjusted based on skill level.

2. Each player or team gets three balls.
3. Each player or team stands behind one of the 1-2-3 DropShot boxes.
4. Players take turns tossing one ball at a time into the 1-2-3 DropShot box farthest from them.
5. Players try to land their balls into one of the three Scoring Zones: the 1-2-3 DropShot box, the large cup, and the small cup.
6. Players cannot step in front of the 1-2-3 DropShot box when tossing the ball. They can straddle the box, stand on either side of it, or stand behind it.
7. Players can toss overhand or underhand.

STANDARD RULES: SCORING

1. How points are earned:
 - a. If a ball lands inside the 1-2-3 DropShot box: 1 point is earned.
 - b. If a ball lands inside the large cup: 2 points are earned.
 - c. If a ball lands inside the small cup: 3 points are earned.



2. How negative points are earned:
 - a. **Flop Shot Penalty:** If a player fails to land all three balls in any of the three Scoring Zones during one turn, they get a “Flop Shot” penalty of -1. Meaning, they miss all three shots.
 - b. If a player or team goes over 21 points, they continue to play by throwing “Flop Shots”, which can reduce their score by 1 point each turn. The goal is to get down to exactly 21 points.

3. How bonus points are earned:

- a. **Double Stuff Bonus:** If a player lands two balls in the same cup, they earn a Double Stuff bonus. For example: If two balls land in the large cup, the player earns 4 points for landing both balls. They would also earn a Double Stuff bonus of 4 points, for a total of 8 points.
- b. **DropShot Bonus:** If a player lands a ball in each of the three Scoring Zones during their turn, they earn a DropShot bonus of 6 points. For example, if a player lands one ball in the DropShot box, one ball in the large cup, and one ball in the small cup, they would earn 6 points for all the balls landed. They would also earn a DropShot Bonus of 6 points, for a total of 12 points.

Determining Who Starts the Game

Players engage in a Toss Off to determine who goes first. A player from each team tosses one ball, attempting to land it into one of the three Scoring Zones. The player with the highest score plays first. If the score is tied, the players continue to toss one ball until the tie is broken.

Redemption Rights

Once the starting player or team is determined, the second player/team has Redemption Rights at the end of the game. This means if the starting player/team reaches 21 points first, the second player/team has the opportunity for one last turn to tie the score. If there is a tie, the game goes into a Sudden Death Toss Off.

Sudden Death Toss Off

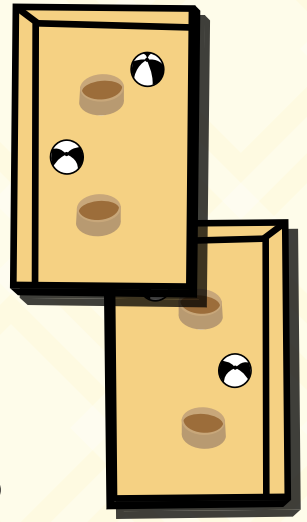
In the event of a Sudden Death Toss Off, each player or team tosses one ball. The player/team with the highest score wins. If the score is tied after the first round Sudden Death Toss Off, players continue to toss one ball at a time until the tie is broken.

Establishing a Pit Boss

If no one agrees to keep points, players may appoint a Pit Boss to keep track of the points. The Pit Boss is the final arbitrator of all grievances. The Pit Boss is a position of high honor and respect. Following each match, players must remove any hats, head coverings, and sunglasses and shake the Pit Boss' hand and thank them for their service.

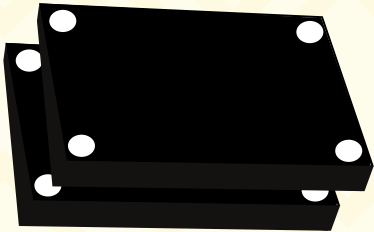
ADDITIONAL PLAYING OPTIONS

In addition to the standard rules contained on the previous pages, 1-2-3 DropShot has two additional play options for adults including drinking and gambling game options. The rules for each of these options can be found under the “How To Play” section at www.1-2-3DropShot.com



1-2-3 DROPSHOT SET UP

1. Remove the white rubber stoppers from the bag, peel the backing, one at a time, and affix the sticky side of each stopper to the underneath corner of each box as shown in Picture 1. The stoppers provide additional stability on slick surfaces.
2. Remove the 1-2-3DropShot.com QR code stickers from the bag, peel the backing, center, and affix one sticker on the outside of each box, in front of the large cup as shown in Picture 2.



PICTURE 1



PICTURE 2

CARE INSTRUCTIONS

1-2-3 DropShot boxes and bamboo cups are water resistant, but not waterproof. As a result, please do not leave the games exposed to the rain or inclement weather. Leaving the games outside in the rain will cancel the warranty. Please keep DropShot balls away from pets. To clean, wipe the 1-2-3 DropShot game with a damp cloth.

For more information or sales, please go to our website 1-2-3DropShot.com or email sales@1-2-3DropShot.com.