

QUOIT FACTORY

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Official Rules for Slate Quoits and Tailgate Quoits

Pronounced: Quoits is pronounced kwaitz

Objective: Player or team to reach 21 points wins the game

Distance: Quoit Boards shall be 18 ft hub to hub

Game Play: 2 or 4 players divided into teams

- Each team is designated 2 rubber quoits

- A coin is flipped to determine who pitches first

- A player's foot may never pass the front of the quoit board when pitching.

- Play alternates between players until all 4 rubber quoits have been pitched. The teammates at the opposing quoit boards tally the score and the winning team begins the next round or until 21 points are reached.

Tips:

- Quoits is a game of strategy and skill. Some players approach the game with the "ringer" mentality and aim for nothing less. Other players enjoy "point" pitching and strategically pitch their quoits snug against the hub making a "dig" extremely difficult.
- "Digging" your opponent's quoit off the board is one of the more exciting game play features to Quoits and is similar to the game of Shuffleboard.
- Pitching technique is critical and takes practice. Never pitch like horseshoes or across your chest like a frisbee. The quoit will likely bounce off the quoit board. A player must develop a technique similar to a bowling motion with a release point between their hip and chest. A flat tight spin on the quoit once a player pitches is ideal for aiming and performance.

QUOITS SCORING CHART

RINGER 3 POINTS		A quoit that lands encircling the hub.
LEANER 1 POINT		A quoit that lands leaning up against the hub.
DEAD QUOIT 0 POINTS		A quoit that lands off the game board completely, touches the ground in motion, or lands with any part touching the ground is dead.
		! Remove a Dead quoit from the game board before the next throw. If you do not remove it, any quoit that touches it is also dead.
DAYLIGHT QUOIT		A quoit that lands hanging off the edge of the game board, but not touching the ground. (It's called "Daylight" because you can see light through the hole in the quoit.)
		! Decide before you begin playing if you will allow Daylight quoits, or if you will rule them dead.
CLOSEST QUOIT 1 POINT		If there are no ringers or leaners, the quoit closest to the hub is worth one point, use the engraved scoring rings to determine the closest quoit.
RINGER PLUS 1 4 POINTS		If you make a ringer and your second quoit lands closer to the hub than either of your opponent's quoits, it is worth one point. Add this to your ringer for a total of 4 points.
TOPPER QUOIT 3 POINTS		If a ringer is topped by an opponent, the first ringer doesn't score and is cancelled out. The top ringer is worth three points.
TWO TIMER 6 POINTS		If the same player makes two ringers, one on top of the other, the quoits are worth six points—three points for each quoit.
FOUR TIMER		If all opponents make ringers in their turns, the player with the last ringer wins the game automatically. Achieving a "4 Timer" is extremely difficult and rare.