

SPOTS

The following is a description of the new game that is called “spots.”

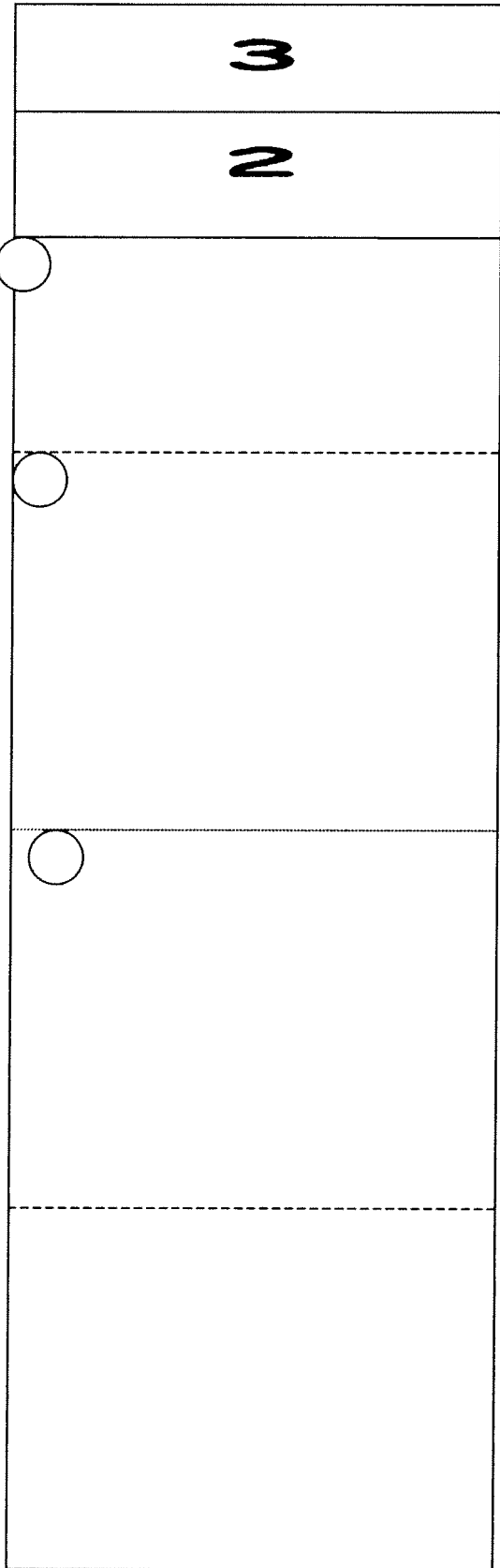
Spots is a game which keeps track of a total individual score thus it does not require an opponent. In this respect, spots is similar to bowling whereas the player tries to shoot his highest score. Spots will not be like Horsecollar or Dueces Wild which mostly tests lagging ability. Spots will not be like Crazy Eights which indeed requires sticking and lagging ability but also requires the player to be able to throw very hard and the player must be able to shoot the specialized set-up shot which is only used in Crazy Eights. Spots will be a test of sticking and lagging ability. Spots will have minimal strategy but will instead tests players ability to stick (or knock off) weights at particular places (or spots) on the board. These places (or spots) on the board will be a good consistent mix but will remain simple so that the game can be learned and scored easily. This game really does not even require a score sheet as long as onlookers are alert enough.

Spots requires a player to shoot eight frames. Player will shoot “down” then “back” so that when finished the player has shot 4 frames from each end of the board for a total of eight frames. Each frame of spots requires someone to first set up 3 weights on the board then for someone else to knock off (or stick) those weights then lag his remaining weights.

I will now describe the first (of eight) frames.

Player sets up 3 blue weights on the board as shown in illustration below . First frame is also known as “Lefts Down” since you will set up the weights on the left side of the board (from players perspective) and shoot pucks down the board.

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Lefts Down

PAGE 2

“Left 1” blue weight is one board from the left rail and just touching the halfway line. Admittedly, there is not a halfway line marked on most boards but it is easy to ascertain.

“Left 2” blue weight is just touching the left rail and just touching the long foul line.

“Left 3” blue weight is hanging off the left rail (hanging as extreme as can be but still being safe) and just touching the two line.

The 4th blue weight is set off to the side for the time being.

Player now must use his 4 red weights to knock off the 3 blue weights and lag.

For example, if he stuck each blue weight with each of his first 3 red weights and then lagged a two with his 4th red weight then he would have 5 points working.

Ok, here is the only confusing part.

If after all 4 red weights have been shot and there are no blue weights left on the board then the player can use the 4th blue weight (known as the bonus puck) as a lag weight.

Let’s say he lags a 3 with the 4th blue weigh. This makes his total score for frame one to be 8.

Basically, all red weights left on the board count and the bonus puck counts if indeed the player got to use it.

If the player did not hit all of the blue weights off with his first 4 red weights then he does not get to use the bonus puck (4th blue weight) and score for that frame is zero.

Let us take another example.

Red 1 sticks Blue 1.

Red 2 hits Blue 2 but Red 2 goes off board.

Red 3 misses Blue 3 altogether.

Red 4 hits Blue 3 but red 4 goes off board.

Since all blue weights are off the board, the bonus puck can be lagged.

Bonus puck lags in for a duece making total score of 3 for this frame.

Here is yet another example.

Red 1 misses Blue 3 altogether. Player decides to forget Blue 3 for now.

Red 2 hits Blue 2 but Red 2 goes off board.

Red 3 hits Blue 1 but Red 3 goes off the board.

Red 4 hits Blue 3 but red 4 goes off board.

Since all blue weights are off the board, the bonus puck can be lagged even though no red weights on the board.

Bonus puck lags a 1 making total score of 1 for this frame.

That is an explanation of frame one. Now the player is ready for frame two.

Frame two is just exactly like frame one except that the pucks are shot from the other end. Frame two is known as “Lefts-Back” since pucks are again going to be set up on the left side of the board (from the shooters perspective) but you will be shooting back. In other words, as the player looks down the board, he is shooting at the pucks on his left side again. The player is making the exact same shots but the board’s curves are probably different from the other end.

The scoring works just like it did in frame one. In fact, the scoring works the same in each frame, it is just a matter of where you shoot from and where the pucks are set up.

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Frame 3 is "Rights-Down" and the puck set up is shown on the illustration on one of the following pages. Notice that the pucks for "Rights-Down" are similar to "Lefts-Down" but the only difference is that they are on the right instead of the left.

Frame 4 is "Rights-Back" and you use the same puck set up as frame 3. It is just looking at it from the other end of the board. You will be making exactly the same shots as in frame 3 but the curves could be a little different from the other end.

Frames 5 and 6 use puck set up shown in illustration marked "Mids" and these frames are called "Mids-Down" and "Mids-Back". A quick explanation of weight placement is needed here.

Mid 1 is exactly in the center of the board and a little past the short foul line. By a little past we mean about 4 inches. This means a stick shot would easily be past the foul line.

Mid 2 is exactly in the center of the board and just touching the halfway line.

Mid 3 is exactly in the center of the board and just touching the long foul line.

Frames 7 and 8 use puck set up shown in illustration marked "Deeps" and these frames are called "Deeps-Down" and "Deeps-Back". A quick explanation of weight placement is needed here.

Deep 2 is exactly in the center of the board and just touching the outside of the deuce line (a deep one).

Deep 1 is halfway between Deep 2 and the left rail. It is just touching inside of the deuce line (almost a deuce).

Deep 3 is halfway between Deep 2 and the right rail. It is just touching inside of the deuce line (almost a deuce).

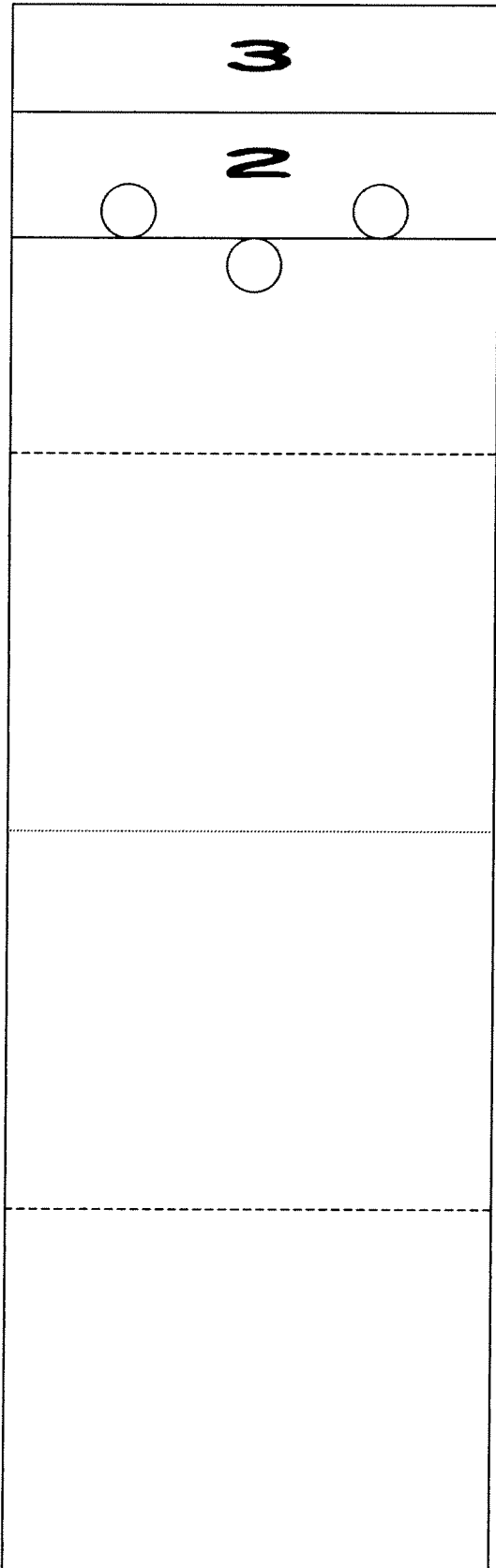
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N

RIGHTS

W
N
○
○
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MIDS

6



DEEPS

7