

Anon.

RULES

— FOR —

INDOOR QUOITS

AGCA
ARCHIVES

Attach a nickel finished pin to each of the two steel plates with screw, and place any convenient distance apart.

When two are playing each player has two of the same colored quoits. The first then takes his position at one of the pins and pitches his quoits to the other pin. His opponent follows. The player who scores, has first turn to pitch back to the other pin.

SCORING OF POINTS

The first player who scores twenty-one points wins the game. When four play they are divided into pairs, two players of opposite sides remaining at each pin, each pitching two quoits of the same color.

RINGERS

1. A pitched quoit which encircles the hob (ringer) shall count 3 points.
2. A double ringer shall count 5 points.
3. A ringer, topped by an opponent, shall count 6 points for person pitching last ringer.
4. A triple ringer scores 9 points for person pitching last ringer.
5. A ringer topped by two hobbers (both quoits must touch the hob) counts 7 points for person pitching the hobbers.
6. A pitcher placing a ringer and a hobber that may be topped with a hobber by an opponent scores 3 points for his ringer.

HOBBERS

1. A pitched quoit resting on the hob (hobber) shall count 2 points.
2. A hobber topped by another quoit shall count 2 points for quoit nearest or resting on the hob.
3. In case of an "A" and a "B" quoit resting on the hob, they shall both be removed and the nearest of the remaining two quoits count as 1 point.
4. Two hobbers shall count 4 points providing both quoits touch the hob.

COMBINATION OF RINGERS AND HOBBERS

1. A ringer and a hobber shall count 5 points.
2. A ringer topped by a hobber pitched by an opponent shall count 3 points for person pitching the ringer.
3. In case of a double ringer being topped by a hobber, 5 points shall be scored for person scoring second ringer.
4. In case a ringer is topped with a ringer and then a hobber by an opponent, 3 points shall be scored for person pitching the last ringer and hobber.

SINGLE POINTS

1. When neither a ringer nor a hobber is made, the nearest quoit to the hob shall count 1 point.
2. If two "A" or "B" quoits are nearest hob, 2 points shall be scored; i.e., one point for each quoit.
3. In case of a tie between "A" and "B" quoits, they shall be removed and remaining two measured and 1 point scored for nearest quoit.
4. Should three quoits be in contact with the hob, two shall be considered as tied, and remaining quoit scores 1 point for owner.

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