



## Quarter Board RULES:

1. Score: 3 points for a quarter in the hole, 1 point for a quarter that stays on the board
  2. Quarters must bounce off surface in front of board
  3. Alternate turns bouncing THREE (3) quarters each
  4. The scores cancel. Take the two scores and subtracted for the round
  5. First Player / Team to exceed or to 21 wins.
- NOTE:** At the bar, all quarters landing behind the bar are now the bars. DO NOT asked for their return.

### **Quick Quarter Board: for 4-8 people** (for every three people add a board)

The point is to win everyone's quarter at the table, or win the a pot in the middle.

1. A competitive game, with two quarters per person and two Quarter Boards. **FOUR PLAYERS Minimum** around the table. Everyone can ante up \$1. Each player begins with two Quarters. Two players on opposite sides of the table are chosen to start at the same time by saying go. Each player must attempt to successfully bounce his or her quarter (1) into Quarter Board hole as quickly as possible. If a player misses, the player must quickly try again. As soon as a player gets his or her quarter in the hole, they pass the board to the player on his right.
2. When the boards catch up to one another the player must stack the boards; they then have one shot to clear the top/first board; if they make it, the top board is passed to the right and the game continues as usual; if they miss they **lose (eliminated)** and are out of the game.
3. After a player is eliminated, the boards are to be split apart and one is given to the person to the left of the loser, and the second to the most opposite person and play begins again by a designated player, without a board, saying go.
5. Play until there is only one person left; they are the winner. They can take the quarters or the pot.

**THE CODES:** The codes are like rules and should be taken seriously.

1. No delay of game – you may not stall in order to set someone up.
2. No cheating – caught cheating you must put one quarter in the pot.
3. Catch quarters – it is everyone's duty to catch quarters for your opponents during the game.
4. "In and out doesn't count" – a shot must go in the Quarter Board and NOT bounce out.
5. A shot through the stack counts as long as it goes through the top board.
6. Odd number of players – when you are down to an odd number, the opposite person is the most opposite person closest to the last person stacked.

***\*NOT SOLD AS A DRINKING GAME.***