

BUCKET BALL

How to Play

1. Teams stand behind their bucket formation.
2. Players take turns throwing balls at the opposing team's buckets.
3. If a ball lands in a bucket, that bucket is removed from play.
4. Play continues until one team has eliminated all of the opposing team's buckets.

Common Rules

- Players' feet must remain behind the throwing line.
- Balls that bounce before entering a bucket usually do not count (house rules may vary).
- Teams alternate throws until all buckets on one side are removed.
- The first team to eliminate **all six opposing buckets** wins.

CAN OFF

Score points by knocking the other teams Can off. The first team to ten points wins!

Two points for hitting the can clean off, one point for hitting the pole and the can falls off, but, hit the pole and the other team catches the can, then no points are scored for the hit.

All players have to have a hand behind their back, or a drink in their hand during play

Players have to stand 1 meter behind their poles during play. But be careful diving for your can, a mistake knocking it off yourself will lose you one point!

CONNECT FOUR

How to Play

1. Decide who goes first.
2. Players take turns dropping one coloured counter into the frame.
3. Counters fall to the lowest available space in the chosen column.
4. Continue taking turns building rows and blocking your opponent.

Be the first player to get four counters in a row:

- Horizontally
- Vertically
- Diagonally

Winning

- The first player to connect four counters wins the game.

- If the board fills up and nobody has four in a row, the game is a draw.

CORN HOLE

How to Play

1. Players take turns throwing their bean bags at the opposite board.
2. Alternate throws until all 8 bags have been thrown.
3. Count the score at the end of the round.

Scoring

- Bag in the hole: 3 points
- Bag resting on the board: 1 point
- Bag misses the board: 0 points

Winning

- The first team to 21 points.

CROQUET

How to Play

1. Players take turns hitting their ball with a mallet.
2. The aim is to send your ball through each hoop in the correct order.
3. After successfully passing through a hoop, you earn an extra shot.
4. Continue around the course until all hoops have been completed.

Special Shots

- If your ball hits another player's ball (a roquet), you gain extra shots.
- You can use these shots to improve your position or move opponents' balls.

Winning

- After completing all the hoops, hit the finishing peg.
- The first player to complete the course and hit the peg wins.

GARDEN SKITTLES

How to Play

1. Players take turns rolling or throwing the ball towards the skittles.

2. Count how many skittles are knocked down.
3. Reset the skittles after each player's turn.
4. Continue until all rounds have been played.

Scoring

- 1 point for each skittle knocked down.
- Add up your score after each round.
- The player with the highest total score at the end wins.

GOLFFLE

Best of three games.

Each player has three balls and take alternative shots.

After the last ball has been played, the scores are added up (see below); the winner being the player with the highest score.

The next game begins with the player with the highest score going first.

In the hole = +5 points

In the black zone = +3 points

In the orange zone = -2 points (yes minus)

In the yellow zone = +1 points

Anywhere else = Nil points

In the event of a draw a 'sudden death' one ball at a time each is introduced with the winner being the player with the highest score.

LIMBO

How to Play

1. Players take turns walking under the pole.
2. They must lean backwards and pass under the bar facing upwards.
3. Players cannot touch the pole or the ground with their hands.
4. Anyone who knocks the pole down or falls over is out.

Lower the Pole

- After everyone has had a turn, lower the pole slightly.
- Continue lowering it after each round.

Winning

The last player able to pass under the pole successfully wins!

NOUGHTS & CROSSES

How to Play

1. Decide who will be X and who will be O.
2. Players take turns placing their symbol in an empty square.
3. Try to get three of your symbols in a row:
 - Horizontally
 - Vertically
 - Diagonally

Winning

- The first player to get three in a row wins.
- If all 9 squares are filled and nobody has three in a row, the game is a draw.

PICK UP STICKS

How to Play

1. The first player carefully removes one stick from the pile.
2. No other stick should move while removing it.
3. If successful, the player keeps the stick and takes another turn.
4. If another stick moves, the turn ends and play passes to the next player.
5. Continue until all the sticks have been collected.

Scoring

Each coloured stick may have a different point value, for example:

- Black = 25 points
- Red = 10 points
- Blue = 5 points
- Green = 2 points

(Add up the values of the sticks you collect.)

Winning

The player with the highest total score when all the sticks have been removed wins.