

PIRATES

A shooting game designed to gain points by running hoops, steal enemy points whilst keeping your own for any number of players

Rules

1. Start anywhere on the yard line.
2. You can run any hoop in any direction. Each time that you do so you score 1 point. There are no extra strokes for running a hoop.
3. If you roquet another player's ball you "rob" him or her of their points. You also gain one extra stroke.
4. Each time you reach 10, those points are banked and cannot be stolen. E.g. John has six points and roquets Mary who has seven points. John now has 13 points and Mary none. Ray now roquets John. John has banked 10 but loses 3 to Ray.
5. The first player to reach an agreed total is the winner. Alternatively the highest score after a set time wins.