

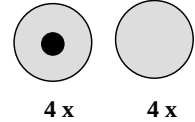
DiskUp[©]

Objective	Players	Winning
Throw your disks as close as possible to the jack.	2 players or 2 teams of 2 players.	First to reach 15 points.

Version 10-4-26

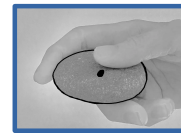
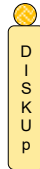
Equipment

- 8 disks: 4 each with 2 players; 2 each with teams of 2.
- 1 jack.
- 1 base: a wooden block of about 15 x 5 x 5 cm.
- Preferably play on short grass, hard sand, gravel or grit.



Setup

- Place the base upright and put the jack on top of it.
- Mark a throwing line about 4 metres from the base.
- Throw from behind this line.
- Decide by lot who starts.



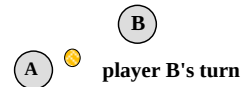
This gives you the best control over the throw.
Throw from the wrist, as if throwing a Frisbee.

Start of the round

- The first player tries to bring the jack into play with a disk.
- The jack is in play as soon as it is on the ground. As long as the jack is not on the ground, players throw in turn.
- The player who brings the jack into play gets 1 point. This extra point is not awarded once that player or team already has 14 points.
- The base remains part of the game and is not removed.

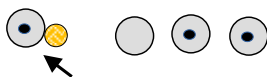
Game play

- As soon as the jack is on the ground, determine who is on point: the player with the disk closest to the jack.
- The player who is not on point takes the turn and keeps throwing until their disk is closer than the opponent's.
- Once that happens, the other player takes the turn.
- If, after a throw, a disk from player (team) A and a disk from player (team) B are the same distance from the jack, then it **does not** count as an improvement. The same applies if the jack is moved and the disks are then the same distance from it.

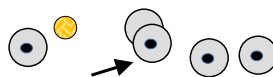


Disk-up

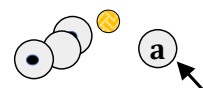
- A disk that fully or partially covers another disk creates a disk-up. This also applies to your own disks.
- In a disk-up, only the top disk counts. The covered disk does not count as long as it is covered.
- If several disks are stacked, only the top disk counts.
- Even if disks partly overlap without touching, this counts as a disk-up.



This disk scores 1 point.



After this disk-up there are 4 points!



Several disks stacked: only the top disk counts. Here disk 'a' is on point.

Disks that do or do not count

- A disk does not count if it is fully or partially on the base or leaning against it.
- A disk does count if it is under the base or on or under the jack.
- A disk on a jack beats a disk that is leaning against or under the jack.

Scoring

- After all disks have been thrown, count the points.
- Each disk closer to the jack than the opponent's best disk scores 1 point.
- In a disk-up, only the top disk counts.

New round

- Update the score, set the base upright again and put the jack back on top.
- The loser of the round starts the next round.

Extra rules

- Replay the round if the jack ends up more than 8 metres from the throwing spot, if the jack has still not fallen after all 8 disks, or if it is in an unplayable spot.
- You do not have to keep throwing if your opponent has no disks left and you are on point.
- A disk outside the playing area is out of play.

Quick rule card

• Objective:

Throw your disks as close as possible to the jack. First player or team to reach 15 points wins.

• Start:

Place the base upright, put the jack on top and throw from about 4 metres. Decide by lot who starts.

• Jack in play:

As long as the jack is not on the ground, players throw in turn. Whoever gets the jack onto the ground brings it into play and scores 1 point. From 14 points onward, this extra point is not awarded.

• During the round:

Whoever is closest to the jack is on point.

The player who is not on point must throw and keeps throwing until they improve.

• Disk-up:

If a disk is fully or partially on another disk, only the top disk counts.

• Does not count:

A disk on the base or leaning against the base.

• Does count:

A disk under the base and a disk on or under the jack.

• Replay the round:

Replay the round if the jack ends up more than 8 metres away, has still not fallen after all disks have been thrown, or is unplayable.