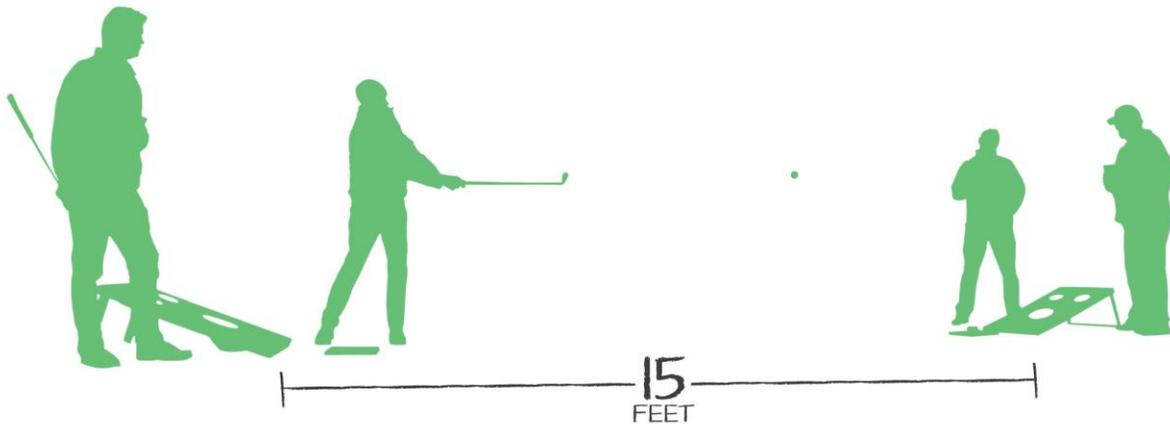


# HOW TO PLAY CHIPPO

Like all great and beautiful things, playing Chippo is pretty simple:

**Step One:** Set up the boards as depicted below.

**Step Two:** Find three friends (or highly skilled pets) and start chipping!



Gameplay is reminiscent of cornhole, washers or horseshoes, but with some cool new twists. Flip a coin to start, winner goes first. Here's how scoring works for 1.) Match Play; 2.) Cornhole-style and 3.) "Six Ball" scoring:

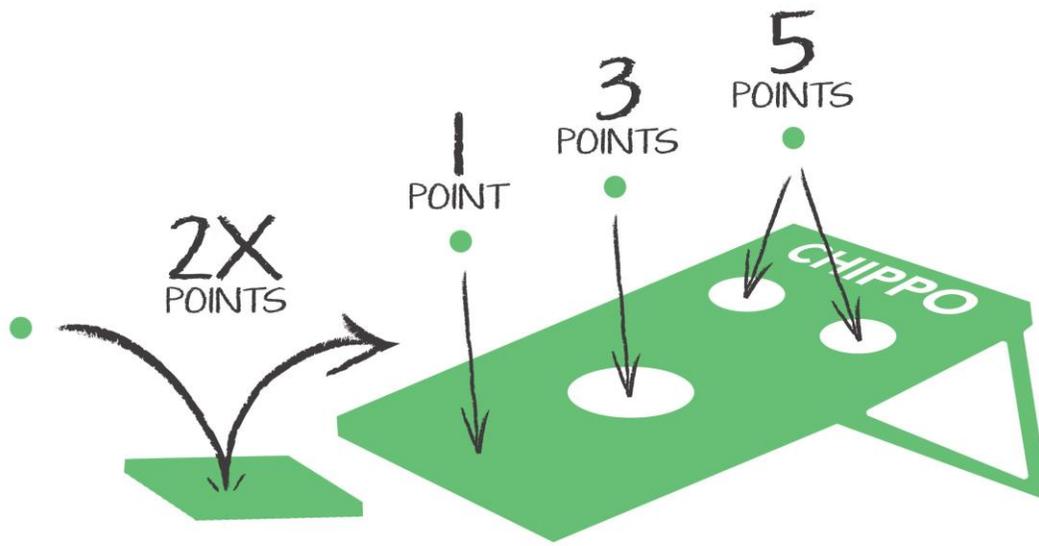
**1 point:** Just hit the board on a fly. *Boardie.*

**3 points:** Drain your shot in the larger center hole. *3-Hole.*

**5 points:** Send the ball to its home in either top corner hole. *5-Hole.*

**2x points:** If you're a surgeon with a sixty degree wedge, bounce your shot off the chipping mat for double (2, 6 or 10) points. *Bounce Shot.*

**Note:** If your shot hits the Chippo board on a fly and the ball then bounces or rolls into the 3-Hole or the 5-Hole, *you do get the 3 or 5 points for getting that shot in the hole.* Like golf, the ball just needs to end up in the hole. *Go to your home ball.*



# THREE WAYS TO PLAY

## 1. MATCH PLAY - 9 OR 18 HOLES

You take three shots in a row and tally your total score. Your opponent standing next to you goes next. The player with the highest total score wins that “hole” for his/her team.

### **Example:**

*Tiger Woods takes three shots:*

1 point for a Boardie

3 points for a 3-Hole

0 points for an Airball

**Total = 4 points**

*John Daly takes his three shots:*

5 points for a 5-Hole

3 points for a 3-Hole

0 points for an Airball

**Total = 8 points**

In this example, John Daly wins the "hole" and gets 1 point aka goes "up 1" with 8 or 17 holes (depending on whether you are playing a 9 or 18 hole match) left to play. The players on the other side then battle it out for "hole" #2, and so on. Winner is determined when one team has won more "holes" than there are left to play. Settle ties with a sudden death playoff where each team selects the player they want to compete for the win. Talk about intensity! Match Play is loved and probably best suited for golf enthusiasts who are used to scoring things in a similar manner.

## **2. CORNHOLE STYLE - CANCELLATION SCORING TO 18**

You take three shots in a row and tally your total score. Your opponent standing next to you goes next. Points cancel, so only one player will score on each turn.

### **Example:**

*Tiger Woods takes three shots:*

1 point for a Boardie

3 points for a 3-Hole

0 points for an Airball

**Total = 4 points**

*John Daly takes his three shots:*

5 points for a 5-Hole

3 points for a 3-Hole

0 points for an Airball

**Total = 8 points**

In this example, John Daly gets 4 points. His score of 8 points minus Tiger's score of 4 points = 4 points. Alternate sides until one team reaches or exceeds 18. Cornhole Style scoring is easiest if you're a big backyard game guy or gal.

### **3. ONE ON ONE - "SIX BALL"**

Maybe you only have one friend? Fear not! Six Ball is the two-player game for you! Each player stands next to his/her own Chippo board. Chip all six balls toward your opponent, tally your total score for all six chips. He/she then chips the six balls back toward your Chippo board, and tallies his/her total score for all six chips. Six Ball accomodates both Match Play and Cornhole Style scoring. Pick yer poison!

#### **Example:**

*Tiger Woods takes his six shots*

3 points for a 3-Hole

1 point for a boardie

6 points for a Bounce Shot 3-Hole

10 points for a Bounce Shot 5-Hole

0 points for an Airball

3 points for a 3-Hole

**Total = 23 points**

*John Daly chips his six balls back*

6 points for a Bounce Shot 3-Hole

6 points for a Bounce Shot 3-Hole

1 point for a Boardie

0 points for an Airball

5 points for a 5-Hole

2 points for a Bounce Shot Boardie

**Total = 20 points**

Tiger would win this hole, and go up 1 with 8 to play in a game of Nine Hole "Six Ball" Match Play. Tiger would get 3 points in a game of "Six Ball" Cornhole Style, as his 23 points minus JD's 20 points = 3 points. Either way, Tiger wins. Felt good to say that.

And guess what! You can drink beer, heckle your friends and gamble while doing this. Chip it and Sip it, baby. *Life is good.*

## GAMEPLAY FAQ

**If the ball hits the Chippo board and then bounces or rolls into a hole, do I get the 3 or 5 points for that hole? Or just the 1 point for hitting the board?**

You get 3 points if the ball hits the Chippo board on a fly and bounces or rolls into the center 3-Hole; and you get 5 points if the ball hits the Chippo board on a fly and bounces or rolls into the top corner 5-Holes. Like golf, the ball just needs to end up in the hole.

**If the ball pops out of the hole, do I get the 3 or 5 points for that hole?**

Technically, the ball needs to stay in the 3-Hole/5-Hole for the 3/5 points to count. If you are a stickler to this rule, a ball that "crosses the plane" but pops out would count as just 1 point. There will likely be a direct correlation between adherence to this rule and the amount of money on the game at hand...and we are completely cool with that.

**If the ball hits the white frame and not the inner, turf-covered area of the Chippo board on a fly, does it still count as 1 point?**

Yes. Any shot that hits any part of the board on a fly, and does not end up in one of the holes, counts as 1 point.

**What is the maximum number of adult beverages that I can consume while playing one round of Chippo?**

We left this one up to you guys and gals to test out.

**What is the best club to use with Chippo?**

We recommend a 60 degree wedge, but we also preach the maxim: "It ain't the wand, it's the wizard." Really, any wedge will do. Whatever you feel most comfortable with, Harry Potter.

**How did I ever survive without this game in my life?**

Good question, Aguado. We polled 11 people. The results were varied. We'll post the results at a later date.

**What does FAQ even stand for?**

Another good one. We're not really sure. We've frequently asked this question ourselves.