

HOW TO PLAY PÔLISH™

Game Setup:

- Take the two 25" poles that are solid grey and screw the bottom aluminum insert of each pole into corresponding black circular base.
- Take the two 25" poles that have the **YARDIES** trademark and the red top and screw the aluminum insert of these poles into the corresponding end of the poles you just attached to the circular bases
- Separate these two poles by 20 - 40 feet
- Place a bottle on top of each pole
- Separate into **2** teams of two and pick a side
- Each team pick one side of the Frizz (logo or no logo) and flip the **YARDIES** Frizz in the air. Whatever side it lands on has first toss

Offense:

- The object of the offensive side is to knock the bottle off of the opposing teams pole.
- To do this, one player will throw the **YARDIES** Frizz , aiming at the other team's bottle or pole, in attempt to knock the bottle off.
- Alternate turns between players.
- Between turns, offense alternates to defense as the other team throws.

Defense:

- The object of the defensive side is to prevent the **YARDIES** Frizz and bottle from hitting the ground.
- If the other team does not knock off the bottle the defense must catch the **YARDIES** Frizz thrown by the other team. Failure to do so will result in a point being awarded to the offense.
- If the other team does hit the pole or bottle and the bottle falls off of the pole, the defense must catch both the **YARDIES** Frizz and the bottle. Failure to do so will result in a point (for each object) being awarded to the offense.

OPTIONAL Can Jam: Use an empty beverage can (*must be one you have finished during the span of the game) to deflect an incoming **YARDIES** Frizz from hitting your pole or bottle.

Scoring: Scoring occurs on offense only

- **Offense hits pole**, knocking off bottle
 - Defense fails to catch bottle and disc: **2 points**
 - Defense catches either bottle or disc but not both: **1 point**
 - Defense catches both bottle and disc: **0 points**
- **Offense hits bottle**, knocking off bottle
 - Defense fails to catch bottle and disc: **3 points**
 - Defense catches either bottle or disc but not both: **2 points**
 - Defense catches both bottle and disc: **1 point**

First Team to 21 Wins

YARDIES