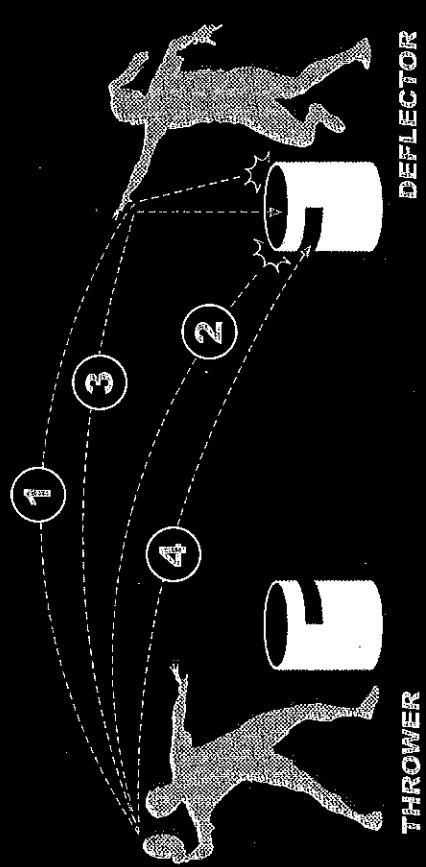


KANJAM

TO GO

Point Scoring

- 1 Dinger**
1 point
Redirected Hit-Deflector redirects thrown disc and hits any part of the goal.
- 2 Deuce**
2 points
Direct Hit-Thrower hits the side of the goal unassisted by partner.
Note: In the rare case should the disc enter the "Instant Win" Slot and deflect out of the goal, this is a Deuce.
- 3 Bucket**
3 points
Slam Dunk-Deflector redirects the thrown disc and it lands inside the goal. This will almost always occur through the top of the goal, but may also occur if the disc enters through the slot opening.
- 4 Instant win**
Direct Entry-Thrower lands the disc inside the goal unassisted by partner. The Disc can enter through the slot opening on the front or through the top of the goal. When an "Instant Win" occurs, the throwing team is declared the winner and the opposing team does not receive a "Last Toss" option.



Storage
Disassemble the Kan Jam Goals by carefully unlocking the tabs. Store the four goal pieces and the disc in the mesh carry bag included in your set.

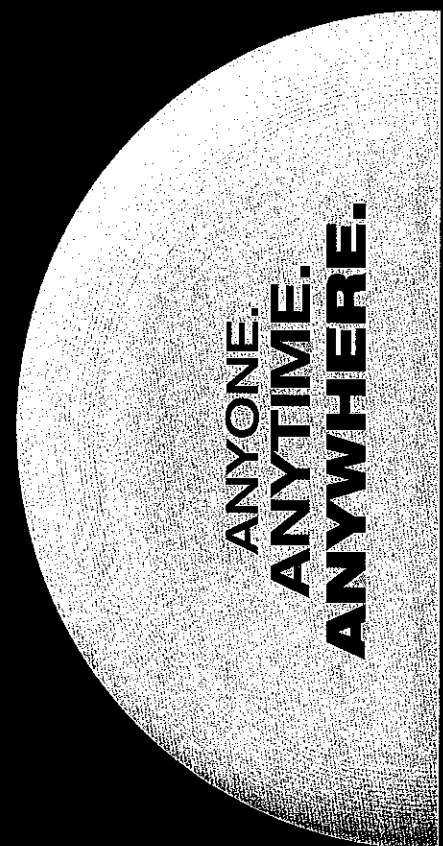
Thank you for your purchase of Kan Jam!

Be sure to head to our website (www.kanjam.com/register) to register your product and sign-up for new product releases, event information and more!

Like, follow, and tag @kanjam on Instagram and Facebook for chances to connect with other fans and have a chance to be featured on our social channels!

Thanks again for being a loyal fan of KJ.

Team Kan Jam



Set up

Kan Jam consists of one Flying Disc and two Target goals.

Step 1: Lay the front goal section with Instant win slot with the shiny side up. Carefully attach one "Kan Jam" Label above the Instant win slot. (Fig 1.)

Step 2: To attach the goal pieces together, lay the front and back goals pieces next to each other. (Fig 1.) Insert the tabs from the outside to the inside of the goal. (Fig 2.) Once all three tabs are connected on one side of the goal, curl the goal into the cylinder shape and attach the remaining tabs on the other side. (Fig 3.) Repeat for the second goal set.



(Fig. 1)



(Fig. 2)



(Fig. 3)

Playing Area

The standard distance between the goals is 50 feet. However this distance can be altered to accommodate different age and skill levels.

Indoors: Perfect in the school gymnasium and other indoor recreation facilities, will not mark gym floors.

Outdoors: Great for nearly all outdoor playing surfaces.

Object: The object of the game is to score points by throwing/deflecting the flying disc and hitting or entering the goal. The game ends when a team scores exactly 21 points or an "Instant Win" is scored.

Teams: Four players divided into teams of two are required to play the game. Members of the same team (partners) stand at opposite goals. Partners work together to score points, alternating as thrower and deflector.

Play

A coin toss or similar method can be used to determine which team throws first. An equal number of turns are played, similar to innings in baseball. Partners stand at opposite goals, alternating throwing and deflecting. One partner throws the flying disc and, when necessary, the other partner redirects it towards or into the goal. After both partners complete one throw each, the flying disc is passed to the opposing team. The thrower can score points with a direct hit or enter the goal. Deflectors cannot double hit, catch, or carry the disc. Deflectors can move anywhere within the playing area to redirect the disc, while throwers must stand behind the goal area to throw. Kan-Jam is fast-paced and play is continuous.

General Rules

1. Players must remain behind the goal when throwing. No points are awarded if the player crosses the line.
2. No points are awarded if a throw hits the ground before striking the goal.
3. No score will result if deflector double-hits, catches, or carries the disc.
4. Three points will be awarded to throwing team if an opponent interferes with play to defend the goal. If the score is 19 or 20, 1 or 2 points are awarded.
5. A team must reach an exact score of 21 points to win. If a given throw results in points that raise a team's total score above 21, the points from that play are deducted from their current score and play continues. For Example, if a team has 20 points and scores a "Bucket" (3 points), their score is reduced to 17.
6. Teams must complete an equal number of turns before the game is over except, when an "Instant Win" occurs. Choosing to throw last (The Hammer) is generally considered to be an advantage, similar to having "last bats" in baseball.
7. In the event of a tie game, the winner is decided in an overtime round. Each team completes one round and the team with the most points wins. Overtime rounds continue until the tie is broken.