

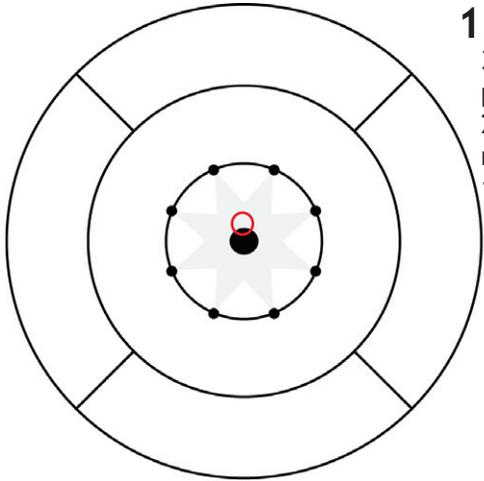
# Crokinole Depot - Adult Skills Competition

10 shots @ 3pts/shot = 30 points max plus up to 3 BONUS

limit of 3 attempts per person, each shot can only be attempted once (templates used to set up each shot)

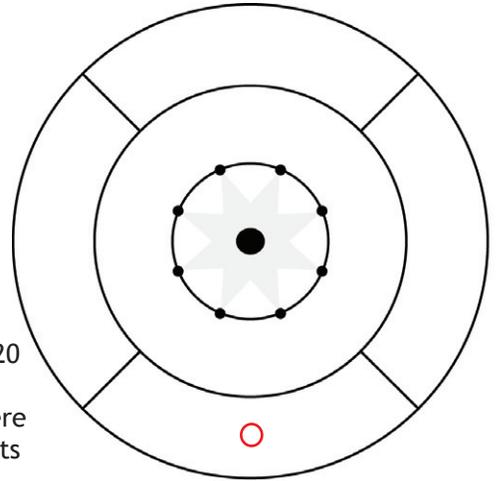
\$2 entry fee - 100% payback (after trophy expenses) Prize money to be determined based on # of entries.

\*unless stated otherwise the opposing teams buttons must be removed in order for points to be scored



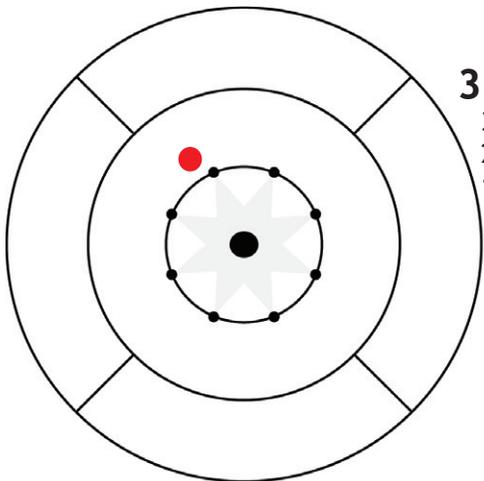
## 1. Back Door (off one post)

- 3pts - Shooter hits off one back post and then bumps disc into 20
- 2pts - Shooter hits one post back and makes contact with disc in 15
- 1pt - Shooter hits off back post stays in 15, no contact with other disc.



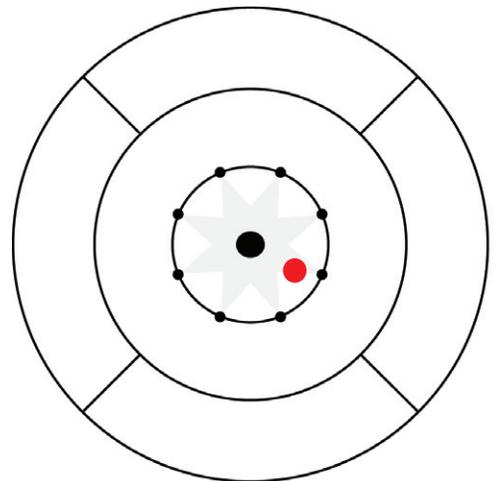
## 2. Promotion

- 3pts - Promoting disc into 20 and shooter into 15
- 2pts - Any combination where both discs result in 30 points (20 and 10 or two 15s)
- 1pt - Promoting disc into 15 and keeping the shooter on the board



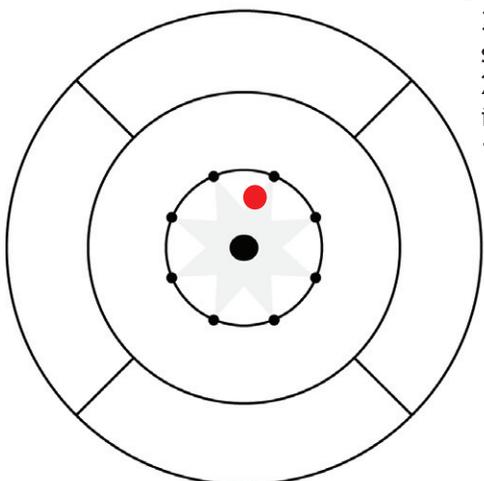
## 3. Hide Away

- 3pts - staying in the 10
- 2pts - rolling to the 5
- 1pt - making the takeout



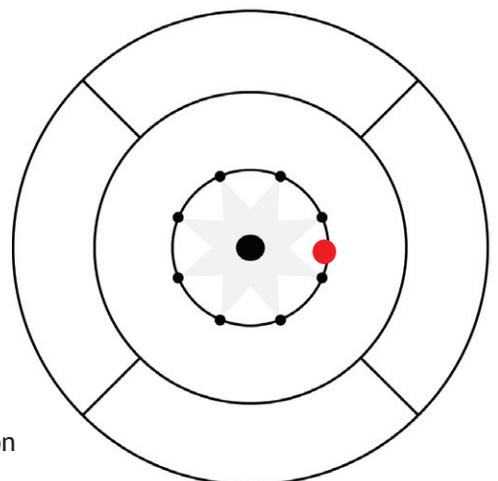
## 4. Drifter

- 3pts - takeout and 20
- 2pts - takeout and 15
- 1pt - takeout and 10



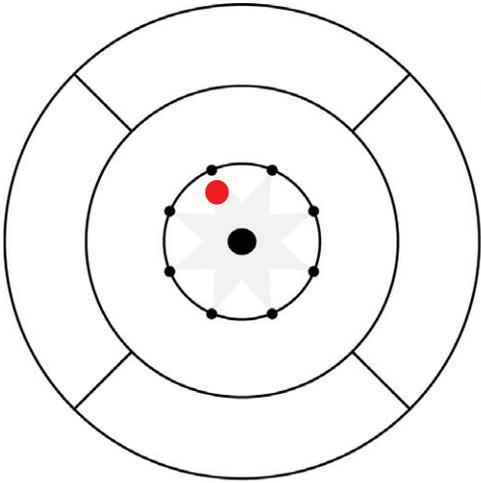
## 5. Hit and Run

- 3pts - takeout and leave shooter in the 5
- 2pts - takeout and shooter in the 10
- 1pt - takeout shooter off the board



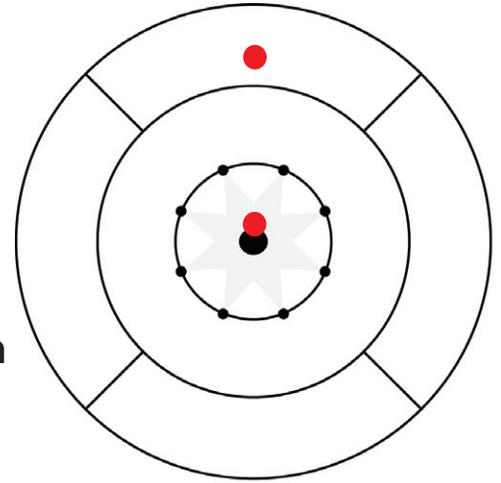
## 6. Backhand

- 3pts - takeout and 20
- 2pts - takeout and 15
- 1pts - contact with button



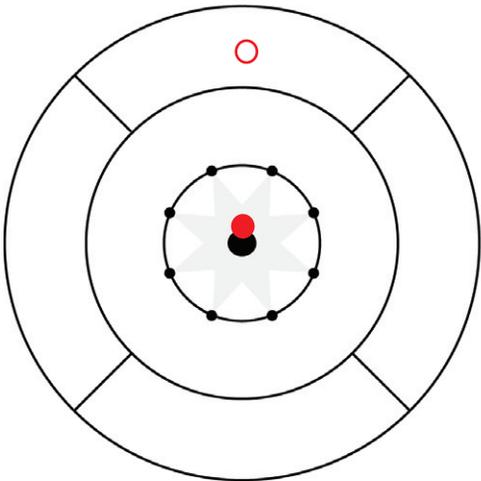
### 7. Crokinole Jam

(opponents button does not have to be removed)  
 3pts - hit and 20  
 2pts - hit and 15  
 1pt - hit and stay on the board



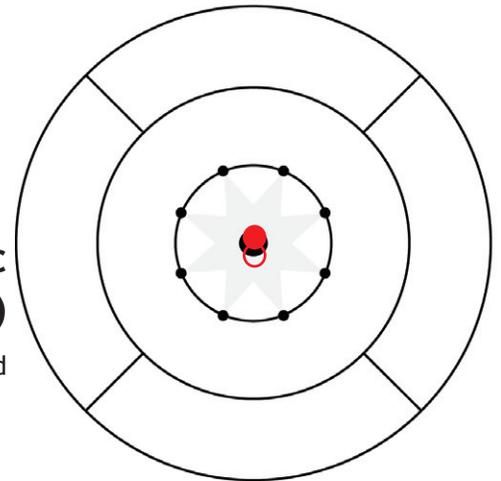
### 8. Double Down

3pts - Double and 20  
 2pts - Double and 15  
 1pt - Single take out and 20



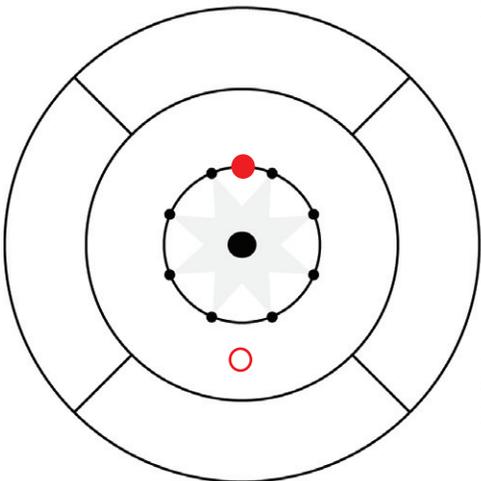
### 9. Save the Nickel

3pts - 20 and 5 is left on  
 2pts - 15 and 5 is left on  
 1pt - making a 20



### 10. The Big Eric (see picture)

3pts - takeout opponent's disc and leave both of yours in the 15  
 2pts - takeout opponent's disc and leave both of yours on the board  
 1pt - hit opponent's disc out of 15  
 BONUS POINT - takeout and get one 20 and leave the other as a 15



### BONUS Jump Shot

3pts - Jump your disc and make contact with opponents disc  
 2 pts - Jump your button  
 1pt - Jump on the board

