BROMLEY TOADS SOCIETY

HOUSE RULES

HOW WE PLAY

TOADS RULES

GETTING STARTED

1	**START**	Everyone starts on **31**.
2	**DISCS PER TURN**	**Four each, from the very first turn.** HOUSE RULE
3	**THROWING**	Stand behind the line and throw one disc at a time. Players take turns.

SCORING

4	**WHERE IT FINISHES**	**2** Through the hole · **1** Resting on the lead · **0** On the floor
5	**TOUCHES ANY WOOD**	DEAD · SCORES 0 Backboard, sides or frame, even if it then lands on the lead or drops through the hole.
6	**COUNT AT THE END**	Score the turn from where the discs **finish**, not as each one lands.
7	**KNOCK-ONS**	A later disc can knock an earlier one in or off. A dead disc can move others, but never scores itself.

FINISHING

8	**CLOSE TO ZERO**	Under 4 points left? You only get **one disc per point**. Check your score before the turn starts: 4 or more left — **4 discs** · 3 left — **3 discs** · 2 left — **2 discs** · 1 left — **1 disc**
9	**BUST**	Score more than you need and nothing comes off. You stay on the number you started the turn on.
10	**RECOVER A BUST**	Gone over with discs still in hand? Use them to knock a scoring disc off and get back to exactly what you need.
11	**WIN THE LEG**	Reach **exactly zero** and you've won, even part-way through a turn. Stop there: don't throw the discs you have left.