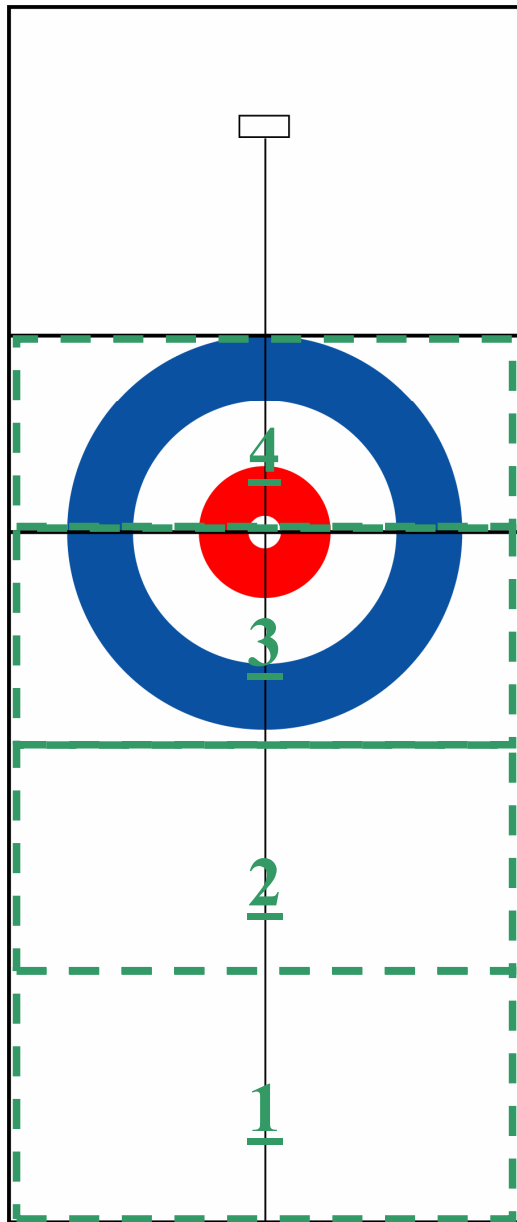


Kipper



Direction of play



% of rink required

Full length

No of players

2

Difficulty level



Purpose

Weight Control
& competitive edge

Objective

Two players try to match shots. If the first player makes his/her shot, the other must duplicate it or get a letter from the word "K-I-P-P-E-R". If the first player misses then the other gets to establish a shot and if successful, his/her opponent must match it or get the letter. The game ends when someone is a K-I-P-P-E-R!

The two players try to draw to one of four zones.

Zone 1 is the front half of the "free guard zone".

Zone 2 is the back half of the free guard zone.

Zone 3 is the front half of the house

Zone 4 is the back half of the house.

The first thrower declares a zone and if successful forces the opponent to match it.

If the first thrower is unsuccessful, the opponent can hang a letter on the first thrower by either successfully drawing the declared zone or he/she can choose to establish a new zone.

If the second player chooses to try to draw into the declared zone and is unsuccessful, the first player retains the declaration of the next zone.

Success in drawing the zone declared, results in retention of the right to declare the next zone.