

# W11902 Saucer Smash - Instructions

**Players:**

2 or 4

**Parts List:**

- (2) collapsible Saucer Smash targets with drop-in bottom panels
- (1) flying disc
- (1) carry bag
- Instructions included

**Setup:**

Begin by unfolding each target and inserting the internal bottom panels into the bottoms of each target. Locate a level playing area. Place the two targets up to 20ft (6.09m) apart so that the shorter sides of the targets are facing each other.

**Court Layout:**



**Getting Started:**

The game is started by selecting which player or team will go first. This is done by one player flipping a coin in the air and the opposing player guessing which side will land face up, heads or tails. If the opposing player guesses correctly they can choose to go first or last.

**Game:**

Saucer Smash can be played with either 2 or 4 players. A regulation Saucer Smash game is to 21 points. Each game is broken down into innings. One inning consists of each player throwing the flying disc once. The flying disc can be thrown from anywhere behind the front of the scoring target closest to you. If a player's foot goes beyond the front of the scoring target during a throw, the throw is considered a "fault" and does not count.

You must get to 21 points exactly to win the game.

**Singles Play:**

Players stand at opposite targets. Player #1 throws the flying disc at the scoring target. Points are scored based on where the flying disc lands or hits (See "Scoring"). After player #1's throw, their score is added to their previous score, and then player #2 throws the disc back at the other target to try and score points. A running total is kept of each score. Play continues until one player reaches 21. The game can only end on exactly 21 points. If a player scores more points than necessary to reach 21, they must subtract whatever they would have scored on that turn from their current score.

Example: If Player #1 has a score of 20 points and then scores 3 points on their next turn, they must subtract that 3 points from 20, resulting in their new total score of 17 points.

Each player gets an equal number of throws. Therefore, whoever threw second in the first inning, will get their last toss of the game, even if player #1 scores 21 points first.

If a tie should occur, both players' scores are set back to 15 points each, and play continues until only one player reaches 21 points at the end of the final inning.

**Team Play:**

Two teams of two players each should be determined. One player from each team should stand at each scoring target, so that team members are at opposite targets. Teams are set on each scoring target and do not rotate. Player #1 from team A throws the flying disc toward the scoring target. Player #2 from Team A has the option of hitting the flying disc in order to change its flight path toward the scoring target. Points are awarded based on how the flying disc reaches the scoring target, assisted or unassisted (See"Scoring"). Then player #2 from team A throws the flying disc back at the scoring target next to player #1, with player #1 now having the option of assisting their teammate to score points. After both players from Team A have thrown the disc, it is team B's turn.

After every turn, points are added to the score from the previous throw for each team. Play continues until one team reaches 21. The game can only end on exactly 21 points. If a player scores more points than necessary to reach 21, they must subtract whatever they would have scored on that turn from their current score.

Example: If Player #1 has a score of 20 points and then scores 3 points on their next turn, they must subtract those 3 points from their previous score of 20, resulting in their new total score of 17 points.

Each player gets an equal number of throws. Therefore, if player #1 from team A threw for the 21st point, player #2 from team A must still throw the disc back, and then both players from team B will get to throw the disc to try and push the game into overtime.

If a tie should occur, both teams' scores are set back to 15 points each for overtime, and play continues until only one team reaches 21 points at the end of the final inning.

**SCORING**

**4 Points:**

A flying disc that is thrown through the hole on the side of the target (unassisted by your teammate, if playing in teams) scores 4 points.

**3 Points:**

- A flying disc that is thrown and lands inside the target (unassisted by your teammate, if playing in teams) scores 3 points.
- Or
- A flying disc that is thrown through the hole on the side of the target (assisted by your teammate, when playing in teams) scores 4 points.

**2 Points:**

A flying disc that is thrown and lands inside the hole of the target after being deflected into the hole by your teammate scores 2 points. (only applicable in team play).

**1 Point:**

A flying disc that is thrown and directly hits the target in any way, without hitting the ground first, scores 1 point (unless your opponent catches it). In team play, it is also one point if your partner deflects the disc and it hits the side of the target without falling into the center.

**(-2) Points, Singles Play:**

If the flying disc thrown by your opponent deflects off of the scoring target and you catch it before it hits the ground, your opponent loses 2 points from their total score (scores cannot go below zero.)

**(-2) Points, Team Play:**

If the flying disc thrown by your opponent deflects off of the scoring target and you catch it before it hits the ground, your opponent loses 2 points from their total score (scores cannot go below zero.) The deflection can be from a direct throw OR after the throwing team’s teammate has deflected the disc, hit the target, and you catch the deflection before it hits the ground. If the opposing team interferes with the disc or with the thrower’s teammate before the disc makes contact with the target, it is considered goaltending (See “Goaltending”).

No points are awarded if the flying disc hits the ground before it hits the target.

\*In team play, if your partner catches, carries, or double-hits the flying disc, no points are awarded for

**Goaltending:**

At no point in the game is the opposing team allowed to interfere with the throwing team or the flight path of the flying disc before it contacts the target. If interference occurs, the throwing team will be awarded 3 points. In the event that the throwing team is less than three points from winning, the throwing team will be awarded the game.