

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.



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

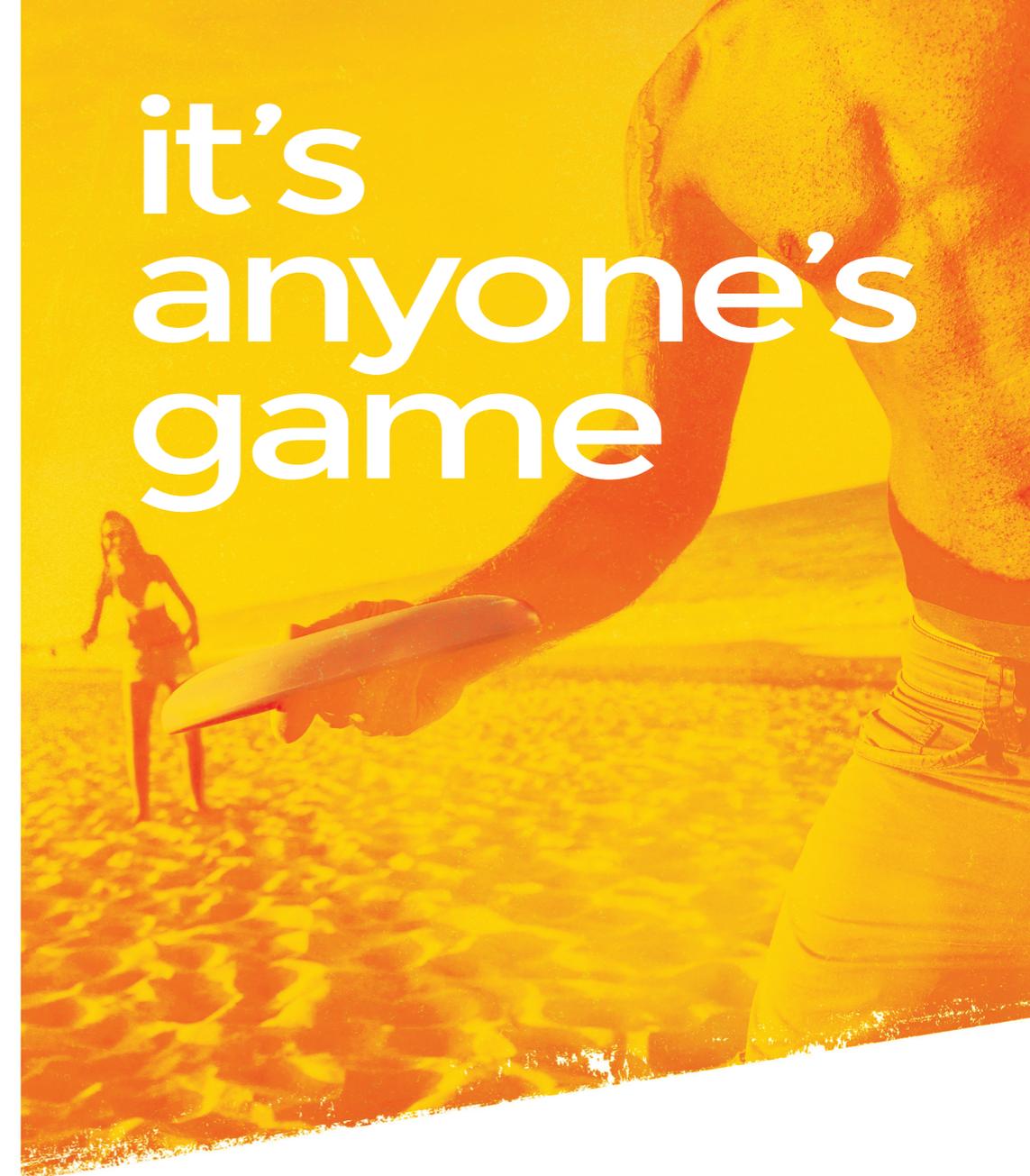
Four players divided into teams of two are required to play the game. Members of the same team (partners) stand at opposite goals. Partners work together to score points, alternating as thrower and deflector.

KanJam Europe B.V. is the exclusive importer of KanJam in Europe. For more information please refer to: www.kanjam.eu

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Patent number: 5.382.028

OFFICIAL INSTRUCTIONS

KANJAM®

SET UP

KanJam consists of one flying disc and two scoring containers, that serve as goals.

STEP 1

Attach KanJam Label: Lay each goal flat with shiny side up. Carefully attach one "KanJam" Label (Figure 1) above the "Instant Win" slot on the front of each Goal.

STEP 2

To set-up Goals insert the three tab ends into the slotted openings. Insert the tabs from the outside to the inside of the container. (Figure 2) and (Figure 3).



Figure 1
Attach KanJam Label



Figure 2
Slot



Figure 3
Close up

THE GAME

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.

STORAGE

Disassemble goals by carefully unlocking tabs. Store the goals with flying disc in original box, or flat if desired.



POINT SCORING

DINGER 1 POINT

Redirected Hit- Deflector redirects thrown disc and hits any part of the goal.

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.

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.

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.

BENEFITS

KanJam is ideal for ages 11 to adult and no special skills are needed to play. You just throw and deflect the disc. This interactive, quick paced game is easy to learn, fun to watch and can be set-up or stored in seconds. KanJam provides healthy exercise, improves coordination skills and encourages friendly competition without physical contact. The "Instant Win" feature adds excitement to the game by providing the opportunity for either team to win right up to the very last throw. Kan-Jam is very portable and can be played almost anywhere.