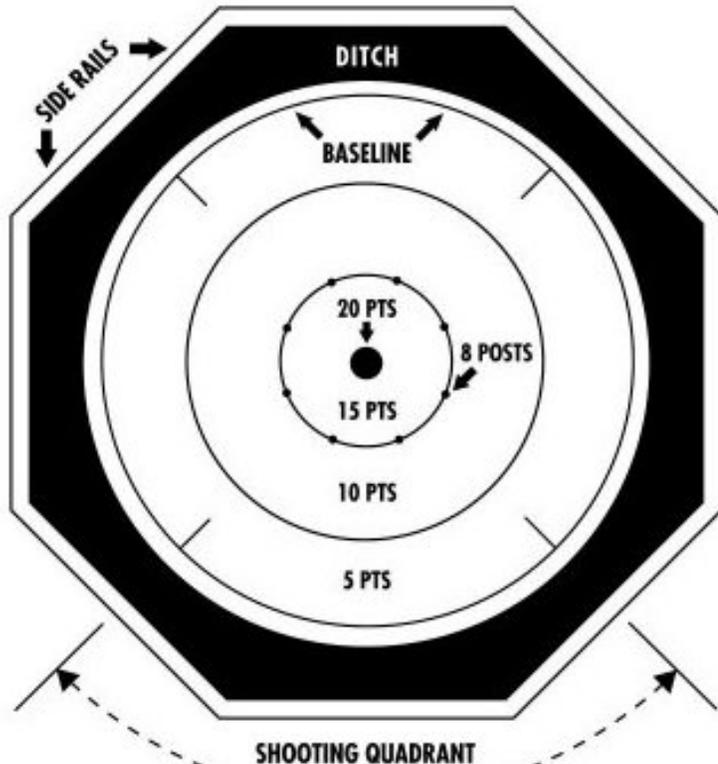


## Pichenotte Rules

(peash'-nut) French: Flick

- 1) Begin with board and ditch cleared of pucks** and each player having the same number of pucks "in hand". 12 pucks for singles, 6 pucks for doubles. Each player or doubles team uses one color of puck.
- 2) Decide who will 'shoot' first.** To shoot, place the puck flat on the board, touching your "baseline" (outermost circle between "quadrant lines") Strike the puck from the side, with a flicking motion of your finger while your hand does not move. You are not allowed to "push" it.
- 3) Players alternate turns, shooting one puck at a time.** The pace of play is determined by the complexity of the shot. There is no need to rush. After all pucks are shot, THEN the score is tallied. The last shot of the game is called 'the hammer' and can often be the game-winning shot.
- 4) If any opponent's puck is on the board, the shooter has two options:**
  - A) One of your pucks must make contact with an opponent's puck, **OR**
  - B) You can "Call a Twenty" (and try to sink it in the center hole)If either objective is not made, the shooter's puck is IMMEDIATELY removed to the ditch. Pucks in the ditch are zero points, and not played again. If a "Twenty" is made, it is put on the rail, and counted for 20 points. The 'twenties' are points that cannot be lost.
- 5) "The Free Shot"** . If there are no opponent's pucks on the board, the shooter may shoot anywhere and his puck remains on the board, unless his puck goes in the "Twenty" Hole, in which case it is removed and put on the rail, and counted for 20 points. An advanced option on a Free Shot, is that the puck you shoot must come to rest inside the 15 point area, or it is removed to the ditch.
- 6) High score wins the round:**
  - 5 points...pucks in outermost circle
  - 10 points...pucks just outside "posts"
  - 15 points...pucks just inside "posts"
  - 20 points...pucks in center hole
- 7) During play, pucks that drop into the center hole** are IMMEDIATELY removed and place on the "rail" of the board until counted at the round's end. These are known as "TWENTIES".
- 8) Pucks touching a "line" are counted in the lower-score zone.** Pucks landing on the Baseline are IMMEDIATELY removed to the ditch, because the Baseline is considered 'out of bounds' during play.
- 9) A typical Pichenotte match** is played until one player or doubles team has won four rounds. In the case of a tie, each player can receive 1/2 point, or you can do a 'shoot-out' of best of 12 pucks for the center hole.



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