

# REVEL ROUND

revelround.com



## SET-UP:

INSERT LEGS INTO LEG SOCKETS (x3) | UNDO BINDER CLIPS (x3) | FLIP  
REVEL ROUND INTO UPRIGHT POSITION & REPEAT.

## BOARD DISTANCE:

MEASURE BOARDS FRONT TO FRONT:

OG - 12' | VET - 13' | PRO - 14'

## CHOOSE GAME MODE:

### CLASSIC@BAGS

PLAYED JUST LIKE CORN-HOLE:

TEAMMATES STAND AT OPPOSITE ENDS. PLAYERS ALTERNATE SHOTS BY TOSSING  
UNDERHAND, OVERHAND, OR BACKHAND. CANCELLATION SCORING. NO BUST RULE.  
FIRST TEAM TO 21 WINS!

**TOSSED BAGS ON BOARD = 1 POINT** | **TOSSED BAGS IN HOLE = 3 POINTS**

### HACKY@HOLE

PLAYED JUST LIKE CORN-HOLE:

BUT WAIT...THERE'S A KICK! WHEN YOUR PARTNER SHOOTS BE REBOUND READY.  
IF A SHOT ROLLS OFF OR MISSES THE BOARD YOU CAN ASSIST YOUR PARTNER IN  
SCORING USING YOUR FEET!

HACKY-HOLE  
BONUS!

**ASSIST BAGS ON BOARD = 1 POINT** | **ASSIST BAGS IN HOLE = 4 POINTS**

### HACKY-HOLE KEY TERMS

**HALO:** A circular boundary coming up from the boards like an invisible halo. Crossing voids assist points.

**FOOT-JAMMING:** Resting your foot on the edge of the board & using it as a backboard. 🚫

**OVER-BOARD:** Kicking the board over during a partner assist resulting in bags rolling off the board. The offending team loses any points that go over-board. The opposing team can either accept an improved bag position or go back to original position.

**JUICED-BAG:** A bag scored on the board by partner assist that if knocked in the hole would be worth 4 points. 🍷

**ASSIST-INTERFERENCE:** The allowable space given to your opponent during a partner assist. Prior to the shot banter is allowed but disruption to the assist opportunity is considered interference.

**FOR MORE INFORMATION SCAN QR CODE OR VISIT WWW.REVELROUND.COM**