

# GOPHER

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## GIANTJACKS™

### Activity Instructions

#### Equipment

- 12 Rainbow® GiantJacks™
- 1 Gopher Playground Ball (8.5" dia)

#### 1. Classic GiantJacks™

**Objective.** Be the player with the most points at the end.

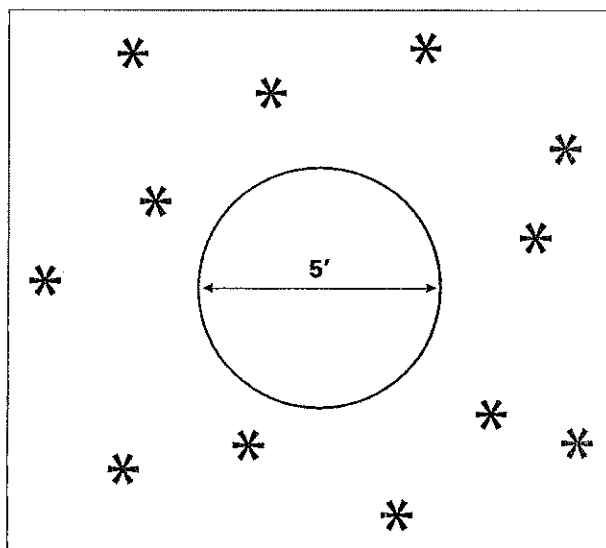
**Number of Players.** Up to 12 players.

#### Setup.

- Use the play area available; a small area is suitable. Adjust the boundaries and size of the play area according to age/ability of players.
- Create a 5' diameter circle in the center of the play area.
- Scatter the 12 GiantJacks™ randomly outside of the circle.
- Players begins inside the circle.

#### Game Play.

- At the signal, one player tosses the playground ball into the air from within the circle.
- The player leaves the circle and retrieves one jack before the ball bounces once.
- Once the ball bounces, the player attempts to catch it before it bounces a second time.
- If the ball bounces more than once, that player is fouled, the round is over, and the next player takes his/her turn.
- If the ball is successfully caught, the player repeats, picking up one jack before the ball bounces and catching the ball after one bounce, until all jacks have been picked up or he/she fouls.
- As jacks are successfully collected, they may be placed in a predetermined area. All jacks are returned to the play area between each player's turn.
- Game play continues until all players have had a turn.



**Scoring.** The player with the most points at the end wins. Each successfully collected jack is 1 point.

#### Options.

- Play without the 5' diameter throwing circle.
- Play rounds. After the first, players progress to collecting two jacks per throw, then three jacks per throw for the third round, etc.
- Use partners. One player throws the ball while the other player collects jacks.

## 2. Jacked Up

**Objective.** Be the team with the most points after five rounds of play, or the team with the most points after a predetermined amount of time.

**Number of Players.** Up to 24 players.

### Setup.

- Use the flat play area available; a basketball court indoors or outdoors is recommended. Adjust the boundaries and size of play area according to the age/ability of players.
- Divide players into two equal teams and designate each team a color. Pinnies (not included) can be used to differentiate teams.
- Scatter the 12 GiantJacks™ evenly on the floor/ground.

### Game Play.

- At the signal, the ball is thrown into play, and players race to collect the jacks.
- Jacks may only be collected when a player is also in possession of the ball.
- Players may collect one jack at a time only.
- Players may not move their feet when in possession of the ball.
- Players can hold onto a ball for 3 seconds before passing it to a teammate.
- The ball is turned over to the other team if players move feet/don't pass when in possession of the ball.
- Once a jack has been successfully collected by a team, it is placed in a predetermined area.
- Once all jacks have been collected, the round is over.

**Scoring.** The team with the most points at the end of 5 rounds wins. Document points earned after each round for each team.

- Red & Green GiantJacks™ = 1 point
- Orange & Blue GiantJacks™ = 2 points
- Yellow & Purple GiantJacks™ = 3 points

### Options.

- Add additional balls into play (not included).
- Award different point values to different color jacks.
- Play more rounds for longer play time.
- Players can perform a predetermined exercise when in violation of the not moving/passing within 3 seconds rules and the ball is not turned over.
- Play to a predetermined score. The first team to reach the score wins.

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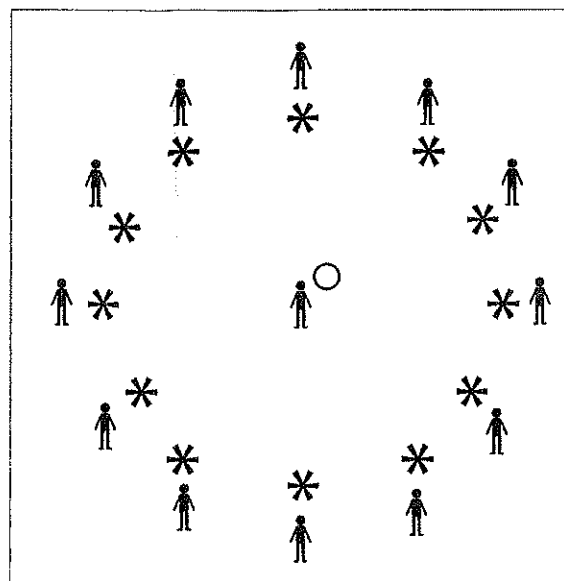
## 3. Jack Pot

**Objective.** Players attempt to stay in the circle of jacks as long as possible.

**Number of Players.** Up to 16 players.

### Setup.

- Use the flat play area available; a basketball court indoors or outdoors is recommended. Adjust the boundaries and size of play area according to the age/ability of players.
- Place the 12 GiantJacks™ in a circle in the center.
- Designate a player as the ball thrower. This player stands in the center of the circle of jacks.
- All other players begin by standing next to one jack (one player per jack).
- Additional players may queue up outside of the circle and will rotate in during play.



### Game Play.

- At the signal, the thrower tosses the ball into the air.
- All players standing next to a jack race clockwise to the next jack to pick it up.
- If a player does not pick up the next jack before the ball bounces once, he/she must rotate out of the circle and a new player rotates in.
- Jacks are set back down within the circle before ball is tossed again.
- Play repeats. After six tosses, the thrower rotates into the queue, a player from the circle becomes the thrower, and a player in the queue enters the circle.

### Options.

- To increase difficulty, make the circle of jacks larger after each rotation of the thrower.
- Players do not rotate out when missing a jack. Instead, have players count the number of jacks they've picked up in a row. The player with the most wins the round.
- Rotate throwers after three tosses.

