

shishkaball

RULES



2. Players from each team take turns pulling out stakes from an opposing team. Teams are not allowed to remove their own stakes.

POINTS

- Teams earn **1** point for every stake removed without dropping a ball.
 - If a ball is dropped through an opponent's goal in the base, the team that removed the stake "steals" **1** point from the team. For example, if a player from Team 1 pulls a stake and a ball drops through its own goal, it earns **0** points, but if the ball drops through Team 2's goal, Team 1 earns **1** point and Team 2 loses **1** point.
 - Teams lose **10** points for letting all the balls drop. The team with the most points after all the balls drop wins.
- | Team 1 | | |
|--------|---|---|
| + | + | - |
| + | - | + |
| + | + | - |
- $$\begin{array}{r}
 + 13 \\
 - 5 \\
 \hline
 \end{array}$$

subtract (-) from (+)

Team 1		
+	+	-
+	-	+
+	+	-
+	+	+
-	+	-
+	+	+

+ 13

- 5

subtract (-) from (+)

7.

total score

SCORE CARD



Mark a (+) for each point earned and a (-) for each point lost. Subtract the (-) from the (+) to calculate you team's score. Highest score wins!

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[illegible]

(fold along line)

fold along line).

DRINK PAIRINGS

Jim Beam Black® Sweet & Sour Punch

Ingredients

- 1** bottle Jim Beam Black® Bourbon
- 2** 6-ounce cans frozen orange juice
- 2** 6-ounce cans frozen lemonade
- 4** 6-ounce cans water
- 2** tablespoons bitters
- 4** tablespoons sugar
- 3** 12-ounce bottles club soda

Mixing

Combine all ingredients except club soda. Chill. When ready to serve add the club soda.



Jim Beam Black® & Ginger Ale

Ingredients

- 1 ounce Jim Beam Black® Bourbon**
ginger ale

Mixing

Fill with ginger ale.

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