

Review Sheet – Kan Jam

General Rules

1. Players must remain behind the goal (Kan) 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.

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

Bucket- 3 points

- Slam dunk- Deflector redirects the thrown disc and it lands inside the goal

Instant win

- Direct entry- thrower lands the disc inside the goal unassisted by partner

Benefits

- Kan Jam is exciting, fast paced 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.
- Kan Jam provides healthy exercise, improves coordination skills and encourages friendly competition without physical contact.
- The “Instant Win” features 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.