

## Kan Jam Study Guide

### HISTORY:

- Kan-Jam is a fun and exciting game, which was created by Mr. Swisher and Mr. Sciandra, who are both alumni from NTHS. People of all ages and skill levels are playing this innovative new game across America. Kan-Jam originated as a garbage can disk game around 1990. For the next 10 years, the tournaments held would be played using garbage cans and large disks. There was no Instant Win slot in the front either. In 1999, the game expanded to more people and the garbage cans were changed to heavy-duty plastic cans with smaller disks. This made it possible for newcomers to join the fun by getting their own set. In 2003, the smaller disks were replaced with larger ones, and proved to be better in the wind.

### RULES OF THE GAME:

- The official distance between goals is 50 ft. You measure from the front of one can to the front of the other with the instant wins facing each other.
- Players must remain behind the goal when throwing. No points are awarded if the player crosses the line.
- There are no points awarded when a throw hits the ground before striking the goal.
- Deflectors can move anywhere within the playing area to redirect the disk.
- No score will result if a deflector double hits, catches, or carries the disk.
- Three points will be awarded if an opponent interferes with play or defends the goal. If the score is 19 or 20, 1 or 2 points are awarded.
- 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 score a "BUCKET" (3 points), their score is reduced to 17.
- Teams must complete an equal number of turns before the game is over. Except when an Instant Win is thrown, the team with "the hammer"(last toss) will always get to throw last.
- In the event of a tie game, the winner is decided in a tiebreaker method of overtime. Each team completes one round of throws and the team with the most points wins. Overtime rounds continue until the tie is broken.
- If a player throws a disc and it enters the slot opening and comes out the top of the goal without the deflector touching the disc, it is not an instant win, but rather a Deuce.
- If the goal falls over on an instant win shot or a bucket, scoring will depend on which end the disc exits. The instant win will only count in the following scenarios:
  - Disc exits through the bottom of the goal
  - Disc remains inside the "fallen" goal
  - More than half the disc remains inside the fallen goal. If exactly half the disc remains in the goal and half out of the goal, then the instant win/bucket will count.

#### KEY TERMS:

- Dinger: 1 point
  - Redirected hit
  - Deflector redirects thrown disk to hit any side of the goal
- Deuce: 2 Points
  - Direct hit
  - Thrower hits the side of the goal, unassisted by partner
- Bucket: 3 points
  - Deflector redirects the thrown disk and it lands inside the goal.
- Instant Win: 21 points/Game Over
  - Direct Entry
  - Thrower lands the disk inside the goal, unassisted by partner. The disk can enter through the slot opening on the side or through the top of the goal. When an Instant Win occurs, the throwing team is declared the winner and the opposing team does not receive a "last toss" option.

#### DIAGRAMS:

