

SolBol

Setup:

Place two SolBol Inflatables ~10 yards/10 meters apart on opposite ends of the playing area. Stake the inflatables if possible for windy locations.

Gameplay:

Players take turns kicking the ball toward the opponent's set. Players must stand behind front tip of their adjacent SolBol set. The goal is to kick a Futbol/soccer ball into the opposite SolBol set scoring exactly 11 points without going over. The first player to reach 11 points wins the game. If the player scores over 11 points they subtract the points they scored from their current score.

Example: Current score is 10 and the player scores 5 points, then they are left with 5 points. $10 - 5 = 5$

Scoring:

1st row : 5 points.

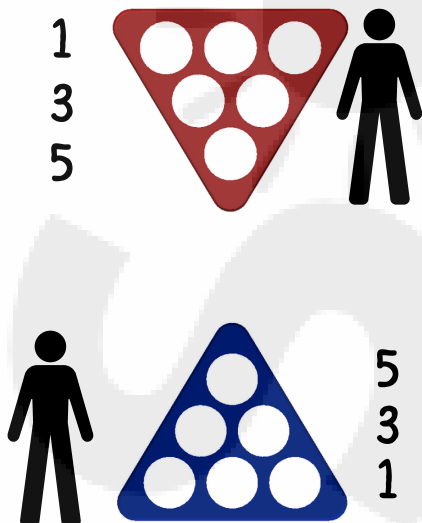
2nd row : 3 point.

3rd row: 1 point

No points: If the ball does not land inside a hole.

Redemption:

If one player scores exactly 11 points the opponent has one chance to score in the same hole that awarded the 11th point.



Team SolBol

Setup:

Refer to SolBol setup and teammates stand at opposite SolBol sets.

Gameplay:

Same Gameplay as SolBol but with Cancellation scoring. Whichever team scored more the previously shoots first.

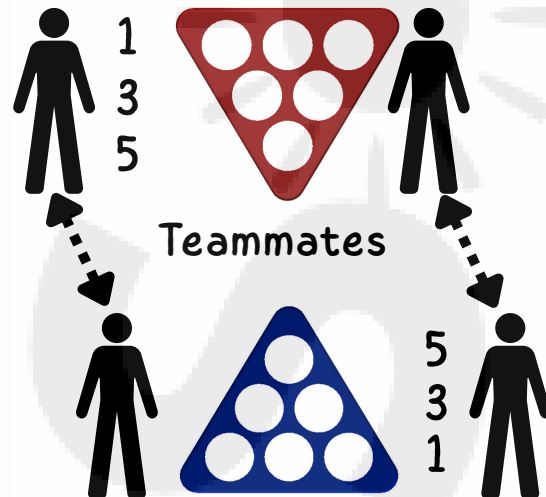
Cancellation Scoring:

If the second shooter makes the ball in the same hole as the opponent who shot before, then the player's and the opponent's scores cancel for that hole only. Only the different holes scored are added to the total score. For example:

Player A scores a 5, 3, and 1 point holes, and Player B scored in the same 5 and 1 point holes. Player A's team scores 3 points for that round.

Advanced Rules (Optional):

Same rules as "Team SolBol" but your teammate on the other end can assist you in scoring, but the opposing team can block as well. The opposing team can only block if the ball touches the ground or the other player. No one can touch the SolBol set.



Hol Elimination

Setup:

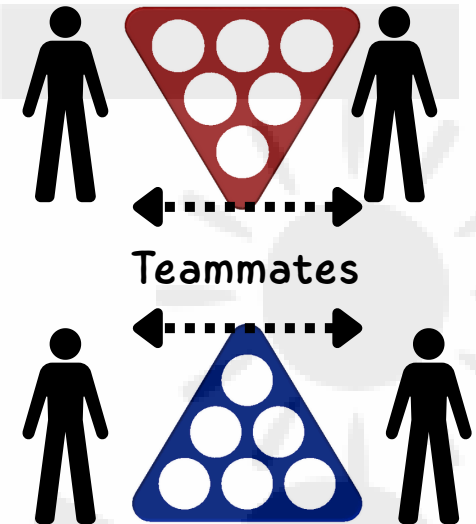
Place two SolBol Inflatables ~20 yards/ 20 meters apart on opposite ends of the playing area. Stake inflatables if possible for windy locations.

Gameplay:

A player gets 2 kicks per turn. If playing on teams each player kicks one ball. Teams stand on the same side and if both of them make the hole on the same turn they get the balls back. The first team to eliminate all of the opponent's holes wins the game.

Bounce:

If the ball bounces before landing in a hole, it counts for 2 holes, but the opposing team can block the ball if it bounces(the opponent picks which one to mark captured.)



Advanced Rules (Optional):

If the ball is made in a captured hole, the hole becomes active again.

Hol to Hol Race

Setup:

Place two SolBol Inflatables ~20 yards/ 20 meters away from the self designated shooting line. Stake inflatables if possible for windy locations.

Gameplay:

Be the first to make all the holes in the correct order. Start at hole 1 and progress in order to the end at hole 6. If a player makes the ball into a hole out of order that hole does not count. Both players start with the same amount of balls, and they shoot them as quickly as possible trying to score faster than their opponent. If all the balls have been shot and there are remaining holes the player must quickly collect their own balls and return to the designated shooting line. The player to finish the scoring sequence first wins.

