# Tabletop Bocce
## Adapted as a flicking game for Piecepack
## by Mark A. Biggar

**Version 1.1, August 2004**
**Copyright © 2002, 2003, 2004 by Mark A. Biggar**
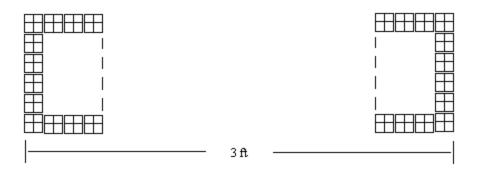**2, 4 or 8 players in two teams, 20-40 min**

**Description**
This is an adaptation of the game Bocce or Lawn Bowling as a
piecepack coin flicking game.

**Definitions**
Flick    (verb) to propel a game piece (such as a piecepack coin) across the
        playing area with a single finger.  A flick is not a sustained push, but a
        sudden snap.  A proper flick is performed by resting a single fingertip on
        the playing surface with the fingernail against the game piece, then
        either (1) straightening the finger with the hand held motionless, or (2)
        straightening the whole hand at the wrist with the arm held motionless.

**Setting Up The Court**
Create the playing court like the diagram below.  The game should be played
on a smooth surface table that allows the coins to slide easily.  A polished
wooden surface works well.  The 3-foot distance between the court's ends can
be adjusted to allow for differences in table surfaces.  A medium strength flick
should propel a coin from inside one of the end boxes to inside the other
without bouncing off the back of the box.  The bounds of the court are the
rectangle formed by the outside edges of the two end boxes and a coin is
considered out of bounds if it is completely outside of that rectangle.



Tabletop Bocce Court

**The Jack and the Bowls**
The game is played using nine coins: one coin showing the null face is called the "jack", the other eight coins, divided into two sets of four showing the suit-side, are called "bowls".  It is suggested that the bowls be four moons and four suns.   Each side in the game chooses one of the sets of bowls to play with.

**Playing Rounds**
The goal of the game is to score points by flicking more of your side's bowls closer to the jack than the other side.

The game is played in a series of rounds.  All flicks in the game are made from inside one of the end boxes starting with the coin completely behind the dashed line.  Rounds are played from alternating ends of the court.

Each round starts with the placement of the jack by the leader.  During the game the side that scored on the pervious round is considered the leader.  At the beginning of the game choose a leader randomly.  The leader places the jack by flicking it from inside the end box at the playing end of the court.  The jack must be flicked past the dashed line in the diagram of the starting end box and must end up inbounds of the court; otherwise the leader must flick it again.

After the jack is placed, the other side now flicks their first bowl attempting to place it as close as possible to the jack.  Then the leader side flicks their first bowl.  The sides alternate flicking bowls until all eight bowls have been played, then the round is scored.

 Any bowl that is flicked or is knocked out of bounds of the court is out of play and is not considered for scoring.  It is legal to hit the jack or other bowls to try to improve your side's position in the round.  Bouncing a bowl off the insides of the opposite end box is also legal.  If the jack is knocked out of bounds, then the round is void and is replayed from the placement of the jack.  If a tile from one of the end boxes is knocked out of place, it should be replaced before the next coin is flicked even if this requires moving a bowl or the jack.

**Scoring**
Only the side whose bowl is closest to the jack scores any points.  That side scores as many points as they have bowls that are closer to the jack than the closest bowl of the other side. Thus a side can score from 1 to 4 points.  A side must score exactly 21 points to win the game.  If a side scores more than enough points in a round to take their total score over 21 points, then they subtract the round's score from their total instead.  For example, a side has 20 points and scores 4 more during a round, their new total score will be 16 points.

**Two Player Rules**
In a two-player game there is actually no reason to alternate ends of the court each round. Swapping ends is an artifact of the original lawn version of the game. Bocce courts are typically 75 to 100 feet long and no one wants to walk the length of the court more often then necessary. Each player plays a side and flicks all four bowls for their side each round.

**Two vs. Two Player Team Rules**
Station one member of each team at each end of the court. When a round is played from an end of the court, the two players (one from each team) stationed at that end of the court play the whole round each flicking all four of their side's bowls. The two players at the other end of the court will play the next round and so on.

**Four vs. Four Player Team Rules**
Station two members of each team at each end of the court. When a round is played from an end of the court, the four players (two from each team) stationed at that end of the court play the whole round each flicking two of their side's bowls in alternating order. For example, if team A (with players A1 & A2) is the leader playing against team B (with players B1 & B2), the round is played in the following order: A1 places the jack, then the bowls are played in the order: B1, A2, B2, A1, B1, A2, B2, A1. Note that the two players on a side do not have to maintain the same order from round to round. If you wish, you can use all four suits for the bowls. It is suggested that you use 2 suns & 2 moons verses 2 crowns & 2 shields. The four players at the other end of the court will play the next round and so on.

**Design Notes**
1. The "subtract your score if you go over 21" rule is how I was taught to play Bocce by family, There are other scoring rules, but this one adds some tactics to the game and allows the trailing team to catch up from behind.

**History**
20021004    0.5    mab    original version
20021104    0.6    mab    first web page version
20030322    1.0    mab    update for web page
20040807    1.1    mab    annual update and added design notes

Thank you for playing my game. Please report rules problems or variant suggestions to mark@biggar.org.

Back-Cover Texts. A copy of the license can be found at
http://www.gnu.org/licenses/fdl.html.