

# //DIY SAUCE COMBO - HOW TO PLAY

## SET UP

### Single Unit

- Games can be played 1 on 1, 2 on 2, solo or with a group of friends.
- Set up one (1) Puck Catcher Pro with one (1) HS Shooting Pad as the landing zone.
- Find a smooth surface to shoot your three (3) HS Pucks from... Or use the HS Shooting Pad as a launch surface and aim straight for the HS Puck Catcher Pro.
- Face-off! Let the fun begin.
- Optional –
  - Make two (2) holes at one end of the shooting pad, 12.5 inches apart, with a 9/32" bit. Insert the bolts through the holes, so that the head of the bolt touches the ground. Clip the cotter pins onto the bolt stud to stop them from falling out.
  - Drop the puck catcher's posts over the pegs, just like a real hockey goal!

### Double Unit

- Games can be played 1 on 1, 2 on 2, solo or with a group of friends.
- Set up one (1) Puck Catcher Pro with one (1) HS Shooting Pad directly in front at a desired distance from the opposing Puck Catcher Pro and HS Shooting Pad.
- Each team/ player will have three (3) HS Pucks each.
- Face-off! Let the fun begin.
- Optional –
  - Make two (2) holes at one end of the shooting pad, 12.5 inches apart, with a 9/32" bit. Insert the bolts through the holes, so that the head of the bolt touches the ground. Clip the cotter pins onto the bolt stud to stop them from falling out.
  - Drop the puck catcher's posts over the pegs, just like a real hockey goal!

## GAMES

### TWENTY-ONE (21)

- A game is played to twenty-one (21) points. First team or player to reach twenty-one (21) points wins the game.
- A team or player can either score one (1) point or three (3) points per saucer pass.
- One (1) point is earned when a team or player makes a saucer pass that lands and/or slides on the opposing HS Shooting Pad before entering the Puck Catcher Pro.
- Three (3) points is scored when a team or player makes a saucer pass that enters the Puck Catcher Pro without landing or sliding on the HS Shooting Pad.
- Bar-Down/ Post-In – When a team or player makes a saucer pass that enters the Puck Catcher Pro by hitting either post or crossbar without landing or sliding on the HS Shooting Pad, that team or player is awarded one (1) extra point, thus receiving a total



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of four (4) points.

- Earning Points – Each team or player must outscore their opponent each round. The difference in score at the end of the round is your total earned points.
  - For example: If Team A scores a total of seven (7) points and Team B scores a total of five (5) points. Team A would have won the round by scoring a total of two (2) points.
- Tipping/ Interference – If a game is played in teams of two or more, then tipping is allowed to score points. For example: If Team A makes a saucer pass to the opposing Puck Catcher Pro, but is going wide or misses the Puck Catch pro entirely. A member of Team A at the opposing Puck Catcher Pro is able to tip or deflects the puck into the Puck Catcher Pro for one (1) point. However, if Team B interferes with the pass by tipping or deflecting the opposing teams pass. Team B would be penalized with a stick infraction, thus losing two (2) points for their team.

## S-N-I-P-E

- S-N-I-P-E is a trick shot game that can be played with as many players that would like to play. Be the most creative, while successfully saucing the puck into the Puck Catcher Pro to win the game.
- To start – Create an order for the participating players. This can be done by players' age, names in alphabetical order, next birthday or by simply saucing for the order of play.
- The game starts by a player calling the challenge shot. The player must verbally call out the shot they are going to make before the actual shot. For example: A player may decide to use props or obstacles (lawn chair, barbeque, etc.) to complete the shot.
- If the first player successfully sauces the puck into the Puck Catcher Pro by calling their shot. The next player in order must make the exact same shot. If the next player in line is also successful, then the game will continue until someone misses the shot. The player, who then misses the shot, will be assigned the letter "S". The next player in order will then decide on a new challenge shot.
- If everyone is successful, then the original player will decide another challenge shot.
- If the first player misses their shot, then the second player in order will decide the next challenge shot.
- To win the game – Be the last player standing. After a player fails to make a challenge shot, that player will be assigned a letter. After enough failed attempts, player will have received the letters S-N-I-P-E in succession, thus being eliminated from the game. When there is only one player remaining, that player is the winner.



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## GOLF

- The game of golf is played through 18 rounds or “holes,” that can be played with as many players that would like to play.
- Players can be creative, add obstacles or place the Puck Catcher Pro in challenging locations to test everyone’s puck saucing skills.
- To start – All players will attempt to successfully make a saucer pass enter the Puck Catcher Pro. Depending on if, and how the puck enters the Puck Catcher Pro, will determine every player’s score.
- Scoring –
  - Par (Even): is scored when a player successfully makes a saucer pass enter the Puck Catcher Pro. It does not matter how the puck enters. For example: the puck can hit the HS Shooting Pad or any other surface (Shooting Pad, grass, dirt, concrete, etc.) before entering the Puck Catcher Pro.
  - Birdie (Minus 1): is scored when a player successfully makes a saucer pass enter the Puck Catcher Pro without touching any other surface. Essentially a birdie is “Swoosh” nothing but net.
  - Bogey (Plus 1): is scored when a player fails to make a saucer pass enter the Puck Catcher Pro.
- After each round or “hole”, tally every player’s score. The lowest score at the end of 18 holes will be the winner.



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