

RAMP SHOT®

SHORECREATION

www.RampShot.com



US Patent

RAMPSHOT INSTRUCTIONS

Find More Ways To Play At RampShot.com



RampShot
(Classic)



RampShot with SlapBack
(Recommended for Advanced Players)



RampShot Rookie
(Recommended for Younger Players)

This Game Includes:

- 2 RampShot Ramps
- 2 RampShot Nets
- 2 RampShot Stickers
- 4 RampShot Balls
- 1 Net Installation Tool



/rampshot



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Our Ultimate Goal: 5 STAR-RATING ★★★★★

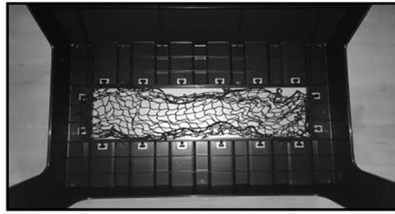
- Are you having fun playing RampShot with your friends and family? If so, please leave us a review online.
- Have a question or suggestion on how we can improve, please contact us at; contact@rampshot.com.
- We are a new family business and our main goal is to provide each and every customer with a 5 Star experience from purchase to playing. We hope you enjoy playing RampShot as much as we do and would love to hear from you!

Set Up

RampShot consists of four balls and two ramps that serve as goals. After a quick one-time setup your new RampShot game will be ready to go and always ready to play! For more set up help, visit RampShot.com and view our Net Installation Video created just for you ☺

1

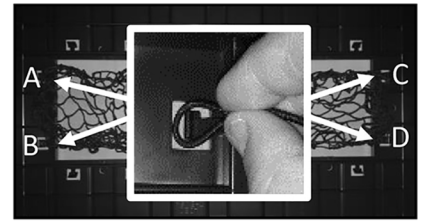
1) Flip your ramp upside down, place on a flat surface and lay the netting down evenly around the center of the goal.



3) Using your finger and net tool, push the bungee cord down and around the rest of the hooks on the ramp, continuing to space the netting evenly apart.



2) Make small loops with the bungee cord and place it around each of the four side hooks first (A,B,C,D).



4) Need to readjust? Flip your ramp right side up, use the hook end of the tool and pull the bungee cord up and over the ramp hooks to free the net.



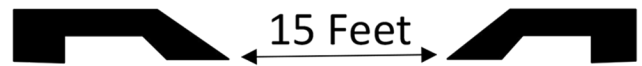
2

Wipe clean and apply stickers to the designated space on the face of the ramps.



3

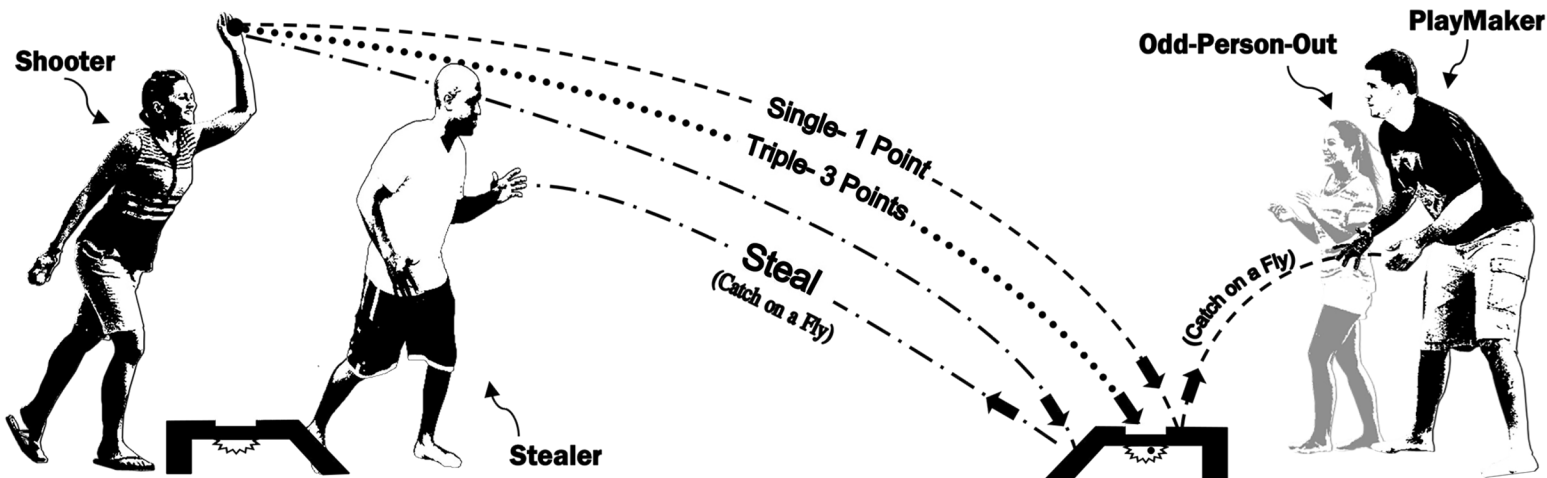
Place ramps on a flat surface, with ramps facing each other, approximately 15 feet apart. Distance between ramps can be modified to skill level.



The Players

Play consists of four players divided into teams of two. Members of the same team stand at opposite ramps. Teammates will alternate shooting, catching, and stealing RampShot balls.

- 1- **Shooter**- Throws the RampShot balls in an attempt to score points.
- 2- **PlayMaker**- Catches any ball tossed by their teammate (the Shooter) after the ball bounces off the top portion of the ramp.
- 3- **Stealer**- Stands on the same side as the Shooter and attempts to catch any ball that bounces backwards off the ramp.
- 4- **Odd-Person-Out**- Three out of four people are involved on every shot. The player who is not currently involved in the play must make an effort to stay clear of the action by standing away from the playing area and giving the PlayMaker enough space to make a play on the ball.



It's Game Time!

WHO STARTS FIRST:

Players will decide which team goes first by either playing “odds or evens” or a similar method. After each round of play, the team with the higher score will go first in the next round. In the event the score is tied at the end of a round, the team that started the previous round will continue to go first.

TEAMS:

RampShot is played 2 vs. 2. Players from each team will take turns shooting and catching balls for points. Each team will start with two of the same color balls. While one team is shooting and catching, the opposing team members act as the Stealer and Odd-Person-Out. Teams can only score points when shooting and catching. The Stealer cannot earn points, but can steal turns away from their opponents. Teams switch roles in every round. Player positions change throughout the round and throughout the course of the game. The Odd-Person-Out must avoid interfering with the PlayMaker.

GAME PLAY:

The Shooter stands behind the ramp and tosses two RampShot balls, one at a time, in an attempt to score points. A shot directly into the opposing goal results in three points, also known as a Triple.



Watch Video Instructions!
RampShot.com/how-to-play.html

The Playmaker stands several feet behind the opposite ramp and attempts to catch any ball that bounces off the ramp, thrown by their teammate. If the PlayMaker makes the catch, this is a 1 point play, also known as a Single.

While the Shooter and Playmaker work together to score points, the Stealer, keeping their back foot even with the front of the ramp, waits for the Shooter (opponent) to shoot the ball. After each shot, the Stealer quickly moves toward the opposing ramp to catch any ball that bounces back from the ramp. If the Stealer catches the ball on a fly, the Stealer earns an extra shot for his team in that round. Each round the Stealer has the potential to earn additional shots for their team. Steals are unlimited and can happen multiple times in one round.

For example: One team may steal a shot from an opponent, only to have their shot stolen back later on in the round. The Stealer takes their extra shots after their opponent is finished taking all of their shots. (The Stealer uses the opposing teams ball when taking their extra shots.)

The Shooter does not have to wait for the Stealer to be ready but may not take a shot if the Stealer is in between the two ramps. The Stealer may not pass the opposite ramp to make a catch.

A round is considered complete when all four RampShot balls are either played for a score or dead.

- A score is considered 1 point or 3 points.
- A ball is considered dead when the ball hits the ground without being caught.

Players on the opposite side will now have a turn to toss and steal.

Games are played to 15 points!

SCORING & OVERTIME

Single

(1 Point)

The PlayMaker catches a ball that bounces off the ramp, shot by their teammate.

Triple

(3 Points)

The Shooter tosses the ball directly into the goal.

Steal

If the Stealer catches a ball thrown by the opposing team, after it bounces off the ramp, the Stealer is awarded with an extra shot in that round.

Teams must hit 15 points exactly, to win. A score that results in more than 15 points does not count and will end that players turn. All games will end at the completion of a round. If both teams reach 15 in the same round, teams will go to overtime.

Overtime Rules

If teams are tied at 15 at the end of a round, the game will now be played to 21. If both teams reach 21 at the end of a round, the game will move into sudden death rounds. The team with the most points at the end of the next round of play wins. Teams will continue playing rounds until one team outscores their opponent in a round.

“Let’s check the rule book.”

- The Shooter, PlayMaker, or Stealer may NOT touch the game board in any way during a players turn.
- The Playmaker may not step in front of their own ramp to make a play on the ball.
- The Stealer may not make a catch behind the opposite ramp. On occasion, the ball will bounce straight up off the ramp. In this case, the Stealer and PlayMaker can both make a play on the same ball. It’s anybody’s ball!
- A ball that clearly goes in the goal but bounces out of the netting still counts as a triple. A ball that rattles around the goal but does not clearly go in the goal does not count as a triple. However, it can still be caught by the playmaker for a single.
- The Odd-Person-Out must make an honest attempt to steer clear of the playmaker. If the Odd-Person-Out purposely interferes with the PlayMaker, the opposing team will be awarded one point.