



# Toad in the Hole

## RULES The Basics



A coin is tossed to decide who throws first. Or a throw nearest to the hole.

The first player throws two toads, the second three toads and thereafter, four toads are thrown each turn.

1 point is scored for each toad on the surface of the table and 2 points for each toad in the hole.

Any toad which hits the backboard or falls to the floor does not score. However, such a dead toad can influence the score of another toad – e.g. by knocking it into the hole to increase its score or by knocking it into the back or off the table so that it doesn't score.

The winner is the first player to score exactly 31 points, playing from 31 to 0. If a player scores more than 31, they are bust and there is no score for that turn.

Once the score required to win is three or less, a player may only play as many toads, in their turn, as points required. So if 2 points are required to win at the start of the turn, only 2 toads should be thrown for that turn.

Not all toads have to be used when throwing for a finish.



[Instagram.com/Toader8887](https://www.instagram.com/Toader8887)



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