

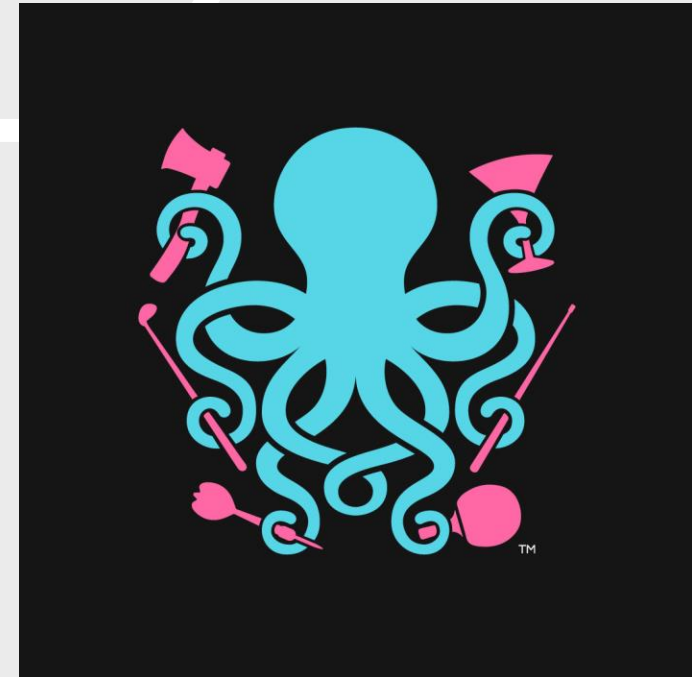


01/01/2021 V1.0

Training Manual

Contents

- 1: Introduction
- 2: Axe Throwing
- 3: Electric Darts
- 4: Hammerslagen
- 5: Crazier Golf
- 6: Corn Hole
- 7: Shuffleboard
- 8: Pool
- 9: Tabel Tennis



Introduction

- The purpose of this manual is to give each staff member training in Boom Battle Bars Indoor Activities.
- Ensuring that each activities is carried out safely and to Brand Standards.
- Each activity will be broken into sections.
- Hosting
- Safety
- Gaming



Axe Throwing

• Hosting

When the guest checks in with the host.

They will be given a waiver form. This needs to be filled out and returned before they can throw.

NO ALCOHOL is allowed to be consumed by the guest BEFORE or DURING Axe Throwing in the venue.

If you believe that the guest may have already consumed alcohol please speak to your line manager.

• Safety

Axes are too locked away from guests in a box until required and are only allowed out of the box if a trained staff member is present.

Customers are not allowed to remove Axes from the lane or point them towards the exit of the lane.

Only the Axe thrower and the host are allowed in the lane.

If an Axe becomes chips or damaged it is to be replaced or repaired straight away.

If the board/stump target becomes loose. It is to be re secured straight away.

Customer does not step over the allocated line to throw from. This is set to a safe distance due to rebounds.

No open toed footwear is allowed in the lanes

NO UNDER 18S

• Gaming

When you Welcome the guest to the Lane. Be BOLD and SPEAK with confidence.

Explain the safety rules and scoring rules first.

Then the two ways in which you can throw the Axe;

One handed, Axe in your dominant hand, with your non dominant foot forward. Step forwards and following through with the throw.

Two handed, Axe held with both hands behind the head. Feet level with each other and throw the Axe using both hands.

If the Ax misses or does not stick in the wood. Suggest the guest takes a pace forwards or backwards. Or changes the point in which they release the Axe.

1; First to 15.

Each Thrower has 2 throws. Outer scoring ring is a 1, inner 2 and bullseyes 3.

2: Round the Clock.

Host selects a time eg 9:00. The thrower must throw one axe at the 9 position and the other at the 12 position. Customer with the closed to the set time wins.

3: Burst Balloons.

Three balloons are inflated and pinned to the board/stump. Customer gets two throws to burst two balloons. If they burst two, they get an extra throw to burst the last one.



Electric Darts

• Hosting

Once the guest has been checked in, using the website www.p2p.smartdarts.co.uk you create them a time slot with one of the dart booths. This will give you a PIN number . Show the guests to their booth, bringing a set of magnetic darts and the PIN number.

Explain to them that the darts are VERY expensive, they are MAGNETIC but not MAGIC darts so they need to take care of them or they may incur a cost if they are removed from the premises.

Enter the PIN number into the control screen, show them how to set up the first player.

Allow them to enter everyone else. Show them the games available and explain about the MISS button (incase a dart misses the board)

Once their game is over , the host will come back to the booth and bring the darts to the host stand for cleaning and to be kept there until required for another guest.

• Safety

Only one person to throw at a time.

Customers do not pass in front of the thrower or approach the board until all three darts are thrown.

No open toe footwear allowed in the darts area.

Darts are to be thrown from behind the line marked on the floor due to rebounds.

• Gaming

The darts boards are set with a selection of games already programmed into the computer.

The customer just has to select which game they would like to try and the computer will explain how to play.



Hammerschlagen

- **Hosting**

Hammerschlagen is a German game reportedly dating from 1940,] in which several contestants try to hammer a nail into a stump. Hammerschlagen (“Hammer-Striking”) is a variation of Nailspielen (“Nail Game” or “Playing With Nails”). Both versions are essentially the same, Nailspielen is played with an axe, Hammerschlagen is played with a hammer. Set the first game up for the guests by hitting a nail into the wood by about 1cm. One nail for each guest. Each guest will get a hammer.

- **Safety**

Each hammer is locked away in a secure locked box between games.
Hammers are NEVER to be left out when guests are not playing.
Each hammer is chained and padlocked to the wood so that it cannot be removed from the venue.
NO ALCOHOL IS TO BE CONSUMED BEFORE OR DURING HAMMER SCHLAGEN AT THE VENUE.
If the guest appears to have consumed alcohol please inform your line manager.

- **Gaming**

- 1: Clock
Each customer takes it in turn to strike the nail on the head with one blow. Working your way around the stump Clockwise. First nail to be flush with the stump WINS.
- 2: Opposite
Each customer will try to hit an opponent's nail on the head. Taking turns clockwise around the stump. Last nail not to be flush with the wood. WINS.
- 3: Tricky
Each customer must use their non-dominant hand to play Clock game.



Crazier Golf

• Hosting

After the guest has checked in and you are showing them to the Crazier Golf you must;

Ensure they have a score card and pencil each.

A club and ball each.

Please explain to them in a bold confident voice " THIS IS CRAZIER GOLD, NOT CRAZY GOLF, IT'S LIKE NOTHING YOU HAVE PLAYED BEFORE".

Ensure they know where each hole is and how to get around the course in the correct order.

Point out any areas in which may surprise the guest. For example if the ball leaves a certain hole where the guest may not see it.

• Safety

Only one customer at a time to play each hole.

The club is never to be used for anything apart from Crazier golf.

If a ball rolls onto any non-golfing area, it is to be picked up straight away

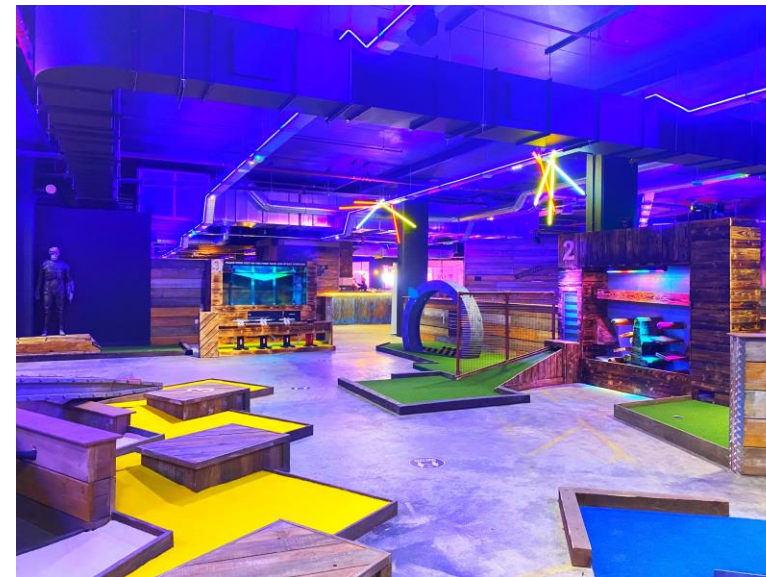
• Gaming

They MUST read the rules of each hole before playing it.

Each hole is totally different.

It's all about the stroke when hitting the ball. Not the amount of force used.

The winner is the customer with the lowest score by the end of the game.



Corn Hole

- **Hosting**

Corn Hole is a game which is predominantly played in America at BBQs and Tail Gating events.

Officially each board is set up one facing each other and 27 feet apart.

If you do not have the space for 27 feet, as close to this as possible is advised.

- **Safety**

One customer to throw a bag at a time.

Bags are only to be used for gaming purposes only.

If a bag misses the board and lands on the floor away from the board. Pick it up straight away.

- **Gaming**

Each player/team chooses a color of bean bags , then each player or team stand behind the boards facing the opposite team.

They take it in turns to try to get the bags into the opposing boards hole.

The most bags in WINS.

It can be played by two persons or four persons in teams of two.



Shuffle Board

• Hosting

Once the guest has checked in with the host.

The host will show them to the shuffle board and bring the set of red and blue pucks with them. These are to be returned and cleaned after each game. Then held until the next guest uses the shuffle board.

• Safety

How to set up the shuffle board;

*Set up your table once at the beginning of the day or if it's a really busy shift then consider re-laying.

*Clear the table by wiping the sand off the board with a board wipe, supplied with your shuffleboard.

*Spray the silicone over the entire board and then sprinkle with sand. The sand should be evenly spread across the board – no big clumps – as it gives the pucks the ability to glide smoothly down the table. The silicone spray helps to keep the sand in place to facilitate faster and longer game play duration.

*Hoover up the excess sand from the outside edges to ensure your table looks pristine.

*Now you're all set for customers to pucker up and play.

*During a busy shift keep an eye on the table to ensure there is always a light covering of sand and add more if necessary.

*The lifetime polymer surface on a SHUFL table will help to protect against moisture, unlike boards that are not designed for the rigours of the commercial market, however it's best to mop up any spilt drinks as soon as possible.

*At the end of a shift, clean the table with a cloth and the shuffleboard cleaner, so that it's ready to set-up again in the morning for another day of SHUFLin'.

No drinks allowed on or in the shuffle board on the wood or carpet.

Pucks only to be used for game purpose only.

• Gaming

The Basic Rules;

*2 TEAMS, 1 – 4 PLAYERS PER TEAM.

*RED VS BLUE, 4 PUCKS EACH.

*BOTH TEAMS SHOOT TOWARDS THE SAME END, TAKING IT IN TURNS.

THE TEAM WITH THEIR PUCK FURTHEST TOWARDS THE FAR END TAKES THE POINTS. LOSING TEAM TAKES NO POINTS.

*THE WINNING TEAM COUNTS A TOTAL SCORE FOR ANY PUCKS THAT ARE FURTHER ADVANCED THAN THE OPPONENTS FURTHEST PUCK.

*ON THE LINE IS NOT CLASSED AS PASSED THE LINE.

*THE TEAM WHO WINS THE END, SLIDES FIRST IN THE NEXT ROUND.

*FIRST TEAM TO SCORE 15 POINTS WINS.



Pool

• Hosting

Once the guest has checked in, the host will show them to their allocated pool table.
Bringing with them;
Two pool cues, a set of balls and the chalk.
These are to be returned to the host desk after each game and cleaned.
The host will set up the first triangle for the guests and explain the rules.

• Safety

Pool cues and balls are only allowed to be used for gaming purposes only.
Be mindful when walking behind a customer playing pool as the cue may move backwards.
If a ball comes off of the table. Pick it up straight away.



• Gaming

Object of the Game

The object of pool is to pot all of your designated balls (either stripes or solids) and then pot the 8 ball, thus winning the game. As pool matches often consist of several games in a 'best out of' format, players attempt to win as many games as needed to win the match. Players must use their skills in both attack and safety play, as well as tactical nous to help them win the match.

Players & Equipment

To play pool, the following pieces of equipment are required:

Table: The table used in pool is approximately 9 feet by 4.5 feet although games can often be played on differing sized tables.

Balls: 16 balls in total, comprising a white cue ball, seven striped balls, seven solid balls, and one black ball (8 ball).

Cues: Players have a cue each which can be made from wood, carbon fibre, or fibreglass and this is used for striking the cue ball.

Chalk: To ensure they have more control over their shots, each player tends to chalk the end of their cue to ensure there is good contact between the cue and the ball.

Scoring

There is no score as such in pool with both players simply attempting to pot all of their designated object balls and then potting the 8 ball into the pocket that they have chosen. However, pool matches are often played over a number of games, so for example, in a best of nine frame match, the first player to reach five frames would be declared the winner.

Table Tennis

• Hosting

You will bring the customers to the table. Brining the paddles and balls with you. Introduce the game and explain the rules.

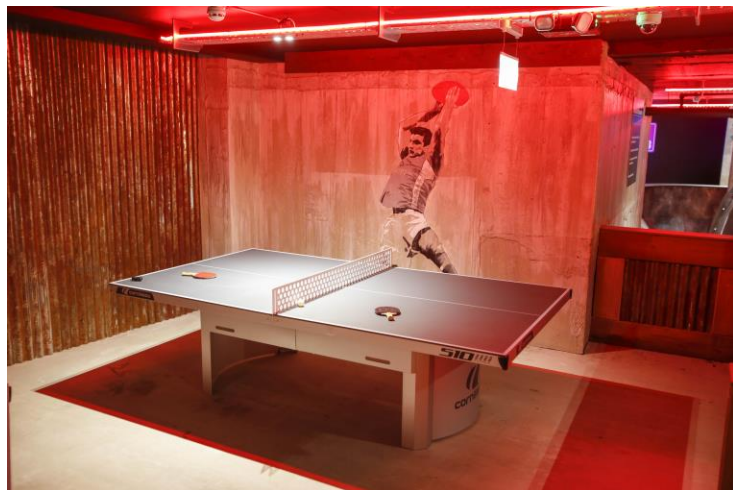
• Safety

Paddles and balls are only to be used for game purposes only.

If a ball lands on the floor. Pick it up straightaway.

If a paddle is hit against the table by accident please check the paddle for damage and replace if necessary.

When walking passed a game of table tennis be aware of the persons playing it. They will be swinging the paddle and may not notice you.



• Gaming

The game is won by the player or team (2 players) score 11 points first. If both players are at 10 points each, then you have to win by 2 clear points in order to win the game.

Service starts when the ball is placed on the palm of your hand. It's then thrown upwards without spin to at least 16 cm, then falls without touching anything before it is struck.

As the ball falls, the server strikes the ball so that it bounces his side of court and bounces over the net to bounce on the opponent's court.

Just before you throw the ball in the air, your palm should be flat and the ball should be above the playing area or surface and behind the server's end line and should not be hidden from the receiver.

The player has to be a server so as to show the umpire that he plays in accordance with the requirements of good service.

Good return

Having been served the ball, or returned in play, the ball should be struck so that it passes over the net and touches the opponent's court and if the ball returns over its own impetus over the net it may be struck making it directly touch the opponent's court.

The order of play

In singles, a server should make a good service and a receiver should make a good return. Each of them then makes a good return. In doubles, the server should make a good service and then receiver makes a good return, the partner of the server then makes a good return and the partner of the receiver, makes a good return and then each player makes a good return in sequence.

A let

It is considered a let if the server hits the net when serving the ball. This occurs if the ball touches the net as it is passing over the net assembly.

Service is delivered when the player is not ready as long as the receiver or the partner does not try to hit the ball.

If a player is distracted by the umpire as they correct the order of receiving or serving, warn or penalize a player, or when the conditions of the play are disturbed or when he introduces the expedite system.

Failure of a player to make a good service or a good return is in compliance with the rules.

Unless the service is not scored, the player or the pair shall score a point when and if the opponent does not make a good service or good return.

A player makes a good service or good return and the ball touches anything except the net before it is struck by the opponent.

The ball passes beyond a player's end line without touching his court after being struck by the opponent.

The opponent hits the ball out of sequence or strikes it twice successively.

The opponent's touches the playing surface with the free hand.

If the opponent or if anything the player carries touches the net assembly or the playing surface is moved.

A Point