

Gosling Games

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The Rules of Rings

There are many different games played with rings and a ringboard, but all involve players taking turns to throw the set of six rings and rack up a score by hanging them on the hooks of the board. These games require varying levels of skill. Below we have outlined some which we think beginners would enjoy.

Beginner game 1 ('50 Plus'): The player that reaches or exceeds a pre-agreed number (e.g. 50) using the fewest rings wins the game.

Beginner game 2 ('High Score'): The highest score after each player has thrown three sets of rings wins the game.

Intermediate game ('31'): The first player to reach a score of 31 using as few rings as possible wins. This is a great way to practice mental arithmetic. For example, if a player hooks a 10 then a 9 he must add these together to his total score so far (19) and subtract this from 31 to find the number which he must hook to win (12). If he accidentally hooks a 5 instead, he must subtract this from 12 to find he now needs a hook a 7 to win.

Advanced game 1 (Traditional game of 'Rings'): This is the standard and most popular game played on a Ringboard. According to the rules of the World Ringboard Academy (the governing body of the game of Rings), games are played to a preagreed total and then ended by hooking the '1', eg 100 + the '1'. Once the player gets within thirteen of the total, they are assigned a 'nomination number'. The player's next scoring ring must land on their nomination number and if a ring lands on any other number the players turn finishes immediately (this is called hanging up), eg if a player reaches 91, the nomination number becomes 9 and the player must now hook the 9. As for the final '1', it is played in a similar way to the nomination number. If a player lands on any number other than 1, the score doesn't count and their turn is up.

Advanced game 2 ('Around the Clock'): Players attempting to hook every number in sequence from 1 -13. If a player hooks an incorrect number his or her turn is over. This game requires great physical skill and accuracy of ring throwing.

Rings can be thrown over- or under-hand in a variety of different ways. Experiment to see which suits you best!

It should be noted that a ring is only counted as scoring if it is hanging down from a hook.

Players must stand a certain distance from the board, marking by a line drawn on the ground, called the "oche". To comply with World Ringboard Academy rules the oche must be 259cm horizontally from the face of the ringboard and the 13 hook should be 178cm vertically from the floor. **However, we advise beginners to adapt these distances.**

For children up to the age of nine an approximate distance of 160cm and height of 140cm is more suitable. For adults and children over nine a distance of 180cm and a height of 160cm should provide a good challenge.