

## CHUCK A PUCK INSTRUCTIONS

### WHAT DO I DO?

ARRIVE AT THE RINK HOUR BEFORE GAME TIME.

ASK RINK PERSONNEL FOR 2 FOLDING TABLES FOR THE ATRIUM INSIDE THE RINK.

PUCKS ARE IN MILK CRATES, SHEETS, AND PENS ARE ALL IN THE CLOSET IN THE COBRA ROOM.

MANAGERS WILL OPEN CLOSET FOR YOU.

SET UP PUCKS IN ORDER ON TABLES AND RELAX BEHIND TABLE AND SELL AWAY. ITS \$2 A PUCK OR 3

PUCKS FOR \$5.

IF YOU ARE MISSING PUCKS, FOR EXAMPLE # 5 IS MISSING, DRAW A LINE THRU #5 ON THE SHEET.

YOU WILL HAVE 2 ENVELOPES, 1 FOR CHANGE..."THE BANK" AND ONE FOR SALES. DO NOT PUT ALL THE MONEY IN ONE ENVELOPE! CHUCK A PUCK IS: THE WINNER RECEIVES HALF OF THE AMOUNT OF PUCKS SOLD.

CHUCK A PUCK IS PLAYED BETWEEN THE 2<sup>ND</sup> AND 3<sup>RD</sup> PERIOD. ONCE WINNER IS ANNOUNCED PLACE ALL PUCKS BACK IN CRATES AND PLACE BACK IN CLOSET. FOLD TABLES UP AND PLACE AGAINST THE WALL.

THANK YOU FOR YOUR HELP!