

Kan Jam

Origin

Kan Jam creators Charles Sciandra and Mitch Rubin originally began playing the game throwing a disk into a **banged up metal garbage can**. Kan Jam being a game played mostly at beach parties, tailgating, camping trips, backyard parks, college campuses, etc. it was somewhat difficult to obtain a **patent** to make Kan Jam a marketable game. To obtain a patent, the founders created the **"Instant Win"** to make the game more interesting. The "Instant Win" slot is somewhat like a hail mary pass with the ability to **change every game regardless** of score. With the patent, the game has become much more known being sold in over 600 retail locations, played in school all over the place, and even has its own **World Championship**

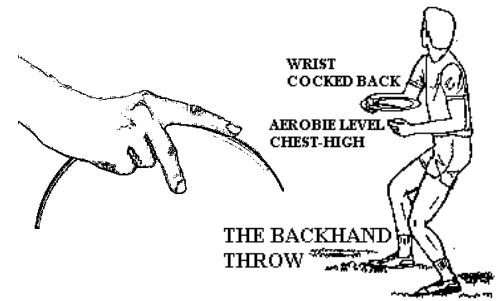
Terminology

- **Disc:** Frisbee. Used to score points.
- **Goal:** Disc **receptacle**. Target for player's throw.
- **The Hammer:** Having the right to **throw last** is called having "The Hammer." Similar to having last bats in baseball.
- **Overtime:** Used to rectify a 21 to 21 tie.
- **Going Over:** Points that are **subtracted** for scoring more than 21.
- **Interference:** When a player interferes with their opponents play.
- **Deflecting/Tipping:** When a teammate **re-directs** the disc towards or in the goal. **Most important aspect of game.**
- **Carry:** An **illegal** deflection/tip.
- **Perfect Game:** Reaching exactly 21 in **7 throws** (3 points each throw)
- **Dinger:** A legal deflected hit
- **Deuce:** A Direct Hit
- **Bucket:** A deflected Jam or slam dunk
- **Instant Win:** A direct entry into the goal without any **deflection**
- **Bounce Out:** When the Disc enters and exits the goal

Skills

- Backhand Throw

- The **middle** finger of the throwing hand extended towards the **center** of the disc, this supports the disc and supplies **stability**.
- Place **index** finger along the rim, this helps with **direction** and the middle finger
- This version gives a **high degree** of control and stability
- Your feet should be about shoulder width apart **in line** with your target.
- Your **throwing shoulder** should be pointed toward your target
- Rotate your upper body away from you target while putting your weight on your **back foot**.
- Then, shifting your weight forward with a step, rotate your upper body toward your target, while swinging your arm and the disc forward in a **smooth and level motion**.
- Snap your wrist as you release the disc at your target to put **more spin** on it. This motion is the same as snapping a towel.
- Keep the disc **flat** and apply a lot **spin**.



- Deflect/Tip

- Feet are in an **athletic** position
 - Feet shoulder width apart
 - Knees slightly bent
 - Hands up in front of chest
- Redirect the disc with one touch using the hands, feet, knee, elbow, etc.
- Contact must be made with the outer edge or **top center** of the disc



Rules

1. Goals are set up 50 feet apart
2. 2 teams play against each other with one representative from each team standing at each goal.
3. Teams **flip disc** to decide which team will throw first.
4. Teams score points by throwing the disc at the goal either being deflected by their teammate or not.
5. A legal deflection is one touch with **any part of the body** on the edge or top center of the disc.
 - a. Players are not allowed to **catch or carry** the disc when trying to deflect.
6. If the disc contacts the goal it scores points as follows:
 - a. Disc is deflected by teammate and contacts the goal
 - i. Called a **Dinger**
 - ii. Worth **1 point**
 - b. Disc contacts the goal directly
 - i. Called a **Deuce**
 - ii. Worth **2 points**

- c. Disc is deflected into the goal
 - i. Called a **Bucket**
 - ii. Worth **3 points**
- d. Disc lands in the goal (without deflection)
 - i. Called **Instant Win**
 - ii. Worth **automatic game winner**
- e. If a **bounce out** occurs it is worth **1 or 2** points
 - i. 1 point **if deflected** by teammate
 - ii. 2 **if not deflected** by teammate
- 7. Opposing teams are not allowed to interfere with play. There is **no defense** in Kan Jam.
 - a. Intentional **interference** results in a win for the throwing team
 - b. Unintentional interference can be resolved with a re-throw
- 8. Games are played to **EXACTLY** 21
- 9. If a team's score would total more than 21 in a round, the score for that round is subtracted instead of **added** to the total score
 - a. Ex: Team A has 19 points and gets a **Bucket** (3 points). Instead of adding $19+3=22$ the score is subtracted $19-3=16$. Team A's correct score is **16**

Strategies

- **Teamwork**
 - Make sure you are **communicating** with your teammate on what you are trying to score
 - And how many points you currently have and need
 - Use backhand throws to be consistent and predictable for your teammate
 - Stay ready in an athletic position to **adjust to your partners throw** when deflecting.
- **Perfect Game**
 - Scoring **Buckets** is consistently the fastest way to reach 21 (only 7 throws)
- Be aware of your surroundings
 - This game is often played in a tournament style with many games in close proximity.
 - Staying alert will help **avoid injuries**.