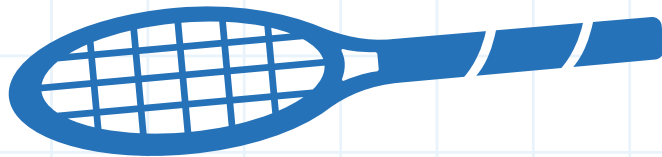


HOW TO PLAY

WHACKBALL



*Official Rules &
Field Guide*



A DRIVE BRAND STUDIO GAME

The Objective

Using tennis rackets, keep the birdie airborne for as long as possible across the Drive Brand Studio barn. The birdie must not touch the ground. All players, all zones and all architectural features are live and in play.

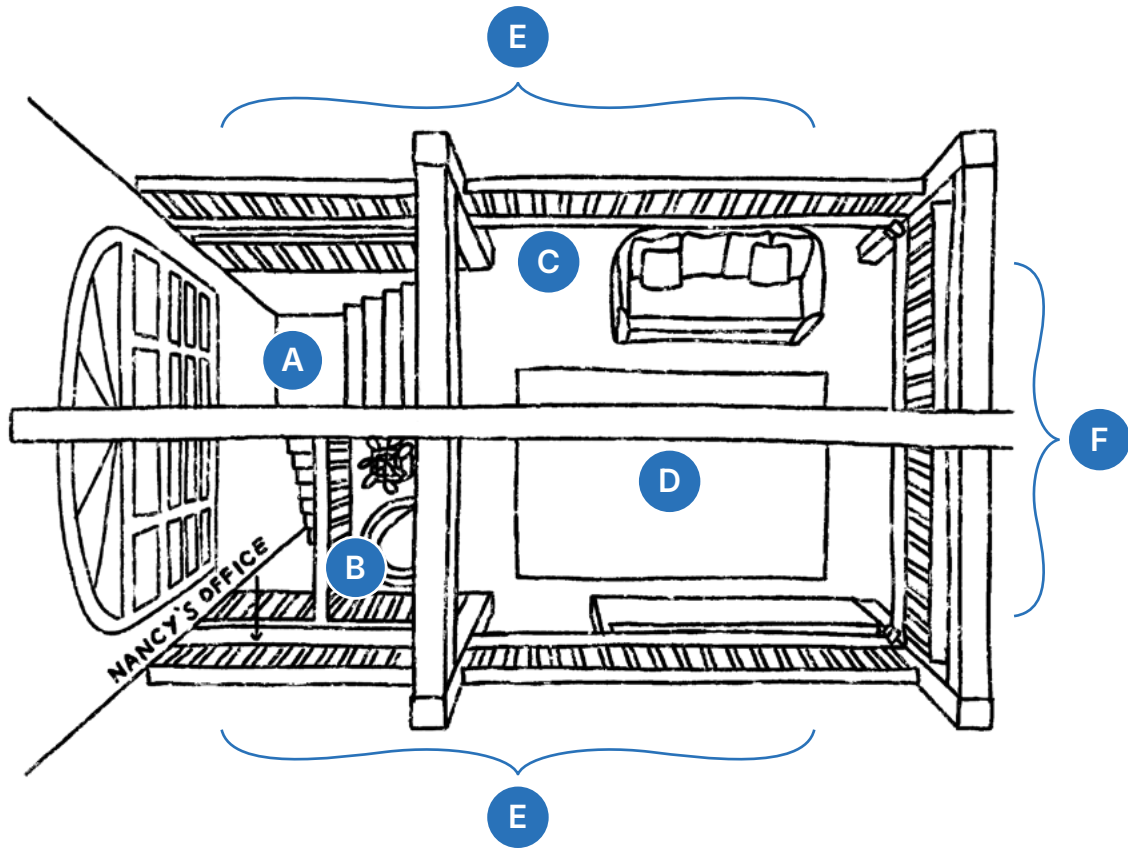
The longer the rally, the greater the glory



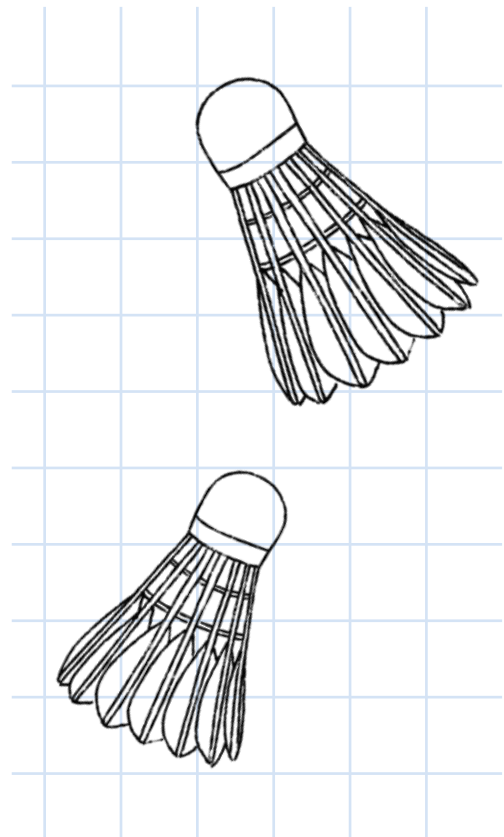
The Rules

- 1.** The birdie must not touch the ground. If it does, the rally ends.
- 2.** Any player may hit the birdie regardless of zone. All architectural features — beams, pipes, fans, walls, the disco ball — are live and in play.
- 3.** A stall (birdie resting on a beam, yoke, or other architectural object) does not count as a ground touch. Play resumes when the birdie is dislodged or struck.
- 4.** A whiff (swing and a miss) counts as an attempted hit. The birdie continues its trajectory — other players may step in.
- 5.** A shank (birdie off the side of the racket in an unintended direction) is a legal hit. Where it goes, it goes.
- 6.** A proper is declared when every active player has hit the birdie at least once before it drops. Propers scale — single, double, triple, etc. — based on full rotations completed through all players.
- 7.** The Cheering Section may not interfere with play. Verbal support, gasps, and applause are mandatory.
- 8.** A spit-ridder may be called at any time when border collie spit has compromised the birdie. One hard wall drive is permitted to clear debris before play resumes.
- 9.** A luetters is a legal, if dishonorable, move. Faking a hit from above and letting the birdie drop to The Pit is permitted — but earns the full scorn of the Cheering Section.
- 10.** Special moves are self-reported with honor. There are no referees. There is only the birdie.

Court Zones



- A The Well**
Stairs below the Pit, adjacent to Nancy's office.
- B Drunkle**
Seated position by the downstairs railing near Nancy's office.
- C Cheering Section**
Spectator area. No interference permitted.
- D The Pit**
Main floor, next to the couch. Primary play zone.
- E The Rails**
Long sides of the upstairs level.
- F The Beam**
Middle upstairs section with large overhead beam.



Terminology

Term	Definition
Proper	Every active player hits the birdie before it drops. Scales: single, double, triple proper etc., based on full rotations completed through all players.
Travolta	Birdie ricochets off the disco ball (aka The Death Star).
Crack Pipe	Birdie bounces off the water pipes.
Level 5	A spin off one of the rotating ceiling fans.
Stall	Birdie lands and rests on a beam, yoke or architectural object. Not a ground touch.
Ice Cube	Birdie ricochets off any of the air conditioners.
Luetters	Fake-out from above: pretending to hit, letting the birdie drop into the Pit.
Sa-sah	A direct power hit aimed squarely at another player.
Stoof	Off a beam, ricocheting back toward the player who hit it.
Stupid Cecil	A power shot from the Well to Donna's desk. Named for slugger Cecil Fielder.
Connors Mac	Extended back-and-forth volley between two rail players. Honors the Connors-McEnroe tennis rivalry.
Shackleton	A hit that goes absolutely nowhere useful. Into the void.
La-la	A graceful, balletic leaping hit.
Whiff	A full swing that misses the birdie entirely.
Shank	Birdie catches the side of the racket, going in an unintended direction.
Spit-ridder	A hard wall drive to dislodge border collie spit from the birdie. Functional and necessary.