

HOW TO PLAY STREET SNOOKER

Street Snooker is a **60 second challenge** and when logging your scores, you are given 2 play attempts which are both recorded to calculate your playing average or top score.

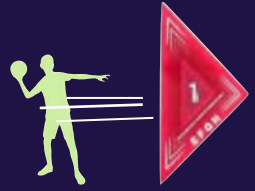
01:00
00:59



Using a ball of choice, start your mark on the red circle.



When the 60 second countdown begins, throw or kick the match ball aiming for the **red triangle**.



00:59



When you hit the **red target**, run to the scoreboard, spin the wheel and whatever symbol it lands on determines where you take your next shot from on the ground.



Run to the ground marking spot.



From the ground marking spot, aim for any of the targets except red.



When you hit a target, run **BACK** to the red circle and aim for the red target again. Then the wheel again, then ground symbol etc...



Accumulate as many points as you can in **60 seconds!** KEEP TRACK OF YOUR SCORE!










$$1 + 5 + 1 + 7 + 1 + 6 + 1 + 3 = 25$$

NOTES

PLAYING PATTERN

FROM:  AIM: 

RUN TO & SPIN WHEEL: 

FROM:  AIM:      

RUN TO:  START AGAIN

STILL CONFUSED?

SCAN OUR QR CODE TO WATCH A VIDEO TUTORIAL ON HOW TO PLAY

SCAN TO WATCH



"I WANT TO COMPETE"

Get in touch about signing up your school, youth club, organisation to compete in the Street Snooker Leaderboard so we can provide you with your log in to add players and choose avatars, create teams and compete in the tournaments!