

RULES OF TWO UP

Thursday 25 April 2024 12.30pm-4.30pm

Host decision is final

The Boxer

The 'owner' of the game. This person does not bet.

The Spinner

The allocated SPINNER will stand inside the designated area known as the 'RING' with the BOXER.

- Anyone can take their turn as Spinner throughout the day.
- Turns as Spinner can be organised through the Boxer.

The Kip

A flat board the spinner uses to toss the coins into the air

The Toss

- all coins must fly into the air,
- coins must not touch the roof, and
- coins must fall within the Ring.

Valid Spins

The Boxer can declare when a spin is invalid by announcing 'NO SPIN'. No Spin is when:

- One or more coins land outside the Ring.
- One or more coins hit any person or foreign object inside or outside the area of the Ring.
- In the opinion of the Boxer the coins have not been spun high enough above the head of the Spinner.

Betting

ALL BETTING WILL TAKE PLACE OUTSIDE THE RING

Individuals outside the Ring may place bets amongst each other on whether the Spinner will toss either HEADS or TAILS on the next throw.

- Anyone wanting to bet on HEADS holds their money above their head (\$5, \$10, \$20, \$50 etc.).
- Anyone wanting to bet TAILS matches the bet amount.
- 'HEADS' holds all the money in clear view.
- As the coins land, the Boxer will call the result (Heads or Tails)

WINNER TAKES IT ALL!