

Official GVO Rules

1. Two teams, each player or team gets four balls, each teammate must throw two of the four balls in the order of their choosing.
2. Rock, Paper, Scissors determines who is red, which goes first.
3. All balls are grouped on the ground and the 1st team throws the little white ball (pallino) and then throws one of their big balls from behind the grouping and tries to get it close.
4. 2nd team must now throw their balls until they get closer to the pallino. If one of the balls hits and moves the pallino, the game continues with the new pallino position. It is important that everybody who throws always does so from directly behind the group of balls on the ground. This prevents people from taking a different angle - everybody must throw from the same spot.
5. Once the 2nd team is closer or has run out of balls, the 1st team then throws and tries to beat the other team. You do not take alternating turns throwing. "You're in... you win" determines the throwing order.
6. After all of the balls are thrown, you count similar to curling. If the one team has one ball closer, they score one point. If they have two balls closer, two points, three balls closer, three points, but if one team has all four of their balls closest to the pallino they scream "Quatro!" and score 8 points. So **the scoring is; 1, 2, 3, 8**.
7. The Round Robin games go to 11, and it is possible to score more than what is needed to win. For example; in a game to 11 the score is 8 to 10 for the 1st team. In the last round of the game, the 1st team scores a "Quatro" (meaning they score 8), then they win with a final score of 16-10. These extra "salting" points (extra "salt" on the wounds of defeat) are important in tournament play because in the case of a round-robin tie between two teams (say two teams have a record of 3 wins and 2 losses), "points for" or the total amount of points you have earned in the round robin determine who advances over who, so anytime you have a chance to grab some "saltings", go for it! In the unlikely event that there is still a tie between two teams, then whoever beat who in the round robin advances.
8. The GVO also has a "**Meathead**" rule that prevents meatheads from throwing the pallino so far that their opponents can't get anywhere close to the pallino. The "Meathead" rule is as follows; Immediately after the pallino is thrown, if the opposing team feels that the pallino toss is too far, they can call "meathead" and ask for a more reasonable re-toss, if however "meathead" is not called immediately after the pallino toss and the game starts, a team cannot call meathead part-way through the round.
9. "**Sutch... it's too much**". A rule regarding slow play. If you are too intoxicated to focus on your shot or are deliberately playing slow to purposefully frustrate others, and Bill or Ed have to be called over to remind you that this is a "gentleman's" game for fun, then you will be warned once and if Bill or Ed have to be called over again, you will forfeit the game.

It's a pretty simple game. The only thing you really have to remember is to throw behind the group of balls on the ground and if "you're in, you win", so your opponent has to keep throwing their balls until they get one closer. --- Don't forget the "Quatro" or the "Saltings" as they can determine an eventual victory. Have Fun!