

Quoits

Official Rules Guide — Premier Disco Giant Games

2+ Players	4 Quoits per player	5-15 min Average game	All ages Recommended
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About the Game

Quoits has regional variations on the rules — below is a simple, agreed way to play that works well for a casual event. Toss the rings, aim for the peg, and rack up points.

How to Set Up

- 1 Toss a coin to decide which team or individual throws first.
- 2 Set up the peg in an agreed area.
- 3 Agree the throwing distance and how each peg or landing zone is scored.

How to Play

- 1 Each player has 4 quoits to throw at the scoring area per turn.
- 2 After throwing all 4, add up any points scored — typically by landing a quoit over or nearest the peg.
- 3 Totals are added up for each individual or team as play continues.

***Tip:** A slight underarm lob with backspin tends to land flatter and more accurately than a flat, hard throw.*

Winning the Game

The winner is the first player or team to reach an agreed target score, or whoever has the highest score after a set number of throws.

A Few Strategy Tips

- **Find your consistent throw first.** A repeatable technique beats going for a risky high-value shot every time.
- **Watch the wind and ground.** Even a light breeze can drift a quoit off target outdoors.
- **Agree scoring rules up front.** It keeps things fair and avoids disputes mid-game.

Frequently Asked Questions

How many quoits does each player get?

Four quoits per turn, thrown one after another.

How do you score in quoits?

Points are typically scored by landing a quoit over or closest to the peg — the exact scoring can be agreed between players before starting.

How many players can play?

Two or more, individually or in teams.

How do you win?

First to reach an agreed target score, or the highest score after a set number of throws.