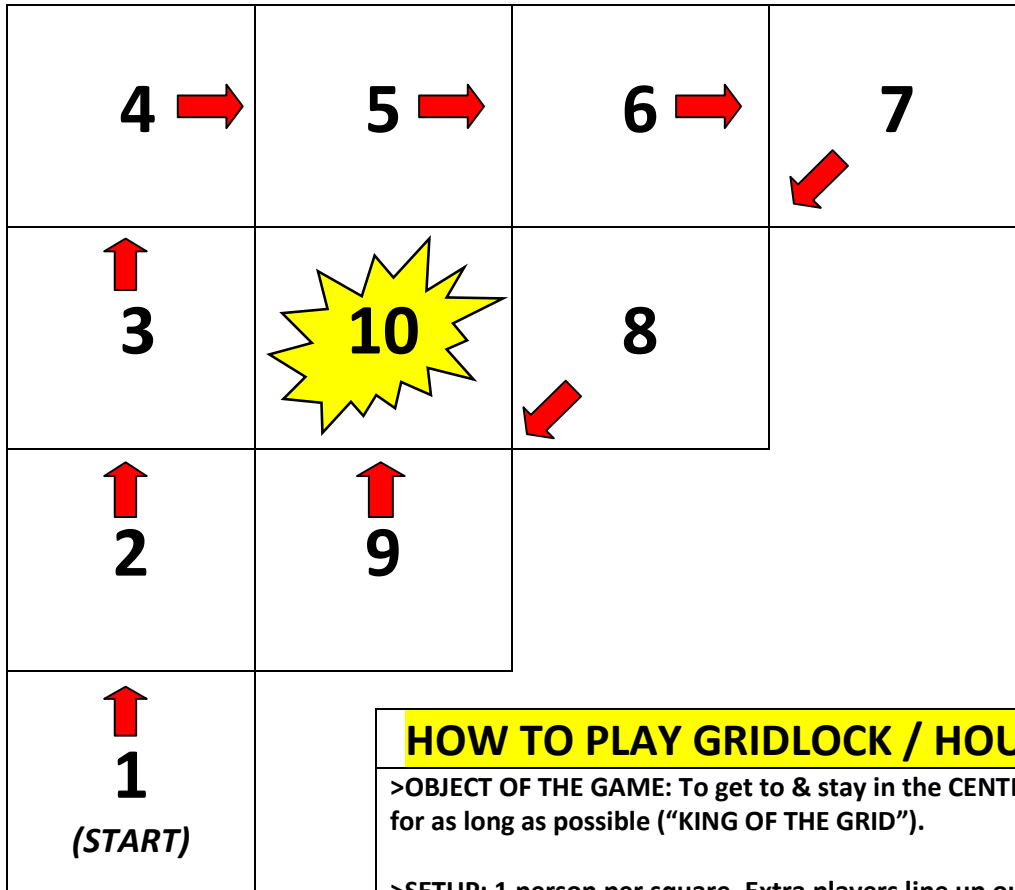


# GRIDLOCK!

## PYRAMID VERSION



(Line Forms Here)

### HOW TO PLAY GRIDLOCK / HOUSE RULES

>OBJECT OF THE GAME: To get to & stay in the CENTER SQUARE (#10) for as long as possible ("KING OF THE GRID").

>SETUP: 1 person per square. Extra players line up outside Square #1.

>START THE ROUND: Square #10 player always serves the ball up & out of their square to start the round.

>GETTING "OUT":

A Player is "OUT" if they:

- (1) fail to hit the ball up & out of their square before it touches the ground,
- (2) hit the ball more than 1x before it leaves their square, or
- (3) hit the ball out of play (outside the grid).

When "OUT", the player must leave their square & go to the back to Square #1 (or the back of the line).