

Bocce

2 teams of 2-4 players or 2-4 single-player teams

- Player with most Italian-sounding name starts by throwing the boccini (small white ball).
- That same player follows with a throw of the first bocce ball, trying to get close to the boccini. (After this round, the team furthest from the boccini throws first.)
- A player from the next team then throws their bocce ball.
- After all players have thrown their bocce balls, the team closest to the boccini gets points. One point will be awarded to this team for every ball that is closer to the boccini than his closest competitor's ball. If all of one team's balls are closer than all of the other teams, they score double points for the round.
- The winner of each round starts the next by throwing the boccini to a new location.
- First team to 15 points wins!

Washers

2 teams of 1-2 players

- Rock-paper-scissors to determine who goes first.
- One person from each team stands at either box.
- Teams alternate throws (from the same side).
- Scoring is as follows:
 - Within stick-length = 1 point
 - Inside box = 2 points
 - Inside pipe = 3 points
- Team scoring the most points in a round keeps the difference of the two scores. (ex. Team A scores 3 points, Team B scores 2 points. Team A keeps 1 point for the round.)
- If all scoring is outside the box, team closest to box (within the stick-length) wins the point.
- 21 points wins the game!

Neglin

2-∞ players

- Everybody taps their nail slightly to get it started (just so it stands on its own).
- Youngest player starts.
- You must have a beverage in one hand (or hold it behind your back).
- Going clockwise, each player takes one swing (with the skinny end of the hammer) at their nail.
- Last person to completely sink their nail in the stump buys a round of drinks.

Croquet

2-4 players

- The goal of croquet is to be the first to move your ball from the striking stake, through all of the wickets (including the other striking stake) and back to the starting point.
- The colored rings on the striking stake determine the order of play. If you're playing in teams, arrange color selection so play alternates between teams.
- Each player gets one shot (chance to strike the ball) per turn. A player may get bonus shots if they hit their ball through a wicket (one bonus shot) or hit another ball (two bonus shots). Players cannot accumulate bonus shots, but one bonus shot can lead to another.
- Hitting another ball is called a roquet. A player may use one of his bonus shots from a roquet to hit another ball by placing his ball next to the other ball and striking it. Placing your foot on your own ball is optional.
- A player's ball can only go through the wicket in the forward direction. If you miss a wicket, you must come back to the forward side before proceeding through.