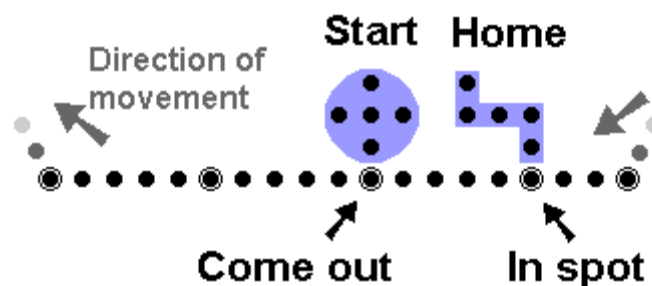


Pegs and Jokers – Arizona Rules

Ace	Either bring one peg out of start to come-out or move one peg forward 1 hole
2, 3, 4, 5, 6	Move one peg forward 2, 3, 4, 5, 6 holes
7	Either move one peg forward 7 holes or split 7 between two pegs – e.g. move one peg forward 5 and another forward 2
8	Move one peg backward 8 holes
9	Either move one peg forward 9 holes or split 9 between two pegs, one moving forward and the other backward – e.g. move one peg forward 2 and another backward 7
10	Move one peg forward 10 holes
Jack, Queen, King	Either bring one peg out of start or move one peg forward 10 holes
Joker	Bring one peg out of start and place it in any hole on the main track



A peg cannot move onto or past another peg of the same colour.

A peg may move past a peg of a different colour.

If a peg lands exactly on an opponent's peg, the opponent's peg is sent to start.

If a peg lands exactly on a partner's peg, the partner's peg is sent to its in-spot. It is illegal to land on a partner's peg if that partner already has a peg in his or her in-spot.

Pegs cannot move backwards into, out of or within their home (safe) track.