Looper

Game Rule

1 Decide the order of the players. Any number of players may play.

2 Starting from the first player, each player in turn performs the whipping stroke twice each frame. Add stroke scores together for frame total.

3 Perform the   first spin in the free zone.

4 Increase the rotation of the ball to a sufficient speed by performing the Accelerator-Drive Spin.

Hold the top shaft of the ball and give it a spin, then whip the ball body with the racket palm to keep it spinning clockwise [or counterclockwise if you are left handed].

Make the ball spin faster in preparation for the whipping stroke.

5 Use a whipping stroke to send the spinning ball from the stroke zone into the point zone.

The shaft of the ball must be within the stroke zone, when the ball is whipped into the point zone, to receive any points. It does not matter whether the player's feet are in the stroke zone or free zone. However, the player must not step into the point zone (or on the line).

6 The player may freely enter the point zone after performing the whipping stroke. If the ball accidentally enters the point zone while the player is whipping the ball in the free zone (to increase the speed of the ball's rotation), it is considered a stroke as long as the shaft of the ball is in the stroke zone before entering the point zone. However, if the ball is accidentally whipped into the point zone from the free zone, that is considered a foul, and the player looses that stroke and receives zero points for that ball.

7 The points you score depend on the type of path, the highest point zone the ball reaches and the zone to which the ball returns on its own.

8 The sum of the points of the point zones that the ball passes becomes the player's score. No points are scored if the ball tumbles down or touches the fence.

>>>>Look at Path of Ball and Points

High points are scored, if a player succeeds in hitting the ball into a boomerang so that it completely returns without touching the fence. This is called a perfect boomerang. Even if the ball does not return in a perfect boomerang, there is still a chance of scoring points. Therefore, don't think that once you hit the ball and send it into the court, it's the end of play. You should carefully watch the movement of the ball after your stroke. If the ball fails to return in a boomerang, you can try to keep the ball spinning before it tumbles down or hit the ball before it touches the fence and then return it to score points. You can run after the ball immediately after your stroke if you want. Or, if you are confident of your play, you can stay where you are and just wait for the ball to return (assuming that it will return). Your style of play depends only on you.

9 One game consists of 10 frames, with 2 strokes per frame per player, Similar to bowling.   All players take their turns during each frame until 10 frames and a complete game is played.

!1200!

You know the perfect game of bowling is 300 points. The perfect game of Asphip Looper is 1200 pints that means a player succeeds 20 6PBs in a game.

Looper

Court & Equipments

▷ Game Rule
▷ Path of Ball & Points
▷ Scorekeeping & Fouls

■□■ Court ■□■

Size:9m×8.25m

The Official Looper Court is assembled from our unique red and green all-weather mesh mats. The size of the official court is 8.25 m x 9 m. A 12.5 cm high and 7.5 cm wide, white fence is installed on the perimeter of the court.

■□■ Gymnasium etc. ■□■

Looper can also be played without a formal court. All you need is 30 square feet. A court can simply be marked off on any hard surface.

■□■ Court Zones ■□■

6	
5	
4	
3	Point
2	Zone
1	
0	

| Free Zone | Stroke Zone | Free Zone |

9m

8.25m
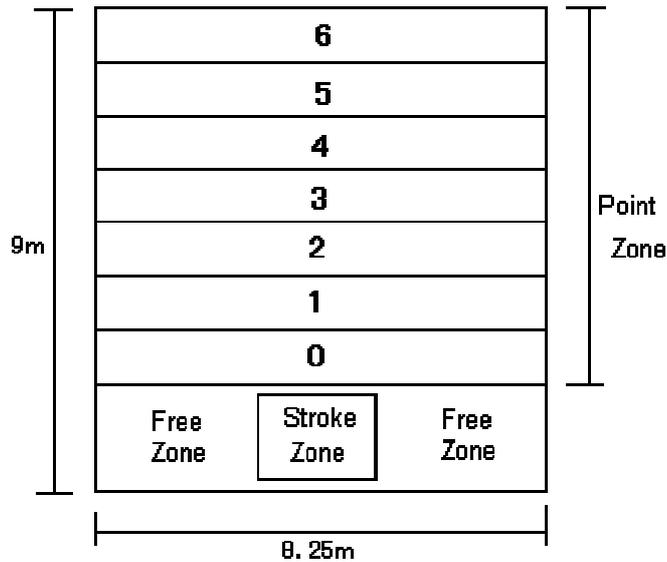
■□■ Equipments ■□■

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Ball	The ball used in Asphip Looper is unique, and it has a shape unlike any conventional ball. It's similar to a top in that it spins.
Racket	The palm portion of the racket is filled with a sponge material and flexes when it contacts the ball's body.

Looper

Path of Ball and Points

The designation is a combination of the number of the farthest point zone which the ball passes or reaches and the abbreviation for the ball's path (PB for perfect boomerang, B for boomerang, C for circle and S for straight).

PB Perfect   B Boomerang   C   Circle   S   Straight

The ball can travel either clockwise, from left to right and then back, or counter clockwise, depending upon whether the player is right or left handed.

PB/Perfect Boomerang

After the whipping stroke, the ball from the stroke zone enters any numbered areas in the point zone, passes the center of the court, and returns back into the stroke zone.
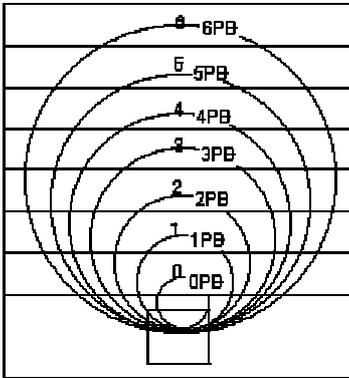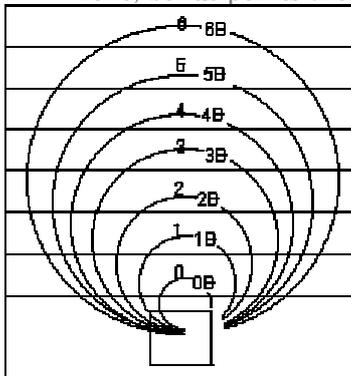
6PB	Boomerangs back to the free zone after passing point zone 6	6×10=60
5PB	Boomerangs back to the free zone after passing point zone 5	5×10=50
4PB	Boomerangs back to the free zone after passing point zone 4	4×10=40
3PB	Boomerangs back to the free zone after passing point zone 3	3×10=30
2PB	Boomerangs back to the free zone after passing point zone 2	2×10=20
1PB	Boomerangs back to the free zone after passing point zone 1	1×10=10
0PB	Boomerangs back to the free zone after passing point zone 0	0×10=0

Applaud! If the ball is sent in a perfect boomerang from the stroke zone and back again on its own, a high score which is   10 times of the furthermost number in the point zone the ball passed can be obtained. We are supposed to applaud if you succeed in any perfect boomerang, even if it is a 0PB. 0PB is the perfect boomerang!!

B/Boomerang

After the whipping stroke, the ball from the stroke zone enters any of numbered areas in the point zone, passes the center of the court, and returns back to the free zone. If the ball is sent in a boomerang from the stroke zone to the free zone, bonus points are added to the point zone point total.
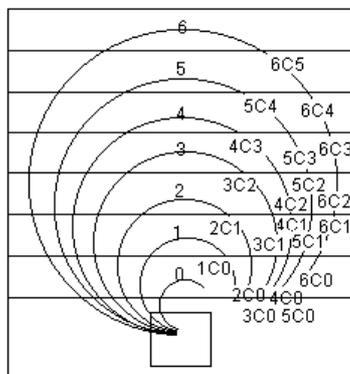
6B	Boomerangs back to the free zone after passing point zone 6	0+1+2+3+4+5+6+6+5+4+3+2+1+0+6=48
5B	Boomerangs back to the free zone after passing point zone 5	0+1+2+3+4+5+5+4+3+2+1+0+5=35
4B	Boomerangs back to the free zone after passing point zone 4	0+1+2+3+4+4+3+2+1+0+4=24
3B	Boomerangs back to the free zone after passing point zone 3	0+1+2+3+3+2+1+0+3=15
2B	Boomerangs back to the free zone after passing point zone 2	0+1+2+2+1+0+2=8
1B	Boomerangs back to the free zone after passing point zone 1	0+1+1+0+1=3
0B	Boomerangs back to the free zone after passing point zone 0	0+0=0

You should carefully watch the movement of the ball. If you anticipated that the ball will fail to perfect boomerang or return completely to the stroke zone, you should dribble it back to the stroke zones in order to score points. Remember, points are scored only when the ball returned or is returned to the stroke zone!!

Dribble the ball back to score points!

C/Circle

After the whipping stroke, the ball from the stroke zone enters any of the numbered areas in the point zone, and passes the center of the court, but does not come back to the free zone or the stroke zone.

6C5	Passes point zone 6 and returns back to 5	$0+1+2+3+4+5+6+6+5=32$
6C4	Passes point zone 6 and returns back to 4	$0+1+2+3+4+5+6+6+5+4=36$
6C3	Passes point zone 6 and returns back to 3	$0+1+2+3+4+5+6+6+5+4+3=39$
6C2	Passes point zone 6 and returns back to 2	$0+1+2+3+4+5+6+6+5+4+3+2=41$
6C1	Passes point zone 6 and returns back to 1	$0+1+2+3+4+5+6+6+5+4+3+2+1=42$
6C0	Passes point zone 6 and returns back to 0	$0+1+2+3+4+5+6+6+5+4+3+2+1+0=42$

5C4	Passes point zone 5 and returns back to 4	$0+1+2+3+4+5+5+4=24$
5C3	Passes point zone 5 and returns back to 3	$0+1+2+3+4+5+5+4+3=27$
5C2	Passes point zone 5 and returns back to 2	$0+1+2+3+4+5\ 5+4+3+2=29点$
5C1	Passes point zone 5 and returns back to 1	$0+1+2+3+4+5+5+4+3+2+1=30$
5C0	Passes point zone 5 and returns back to 0	$0+1+2+3+4+5+5+4+3+2+1+0=$

4C3	Passes point zone 4 and returns back to 3	$0+1+2+3+4+4+3=17$
4C2	Passes point zone 4 and returns back to 2	$0+1+2+3+4+4+3+2=19$
4C1	Passes point zone 4 and returns back to 1	$0+1+2+3+4+4+3+2+1=20$
4C0	Passes point zone 4 and returns back to 0	$0+1+2+3+4+4+3+2+1+0=20$

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3C2	Passes point zone 3 and returns back to 2	$0+1+2+3+3+2=11$
3C1	Passes point zone 3 and returns back to 1	$0+1+2+3+3+2+1=12$
3C0	Passes point zone 3 and returns back to 0	$0+1+2+3+3+2+1+0=12$

2C1	Passes point zone 2 and returns back to 1	$0+1+2+2+1=6$
2C0	Passes point zone 2 and returns back to 0	$0+1+2+2+1+0=6$

1C0	Passes point zone 1 and returns back to 0	$0+1+1+0=2$

Dribble the ball back to score points!

If the ball is sent in a boomerang but does not return to the stroke zone or free zone, the sum of the points of the point zones becomes the score. Do not forget to dribble the ball back to the stroke zones in order to score points!!

S/Straight

After the whipping stroke, the ball from the stroke zone enters any of the numbered areas in the point zone, but does not pass the center.

A straight, worth 1 to 21 points is scored when the ball does not travel to the opposite side of the court.
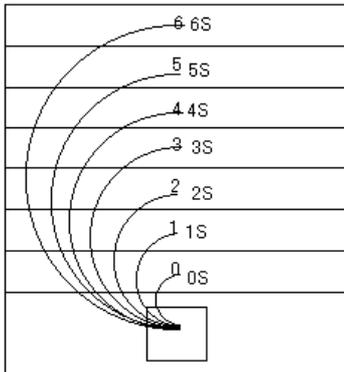
6S	Reaches point zone 6	0+1+2+3+4+5+6+=21
5S	Reaches point zone 5	0+1+2+3+4+5=15
4S	Reaches point zone 4	0+1+2+3+4+=10
3S	Reaches point zone 3	0+1+2+3+=6
2S	Reaches point zone 2	0+1+2+=3
1S	Reaches point zone 1	0+1+=1
0S	Reaches point zone 0	0

Dribble the ball back to score points!

Again, we tell you not forget to dribble the ball back to the stroke zones otherwise you can't get any points.
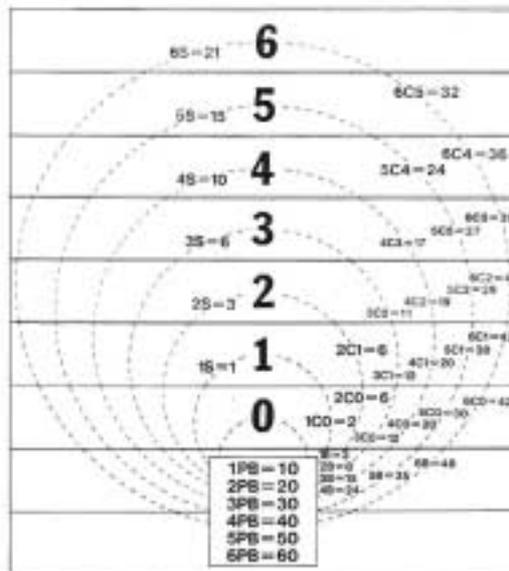
Looper

Scorekeeping

▷ Game Rule
▷ Court & Equipments
▷ Path of Ball & Points

The score sheet is based on the design of the court.
It allows you to draw the paths of the ball and total the points scored for each frame.

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■□■ Quick Reference ■□■

Fouls

Ball Out	Ball's shaft enters the point zone during the accelerator drive spin and before the whipping stroke.
Fence	Ball in play touches the fence before returning or before being returned to the stroke zone.
Foot Out	Player's foot enters the point zone when spinning the ball or accelerating it before the whipping stroke.
Kicking	Player's foot touches the ball in play.
Out of Bounds	Ball flies over the fence or player whips the ball from outside the court.
Racket	Player hits the ball with the racket grip or palm holder.
Stroke Out	During the whipping stroke, the ball's shaft is not within the stroke zone or the player's foot enters the point zone.
Tumble Down	Ball does not spin fast enough and falls down.