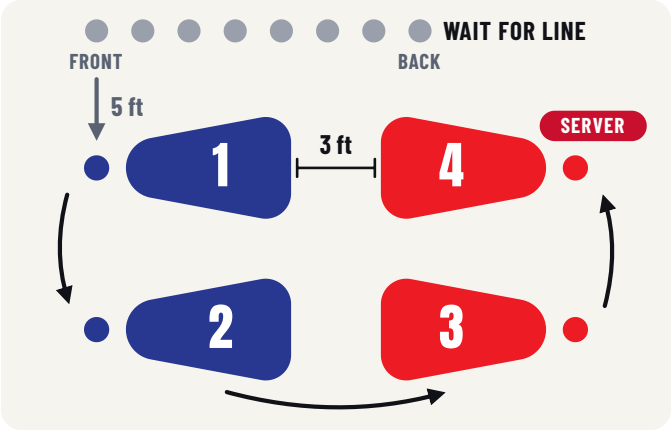
SHARP-SHARP GUIDE

HANTIS

FREESTYLE · 4 DEY PLAY · 8 FIT DEY WAIT · 1 TENNIS BALL

1 ARRANGE AM

SAME COLOUR = TEAM



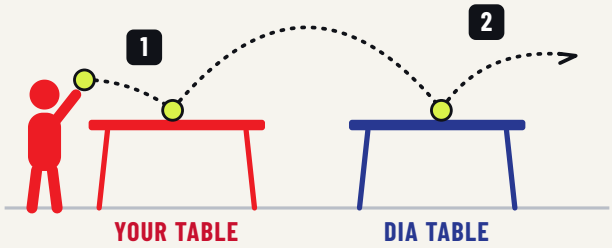
4 tables, same size, 3 ft (90 cm) apart.

One player for each table. Di line: 5 ft behind.

2 HOW TO SERVE

TABLE 4

Na Table 4 dey serve. Stand behind am.
Toss am up, then hit am. No throw am.



Your table first → then one of dia own

YOU MISS? 1 more try while you dey 4. Miss 2 = out.

3 RALLY

Count dey start again wen di ball touch di oda team or dia table.

ONLY **2** **HIT EACH**

Any part of body

Tap am up → hit am back. Or pass am.

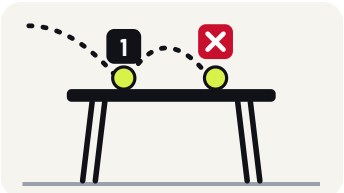
ONLY **1** **BOUNCE**

for each of your team tables

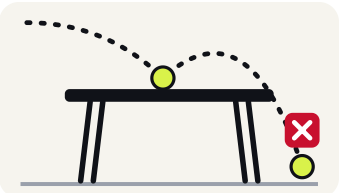
Two for di same table = out.

4 YOU DON OUT

3RD HIT



2ND BOUNCE
for di same table



YOU OR YOUR TABLE
come touch ground

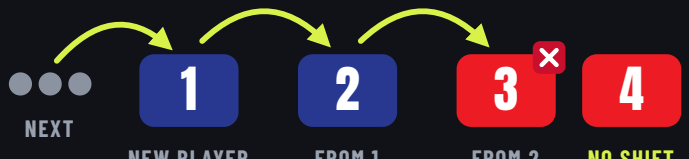
CATCH / HOLD

5 ROTATE

Out → go back of di line.
Players behind di gap go shift front.

ENTER FOR 1. HUSTLE REACH 4.

EXAMPLE: TABLE 3 DON OUT



ALL DI RULES
hantis.net/pidgin

NO CLIMB TABLE. • YOU NO SURE? PLAY AM AGAIN.

TURN AM OVA TO LEVEL UP →

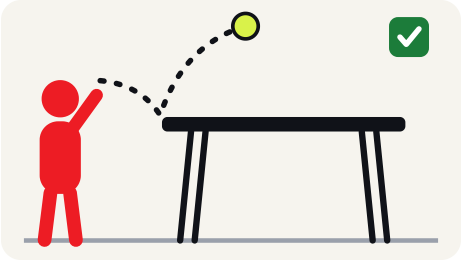
OYA, LEVEL UP

6 EDGE RULE · 7 DRIBBLE · 8 X-FACTORS · 9 DI DOUBLE · 10 COMPETITIVE

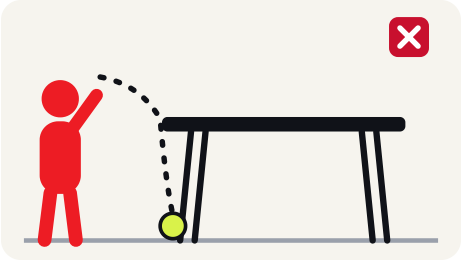
HANTIS

6 DI EDGE RULE

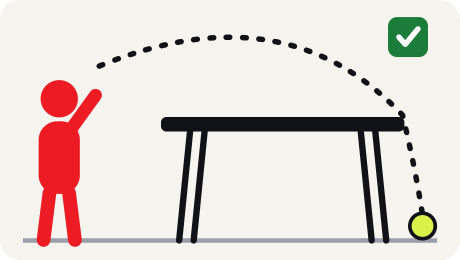
QUICK CHECK Ova di top first? E count. Edge first? Only if e go up.



NEAR EDGE, E GO UP
E count as table

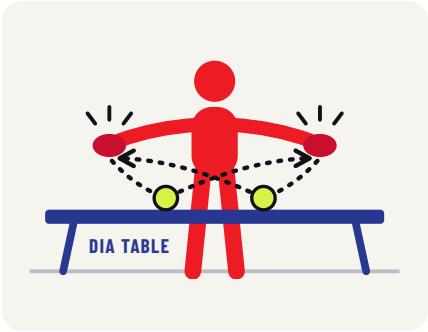


NEAR EDGE, E DROP
E no count: you don out



FAR EDGE, E DROP
E count as table

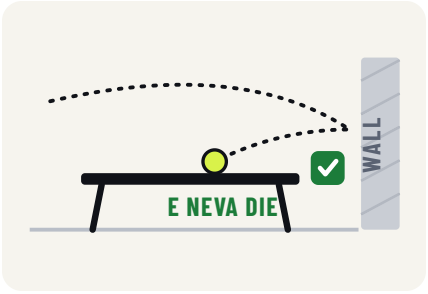
7 DRIBBLE



Hand to hand, for dia table.
Every bounce for dia table dey restart your count, so carry go.

DEFENCE Block am anytime.

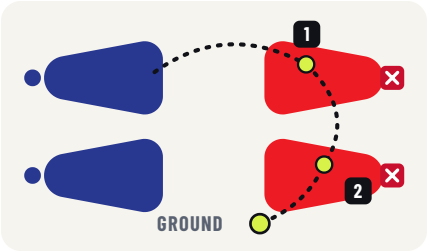
8 X-FACTORS



Wall, ceiling, table leg: e still dey for play.
Dem no dey take side, but dem no dey restart your count.

E HOOK? Last to touch don out.

9 DI DOUBLE



One shot hit both dia tables, then ground.
If anybody touch am afta di shot, e no be Double.

FREESTYLE Dem two don out
COMPETITIVE 2 points

10 COMPETITIVE

FIXED TEAMS OF 2 · NO LINE · SCORE POINT, NO BE OUT

21
WIN BY 2
Best of 1, 3, 5 or 7 sets. Time no reach? Play to 15 or 11.

5
SERVE EACH
Then di serve go move round all 4 players:
A — C — B — D

10
CHANGE SIDE
Every 10 points: for 10, 20, 30...

2
FOR DOUBLE
2 points, but e use only 1 serve.

- **Every out na point for di oda team.**
- **Serve wey you miss = dia point.** 1 more try only wen set or match point dey against you.
- **For set point, di team wey dey behind go serve until di score level.**
- **First serve: rock, paper, scissors.** For di sets wey follow, una take turn.

YOU TOUCH AM? TOK TRUE. • PALAVA? PLAY DI POINT AGAIN.

ALL DI RULES: HANTIS.NET/PIDGIN