

Getting Started

DONK Pro

Official
Tournament
Kit

DONK Pro Kit includes:

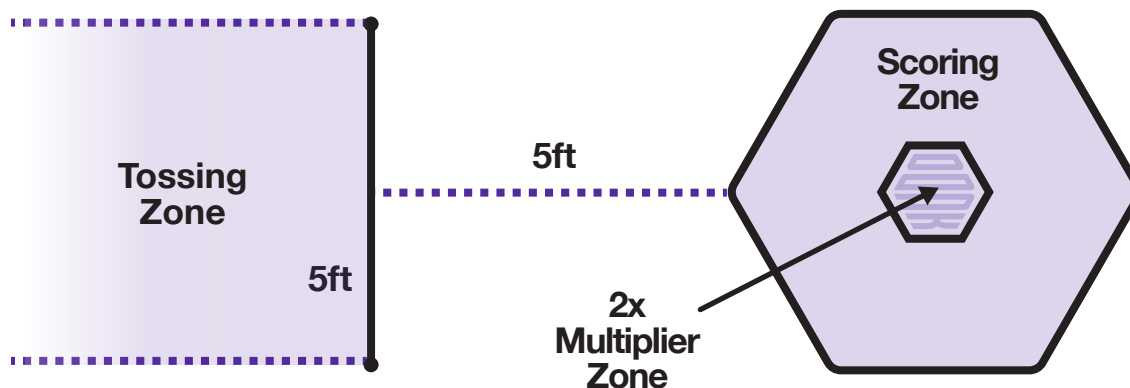
- (2) DONK Pros
- (1) DONK Pro Scoring Mat
- (1) Donkflator Air Pump

DONK Inflation Tips

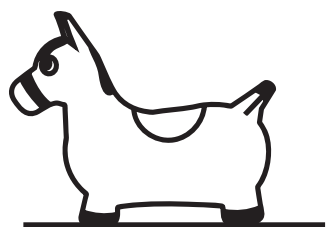
- Find the air hole on the DONK's belly
- when the snout is firm, you are near proper PSI
- DO NOT OVER INFLATE YOUR DONK

TOURNAMENT PLAYING AREA

- Lay out your DONK Pro Scoring Mat on a flat, level surface like a driveway or yard.
- Mark the TOSS LINE- line 5 feet from the front point of the mat. make it 5ft wide.



SCORING DONKS (Tournament Rules)



DONK

2^{pts}



SNOUT

3^{pts}



IMMACULATE DONK

Game-Winner
Pending Farewell Toss*



SITTING DONK

Instant Game-Winner
(No Farewell Toss)

DONK PRO TOURNAMENT RULES

Head-to-Head Singles

OBJECTIVE

- *First player to 21 points wins*
- *Must Win by 2 pts.*

PLAY FORMAT

- Each round: 1 throw per player
- First throw goes to the player who scored last
- Play continues until win condition is met

SCORING EACH ROUND

- Points are tallied at the end of each round
- Only one player scores per round
- Higher scoring player cancels out the lower score
- Round score = point difference

SKUNK RULE

- 13-0 ends the game immediately

REFEREE

- Neutral third party
- Keeps score
- Awards Style Bonus
- Settles disputes
- Referee decisions are final

OPENING CEREMONY

- DONKS must kiss (tap snouts)
- Referee selects leadoff throw

LEGAL TOSS

- Do not hold DONK by tail or ears
- Throw from behind toss line
- Minimum 1 full rotation
- DONK must touch scoring mat
- Illegal toss = 0 points

STANDARD SCORING POSITIONS

- Feet down = 2 points
- Snout down = 3 points

IMMACULATE DONK

- Landing upside down
- Game-Winner
- Pending Farewell Toss*

SITTING DONK

- Sitting on butt + tail
- "Sudden DONK" Instant Game-Winner
- NO Farewell Toss

2X MULTIPLIER ZONE: CENTER HEX SPOT

- Doubles the points of a scoring toss (2X)
- DONK must be touching the spot

STYLE BONUS

- +1 point per toss
- Awarded at referee's discretion

LEANER

- DONK leaning on a scoring DONK
- Steals the leaned-on DONK's points

KNOCK-OUT

- Second tosser may collide with opponent's DONK
- Attacking DONK must land in a scoring position
- If attacker fails to score: Opponent keeps their score
- Not allowed during Farewell Toss

*FAREWELL TOSS

- Triggered by an Immaculate DONK
- Opponent gets one response toss
- Must land an Immaculate DONK or Leaner
- Knock-Outs not allowed