



**ANZAC
DAY
2020**
AT HOME,
WE REMEMBER.

HOW TO PLAY TWO-UP

- 1.** A chosen 'spinner' throws two coins into the air off a bit of wood known as a 'kip'.
- 2.** Players stand in a ring and bet on whether the coins will fall on both heads, both tails or one head and one tail (odds).
- 3.** Two heads mean the spinner wins. Two tails mean the spinner loses their bet and the right to spin. Odds mean the spinner throws again.
- 4.** The coins must fly three metres into the air, not touch the roof and have to fall within the ring.
- 5.** The players around the ring place side bets against each other on whether the spinner will win or lose and the results of the next throw.

