

# SCROLLSAW WORKSHOP

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## Digital Patterns

Designed by Steve Good



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Note to commercial print employees: I give my permission to print as many of this pattern book as your customer requires.

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# General Pattern Information



You may use this pattern to make as many of the project as you like. You are free to use any technique including mass production to build the project. The pattern may be copied and given to others provided the entire book is kept intact. You may not sell the pattern or include it in another commercial package of any type.

Steve Good retains the right to the pattern. If you have any questions about the use of this pattern please contact me at [steve@stevedgood.com](mailto:steve@stevedgood.com)

When printing this pattern it is important to print it full size. When you bring up the print dialog box look in the "Page Sizing & Handling" section. Make sure the "Actual Size" is selected before you hit print.

You also only need to print the page/s you need. After the print dialog opens look for the "Pages to Print" section. You can print the current page or a range of pages. This will help save ink by not printing the title/instruction pages.

# Printing Instructions



## Page Sizing & Handling

Size

Poster

Multiple

Booklet

Fit

Actual size

Shrink oversized pages

Custom Scale:  %

Choose paper source by PDF page size

## Pages to Print

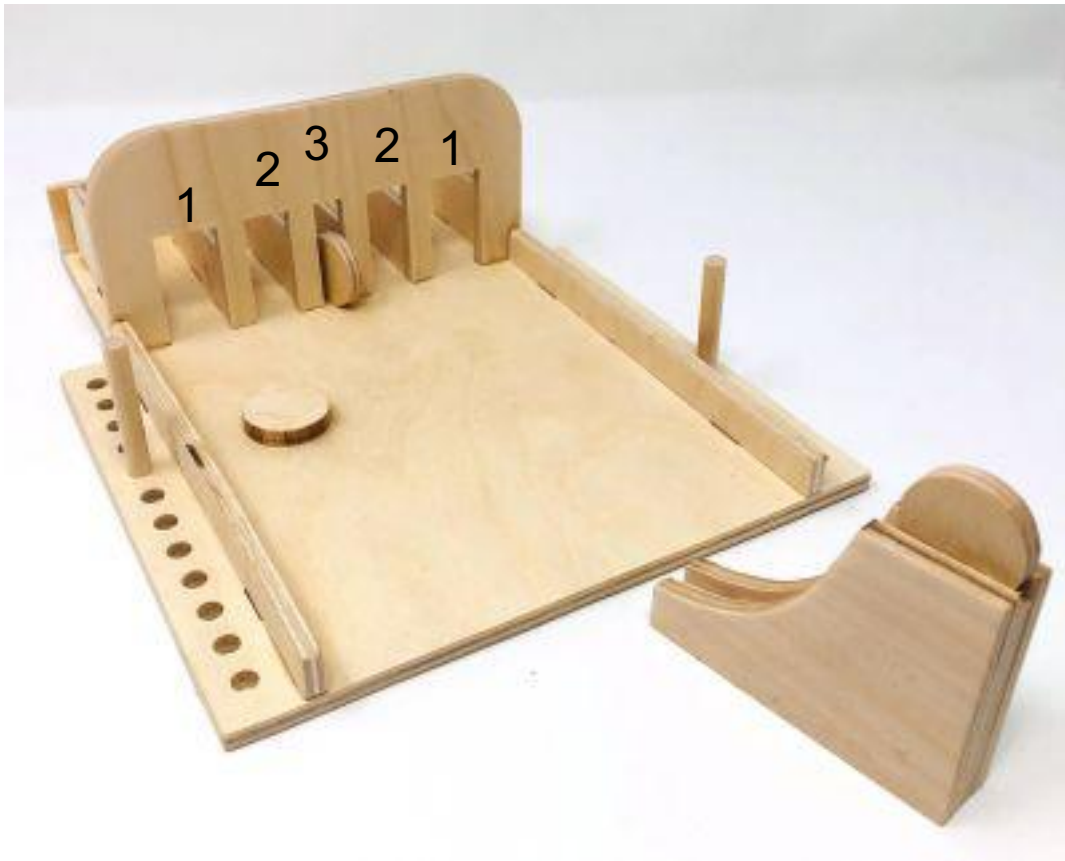
All

Current page

Pages

▶ More Options

## Archs the Game



Instructions.

Two players.

Players take turns rolling the three pucks.

If a puck goes into an arch those points are scored.

Pucks that miss the archs, stay on the board.

After all three pucks have been shot ply moves to the next player.

The first player to reach 12 points without going over is the winner.

If you go over 12 points then you start back at one.

Video Instructions Link:

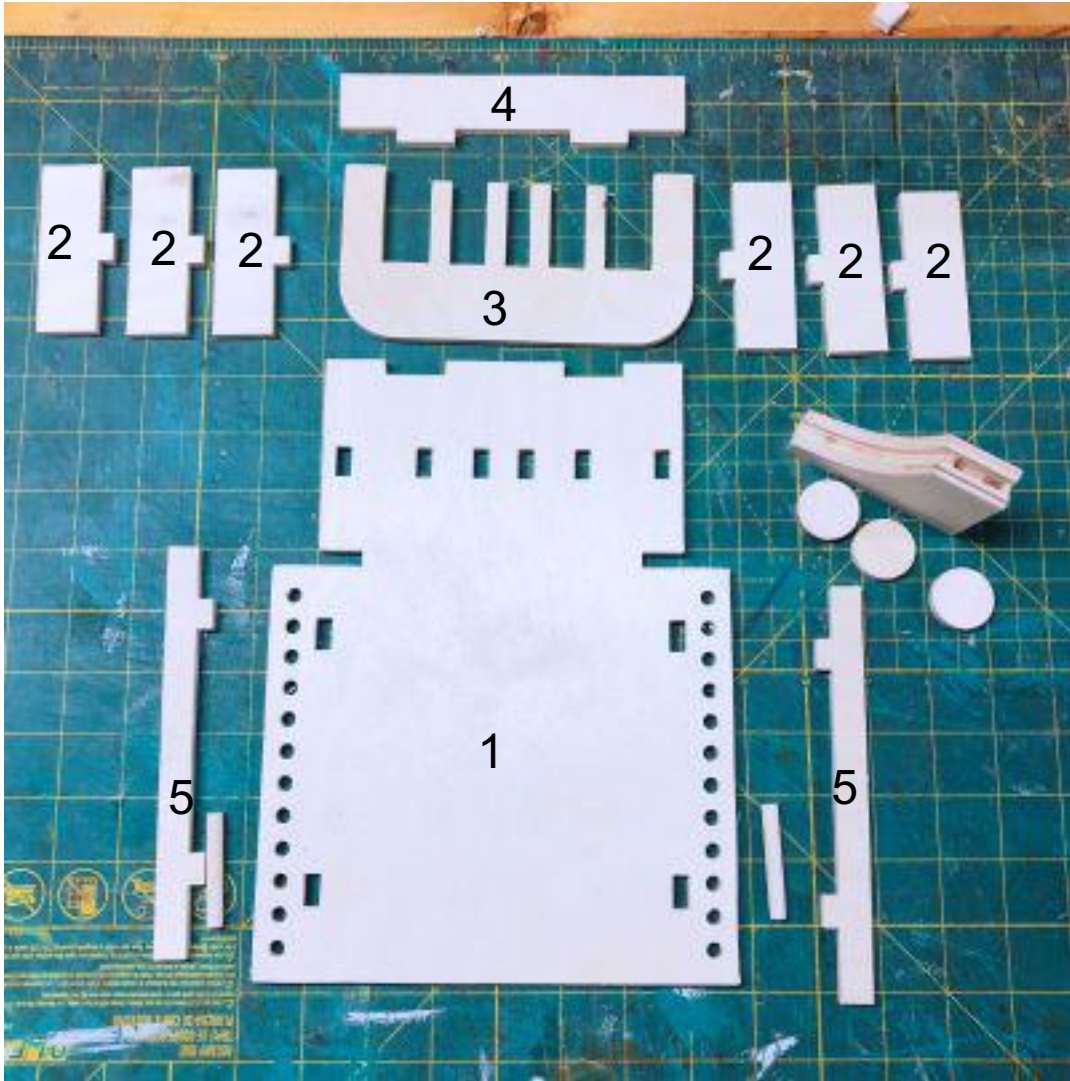
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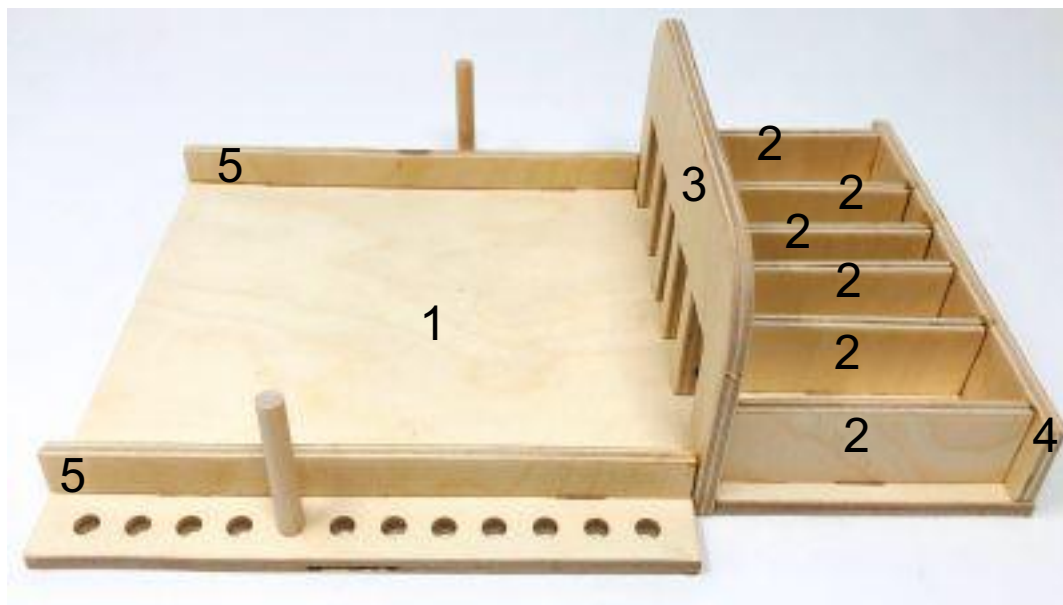
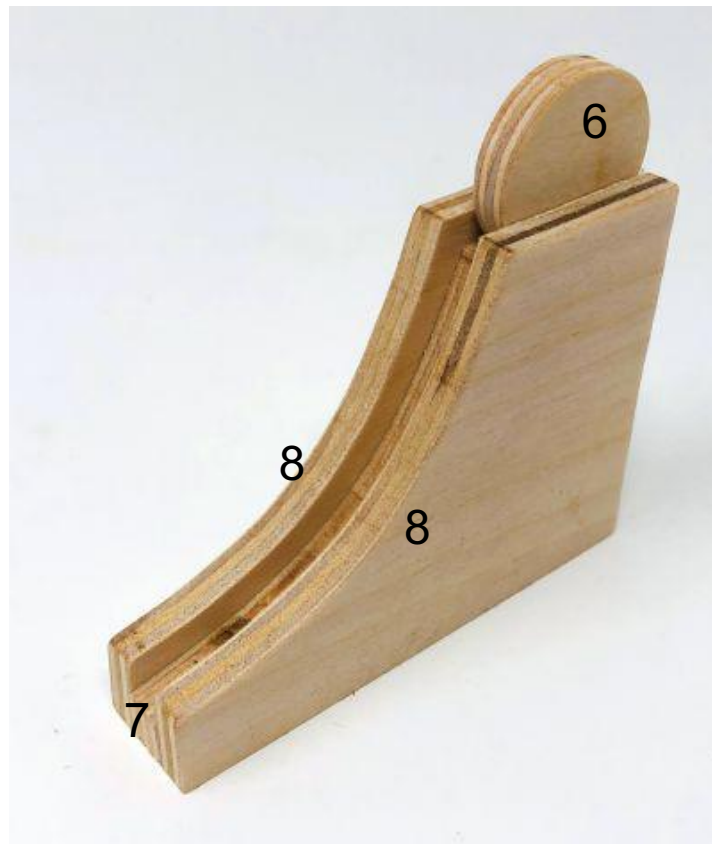




Sand the sides of the pucks so they ride smoothly down the shooter.







Scoring pegs are 1/4" dowels cut to 1.5" in length.





