

Cornhole game

“BIDS”

(A game of skill and confidence!)

Player A _____ Player B (Team A,B)

Player 1 _____ Player 2 (Team 1,2)

For 2 or 4 players

Uses conventional Cornhole game boards and bags.

Uses conventional Cornhole rules and regulations except for rules variance.

“No Skunk” rule is in effect.

All corn bags in play count. See rules variance for scoring.

Rules Variance

(Refer to the above diagram when I refer to player identification.)

Start

Establish starting player by coin flip.

Winning player decides to throw first or give first throw to opposing team. (For this example, player A has won the coin flip and decides to bid and throw first.)

Bid

Player A announces to the opposing team the amount of points he/she will obtain AFTER the half inning.

Player 1 then announces to the opposing team the amount of points he/she will obtain AFTER the half inning.

Players bids are marked on the score sheet.

Throw first ½ inning

Player A and player 1 take alternate throws with player A throwing first. Their bags can be thrown to score points to match their bid, be thrown away to avoid going over their bid, or knock an opponents bags off the board to prevent them from making bid.

Score

After all 8 bags are thrown, each team will count their points. ALL “hole-in” bags will be worth 3 points. ALL bags “in the count” will score 1 point.

Players scoring the EXACT amount of their bid receive that amount of points for their team score. Players scoring OVER or UNDER the EXACT amount of their bids receive “0” for their team score. (For this example, Team A,B score more points.)

Start

Team scoring the most points in that ½ inning decide to bid and throw first or give it to the opposing team. Should both teams score “0” for the ½ inning, the team that did NOT have choice last inning will have choice to bid and throw or defer it to the opposing team. (For this example, Team A,B has scored more points and will have choice. They chose to bid first.)

Bid

Player B announces to the opposing team the amount of points he/she will obtain AFTER the half inning.

Player 2 then announces to the opposing team the amount of points he/she will obtain AFTER the half inning.

Players bids are marked on the score sheet.

Throw second ½ inning

Player B and player 2 take alternate throws with player B throwing first. Their bags can be thrown to score points to match their bid, be thrown away to avoid going over their bid, or knock an opponents bags off the board to prevent them from making bid. After all bags are thrown this completes 1 full inning.

Score

After all 8 bags are thrown, each team will count their points. ALL “hole-in” bags will be worth 3 points. ALL bags “in the count” will score 1 point.

Players scoring the EXACT amount of their bid receive that amount of points and add it to their team score. Players scoring OVER or UNDER the EXACT amount of their bids receive “0” points and add nothing to their team score.

End

Play continues in this manner until a team reaches 21 or greater at the END of an inning.

Strategy (just to name a few)

Bidding and throwing second may be a good thing depending on how many points your opponent bid. If he bids high requiring a “hole-in” you may want to bid low knowing you can hit for 2 or 3 on the board hoping he misses a hole in, thus making him miss his bid which would yield him 0 points.

Throwing last give you the opportunity to throw away if you’ve already made bid.

A “safe” bid, or a bid of 3 points is common because it affords the player options.

Ex. If a player bids 3 and gets a hole in on his first throw,...he can throw away his other three bags insuring his team points. If he misses a hole in on his first bag, he then has a good chance of sticking 3 bags on the board to make bid.

Game concept and design developed by

Mark A. Heidenreich

mheidenr44026@yahoo.com

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