

Bago / Cornhole

1. Tournament format will be determined by the number of entries.
2. Each team must consist of 2 team members.
3. Registration: Each Team Captain must check in and make all substitutions at least 30 minutes before their first scheduled match. Roster changes will not be allowed after that time.
4. Game Setup:
 - a. Distance between two boards: 27 feet.
 - b. Pick which side of the board you wish to throw from. If you start throwing from the left side of the board, you'll walk directly across to the other board and throw from the right side.
 - c. Pick your bags. Four to a team.
5. Game Play: Decide who goes first (coin toss, hat toss, etc.) then take turns throwing the bags with your opponent. First one team member throws the the next team's member throws. Your feet may not go past the edge of the board. A tossed bag may not touch the ground and bounce up on the board. If it does, remove the bag before any others are thrown. If it's hanging off the edge and touching the ground remove it as well. When all 8 bags have been tossed to the other side, add up the score (see below). If you earned the most points in that single round, your team will throw first in the next round.

Scoring: After all bags have been thrown:

A bag remaining on the board is worth: 1 point.

A bag that went in the hole is worth: 3 points

Add up how many points you earned and compare them to your opponents. Equal points cancel each other out so that only one team scores per round. For example, if you scored 5 and your opponent scored 3, you will add 2 points to your overall score and your team will throw first in the next round. If you scored 6 and your opponent scored 6 as well, there will be no points awarded and whoever threw first in the last round will throw first again. A game is won when a team reaches 21 points with a lead of 2 or more points. The first team to win 2 games wins the match. HOWEVER, total points and match play is determined by the event director and number of teams entered vs. time allotted to play.