

Ready to sling some bags?

The slinging starts
Saturday October 5th
12:30 PM



2nd Street between Elm & Main Streets, Downtown Hope

2-Person Teams, Double Elimination

20 Team Max, Rain or Shine

Prizes: 1st Place \$100 2nd Place \$60 3rd Place \$40

Registration Fee: \$20 per team

Entry deadline Friday September 27th

If space is available, walk-ins will be accepted on-site day of event

Registration Form

Team Name: _____

Player 1 Name: _____ Phone: _____

Email: _____

Player 2 Name: _____ Phone: _____

Email: _____

Please see rules and regulations on reverse side. This is a friendly competition and decisions by the Corn Hole Judge are final. We expect the honor system for score-keeping of all teams. I hereby certify that I am adequately fit to participate. I, the undersigned, for myself, my personal representative, beneficiaries and heirs, agree to defend, indemnify, and hold harmless Rainbow of Challenges. I give my permission for my picture (or my minor's) and name to be used in publication as a result of this event. By signing below, I agree to the rules and requirements.

Player 1 Signature: _____ Player 2 Signature: _____

Registration paid: yes no Date: _____ ROC Signature: _____

Tournament Rules

1. Starting the Game

- a. Players flip coin with heads being first game play.
- b. Teams will assign players to designated area. Players cannot switch during the game.

2. Turn

A turn consists of both players from one side throwing all four bags in an alternating fashion. After the first turn to start the game, the player on team that last scored a point throws the first bag for that turn. Once both players have thrown all four bags then the score for that turn is calculated, see scoring rules for details. No one should touch a bag until both teams agree on the points scored for that turn and tallied it to the overall game score. Once the game score has been tallied then the turn is over, and players can pick up bags and start next turn.

3. Scoring

The scoring system is based on a cancellation scoring system. A bag in the hole is worth 3 points and a bag on the board is worth 1 point. A bag that hits the ground and bounces on the board does not count and should be removed immediately after the throw. A bag must be clearly on the board to gain a point. It must stay on the board if the front of the board is lifted 3". If a player clearly steps over the foul-line then the bag does not count and should be moved immediately. Upon completion of a turn, total point from each player is calculated. The player with the higher score subtracts the points from the opposing player. The result of this calculation is the score for the team with the player w/ the higher score from that turn. If both players have the same score for that turn, then no points are awarded to either team.

4. Winning

The winning team is the first team to reach or exceed 21 points and must win by two.

Note: A game is not over until a turn is completed.