

BAGS RULES

Setup:

- The boxes are placed 30 feet apart from the center of the hole to the center of the other hole.

Rules:

- The game can be played with 2 or 4 players.
- Each team has 4 bags.
- When 2 players are playing, each player throws from same side, then walks to the opposite box to throw back.
- When 4 players are playing, one member from each team stands at both ends and you do not switch sides.
- Each player must throw from behind the front of the box (Foul Line). If you step over the foul line your bag is removed.
- Teams take turns throwing.
- The team that scored the last point is the first to throw.

Scoring:

- Points are scored when a bag is on the board or in the hole.
- Points can cancel each other out.
- **A bag on the board = 1 point**
- **A bag in the hole = 3 points**
- A bag that is knocked in the hole or off the boards counts. You can not put the bag back on the board.
- If a bag bounces and lands on the board it's dead and must be removed from the board.
- The first team to 21 points wins. You must win by 2 points.
- If the score is 11-0, the team with 11 wins.

BOCCE BALL RULES

1. Equipment Needed:

- Standard Bocce Ball Set
 - Eight total bocce balls
 - Four bocce balls of each color
 - One smaller ball called the “Jack”

2. Area of play

- The game area is known as the “court”
 - A standard court is a rectangle about 13 feet wide and 90 feet long
 - Standard courts have a raised barrier around the edge

3. Starting the game

- Rolling the “Jack” in play
 - Decide which person will roll out the “Jack”
 - Roll the “Jack” towards the other end of the court
 - The “Jack” must stay in your court rectangle. If it rolls out of bounds, redo.
 - After the “Jack” is rolled out, roll out the first Bocce Ball
 - A person on the opposite team of the team that rolled out the “Jack” is responsible for rolling the first Bocce Ball

BOCCE BALL RULES

4. Game play

The goal of the game is to get your team's Bocce Balls as close to the Jack as possible.

- Like Cornhole or “Bags”, Players take turns rolling their Bocce Balls out one at a time. Example: Red team P1 then Blue team P1, Red team P2 then Blue team P2 and repeat until all bocce's have been rolled.
- It is ok if your rolled Bocce Ball hits the Jack
- It is ok if your rolled Bocce Ball hits any other Bocce Ball
- Your ball does not count if it rolls out of bounds
- End of the Round
 - When all Bocce Balls have been rolled, the round is over.

5. Scoring

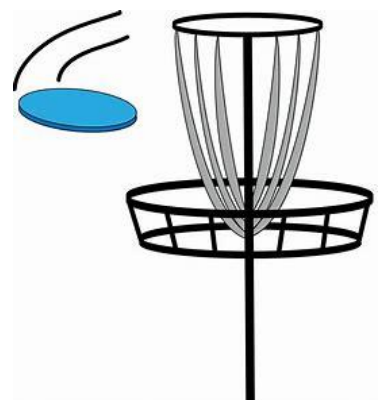
- Scoring Points at the end of a round
 - After all players have rolled, the team that earns a point is the team whose ball is closest to the “Jack”.
 - If there is a tie for whose ball is closest, both teams earn a point.

6. Reset

- Pick up jack and all bocce balls.
- Return to the rolling line.
- Begin the next round
- Take turns rolling the “Jack” out

DISC GOLF RULES

1. Disc golf is played like regular golf, using flying discs. One stroke is counted each time the disc is thrown, and when a penalty is incurred. The winner is the golfer with the lowest score.
2. Tee throws must be completed within the designated tee areas.
3. After teeing off, the player whose disc is farthest from the hole always throws first. The player with the lowest score on the previous hole is first to tee off.
4. Fairway throws must be made with the foot closest to the hole on the spot where the disc landed.
5. A disc that comes to rest inside the basket or chains constitutes successful completion of that hole.
6. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park guests.
7. Respect nature and have fun!



KAN JAM GENERAL RULES:

1. Players must remain behind the Goal when throwing. No points are awarded if the player crosses the line.
2. No points are awarded if a throw hits the water or supporting surface before striking the Goal.
3. No score will result if deflector double-hits, catches, carries the Disc, or uses 2 hands to deflect.
4. Three points will be awarded to throwing team if an opponent interferes with play to defend the Goal. If the score is 19 or 20, 1 or 2 points are awarded.
5. A team must reach an exact score of 21 points to win. If a given throw results in points that raise a team's total score above 21, the points from that play are deducted from their current score and play continues. For example, if a team has 20 points and score a "Bucket" (3 points), their score is reduced to 17.
6. Teams must complete an equal number of turns before the game is over except, when an "Instant Win" occurs.
7. In the event of a tie game, the winner is decided in an overtime round. Each team completes one round and the team with the most points wins. Overtime rounds continue until the tie is broken.

POINTS & SCORING

DINGER: 1 POINT: **Redirected Hit** – Deflector redirects thrown disc and hits any part of the Goal.

DUCE: 2 POINTS: **Direct Hit** – Thrower hits the side of the Goal unassisted by partner.

BUCKET: 3 POINTS: **Slam Dunk** - Deflector redirects the thrown Disc and it lands inside the Goal. This will almost always occur through the top of the Goal, but may also occur if the disc enters through the slot opening.

INSTANT WIN: **Direct Entry** – Thrower lands the Disc inside the Goal unassisted partner. The Disc can enter through the slot opening on the front through the top of the Goal.

WASHERS RULES

Setup:

- The washer pits are placed 25 feet apart from the center of the hole to the center of the other hole.

Rules:

- The game can be played with 2 or more players.
- Each team has 2 washers.
- When 2 players are playing, each player throws from same side, then walks to the opposite box to throw back.
- When 4 players are playing, one member from each team stands at both ends and you do not switch sides.
- Each player must throw from behind the front of the washer pit (Foul Line). If you step over the foul line your washer is removed.
- One player tosses all their washers, then the opposing player goes.
- The team that scored the last point is the first to throw.

Scoring:

- Points are scored when a washer is in the cup or the pit.
- Points can cancel each other out.
- **A washer in the cup = 5 points**
- **A washer in the pit = 1 point**
- The first team to 21 points wins. You must win by 2 points.
- If the score is 11-0, the team with 11 points wins.