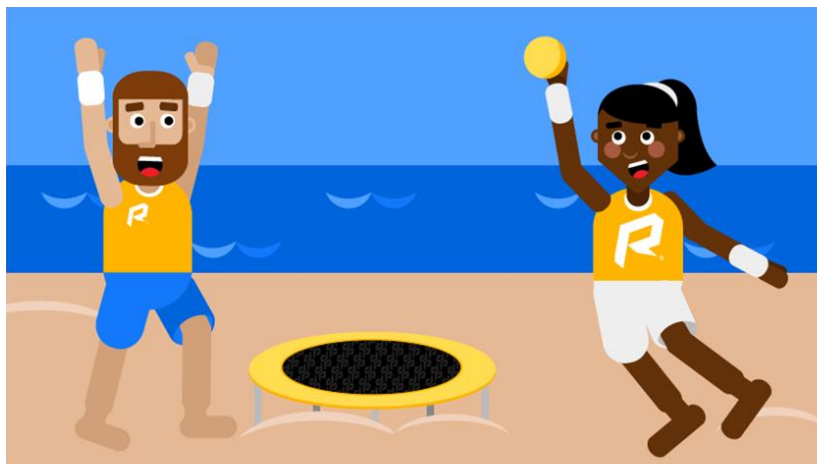
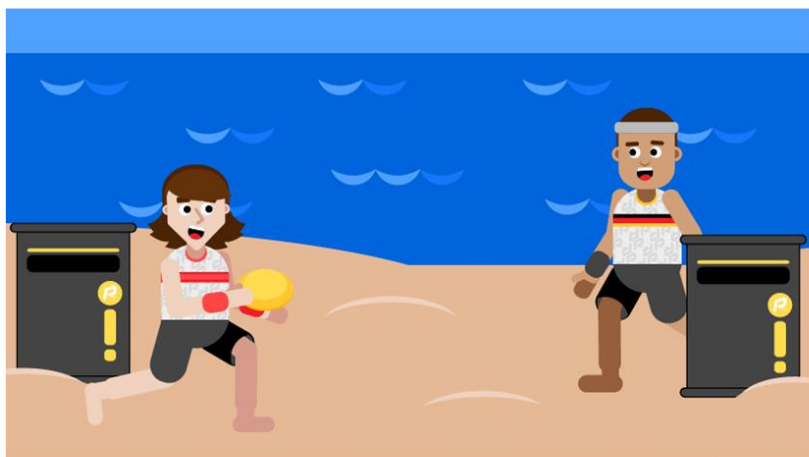


The Beach Games Pentathlon

Official Rules (according to Google) for
Cornhole, KanJam, Spikeball, Ladder Toss, and Bocce
www.BeachHappyBahamas.com



CORNHOLE

Cornhole — also called bags, bag toss, corn toss, bean toss, bean bag, and more — is one of the most popular lawn games in America. It can be played with two or four players, either one-on-one or two teams of two. Players take turns trying to toss bean bags through the “cornhole” (for three points) or onto the board (for one point).

Measuring from the front end of each, the boards should be 27 feet apart, directly facing one another. Try to set up the boards on the flattest area you can find.

You and your opponent(s) alternate throwing until each player has thrown four bags. The player or team that wins the frame gets to throw first in the next frame. If neither scores, the team or player who threw first during the last frame will throw first in the next.

Traditionally, cornhole is played to 21 points. You are awarded:

- 3 points if the bag goes through the hole
- 1 point for bags that hit and remain on the board

Bags that hit the ground first and then slide onto the board do not count for any points.

Points are kept according to cancellation scoring. Here is an example scenario:

- In the first frame, the Red Team gets one bag through the hole and two bags on the board, for a total of five points.
- The Blue Team gets two bags through the hole and one bag on the board, for a total of seven points.
- Instead of the score being Blue Team 7, Red Team 5, the Blue Team must subtract the Red Team’s five points from their score, giving them a total of two points. Therefore, the score would be Blue Team 2, Red Team 0 after that frame.

The first team to reach 21 at the end of a frame wins.



GRAB SOME PLAYERS

Cornhole can be played with two or four players.
PLAYER 1 VS. PLAYER 2
or **TEAM 1 VS. TEAM 2**



FLIP A COIN

Determine which player or team throws first by flipping a coin. **HINT:** It's better to have the last toss during a round.



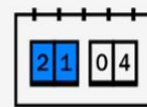
TOSS BAGS

Throw your bag (underhand) at the opposite board. Alternate throws with the player next to you.



SCORE POINTS

1 POINT for each bag that lands on top of the board.
3 POINTS for each bag that is tossed through or knocked into the hole.



TALLY THE SCORE

Tally points after all (8) bags have been thrown per inning by using the cancellation method.
TOTAL = YOUR POINTS - OPPONENT'S POINTS



WIN THE GAME

The Player or Team that scored the most points in the previous frame throws first in the next .

The game is over when a Player or Team reaches (or exceeds) **21 POINTS**

KANJAM

KanJam - KanJam is a popular disc game created by two friends from Buffalo who enjoyed the simple thrill of throwing discs into banged-up metal garbage cans. You and a partner stand at opposite kans (which are placed 50 feet apart in regulation play) and alternate throwing and deflecting the disc. Essentially, you and a partner work together to get the disc to do one of three things: hit the kan, go inside of the kan through the top opening or, best of all, go through the kan's slot opening for an Instant Win. One player throws the disc toward the kan and the other can redirect it.

Each member of a team takes one turn throwing and one turn deflecting before passing the disc to the opposing team. Both teams get an equal number of turns, unless an Instant Win is thrown.

KanJam scoring is relatively simple. It takes 21 points to win. Here is a breakdown of how it works:

- DINGER (1 point): Your teammate deflects the disc to hit the kan.
- DEUCE (2 points): The disc throw hits the kan, unassisted by a teammate.
- BUCKET (3 points): Your teammate deflects the throw into the kan.
- INSTANT WIN: The disc throw goes into the kan through the small slot opening in the front or unassisted by your partner through the top of the goal. Game over.

No points are awarded if:

- A throw hits the ground before striking the goal.
- The deflector double-hits, catches, or carries the disc.

Your team must get exactly 21 points to win. If a throw raises a team's score above 21, the points from that throw are deducted from the team's score. For example, if your team has 20 points, and your teammate redirects the disc into the kan for a 3-point Bucket, your score is reduced to 17 points.



Dinger 1pt

Redirected Hit: The Deflector redirects the thrown disc and hits any part of the goal.



Deuce 2pt

Direct Hit: Thrower hits the side of the goal unassisted by their partner.

Note: in the rare case should the disc enter the "Instant Win" slot and deflect out of the goal, this is a Deuce.



Dunk 3pts

Redirected Hit: 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.



Done Deal 21pts

Direct Entry: Thrower lands the disc inside the goal, either through the front slot or *unassisted* by their partner through the top of the goal. When an "Instant Win" occurs, the throwing team is declared the winner and the losing team does not receive a "Last Toss" option.



Interference 3pts

Three points will be awarded to the throwing team if an opponent interferes with play to defend the goal. If the score is 19 or 20 a win is automatically granted to the throwing team.

SPIKEBALL

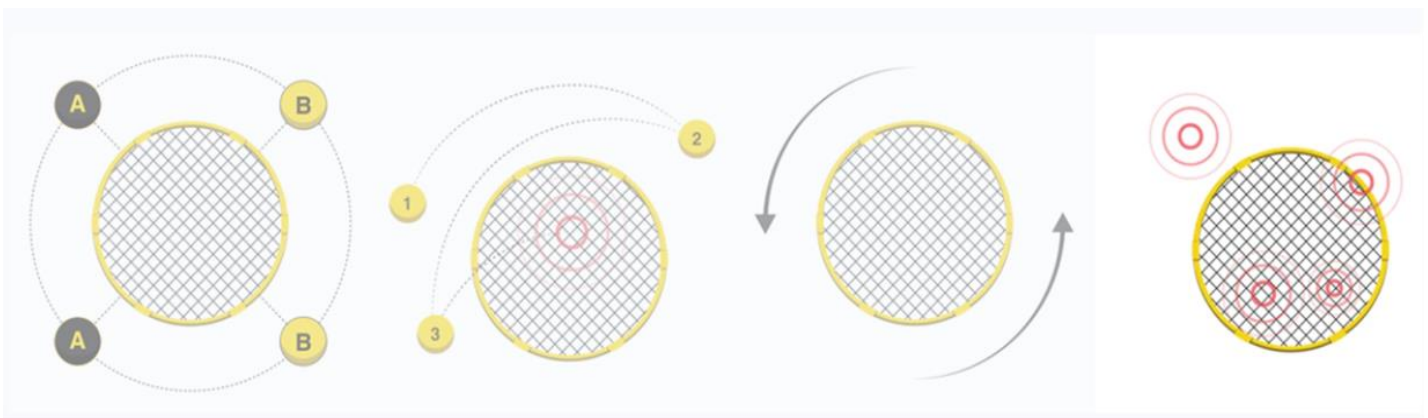
Spikeball - Spikeball's not your average yard game. Players must tap into their agility and athleticism to use their entire body to outmaneuver opponents and spike a ball on a trampoline-type net in order to score points. Combining elements of foursquare and volleyball, Spikeball is guaranteed to serve up a good time.

Before you can dive right into playing Spikeball, you will have to assemble your net. First, assemble the five removable plastic rim pieces that fit into five separate legs. Once the rim is assembled, clip the net into four varying points on the inside of the rim in order to make it easier to fasten the rest. After the net is secured, it should be tight enough that the balls bounce right off.

Spikeball most often features two teams consisting of two players each. Before starting, teammates will stand next to each other on one side of the net facing their opponents. The game begins with a "serve," which involves spiking the ball down at the net and having it spring back at the opposition. A serve is ineligible if the ball goes higher than the receiver's raised hands. After the serve, the game turns into an exciting 360-degree playing field.

When the ball is in play, the team with possession will have up to three touches to corral it before they have to spike it back toward the other team. Players can use any part of their body to hit the ball, but they cannot hit it twice in a row. Whoever has possession must either bump the ball back to their teammate or spike it on the net.

Ultimately, the object of the game and the most common way to score a point is to spike the ball in such a way that the other team can't return it within three hits. The defending team will also earn a point if someone on offense hits the ball twice in a row, double bounces on the net or hits the rim of the net. In each case, the team who earned the point will serve the next play. First team to 21 points wins!



Serving: Team A serves by hitting the ball down onto the net so that it bounces up to Team B.

Serves that hit the rim or that bounce over the other team's outstretched arms are no good. The other team gets a point and serves next.

Returns: Teams have up to three alternating touches (think bump, set, spike) to return the ball to the net.

Players cannot hit the ball twice in a row. Returns are no good if they hit the ground or rim or bounce twice on the net.

360 Degree Play: After the serve, players can move or hit in any direction.

Scoring: If a team can't return the ball onto the net with their three touches, their opponent scores one point. A shot that hits the ground, rim, or bounces more than once on the net is no good.

Most recent team to score a point serves next.

First team to 21 wins!

LADDER TOSS

Ladder Toss - Formerly known as 'Horsey Golf,' ladder toss has a simple scoring system and straightforward gameplay. To play a game of ladder toss, you need two to four players. Set up the playing field so that there is 15 feet between the upright ladders.

The goal of the game is to throw each bola (golf balls connected by a rope) at your opponent's ladder rungs and have them stick or wrap around the structure. Each player throws all three of their bolas before another player can go.

Players can get creative with their tosses, as long as they attempt to throw them in an underhand style and do not step in front of the ladder. Bounces can also count as an acceptable way to score, as long as you throw each bola individually.

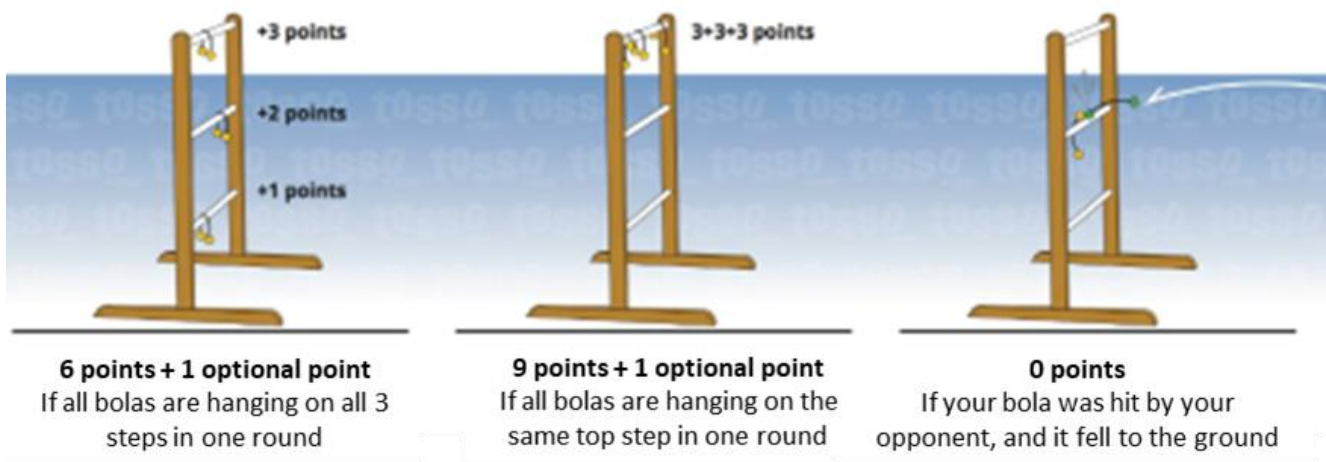
Points are scored when a player's bola lands on one of the three rungs. The scoring is as follows:

- Top rung: 3 points
- Middle rung: 2 points
- Bottom rung: 1 point

Players can also score an optional bonus of one point by hanging all three bolas from the same rung or by hanging a bola on all three (top-middle-bottom) rungs in one round. This scoring is dependent on what your group decides prior to playing, though, and does not have to be implemented.

Scores are tallied once all of the bolas have been thrown, and the player with the most points is given first throw in the following round. Don't forget to play defense. If you knock your opponent's bola off a rung, it will not count toward their end-of-round score.

A winner is crowned when a player hits a score of 21 exactly. If a player goes over 21, the throws from that round do not count toward their total. For example, if a player has 19 points and scores six in a round, their points are nullified and they begin the next round at 19 again.



BOCCE

Bocce - First brought to the United States by Italian immigrants, bocce ball is one of the oldest yard games in the world, with some claiming evidence of its origins in Egyptian cave paintings. To play bocce, you need a rectangular flat surface (regulation size is 91'x13'). Draw a foul line on each side, to mark where players cannot step past when they throw. You also need to mark a center line.

Bocce can be played with anywhere from two to eight people. The number of bocce balls per player is determined by team size. Teams with one player will 'bowl' all four balls, while two- and four-player teams will have the balls divided evenly among them.

Each bocce game consists of a series of rounds called "frames," after which points are awarded. Game play goes as follows:

- The first player to roll will toss the pallino (the small white ball) to set the target for the frame. The pallino must fall behind the center line.
- After throwing the pallino, the same player will bowl a bocce ball. The goal of the toss is to get the bocce as close to the pallino as possible.
- Next, a player from the opposing team will throw one of their bocce balls with the intent of getting closer to the pallino than their opponent. If they succeed, the ball will be considered "inside." If they do not, they will continue throwing all of their balls, rotating turns among their players, until one is inside.
- The team that does not have the ball closest to the pallino will always be the one to throw. Once a team runs out of balls, the other team throws all their remaining balls. Frames end once all balls have been thrown.
- Note that you are allowed to hit your opponent's bocce balls or even the pallino during your turns. This can be a strategy to be closer to, or change the area of, the target.

Scoring: At the completion of a frame, one or more points may be awarded to one team. Whichever team has a bocce ball closest to the pallino will receive point(s). If two teams are equal in distance from the pallino, no points are awarded in the frame.

- Each ball that is inside is worth one point.
- If a team has multiple balls closer to the pallino than the opponent's closest ball, they will receive a point for each one.

The game continues until one team scores the predetermined number of points, which is typically 12, but can be any number that meets personal needs or time constraints

