

Giant Party Cornhole – Game Rules **Object**

The object of the game is for players to attempt to throw the provided bean bags at the cornhole board some distance (about 8m) away in order to score points. Points and actions are determined by where the bean bag lands. If the bean bag lands on a designated zone, that action must be taken by the person throwing the bean bag.

Setup

Players must simply set up the cornhole board whatever distance (generally 8m) they desire from a designated throwing area and have the bean bags near or next to the throwing area for players to throw.

Playing the game

Each player must pick a colour and then take turns throwing their respective colour bean bags underhand at the cornhole board one at a time.

If a player misses the board, they are not given any points. If the bag bounces off the ground and onto the board, that is also zero points and no action needs to be taken.

If a player lands the bag on the board, that is 1 point. If the player gets the bag through the hole on the cornhole board, that is 3 points.

The first player to get to 21 points is the winner.

With the **Trendify Party version of Cornhole**, the above points system still applies, however, if the bean bag lands on the board in a designated zone, the action stated on that designated zone must be completed. If the bean bag lands between the zones, the action in

the zone where the majority of the bean bags lies must be followed. If the bean bag touches the ground before landing on the board, no action is taken.

SAFE ZONE - means no action needs to be taken

PLAYERS TEAM DRINKS - all members of the team belonging to the person responsible for throwing the bean bag must drink

OPPONENT DRINK - all members of the opposing team must drink

GUYS DRINK - all guys in both teams drink

GIRLS DRINK - all girls in the both teams drink

PLAYER TAKES A SHOT - The person responsible for throwing the bean bag must drink

Alternatively, players can play multiple rounds (one round is once all the bags are used up) and make use of cancellation scoring. For example, if player 1 has 12 points at the end of the round and player 2 has 10 points, then player 1 is given 2 points towards their total. The first player to 21 points total is the winner. This is if players would like a longer game.

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