

Cornhole

Instruction card



Traditional

Purpose

Make sure you and your team hit as many bags as possible.

Required material

- 4 wooden boxes
- Bean bags

Starting position

2 x 2 boxes are opposite each other with 5 meters in between, the side with 1 hole is up. A team takes place behind each box (max 4 teams of 4 participants). Each team gets 4 Bean bags.



Gameplay

- Decide which team gets to throw first.
- Each team takes turns Bean a bag from behind their own bin to the other bin.
- When all bags have been thrown, the bags that have not ended up in the hole may be collected.
- The team that is the first to throw all the bags into the hole wins.

Rules of the game

- Only throw underhand.
- Throw from behind your own bin.
- Do not collect the bags until they have all been thrown.

Role of the game supervisor

- Supervision of game rules and safety.
- Adjustment of the game or rules if too difficult / easy.

Adjustment of the game / rules

- Easier: put the boxes closer together.
- More difficult: space the boxes further apart.
- More difficult: remove 1 of the two boxes and let the participants throw to the same bin (from the same distance) so they can make it more difficult for each other.

If you have any questions and/or are unclear, please ask our outdoor sports staff!

Cornhole

Instruction card



4 in a row

Purpose

Be the first to roll 4 in a row.

Required material

- 4 wooden boxes
- Bean bags



Starting position

2 x 2 boxes are opposite each other with 5 meters in between, the side with 16 holes is facing up. A team takes place behind each box (max 4 teams of 4 participants). Each team receives 8 Bean bags of the same color.

Gameplay

- Decide which team gets to throw first.
- Each team takes turns Bean a bag from behind their own bin to the other bin.
- When all bags have been thrown, the bags that are not in the hole or double in a hole may be Collected
- The team that throws 4 in a row first wins.

Rules of the game

- Only throw underhand.
- Throw from behind your own bin.
- Do not collect the bags until they have all been thrown

Role of the game supervisor

- Supervision of game rules and safety.
- Adjustment of the game or rules if too difficult / easy.

Adjustment of the game / rules

- Easier: Move the boxes closer to each other
- More difficult: Move the boxes farther apart.
- More difficult: Remove one of the two boxes and have the participants throw at the same box (from the same distance). This way, they can make it more challenging for each other. If a bean bag is thrown into a hole where there is already a bean bag from the other team, the bean bags are swapped.
For Example: if a blue bean bag is thrown into a hole where there is already a red bean bag, the red bean bag is removed, and the blue bean bag stays.

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Instruction card



Battleship

Purpose

Be the first to clear all of the other's ships.

Required material

- 4 wooden boxes
- Bean bags
- 12 wooden discs (ships)



Starting position

2 x 2 boxes are opposite each other with 5 meters in between, the side with 16 holes is facing up. A team takes place behind each box (max 4 teams of 4 participants). Each team receives 8 Bean bags and 3 wooden discs.

Gameplay

- Each team puts its three discs in three different holes in its box without the other team noticing.
- Decide which team gets to throw first.
- Each team takes turns Bean a bag from behind their own bin to the other bin.
- When all bags have been thrown, the bags are used by the other team.
- The team that is the first to clear the opponent's three ships wins.

Rules of the game

- Only throw underhand.
- Throw from behind your own bin.
- Do not pick up the bag, but exchange it.

Role of the game supervisor

- Supervision of game rules and safety.
- Adjustment of the game or rules if too difficult / easy.

Adjustment of the game / rules

- Easier: put the boxes closer together.
- More difficult: space the boxes further apart.

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Twister

Purpose

Earn as many points as possible.

Required material

- 4 wooden boxes
- Bean bags
- 2 twister plates



Starting position

2 x 2 containers are opposite each other with 5 meters in between. The side with 16 holes is facing up. You have a twister plate for every two containers. A team takes place behind each box (max 4 teams of 4 participants). Each team receives 4 Bean bags.

Gameplay.

- Decide which team gets to throw first.
- Player 1 spins the twister board, the arrow stops on 1 of the eight possible options.
- The squares that are green on the twister board are the squares with which you can earn points.
- The first participant throws his four bags, if he has hit one of the corresponding squares on the bin, he earns a point
- There is a maximum of 4 points to be earned per player
- After retrieving the bags, a player is from the other team, this person turns the board and throws the bags.
- Continue like this until all players have gone.
- The team with the most points is the winner.

Rules of the game

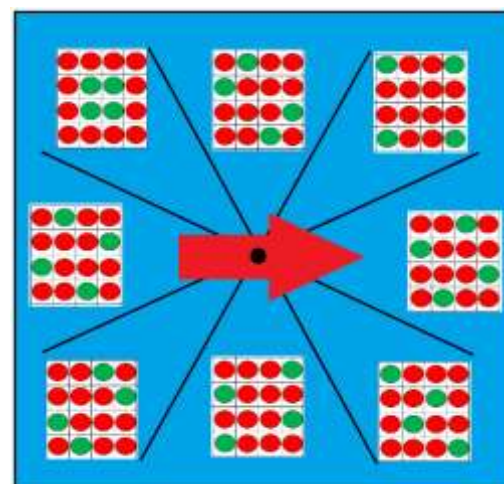
- Only throw underhand.
- Throw from behind your own bin.
- Every player spins the board

Role of the game supervisor

- Supervision of game rules and safety.
- Adjustment of the game or rules if too difficult / easy.

Adjustment of the game / rules

- Easier: put the boxes closer together.
- More difficult: space the boxes further apart.
- More difficult. A green square may only be hit once. 2 in 1 box is still 1 point.



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Ladder golf

Purpose

Earn as many points as possible

Required material

- 2 wooden ladders
- 12 Casting sets
- 2 hats

Starting position

Two ladders stand next to each other with two meters between them. Four meters in front of each ladder is a hat. A team takes place at each hat (max 2 teams of 4 participants). Each team gets three Bean sets.



Gameplay

- Decide which team gets to throw first.
- Each player throws three sets.
- When all sets have been thrown, the points are counted and the sets are collected.
- It is the next team's turn, so you continue in turn, until each player has been
- The team with the most points wins

Rules of the game

- Only throw underhand.
- Throw from behind the hat.
- Points only count if the sets stick to the step
- Blue 3 points, yellow 2 points, red 1 point.
- All sets remain 1 bonus point.

Role of the game supervisor

- Supervision of game rules and safety.
- Adjustment of the game or rules if too difficult / easy.

Adjustment of the game / rules

- Easier: move the hat closer.
- More difficult: put the hat further away.

If you have any questions and/or are unclear, please ask our outdoor sports staff!