

SPECIFIC INFORMATION

The "BEAN BAG GOLF & BASEBALL" target board is made out of corrugated plastic sheet, manufactured under the trademark name of COROPLAST. For many years, COROPLAST has been used extensively for exterior & interior signs and reusable shipping & storage containers. This product has numerous advantageous over corrugated paper and wood composites.

ATTRIBUTES of COLORPLAST

- Light Weight
- Flexible
- Strong
- UV Resistant
- Moisture Proof
- Rodent Proof
- Mildew Resistant
- Washable
- Impact Resistant
- Color Fast
- Silk Screenable

WARRANTY

COLORPLAST is warranted against defects and resin UV breakdown for one year.

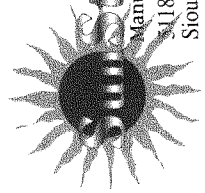
CHARACTERISTICS

COLORPLAST is light weight and very flexible. Some bending or warping may occur when the game board is in play. This is quite normal, and doesn't affect the playability of the game.

When bean bags are thrown at the target board holes and they miss the holes and strike the board, the board will flex and cause the bean bags to bounce back off the board.

This RICOCHET affect is normal and a part of the game.

WHEN NOT IN PLAY, THE GAME BOARD SHOULD BE STORED IN A FLAT POSITION WITH THE LEG FOLDED AND RESTING ON TOP OF THE BOARD.



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BAGGET[®]

The Ultimate
Bean Bag Games.

INSTRUCTION BOOK

Two Great Games in One

BEAN BAG
GOLF

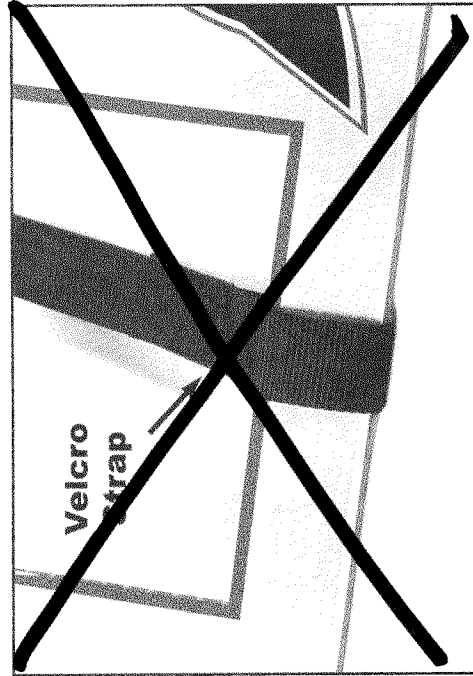
BEAN BAG
Baseball

SET UP

The "Bungee Strap" furnished with the Target Board is used to keep the U-shaped Leg extended with the Target Board at the proper playing height and angle.

Step #1 - Place one of the Hooked Ends of the Bungee into the small hole at the bottom of the Target Board.

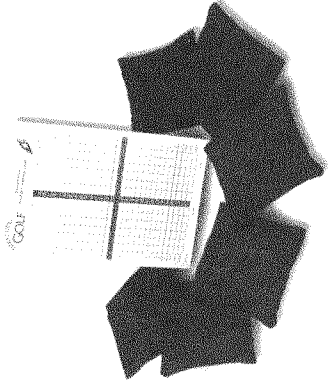
Step #2 - Stand the Target Board upright, extend the Leg out, and place the other Hooked End of the Bungee around the Center of the Bottom of the Leg.



NOTICE

The BEAN BAG TARGET BOARD is designed to be played with 4 to 5 oz. Bean Bags, thrown under arm at a distance of 17 to 20ft or less. Baseballs or other hard objects should not be thrown at the board, nor should the board be used a ramp for bikes or other vehicles.

Throwing, Scoring & Foul Line



1. All throws must be underarm with the forward foot behind the Foul Line.
2. The regulation throwing distance is 17 feet. This distance can be varied depending upon the skill level of participants.
3. Place fixed lines or markers to establish the Foul Line and throwing distance.
4. A bean bag that is thrown is considered a Stroke, unless it goes thru a hole. If it goes thru a hole then the value of the hole is scored.
5. Each bag thrown thru the Water Hazard hole, adds a stroke to the players score.
6. A bag that hangs up on a hole, counts only as a stroke.
7. If a player fails to score on a given hole, a DOUBLE BOGEY will be recorded for that hole, plus any penalty strokes.
8. If a players foot crosses the foul line while throwing, the bag will be scored as penalty stroke.
9. A player may throw one or more bags at the board, only the last bag thrown counts, plus the penalty strokes.
10. BOGEY-One over Par.
DOUBLE BOGEY-Two over Par.
BIRDIE-One under Par.
EAGLE-Two under Par.



The Game

1. Rules and Scoring are similar to real "GOLF".
2. Golf course score cards can be used to keep track of players scores.
3. Each game should consist of "NINE or EIGHTEEN" holes.
4. The "PAR" for each hole, as stated on the score card, shall determine the number of "BEAN BAGS" available for each player to throw on each hole.
5. Low score for the hole has "honors" for the next hole.
6. Low score for the game, "WINS".

Teams

1. A team can be one or more players.
2. Two players or two or more teams can compete in the game.
3. Flip a coin to see who starts.
4. The player or team with "honors" will throw first on each hole.



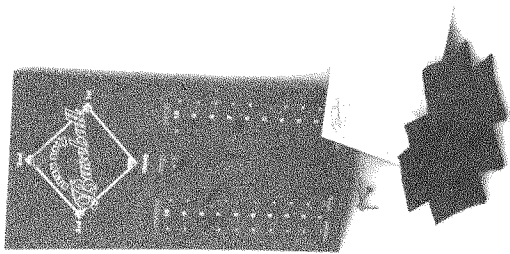
The Game

1. Rules and Scoring are similar to real "BASEBALL".
2. A special scoreboard should be used to keep track of the progress of the game
3. Team score sheets should be used to keep track of player rotation and player statistics; such as hits, outs, and runs.
4. Each game should consist of nine innings of regular play. (If after nine innings the score is tied, extra innings can be played.)
5. In order to involve the players in the game, use "CHAIRS" to represent the bases. Allowing room to play the game, place chairs on the right, left and back sides of the game target board.
6. In order to keep the game moving, limit each team to a maximum of "SIX" runs per inning.
7. One person should be selected to be the official "UMPIRE/ SCOREKEEPER."

Teams

1. A team can be four to nine players.
2. Two teams playing each other shall be a game.
3. Each team should pick a "CAPTAIN" and a "TEAM NAME"
4. The Captain should determine player rotation.
5. All team members should play in rotation and there should not be any "DESIGNATED HITTERS"
6. Flip a coin to see who starts. The starting team shall be designated as the "VISITORS".

Throwing, Scoring & Foul Line



1. The regulation throwing distance is 17 feet. (Foul Line to front edge of target board.) This distance can be varied depending upon the skill level of the players.
2. All throws must be Under Arm with the forward foot behind the FOUL LINE.
3. If a players foot crosses the FOUL LINE while throwing, the Bean Bag will be scored as a Strike.
4. Place fixed lines or markers to establish the foul line and throwing distance.
5. A Bean Bag that is thrown is considered a strike, unless it goes thru a hole in the target board. If it goes thru a hole, the value of the hole is scored.
6. A Bean Bag that hangs up on a hole, counts only as a strike.
7. A first or second Bean Bag that goes thru the "FOUL BALL" hole counts as a strike. A third Bean Bag that goes through the foul ball hole allows the thrower to throw another Bean Bag. The same applies to subsequent Bags.
8. When a player throws a Bag thru a hole marked "SINGLE", the player goes and sits on 1st base (chair). If another player then throws a "DOUBLE" player # 1 goes to 3rd base and player # 2 goes to 2nd base. "NO STEALING", a player moves around the bases when forced by the next player.

Team Score Sheets

1. One score sheet for each team.
2. Fill in the names of each player according to the batting order.
3. When a player throws a Bean Bag thru a hole marked Single, Double, Triple or Home Run, circle the appropriate letter on the score sheet.
4. Use the small Boxes to record OUTS (use an X).
5. Use the small Boxes to record a RUN (with a #1).
6. Draw a line under the small Box to record the end of an Inning.
7. Use the score sheet columns to keep track of a players times at BAT. Don't use each column to start a new Inning.
8. At the bottom of each column are triangles which are to used for keeping score. Use one triangle to keep track of the total runs for the team.

