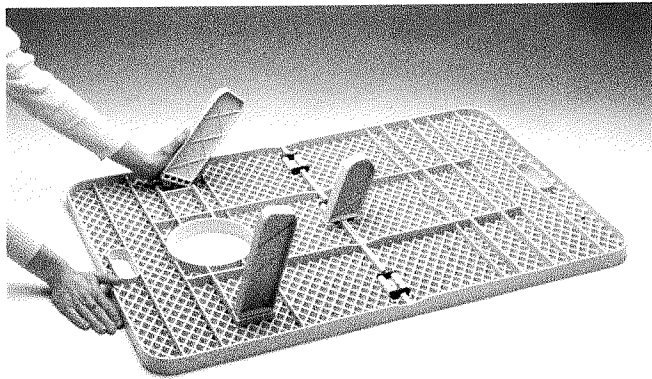


# RULES AND GAME VARIATIONS

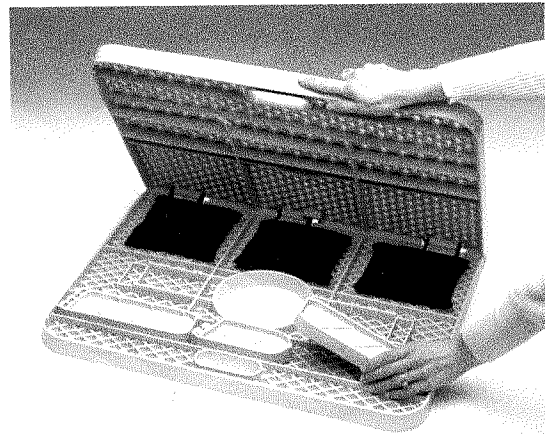
## BAGET

The Ultimate  
Bean Bag Game.



1. Place Baget board on flat, firm surface.
2. Carefully insert legs straight into leg receptacles to avoid damage to leg tabs.

**Note:** Baget target boards are not designed to support the weight of a human and should not be used as a ramp of any sort.



Bags and support legs store neatly inside folded target boards for easy transport.

**Note:** Insert your Baget game board round corners first into your carrying bag.

**SunStream.**  
Manufacturing, Inc.

5118 So. Saint Andrews Circle  
Sioux Falls, SD 57108  
1-888-88-BAGET  
FAX: 605-354-2401

# COURT SIZE AND LAYOUT

A court should cover an area of approximately 10 feet by 30 feet and consist of two target boxes approximately 24 inches by 36 inches in size with one 6 inch hole in each target box. The target boxes should be placed at the opposite ends of the court with the distance between the holes set at between 10 feet and 30 feet, depending on the skill level of participants. Farthest ends of target boxes shall be elevated approximately 10 inches from front to back edge.

## Game

Baget is played with six bean bags. Each team plays with three bags of the same color. The team that wins the coin toss starts first. Thereafter, the team that scores the last point will throw first.

## Teams

A team can be one or two players. One player teams toss and change ends during play. Two player teams play on opposite ends of the court and don't change ends until a game is over. Each team or side throws alternately.

## Scoring Points

1. Bags on board score one point each.
2. Bags through hole score three points each.
3. All equals count as ties and no point is scored.
4. Bags hanging on lip of hole count as one point.
5. Bags hanging on edge of board but not touching the ground count as one point.
6. Regulation games shall be: Two-player teams—21 points and one-player teams—11 points.
7. Points are scored only after all bags have been thrown.
8. Any bag hanging on the edge of a hole shall have no advantage over a bag lying flat on board. All such bags are scored as equals.

## Throwing and Foul Lines

All throws must be underarm with the forward foot behind the front edge of the throwing box. (the box at the opposite end of the court is called the target box).

# BAGET GAME VARIATIONS

Here are only a few suggestions for variations to the original game. You can be as creative as you want and make up your own games if you wish.

1. **BUSTED.** If a bag goes through a hole, no points are scored for that bag, and it is removed from play for the balance of the game. Likewise, if a second team bag goes through a hole, it is removed. If a third team bag goes through a hole, the team goes busted and the opposing team wins through default. Bags on board score one point. All equals count as ties and no point is scored. First team to 11 wins.
2. **COUNTDOWN.** Each team starts with 20 points and only bags that go through the hole are counted. Deduct two points for each bag through the hole. The first team to zero wins. Opposing bags through the hole cancel one for one.
3. **OVER-THE-HILL.** Play this game to regulation rules except that once a team reaches 10 points or more 1 point will be deducted for each bag that doesn't go through the hole or doesn't stay on the board. First team to 15 points wins, or first team to minus 5 points loses.
4. **BASEBALL.** Play nine innings unless the game is tied, and extra innings are needed. Bags through the hole are home runs and score three points; bags on the board are base hits and score one point if followed by a home run of the same colored bag. Bags left on the board at the end of an inning are not scored.
5. **BANGO.** Place one target box approximately 20 feet from a throwing line and the second target box 10 feet directly behind the first target box. Score double points for using the furthest target. The first player or team to 35 points wins. This game can be played with two, three, or four players by adjusting the number of bags to be used by each player.