The Game:
A game is made up of frames wherein each team rotates tossing their team's 4 bags until all bags (8) have been tossed towards the opposite board. At the conclusion of each frame, the score is calculated and added to the team's net total. A winner is determined when a team reaches or surpasses 21 at the conclusion of a frame. Number of frames played varies per match.

Tournament Information

Tournament Set-Up
This tournament will be double elimination. Brackets will be selected at random at 4:15pm on July 24. Teams should arrive no later than 4:15pm, teams not present at the time of the drawing will be disqualified. During the drawing teams may practice on the pre-set boards. The event will begin after the drawing. The tournament will follow the below rules and regulations.

All teams are asked to be respectful of one another and other attendees. Remember, this is a benefit family friendly event.

No alcohol is allowed on the premises.

Entry:
- Must be 14 years or older.
- Teams of 2
- Each team member plays at their own risk and by registering for the event, you acknowledges that HOPE Calloway is not responsible for any personal injury or damage to one's property that might incur by participating in this tournament.

Registration:
- Early Registration $30 per team
- Pay at Gate: $40 per team
  - Must Sign up by 4:15 pm day of event
- Register online or at the event
- Registration fee will not be returns

Prize:
- 1st Place-$100
- 2nd Place- $50
- Prizes will be awarded at the conclusion of the tournament and announced at the closing ceremonies.
- Winners do not need to be present at the closing ceremonies.

Rules & Regulations

Set-Up:
Each court will be pre-set up and consists of two boards spaced 27 feet apart front-to-front and two sets of 4 bags. Cornhole boards, bags and scoreboards will be provided. Four teams will play simultaneously on pre-set courts. Teams should not interfere with one another.

Scoring:
Each team will be expected and responsible for keeping their own score. The object is to be the first team to reach or surpass 21 points. Points are scored by landing a tossed bag on the board

(1 point) and by having a tossed bag drop into the hole (3 points). Once all eight bags have been tossed, players calculate the points scored per team. The team with the higher number of points is awarded the point difference. If a team is winning 13-0, it is considered a skunk and the leading team wins the game.

Example: "Team A" scores 8 points in frame 1, and "Team B" scores 2 points in frame 1. "Team B"'s 2 points are subtracted from "Team A"'s 8 points awarding 6 points to "Team A"'s net total.

Beginning a Match:
Each game will begin with a coin flip or playing rock, paper, scissors. The winner determines who gets to the first throw. The home team gets to choose a side.

Tossing:
After the first frame, the team that scores the most points per frame tosses first in the next frame. If no points are scored, the last team to score points in a frame tosses first.

Knocking Opponents Bags Off Boards:
This is a risky strategy some players like to use. It is fair game.

Violations Resulting in Bag Being Removed from Board:
Bags may be removed from board if the player crosses the foul line before releasing the bag, the bag hits the ground and bounces onto the board, or the bag strikes an object such as a tree limb, indoor ceiling, person, etc.

Winning:
The first team to reach a minimum of 21 points at the end of a frame wins the game.

Skunk:
If a team is winning 13-0, it is considered a skunk and the leading team wins the game.

Playing Court:
Players may stand anywhere to the left or right of the board but must stay on that side for the entire match. Court area is anywhere behind the front of the board. Teammates stand at opposite boards but must play on the same side.

Foul Line:
The foul line is located at the front of the board. All players must toss from behind the foul line. If a player crosses the foul line on his or her toss, that toss does not count, and they cannot toss that bag again.