

W10091 Wing-IT Flying Beanbag Toss

Contents:

- 4 Flying Beanbags
(2 for each player / team)
- 2 Plastic Target Rings

Set-Up:

1. Position the two rings about 20 feet apart (closer for younger children)
2. For indoor play on a smooth surface, a small piece of floor tape can be placed over the portions of the rings that are closest to one another to help secure the rings in place. Outdoors and on carpets, the rings should stay in place by themselves.
3. For 4 player games, 1 player from each team should position themselves behind each ring and player will toss the flying beanbags back and forth. For 2 player games, player will walk back and forth together.

Play:

The team with the youngest player goes first and that player tosses the flying beanbags first. One player will toss both their beanbags and then the other player both theirs. A toss cycle is when all 4 beanbags have been tossed.



A player's feet must stay fully behind the Toss/ Foul line throughout their throw.

Scoring:

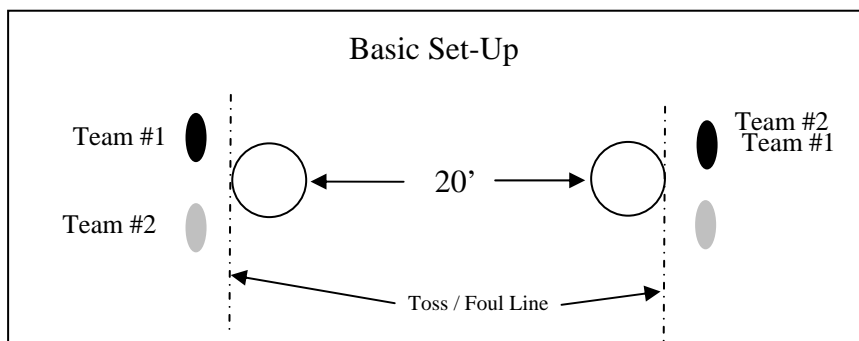
3 Points are awarded if at the end of a toss cycle the entire beanbag portion (the tip with the pellets inside) of any of the beanbags is completely inside the ring. This is called a ringer.

2 Points are awarded if at the end of a toss cycle if any portion of the beanbag portion (the tip with the pellets inside) of any of the beanbags is touching the ring.

1 Point is awarded if the player can make the tail of the flying beanbag come in contact with the ring without moving the ring and or the tip of the beanbag. To check this, a player from the opposing team should push down on the tip of the beanbag and then try to make the tail touch the ring without moving or rocking the tip of the beanbag.

The first team to reach 21 points at the end of a toss cycle wins the game. Should both teams have more than 21, the team with the higher total wins. If both teams have more than 21 and the scores are equal, additional toss cycles are completed until one team has a higher total.

Competitive Play Option: For better players / teams, if there is one ringer from both teams then they cancel each other out and neither team gets the 3 points for their ringer. If both teams have 2 ringers, then they also cancel one another out and no points are awarded. 1 and 2 point tosses never cancel one another out.



For more exciting toss games, visit

75 Mill St. Colchester CT USA

pe.ssw.com

cservice@ssww.com

© 2011 All Rights Reserved

S&S Worldwide