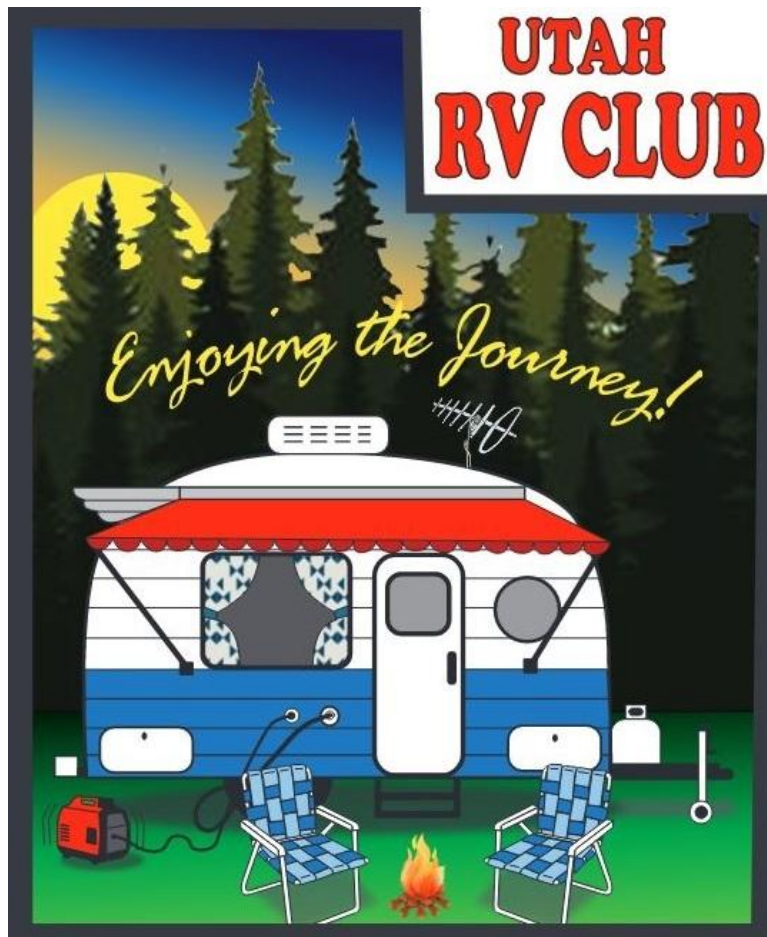


# Utah RV Club

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## Official Game Rules

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## Bean Bag Baseball

### Principle of the Game:

1. Beanbag baseball is played on a board stand that has been modified with openings and beanbags. Beanbags will be made of cloth with finished measurements of 2-1/2" x 4" and a thickness of 1".
2. An inning is over when each team has 3 outs.

### Team Play:

1. Team players will be selected at random by drawing names . No more than nine players on a team. Substitutes may be brought in during a game.
2. Each team chooses a name.

### Players Distance:

1. From home plate to the rear of the game board a distance of 21 feet is required; 17 feet from the front leg.

### Positioning of the Players and the Stand:

1. The game board must be placed in such a way as to allow a chair to be placed behind it (2<sup>nd</sup> base) a chair to its right (1<sup>st</sup> base) and a chair to its left (3<sup>rd</sup> base).
2. Make sure there is a reasonable separation between the chairs marking the bases and the chairs for the teams.
3. Teams should sit between home base and first and home base and third.
4. Team chairs must be placed in such a way as to not obstruct the thrower's view.
5. Players should stay in the same order.
6. A line on the ground must clearly indicate where the thrower stands. If the thrower's toe goes ahead of the line he is OUT.



### How to Score:

1. Each player is allowed to throw beanbags until he either has a base hit, three strikes, or throws an out.
2. When the player has thrown a beanbag into one of the holes, he then is to do what is written on the hole.
  - a. For instance: the beanbag enters the 1<sup>st</sup> base hole, the player drops the remaining 2 bean bags and sits on the 1<sup>st</sup> base chair. He cannot leave his base until the next player(s) successfully throws a beanbag or the team scores three OUTS.
3. The player on 3<sup>rd</sup> base cannot go home to score until he is forced home, unless a home run is thrown. Therefore, all players on bases go to home plate, including the player throwing the beanbag.

4. Each bag thrown and not entering a hole is a strike. If the first or second bag enters the FOUL hole, it too is a strike.
5. If the third bag enters the FOUL hole, the player is allowed to throw one more beanbag.
6. A player is OUT when he has 3 strikes, or he throws a beanbag into the OUT hole.
7. The inning ends when each team scores three OUTs. When a team has three OUTs the player following the one who had the last OUT will start the next inning.
8. If a beanbag partially enters the hole and remains on the edge of the hole it counts, then it must be removed from the board..
9. **Beanbags must be thrown underhand.**
10. The game shall not exceed six innings. The number of innings shall be determined prior to the start of the game.
11. A flip of a coin determines which team captain will start. The winner has the option of starting first or letting the other team be first to play.

#### People Required to Run Game:

##### Umpire

1. The Umpire will flip a coin to determine which team will start.
2. The Umpire will keep track of the outs and call the number of outs as they are made.
3. The Umpire is to watch the board to see which hole is entered and that the players stay behind the line.

##### Bag Keeper

1. The Bag Keeper is positioned behind the board to retrieve and return the beanbags to the person at home base.
- 2.

##### Score Keeper - May be a player

1. One Score Keeper is required for both teams. They are to make sure teams follow their lineup for batting order. They will record runs and outs for each player and tally the score at the end of each inning.

## Corn Hole

All participants will have their names placed in a bucket at least 2 hours before the tournament.

1. There are two players on each team. The names of the team player will be drawn from the bucket at random.
2. A single elimination process will be used to determine the winners.
3. All contestants must be present and ready to participate no later than 15 minutes from the end of the last match play. The team that does not show up will be eliminated from the tournament.



### Corn Hole Set Up:

1. Boxes are placed 30 feet apart from center of hole to center of hole.
2. Each team will have 4 bean bags.
3. All boards and bean bags will be furnished by the State.

### Play:

1. A coin flip will be used to determine the first toss or by mutual consent of both teams.
2. Players at the same end will throw bean bags alternating in turn.
3. The team that scored last will throw first.
4. Players may switch sides of the board as they like.
5. Players will start even with or behind the hole of the board and may take one step while tossing the bean bag but must not pass front edge of board.

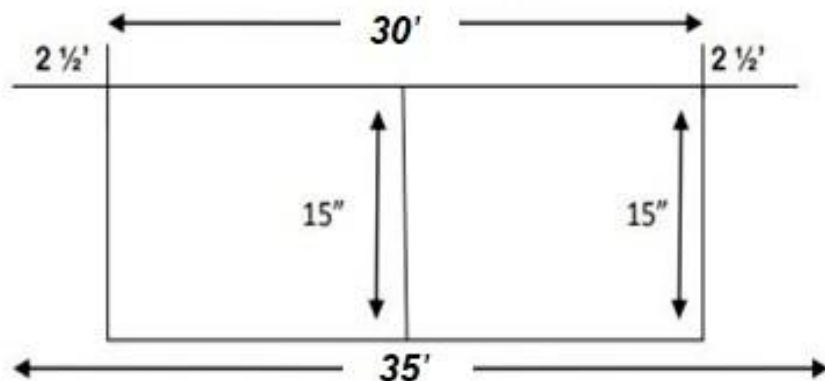
### Scoring:

1. Bean bag in the hole - 3 points
2. Bean bag on the board, not touching the ground or touching another bean bag which is touching the ground. - 1 point
3. On each turn, one team's count will cancel out the other teams count, point to point.
4. The first team to score 15 or more at the end of a turn is declared the winner.
5. Ties will be broken by playing an additional round (4 tosses by each team member).

## Bocce Ball

### Rules:

1. There are eight (8) large balls. Four (4) balls of one color and four (4) balls of a different color for each team. There is one small ball called the Target Ball.
2. The game is played by two teams of two players each. Each player plays with four balls. One member of each team is on opposite ends of the court.
3. The object of the game is to throw or roll the balls as close as possible to the Target Ball or to knock the opponent's ball away from the Target Ball or move the Target Ball away from the opponent's ball.
4. The game starts with any member of a team rolling the Target Ball into the opposite court at least one foot from any out of bounds line and one foot past the center line. If the Target Ball stops out of play, it must be re-rolled. The players get three tries to get the ball right. Failure to do so, then the opponents player gets to roll the target ball. The player who rolls the target ball then rolls one of his/her large balls as close as possible to the target ball. The opposing player then rolls his/her ball to try to get closer to the target ball. He/she rolls until he/she gets closer or runs out of balls. As soon as one gets closer, the first player rolls his/her ball. When all balls have been rolled, the referee shall measure the distance from each ball to the target ball. All balls must be within three (3) feet of the target ball and inside the court in order to count as points. In the case of a tie between balls of opposing teams no score will be given.
5. When scores are recorded the players on the opposite ends of the court starts the play. The team who scored last rolls the target ball. Players must not step over the foul line. To do so results in a penalty. One official warning may be granted each team after which penalties will be prescribed. The team fouled against will be awarded points as they were immediately preceding the foul plus one point and the frame will end. The team committing the foul will be awarded no points for the frame.
6. All balls rolled must cross the center line to be counted. If the ball fails to cross the center line, it is a dead ball, and will not be re-rolled during that frame.
7. When scores are recorded, the players on opposite ends of the court start the next frame. The team, who scored last, starts the play for the next frame.
8. A regulation game shall be seven (7) eleven (11) points or fifteen (15) depending on how many teams are signed up.



## Crazy Golf

Crazy Golf is a game played with a team of two players who toss their golf bolos at the ladder, attempting to lodge bolos on the rungs of the ladder to score points, as indicated on each rung. Each rung has a point value:

Top	3 points
Middle	2 points
Bottom	1 point

The team that makes 21 first without going over 21 wins. If a team goes over 21 the points for that round are discarded. There will be a playoff with each team that wins until only one team is left as the winners.

Winning teams must wait for play-off games after winning their game or forfeit.

Equipment consists of two upright ladders, with three horizontal rungs spaced above each other and elevated above ground level; six bolos, 3 of one color and 3 of another color with a golf ball attached to each end; and a score sheet with pencil for each of several courts.

Two competing players will stand behind a marked pitching line fifteen feet in front of the ladder upright when tossing the bolos and beside the opposing ladder to the rear of the upright. Advancing beyond the "line" may void point(s) for that toss.

A coin -toss will be used to decide which team will toss first. Each player will toss all 3 of his/her selected color bolos at the ladder, in turn, before either player walks to the ladder to determine that round's score. When there is a high scorer of a round, that player tosses first on the next round(s) until the opponent has a high score round and likewise tosses first.

A player may toss the bolos individually any way he/she chooses (bolos bounced off the ground onto the rung score). The bolo must be lodged only over the rung after the round of play to score (not around the upright). Both players' bolo on the same rung cancels out each other (no score). Any bolo not canceled by opponent scores. Any bolo that falls, or is knocked off by opponent during round play, does not score.

No player will touch the ladder or any bolos during or after any round of play before the scorekeeper scores that round. Any player who does so loses any points scored, which points will be credited to the opponent.





## Mexican Train

### Dominoes

Mexican Train uses a set of double twelve dominoes. From 2 to 8 players play.

With 2 players draw 16 tiles each  
With 3 players draw 15 tiles each  
With 4 players draw 14 tiles each  
With 5 players draw 13 tiles each  
With 6 players draw 12 tiles each  
With 7 players draw 11 tiles each  
With 8 players draw 10 tiles each

**To Play:** Unless otherwise stated by the game official there will be three rounds played, starting with the double 12. The starting tile will be held out and placed in the center (start position). Once the first round is complete, the next lower set of double is held out and used to start the next round. To start the game each player draws one tile, and the highest numbered tile starts play first. The tile drawn to determine the first player is then mixed back into the "bone pile". After the first round, the player that goes out first starts the next round. If nobody goes out, then each player will draw to see who starts the round.

The first player has the option of placing a tile on their own train or starting the Mexican Train by playing a tile with the number to match the starting doubles, facing the center. The next player (in clockwise rotation) can start their own train (in the same manner) or if no Mexican Train has been started, they can start one. Once the Mexican Train has been started any player can match the outboard number of the train with the same corresponding number (i.e., 12/7 to 7/9 to 9/4, etc.) A player's train will be matched in the same way.

Anytime a player cannot match any "free" tile, they must draw a tile from the "bone pile", If that tile can be played on a "free" tile, it can then be played. If it cannot be played, the player must place a marker on their own train, signifying it is free for anyone to play on. In order for a player to remove their marker, they must play a tile on their own train. Even if a player has a marker on their own train, they can continue to play on any other "free" tiles on the board.

**Doubles:** If a double is played, that player can "satisfy" the double by playing another matching tile on the double. If the player elects to match another "free" tile on the board, instead of the double they played, then the next player must match the double that was played. If they cannot, they must draw one tile from the "bone pile" to see if it matches. If there is not match that player must place a marker on their train. The next player then must try to match the double in the same way. This will continue until the double has been satisfied. The double must be satisfied before any player can play a tile on any other "free" tile. If no one is able to satisfy a double and the "bone pile" has been depleted the game is over. Each player must then expose their tiles, count up the total points remaining in their hand and give the score to the scorekeeper.



If a double is played as the last tile in a player's hand, the game is over, and the double does not need to be satisfied.

If a player plays more than one double at a time, it is always the last double played that must be satisfied.

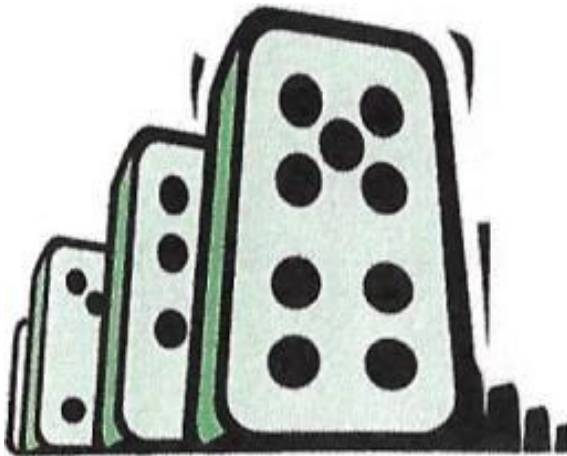
When a player plays their next to the last tile, they must notify their opponents by tapping that tile on the table. If this is not done and another player notices, the player with only one tile left must then draw another tile.

Once a player goes out, the round is over.

Each player must then expose their tiles, count up the total left remaining in their hands and give the score to the score keeper. All tiles have face value. The player with the lowest score at the end of the game is declared the winner.

**Playoffs:** The winner from each table will then play a playoff game with the winners from the other tables to determine.

The game official will announce the starting double and number of rounds to be played at the beginning of the playoff round.



## Washer Toss

### Equipment Needed:

Two boards and six washers

### Board Dimensions:

- a. 16"x 48" constructed of  $\frac{3}{4}$ " plywood Reinforced with three  $\frac{3}{4}$ "x 3"x 16" pieces. Nailed securely on the reverse side and one 2"x 4"x 16" on one end.
- b. Three evenly spaced five-inch holes on each board.
- c. For Tournament Play, all boards used shall be of similar construction and covering.
- d. Glue on rug or carpet, covering top side to prevent wear.

### Placement for Play:

Place the board ten feet apart on grass or gravel surface with the raised end at the back ends of the court.

### Washers:

Washers are four inches in diameter with a 1"-inch center hole from 3/16" gage steel. Identify washers with paint or other means so that three may be used by each contestant and are readily identifiable.

### Players Position:

Players stand at the rear end of one board and toss the washers, one at a time, to the opposite board, trying to place each washer in one of the holes for a count.

### Players:

Two players from each end of the boards.

### Scoring:

On the court, the hole closest to the center of the board counts one (1). The middle hole counts three (3). The third of furthest hole counts five (5).

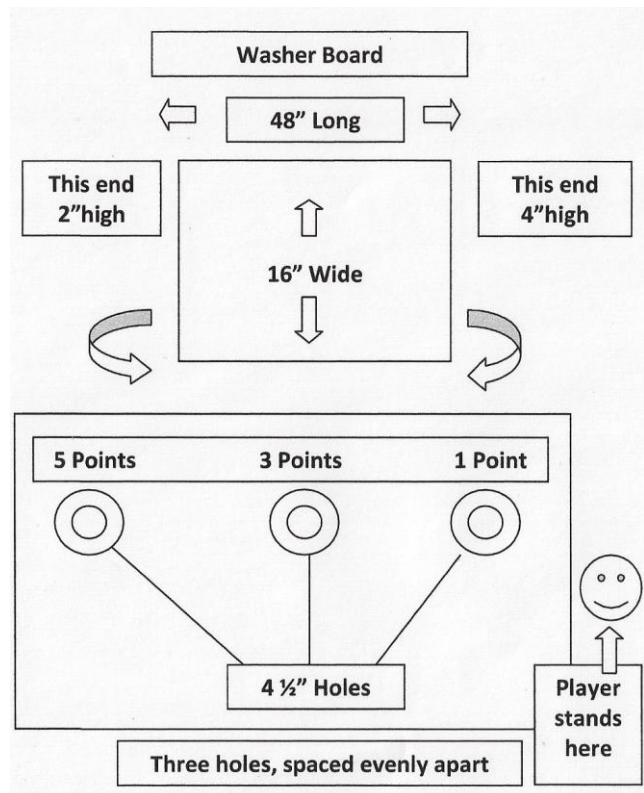
### Play:

Players flip a coin to see who throws first. During play, the players with the most score throw washers first each time. At the conclusion of the match, the player who wins throws first to start the next game.

- a. First player throws his three washers.
- b. Opponent throws his three washers.

- c. If the opponent's washer lands on first player's washer, in ANY HOLE, no score is counted as one cancels the other. If an additional washer lands in the same hole, the opponent scores for THAT washer. A washer is assumed to be in the hole if any portion of it (the washer) is touching the grass or gravel in the hole.
- d. When a player reaches a total of 21 points, his remaining washers must be thrown so as to hit the face of board with one or more washers. If the player misses, one point is deducted for each MISS.
- e. Play continues until one or the other scores 21.
- f. Due to limited time, if a player goes over 21, he will stay at his Previous Score. The game will end at 21 points or 20 minutes of game time.

*Spectators welcome! Bring Chairs! Good spirited cheering or jeering Of players is encouraged!*



# Pinochle

## Tournament Set-Up:

Tournament is 3 to 5 games. Each game consists of playing 4 hands. Partners and table sitting are selected by draw. For Example:

1A and 1A would be partners and 1B and 1B would be partners at Table One.  
2A and 2A would be partners and 2B and 2B would be partners at Table Two.  
3A and 3A would be partners and 3B and 3B would be partners at Table Three.

Each game consists of 4 hands. After 4 hands are played, scores are tallied on individual sheets and winners for that game advance to the next table. Players change partners and 4 hands are played for Game 2. This continues until desired number of games has been played.

## Rules of 4 hand single deck Pinochle:

1. 4 Players play the game as two sets of partners. The partners play opposite each other at the table.
2. Pinochle is played with a deck of 48 cards. The four traditional suits of Spades, Diamonds, Clubs and Hearts are represented with 2 each of the following cards in each of the four suits.

ACE, TEN, KING, QUEEN, JACK, NINE

3. The ACE is the highest-ranking card followed by the Ten, etc, to the Nine, the lowest card in the deck

## The Deal:

1. It is typical for each player to draw a card from the deck to determine the first dealer of the game. Highest card drawn wins the deal.
1. After shuffling, dealer must offer the player on the right a chance to cut the deal. The cut is not mandatory. Player on the right can decline the cut.
2. Cards are dealt three (3) at a time.
3. Each player should arrange their hand according to suit and rank of cards within the suit. (It is helpful to alternate the suits black, red, black, red for easy identification in your hand. Start with Spades, Diamonds, Clubs, and then Hearts. This is only to arrange your hand in an easily recognized order and has nothing to do with the rules of the game.
4. If a player is dealt five 9s and no meld, or six 9s with meld, they can request a re-deal after first checking with their partner.

## The Bid:

1. Bidding begins with the player to the left of the dealer. You do not have to have a meld to bid. The bidding would start with dropping the zero from the end of ALL bids and establish the minimum bid as 25. Bids are then raised by 1 or more points. The bids are made in a clockwise rotation

around the table until only one bidder remains, and the other three players have passed.

2. Players determine how high to bid their hand by estimating the combined total of how many points they think they can make during the meld and the total counters they think can take during the play of the hands. Failure to make their bid at the end of the hand results in a SET. When a SET occurs, the bid is deducted from their teams' points and all points made during the hand are lost. This is the most difficult part of the game for most players. Obviously, it is to your advantage to take the bid for as low a figure as possible.
3. The last remaining bidder owns the bid and declares a Trump suit. This is the strongest suit in their hand. Strength being measured by which suit will not only produce the most meld but also capture the most tricks during play of the hands.

#### **The Pass:**

1. The Bid Winner's PARTNER now selects 4 cards from their hand and passes them, face down, across the table to the Bid Winner. The Bid Winner inserts these cards into his/her hand. This pass is referred to as "Help" for the Bid Winner and as a general rule contains any Trump and/or Aces the PARTNER has in their hand.
2. The Bid Winner must now select 4 cards to pass back to his PARTNER. This pass is also made face down, across the table and the PARTNER returns these cards to their hand. This pass is generally cards that the Bid Winner cannot use in either a meld or lack the potential to take a trick during play of the hands.
3. Passing of cards is done only between the Bid Winner and his/her Partner. Both hands must now contain 12 cards each.

#### **The Meld:**

1. After the passes have been made all players may now lay down and count their meld. Like bidding, it is the common practice to drop the zero from the end. Years ago, a double pinochle was sometimes referred to as *1/300 pinochle*". Under the old system the point value for this meld was 300 points. Today we count it as 30 (dropping the zero on the end).
2. Legal melds that can be made by any player are as follows:

RUN = 15

ACE, TEN, KING, QUEEN, JACK of the suit declared as TRUMP.

DOUBLE RUN = 150

2 each of the cards listed under RUN. Suit must all be TRUMP.

PINOCHLE = 4

Jack of Diamonds and Queen of Spades

DOUBLE PINOCHLE = 30  
2 of each, Jack of Diamonds and Queen of Spades

ACES AROUND = 10  
1 ACE from every suit, 4 in total

DOUBLE ACES AROUND = 100  
2 Aces from every suit, 8 in total

KINGS AROUND = 8  
1 King from every suit, 4 in total

DOUBLE KINGS AROUND = 80  
2 Kings from every suit 8 in Total

QUEENS AROUND = 6  
1 Queen from every suit, 4 in total

DOUBLE QUEENS AROUND = 60  
2 Queens from every suit, 8 in total

JACKS AROUND = 4  
1 Jack from every suit, 4 in total

DOUBLE JACKS AROUND = 40  
2 Jacks from every suit, 8 in total

MARRIAGE = 2  
1 King and 1 Queen of the same suit, non-Trump suits only

TRUMP MARRIAGE = 4  
1 King and 1 Queen of trump ( This meld is not counted if any of the cards are used to make a RUN) Extr marriages in trump can be meld if not used to make a RUN

NINE OF TRUMP = 1  
For each NINE of Trump melded

ROUND ROBIN = 24  
1 Marriage in every suit. This is a convenient way to add the sums of Kings and Queens around plus the values of the Marriages.

Each player removes the meld from their hand and lays it face up on the table directly in front of them. Each of the partners adds their individual meld together and the player keeping the score records the team totals on the score pad. (Partners are not allowed to pool their cards together.) Once the totals are recorded each player returns the cards they melded to their hand.



## **The Play:**

The Bid Winner owns the Lead" and starts play of the hand by placing a "lead" card in the center of the table. The player to the left of the Bid Winner plays 1 card on the "lead" and in a clockwise rotation the other players also play 1 card on the "lead".

NO player is allowed to play out of turn". The 4 cards played are called a *If* Trick".

## **Rules of Play are as Follows:**

Cannot "Shoot the Moon".

Players must follow the Suit of the "lead" card, if they can.

### **If they can follow suit:**

They must try to beat the highest card played thus far in the "lead" suit of this Trick. IF they cannot beat the highest card played in the "lead" suit, they may play any lesser card of the "lead" suit.

### **If they can't follow suit but have Trump:**

They must Trump the Trick, if they hold Trump in their hand. They must beat any other Trump card played in this Trick, if they can. If they can't beat the highest Trump card played, they must play a lesser trump card.

### **If they can't follow Suit OR Trump:**

They may play any card. The player who plays the highest card in the "lead" suit takes the Trick, if it was NOT trumped ... OR ... If the Trick was Trumped, the player who plays the highest Trump card takes the Trick.

Each team collects their own tricks and stacks them face down on the table out of the way of remaining plays. The player who took the last Trick becomes the Leader of the next round of play and continues as before starting with the player on the new leaders left. Play continues until all cards have been played.

## **The Count:**

When play of the hand is finished, each team counts the number of "counters" taken in their Tricks. "Counters" are and ACE, TEN or KING. All other cards count nothing. There is a total of 24 points in the deck. One (1) extra point is awarded the team that takes the last Trick making total possible points of 25. The score keeper adds the count of each team to their meld and the result is their TOTAL.

## **Bid Winners Team:**

If their TOTAL meets or exceeds their Bid, their TOTAL is added to their score by the score keeper. If their TOTAL is less than their bid, they are declared SET



and the amount of their Bid is deducted from the score they held at the beginning of the hand. All meld and count are discarded.

If they failed to take at least 1 counter during play, they do not save their meld and SET. Score the same as previously outlined.

**Opponents Team:**

Opponent's team must take at least 1 counter during play to save their meld. If this was accomplished their TOTAL is added to the score they held at the beginning of the hand.

**New Hand:**

The new dealer is the player to the left of the last dealer.

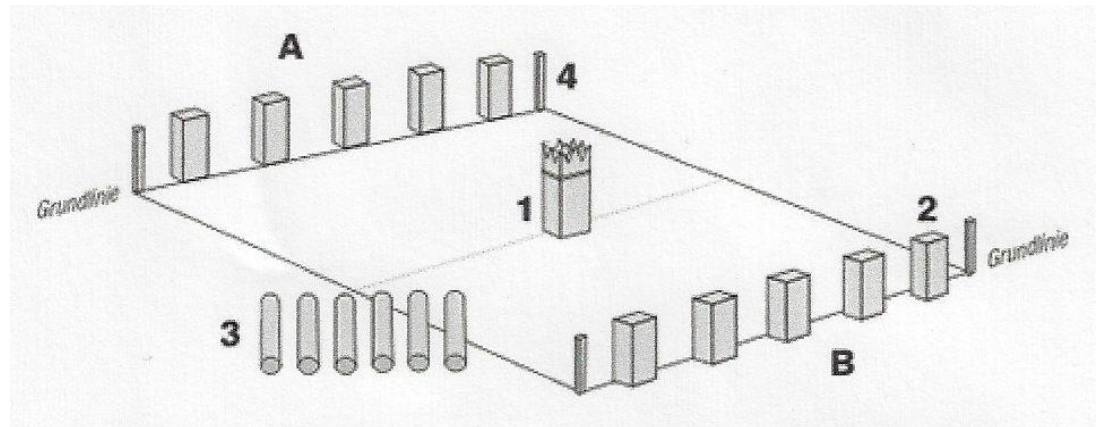
**Individual Tall Sheets:**

Each individual writes his or her name at the top of their individual tall sheet,. At the left (below name), enter the number of games that will be played. To the right of each game write your partner's name and the score you received after playing 4 hands with that partner. Continue until all games have been played. After designated number of games, add up the game scores for a total score. Remember to subtract if you ended up in the "hole" after a game.



## Kubb

Kubb is a lawn game where the object is to knock over wooden blocks by throwing wooden sticks at them. Kubb (the vowel is pronounced similar to the "OO" in "boob") means "wooden block" in Gutnish, a Swedish dialect. Kubb can be quickly described as a combination of bowling, horseshoes, and chess. Today's version originated on Gotland Island in the kingdom of Sweden.



A Kubb game consists of

- 1 - King
- 10 - Kubbs
- 6 - round wooden sticks
- 4 - pegs to mark out the field

### Setup

Kubb is typically played on a rectangular pitch approximately 10 feet by 20 feet. The king is placed in the center of the pitch, halfway between baselines. An imaginary line drawn through the king and parallel to the two baselines divides the field into two halves. The kubbs are set up across each baseline, five to a side.

### There are two phases for each team's turn:

- Team A throws the six sticks, from their baseline, at their opponent's lined-up kubbs (called Baseline kubbs). Throws must be under-handed, and the sticks must spin end over end. Throwing sticks sideways or spinning them side-to-side is not allowed. For the first round only, if two Baseline kubbs are successfully knocked down then no more wooden sticks shall be thrown and play continues with the next step (successfully knocked down kubbs are thrown over to the other half of the pitch).
- Kubbs that are successfully knocked down are then thrown by Team B onto Team A's half of the pitch, and stood on end by Team A. These newly thrown kubbs are called field kubbs.

- Play then changes hands, and Team B throws the sticks at Team A's kubbs, but must first knock down any standing field kubbs. (Field kubbs that right themselves due to the momentum of the impact are considered knocked down.) Again, kubbs that are knocked down are thrown back over onto the opposite half of the field and then stood up. If either team leaves field kubbs standing, the kubb closest to the king now represents that side's baseline, and throwers may step up to that line to throw at their opponent's kubbs. This rule applies to field and baseline kubbs only; fallen kubbs are thrown from the original baseline, as are attempts to knock over the king.
- Play continues in this fashion until a team is able to knock down all kubbs on one side, from both the field and the baseline. If that team still has sticks left to throw, they may make one attempt at knocking over the king. If a thrower successfully topples the king, they have won the game.
- However, if at any time during the game the king is knocked down by accident -- even by a newly thrown kubb -- the offending team immediately loses the game.



## Hatchet Throw



**The game is played by individuals.**

**The player has 8 practice throws**

**The Blue counts 1 pt**

**The White counts 2 pts**

**The Red counts 3 pts**

**The yellow counts 4 pts**

**The Player stands behind a line 10' from the board to throw. Crossing the line forfeits the score of that hatchet.**

*If a hatchet touches any part of a higher scoring ring then the player receives the higher score.*

*If a hatchet falls off Prior to final scoring by the scorer then that individual tomahawk score does not count.*

**After the practice throws the player can choose whether to keep the practice score or discard that score and go for a better score, once a player goes for the second try they must count the score on the second attempt.**

**A score keeper will record the name and score of each player to determine the overall winners. If there is a tie, then a throw off is held to determine the winner by throwing just one hatchet each. The highest score win. If they both tie again, the process is repeated until a winner is determined.**