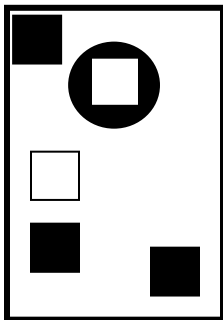


## Recreational Games and Cup Stacking Study Guide

### **Bags**

- A person should always stand next to their opponent while tossing from the same board towards their target on the opposite side. When playing with a partner, you should stand so that your partner is tossing their bags from the opposite board.
- A player must alternate turns throwing bags with their opponent.
- Bags should be tossed underhanded.
- A bag may not contact the ground/floor before it touches the board.
- Any bags that do not remain on the board or in the hole at the end of the round will not be scored.
- Only one team can score per round
- Bag in the hole = 3 points
- Bag on the board = 1 point
- The team who scores the points in the previous round will toss bags first in the next round
- Cancellation/ knockout scoring is used in each round. As in the example below:



□ Team has 4 points (1 in the hole, 1 on the board)

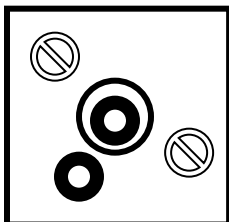
■ Team has 3 points (3 on the board)

$4 - 3 = 1$  point for the □ team

□ Team will toss first in the next round

### **Washer Toss**

- A person should always stand next to their opponent while tossing from the same end towards the target on the opposite side. When playing with a partner, you should stand so that your partner is tossing their golf balls from the opposite end.
- A player must alternate turns throwing washers with their opponent.
- A washer can bounce before landing on the target to count for points.
- Only one team can score per round.
- Washer in the center hole = 3 points
- Washer outside of the hole but in the target = 1 point
- The team who scores the points in the previous round will toss bags first in the next round
- Cancellation/ knockout scoring is used in each round. As in the example below:



● Team has 4 points (1 in the hole, 1 in the target but outside of the center hole)

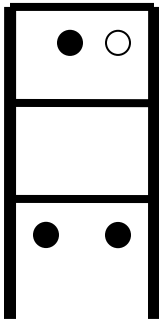
⊘ Team has 2 points (2 in the target but outside of the center hole)

$4$  points -  $2$  points =  $2$  points for the ● team

● Team will toss first in the next round

## Golf Toss

- A person should always stand next to their opponent while tossing from the same end towards the target on the opposite side. When playing with a partner, you should stand so that your partner is tossing their golf balls from the opposite end.
- A player must alternate turns throwing golf balls with their opponent.
- Golf balls should be tossed underhanded.
- Golf balls can bounce before landing on the bars to count for points.
- Only one team can score per round.
- Top bar = 3 points
- Middle bar = 2 points
- Bottom bar = 1 point
- Team who scores the points in the previous round will toss golf ball first in the next round.
- Cancellation/ knockout scoring is used in each round. As in the example below:



● Team has 5 points

○ Team has 3 points

5 points - 3 points = 2 points for ● Team

● Team will toss first in the next round

## Cup Stacking

- A set of cups contains 12 total cups.
- When a cup falls off a stack it is called a fumble. You must go back and fix your fumble before advancing onto the next stack.
- Up stacks should be completed from one side across to the other, you may not begin up-stacking with the middle stack.
- When down stacking, you must go back to where you started with your up stack and then down stack in that same order.
- There are many different kinds of stacks: 3-3-3, 3-6-3, 6-6, 1-10-1
- The Cycle consists of 3-6-3 to 6-6 to 1-10-1.
- You must start and end the cycle with your cups in a 3-6-3 setup.
- In a 1-10-1 stack, one cup is placed facing up and one cup is placed facing down on the sides before beginning to the 10 stack.

### Cup Stacking Vocabulary

**Up stack:** The term used for stacking the cups “up” or building them into pyramids of 3, 6 or 10 cups.

**Down stack:** The term used for “un-stacking” or putting cups “down” into “nested” columns that were collapsed into a single stack.

**Fumble:** The term used when cups fall during the process of up stacking or down stacking. You cannot continue to build without returning to fix a cup that has fumbled.

**Cycle:** Completing a series of stack formations in the following sequence: 3-6-3, 6-6, and 1-10-1.