

# PITCH GAMES

# Cornhole



Designed by Paul-Henri Argiot & Mathieu Roque

The modern Cornhole was born in the United States in the 70s. The popularity of this outdoor game is due to the simplicity of its rules, which consist of throwing small bags of corn kernels into the hole drilled in a wooden board.

Each year, several million practitioners challenge each other to put their skill and their mind to the test.

Pitch Games gives you a pocket version in which throwing bags are replaced by flicking.

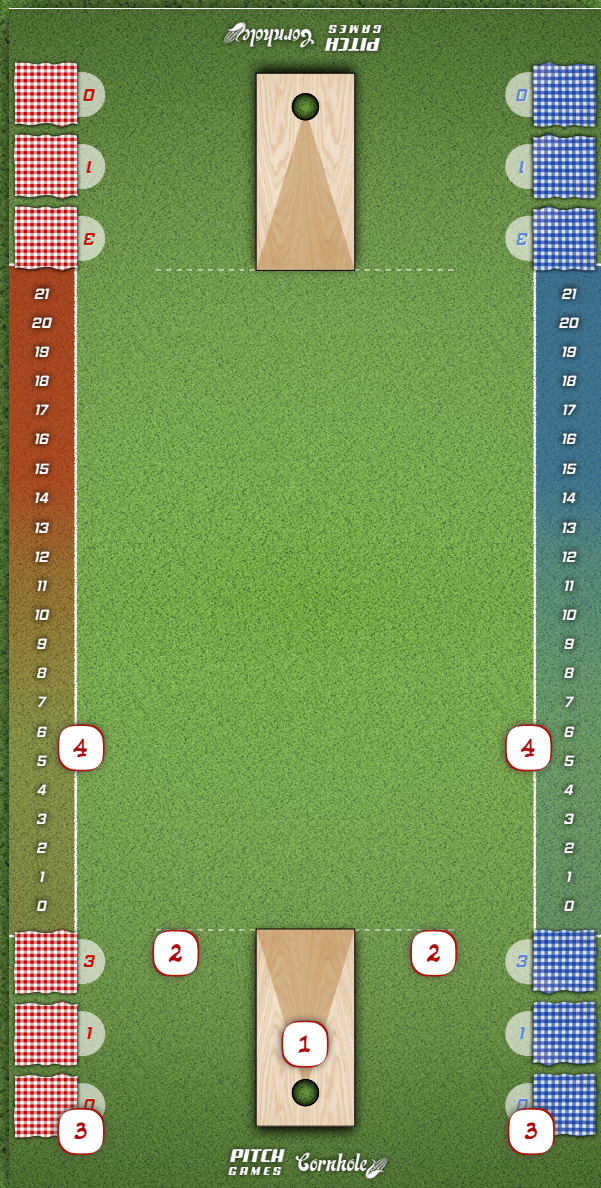
Find the tension and the pleasure of a game of Cornhole on your table top.



2-4 players

14+

10 minutes



## SETUP

- PLACE THE MAT BETWEEN THE PLAYERS
- PLACE A SCORE MARKER CLIP ON EACH 0 OF THE SCORE TRACKS
- PLACE THE 8 BAG PUCKS (4 BLUE AND 4 RED) NEXT TO THE MAT

1 BOARD

2 THROWING LINE

3 COUNTING SHEET

4 SCORE TRACKS

## BAG PUCKS



## GAME PRINCIPLES

- THE GAME IS PLAYED OVER SEVERAL ROUNDS.
- EACH ROUND, ONE PLAYER FROM EACH TEAM BECOMES THE THROWER. THROWERS CHANGE WITH EACH NEW ROUND.
- THROWERS THROW THEIR 4 BAGS, ONE BAG AT A TIME AND IN TURN TOWARDS THE OPPOSITE BOARD.
- ONLY THE TEAM THAT TOTALS THE MOST POINTS SCORES AND ONLY COUNTS THE POINTS HIGHER THAN THOSE OF THE OPPOSING TEAM.
- THE SCORING TEAM STARTS THE NEXT ROUND.
- THE GAME ENDS WHEN A TEAM REACHES OR EXCEEDS 21 POINTS.

## TRADITIONAL (2v2)

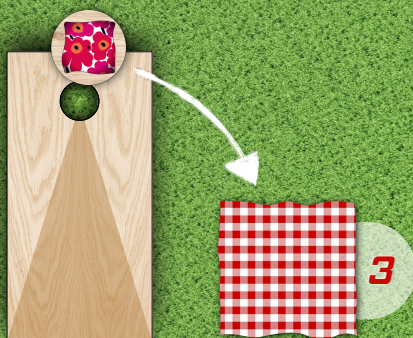
### SETUP

- COMPOSE 2 TEAMS OF 2 PLAYERS AND ASSIGN A COLOR TO EACH TEAM.
- EACH TEAMMATE POSITIONS THEMSELVES FACE TO FACE, BEHIND A BOARD AND NEXT TO AN OPPONENT.
- CHOOSE WHICH TEAM WILL START IN THE FIRST ROUND.

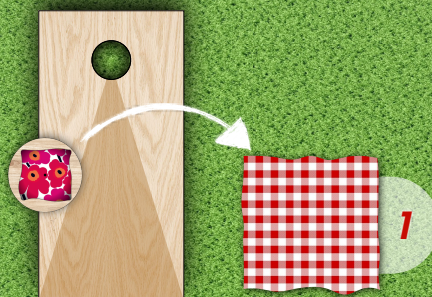


### RUNNING OF A ROUND

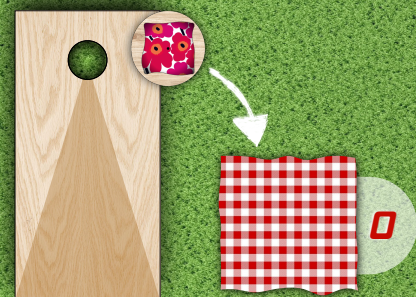
- THE 2 OPPONENTS PLACED ON THE 0 SIDE OF THE SCORING TRACKS ARE THE FIRST THROWERS AND TAKE THE 4 PUCKS OF THEIR COLOR.
- IN TURN, EACH THROWER PLACES A PUCK ON HIS SIDE OF THE BOARD, BEHIND THE THROWING LINE AND PROPELS IT TOWARDS THE OPPOSITE BOARD.
- AT EACH THROW, THE TEAMMATE COLLECTS THE PUCK TO PLACE IT ON THE COUNTING SHEET OF ITS COLOR AND THE VALUE CORRESPONDING TO THE RESULT OF THE THROW :



3 : IF THE PUCK BITES THE HOLE.



1 : IF THE CENTER POINT OF THE PUCK IS ON THE BOARD.



0 : IF THE CENTER POINT OF THE PUCK IS OUTSIDE THE BOARD.

- WHEN ALL THE PUCKS HAVE BEEN THROWN AND COUNTED, EACH TEAM ADDS UP THE POINTS OF ITS 4 PUCKS. THE TEAM WITH THE MOST POINTS SCORES THE HIGHER POINTS THAN THE OPPOSING TEAM. THE POINTS ARE ADDED TO THE SCORE OF THE TEAM WINNING THE ROUND.  
EX : THE REDS TOTAL 6 POINTS AND THE BLUES TOTAL 8. THE BLUES SCORE 2 POINTS (8 - 6) IN THIS ROUND.
- FOR THE NEXT ROUND, THE ROLE OF PITCHER PASSES TO THE OTHER PLAYER IN EACH TEAM.
- THE SCORING TEAM STARTS THE NEXT ROUND.
- WHEN A TEAM REACHES OR EXCEEDS 21 POINTS, IT WINS THE GAME.

## DUEL (1v1)

### SETUP

- THE PLAYERS STAND FACE TO FACE, EACH BEHIND A BOARD. EACH PLAYER CHOOSES A SCORE TRACK COLOR, TAKES THE 4 PUCKS OF HIS COLOR. THE PLAYER ON THE 0 SIDE OF THE SCORING TRACKS BECOMES THE STARTING PLAYER.

### RUNNING OF A ROUND

- BOTH PLAYERS ARE PITCHERS IN EACH ROUND. IN TURN, STARTING WITH THE FIRST PLAYER, THEY PLACE ONE OF THEIR PUCKS NEXT TO THE BOARD, BEHIND THE THROWING LINE AND PROPEL IT TO THE OPPOSITE BOARD.
- AT EACH THROW, THE OPPOSING PLAYER COLLECTS THE PUCK TO PLACE IT ON THE CORRESPONDING COUNTING SHEET.
- THE REST OF THE RULES ARE IDENTICAL TO THE 2v2 VERSION.