

BACKYARD GAMES CHOICE BOARD

Practice your backyard-game-skills for a minimum of 60-minutes per day.

Use this choice board to help you choose from 8 different options.

Note: It's okay to practice one game choice for 30 minutes (or more) and another for 30 minutes (or more) to accumulate your 60-minute total. Mix, Match and Have Fun!

<p>BOCCE GAMES Bocce Ball Disc Bocce Bean Bag Bocce Soccer Bocce</p>	<p>CORN HOLE Baggo Cone Hole Hoop Hole Chalk Hole</p>	<p>GOLF GAMES Disc Golf Soccer Golf Football Golf Bean Bag Mini Golf</p>	<p>STICK BALL Traditional Stick Ball Tee-Ball Sick Ball Home Run Derby</p>
<p>ICE MELT CHALLENGE CYO Ice Melt Challenge</p>	<p>SAUCER SLAM Traditional Cone Slam</p>	<p>HOPSCOTCH Singles Doubles</p>	<p>TIC TAC TOE GAMES Tic Tac Toe Tossing Tic Tac Toe Running</p>

Minimum Equipment Required: 12 Bean Bags, 2 Flying Discs, Sidewalk Chalk

ALL Equipment for ALL Challenges: 7 Flying Discs, 8 Bean Bags, Baggo Board Set, 2 Large Cones, Sidewalk Chalk, Hula Hoops, Wiffle Ball Set with extra Wiffle Balls, Tray of Ice Cubes, Shield Saucer Slam Set



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Week 1 Equipment List

Backyard Games

Call: 800.327.0484

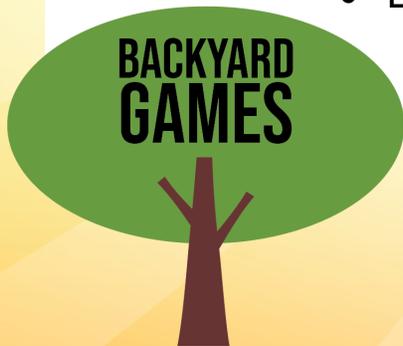
Ask for OPEN Power Discounts with Flyer Code 7E
Or shop online www.usgames.com/open

Minimum Equipment Required:

- 12 Bean Bags (Item# 1293418; Price \$9.00 per dozen)
- 2 Flying Discs (Item# 1268942; Price \$8.99 each)
- Sidewalk Chalk (Item# 88910; *Call for Price Mega 60-Pack*)

Other Fun Stuff to Use this Week:

- 9" Wiffle Baseball (Item 1141245; Price \$1.75 each)
- Plastic Wiffle® Bat (Item# 3193; Price \$3.00 each)
- Hula Hoops (Item# 1246070; Price \$32.89 per dozen)
- Saucer Slam Game (Item# 1367801; Price \$64.99)
- 18" Game Cones (Item# 1245875; Price \$65.59 set of 6)
- Baggo Game Toss Set (Item# 1269000; Price \$110.49)



BOCCE GAMES

Stuff You Need:

- 2-4 same-colored ball/disc/bean bag *per* player/team
- 1 odd-colored ball/disc/bean bag (the pallina)

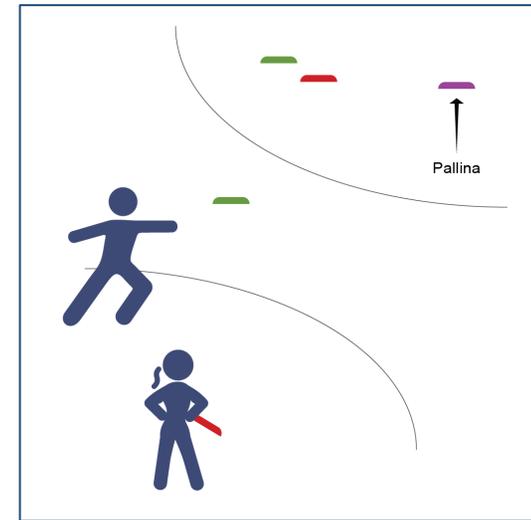
Players: 2 or more

The Object of the Game:

- Toss your objects closest to the pallina.

How To Play:

1. Play Rock, Paper, Scissors to see who goes first.
2. The 1st player tosses the pallina into open space.
3. The 1st player also tosses the 1st object at the pallina (the target).
4. The opposing player tosses next.
5. After the second toss, and on every toss remaining in the round, the player that does NOT have the object closest to the pallina will throw.
6. After all objects are tossed count the score. Only 1 team scores per round – 1 point for each object that is closer to the pallina than the closest ball of the opposing team.



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CORN HOLE GAMES

Stuff You Need:

- 2 Corn Hole Boards or 2 Cones or 2 Chalk-Drawn Boards
- 8 beanbags (4 beanbags per player/team)

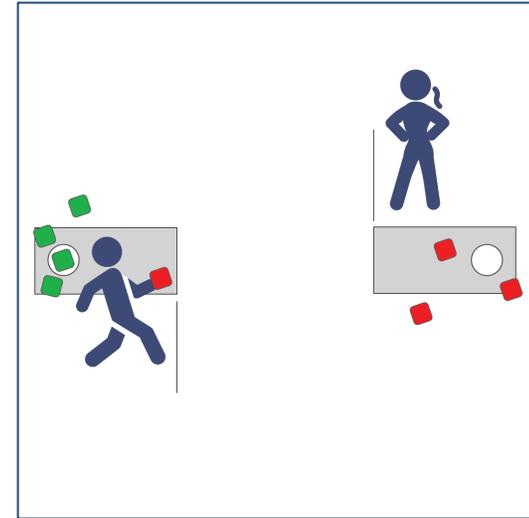
Players: 2 or 4

The Object of the Game:

- Score by landing beanbags on the board or in the hole.
The 1st player to 21 wins. You can go over 21.

How To Play:

1. Both players stay on opposite ends of the play area for the entire game.
2. Tosses are made behind the front of the board.
3. Players/teams take turns tossing beanbags until all beanbags have been tossed.
4. When all beanbags have been tossed, tally the score.
5. Bag on the Board = 1 point; Bag in the Hole = 3 points; Bag off the Board = 0 Points



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GOLF GAMES

Stuff You Need:

- 1 flying disc, ball or beanbag *per* person
- 1 to 9 hula hoops or other targets. Scatter them around the yard. If playing inside, you are now playing mini golf.

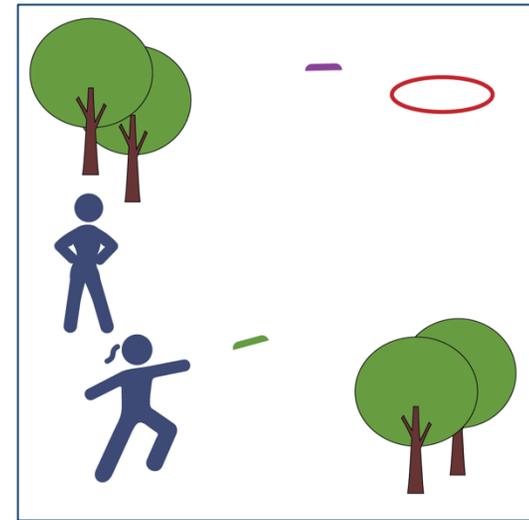
Players: 1+

The Object of the Game:

- Throw, toss, or kick your disc, beanbag or ball into the hoop in the fewest number of attempts. Don't have hula hoops? Use sturdy targets like trees, rocks, or walls.

How To Play:

1. All players start from the same spot. The first player throws toward the target and then waits for all other players to make their throws.
2. When all players have thrown, walk to the disc/ball that is furthest from the target. The player furthest from the target goes next until all players have hit the target.
3. The player who hits the target first goes first on the next hole.



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STICKBALL GAMES

Stuff You Need:

- 1 plastic bat and ball set – extra plastic balls if available. (broom sticks, tennis or rubber balls can be substituted)
- 3 cones for hit lines, 1 large cone or batting tee (optional)

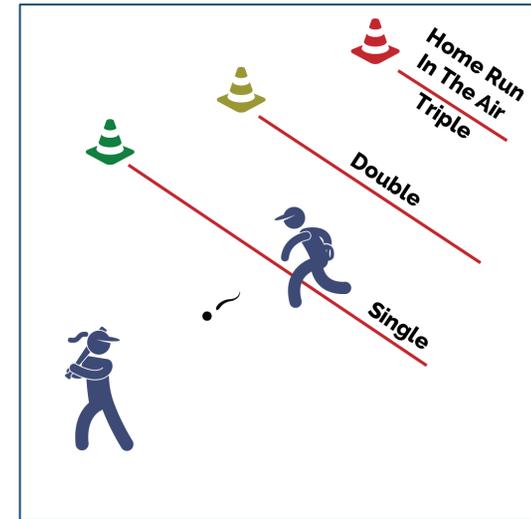
Players: 2+

The Object of the Game:

- Just like baseball, you're trying to score as many runs as you can by hitting the ball into fair territory without an out.

How To Play:

1. Create 2 even teams (1v1 is okay).
2. 3 outs per side. 3 strikes per out. No walks.
3. Set up a field with 3 hit lines. Hitting past line 1 is a single. Past line 2 is a double. Past line 3 is a triple. If the ball flies past 3 in the air without being caught it's a home run. Outs are made if a batter strikes out, when a ball is caught in the air, or if a ground ball is fielded cleanly (no bobbles allowed).
4. Ghost runners take their place after each successful hit. Runners advance for each hit – no forces required. For example, a runner on 3rd advances home on a single.



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ICE MELT CHALLENGE

Stuff You Need:

- 1 ice cube per person
- 1 six-sided die
- Stopwatch

Players: 1+

The Object of the Game:

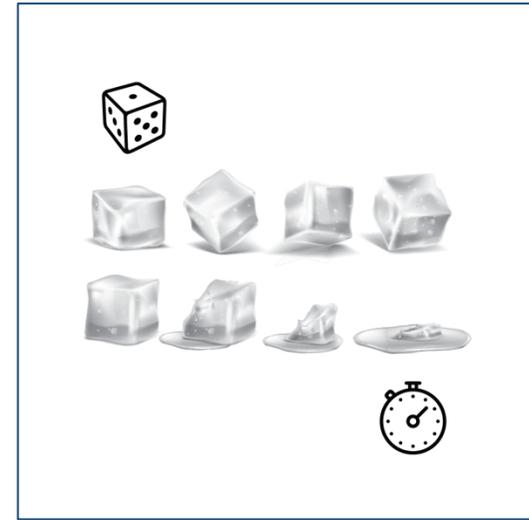
- Melt your ice cube as quickly as you can.

How To Play:

1. On the start signal, start the stopwatch and roll the die.
2. Complete the melting activity that matches your roll.
3. When your cube has melted, stop your time and record your score. Compete against the clock or with friends.

Melting Activities:

Roll a 1: Blow on the cube with 1 long breath; **Roll a 2:** Grip it in your hand for a 2-second count; **Roll a 3:** 3 shakes of salt on it; **Roll a 4:** Put it in your pocket for a 4-second count; **Roll a 5:** Shake the cube in both hands 5X; **Roll a 6:** Float it in water for a 6-second count.



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SAUCER SLAM

Stuff You Need:

- 1 Saucer Slam Set (or) 1 Flying Disc, 2 large cones, 2 plastic or tennis balls

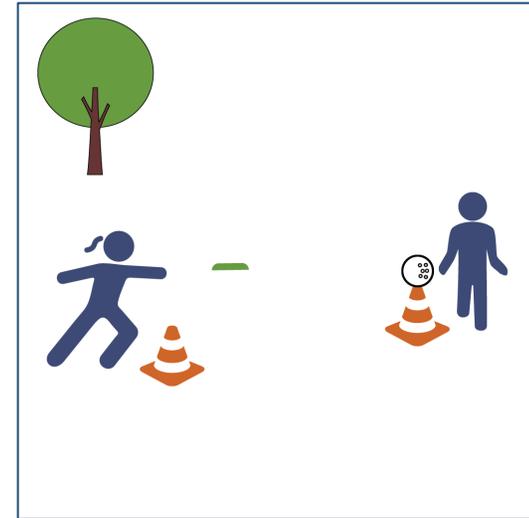
Players: 2 or 4 (play for fun with a partner or 2v2)

The Object of the Game:

- Work with your partner to hit the target with the disc.

How To Play:

1. Set cones 20 to 50 feet apart with plastic balls resting on top of the cone. Or use the Saucer Slam targets.
2. One partner throws the disc at the target cone from behind the opposite cone.
3. The opposite partner (behind the target cone) may tap, guide, or slam the disc into the target if needed.
 - Score 3 points if you hit the plastic ball off the cone with a direct hit to the ball (can be assisted by teammate, but disc must hit the ball before hitting the cone).
 - Score 2 points if you hit the cone with a direct hit.
 - Score 1 point if you hit the cone with a redirected assist from your teammate.



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HOPSCOTCH

Stuff You Need:

- Sidewalk Chalk, 1 Beanbag (or small rock)

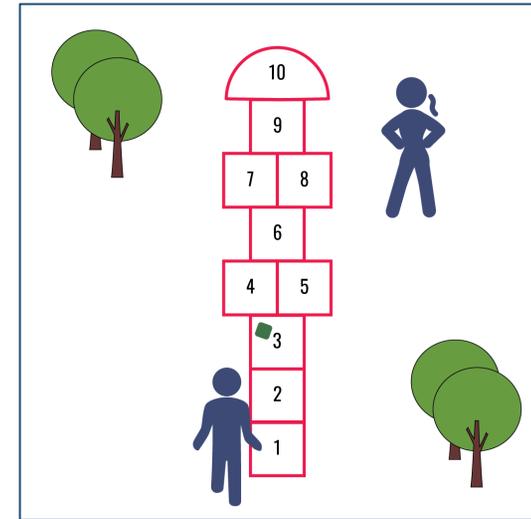
Players: 1+

The Object of the Game:

- To toss and retrieve the marker from each square.

How To Play:

1. Draw a hopscotch course using sidewalk chalk.
2. Player 1 tosses the marker (beanbag) into square 1. Hop over the square with the marker and through the entire course. Come back, stop at the box just before the marker and pick it up, then finish the course.
3. Use 1-foot hops in single squares and 2-foot jumps in side-by-side squares (1 foot in each square).
4. Take turns with other players tossing the marker in order from 1 to 10.
5. You lose a turn if you toss the marker on a line or outside of a square.
6. The first player to complete the course wins.



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TIC TAC TOE

Stuff You Need:

- Sidewalk Chalk, 6 Beanbags (2 different colors)

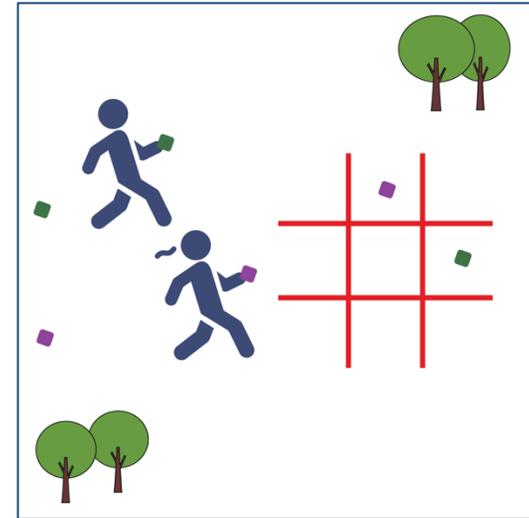
Players: 2+ (Play 1v1 or 2v2 relay race style)

The Object of the Game:

- To get 3-in-a-row before your opponent.

How To Play:

1. Draw a Tic Tac Toe board using sidewalk chalk.
2. There are 2 ways to play – toss your beanbags onto the board. Or, run your beanbags and drop them.
3. On the start signal, the game begins. Run or toss your beanbag to the board. Once you've placed all 3 beanbags you'll need to run to the board and move 1 of the bags at a time. Run back to the start line begin the next turn.
4. Don't take turns, both teams toss/run at the same time.
5. Continue until 1 team gets tic tac toe (across, up and down, or diagonal).



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