



SPORTS. EVENTS. AWESOMENESS.

KC Crew Tailgate Game Game Rules

I. Rules

1. Cornhole

- a. Two Players per box, 1 Player from each team.
 - i. 2 player sitting out and switch after 4pts or 8pts
- b. Rock, Paper Scissor for first throw then alternate throws
 - i. Team A throws 1 bag, then Team B, etc
- c. Bag on the Board = 1pt. Bag in the Hole = 3pts
 - i. Every throw, the points cancel out
 - ii. Ex = Team A throws for 4pts and Team B throws for 3pts. Team A gets 1pt and Team B gets 0pts
- d. No leaners. Bounces count. Bag must be on board & not touch ground
- e. The Team that won points during previous round throws first the next round.
 - i. If all points cancel, the team that scored last throws first
- f. Players must stand across from their partner and cannot step past the front of the box. Stepping over the line will result in a forfeit of that bag.
- g. Teams can switch players at 4 points, but must switch at 8 points. This is when either team ad 4 or 8 points. Teams can only switch players once and must switch both players.
- h. Team with the most points after all 8 bags are thrown will add the difference in points to their score.
- i. 1 game to 16 points wins (no winning by 2)
 - i. Points will be recorded as 16, regardless the number reached.
- j. Any disputes should be resolved with a re-throw
- k. Points will be recorded as the score of the game.
 - i. Team A wins with 16 points - 16 points will be awarded
 - ii. Team B loses with 14 points - 14 points will be awarded.

2. BULZiBUCKET

- a. Two Players per bucket, 1 Player from each team.
 - i. 2 player sitting out and switch after 4pts or 8pts
- b. Rock, Paper Scissor for first throw then alternate throws
 - i. Team A throws 1 bag, then Team B, etc
- c. Bag in the bottom bucket = 1pt. Bag in middle bucket = 2pts. Bag in top bucket = 3pts.
 - i. Every turn, the points cancel out
 - ii. Ex = Team A throws for 4pts and Team B throws for 3pts. Team A gets 1pt and Team B gets 0pts
- d. The Team that won points during previous round throws first the next round.
 - i. If all points cancel, the team that scored last throws first
- e. Players must stand across from their partner and cannot step past the front of the box. Stepping over the line will result in a forfeit of that ball.



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- f. Teams can switch players at 4 points, but must switch at 8 points. This is when either team ad 4 or 8 points. Teams can only switch players once and must switch both players.
 - g. Team with the most points after all 6 balls are thrown will add the difference in points to their score.
 - h. 1 game to 16 points wins (no winning by 2)
 - i. Points will be recorded as 16, regardless the number reached.
 - i. Any disputes should be resolved with a re-throw
 - j. Points will be recorded as the score of the game.
 - i. Team A wins with 16 points - 16 points will be awarded
 - ii. Team B loses with 14 points - 14 points will be awarded.
- 3. Kan Jam**
- a. Two players per kan, one from each team
 - i. 2 player sitting out and switch after 6pts or 11pts
 - b. Rock, Paper, Scissor for first throw then alternate throws
 - i. Team A throws then Team B, etc
 - c. Scoring
 - i. 1 point if the deflector redirects the frisbee to hit the outside of the kan
 - 1. no grabbing the frisbee, only deflecting
 - ii. 2 points if the thrower hits the kan directly
 - iii. 3 points if the deflector redirects the frisbee into the top of the kan
 - 1. no grabbing the frisbee, only deflecting
 - iv. Instant Win if the frisbee is thrown into the front slot
 - d. Players must stay behind the front of the kan
 - e. The Frisbee cannot be grabbed, only hit or deflected.
 - f. Teams can switch players at 6 points, but must switch at 11 points. Teams can only switch players once and must switch both players.
 - g. 1 game to 21 points wins (no winning by 2)
 - h. Any disputes should be resolved with a re-throw
 - i. Points will be recorded as the score of the game.
 - i. Team A wins with 21 points - 21 points will be awarded
 - ii. Team B loses with 14 points - 14 points will be awarded.
- 4. Giant Beer Pong**
- a. 4 players per game
 - b. 6 cans per side, shaped in a triangle
 - c. Teams on opposite sides
 - d. Team members throw once per turn, in the same order every time.
 - e. If a ball is made, it counts and can is removed from the triangle
 - f. Bounces don't count.
 - g. After a team makes the final can, the opposing team is allowed a rebuttal
 - i. EXCEPTION - If the team makes 3 balls in a row to end the game, there is no rebuttal.
- 5. Speed Jenga**
- a. All 4 players from each team will participate



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- i. Players must rotate through all 4 players and maintain rotation
- b. Rock, Paper, Scissor for the first turn then alternate turns
 - i. Team A plays then Team B, etc
- c. Play
 - i. Teams will have 3 minutes to play a game of Jenga
 - ii. Team A will make their play, then team B
 - iii. Each player will have 15 seconds to complete a turn
 1. A complete turn means that the block must be placed on the top of the stack
 - iv. If the tower falls, the team that made it fall loses.
 - v. If the 3 minutes of play is reached, the team that made the last complete play wins.
 1. If time ends in the middle of a turn, the other team will be awarded the win.
- d. Players may stand anywhere around the tower but must remain out of the way of all other players.
- e. No helping from other teammates is allowed.
- f. Teams must maintain rotation throughout the entire 3 minutes.
- g. The team that wins will be awarded 1 point. The team that loses will be awarded 0 points.

II. Scoring

1. Cornhole

- a. Points will be recorded as the score of the game.
 - i. Team A wins with 16 points - 16 points will be awarded
 - ii. Team B loses with 14 points - 14 points will be awarded.

2. BULZiBUCKET

- a. Points will be recorded as the score of the game.
 - i. Team A wins with 16 points - 16 points will be awarded
 - ii. Team B loses with 14 points - 14 points will be awarded.

3. KanJam

- a. Points will be recorded as the score of the game.
 - i. Team A wins with 21 points - 21 points will be awarded
 - ii. Team B loses with 14 points - 14 points will be awarded.

4. Giant Beer Pong

- a. Points will be recorded as 1 or 0
 - i. Team A wins - 1 point recorded
 - ii. Team B loses - 0 points recorded

5. Speed Jenga

- a. Points will be recorded as 1 or 0
 - i. Team A wins - 1 point recorded
 - ii. Team B loses - 0 points recorded