



## THE TLG RULEBOOK

# BATTLECHIP

2-4 Players

10-30 Minutes per Game

20 ft. length, 8 ft. width

## BEFORE YOU PLAY

BattleChip is an exciting hybrid between golf and cornhole that brings great fun while honing your wedge skills. Games are generally played between 2-4 players and targets are placed 15-20' apart. BattleChip offers several gameplay options.

## TOURNAMENT PLAY

In **Tournament Play**, players compete across 9 holes, scored using the included dry erase scorecard. On each hole, board hits are 1 point, front hole is 2 points, center hole is 3 points and back hole is 5 points. The winner is the player with the highest score at the end of the round, with a tie determined by sudden death.



## CORNHOLE STYLE

In **Cornhole Style**, players compete with their opponent standing next to them, 1 vs 1, or 2 vs 2. Points cancel, so only one player or team will score each turn. For example, if Team A hits the middle hole twice (2 x 3 points), the board once (1 point), and misses once (0 points) for a total of 7 points and Team B hits the top hole once (5 points), the bottom twice (2 x 2 points), and misses once (0 points) for a total of 9 points, Team A will be awarded 0 points that round and Team B will be awarded 2 points (9 - 7). The first team to 18 points wins.

## 8 BALL

In **8 Ball**, 2 players compete against one another, each standing next to their board. Player 1 chips all 8 of their balls and then tallies their score; Player 2 chips all 8 back and tallies theirs. The player with the highest score is awarded the difference of the two scores. For example, if Player 1 scored 25 and Player 2 21, Player 1 would receive 4 points. The first to 18 wins!