



THE OFFICIAL **TLG** RULEBOOK



THE TLG RULEBOOK

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The TLG Rulebook is your reference for all your favorite lawn games, available from your local Triangle Lawn Games provider.

We created this guide as a simple but comprehensive reference to help make your next event as fun and easy as possible!

The Rulebook makes an effort to highlight places where there are common variations or alternate modes of play, while laying out clearly the standard approach. Experiment, figure out what works best for you, and don't hesitate to call in a TLG facilitator if you'd like an expert on hand at your event!



THE TLG RULEBOOK

CORNHOLE

2-4 Players

10-30 Minutes per Game

35 ft. length, 8 ft. width

BEFORE YOU PLAY

Cornhole can be a 2 or 4 player game. You can play two-on-two, or one-on-one! There are 8 bags total, 4 of one color for each team. The cornhole boards should be placed 27 feet apart, with the hole-less ends facing each other. (If setting up the boards for children, place the boards closer together for easier gameplay.)

HOW TO PLAY

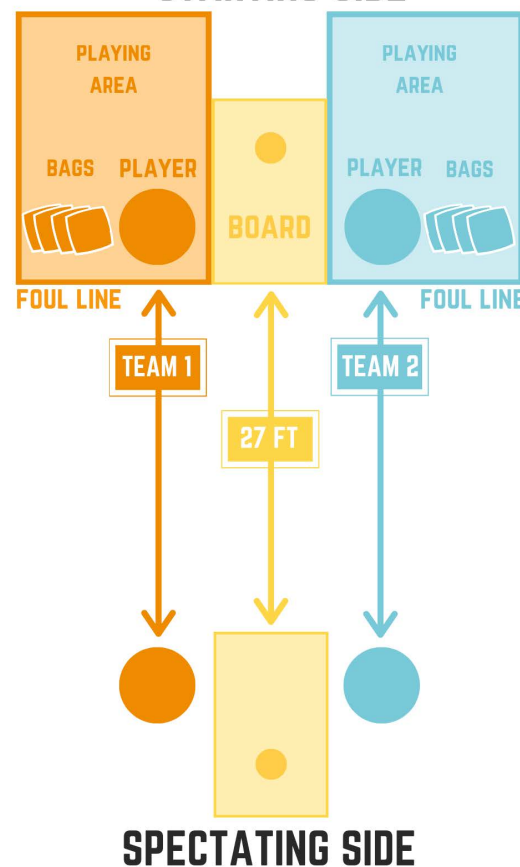
One member of each team stands at each board and faces their teammate. All 8 bags start on the same side. To decide who tosses first, flip a coin or a bottle cap.

Teams alternate tossing their bags onto the board across from them until none are left. During tossing, the foul line cannot be crossed or stepped on.

SCORING

- 3 pts** a “ringer,” or getting the bag in the hole without a foul.
- 1 pt** bag on surface of board without a foul
- 0 pts** bag hits the ground OR touches a bag on the ground. This includes bags that are half-on, half-off the board.

STARTING SIDE



Points are tallied after each round. Bags that cancel out are not included in the point total (e.g., 1 red bag on board + 1 blue bag on board = 0 pts).

The first team to 21 wins!



THE TLG RULEBOOK

CONNECT FOUR



2 Players



5-10 Minutes per Game

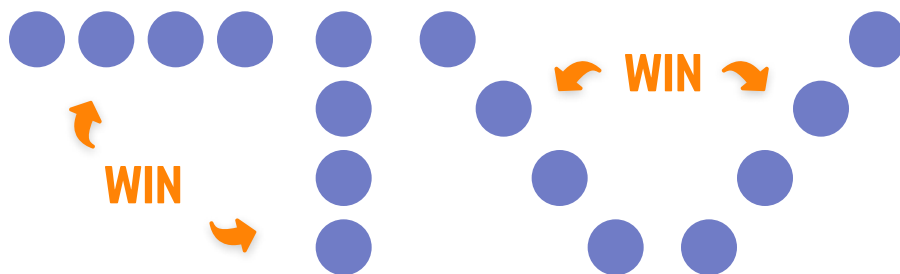


6 ft. length, 6 ft. width

HOW TO PLAY

Connect Four is a 2-player game. Players alternate taking turns. Each side of the Connect Four board has its own color of checkers. There is one color for each player.

The goal of Connect Four is to get 4 of your color checkers in a row—horizontally, vertically, or diagonally—before your opponent does!



When it is your turn, drop 1 of your checkers into the open slot at the top of the Connect Four board. This allows you to either build your row or stop your opponent from getting 4 in a row. After you drop your checker, it's your opponent's turn.

WINNING

The game is over when one player gets 4 checkers in a row, or when all slots are filled, meaning the game ends in a stalemate.

To play again, pull the slides out of the bottom of the board, releasing the checkers onto the ground. There is one slide on each end of the board.

Happy Connect Four-ing!



THE TLG RULEBOOK

JENGA

 2-6 Players

 10-20 Minutes per Game

 6 ft. length, 6 ft. width

HOW TO PLAY

Jenga is a multi-player game consisting of 54 wooden blocks. Stack the blocks to create a tower, alternating between horizontal and vertical “stories.” (Three pieces placed side by side create a story.)

Once the tower is created, players take turns using one hand to remove a block from the tower. You may remove blocks from anywhere below the highest completed story. Place the removed block back on top of the tower to begin or add to a new story. Players must complete a story before expanding further up the tower.



Blocks may be tested to see how loosely or tightly they are in the tower before attempting to remove the block. Tested blocks are not required to be pulled; however, a jarred block must be returned to its original position, also using one hand.

Your turn ends when the next player touches a block or 10 seconds after you’ve placed your block on top of the tower. If the tower falls during those 10 seconds, the game is over!

WINNING

The last player to successfully add a piece to the tower before it is knocked over wins Jenga!



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YARDZEE

2-5 Players

15-30 Minutes per Game

5 ft. length, 5 ft. width

OBJECT OF THE GAME

The object of Yardzee is to get the highest score from rolling the 5 yard dice. Each game has 13 rounds. In each round, there is one objective (see attached scorecard). To win, you must score once in each category.



HOW TO PLAY

To start the game, roll all the dice. After rolling, you can either score the current roll, or re-roll any or all dice. The dice can **only be rolled a total of 3 times per turn**. After you are finished rolling, you must choose a category to score.

SCORING

To score, choose a category and record your score. Choose the category wisely—once a box has been scored, it cannot be scored again for the rest of the game (except the Yardzee category). The player with the highest score wins.

Upper Section Scoring: If you score in the upper section of the table, your score is the total of the specified die face. For example, if you roll: 5 – 2 – 5 – 6 – 5 and score in the Fives category, your total for the category would be 15. This total is gotten by adding only the three fives together, because you are scoring in the Fives category.

Bonus: If the total of the Upper scores is 63 or more, add a bonus of 35 points.

Lower Section Scoring: For scoring in the lower section, you either score a set amount or score 0 if you cannot meet the category requirements.

3 & 4 of a Kind: For 3 of a Kind, you must have at least 3 of the same die faces. For 4 of a Kind, you must have at 4 die faces the same. Score the total of all the dice.

Small & Large Straight: A Straight is a sequence of consecutive die faces. A Small Straight is 4 consecutive faces, and a Large Straight is 5 consecutive faces. Small Straights score 30 points, and a Large scores 40 points. If you rolled 2 – 3 – 2 – 5 – 4, you could score 30 in Small Straight, or 0 in Large Straight.

Full House: A full house is having both 3 of a Kind and 2 of a Kind. Full Houses score 25 points.

First Yardzee: A Yardzee is 5 of a Kind. It scores 50 points, but you may choose to not score it as a Yardzee. If you choose not to score it as a Yardzee, you can take it as a top row score and safeguard your bonus.

Additional Yardzees: If you roll a second Yardzee and you scored your first Yardzee in the Yardzee box, your second Yardzee is worth 100 points. You must also put this roll into another category. For example, if you roll 4 – 4 – 4 – 4 – 4, and the Fours category is not filled, you must score the Fours category. If the corresponding Upper category is filled, you must score zero anywhere on the Upper section.

Chance: You can roll anything and put it in the Chance category. You score the total of the die faces.

Scratch/Dump Scores: You can score any roll in any category at any time, even if the resulting score is zero.



THE TLG RULEBOOK

BOCCE BALL

2-8 Players

10-20 Minutes per Game

13 ft. length, 91 ft. width*

*regulation, smaller is fine!

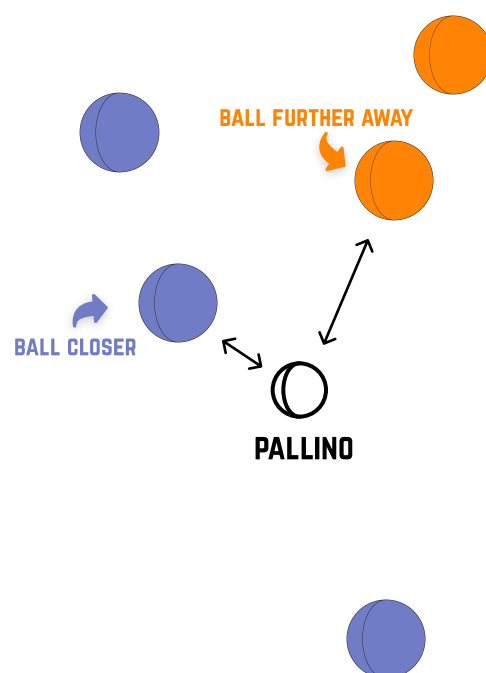
BEFORE YOU PLAY

Bocce Ball is a much beloved game played by all ages. It consists of 8 large balls of two colors called Bocce balls and one small white ball called a pallino. Choose two teams of anywhere of 1, 2 or 4 people. Each team gets their own color.

HOW TO PLAY

First decide who will throw the pallino, either by coin flip, thumb war, etc. That player throws the pallino out far enough that it isn't super easy to land the Bocce balls next to it, traditionally past the center line of the court.

That same player then throws their first Bocce ball. Try cupping the bottom of the ball and tossing it underhand. The goal is to get the Bocce as close to the pallino as possible. Next a player from the opposing team throws one of their balls, with the goal of getting it closer to the pallino, referred to as "inside". If they do not, they continue throwing their balls, rotating turns among players, with the goal of getting one "inside". The team that does not have the ball closest to the pallino is always the one to throw. Play ends when all balls have been thrown. You are allowed to hit both your opponent's Bocce or the pallino, which can be an effective strategy to shift the target area.



THROW LINE

SCORING

The team with the Bocce nearest to the pallino receives a point for each Bocce they have "inside". Bocce directly touching the pallino score an additional point. The winner is the first team to a predetermined score, typically 12.



THE TLG RULEBOOK

LADDER GOLF

2-4 Players

10-20 Minutes per Game

15 ft. length, 5 ft. width

BEFORE YOU PLAY

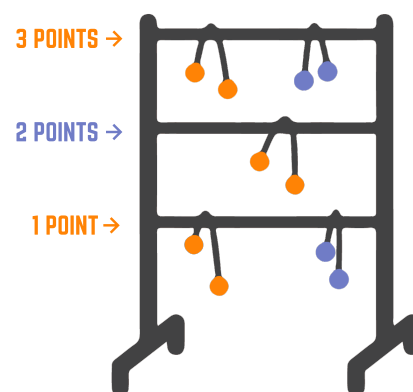
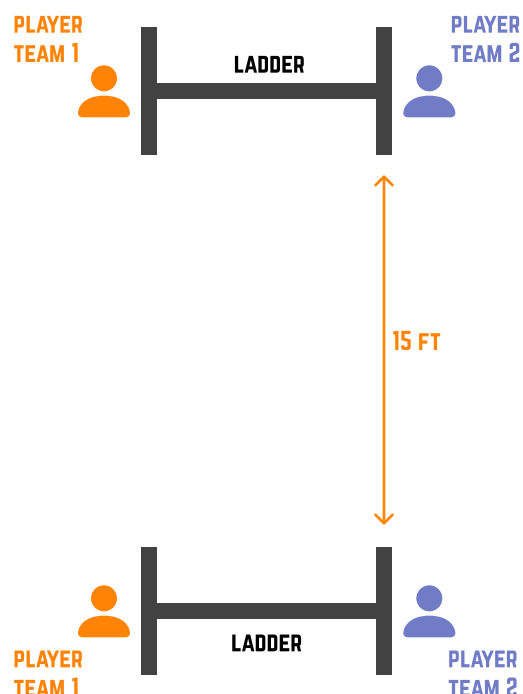
Ladder golf is an absolute mainstay of the lawn game arsenal. Set up is easy, simply stand the ladder apart 15 feet from each other base to base. All ladders are mirror images so there is no front or back. Verify there are 6 bolas - 3 of one color and 3 of a different color.

HOW TO PLAY

Ladder golf can be played with either 2 or 4 people. You and your partner will be opposite one another. You simply stand on either side of the ladder, and throw your team's bolas at the opposite ladder while staying behind the front of the leg. The bolas will subsequently be thrown back.

SCORING

Scoring occurs when the bolas wrap around the ladder rungs. The top bar is 3 points, middle is 2 points and bottom is 1 point. Opposing teams points are deducted from yours if there are both teams bolas on the ladder. For example if the opposing team get a 2 point and 1 point throw and your team get a 3 point and 2 point throw the total for your team is 2 points ($3+2-(2+1)$). If you knock an opponents bolas off the bar, they do not get those points. Typically the game is played to 21 points, however the participants can play to whatever score they would like!





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KUBB

2-12 Players

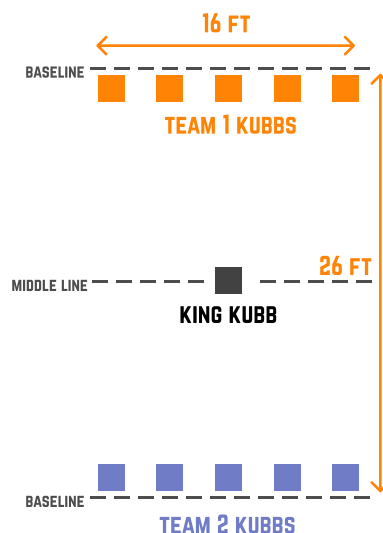
15-20 Minutes per Game

26 ft. length, 16 ft. width

BEFORE YOU PLAY

There are 10 Kubb sticks and 1 King Kubb along with 6 throwing batons. Set up should follow the diagram at right with the Kubbs equally spaced along each baseline. Each team can be up to 6 people.

Kubbs standing in their starting position on the baseline are called "Baseline Kubbs". As part of the game, Kubbs are thrown into the middle of the playing field and are erected where they end up. These Kubbs are then called "Field Kubbs".



HOW TO PLAY

To determine which team starts, a player from each team throws a stick as close to the king as possible, without hitting it. The team with the closest throw begins. This Team (1) starts the game by throwing their sticks **underhand and vertically** with the intent of knocking down Team 2's "Baseline Kubbs". Any Kubbs they manage to knock down Team 2 will then throw from their baseline into Team 1's half of the playing area, where they are stood up and now referred to as "Field Kubbs". If a Kubb is thrown outside the area of play, they have a second chance to throw within bounds. If they miss, Team 1 may place the Kubb anywhere on their side.

Team 2 now must begin their turn by knocking down any "Field Kubbs" thrown onto Team 1's side. Any Kubbs hit in the field are then thrown onto Team 2's side. Once Team 2 has knocked down all "Field Kubbs", they may knock down the "Baseline Kubbs". If a "Baseline Kubb" is toppled prior, it is immediately stood back up.

Play proceeds accordingly - on each turn, all "Field Kubbs" on the opponent's side must be knocked down before "Baseline Kubbs" can be thrown at. If "Field Kubbs" remain standing on the throwing team's side, they may throw from behind the "Field Kubb" closest to the Middle Line, rather than the Baseline. Once a team has knocked down all of their opponent's "Baseline Kubbs" they may attempt to knock down the King Kubb.

WINNING

The team that knocks down all of their opponent's "Baseline Kubbs" and then proceeds to knock down the King Kubb wins. However, if a Team knocks down the King Kubb prior to knocking down their opponent's "Baseline Kubbs", that Team loses.



THE TLG RULEBOOK

ROLLORS

 2-6 Players

 15-20 Minutes per Game

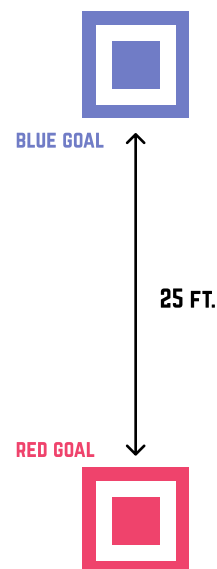
 25 ft. length, 10 ft. width

BEFORE YOU PLAY

Rollors can be played with from 2, 4 or 6 people that are split into 2 equal teams. There are 2 goals and 6 rollors, 3 red and 3 blue. There is also a 5 foot measuring cord. Position the red and blue goals 25 feet apart on level terrain.

HOW TO PLAY

Each round, players from each team roll their rollors at their opponent's goal, i.e. blue rollors are rolled at the red goal and vice versa, attempting to get their rollors as close as possible to the goal. Play proceeds in turns until all 6 rollors have been rolled; blue goes first. The rollor should be rolled on the edge, with a wind-up and release as in bowling. The rollor must touch the ground within 4 feet of the release.



SCORING

Only the team with the rollor closest to the goal scores each round (the measuring cord may be used to assist in determining which player is closest). If there is a tie, neither team scores. The scoring team receives points for each rollor within a 5 foot radius of the goal:

Rollors that land on their side - receive points equal to the number showing

Rollors that stop on their edge - receive points equal to the sum of the numbers showing

Rollors that come to rest on the goal - receive points equal to double the number showing

Each following round is begun by the team that scored last. **Typically games are played to 21 (hit or exceed), win by 2.** For added challenge, try adding obstacles or uneven surfaces to the field! A children's variation can be created by shortening the field and scoring all rollors within 5 feet each round (not only the closest team's rollors).



THE TLG RULEBOOK

KANJAM

 4 Players

 15-20 Minutes per Game

 50 ft. length, 10 ft. width

BEFORE YOU PLAY

Kanjam “Kans” are placed 50’ apart with the slots facing one another. Teammates are opposite one another at the Kans, as shown in the diagram at right. Players may move about however they need to but they cannot touch the Kan.

HOW TO PLAY

Determine who goes first by flipping a coin, the disc, or another method of your choosing. The first team goes first, so both players throw before the other team throws. Players must throw from behind the front edge of the Kan. Each team proceeds to take turns throwing, with scoring as follows:

SCORING

DINGER (1 point): Your teammate deflects the disc to hit the kan.

DEUCE (2 points): The disc hits the kan, unassisted by a teammate.

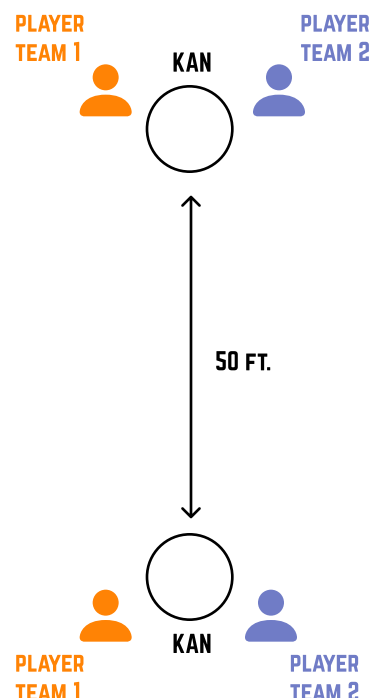
BUCKET (3 points): Your teammate deflects the throw into the kan.

INSTANT WIN: The disc goes into the kan through the slot opening in the front.

The goal is to hit 21 points exactly. If you exceed 21 then the points are subtracted from your original score; e.g. if you have 19 points and your teammate deflects the disc into the Kan, you lose 3 points down to 16.

Deflecting the disc has certain rules. You cannot carry or at any point catch and throw the disc. The best way to do it is use the back of your hand or use both hands together. You cannot double hit the disc.

In the event of both teams reaching 21 in the same round, play enters overtime, where the first team to win a round is the winner of the game.





THE TLG RULEBOOK

PUTTERBALL

2-4 Players

10-15 Minutes per Game

12 ft. length, 2 ft. width

BEFORE YOU PLAY

The game is simply unfolded into its playing shape. Verify there are two golf balls, two putters and 12 hole covers. The game can be played with 2 or 4 people in teams of 1 or 2 with team members on the same side.

HOW TO PLAY

Determine which team goes first with a shootoff. Whoever makes it first or keep shooting until someone misses. Teams take turns putting for the opposing team's holes. There is one putt per player, per turn. Each sank hole is covered by a green hole cover.

WINNING

When a team sinks all 6 holes, the opposing team has an opportunity to avoid a loss via "rebuttal", whereby they will shoot until they miss. If the rebutting team fails to sink all of their opponents holes, they lose. If they sink all their rebuttal shots, the game enters overtime.

In overtime, play continues as before, except only the back three holes are uncovered. Overtime is played as sudden death: the first team to make all three back cups wins. There are no rebuttals in overtime.

TEAM 1



TEAM 2



THE TLG RULEBOOK

SPIKEBALL

 2-6 Players

 10-15 Minutes per Game

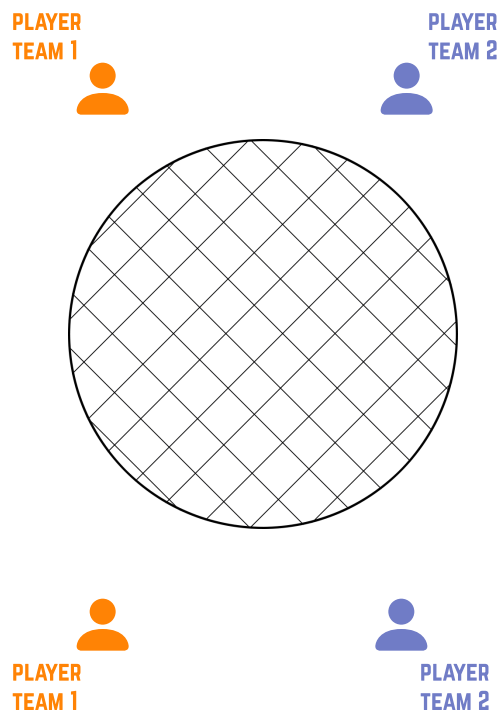
 15 ft. length, 15 ft. width

BEFORE YOU PLAY

Spikeball is a relatively new game but definitely one of the most popular outdoor games around. It is played by two teams of 1-3 (typically 2) players with a ball and a round net supported by legs off the ground.

HOW TO PLAY

First, flip a coin to determine which team goes first. The teams will line up opposite one another approximately 6 feet from the net, as in the figure. The team that goes first serves the ball into the net. It will bounce and the opposing team will have up to 3 touches to once again hit it at the net (much like bump, set, spike in volleyball). After the serve, the players may move around the net however they please. Players are not allowed to lift, grab or throw the ball.



SCORING

Scoring is much like volleyball. Any team that cannot return the shot at the net within 3 shots their opponent earns a point. Reasons to award the point are as follows:

1. The ball bounces more than once on the net
2. The ball bounces off the rim
3. The ball hits the ground
4. Consecutive touches by the same teammate, so no double hits. i.e. the team must alternate between the 3 touches allowed.

To win a team must hit or exceed 21 points and win by 2 points.



THE TLG RULEBOOK

CROQUET

2-6 Players

20-30 Minutes per Game

50 ft. length, 25 ft. width

BEFORE YOU PLAY

The game is played with either 2, 4, or 6 players. For 2 or 4 player games you need 4 balls; for 6 player games you need 6 balls. There are 2 stakes and 9 "wickets" or hoops. Split players into two teams of either 1, 2 or 3 people depending on the number of players.

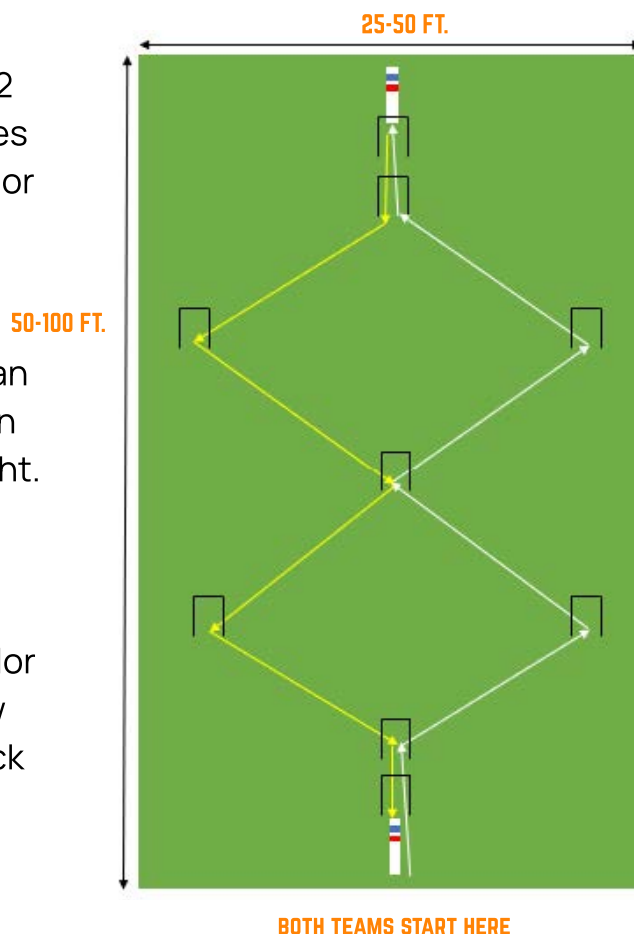
Croquet courts generally are large (100' x 50') but can be scaled down to 50' x 25'. The wickets are placed in a double-diamond configuration as shown to the right.

2 and 4 player games use blue, red, black and yellow balls while six player games use those colors as well as orange and green. 2 and 4 person games have color splits of blue and black for Team 1 and red and yellow for Team 2. 6 person games split them into blue, black and green against red, yellow, and orange.

HOW TO PLAY

The teams can determine who goes first with a coin toss or any agreed upon way. The side winning the coin toss has the choice of playing first with the blue and black balls or second with red and yellow balls. The order of play for the four ball game is blue, red, black, yellow. When six balls are played, the order of play for the game is blue, red, black, yellow, green, and orange.

The teams then follow the path as shown above in the figure. Attempt to hit the ball through the hoops and hit the stake at either end. You earn points by hitting the ball with the mallet through the wickets in the correct order and direction. The winning team is the first team to score 14 wicket points and 2 stake points.





THE TLG RULEBOOK

TOWERBALL

 2-8+ Players

 10-20 Minutes per Game

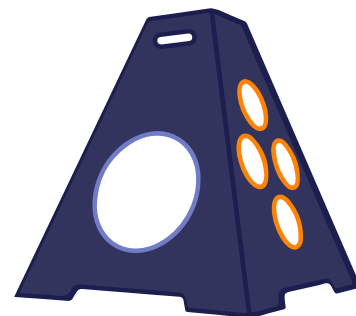
 10 ft. length, 5 ft. width

BEFORE YOU PLAY

TowerBall is a fun, compact game that offers several ways to play, reminiscent of some of the classic basketball shooting games.

HOW TO PLAY: CLASSIC

Pick teams of 1-4 players and line up each team 10 feet from the side of the tower with one hole. Each team gets 4 throws at Side 1, scoring 1 point for each time they get the ball through the hole. After each team has finished their throws, move - or, if space is limited, rotate the tower - to the next side. This time each successful throw scores 2 points. Repeat for sides 3 and 4. The player or team with the highest score after the fourth side wins. In case of a tie, the winner is determined by sudden death.



HOW TO PLAY: AROUND THE TOWER

Pick teams of 1-4 players and line up each team 10 feet from the side of the tower with one hole. Each team gets 4 throws per turn to advance as far as possible. A team may advance to the next side by making a shot into every hole on a given side. At the start of each turn, whichever team has advanced the furthest goes first. Once a team has advanced around all four sides of the tower, they must make a shot into the top of the tower to win. The losing team(s) has the opportunity for "rebuttal", advancing as far as possible until they miss a shot. In the event of a tie, winner is determined by sudden death shooting on the top of the tower.

HOW TO PLAY: H-O-R-S-E

Take turn calling shots, e.g. "by the Fur Tree, top hole Side 2". If they make it in a predetermined number of attempts, other plays attempt to make the same shot. Other players then must make the same shot, receiving a letter of the word HORSE if they miss. Players are eliminated if they spell out the full word; last player to survive wins.



THE TLG RULEBOOK

TOSS ACROSS

    2-4 Players

 5-10 Minutes per Game

 12 ft. length, 4 ft. width

BEFORE YOU PLAY

Toss Across is classic Tic-Tac-Toe taken to a whole other level, in a fun, compact form. Games are generally 1 v 1 or 2 v 2, and players stand 6 feet or so back from the game base on opposite sides.

Before you begin, set up the base and turn all targets blank side up.

HOW TO PLAY

Choose how will be X and who will be O by coin toss or other agreed upon manner. Each player or team gets three beanbags. X always starts.

The first player tosses 1 beanbag, attempting to hit a target. The second player follows. They may hit the same target to reverse it or they may try to turn up an O on another target. Note that a single toss may flip more than one target!

Play continues accordingly. In team play, the order of play is:

- Player 1 on Team X tosses
- Player 1 on Team O tosses
- Player 2 on Team X tosses
- Player 2 on Team O tosses

WINNING

The first player or team to turn up 3 of their symbols in a row (either vertically, horizontally, or diagonally) wins!





THE TLG RULEBOOK

WASHER TOSS

    2-4 Players

 15-20 Minutes per Game

 20 ft. length, 5 ft. width

BEFORE YOU PLAY

Washer Toss is an enduring classic that brings a little pioneer flare to your outdoor gatherings. Games are generally played in teams of one or two players, and the washer boards and boxes should be placed on flat surfaces about 20 feet apart. Each player or team should receive 4 washers.



HOW TO PLAY

Playing order is determined by “diddle.” Each player tosses a washer at the opposite cup. The player who tosses their washer closest to the cup goes first. In the event of a tie, another diddle is played.

The starting team tosses all of their washers, one at a time, attempting to get them into the cup/hole or onto the box/board. Players may toss from either side of their box/board and are allowed to have one foot go past the front of the box/board.

Once both teams have tossed, scores are tallied and teams switch sides before the next round. The winner of the previous round tosses first in the next.

SCORING

Washer Toss is played in rounds until one team reaches 21. Teams receive 3 points for a washer in the cup/hole and 1 point for each washer in the box or on the board. After each round, tally points from each team. The team with the most points in that round then subtracts the other team's points from their tally and adds the **difference** to their score. So if Team A scores 3 points in a round and Team B scores 2, Team A's overall score would increase by 1. The first team to 21 wins. In some variations, Teams must hit 21 exactly, or the amount by which they have exceeded 21 is subtracted from their score.



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!





THE TLG RULEBOOK

BUCKETBALL

2-4 Players

10-15 Minutes per Game

30 ft. length, 10 ft. width

BEFORE YOU PLAY

Bucketball is an oversized take on classic pong (beer or otherwise!) that allows for great fun and tailor made levels of difficulty. Games are generally played with 2 teams of 1-2 players each. Set up both sides as shown in the diagram at right. Choose a distance between teams that suits players' skill levels and available space.

HOW TO PLAY

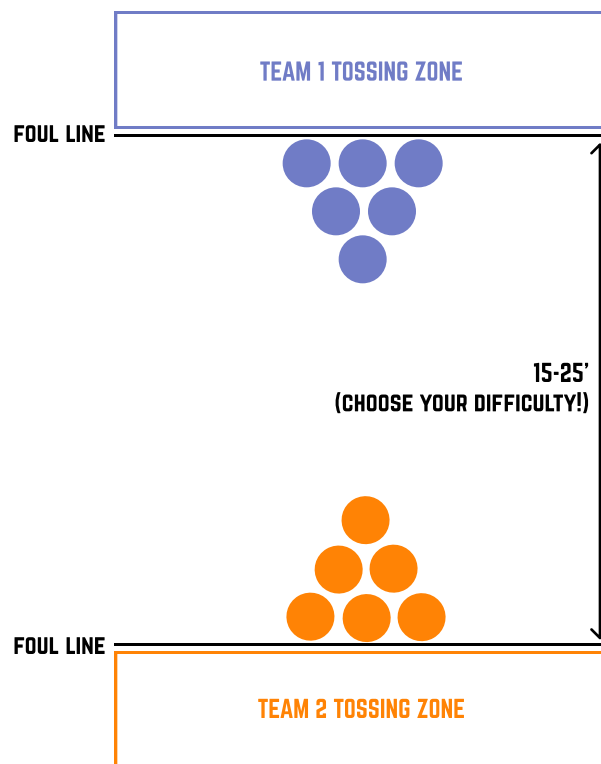
Decide which team starts by a coin flip, rock-paper-scissors, or shoot off.

On each turn, each player on a team tosses once, attempting to get their ball in one of their opponent's buckets. If a ball goes into a bucket, then the bucket is removed.

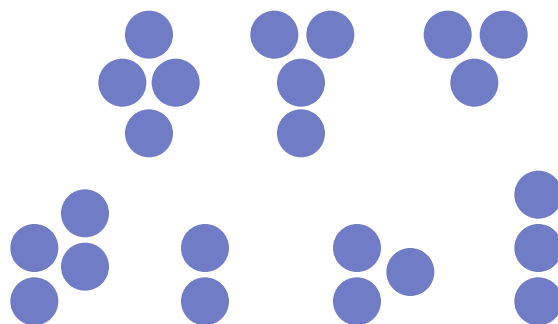
Each team is allowed one re-rack per game.

Traditional beer pong rules like island, balls back, death cup, etc. may be included at players' discretion.

Once a team eliminates all of their opponent's buckets, the losing team has one chance at rebuttal. In rebuttal, each teammate is allowed to shoot until they miss. If they manage to sink all of their opponents buckets (meaning all buckets have been eliminated), the game enters overtime, where three buckets aside in triangular formation are set up, and whichever team sinks their opponent's buckets first wins, no rebuttals allowed.



POSSIBLE RE-RACKS:





THE TLG RULEBOOK

GIANT TRASHCAN PONG

2-4 Players

10-15 Minutes per Game

30 ft. length, 10 ft. width

BEFORE YOU PLAY

Giant Trashcan Pong is an outsize take on classic pong (beer or otherwise!) that allows for great fun and tailor made levels of difficulty. Games are generally played with 2 teams of 1-2 players each. Set up both sides as shown in the diagram at right. Choose a distance between teams that suits players' skill levels and available space.

HOW TO PLAY

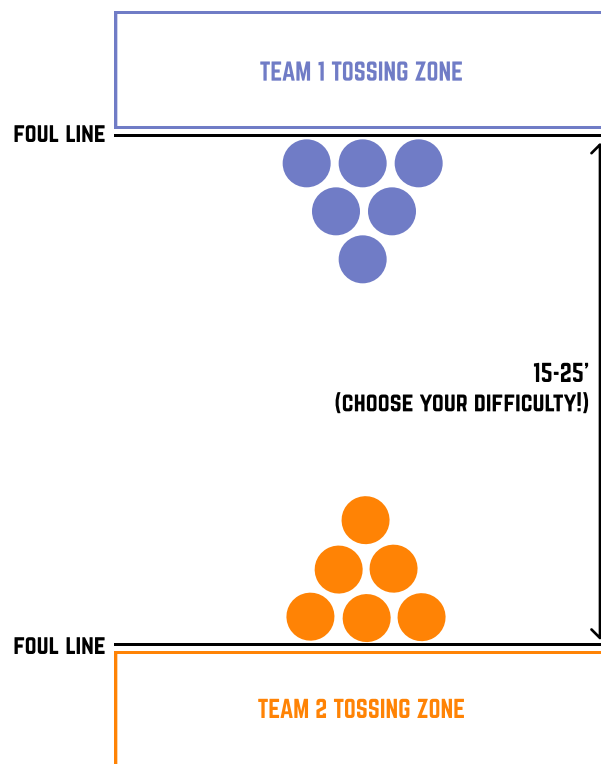
Decide which team starts by a coin flip, rock-paper-scissors, or shoot off.

On each turn, each player on a team tosses once, attempting to get their ball in one of their opponent's buckets. If a ball goes into a bucket, then the bucket is removed.

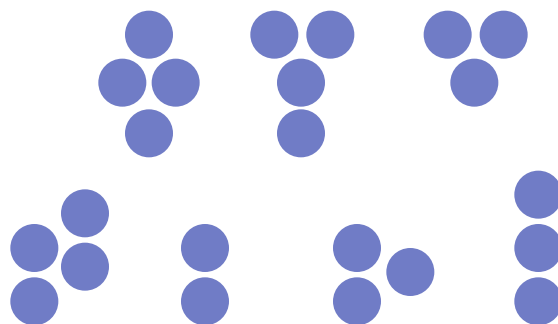
Each team is allowed one re-rack per game.

Traditional beer pong rules like island, balls back, death cup, etc. may be included at players' discretion.

Once a team eliminates all of their opponent's buckets, the losing team has one chance at rebuttal. In rebuttal, each teammate is allowed to shoot until they miss. If they manage to sink all of their opponents buckets (meaning all buckets have been eliminated), the game enters overtime, where three buckets aside in triangular formation are set up, and whichever team sinks their opponent's buckets first wins, no rebuttals allowed.



POSSIBLE RE-RACKS:





THE TLG RULEBOOK

BADMINTON

2-4 Players

15-20 Minutes per Game

44 ft. length, 20 ft. width*

*regulation, smaller is fine!

BEFORE YOU PLAY

Badminton traces its roots back to the mid-1800s, but the fast paced game enjoys a lively following today. Games are played 1 v 1 or 2 v 2, and a regulation court is measured as in the diagram at right. However, a smaller court is perfectly fine! Mark out lines using the space you have available.

HOW TO PLAY

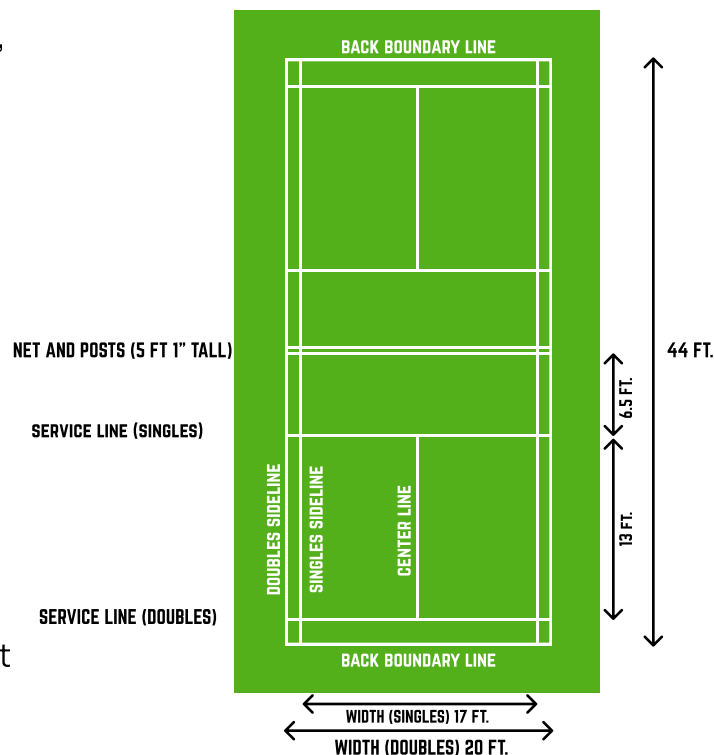
Begin by determining which team will serve first, generally either the winner of the previous game or a coin toss if you're starting the first.

Note the separate service lines on the diagram at right for singles and doubles. At the start of the rally, the server and receiver stand in diagonally opposite service courts. Serves must be hit underarm and below the server's waist height with the racquet shaft pointing downwards. The shuttlecock is not allowed to bounce. Serves are hit from the service line diagonally over the net, crossing the center line into the other side of the court. Second serves are not allowed.

A point is scored when the shuttlecock lands inside the opponent's court. If a returned shuttlecock hits the net or lands outside the court, the other player scores a point. During a point a player can return the shuttlecock from inside and outside of the court. A player is not able to touch the net with any part of their body or racket, and they may hit the shuttlecock only once.

WINNING

Traditionally, Badminton is played in matches. A match consists of the best of three games to 21 points. Games must be won by two points, unless the score is 29-29, in which case the first player to 30 wins.





THE TLG RULEBOOK

GIANT DOMINOES

    2-4 Players

 10-15 Minutes per Game

 10 ft. length, 10 ft. width

BEFORE YOU PLAY

Giant Dominoes is a yard-sized version of the traditional game. The rules are the same, but the pieces are supersized! Set up by laying all the dominoes face down. One player then mixes them up and each player picks one tile to decide who will go first. The player with the highest double goes first.



HOW TO PLAY

Begin by shuffling the tiles again. Each player then draws 7 tiles for their hand.

Each turn consists of a player laying down one tile. The player to go first can put down any tile of their choosing to begin the game. Subsequent tiles must have a side that matches the open end of a domino that is already in play, as shown in the photo above.

Optionally, if all players agree to the rule variation, players may play another tile if they play a double. If a player has no tiles in their hand with matching sides, they must either pass or take a tile from the pile.

Some variations require players with matching sides to play their tile; otherwise allow them to pass. Choose your variation(s) before you begin to play!

WINNING

The first player to play all tiles in their hand wins the round. In the case where none of the player are able to make another play the game is considered “blocked” and the game is over.

There are various accepted ways to score across rounds. A simple one is to count the number of “pips” at the ends of the line of play, with the winner receiving that score. That is, if a 3-5 and 5-3 were played, the winner would receive 6 points (3+3). If only a 5-5 were played, the winner would receive 10 (5+5).