



## Be a TEXANS Tailgater & Toss a Competitive Game of Football In Less than 5 Minutes!

### Rules of the Game:

- OPTION 1: Players stand off the carpet at opposite ends and throw bags.
- OPTION 2: Players stand off the carpet at the same end and throw bags
  - To increase the challenge back up to create longer tosses.
- Toss 3 bags per quarter per player. Switch sides after each quarter.
- 12 Bags per player per game.
- For each toss, where the bag lands will determine the score for that toss.

*Do you love golf?  
Use a golf ball and  
putt your way to the  
end zone.*

### For bags that land in questionable position use the following to determine score:

- **50% Rule:** More than 50% of the bag must be in the scoring zone.
- **3 Corners Rule:** Three corners of the bag must in the scoring zone.
- Examples are illustrated on the back

### Scoring:

Area	Result	Scoring
INC	Incomplete Pass	0 Points
FG	Field Goal is Good	3 Points
TD +1	Touchdown + extra point	7 Points
TD +2	Touchdown + 2 Pt Conversion	8 Points
Pick-6	Interception returned for a Touchdown	6 Points for Opponent
SAFETY	Safety	2 Points for Opponent

**Game Includes:** One GridZone Toss Carpet, Storage Bag, and 6 bean bags (3 red & 3 navy)

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## GridZone® TOSS

### Scoring Example

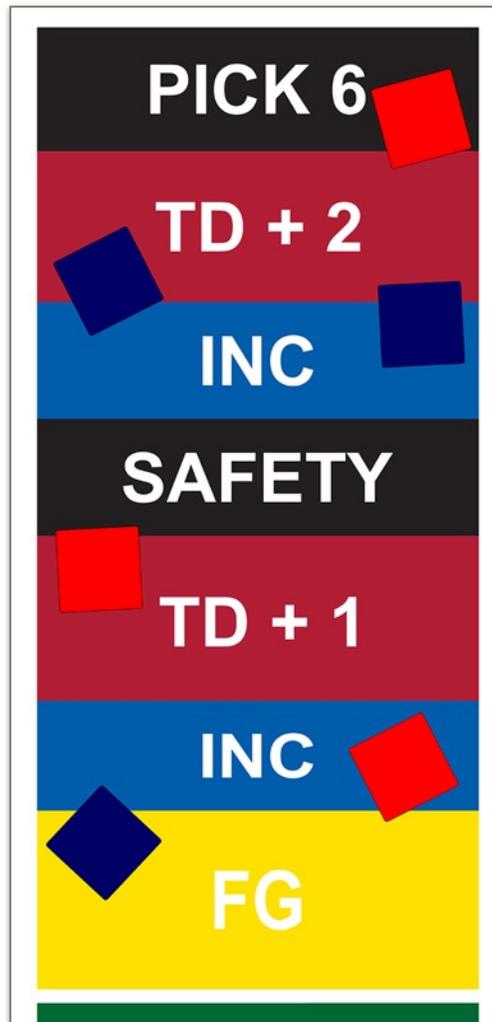
This example shows players tossing to the same side. At the end of this quarter of play the score would be Blue 17 and Red 7.

- **Blue** scored a **Field Goal** and a **Touchdown + 2** with its first and second bags, and had its third bag score incomplete. Blue also received 6 points for Red's toss of a **Pick 6**.
  - Blue Score:  $3 + 8 + 0 + 6 = 17$
- **Red** scored a **Touchdown\*** with its first bag, the second bag was **Incomplete**, and the last bag was a **Pick 6** which gave Blue 6 points.
  - Red Score:  $7 + 0 = 7$

This blue bag is a "TOUCHDOWN +2" ► by the 50% rule. Blue Scores 8 points. This Bag is also a "TOUCHDOWN +2" If enforcing the 3 Corners Rule. This bag would never be ruled INC, it fails the 50% Rule.

This red bag is clearly a "TOUCHDOWN" ► by the 50% rule. Red Scores 7 points. \*However, If also strictly enforcing the 3 Corners rule to score this red bag would be determined TD no Good. No Points Scored. This bag would never be scored a safety, it fails the 50% rule.

This blue bag is a Field Goal. ► Good by both the 50% and 3 Corner Rule. Blue Scores 3 points.



◀ This red bag is clearly at "PICK 6" by both the 50% and 3 Corner rule. Blue get 6 points.

◀ This blue bag is clearly INCOMPLETE by the 50 % rule. No Points. It would never be scored at TD+2.

◀ This red bag is clearly INCOMPLETE by both the 50 % rule and the Three Corner rule. No Points.

### Additional Scoring Examples:

This blue bag is a Field Goal ► by the 50% Rule. But could be called "No Good- Wide Left" if enforcing the 3 Corner Rule to score. The same could apply for TD's



◀ This blue bag is a Field Goal good by the 50 % rule. But could be called "No Good- Wide Right" if enforcing the 3 Corner Rule to score. The same could apply for TD's