

Chuck-OTM

PRO

INSTRUCTIONS

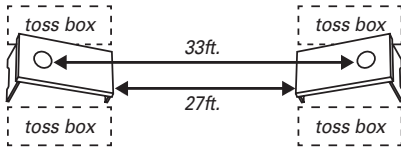
Players: 2-4
Ages: 8+

Object: Be the first player or team to score 21 points by tossing more bean bags through the hole or on the board than your opponent.

Contents:

- 8 Bean bags
- 2 Folding Gameboards
- 27' Official distance rope
- Carrying case
- Instructions

Set-up: Unfold Gameboards (see for Gameboard Setup), take the Official distance rope and attach it onto the hook under the front leg of each gameboard. Move the gameboards so that the rope is in a straight line and both boards are facing each other (see diagram). This ensures the gameboards are at the correct distance from one another.



Gameplay: Chuck-O may be played with either two players or four players divided into two teams. Players or teams pick a color of bean bag and use that color throughout the game. A game consists of a series of Rounds.

One round consists of all eight bean bags being tossed at the opposite board. During each round, players may toss the bean bag from either the left or right toss box, but all bags must be tossed from the same box. A toss box is the area on either side of the board opposite where the players are tossing at (see diagram above). A player can never cross the front line of the toss box (the same line as the front of the board) or the bag is a scratch.

Two Players: Players compete against each other. Both players toss from the toss box towards the same board. For the next round, both players walk to the opposite board and toss back at the previous board. A round is not finished until all eight bean bags have been tossed. The player who scored points in the previous round, tosses first in the next round. If neither player scores points, the player who tossed second in the previous round tosses first in the next round (see Points and Scoring).

Four Players: One member of each team tosses from the toss box at the opposite board. The other members then toss from the other toss box back at the first board. The player, or team, who scored points in the previous round tosses first in the next round. If nobody scores points, the player or team who tossed second (last) in the previous round tosses first in the next round (see Points and Scoring).

For the next round, both players walk to the opposite board and toss back at the previous board. A round is not finished until all eight bean bags have been tossed. The player who scored points in the previous round, tosses first in the next round. If neither player scores points, the player who tossed second in the previous round tosses first in the next round (see Points and Scoring).

Points and Scoring:

Chuck-O — 3 points — A Chuck-O is a bean bag that is tossed through the hole in the board or is knocked in by your own or another player's bean bag. The entire bag must pass through the hole. A Chuck-O earns a player or team three points.

On the Board — 1 point — A bean bag that is not a Chuck-O but lands with the bag resting on the gameboard earns one point. The bag cannot be touching the ground.

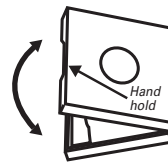
Scratch — A bean bag which lands anywhere except on the board or in the hole is a scratch and scores no points. Any bean bag that bounces up onto the board, touches the ground, or hits any object in flight is a scratch. A scratch bean bag has no point value (no matter where it lands) and must be removed, if it is on the gameboard, before the game can continue.

Scoring — The game score is tallied at the end of every round. A round consists of two players completing the tossing of each of their four bean bags. Players or teams only score the difference between the highest and lowest player's score. For example, if player one got one Chuck-O and two On the Board for five points and player two got only two On the Board for two points, then player one would score three points (5 - 2 = 3). The first player or team to have 21 points at the end of a round wins. In the event of a tie, additional rounds are played until one player or team has a higher score than the other at the end of a round.

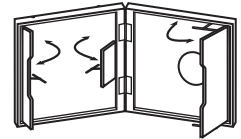
Safety Precautions:

Chuck-O Pro gameboards are very heavy. Please make sure not to drop them while removing them from the bag as it may cause injury and damage the boards. Make sure the bag and boards, if stood up vertically, will not tip and fall. Never sit, stand or put any heavy object on the gameboards as it may damage the support legs.

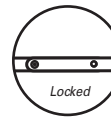
GAMEBOARD SETUP



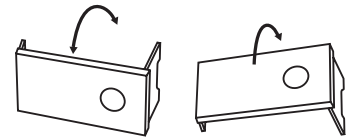
Step 1: Unfold the gameboard by grabbing the hand hold and opening the two sides of the board. Unfold the board a little more than halfway and stand it on its side (NOTE: Make sure it is steady and won't tip over).



Step 2: Unfold all three support feet from the base. Extend all of the feet to a 90 degree angle from the board and lock the hinges into place (see step 3 for hinge locking).



Step 3: Ensure that all the hinges on all three support legs are locked into place. Hinges snap locked and also snap unlocked for take-down.



Step 4: Carefully straighten board out (so that wood playing surface is flat) and tip the gameboard onto its legs. After gently lowering the board down to the ground, double check that none of the hinges became unlocked and that all three legs are still in place.

Follow these instructions for the second gameboard and then see the diagram for how far apart to set them. You're now ready for some serious Chuck-O action!



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