Crazee Dayz May 29, 2021 11:00am-5:00pm Competition Application

Contestant Name/Team Nam	าe:		
Contact Person:		Age:	Phone Number:
Address:			
City:	State	2:	Zip:
Email:			
Participating In:			
Cornhole Com	petition \$	40 Per Team	n, 2 Person Team
			Total Due:
3 rd East, Mountain Home, ID	83647. Payments	s can also be	ommerce. Mail payment to: 205 North made by electronic invoice or over eents must be made in advance.
I have read and understand	the rules and reg	ulations for	the 2021 Crazee Dayz:
Signature (parent or guardiar	n):		
Date:			
Office Use:			
Date Received:		Paymen	t Method:
Please read the following ins	tructions for part	icipation:	

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CORNHOLE:

- This is a friendly competition and decisions by the Chamber of Commerce Crazee Dayz Committee representatives are final. Review rules sheet, attached.
- We expect the honor system scorekeeping of all teams.
- 1st place team will receive \$200 cash, runner up will receive \$40 cash.
- Must complete registration no later than 5:00pm on May 28th. No refunds will be given after this date but can be transferred to another team.
- Must arrive at the Cornhole Competition Area for check-in no later than
- The Mountain Home Chamber of Commerce is not liable for injury do to participating in this event.



Court Setup - Each Court will be named as follows: Court 1, Court 2, Court 3 and so on.

Starting the Game:

Two-step process to start the game: (1) Assigning players to designated "throw areas" and (2) Determining who throws the first bag.

- (1) The higher-seeded team either assigns one of its players to a "throw area" or defers to the lower-seeded team. If the higher-seeded team selects one of its players to a "throw area", then the lower-seeded team assigns both of its players to two of the three remaining "throw areas" (teammates must be on opposite side of the court). The higher-seeded team then assigns its other player to the last "throw area". If the higher-seeded team defers, then the lower-seeded team assigns the first player to a "throw area". Then the higher-seeded team assigns both of its players to a "throw area". The lower-seeded team assigns it last player to the final "throw area". Once players have been assigned a "throw area", they cannot change throughout the course of the game.
- (2) The higher-seeded team selects which side throws first. The lower-seeded team selects which team/player throws first. The game begins with the first toss of the first turn.

Turn:

A turn consists of both players from one side throwing all four bags in an alternating fashion. After the first turn to start the game, the player on team that last scored a point throws the first bag for that turn. Once both players have thrown all four bags then the score for that turn is calculated, see scoring rules for details. No one should touch a bag until both teams agree on the points scored for that turn and tallied it to the overall game score. Once the game score has been tallied then the turn is over, and players can pick up bags and start next turn.

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Scoring:

The scoring system is based on a cancellation scoring system. A bag in the hole is worth 3 points and a bag on the board is worth 1 point.

A bag that hits the ground and bounces on the board does not count and should be removed immediately after the throw. A bag must be clearly on the board to gain a point. It must stay on the board if the front of the board is lifted 3". If a player clearly steps over the foul line, then the bag does not count and should be moved immediately. Upon completion of a turn, total point from each player is calculated. The player with the higher score subtracts the points from the opposing player. The result of this calculation is the score for the team with the player with the higher score awarded to either team.

Winning:

The winning team is the first team to reach or exceed 21 points and must win by two.

Note: A game is not over until a turn is completed.