



## Sackers

For 2 to 4 players

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### CONTENTS

- Two target boards
- Six beanbags or "sacks" (three yellow and three blue)
- Four target board labels

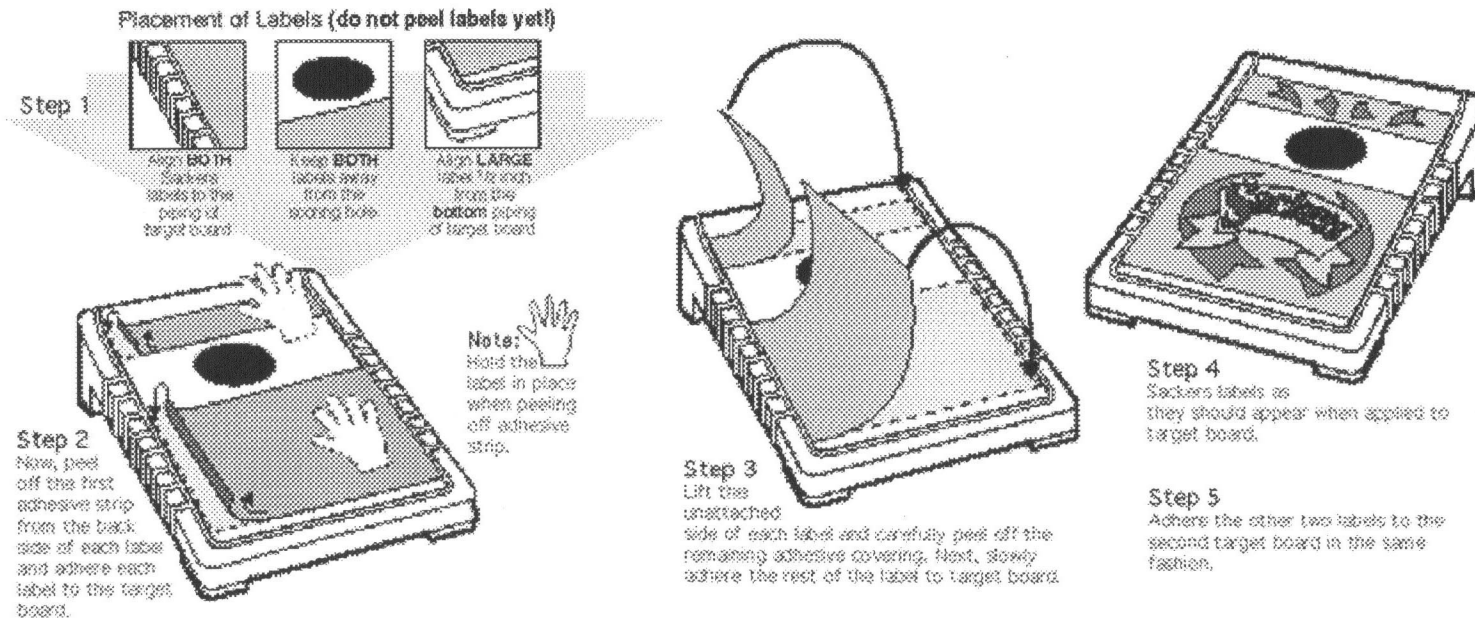
## OFFICIAL RULES

### OBJECT

Be the first team to be awarded 21 points by pitching beanbags or "sacks" at target boards set 10-30 feet apart. Players score points by pitching their sacks either through the hole on the board, or by having sacks left on the board at the end of the round.

## SETUP

The first time you play Sackers apply the target board labels as shown below:



## BASIC RULES

Sackers playing boards should be placed facing each other on any fairly level surface. Target boards should be between 10 to 30 feet apart, depending on the skill level and age of the players. Sackers can be played one-on-one (two players) or as a team game (four players).

1. Each team chooses either blue or yellow sacks as their team color.
2. Each team throws three sacks per round.
3. Three points are scored for each sack that goes through the hole on the board, even if it is knocked in by another beanbag.
4. One point is scored for each sack that remains on the board **at the end of the round**. A sack that gets knocked off the board before the round is over does not score any points. If a sack ends a round half on the board and half on the ground, the player who threw the sack (or his or her teammate) must lift the front of the board. If the sack

stays on the board, one point is scored. If it falls to the ground, no points are scored.

**5. IMPORTANT - The awarding of points at the end of each round is determined by the difference in the two player's scores.**

**Example:** Player #1 tossed one sack in the hole and scored three points. Player #2 tossed one sack on the board and scored one point. Since  $3 - 1 = 2$ , player #1 is awarded 2 points at the end of this example round. Because sacks "offset or cancel" each other, only one player or team can score per round.

6. Play of the game starts at either board. The scoring player (or the last player to score) tosses first next round.

The "foul line" is at the front of the playing board. Players can go up to this line to throw, but anyone who steps over this line while throwing has committed a foot foul.

- Any sack thrown while committing a foot foul does not score points.
- Any sack of the opponent that is knocked off when a foot foul occurs is placed back on the board.
- Any sack of the opponent that is knocked into the hole when a foot foul occurs scores points.

## PLAY

Sackers can be played either one-on-one or as a team game.

### ONE-ON-ONE PLAY

Both players line up on either side of the same board. Each player starts with three of the same colored sacks. Players alternate throws until all six sacks have been thrown. Points are awarded as described above. The players then walk to the other board, collect the sacks and throw them back at the opposite board. This continues until one player is awarded 21 points.

### TEAM PLAY (2 teams, 2 players per team)

In team Sackers, one member of the blue team and one member from the yellow team stand beside each board. All six sacks start at one of the boards (three sacks for each team). The two opponents with the sacks alternate throws until all six sacks have been thrown. After all the sacks have been thrown and the points have been added up, the players at the second board may pick up their colored sacks and begin their own round. These players now alternate throws with their opponent until all six sacks have been thrown. This continues until one team is awarded 21 points.

## OPTIONAL "SACKED YA!" RULE

If one player or team reaches 11 points before the other team has been awarded any points, the team with zero has been "sacked" and the game is over. Remember, **scoring is done at the end of the round**, so if the score is ten to zero and the player with ten lands his or her first sack on the board, the game isn't over until all of the other sacks have been thrown.

## SACKERS PLAYING TIPS

- Arch or lob your sacks so they "fall down" on the target board instead of "directly at" them.
- Try to knock your opponent's sacks off the target board, but take care not to knock them in the hole!
- Try to knock your own sacks in the hole, but take care not to knock them off the board!
- Stand to either side of the target board (not behind) when tossing.
- The foul line is the front of the target board.
- Alter your grip on your sacks until you find one that feels comfortable to you.

## SACKERS FUN - GET ON BOARD!

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For tournament information, replacement "sacks" or any other Sackers questions, contact us at:

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