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(54) **WEIGHTED BAG TOSS GAME**

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(57) **ABSTRACT**

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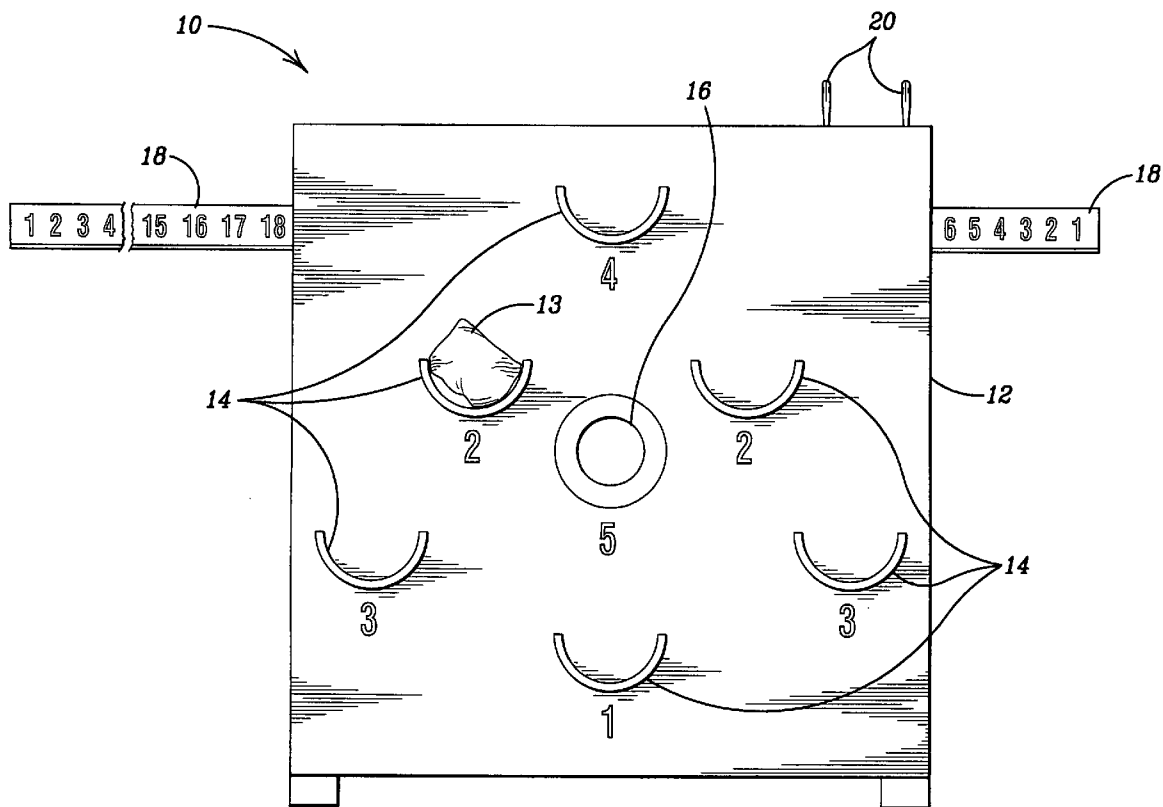
A method of playing a scoring bag tossing game that utilizes a plurality of geometrically shaped appendages arranged in a unique array across and extending outward from a scoring board. The scoring of the game being gauged upon the skill of difficulty in tossing a scoring bag onto a designated geometrically-shaped appendage or through an appropriately sized aperture. The tossing game is designed for two, three, four, five or six players; with varying numbers of players and teams of the same or different numbers of players, all playing against one another. The game can be played with one or more scoring boards and has differing rules creating varying levels of difficulty of play.

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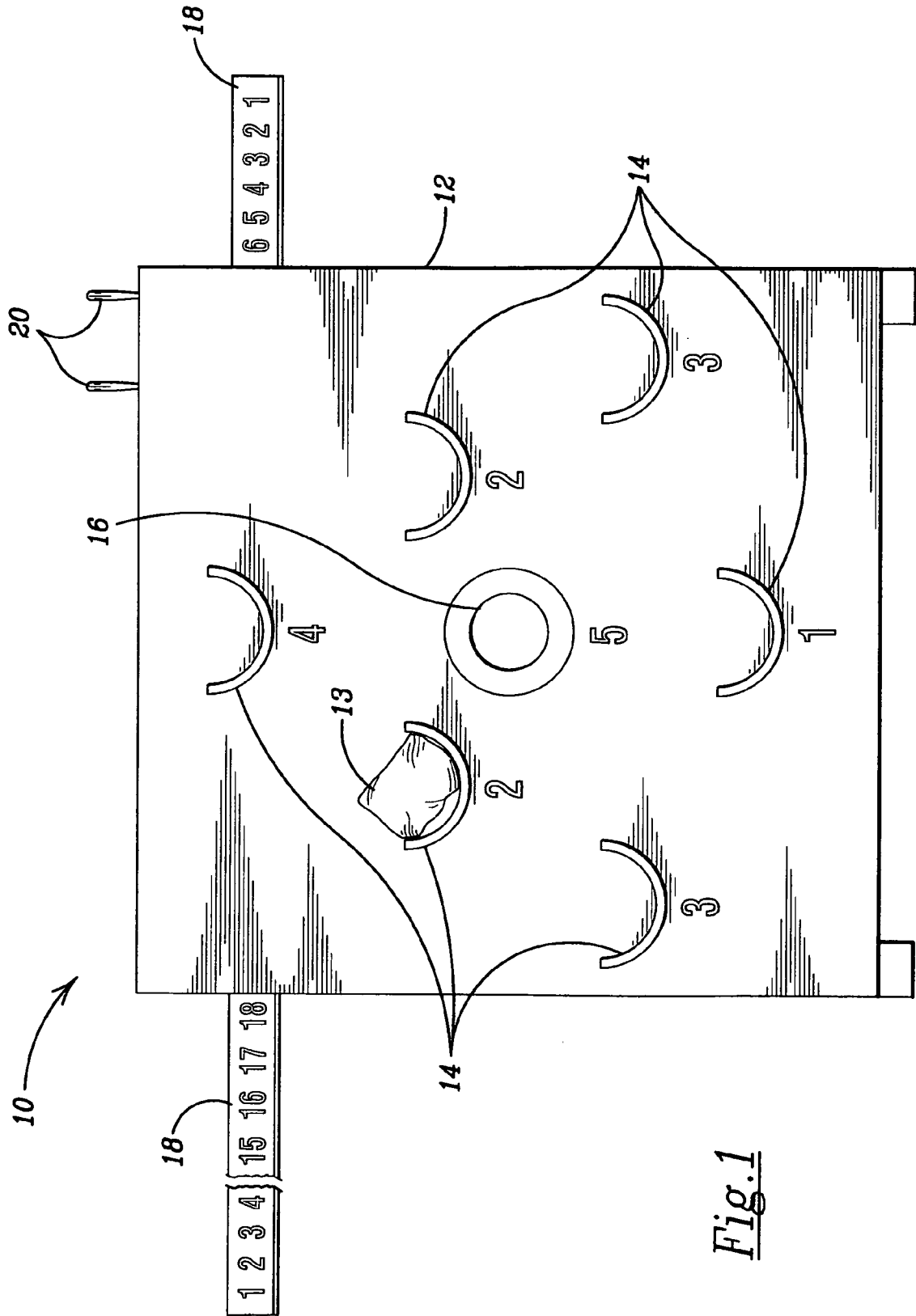
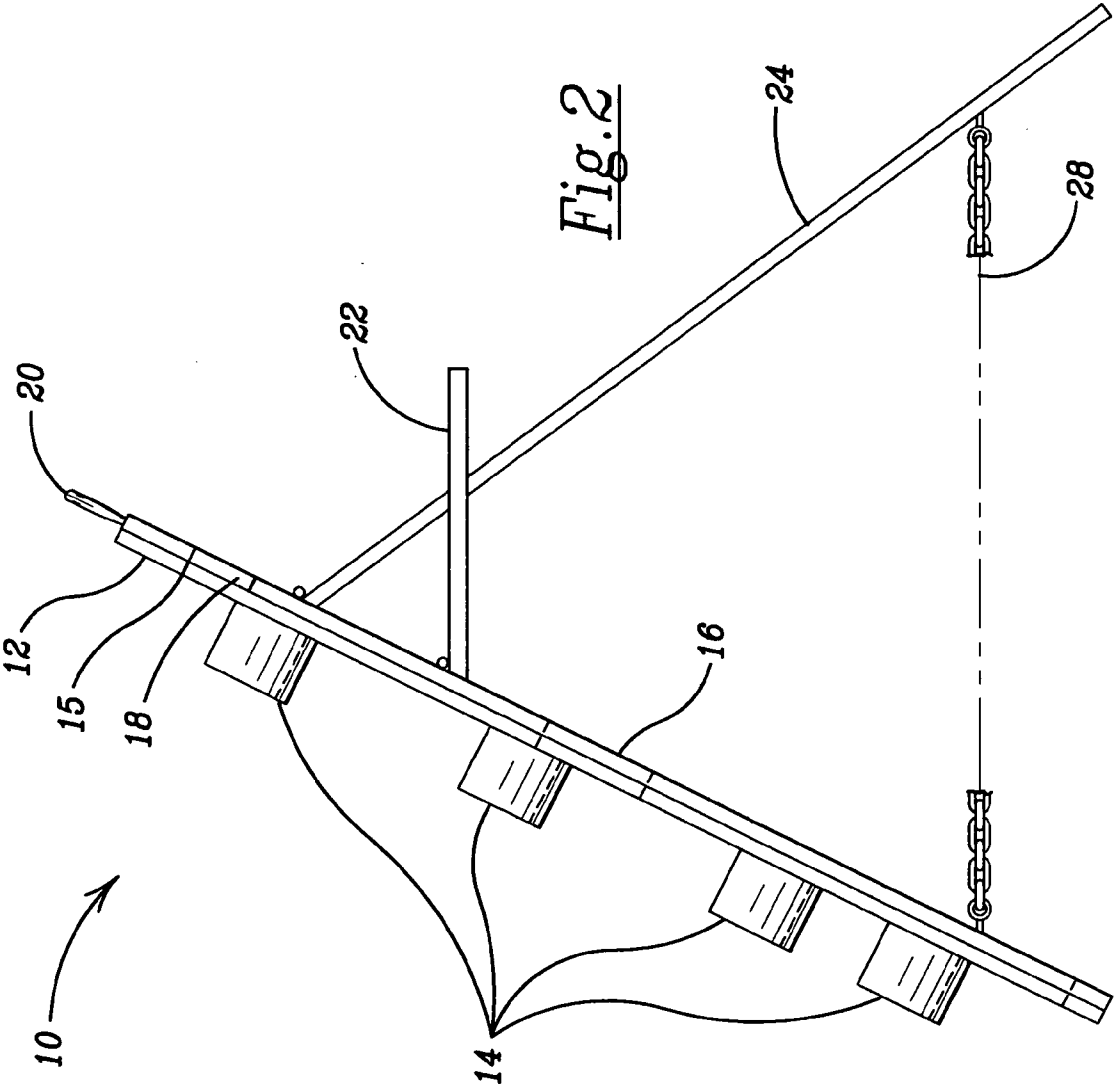


Fig. 1



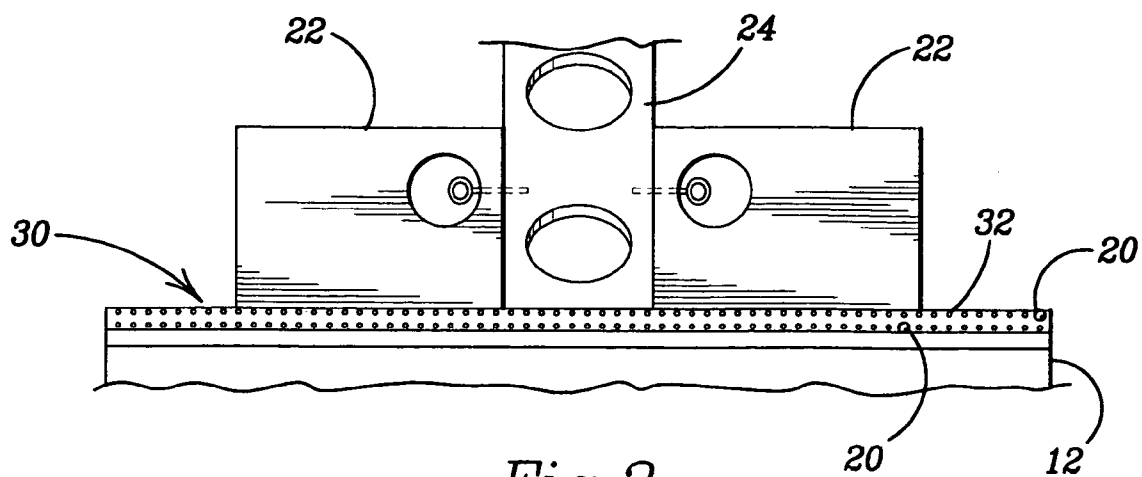


Fig. 3

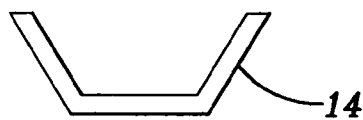


Fig. 4



Fig. 5

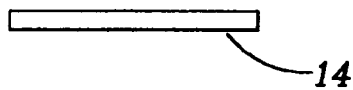


Fig. 6

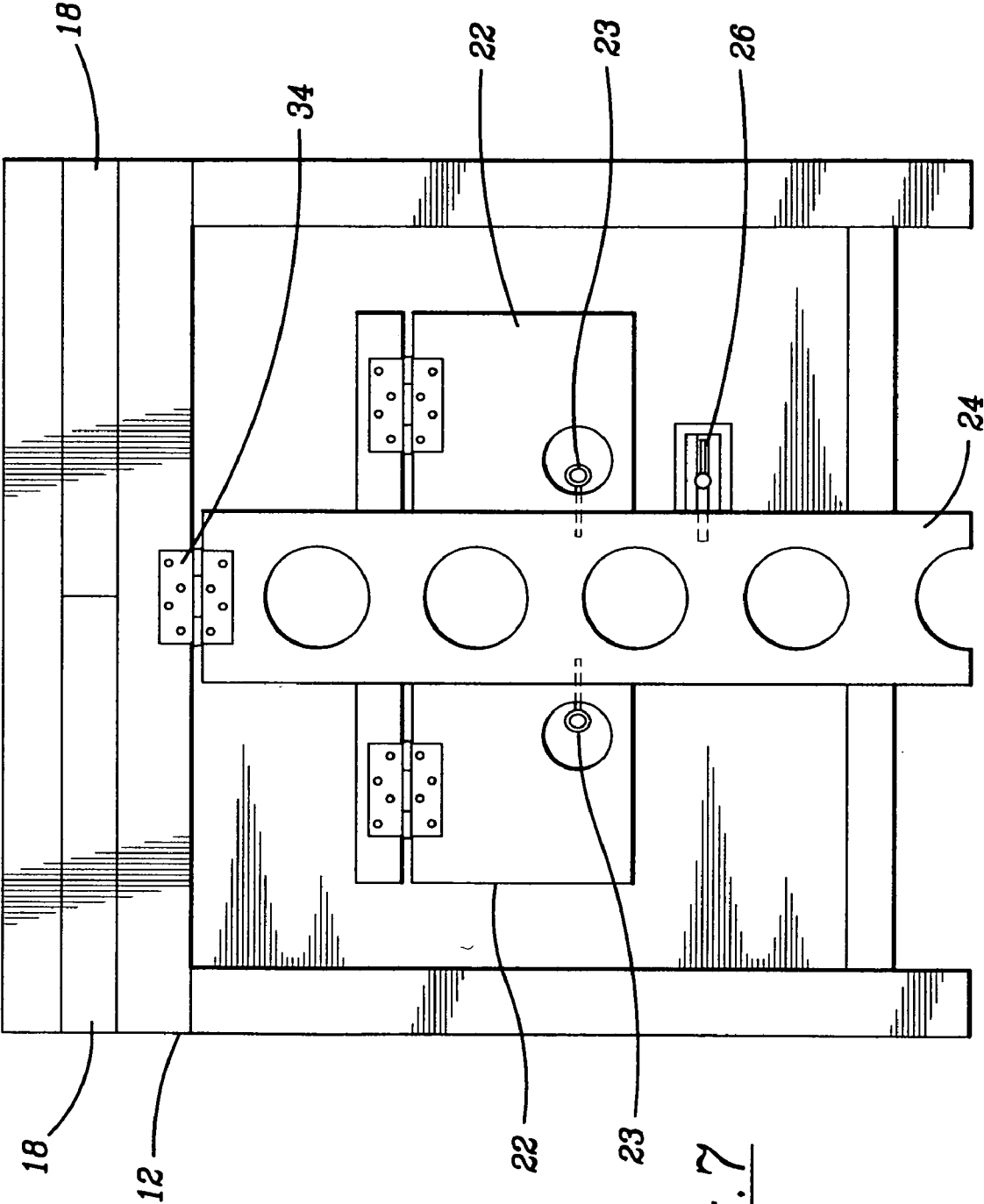


Fig. 7

WEIGHTED BAG TOSS GAME

BACKGROUND OF THE INVENTION

[0001] The invention resides in the field of games involving the tossing of a game piece toward a backboard in order to score points by having the game piece engage one or more appendages or supports on the backboard, or traverse an opening in the backboard, to be awarded points.

[0002] A number of different types of competitive toss or throw games have been described and played over the years. Game pieces of numerous shapes and sizes, including balls, horseshoes, bean bags, or weighted objects tied at the end of a short cord, have been tossed or thrown at various 'targets'. A common example is the game of horseshoes, where an object resembling a horseshoe is thrown at a metal post target. Another example of a toss game is bocce ball. In this game, the first player throws a smaller target ball and the other players throw or roll larger balls to attempt to come as close as possible to the target ball. Both horseshoes and bocce ball are generally played outdoors as they may damage indoor surfaces.

[0003] Bean bag games are another type of throw and toss games. These games utilize bags of cloth or other flexible material filled with granular matter, such as rice, beans or sand. These bags may be thrown at different types of targets, including markings on the ground to container-like targets having opening or apertures into which the bag is thrown. One advantage of bean bag games is that they can be played indoors or outdoors. However, most bean bag games utilize simple targets and scoring schemes, and thus tend to create a lack of competitiveness. Additionally, the games often provide each player or team with only four or less bags to be used per throwing round, providing for shorter rounds. For example, U.S. Pat. No. 7,314,420 [Konstant] discloses a bean bag throwing game where each team throws a total of four bean bags per round at a 'target' bean bag. The score is determined by the proximity of the tossed bean bags to the 'markings' on the 'target' bean bag. This game format lacks the target complexity and the time of play per round, and may therefore lack competitiveness. Moreover, many bean bag games require that the bag be placed exclusively within an opening on the target or near the aperture in order to gain points. This scenario creates a one dimensional game with respect to scoring, i.e. providing for only one scoring position.

[0004] The present invention comprises a method of play that combines the practicality of utilizing a bean bag with a multi-dimensional target and a complex scoring scheme to foster a longer and a more competitive bean bag tossing game. The method of play relies on the use of weighted bags for tossing at a plurality of shelf-like appendages arranged on a supporting board and extending outward toward the game player. Additionally, there is a center aperture that is large enough to permit the weighted bags to pass through.

[0005] The support boards of the present invention also include a unique built-in scoring system which can indicate both the total game score at the end of each round, as well as the point score during a particular round. Different scoring methods and rules of play create a unique and competitive bag toss game for adults.

[0006] It is, therefore, an object of the present invention to provide a game board including a plurality of shelf-like projections for catching and retaining one or more weighted bags thereon and a centrally located aperture for permitting the

passage of a weighted bag creating seven scoring positions, with each scoring position designated to receive a predetermined point value. It is a further object of this invention to create a unique scoring system that produces the game score at the end of each round while also tracking player points earned during the play of a particular round. Moreover, it is the object of this invention to utilize at least seven bags per team; creating longer and more competitive rounds. It is also an object of this invention to provide a bag tossing game that can be played with fourteen to twenty-four bags, depending on the level of the game being played, and preferably with eight bags per team. It is another object of the present invention that the game is designed for multiple players acting individually or as a team, and preferably for two, three, four, five or six players. It is yet another object of the present invention to provide a game that is easy for unskilled or young players and yet still be extremely challenging for advanced or skilled players.

[0007] Other objects will appear hereinafter.

SUMMARY OF THE INVENTION

[0008] The present invention comprises a method of playing a scoring bag tossing game that utilizes a unique game board including a plurality of differently shaped shelf-like projections arranged around a central aperture on the scoring board. The preferred throwing projectile is a bean bag-like scoring bag, which may contain rice, corn or any loose material that will fill the scoring bags. The scoring of the game is gauged upon the skill or difficulty in tossing a scoring bag onto a designated shelf-like projection or through the aperture. The central aperture permits the passage of a scoring bag for various levels of game play. The scoring positions are arranged on the game board so that some of the positions are more difficult to achieve than others.

[0009] The scoring board is a flat planar area that can take on any common geometric shape such as a square, circle, oval or triangle. The dimensional length of the longer bifurcating line of these geometric shapes is at least 36 inches in length. The scoring board consists of seven scoring positions with each scoring position having a designated point value. The seven scoring positions comprise an array of six concave outwardly extending shelves with the concavity facing upward and a round hole in the middle of the scoring board, which allows a tossed item to pass through it, as the seventh position. It is not necessary that the seventh scoring position be in the middle of the board. The seven scoring positions can be any type of shelf, hole, peg, pin or combinations of the same, which is capable of holding or retaining in place a tossed item. Moreover, the scoring board is positioned at an angle of less than ninety degrees from the ground to allow the bags to slide down the scoring board and fall onto the designated scoring shelves or pass through the center hole. The scoring board can be made to work completely vertical or horizontal depending on the type of scoring area construction used and the type of items being tossed. The scoring boards may also have folding shelves to hold bags or beverages, etc.

[0010] The game play is conceived for two to six players, e.g., two players may compete against each other, a team consisting of two players may compete against another team of two players, three players may individually compete against each of the other two players, three teams of two players may play against each other, or three teams comprising two players on two of the teams and one player on the third team may play against each other, or any other combination of

team player membership that may be possible. The game may be played with one or two scoring boards. In the case of a single scoring board, that board is placed at a designated distance from a throwing line. When two scoring boards are used, the scoring boards are placed apart at the designated distance with each of the scoring boards facing the other board.

[0011] The game consists of fourteen to twenty-four bags of equal size and weight, with at least seven bags for each team. The game may be played with a different number of bags depending on the level of competition desired, however, sixteen is the ideal amount, with eight bags per player or team. Each team has bags of a different color than the other team. Of the eight bags per team, seven of the scoring bags are plain and one is a score-negating bag that is specially marked so to be differentiated from the other scoring bags.

[0012] The object of the game is to earn exactly seventy-one points before the other team. Teams toss the bags from a position directly in front of one scoring board toward the other board, alternating throws. Opposite color bags on same shelf cancel each other out. Furthermore, bonus points can be earned for controlling a shelf. The center hole in the scoring board is played like traditional bean bag games. The score-negating bag cancels all points on or in any scoring position it lands. The score-negating bag can cancel out another score-negating bag of the other team and the original points for that position will return. The game can be played on three levels of competition: level one or beginner, level two and level three. Other variations of the game will be described more fully hereinafter.

BRIEF DESCRIPTION OF THE DRAWINGS

[0013] For the purpose of illustrating the invention, there is shown in the drawings forms which are presently preferred; it being understood, however, that the invention is not limited to the precise arrangements and instrumentalities shown.

[0014] FIG. 1 is a front view of the scoring bag toss game of the present invention showing the support board, the scoring pegs on the top of the board, and scoring board slide outs.

[0015] FIG. 2 is a side view of the present invention showing the scoring board support mechanism and the folding shelf located on the back of the scoring board to hold bags or beverages.

[0016] FIG. 3 is a top view of the scoring board showing the peg scoring system.

[0017] FIG. 4 is a first alternate embodiment of another geometric shape for the scoring shelf as an inverted parallelogram.

[0018] FIG. 5 is a second alternate embodiment of another geometric shape for the scoring shelf as an inverted triangle.

[0019] FIG. 6 is a third alternate embodiment of another geometric shape for the scoring shelf as a straight planar shelf.

[0020] FIG. 7 is a rear view of the scoring bag toss game support board showing the board support leg, the folding shelves and the storage locking mechanism all in the closed position.

DETAILED DESCRIPTION OF THE INVENTION

[0021] The following detailed description is of the best presently contemplated mode of carrying out the invention. The description is not intended in a limiting sense, and is made solely for the purpose of illustrating the general prin-

ciples of the invention. The various features and advantages of the present invention may be more readily understood with reference to the following detailed description taken in conjunction with the accompanying drawings.

[0022] Referring now to the drawings in detail, where like numerals refer to like parts or elements, there is shown in FIG. 1 a scoring bag toss game 10 of the present invention. The game 10 may be manufactured out of a variety of materials, e.g., wood, metal, or plastics. Additionally, the game 10 comprises a scoring board 12, six bag catching shelves 14, a center scoring aperture 16, a pair of scoring board slide outs 18, at least two scoring pegs 20 and a plurality of scoring bags 13. The scoring board 12 is a flat planar area that can be constructed in the shape of common geometric shapes, such as a square, circle, oval or triangle. The dimensional length of the longer bifurcating line of the scoring board 12 is desired to be at least 36 inches in length. Additionally, as shown in FIG. 2, there is attached to the back of the scoring board 12 a board support leg 24 that locks to two folding shelves 22 at a particular angle. Folding shelves 22 can be used to hold the scoring bags 13, food or beverages, etc. FIG. 2 also shows an adjustable exterior chain 28 to limit the extension of the support leg 24, and position the scoring board 12 at the desired angle.

[0023] The scoring board 12 is desired to be positioned at an angle of less than ninety degrees from perpendicular to the ground to allow the bags to slide down the scoring board and fall into the designated scoring shelves or pass through the center hole. The bag catching shelves 14 are arrayed across the scoring board 12 in a pyramidal formation with the scoring aperture 16 located at the approximate center of the scoring board 12. The bag catching shelves 14 and the scoring aperture 16 comprise the scoring positions of the game 10 and are arranged in strategic positions for a more challenging game.

[0024] There are at least seven scoring bags 13 per team, for a total of at least fourteen bags and the competing players alternate turns tossing the scoring bags 13 at the scoring board 12, in an attempt to place the scoring bags 13 on the bag catching shelves 14, or alternatively into and through the scoring aperture 16. The scoring bags 13 may contain rice, corn or any loose material that will produce sufficient weight for throwing and fill the scoring bags 13.

[0025] To keep track of the total score at the end of each throwing round, scoring board slide outs 18, which are located on the upper portion of the scoring board 12, keep track of the score as the scoring bags 13 are retained on the catching shelves 14. In the case of three individual players or three teams an additional scoring board slide out (not shown), located on one side or the other, such that the additional scoring board slide out operates in the same manner as the other two slide-outs 18. The top of the scoring board 12 has a game scoring system 30 that comprises numbered holes 32 that hold colored scoring pegs 20 that are color coded to the colors of the scoring bags 13. The game scoring system 30 may be configured as a pair of parallel numbered holes 32 (as shown in FIG. 3), or may be a single line of numbered holes such that a tie score would be indicated by mounting two differently colored scoring pegs 20 atop one another. The color-coded pegs 20 are placed in the numbered holes corresponding to the total score at the end of each throwing round as the individual or team score is totaled to indicate a total score from the earlier round or rounds and the round just ended.

[0026] The scoring board slide outs **18** exit from the left or the right side of the scoring board **12**, and allow the players to track the point score after every throw during a particular round. The scoring board slide outs **18**, having a right and left aperture **15** (see FIG. 2), respectively, are also color coded to match the color of the throwing bags **13**. The scoring board slide outs **18** may use a hole, peg, pin, or slot in order to keep track of the scoring during a particular round, or may rest at the extended length with the scoring numbers just outside of the side of scoring board **12** as shown in FIG. 1.

[0027] In one preferred embodiment, the seven scoring positions comprise six concave bag catching shelves **14** with the concavity facing upwards and the scoring aperture **16** in the approximate middle of the scoring board **12**, which allows a tossed bag to pass through it, as the seventh position. The aperture **16** has a diameter of at least four inches, with a painted circle around the aperture **16** with a diameter of at least seven inches. The scoring positions can be any type of shelf, hole, peg, pin or combinations of the same, which is capable of holding or containing more than one tossed bag. The bag catching shelf **14** has a desired width of at least six inches and a depth that is at least three inches, to allow more than one scoring bag **13** to rest on or within the confines of the shelf **14**. The distance from the upper portion of the board **12** to the bottom of the uppermost bag support shelf **14** is at least seven inches, as the size of the scoring board **12** may vary, this distance remains unchanged. Each bag catching shelf **14**, because of its placement in the scoring board **12**, has a different degree of difficulty. The bag catching shelf **14** may be selected from any common geometrical shape, which is capable of holding or retaining a tossed item on the shelf **14**. Some of the various shelf shapes are shown in FIGS. 4 through 6. Alternate shapes of the bag catching shelf **14** include an inverted parallelogram, an inverted triangle, a straight planar shelf, or combinations of these shapes, which are just a few examples of possible alternate shapes.

[0028] Referring now to FIG. 7, there is shown the rear of the scoring board **12** where board support leg **24** for holding the scoring board in the open game-playing position. Alternatively, the board support leg **24** can be placed in a closed position for storage by the use of lock **26** to secure board support leg **24** to the back of scoring board **12**. The folding shelves **22** can be secured to the board support leg **24** by the use of pins **23**. Additionally, the board support leg **24** may be connected to the back of scoring board **12** by the use of various connecting devices **34**. FIG. 7 depicts a standard hinge as the connecting device for the board support leg **24** and the back of scoring board **12**.

[0029] The present invention is rooted in a method of playing three different levels of a scoring bag toss game **10**. Level one competition is recommended for beginners. For this level, a total of seven bags **13** are used per team or player, where said seven bags **13** have the same color, and each team has a unique color, and are tossed towards a scoring board **12**. Two scoring boards **12**, each comprising seven scoring positions **14** and **16**, are used in this level and are separated by twenty-one feet front to front. Players must have one foot completely within twenty-four inches of the front or side of scoring board **12**, or the distance measured throwing line if only one scoring board **12** is being used, when tossing a scoring bag **13**.

[0030] Both players throwing all fourteen bags from one scoring board to the other scoring board is considered a throwing or scoring round. A flip of a coin can determine who

goes first to start game, from that point on the team or player with most points scored in last round throws first next round, if no points scored or a tie in points same team repeats going first. The last throw per round is called the hammer.

[0031] A round is played when either teams or players throw all the scoring bags **13** from one scoring board **12** to the other. The first team or player to earn exactly seventy-one points, without exceeding seventy-one points, wins the game. All scoring bags **13** in a round must be thrown. For example, if one team attains sixty-nine points, they need two more points to win, if they receive five points at the end of the round, that team is still at sixty-nine points because they went over the seventy-one needed to win. If they get one point they will have seventy and will need to earn one more point to win. The team with the most points earned in each round, initiates the throwing in the subsequent round. If no points are earned in the round, or the points scored are equal, then the same player or team that won the previous round is first to throw in the subsequent round. If the round ends up in a tie seventy-one to seventy-one, the next round is a tie breaking round in which the team reaching seventy-one first, will have the last throw at the scoring board **12**. Teams are permitted to choose the player who will throw the bag **13** in the tie breaking round. The team throwing first will decide which scoring board **12** is used for the tie breaking round. The greatest number of total points in the tie breaking round wins the game. If the tie breaking round is a tie, the throwing rounds continue in exactly the same manner until a winner prevails.

[0032] The point allocation for the first or beginner level, level 1, is divided as follows: the center scoring aperture **16** is worth five points and is played according to the standard bean bag rules, where the last bag **13** in the aperture **16** acquires all the points already in the aperture **16** including the last bag **13** thrown. For example, four bags **13** in the aperture **16** awards twenty points to the last scoring bag **13** in the aperture **16**. Each bag support shelf **14** is worth the points designated below the shelf for example, 1, 2, 3 or 4. The first bag **13** on the bag support shelf **14** acquires the designated points of that particular shelf **14**. The second same color bag **13** on the same shelf **14** allows that team a total of twice the designated points of that particular shelf **14** and this repeats up to the total number of same color bags **13** on the shelf **14**. Opposite color scoring bags **13** on the same shelf **14** cancel each other out and no points are received.

[0033] The method for playing the second level of game **10** is intended for very competitive players. The same score board **12** and the same rules of play are utilized for this level of play as described for the aforementioned level one method of play. This level differs from the previous level in the number of bags tossed, and introduction of bonus points for controlling a scoring shelf. Eight bags **13** of the same color per player or team, consisting of seven scoring bags **13** and a score-negating bag **13**, are utilized in playing this level of the tossing game. As described earlier, the seven scoring bags **13** are the same color, and that color is unique to a team. The score-negating bag **13** differs from those bags in that it displays an indicia of skull and cross bones on both sides of the bag. The scoring rules described in level one play also apply to this level of play. However, the following additional rules are added to this level.

[0034] A player or team may acquire bonus points for having three or more of the same color scoring bags **13** on the same shelf **14** without the opponents scoring bag **13** on the same shelf **14**. The player or team will earn the same number

of bonus points as there are scoring bags 13 of the same color on a particular shelf, provided that none of the opponents scoring bags 13 are on that particular shelf. For example, the player or team will earn three bonus points for having three of the same color scoring bags 13 on a specific scoring shelf 14. As previously stated, each scoring bag 13 of a different color on that shelf 14 cancels the other out. For example, two dark colored scoring bags 13 and one light colored scoring bag 13 on the same shelf 14 gives one dark scoring bag 13 the designated points of that particular shelf 14. Therefore, the rules for bonus points remain in effect only after cancelled scoring bags 13 are taken out of the scoring process. For example, two light scoring bags and five dark scoring bags 13 on the same shelf 14 gives the dark bags 13 three times the designated points of that particular shelf 14 plus three bonus points for having three of the same color scoring bags 13 on the same shelf 14. The rules for bonus points only take effect after the cancellation bags 13 are taken out of scoring process for that shelf 14.

[0035] A score-negating bag 13 nullifies all points in the scoring position it lands on or in, independent of where they land and which team's colored scoring bags 13 occupy that space. Once a score-negating bag 13 lands on a shelf 14 or in the aperture 16, any subsequent scoring bags 13 that land there will have no point value. The score-negating bag 13 can be thrown at any time during the turn of a player. A score-negating bag 13 cancels out another score-negating bag 13, and thus, the scoring position reverts back to the scoring position that the player had prior to the presence of the score-negating bag 13, and consequently the previous points are returned.

[0036] Adding to the competition of this level of play is what is referred to as 'The Sucker Punch' and 'The Knock Out Punch'. The Sucker Punch results in an automatic victory occurring when a player or team lands one of the same color scoring bags 13 in all seven scoring positions without an opponent's score negating bag 13 offsetting the result. The Knock Out Punch is attained if at the end of a round, one team or player leads 21 to 0, resulting in an automatic win.

[0037] The third level of playing the game 10 is referred to as 'Kut-Throat', and is potentially the most competitive of the three levels of play, due to the inclusion of a third player or team. It can be played with three to six players, whereby three people can compete against each other or three teams of two people can compete against each other. The rules of this level of play are partly based on the rules discussed earlier for level one and level two play. Additional rules for level three play follow below.

[0038] The first player or team to earn seventy-one points or to have the highest score over seventy-one at the end of a throwing round wins. A player does not have to attain seventy-one points exactly. In case of a tie, the players involved in the tie will play a tie breaking round with the highest score that round winning the game. A coin toss can determine who throws first in the tie-breaking round; the winner of the coin toss has the choice of throwing a bag 13 first or last. There are seven plain colored scoring bags 13 plus one score-negating bag 13. Furthermore, there will be three different colors of bags 13, eight of each color for each player or team. The player scoring the highest points per round goes first in the next round; the player with the lowest points throws last and the middle score goes second.

[0039] The scoring for the scoring aperture 16 is the same as level two. The shelf scoring and bonus points are the same

as level two. Only two different color bags 13 are allowed on the same scoring shelf 14, opposite color bags 13 cancel each other out just like level two rules. If a third player's different color bag 13 lands on a scoring shelf 14, it is removed and considered a wasted throw, in which no points are awarded. As in the first level of the game the center scoring aperture 16 accepts all colors, the last color bag 13 in the aperture 16 gets all the points in the scoring aperture 16. The score negating bags 13 can only cancel the points on a scoring shelf 14 that contains that score negating bag's 13 color. Any color score-negating bag 13 can cancel any points earned within the scoring aperture 16. A score-negating bag 13 can cancel out another score-negating bag 13 and the previously cancelled points will return, but it must be of the same two colors that are on that scoring shelf 14. Any color score-negating bag 13 can cancel, un-cancel, and re-cancel the earned points within the scoring aperture 16. If a shelf 14 is un-cancelled it becomes fair game for continued scoring but only for the original two scoring bag 13 colors on that shelf 14.

[0040] The present invention may be embodied in other specific forms without departing from the spirit or essential attributes thereof and, accordingly, the described embodiments are to be considered in all respects as being illustrative and not restrictive, with the scope of the invention being indicated by the appended claims, rather than the foregoing detailed description, as indicating the scope of the invention as well as all modifications which may fall within a range of equivalency which are also intended to be embraced therein.

1. A method of playing a scoring bag game for one or more teams of players, comprising the steps of:

- flipping a coin to determine which team tosses first to start the game;
- providing a set of scoring bags per team, each set of scoring bags having the same color with the respective sets to be used by each team being a different color;
- providing one or more scoring boards, each scoring board set a predetermined distance from the player;
- providing a predetermined number of targets on said scoring board, said targets being either a scoring bag catching shelf or a scoring aperture through which the scoring bag is tossed;
- each team alternately tossing all of the set of scoring bags at the scoring board, the exhaustion of the supply of scoring bags completing a round of play;
- each team acquiring points depending upon the value assigned to each of said bag catching shelves or said scoring aperture at the time a scoring bag is caught on a bag catching shelf or passes through said scoring aperture;
- the team acquiring the most points during said round must toss first in any subsequent round, and if no points are scored in said round or the points acquired by both teams are equal, then the team that acquired the most points in the previous round tosses first in said any subsequent round;
- the team scoring a predetermined number of points, without exceeding that number of points, wins the game.

2. The method of play according to claim 1, wherein said team comprises at least one player.

3. The method of play according to claim 1, wherein said players being required to have one foot completely within a distance of not more than twenty-four inches from the front or side of a first scoring board when tossing a scoring bag towards a second scoring board.

4. The method of play according to claim 1, wherein said scoring board comprises a predetermined number of scoring bag catching shelves, said catching shelves being tilted inward against the scoring board.

5. The method of play according to claim 1, wherein said scoring bag shelves have a geometry selected from the group consisting of a portion of a circle or arc, a triangle, or a parallelogram, each having a concave side with said concavity facing upwards.

6. The method of play according to claim 1, wherein said scoring board comprises one scoring aperture, said scoring aperture being located substantially at the center of said scoring board, said scoring aperture having a diameter sufficient to accommodate passage of said scoring bag.

7. The method of play according to claim 1, wherein said scoring bags being of flexible material and conforming to the shape of the coarse-textured material contained therein.

8. The method of play according to claim 1, further comprising the step of scoring each round of play by setting at least two scoring board numbered slide outs, located on opposite sides of said scoring board, to display cumulative opposing team scores during and at the end of each round.

9. The method of play according to claim 1, further comprising the step of scoring total points acquired by each player or team following the completion of a round of play by setting a plurality of scoring pegs color coded to the same color as the player or team scoring bags, located along the top of said scoring board with a series of numbered holes for receiving said scoring pegs, to display cumulative total player or team scores at the end of each successive round.

10. The method of play according to claim 1, further comprising the step of playing an additional tie breaking round upon players or teams acquiring the same number of points.

11. The method of play according to claim 1, comprising the additional step of allocating points scored to said bag catching shelves and scoring aperture:

a center scoring aperture in the scoring board having a predetermined point value, such that the last scoring bag passing through the scoring aperture in each round acquires all the points;

a plurality of scoring bag catching shelves on the scoring board having a predetermined value associated with the particular location of each said plurality of bag catching shelves on the scoring board,

whereby the first scoring bag caught on one of the plurality of the bag catching shelves acquires the designated points accorded that particular bag catching shelf for the team tossing the scoring bags, the second and additional same color scoring bags caught on the same bag catching shelf multiplies the designated points accorded that particular bag catching shelf for the player or team tossing the scoring bags; and,

whereby opposing player or team different color scoring bags landing on the same bag catching shelf cancel the scoring for each pair of different color scoring bags such that no points are awarded.

12. The method of play according to claim 1, having a first alternate method of play comprising the steps of:

providing an extended set of scoring bags including one score-negating bag per player or team, each extended set of scoring bags being of the same color with the respective extended set of scoring bags to be used by each player or team being a different color;

acquiring a predetermined number of bonus points by one player or team depending upon the number of scoring bags belonging to said player or team landing and being retained on the same bag catching shelf;

canceling the earlier award of points to a first player or team upon a first score-negating bag of a second player or team landing and being retained on a particular bag catching shelf already retaining one or more scoring bags of said first player or team;

restoring the canceled points resulting from the landing and retention of a first score-negating bag of the second player or team on a particular bag catching shelf upon a second score-negating bag of the first player or team landing and being retained on the same particular bag catching shelf;

canceling the earlier award of points to said first player or team for passing a scoring bag through the scoring aperture upon a first score-negating bag of said second player or team passing through the scoring aperture; and,

restoring the canceled points of said first player or team resulting from said first score-negating bag of said second player or team passing through the scoring aperture upon a second score-negating bag of said first player or team passing through same scoring aperture.

13. The method of play according to claim 11, wherein said score-negating bag being of flexible material and conforming to the shape of the coarse-textured material contained therein, and carrying a marking denoting the scoring effect of said bag.

14. The method of play according to claim 11, further comprising the additional step of negating bonus points for a team having multiple scoring bags retained on at least one of said bag catching shelves when an opposite color scoring bag is retained on the same bag catching shelf.

15. The method of play according to claim 11, further comprising the additional step of throwing, in turn, each one of said set of same colored scoring bags of one player or team towards the scoring board, such that exactly one of said set of same colored scoring bags lands and is retained on each one of the plurality of bag catching shelves and passing through the aperture, resulting in said team immediately winning the game.

16. The method of play according to claim 11, further comprising the additional step of acquiring 21 points by said first player or team, before said second player or team acquires any points, said first player or team immediately winning the game.

17. The method of play according to claim 1, having a second alternate method of play for participation by more than two individual players or teams comprising the steps of:

providing an extended set of scoring bags including one score-negating bag per player or team, each extended set of scoring bags being of the same color with the respective extended set of scoring bags to be used by each team being a different color;

acquiring a predetermined number of bonus points by one player or team depending upon the number of scoring bags belonging to said player or team landing and being retained on the same bag catching shelf;

scoring or exceeding a predetermined number of points by one player or team, resulting in said team winning the game;

requiring no more than two different colored scoring bags being permitted to remain on any bag catching shelf with any third color scoring bag being removed;

canceling the scoring for opposite color scoring bags caught and retained on the same bag catching shelf such that no points are awarded;

canceling the earlier award of points to a first player or team upon a first score-negating bag of a second player or team landing and being retained on a particular bag catching shelf already retaining one or more scoring bags of said first player or team;

canceling the earlier award of points to a first player or team upon a first score-negating bag of a third player or team landing and being retained on a particular bag catching shelf already retaining one or more scoring bags of said first player or team;

restoring the canceled points resulting from the landing and retention of a first score-negating bag of the second player or team on a particular bag catching shelf upon a second score-negating bag of the first player or team landing and being retained on the same particular bag catching shelf;

restoring the canceled points resulting from the landing and retention of a first score-negating bag of the third player or team on a particular bag catching shelf upon a second score-negating bag of the first player or team landing and being retained on the same particular bag catching shelf;

canceling the earlier award of points to said first player or team for passing a scoring bag through the scoring aperture upon a first score-negating bag of said second or third player or team passing through the scoring aperture; and,

restoring the canceled points of said first player or team resulting from said first score-negating bag of said second or third player or team passing through the scoring aperture upon a second score-negating bag of said first player or team passing through same scoring aperture;

18. The method of play according to claim 17, wherein said score-negating bag being of flexible material and conforming to the shape of the coarse-textured material contained therein, and carrying a marking denoting the scoring effect of said bag.

19. The method of play according to claim 17, further comprising the additional step of negating bonus points for a player or team having multiple scoring bags retained on at least one of said bag catching shelves when an opposite color scoring bag is retained on the same bag catching shelf.

20. The method of play according to claim 17, further comprising the additional steps of:
 autoselecting the player or team to toss first in a subsequent round by acquiring the greater number of points by said player or team during the preceding round;
 autoselecting the player or team to toss last in a subsequent round by acquiring the least number of points by said player team during the preceding round.

21. The method of play according to claim 17, further comprising the additional scoring steps of:
 awarding the points associated with the scoring aperture to the first player or team to toss a scoring bag through said scoring aperture;
 awarding the points associated with the scoring aperture and the acquired points by the first player or team passing a scoring bag through said scoring aperture to the second player or team passing a scoring bag through said scoring aperture; and
 awarding the points associated with the scoring aperture and the acquired points by the second player or team passing a scoring bag through said scoring aperture to the third player or team passing a scoring bag through said scoring aperture.

22. The method of play according to claim 17, further comprising the step of canceling a first score-negating bag of a first player or team on a particular bag catching shelf upon the landing and retention of a second score-negating bag caught of a second or third player or team on the same bag catching shelf.

23. The method of play according to claim 17, further comprising the step of playing a single tie breaking round upon two or more players or teams acquiring the same number of points.

24. The method of play according to claim 23, further comprising the step of selecting the player or team to toss first by flipping a coin to determine which player or team is accorded the right to select its tossing position in the tie breaking round.

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