



Pender County Parks and Recreation

Blueberry Classic Cornhole Tournament

- **Schedule:** The Cornhole Tournament is a one-day event that will be played on June 19th at 6:00pm. The Tournament will be played on the Burgaw Courthouse Square.
- **Equipment:** All equipment will be provided for you. However, you are allowed to bring your own regulation bags if desired.
- **Matches:** The bracket will be determined using a blind draw method. The draw will be conducted at 5:45pm on June 19th at the tournament location. Teams will play one game, to a score of 21 or until the 20-minute time limit is up.
- **Elimination:** Teams are guaranteed two games. If a team loses their first game, they are moved to a new bracket to play other teams that lost during the first round. The champion of the original bracket will play the champion of the second bracket to determine the official Blueberry Classic Cornhole Tournament Champion!
- **Time limit:** Each game must be played in the 20-minute time limit. Teams must exercise a progressive “flow of play” and not stall during the match.
 - If a game has not finished when the time limit is reached, the team with the most points at the end of the round wins that game and advances to the next round.

How To Play:

- **Setup/Starting** - Boards are positioned 27 feet apart (front edge to front edge). Pitcher's boxes will be set up on both sides of the board with each team member facing each other. There will be four bags for each team to throw. A coin toss will determine who goes first.
- **Scoring** - Teams will play to 21 for all games, unless the 20-minute “time clock” expires, and the final score at that time will stand as-is. Ways To Score:
 - 0 points for any bag that touches the ground
 - 1 point will be awarded for the following: Any bag that is on the board, any bag that is hanging into the hole, any bag that is hanging on the edge but not touching the ground.
 - 3 points will be awarded for any bag that goes through the hole. o Cancellation scoring is in effect (Example: Red lands two points and blue lands one point. Score= Red: 1 Blue: 0).
 - No bags in scoring position should be touched until all bags have been pitched. (EXCEPTION: When a bag bounces on to the board, or if it misses the board entirely).
 - First team to reach or exceed 21 is the winner.

- **Pitching Turns** - Players will alternate pitching bags until all four bags have been thrown. The team that scored most in the previous frame shall pitch first.
- **Fouls** - If a bag is thrown when the player is in front of the board, the bag will not be counted. Pitching out of turn will result in a foul bag and will not be counted towards scoring.