

# Corners Championship Ring Toss – Official Ruleset

Corners Championship Ring Toss is a fast-paced twist on the classic lawn and party game. Players compete to reach exactly 21 points by tossing rings onto pegs of varying point values, using skill and strategy to cancel their opponent's scores and claim victory.

## 1. Components

- 1 Wooden Corners game board (approx. 20.5 in x 34 in x 2 in, 10.9 lb)
- 9 scoring pegs (color-coded)
- 8 tossing rings (4 red, 4 blue)
- Folding legs for setup and storage
- Instruction sheet

## 2. Setup

1. Place the Corners board on a flat surface or lawn area. 2. Extend the legs for a angled playing surface. 3. Players stand approximately 6 feet (2 meters) from the board. 4. Decide who goes first (e.g., coin toss).

## 3. Objective

The goal is to be the first player or team to reach **exactly 21 points**. If a player's score exceeds 21, their score reverts to what it was before that turn.

## 4. Scoring

- Red peg = 3 points
  - White peg = 2 points
  - Blue peg = 1 point
- Players alternate turns, tossing all 4 rings per round. Rings that land and remain on a peg at the end of the turn count toward the total score.

## 5. Special Rules

- **3-in-a-Row Bonus**: Ringing three pegs in a horizontal, vertical, or diagonal line doubles that turn's score.
- **Corners Instant Win**: Ring all four corner pegs in a single turn to win immediately.
- **Cancellation Rule**: If your ring lands on a peg that your opponent already ringed, it cancels their points for that peg.
- **Exact 21 Rule**: You must land exactly on 21 points to win. Overshooting reverts your score to the previous total.

## 6. Example of Play

Player A rings one red peg (3 pts) and one white peg (2 pts) for a total of 5 points. Player B rings two blue pegs (1 pt each) for a total of 2 points. If Player A later lands a ring on one of Player B's blue pegs, Player B loses those points for that peg (cancellation). Play continues until one player lands exactly on 21 points.

## 7. Game End & Winning

The first player or team to reach exactly 21 points wins the game. If no one achieves exactly 21 within the agreed number of rounds, the player with the closest score below 21 wins.

## 8. Game Variations

• **Team Mode**: Play in pairs, alternating throws. • **Speed Round**: Limit each turn to 15 seconds for faster-paced play. • **Long-Range Challenge**: Increase throwing distance for advanced players.

## 9. Safety and Care

• Do not stand too close to the target when others are throwing. • Store the board and rings in a dry area to avoid wood warping. • Wipe surfaces with a dry cloth after outdoor play. • Recommended for ages 6 and up.