

VARIATIONS OF THE GAME – LAWNCH

If you've got a Lawnch set, you might want to mix it up and try different games. Check out this list of more easy to play Lawnch games. Then gather some friends and get ready to impress them with your sack tossing skills. You might even feel like adding a little wager to pump up the competition! To decide who starts, each player throws one sack at the bullseye – the one closest begins the game. (If you prefer, toss a coin.)

Try out some of these games and learn how many variations of the game Lawnch you can play!

RIGHT ON TIME ~SQUASH~

Right on time SQUASH can be played as teams or singles

1. Boards are set at 18' from front edges.
2. Outer ring = 2pts, Inner ring = 1pt, Center hole = 3pts.
3. P/Ts can close out any frames with 3 OR more points.
4. When a Player/Team tosses a center hole shot P/T can close out any open frame of their choice OR send one of the opponent's frames (open or closed) back to zero, and the choice MUST be declared immediately after the shot.
5. Once all 6 frames are closed a P/T must hit a center hole shot to win the game. (pre-determine if you want to play with redemption rules or not before the game starts).
6. The same LAWNCH "sudden death" rules apply to SQUASH.

CLUTCH ~BY YARD GAMES COALITION

CLUTCH can be played as teams or singles

1. Boards are set at 18' from front to front and in this format you can toss from the front edge of the boards.
2. Outer ring = 1 pt, inner ring = 2 pts.
3. Center hole shots do NOT count as 3 pts, if/when you toss a center hole shot you do NOT close a frame that has zero pts, but you can choose to take 1 pt OR 2 pts on any one of the open frames (closing it out or not) that you choose, and you must declare immediately after the center hole shot.
4. A player/team can only close out a frame with EXACTLY 3 pts, in any combination, and can NOT go over 3 pts.
5. Once all 6 frames are closed a P/T must hit a center hole shot to win the game. (pre-determine if you want to play with redemption rules or not before the game starts).
6. The same LAWNCH "sudden death" rules apply to CLUTCH.

Hand-To-Hand LAWNCH

A single LAWNCH board game played with 6 sacks

H-T-H can be played as teams or singles

1. A P/T will toss 1 sack each, closest to the hole will choose what frames they will toss to, either 1,2,3 or 4,5,6 and will also toss first.
2. A P/T will toss only at those frames for their score for the entire game. P/Ts will alternate tosses until the game ends. The object is to close out the 3 frames with 3 points or more.
3. A P/T may choose to knock an opponent's sack out of a frame with their sack so the opponent's score won't count.
4. If a P/T tosses a bullseye at any time during regulation play they may choose to either close out any of their open frames OR to move any of their opponent's frames back to 0 whether that frame has been closed out or not, and must do so by announcing which frame they choose BEFORE the next toss by the opponent.

*NOTE: If a P/T has closed all of their 3 frames and has tossed a bullseye for the win, the opponent may NOT move any of the opponent's frames back to 0 if they should toss a bullseye with their last chance sacks.

5. Once a P/T closes all 3 frames they must toss a bullseye to win the game. The opponent has whatever remaining sacks (no more than 3 tries) left to close out all the frames and toss a bullseye, If that P/T closes has all 3 frames closed and does toss a bullseye, the P/Ts will go into a Sudden Death round where each P/T alternates shots until the first person tosses a bullseye for the win (NO redemption), if the P/T fails to toss a bullseye the game ends.

Please feel free to add/delete variations to this game.

*MAMADON'S RULE:

A P/T can move their opponent's score back to 0 at any point of the game if P/T tosses a bullseye with their last 3 sacks, even if that opponent has tossed bullseye for the win at the end of the game.

KEEGAN'S "4 SACK"

This is a TEAM game with 4 players and 4 sacks

**Must have 4 sacks to play.*

1. "4 Sack" is played with the normal rules of LAWNCH.

2. Each player on Team 1 gets 2 sacks to toss, P1 tosses 2 sacks, then P2 tosses 2 sacks. The scores are tallied normal.

3. Then Team 2 gets the 4 sacks, P1 tosses their 2, then P2 tosses their 2 sacks. Scores are tallied.

This goes on until the 6 frames are all closed and a team must hit a bullseye for the win.

*The same overtime and sudden death rules apply.

"53"

This game is called "53" because everyone starts with 53 points.

Each player/team starts with 53 points. The goal is to reach zero, exactly, by subtracting the amount you score in a turn from the number you have left.

Each player starts with a score of 53. The score for each turn is calculated and deducted from the player's total. Bullseye scores 3, the outer ring scores 1 and a sack in the inner ring scores 2. The objective is to be the first player to reduce the score to exactly zero, BUT the last sack thrown must land in the bullseye.

"ALL OUT"

The object of this game is to close out each frame but you MUST land one footsack in the outer ring and one in the middle ring to close out each frame. Once all frames are closed, you must toss a bullseye for the win.

**If you want to make it REALLY tough, to close out each frame, you must hit an outer and an inner ring, then you must end it with a bullseye, then toss another bull for the win.

"AROUND THE WORLD"

PLAYED to 18 points

1. Players/teams rotate turns.

2. You start from #6 and must get 1 point then move to #5 also getting 1 point and so on, until you reach #1, from there you will throw again at #1 and go back to #6, from there you will go back from #6 to #1. Compiling a total of 18 points.

3. Players/ teams must throw a bullseye to win the game.

4. The Overtime and Sudden death rules apply the same as Lawnch.

"BULLRUSH"

6 sacks are needed to play

The object of "BULLRUSH" is to hit only bullseyes. For each bullseye a P/T hits, a frame is closed out (#1-6). After all 6 frames are closed out, the P/T must hit another bullseye to win the game with any of the 6 footsacks.

1. Each PLAYER or TEAM throws a sack and the closest to the bullseye goes first.

2. The P/T must hit only a bullseye to close out each of the 6 frames.

3. After all 6 frames are closed a P/T must hit a bullseye to win the game.

** If a P/T has closed out the 6th frame during their turn and has any sacks remaining of those 6, the P/T will shoot for the bullseye for the win, HOWEVER, if P/T doesn't score a bullseye they go into "Stampede" mode. The other P/T still plays until they catch up or other P/T wins.

In "STAMPEDE" mode the P/T will throw all 6 sacks. If the P/T hits a bullseye with any of the 6 sacks the game ends. If the P/T fails to hit a bullseye for the win, they lose the 6th frame closeout (the 6th frame is re-opened and P/T must hit another bullseye to go into Stampede mode). The process keeps repeating until the P/T has closed out the 6th frame again and hit a bullseye for the win.

*** This Lawnch game is a bit more challenging and may require more patience. An idea may be to move boards a little bit closer together (i.e. 12' instead of 15') to make it go a bit faster.

"COUNTDOWN and COUNT UP"

**These two are played with the same rule concept and scoring as Lawnch.*

"COUNTDOWN" Close out the frames from #6 to #1:

OBJECT OF THE GAME:

Player or team must start by attempting to close out frame #6 (3 points or more) once frame #6 is closed that player or team may move on to frame #5, then to frame #4 and so on to close out frame #1. Once ALL frames are closed, the player or team may shoot for the bullseye for the win. NO POINTS will be earned for footsacks landing on any frame that is out of order.

The overtime, sudden death and redemption rules (of Lawnch) may apply and be used in the same manner.

"COUNTUP" Close out the frames from #1 to #6:

This game is played the same way as "Countdown" but in the opposite order.

"InZane Lawnch"

*** In this game one side shoots for only odds and the other side evens. Players must each toss one sack and the person closest to the bullseye will determine which side will shoot at the odd numbers and which side shoots for the evens.**

1. Each player takes 1 turn throwing a sack and it rotates throughout the game between the side(s) until there is a winner.

2. Bullseye is scored as 5 points, all other parts of the hexagon are worth 1 point .

3. A side must score exactly 21 points, then a bullseye to win the game.

"KILLER"

**Killer is a good game to place a wager on. Three or more players is more fun.*

"KILLER" will require some creativity as you will see in the rules.

Numbers in Play: The numbers used are determined by the players. Each player throws one sack with their non-dominant hand to randomly choose their number. If you miss the board or hit a number that's already claimed, you'll need to throw again.

1. Each player tosses 3 sacks (WITH dominant hand).

2. Player/s MUST hit a bullseye to gain their 3 lives and become a "Killer"– Once you have achieved 'Killer' status a "K" is placed next to their name on the scoreboard. You can NOT be a "Killer" unless you hit a bullseye.

3. Once a player is deemed a "Killer", they aim for doubles of the opponent's number/s. Each player has three lives and when a "killer" hits an opponent's double the opponent loses a life. If a "killer" hits their own double by mistake, they lose one life.

***It's possible to completely kill an opponent in one turn by throwing three doubles. The last player standing is the winner.

"PICK-IT"

***Pick-it" is played to 21 points**

1. Players/teams will pick any one number 1-6 for the opponent.

2. Players/teams will toss at that number for the entire game until you reach a total of 21 points. (1 point for each sack that lands on that number in either ring).

3. After a player/team reaches 21 points, P/T must hit a bullseye for the win.

4. The Overtime and Sudden death rules apply the same as Lawnch.

"Spit it out"

Numbers in Play: All the numbers are in play.

1. Each player throws one sack, the closest to the bullseye will toss first (Player/Team that is closest is P/T "A", P/T that loses is P/T "B").

2. P/T B will pick any frame number (1-6) for P/T A to toss at and when P/T B is ready to toss, P/T A will do the same for P/T B.

3. P/Ts will have to toss at that frame number until that frame is closed out. Once that frame is closed out, the opposing P/T will pick a new number to toss at, this continues until all frames are closed.

4. Once all the frames are closed, P/T must hit a bullseye for the win.

*Follow all regular Lawnch rules for Overtime and Sudden Death.

"The VIV"

Numbers in Play: All the numbers are in play.

1. Each player throws one sack, the closest to the bullseye will toss first. (Player/Team that is closest is P/T "A", P/T that loses is P/T "B").

2. P/T B will pick any number (1-6) for every toss that P/T A takes and P/T A will do the same for P/T B.

3. Continue to trade off for every toss.

4. Once a P/T closes a frame, that number can't be called again for the rest of the game. Play will continue until all frames are closed, then P/T must hit bullseye for the win.

*Follow all regular Lawnch rules for Overtime and Sudden Death.

"Uncle Brad's Liquid Lawnch Game"

**Must have liquid lawnch to play.*

1. Follow the same start up with each side picking the playing cards

2. When you are placing your cards on the board flip them upside down so that no one can see them

3. Start to lawnch, when a spot is hit flip the card over and do what it says.

4. After 5 to 10 tosses you decide from each side flip those cards over on your side and move them around, change it up, make it interesting. Spread the fun around.

5. Follow all the rest of the rules on the liquid game and ENJOY!!