



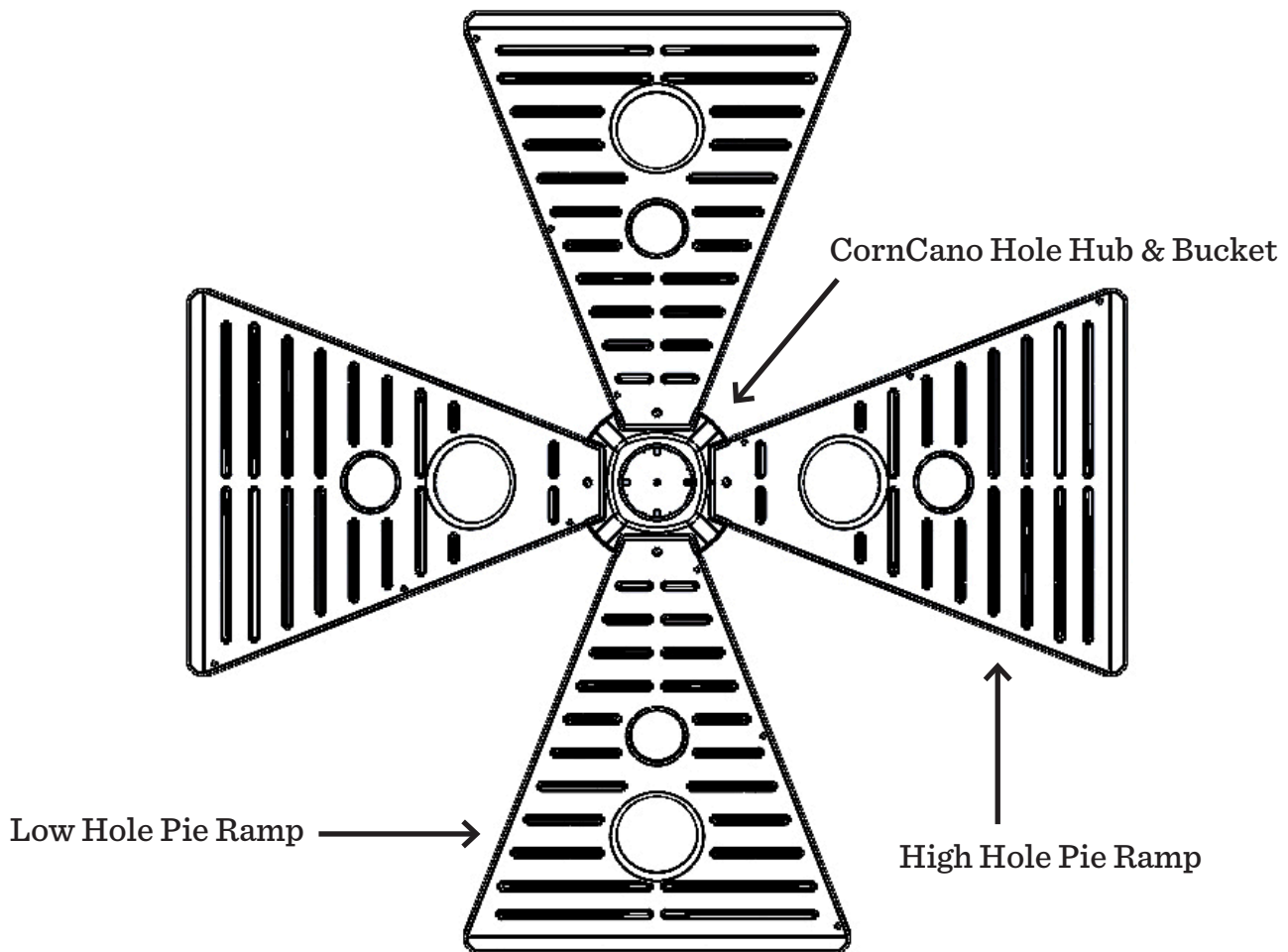
# INSTRUCTIONS

# DESCRIPTION OF GAME PIECES AND PLAYING SURFACES:

CornCano consists of 5 major components.

## QTY

1. Low Hole Pie Ramps..... 2
2. High Hole Pie Ramps..... 2
3. CornCano Hole Hub.....1
4. CornCano Hub Bucket....1
5. Endura-Bags.....8 (Not shown)



# THE OFFICIAL CORNCANO RULES

## SECTION A: HOW TO START A ROUND

For singles, each contestant tosses one bag at the first station. Whoever gets the highest score or best bag gets the first toss. For doubles, the highest combined score of the team gets the first toss.

## SECTION B: GAME STATIONS

Every CornCano game is broken down into 8 game stations. Each station consists of a designated foul line, pie ramp and central hub ring. Two of the pie ramps have “high” holes and two of the pie ramps have “low” holes. These two different types of ramps are attached to a central ring or “hub” called the CornCano Hub. (See page 5.)

## SECTION C: STATION ROTATION & FOUL LINES

CornCano is played in a clock wise rotation using 8 game stations. Each station has its own playing distance that is defined by a number of defined paces between the front of a given stations pie ramp and its foul line. (See page 2.) Example: Station one’s foul line is set up 8 paces from the front of the pie ramp of that station. Foul lines can be created by any means possible. You can use cups, sticks, rocks, cans or whatever you need to use as a mark for the foul line. (See page 5 for station rotation sequence and foul line distances.)

## SECTION D-1: SINGLES PLAY (AKA 1v1)

Each contestant will alternate, taking turns tossing their bags one at a time. Contestants will have to throw all 4 of their bags to complete a station. After completing the station, the contestants will calculate the score and remove their bags. The contestants will then rotate clockwise to the next foul line and begin play on the next station. The contestant with the highest score of the previous station gets to throw first at the next station.

## SECTION D-2: DOUBLES PLAY (AKA 2v2)

In doubles play, the first two contestants will alternate, taking turns tossing their bags one at a time. The first two contestants will have to throw all 4 of their bags to complete the first half of the station. After the first two contestants complete the first

half of the station, the contestants will calculate the score and remove their bags. The second set of contestants will then repeat the process to complete the full station. All 4 contestants will then rotate clockwise to the next foul line and begin play on the next station. The team with the highest score of the previous station gets to throw first at the next station.

## SECTION E: HOW TO SCORE

To keep score, the contestants add the total points they each made after a station is completed. The lowest score is then subtracted from the the highest score and the net difference in points is awarded to the contestant or team that scored the most points. (See page 4.)

POINTS SYSTEM IN CORNCANO	
Bag...	Points
<i>On the Ground</i>	<b>0</b>
<i>On the Adjacent Pie Ramps NOT in play of Station</i>	<b>0</b>
<i>On Pie Ramp of Station in Play</i>	<b>1</b>
<i>In Low Hole of Station in Play</i>	<b>3</b>
<i>In High Hole of Station in Play</i>	<b>4</b>
<i>In CornCano Hub Hole</i>	<b>6</b>

## SECTION F: HOW TO WIN THE GAME

There are two ways to consider a finished game. The first way is to play to a winning score of 21. The first contestant to score 21 points wins the game. The contestant’s must win by 2 points in total to be declared a winner. The second way to win is by having the highest total points after completing all 8 stations. You do not have to win by 2 points in this version. If a tie score accrues, the contestants will keep playing stations in rotation until the tie has been broken.

## SECTION WIN: HOT TIPS FOR WINNING

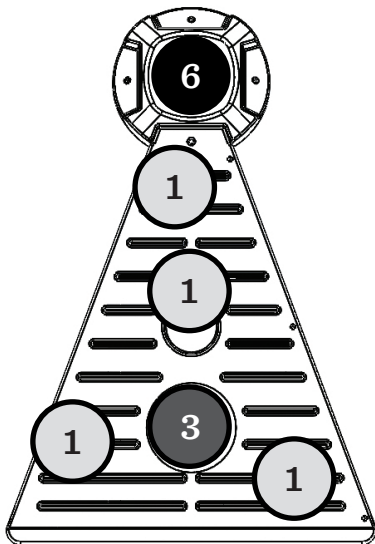
- Aim for the center of the pie ramp.
- Go for the CornCano shot if you have bags in scoring position.
- Talk smack!
- Find a groove and keep consistent.



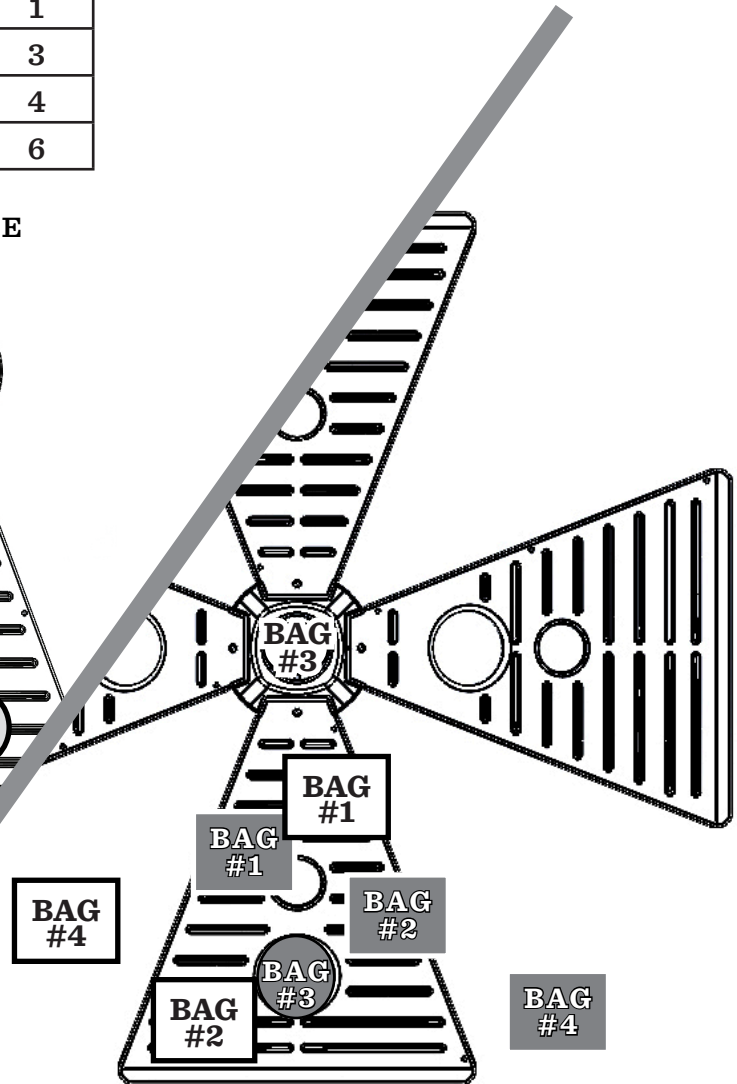
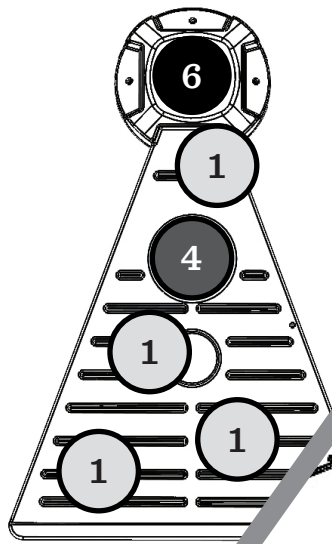
# HOW TO SCORE

CORNCANO SCORING	
<i>Bag on the Ground</i>	0
<i>Bag on Adjacent Pie Ramps NOT in Play</i>	0
<i>Bag on Pie Ramp of Station in Play</i>	1
<i>Bag in Low Hole of Station in Play</i>	3
<i>Bag in High Hole of Station in Play</i>	4
<i>Bag in CornCano Hub Hole</i>	6

LOW HOLE STATION



HIGH HOLE STATION



## AN EXAMPLE OF POSSIBLE SCORING ON STATION #1

TEAM GREY	Score
<i>Bag on Pie Ramp</i>	1
<i>Bag on Pie Ramp</i>	1
<i>Bag in Low Hole</i>	3
<i>Bag off Ramp</i>	0
<b>GREY TOTAL</b>	<b>5</b>

TEAM WHITE	Score
<i>Bag on Pie Ramp</i>	1
<i>Bag on Pie Ramp</i>	1
<i>Bag in CornCano Hole</i>	6
<i>Bag off Ramp</i>	0
<b>WHITE TOTAL</b>	<b>8</b>

*Winner of Round!*

**TEAM WHITE**

NET Score	<b>3</b>
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# HOW TO PLAY CORNCANO

- Station up the game in a open area big enough to handle a field of play that is a minimum of 60 ft or 20 paces in diameter.
- The pie ramps should be assembled with alternating high and low pie hole ramp locations.
- Station up foul lines for each of the game stations with the correct paces from the front of each of the pie ramps as follows: v

Stations	No. of Paces
#1	8
#2	5
#3	7
#4	10

Stations	No. of Paces
#5	9
#6	6
#7	11
#8	12

