

AUTO RACING

Drivers \ Scores	Laps							
	1	2	3	4	5	Race 1	Race 2	Race 3

Suggested rules

- First person to 5 LAPS wins (your choice on number of LAPS).
- Throw 1st bag in the hole at 1st turn; 2nd bag in 2nd turn hole; 3rd bag in 3rd turn hole; 4th bag in 4th turn hole.
- You must follow the holes in order. If you throw a bag into the 2nd turn hole before making a bag into the 1st turn hole, it counts as a WRECK and your turn is over. *(Be sure to keep your distance from the car in front of you!)*
- If you throw a bag into the PIT STOP hole you lose your turn and it's now your opponent's turn to play.
- Once you have thrown your 4 bags and your turn is over, your opponent then throws their bags. When your turn is up again, you resume on the hole from your previous turn.

Example race

- 1st bag goes into the 1st turn hole.
- 2nd bag goes into the 2nd turn hole.
- 3rd bag misses the 3rd turn hole.
- 4th bag goes into the 3rd turn hole.
- At your next turn you will be throwing for the 4th turn hole, as the last hole you made the bag into was the 3rd turn hole.
- Once you've completed all turns on a LAP, put a check mark in the scorecard box of the LAP you've completed. ✓
- For unfinished LAPS, enter the number of the turn you completed last to remind you where to resume on your next turn.

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HUNTING



Shooters \ Scores	Shots							
	Bear	Fish	Moose	Deer	Geese	Round 1	Round 2	Round 3

Play your choice of games

Trophy Collection

- Hit all 5 ANIMALS to complete a ROUND, using four throws per turn.
- First hunter to complete three ROUNDS wins the contest.

Target Practice

- Throw for the highest point TARGETS you can get.
- Add up your points per ROUND. At the end of three ROUNDS, the shooter with the most points wins.

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