W10518 Jumbo Beanbag Poker Activity Guide

Contents:

- 1 Vinyl Beanbag Target
- 5 Yellow Beanbags
- 5 Green Beanbags

General Instructions:

Players - The games are generally designed for 2 players. Additional numbers of players can be added in even numbers. With more than 2 players, players would play in groups of two and compare their hands at the end of each round

Set-up– Determine a distance from which beanbags will be tossed. 4' from the front edge of the target is recommended. Mark the toss line with floor tape or anything handy. The toss line can be a single location or marked an equal distance from all 4 sides of the target.

The youngest player selects their color of beanbags and will make the first toss. Players alternate tosses. After the first game, the player that lost the previous game goes first.

Beanbag Tosses - Each beanbag has a dot screened on each side. The dot on the beanbag must land on the mat and within lines surrounding the cards for the beanbag toss to count. If a beanbag lands on the mat, the player gets the card that is closest to the dot on the beanbag. (examples: the beanbag shown in gray with an "X" would get the 8 of diamonds and the beanbag with the "XX" would get the 6 of spades)

)8))£]8 6 10 🐥 10 ♣ 0. 4 6 🐥 K 6 ΚA 10 🖤 10 🌲 10 🖡 J 1() 🗨 6 5 🗳 5 🗭 К♣ 8 🐥 A 8 7 🛦 8 🛦 А 2 3 2 Q J 🌲 J 🎝 5 2 🗭 6 8 54 2 34 9 🌲 0 9♠ 3 А 🗭 4 ᢕ♣ 10 5 3 WHAT BEATS WHAT? 3 🖡 ROYAL FLUSH STRAIGHT FLUSH 24 34 44 54 64 3 🗭 FOUR OF A KIND - PAPE I + PA SA FULL HOUSE - 24 24 24 24 24 24 24 FLUSH-24 64 94 54 44 7 🗣 STRAIGHT-6**6** 7**7** 80 94 THREE OF A KIND-7* 74 74 94 BEANBAC TWO PAIR-70 70 50 50 90 7 🌲 ONE PAIR 2+ 24 94 7+ 54 SSS

A player that has a beanbag land outside of the

designated area loses that turn tosses and will get fewer cards.

Similarly if a player tosses a beanbag and the dot lands on or closest to a card already in their possession or in possession of their opponent they lose their turn.

For less competitive play, players can be allowed to re-toss their beanbags that don't land on the target or earn a card at the end of the round.

Five Card Stud Instructions:

Goal – Toss your beanbags onto the mat to get the best possible hand.

Game Play – Players alternate tossing each of their 5 beanbags onto the mat and the player with the highest hand wins the game! Use the "What Beats What?" guide to determine the highest hand.

Five Card Draw Instructions:

Goal – Toss your beanbags onto the mat to get the best possible hand.

Game Play – Players alternate tossing each of their 5 beanbags on the mat. After reviewing their cards, players can remove 1 to 3 of their beanbags to try to get better cards. Players then re-toss their beanbags onto the mat, again alternating turns in the same order when possible. The player with the highest hand after the re-toss wins the game.

Black Jack Instructions:

Goal – Toss your beanbags onto the mat and try to have your cards add up to 21 without going over!

Card Values – An Ace or "A" is worth 1 or 11 points and the player determines the value of the card. A King (K), Queen (Q) or Jack (J) are worth 10 points. All other cards are worth their numeric value.

Game Play – Players alternate turns throwing their beanbags onto the mat. Each player throws 2 beanbags. After that players have their choice to decide if they want to throw additional beanbags. A player may initially decline to throw a beanbag because they have the highest score, but change their mind if that changes later in the game. Players may throw up to 5 beanbags. The player with the highest score wins the game. If two players have the same score, the player that uses the fewest cards (or beanbags) to achieve that score wins the game. If both players go over 21, they both lose!

Pitching Pennies (or Poker Chips)

Notes: We are not encouraging any hard core gambling in this game. Adults or seniors may have fun bringing their own pennies (or even nickels!) to the game and risk losing or winning real money. Kids should play with chips or if they use pennies, then all money should be returned back to the original owners at the end of the game.

Players - For 2 or more players!

Additional Materials - This game will require each player to have an equal number of pennies or poker chips (like GA2048) Goal – Get the highest value card and win the chips! Win all the chips or have the most chips at the end of a designated time period to win the game.

Set-Up – Each player starts with an equal number of pennies or poker chips. Ten is a good number for everyone to start with. **Game Play** – Youngest player goes first in the first round and the first player rotates clockwise in future rounds. Players position themselves equidistant around the toss target. Using a penny or a poker chip each player tosses it onto the target mat. A player tossing their penny or chip landing completely within the outline of the card with no part touching the outline gets to claim that card as theirs. After each player has made their toss, the player with the highest card wins all the pennies or chips thrown in that round. If two players have a card with the same value, then the suit of the card is used to determine the winner. The highest suit is the Spade, followed by Clubs, then Diamonds and finally Hearts. If no players land on a card, then the pennies are left on the board and everyone throws another penny. The highest card with the second toss wins all the pennies from both tosses! Play continues until one player has won all the available chips or pennies or until a predetermined time has expired. Note that once a player loses all the chips or pennies they started the game with, they will be out of the game.