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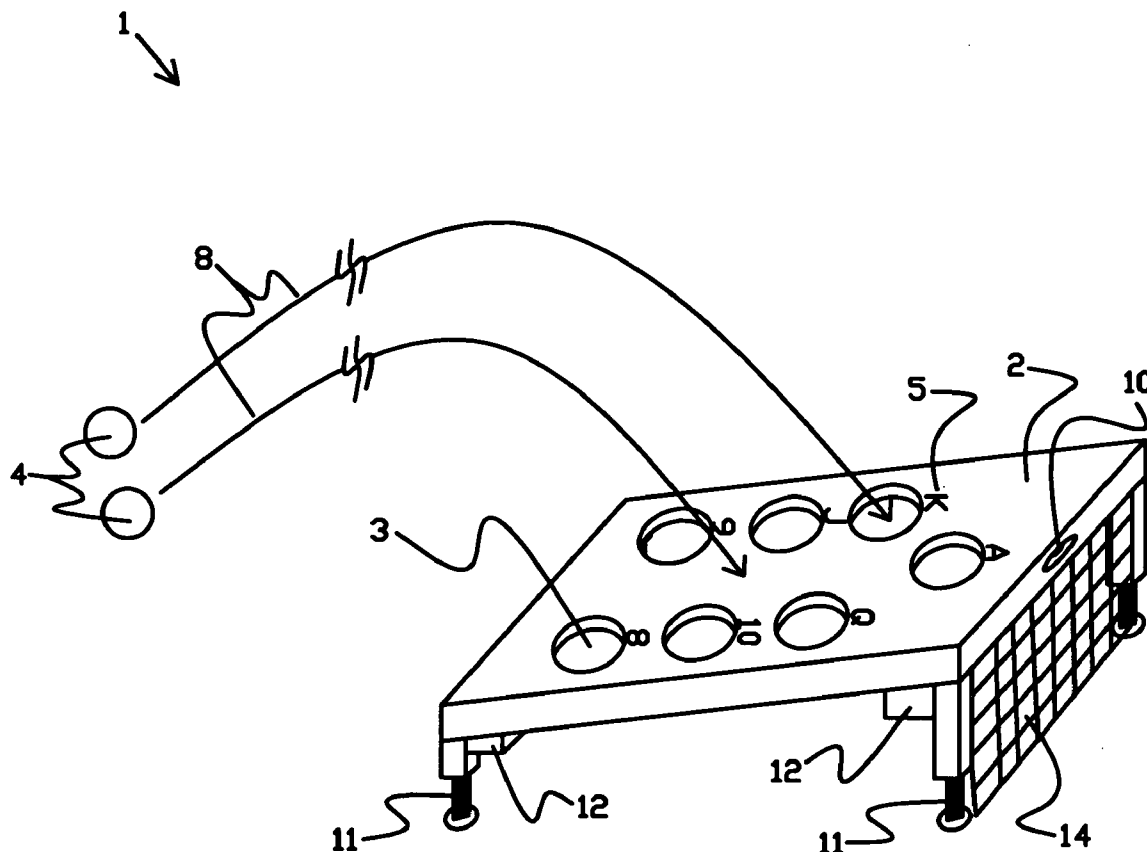
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(57) **ABSTRACT**

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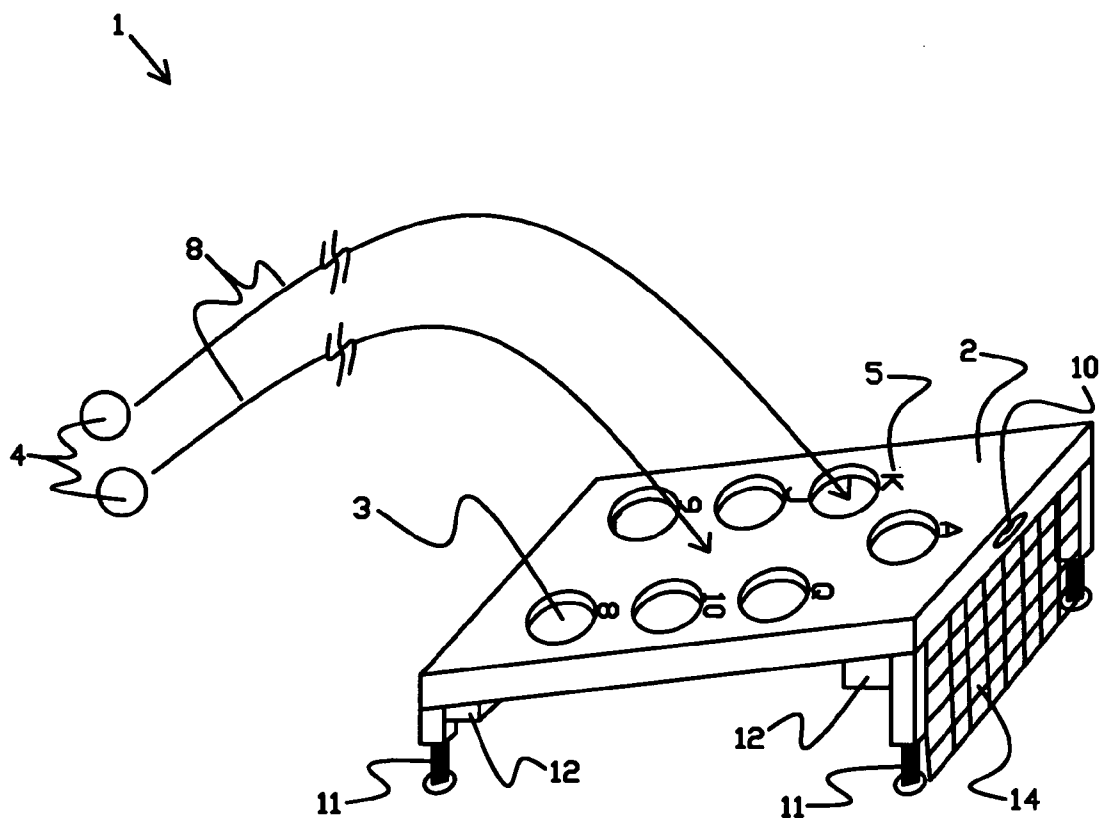


Fig. 1

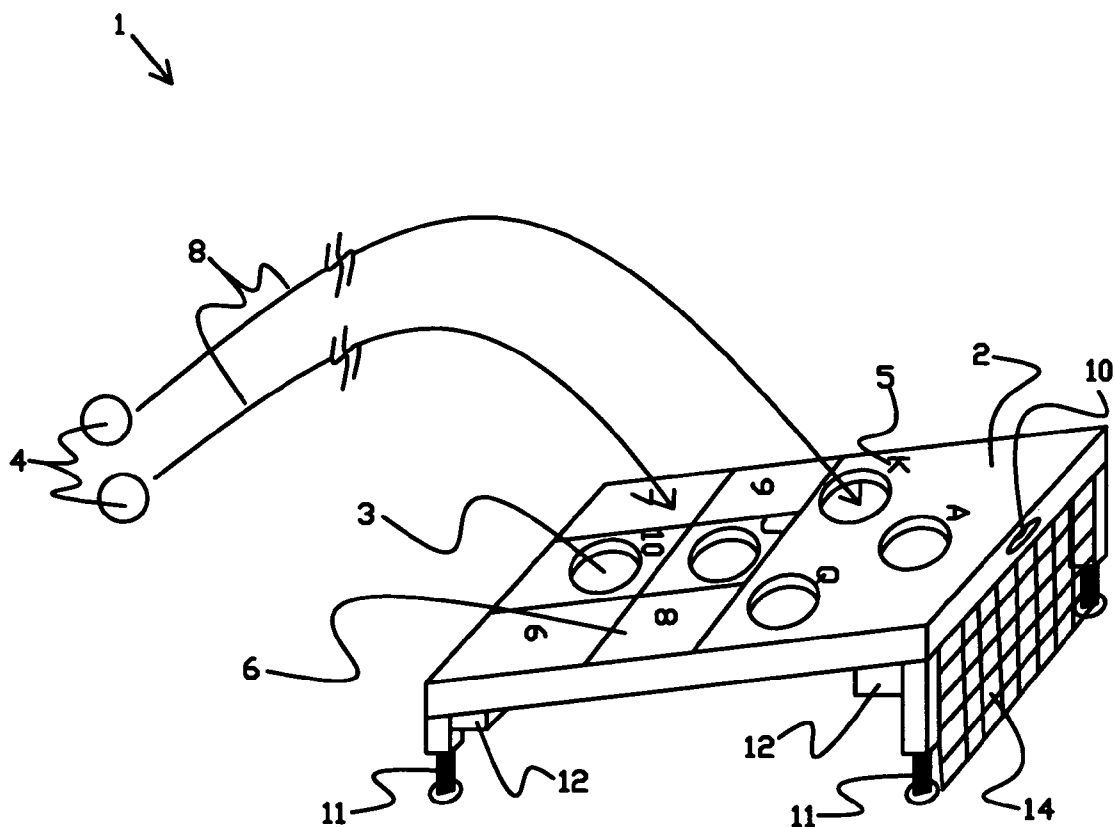


Fig. 2

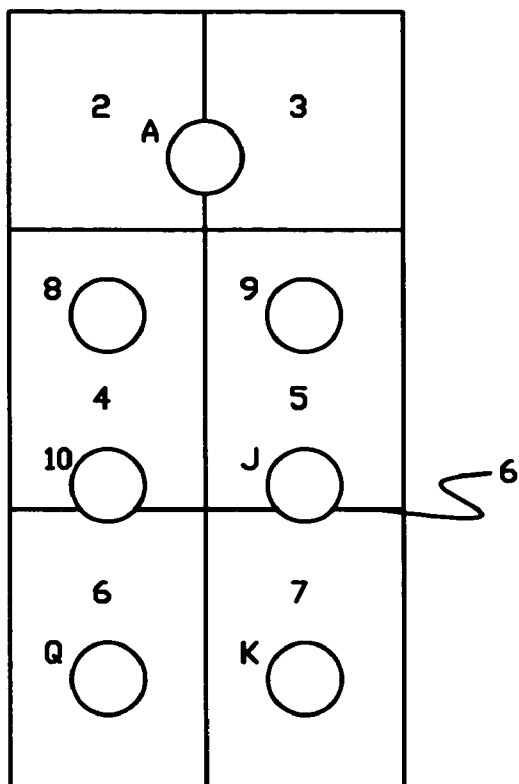


Fig. 3

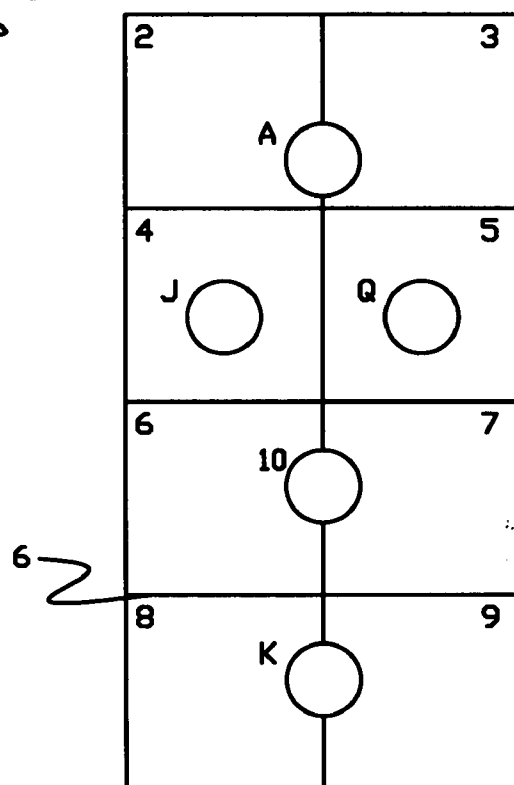


Fig. 4

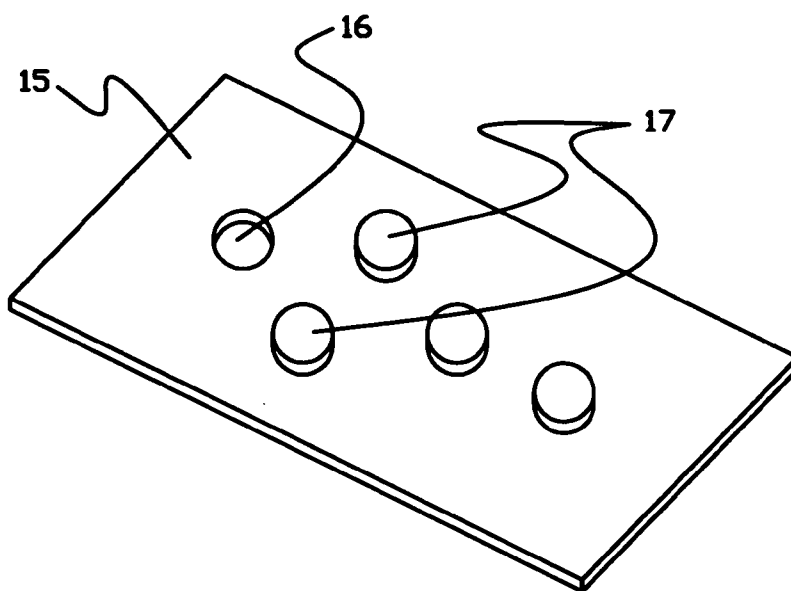


Fig. 5



Fig. 6

## HYBRID BAG TOSS AND CARD GAME

### BACKGROUND OF THE INVENTION

**[0001]** 1. Field of the Invention

**[0002]** This invention relates to a hybrid bag toss and card game.

**[0003]** 2. Description of the Related Art

**[0004]** Cornhole is a game in which players throw bean-bags, corn-filled bags, or other tossable items at a hole in an angled game board. Cornhole is also known as corn toss, bean bag toss, bean toss, soft horseshoes, and Indiana horseshoes. Official rules for cornhole are published by the American Cornhole Association at <http://www.playcornhole.org/>.

**[0005]** Cornhole is a simple and enjoyable game. However, players often desire more variety and challenge in their gameplay.

### SUMMARY OF THE INVENTION

**[0006]** The invention addresses this desire with a hybrid bag toss and card game. The game is played with an angled game board that has plural holes through which tossable items will fit. The game board has markings that relate each of the holes to playing card values. In a preferred embodiment, the tossable items are bean-bags, corn-filled bags, or balls, and the game also includes these tossable items.

**[0007]** In one embodiment, a number of the plural holes is five, corresponding to the card values of ten, jack, queen, king, and ace. In another embodiment, a number of the plural holes is seven, corresponding to the card values of eight, nine, ten, jack, queen, king, and ace. Other arrangements are possible.

**[0008]** The game preferably is played by having players make tosses of the tossable items at the game board. Card values are assigned to the tosses based on which of the plural holes the tossable items go through, if any. A winner is determined among the players based on the card values of each of the players' tosses ranked as if in a card game, for example poker or blackjack.

**[0009]** In some embodiments, the game board also can include a grid corresponding to other playing card values. Card values can be assigned to tosses that land on the game board without going through any of the plural holes based on where the tosses land on the grid.

**[0010]** The game board also preferably includes a bubble level that can be used to level the game board during game set-up, folding adjustable height legs, weights that add stability to the game board, and a catcher for the tossable items hanging from a back of the game board. These innovations assist in set-up and game play. However, the game can be played without them.

**[0011]** In a preferred embodiment, a topper board also is provided. The topper board fits over the angled game board and covers all but one of the plural holes. When the topper board is fit over the game board, the combination preferably results in a configuration that complies with rules for cornhole.

**[0012]** The game preferably is played with two of the game boards separated by 27 feet. Thus, players can toss at one game board, note their scores (i.e., playing card values), go to the other game board to retrieve the tossable items, and then toss them at the other game board. Diagonally arranged

strings can be used to assist in aligning the game boards with each other at this distance. Alternatively, a single game board can be used.

**[0013]** This brief summary has been provided so that the nature of the invention may be understood quickly. A more complete understanding of the invention may be obtained by reference to the following description of the preferred embodiments thereof in connection with the attached drawings.

### BRIEF DESCRIPTION OF THE DRAWINGS

**[0014]** FIGS. 1 and 2 show embodiments of a hybrid bag toss and card game.

**[0015]** FIGS. 3 and 4 show top views of some possible layouts of grids and card values for embodiments of a hybrid bag toss and card game.

**[0016]** FIG. 5 shows an embodiment of a topper board for a hybrid bag toss and card game that converts the game into a cornhole game.

**[0017]** FIG. 6 shows an arrangement of two game boards that can be used to play a hybrid bag toss and card game.

### DESCRIPTION OF THE PREFERRED EMBODIMENT

**[0018]** FIGS. 1 and 2 show embodiments of a hybrid bag toss and card game.

**[0019]** Briefly, a hybrid bag toss and card game according to the invention is played with an angled game board that has plural holes through which tossable items will fit. The game board has markings that relate each of the holes to playing card values.

**[0020]** Thus, FIGS. 1 and 2 show hybrid bag toss and card game 1. The game includes angled game board 2 that has plural holes 3 through which tossable items 4 will fit. In a preferred embodiment, tossable items 4 are bean-bags, corn-filled bags, or balls, and the game also includes these tossable items. Other tossable items can be used.

**[0021]** The game board preferably measures two feet wide by four feet long, and the holes preferably are 6" in diameter. The board preferably is angled to be 3.5" off the ground in front and 11.5" off the ground in the back. One of the plural holes 3 preferably corresponds to a cornhole game hole. Other dimensions and arrangements of boards and holes can be used.

**[0022]** The game board includes markings 5 that relate each of the holes to playing card values. In one embodiment, shown in FIG. 1, a number of the plural holes is seven, corresponding to card values of eight, nine, ten, jack, queen, king, and ace. In another embodiment, shown in FIG. 2, a number of the plural holes is five, corresponding to card values of ten, jack, queen, king, and ace. Other arrangements are possible.

**[0023]** The game board can be made of any suitably strong and durable material, including but not limited to wood, plastic, composites, fiberglass, metal, and the like. The boards preferably is water proof or resistant, although this need not be the case.

**[0024]** If the board is made of wood, the top of the board preferably is ½ inch thick. Other thicknesses can be used.

**[0025]** The top of the board can be painted, made with a mosaic of materials, or otherwise marked with the card values. In one embodiment, the top is made from a mosaic

of poker chips and/or parts of poker chips, thereby providing a visually appealing and durable surface.

**[0026]** In some embodiments, the game board also includes grid or grids **6** corresponding to playing card values, which preferably are different from the card values corresponding to the board's holes. The grid(s) can cover some or all of a top of the game board, and some or all other card values can be included. FIG. 2 shows an example where the grid covers only part of the board and only some other card values (here **6**, **7**, **8** and **9**) are included. FIGS. **3** and **4** show top views of some other possible layouts of grids and card values for seven hole and five hole game boards. Other layouts of card values, holes, and/or a grid(s) also can be used. Furthermore, it is possible to assign suits to the card values.

**[0027]** Returning to FIGS. **1** and **2**, the game preferably is played by having players make tosses **8** of tossable items **4** at game board **3**. Card values are assigned to the tosses based on which of the plural holes the tossable items go through, if any. If the game board includes grid **6**, card values also can be assigned to tosses that land on the board without going through any of holes **3** based on where the tosses land. A winner is determined among the players based on the card values of each of the players' tosses ranked as if in a card game, for example poker or blackjack. Other card games such as gin rummy can be used to rank the hands.

**[0028]** The preferred embodiment of the game includes other improvements to assist in set-up and game play. These include, but are not limited to, bubble level **10** that can be used to level the game board during game set-up, folding adjustable height legs **11** that fold up for compact storage and that can be used to set up a level board on uneven ground, weights **12** that add stability to the game board, and catcher **14** hanging from a back of the game board to stop under thrown tossable items from flying past underneath the game board. The game can be set up and played without some or all of these innovations, and additional structures and innovations also can be present.

**[0029]** FIG. **5** shows an embodiment of a topper board for a hybrid bag toss and card game that converts the game into a standard cornhole game. In this embodiment, topper board **15** fits over game board **2** and covers all but one of plural holes **3**. Topper board **15** has hole **16** matching the uncovered hole. The topper board also includes at least two disks **17** on its bottom that match holes in the game board, helping to ensure a secure fit. Clamps, brackets, or latches (not shown) also can be used to secure the topper board to the game board. Games that do not include a topper board are also within the scope of the invention.

**[0030]** The topper board can be made of any suitably strong and durable material, including but not limited to wood, plastic, composites, fiberglass, metal, and the like. If the topper board is made of wood, it is preferably  $\frac{1}{2}$  inch thick. Other thicknesses can be used.

**[0031]** When the topper board is fit over the game board, the combination results in a configuration that complies with rules for cornhole. For example, when a  $\frac{1}{2}$  topper board is used with a game board that is angled to be 3.5" off the ground in front and 11.5" off the ground in the back, the result is a board that is angled to be 4" off the ground in front and 12" off the ground in back. This corresponds to a standard cornhole board. In this regard, official rules for cornhole are published by the American Cornhole Association at <http://www.playcornhole.org/>. These rules are hereby

incorporated by reference as if fully set forth herein and form a part of this disclosure. A copy of the rules is appended to this application. This appendix also is hereby incorporated as if fully set forth herein and forms a part of this disclosure.

**[0032]** The hybrid bag toss and card game preferably is played with two of the game boards **19** separated by 27 feet. FIG. **6** shows this arrangement. Players can toss at one game board, note their scores (i.e., playing card values), go to the other game board to retrieve the tossable items, and then toss them at the other game board. The game can be played using boards separated by a distance different from 27 feet. Alternatively, a single game board can be used.

**[0033]** Another innovation that can be used with two game boards **19** includes diagonally arranged strings **20**. These strings are marked in their centers. The strings can be attached to the boards, for example via eye hooks. When the strings are pulled taut and their centers are lined up, game boards **19** will be properly lined up and distanced apart from each other. The strings preferably can then be detached and stored away.

#### Alternative Embodiments

**[0034]** The invention is in no way limited to the specifics of any particular embodiments and examples disclosed herein. For example, the terms "preferably," "preferred embodiment," "one embodiment," "this embodiment," "alternative embodiment," "alternatively" and the like denote features that are preferable but not essential to include in embodiments of the invention. The terms "comprising" or "including" mean that other elements and/or steps can be added without departing from the invention. Many other variations are possible which remain within the content, scope and spirit of the invention, and these variations would become clear to those skilled in the art after perusal of this application.

What is claimed is:

1. A game, comprising:
  - an angled game board that has plural holes through which tossable items will fit; and
  - markings on the game board that relate each of the holes to playing card values.
2. A game as in claim 1, wherein the tossable items are bean-bags, corn-filled bags, or balls, and further comprising plural of the tossable items.
3. A game as in claim 1, wherein a number of the plural holes is five, corresponding to the card values of ten, jack, queen, king, and ace.
4. A game as in claim 1, wherein a number of the plural holes is seven, corresponding to the card values of eight, nine, ten, jack, queen, king, and ace.
5. A game as in claim 1, further comprising a grid on the game board corresponding to other playing card values.
6. A game as in claim 1, further comprising a bubble level on the game board that can be used to level the game board during game set-up.
7. A game as in claim 1, further comprising folding adjustable height legs attached to the game board.
8. A game as in claim 1, further comprising weights that add stability to the game board.
9. A game as in claim 1, further comprising a catcher for the tossable items hanging from a back of the game board.
10. A game as in claim 10, further comprising a topper board that fits over the angled game board and that covers all but one of the plural holes, wherein when the topper board

is fit over the angled game board, the combination results in a configuration that complies with rules for cornhole.

**11.** A game as in claim **1**, further comprising a second angled game board that matches the angled game board.

**12.** A game as in claim **1**, further comprising diagonally arranged strings that assist in aligning the game boards with each other at a predefined distance.

**13.** A method of playing a game comprising the steps of: having players make tosses of tossable items at an angled game board that has plural holes through which the tossable items will fit;

assigning card values to the tosses based on which of the plural holes the tossable items go through, if any; and determining a winner among the players based on the card values of each of the players' tosses ranked as if in a card game.

**14.** A method as in claim **13**, wherein the card game is poker or blackjack.

**15.** A method as in claim **13**, wherein the tossable items are bean-bags, corn-filled bags, or balls.

**16.** A method as in claim **13**, wherein a number of the plural holes is five, corresponding to the card values often, jack, queen, king, and ace.

**17.** A method as in claim **13**, wherein a number of the plural holes is seven, corresponding to the card values of eight, nine, ten, jack, queen, king, and ace.

**18.** A method as in claim **13**, further comprising the step of assigning card values to the tosses that land on the game board without going through any of the plural holes based on where the tosses land on the game board.

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