BAG TOSS GAME

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ABSTRACT

The present disclosure provides a bag toss game, a bag toss game system, and method including, in an example, a game board including six cavities of substantially equal volume. The game board including a support member configured to elevate a back end of the game board. The system can further include a plurality of bags, each of the plurality of bags including a filler material and a case configured to retain at least a portion of the plurality of bags. The case can include a reusable scorecard.
FIG. 3

FIG. 4
BAG TOSS GAME

CLAIM OF PRIORITY

[0001] This application claims the benefit of priority of U.S. Provisional Patent Application Ser. No. 61/898,153, filed on Oct. 31, 2013, which is herein incorporated by reference in its entirety.

BACKGROUND

[0002] Various bag toss games have been developed and played for competition or enjoyment. Bag toss games can include bags and game boards for indoor or outdoor use to pit individuals or teams against one another.

SUMMARY

[0003] This summary is intended to provide an overview of subject matter of the present application. It is not intended to provide an exclusive or exhaustive explanation of the invention. The detailed description is included to provide further information about the present application.

[0004] The present inventors have recognized, among other things, that a problem to be solved of current forms of bag toss games is that the current games can become monotonous or easy after repeated play. In an example, the present subject matter can provide a solution to this problem, such as by providing a bag toss game that involves strategy as well as gamesmanship, comraderie, luck, and entertainment.

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] In the drawings, which are not necessarily drawn to scale, like numerals may describe similar components in different views. Like numerals having different letter suffixes may represent different instances of similar components. The drawings illustrate generally, by way of example, but not by way of limitation, various embodiments discussed in the present document.

[0006] FIG. 1 is a perspective view of an example of a game board.

[0007] FIG. 2 is a perspective view of an example of a coupling arrangement for two game boards.

[0008] FIG. 3 is a perspective view from above the game board of FIG. 1.

[0009] FIG. 4 is a side view of another example of a game board.

[0010] FIG. 5 is perspective view of an example of a bag.

[0011] FIG. 6 is a perspective view of an additional example of a bag.

[0012] FIG. 7 is a perspective view of an example of a bag toss game system.

DETAILED DESCRIPTION

[0013] Examples of the present disclosure include an outdoor or indoor bag toss game, bag toss game system, and method. The bag toss game system can include two game boards oriented in opposing directions at a specified distance apart, such that opposing players or teams can attempt to throw a bag into or near a respective opposing game board. The game boards can be configured to resemble a six-pack bottle carrier, such as commonly used in the beverage industry.

[0014] FIG. 1 illustrates a perspective view of an example of a game board 2. The game board 2 can include a first cross member 14 extending longitudinally from a back wall 8 to a front wall 6. Further, a second cross member 16-A and a third cross member 16-B can be configured such that each are substantially perpendicular to the first cross member 14 and extend from a first side wall 10 to a second side wall 12. The front wall 6, the back wall 8, and the first and second side walls 10, 12 can be coupled so as to form a box with a rectangular cross section. The first cross member 14 can include a first length 15 and the second and third cross members 16-A, 16-B can include a second length 17 wherein the second length 17 is shorter than the first length 15, as discussed herein. As further discussed herein, a bottom edge 22 and a top edge 24 of the game board 2 can include a connection feature, such as described in FIG. 2. In an example, the game board 2 can include a pocket configured to store one or more bags, such as a canvas or vinyl bag coupled to the game board.

[0015] As shown in FIG. 1, the game board 2 can include six cavities 18, each of substantially equivalent volume. For example, a base board 13 can cover the bottom of the game board 2, such as from the front wall 6 to the back wall 8 and from the first side wall 10 to the second side wall 12. That is, a bag can be tossed into each of the cavities 18 and be retained.

[0016] Further, the game board 2 can include a support member 4 configured to elevate the back wall 8 relative to the front wall 6. The support member 4 can be moveably coupled to the game board 2, such as by a moveable coupling 5, including, but not limited to, a hinge, living hinge, or the like, so that the support member 4 can be folded to be substantially flush with the back wall 8 or substantially flush with base board 13. Such a configuration can permit easier transport, storage, or set-up of the game board 2. In an example, the support member 4 is separable from the game board 2.

[0017] As shown in FIG. 1, the game board 2 can include a handle 20-A, such as integrated into the first cross member 14. The handle 20-A can include a cutout of the first cross member 17 sized and shaped such that a player or another person could insert their hand through the cutout so as to grip and lift at the first cross member 17. Although shown in the approximate center of the game board 2, embodiments are not so limited. For example, the handle 20-A can be included on at least one of the front wall 6, the back wall 8, the first side wall 10, the second side wall 12, or one of the second or third cross members 16-A, 16-B. In an example, the game board 2 can include a plurality of handles.

[0018] FIG. 2 illustrates detailed views of examples of the bottom edge 22 and the top edge 24 of the game board 2 illustrated in FIG. 1. As described herein, the bottom edge 22 can include a coupling feature such as a cutout 23 corresponding to a protrusion 25 of the top edge 24. For simplicity, only one configuration is illustrated, however the coupling features can be reversed in an example. The protrusion 25 is sized and shaped so as to seat within the cutout 23. Such a configuration permits two or more game boards 2 to be stackable, such as for transportation or storage. In an example, a locking feature can be included on the game boards 2 so as to lock two game boards 2 together once they have been seated. Further, although FIG. 2 illustrates corresponding seating features 23, 25 as a coupling feature for two game boards, other configurations are contemplated.

[0019] FIG. 3 illustrates a top view of the game board 2. A total length 30 of the game board 2 can be defined by the first cross member 14 or the first and second side walls 10, 12. The total length 30 can be from about 12 inches to about 48 inches.
In an example, the total length can be about 21 inches. The second and third cross members 16-A, 16-B can be spaced from one another and positioned from the front and back walls 6, 8 such that the game board 2 is evenly divided into thirds along its total width 32. The total width 32 of the game board 2 can be less than the total length 30. The total width 32 can be from about 8 inches to about 32 inches. In an example, the total width 32 of the game board can be about 14 inches. Each of the six cavities 18 can define a volume with a square cross section as viewed from the top. A cavity length 34 of each of the six cavities can be substantially equal to one third of the total length 30 of the game board, minus the thicknesses of the walls defining the game board. In an example, the cavity length can be about 6.25 inches. In an example, the six cavities 18 can be different volumes, cross-sectional areas, or both.

FIG. 4 illustrates a side view of the game board 2 in an elevated position, with a different handle 20-B. As shown in FIG. 4, the game board 2 includes the handle 20-B positioned above the first cross member (not shown), for example. The handle 20-B can be sized and shaped such that a player or other person could insert their hand through the cutout so as to grip and lift at the first cross member. As described herein, the handle 20-B can be positioned above the first cross member, the second cross member, the third cross member, the first or second side wall, the back wall, or the front wall. In an example, the game board 2 can include a plurality of handles 20-B.

As shown, the game board 2 is elevated by the support members 4. A height of the game board 42 can be defined by the first or second side wall (e.g., 10, 12). The height 42 of the game board can be from about 2 inches to about 14 inches. In an example, the height 42 can be about 8 inches. Further, although not shown, a height of the front wall (e.g., 6 Fig. 1) and the back wall (e.g., 8 Fig. 1) can be the same as the height 42 or vary. For example, the height of the front wall can be less than the height 42 so as to increase difficulty of a tossed bag staying at least partially within one of the two front cavities. Further, the height of the back wall can be greater than the height 42 so as to decrease difficulty of tossing the bag into one of the two back cavities, such as with a bank shot. That is, in various examples, the height 42, height of the side walls, and height of the first, second, and third cross members can vary, so as to increase or decrease difficulty of the game. In an example, the height of at least one of the first side wall, the second side wall, the front wall, the back wall, the first cross member, the second cross member, and the third cross member is greater than the height of the bag, as described herein.

An overall elevation 43 of the game board 2 can be set by the support member length 44 and an angle \( \alpha \) of the support member relative to the base board 13. Although the overall elevation 43 of the game board 2 is shown as constant, a variable height of the game board is contemplated, so as to increase or decrease difficulty of the game. The support member length 44 can be from about 2 inches to about 14 inches in length. The movable coupling 5 can permit the support member 4 to vary the overall elevation 43 of the game board 2 relative to the front end of the board. For example, the movable coupling 5 can include a locking mechanism, such as a ratchet or pin, to lock the overall elevation 43 of the game board 2 at a desired setting. In an example, the movable coupling 5 can be physically limited from extending beyond the plane of the back wall (e.g., 8). A game play length 46 includes the length of spaced needed to set-up the game board 2. The game play length 46 can vary according to the dimensions of the game board 2, the length of the support member 44, the angle \( \alpha \), or the overall elevation 43. In certain examples, the game play length 46 can be from about 12 inches to about 52 inches.

In an example, the support member 4 can include one or more edge including a coupling feature, as described in association with FIG. 2. For example, one or more edge of the support member 4 can include a cutout 23 or a protrusion 25 corresponding to a respective protrusion or cutout, as described herein.

FIG. 5 illustrates an exemplary bag 50-A. The bag 50-A is configured to resemble a bottle commonly used in the beverage industry. The bag 50-A can have a bag height 52 greater than a bag width 54. The bag height 52 can be from about 4 inches to about 12 inches, and in an example, can be about 9 inches. A bottom of the bag can have a circular cross section with a diameter from about 1.5 inches to about 4 inches. In an example, the bag 50-A can be assembled from a number of sections. For example, the bag 50-A can include four substantially identical quadrants configured to be coupled together. The bag 50-A can include a label 56, such as a removable label, a printed on label, or a customizable label. For example, the label 50-A can include a ‘blank’ sleeve sized and shaped so as to surround a portion of the bag 50-A. The ‘blank’ sleeve can be customizable by a player. Further, the bag 50-A or the label 56 can be purchased to customize the bag toss game. That is, the bag 50-A provides an attractive user perceivable display upon which advertising indicia, product logos, or the like can be displayed. A logo can include, for example a logo of a sport team, a college, a high school, a club, a company, a firm, a restaurant, a bar, an activity, a municipality, a country, or the like. Further, the bag 50-A can be colored so as to resemble a typical beverage bottle. For example, the bag 50-A can be brown or green with a silver top (e.g., a cap). In an example, the bag 50-A can be colored to represent at least one of a sport team, a college, a high school, a club, a company, a firm, an activity, a restaurant, a bar, a municipality, a country, or the like. The bag 50-A can include a filler material, such as corn, beans, plastic resin, recycled material, or other filler material commonly used with bean bags or a bag tossing game.

FIG. 6 illustrates an additional example of a bag 50-B. The bag 50-B is configured to resemble a can commonly used in the beverage industry. The bag 50-B can have a bag height 62 greater than a bag width 64. The bag height 62 can be from about 4 inches to about 12 inches, and in an example can be about 9 inches. A bottom of the bag 50-B can have a circular cross section with a diameter from about 1.5 inches to about 4 inches. The bag 50-B can be of the standard dimensions used for soda cans in the United States or other countries, for example. In an example, the bag 50-B can be assembled from a number of sections. For example, the bag 50-B can include four substantially identical quadrants configured to be coupled together. A label 66 can be included on the bag 50-B, such as removable coupled or integral with the bag. Further, the bag 50-B can be customizable as described in reference to the bag 50-A of FIG. 5. Other bag designs beyond those shown in the figures are contemplated. For example, a sphere, cube, cylinder, or any other three dimensional geometric shaped bag can be used in connection with the bag toss game disclosed herein. Further, the bags 50-A, 50-B can include a shape such an animal, sports team mascot, event mascot, country, or any other shape. In an example,
the bag 50-A, 50-B can be molded, printed, such as 3-D printed, thermoset, or the like.

[0026] The bags 50-A, 50-B can be made of any type of material commonly used for bean bags. For example, the bags 50-A, 50-B can be made of nylon, canvas, various fabrics, or the like. Further, the bags 50-A, 50-B can include a number of decorative pieces or designs, such as a bottle cap, a soda can tab, or the like, so as to create a more realistic facsimile of an actual beverage container.

[0027] FIG. 7 illustrates a bag toss game system 80. In describing the system 80, reference is made to features and elements previously described herein, including applicable reference numerals. However, the reference numerals provided within the description of the system 80 are not intended to be limiting, and instead are provided for convenience and further include any similar features described herein, as well as their equivalents. The bag toss game system 80 can include two game boards 10, such as the game board described in reference to FIGS. 1-4. The two game boards 10 can be spaced a specified distance apart, such that the front walls 6 of each game board 10 face each other, when the bag toss game system is setup for play. In an example, the game boards 10 can be spaced apart such that the back walls 8 of each game board 10 face each other. For example, the distance between the two game boards can be from about 2 feet to about 40 feet. As shown in FIG. 7, each of the six cavities 18 can include a unique marking 73. The unique marking 73 can be used for different playing modes, as described herein.

[0028] As shown in FIG. 7, a case 70 can be configured to retain the bags 50-A. The system 80 can include a plurality of bags 50-A, such as 3, 4, 6, 9, 12 bags, or more. In an example, the system 80 can include 6 bags or 12 bags. The case 70 can, in an example, resemble a six pack holder for beverage bottles. Further, the case 70 can include a scorecard 71. In an example, the scorecard 71 can be reusable, such as a dry erase surface or the like. In an example, the scorecard 71 can be configured to be attached to the case 70. For example, the scorecard 71 can be part of a pad of paper scorecards 70, wherein the pad is configured to be coupled to the case 70. In such an example, customized scorecards 70, as described herein can be purchased as an after-market type of product.

[0029] In an example, the system 80 can include customizable game boards 10. The game boards 10 can be customizable similar to the customization described herein in connection with the bags 50-A and 50-B. For example, the game boards 10 can include a logo or colors of a sport team, a college, a high school, a club, a company, a firm, a restaurant, a bar, an activity, a municipality, a country, or the like. Further, the game boards 10 can be customizable, such as, for example, as representing sports teams that are known rivals.

[0030] The system 80 can further include a set of playing instructions. For example, the set of playing instructions can provide a game objective, a number of players, game system set-up instructions, game rules, and the like. In an example, the game objective can include: “The goal of the game is to be the first team to successfully complete all four of their 6-packs to fill a case.” As shown in FIG. 7, the score card 71 includes 4 game boards, representing a 6-pack. The 4 6-packs collectively are known as a case. The number of players, in an example, can include individual, such as one-on-one, or teams, such as two-on-two. The game system set-up instructions can include providing a distance the two game boards should be placed apart, such as 21 feet from the front most part of one game board to the other game board.

[0031] The game rules can vary according to one-on-one play, team play, age of the players, or the like. An example set of rules is provided below as an example, and should not be taken as limiting:

Rule 1:

[0033] After teams are chosen, one member of each team goes to a game board, such that each game board has a member of each team. The team to go first is decided by a throw off. The younger player throws first in the throw off. The first team to land a bag into the opposing game board goes first.

Rule 2:

[0035] The scorecard is located on the side of the bag carrier, and the score is kept by the person doing the throw off.

Rule 3:

[0037] Players must stand on the side of the game board. If you step past the front of the erite, it will be considered a foul and that bag will not count. The foul bag needs to be removed before the next player throws.

Rule 4:

[0039] Each team alternates shots beginning with the team that scored last.

Rule 5:

[0041] If your bag lands in slot “1” in the game board mark off any slot “one” on the scorecard. Continue throwing bags until all 24 slots on the scorecard are marked. Both teams can have multiple bags per slot but only the player with the most will be able to mark off their scorecard with the difference in bags. For example, Team 1 has 2 bags in slot “4” and Team 2 has 3 bags in slot “4”. Team 2 is allowed to mark one slot “4” on their scorecard and Team 1 cannot mark any slot on! their scorecard.

Rule 6:

Winning:

[0044] 6-PACK!: If a player lands a bag in each individual slot in a single turn, it is called a “6 PACK!” and the team that player is a member of automatically wins.

Completion: The first team to mark off all their slots on the scorecard is considered the winning team.

Example 1 can include a bag toss game, comprising: a game board, the game board including: a first cross member extending longitudinally from a back wall to a front wall; a second cross member and a third cross member, each of the second and third cross member substantially perpendicular to the first cross member and each of the second and third cross member extending from a first side wall to a second side wall so as to form six cavities; and a plurality of bags, each of the plurality of bags including a filler material.

Example 2 can include Example 1 optionally configured such that the first cross member includes a handle.

Example 3 can include any one or any combination of Examples 1-2 optionally configured such that the handle is a cutout within the first cross member.

Example 4 can include any one or any combination of Examples 1-3 optionally configured such that the handle is positioned above the first cross member.

Example 5 can include any one or any combination of Examples 1-4 optionally configured to further comprise a support member configured to elevate the back wall relative to the front wall.
Example 6 can include any one or any combination of Examples 1-5 optionally configured such that the support member is moveably coupled to the game board such that the support member is configured to rest in a first position substantially flat with the back wall.

Example 7 can include any one or any combination of Examples 1-5 optionally configured such that each of the six cavities includes a unique label.

Example 8 can include any one or any combination of Examples 1-5 optionally configured such that the first cross-member is a first length and each of the second and third cross members are a second length shorter than the first length.

Example 9 can include any one or any combination of Examples 1-8 optionally configured such that the six cavities are of substantially equal volume.

Example 10 can include a bag toss game, comprising: a game board including six cavities of substantially equal volume, the game board including a handle; a support member configured to elevate a back end of the game board relative to a front end of the game board; a plurality of bags, each of the plurality of bags including a filler material; and a case configured to retain at least a portion of the plurality of bags.

Example 11 can include Example 10 optionally configured such that the support member is moveably coupled to the game board.

Example 12 can include any one or any combination of Examples 10-11 optionally configured such that at least one of the plurality of bags is shaped and sized to resemble a beverage bottle, and shaped and sized to fit in one of the six cavities.

Example 13 can include any one of any combination of Examples 10-12 optionally configured at least one of the plurality of bags is shaped and sized to resemble a beverage can, and shaped and sized to fit in one of the six cavities.

Example 14 can include any one or any combination of Examples 10-13 optionally configured such that at least one of the plurality of bags includes a label.

Example 15 can include any one or any combination of Examples 10-14 optionally configured such that the label is interchangeable.

Example 16 can include any one or any combination of Examples 10-15 optionally configured such that at least one of the plurality of bags is made of a washable material.

Example 17 can include any one or any combination of Examples 10-16 optionally configured such that the support member is configured to elevate the back end of the game board by at least about 8 inches relative to a front end of the game board.

Example 18 can include any one or any combination of Examples 10-17 optionally configured such that the case is configured to resemble a six-pack holder, the case including six bag cavities, each of the six bag cavities configured to retain one of the plurality of bags.

Example 19 can include any one or any combination of Examples 10-18 optionally configured such that the case includes a scoreboard, the scoreboard configured to be reusable.

Example 20 can include any one or any combination of Examples 10-19 optionally configured such that a bottom edge of the game board includes a recess configured to receive a corresponding protrusion of a top edge of a second game board.

Example 21 can include a pair of game boards, each of the pair of game boards including: six cavities of substantially equal volume, each of the six cavities including a unique marking; a handle coupled to or within a cross member of the game board; a support member moveably coupled to the game board and configured to elevate a back end of the game board relative to a front end of the game board; a first set of bags configured to resemble a beverage bottle, each bag of the first set of bags sized and shaped to fit in the cavities or the pair of game boards; a second set of bags, visually distinguishable from the first set of bags, configured to resemble a beverage bottle, each bag of the first set of bags sized and shaped to fit in the cavities or the pair of game boards; and a pair of carrying cases, each of the pair of carrying cases configured to carry one of the first and second set of bags, each of the pair of carrying cases including a scoreboard corresponding to the game board.

Example 22 can include, or can optionally be combined with any portion or combination of portions of any one or more of Examples 1-21 to include, subject matter of the present surgical cutting guide and related methods.

The above detailed description includes references to the accompanying drawings, which form a part of the detailed description. The drawings show, by way of illustration, specific embodiments in which the invention can be practiced. These embodiments are also referred to herein as “examples.” Such examples can include elements in addition to those shown or described. However, the present inventors also contemplate examples in which only those elements shown or described are provided. Moreover, the present inventors also contemplate examples using any combination or permutation of those elements shown or described (or one or more aspects thereof), either with respect to a particular example (or one or more aspects thereof), or with respect to other examples (or one or more aspects thereof) shown or described herein.

In the event of inconsistent usages between this document and any documents so incorporated by reference, the usage in this document controls.

In this document, the terms “a” or “an” are used, as is common in patent documents, to include one or more than one, independent of any other instances or usages of “at least one” or “one or more.” In this document, the term “or” is used to refer to a nonexclusive or, such that “A or B” includes “A but not B,” “B but not A,” and “A and B,” unless otherwise indicated. In this document, the terms “including” and “in which” are used as the plain-English equivalents of the respective terms “comprising” and “wherein.” Also, in the following claims, the terms “including” and “comprising” are open-ended, that is, a system, device, article, composition, formulation, or process that includes elements in addition to those listed after such a term in a claim are still deemed to fall within the scope of that claim. Moreover, in the following claims, the terms “first,” “second,” and “third,” etc. are used merely as labels, and are not intended to impose numerical requirements on their objects.

The above description is intended to be illustrative, and not restrictive. For example, the above-described examples (or one or more aspects thereof) may be used in combination with each other. Other embodiments can be used, such as by one of ordinary skill in the art upon reviewing the above description. The Abstract is provided to comply with 37 C.F.R. §1.72(b), to allow the reader to quickly ascertain the nature of the technical disclosure. It is submitted with the understanding that it will not be used to interpret or limit the scope or meaning of the claims. Also, in the above Detailed Description, various features may be grouped
together to streamline the disclosure. This should not be interpreted as intending that an unclaimed disclosed feature is essential to any claim. Rather, inventive subject matter may lie in less than all features of a particular disclosed embodiment. Thus, the following claims are hereby incorporated into the Detailed Description as examples or embodiments, with each claim standing on its own as a separate embodiment, and it is contemplated that such embodiments can be combined with each other in various combinations or permutations. The scope of the invention should be determined with reference to the appended claims, along with the full scope of equivalents to which such claims are entitled.

What is claimed:

1. A bag toss game, comprising:
   a game board, the game board including:
   a first cross member extending from a back wall to a front wall;
   a second cross member and a third cross member, each of the second and third cross members substantially perpendicular to the first cross member and each of the second and third cross members extending from a first side wall to a second side wall so as to form six cavities in the game board; and
   a plurality of bags, each of the plurality of bags including a filler material.
2. The bag toss game of claim 1, wherein the first cross member includes a handle.
3. The bag toss game of claim 2, wherein the handle is a cutout within the first cross member.
4. The bag toss game of claim 2, wherein the handle is positioned at least partially above the first cross member.
5. The bag toss game of claim 1, further comprising a support member configured to elevate the back wall relative to the front wall.
6. The bag toss game of claim 5, wherein the support member is moveably coupled to the game board such that the support member is configured to rest substantially flush with the back wall.
7. The bag toss game of claim 1, wherein each of the six cavities includes a unique label.
8. The bag toss game of claim 1, wherein the first cross member is a first length and each of the second and third cross members is a second length, the second length less than the first length.
9. The bag toss game of claim 1, wherein each of the six cavities are of substantially equal volume.
10. A bag toss game, comprising:
    a game board including six cavities of substantially equal volume, the game board including a handle;
    a support member configured to elevate a back end of the game board relative to a front end of the game board;
    a plurality of bags, each of the plurality of bags including a filler material; and
    a case configured to retain at least a portion of the plurality of bags.
11. The bag toss game of claim 10, wherein the support member is moveably coupled to the game board.
12. The bag toss game of claim 10, wherein at least one of the plurality of bags is shaped and sized to resemble a beverage bottle, and shaped and sized to at least partially fit in one of the six cavities of the game board.
13. The bag toss game of claim 10, wherein at least one of the plurality of bags is shaped and sized to resemble a beverage can, and shaped and sized to at least partially fit in one of the six cavities.
14. The bag toss game of claim 10, wherein at least one of the plurality of bags includes a label.
15. The bag toss game of claim 14, wherein the label is exchangeable.
16. The bag toss game of claim 10, wherein the label is integrated.
17. The bag toss game of claim 10, wherein the case is configured to resemble a six-pack holder, the case including six bag cavities, each of the six bag cavities configured to retain one of the plurality of bags.
18. The bag toss game of claim 17, wherein the case includes a scorecard, the scorecard is configured to be re usable.
19. The bag toss game of claim 10, wherein a bottom edge of the game board includes a recess configured to receive a corresponding protrusion of a top edge of a second game board.
20. A bag toss game system, comprising:
    a pair of game boards, each of the pair of game boards including:
    six cavities of substantially equal volume, each of the six cavities including a unique marking;
    a handle coupled to or within a cross member of the game board;
    a support member moveably coupled to the game board and configured to elevate a back end of the game board relative to a front end of the game board;
    a first set of bags configured to resemble a beverage bottle, each bag of the first set of bags sized and shaped to at least partially fit in an individual cavity of the six cavities;
    a second set of bags, visually distinguishable from the first set of bags, configured to resemble a beverage bottle, each bag of the first set of bags sized and shaped to at least partially fit in an individual cavity of the six cavities; and
    a pair of carrying cases, each of the pair of carrying cases configured to carry one of the first and second set of bags, each of the pair of carrying cases including a scorecard corresponding to the game board.

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