

# **BULL TOSS**

## **SINGLES AND DOUBLES**

### **TEXAS GOOD SAM**

#### **GAME**

- 1) There are two (2) Bull Toss bowls placed 16 feet apart (center to center).
- 2) There are four (4) plastic covered bull toss chips of two (2) distinct colors.

#### **PITCHING RULES**

- 1) When playing “doubles”, draw for partners as directed by the game official. If you draw a partner that is in your chapter, please change partners.
- 2) The player (team) will choose a chip color and will use that color each time they toss.
- 3) The player must toss underhanded from behind the front of the bull toss bowl.
- 4) Each player will toss two (2) chips per frame, one at a time.
- 5) The game will consist of ten (10) frames.
- 6) The player (team) whose name appears first on the score sheet will toss first.
- 7) The players will change ends after playing 5 frames. The player (team) that tossed first will toss second in the last 5 frames.
- 8) All chips will be removed from the bowl before another player tosses.
- 9) Chips that hit the ground, bounce into the bowl, and stay in do not count. Chip that is tossed into the bowl and bounces out does not count. The chip is removed before another chip is tossed.

#### **SCORING**

- 1) Chips in the center ring count three (3) points. Chips in the outer ring count one (1) point.
- 2) If playing “doubles”, the individual score will count as the “singles” score. Partners scores added together is the doubles score.