



sage & sprig

NOTTINGHAM



*Vintage Garden Games - The Rules*

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# Cornhole

Cornhole is played with two teams of one or two players each

Players pitch their bags in an underhand motion from the pitcher's box next to each side of the board

Players alternate turns tossing their cornhole bags toward the opposite board

After each team has pitched four bags, players take score, and resume pitching to the opposite board

A bag on the board is worth one point, and a bag in the hole is worth three points

The game continues until one team reaches 21 points or more



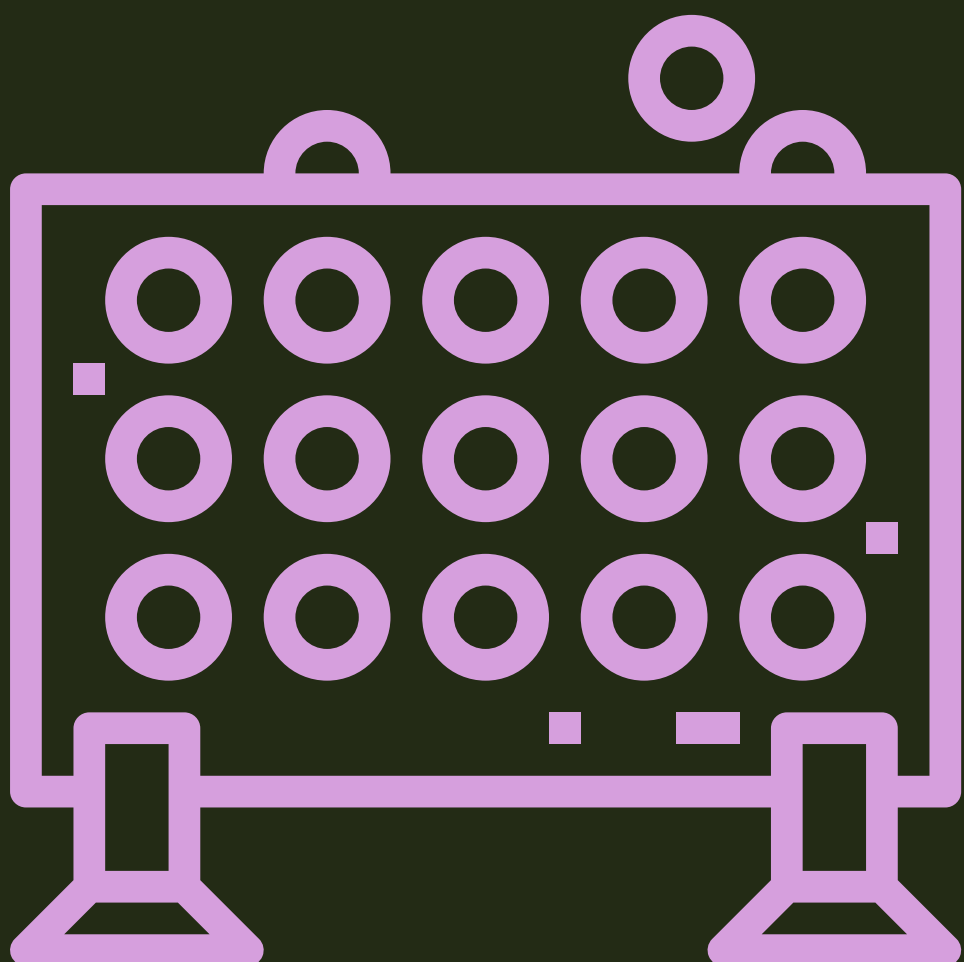


# Connect4

Each turn each player puts a coloured token inside a column and it will fall until it reaches the lowest available spot.

The one who can put 4 pieces of the same color in a row horizontally, vertically or diagonally wins

All directions (vertical, horizontal, diagonal) are allowed





# Limbo

Everyone in line must then go under the stick by walking forward and bending backward under the stick.

If someone touches the stick they are out.

Once everyone has had a turn going under the limbo stick start again by lowering the stick about 6 inches.

Continue lowering the stick each round until there is only one player that can make it under the stick.



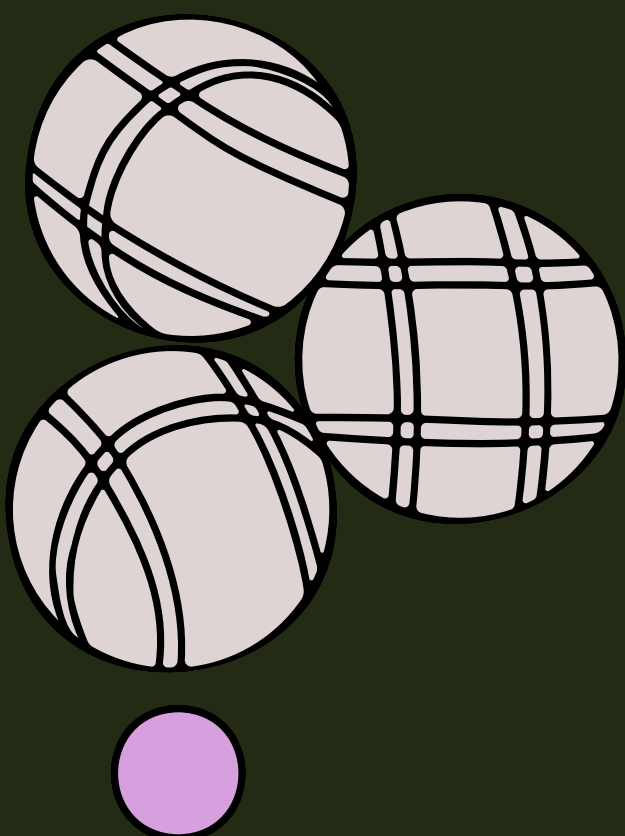


# Boules

Boules are contested by two players or teams.

Players take turns tossing or rolling a ball (boule) as near to the target ball (known as the jack, or cochonnet) as possible; if required, the player will use his ball to push the opponent's ball away.

The first player to score seven points is the winner of the match.





# Croquet

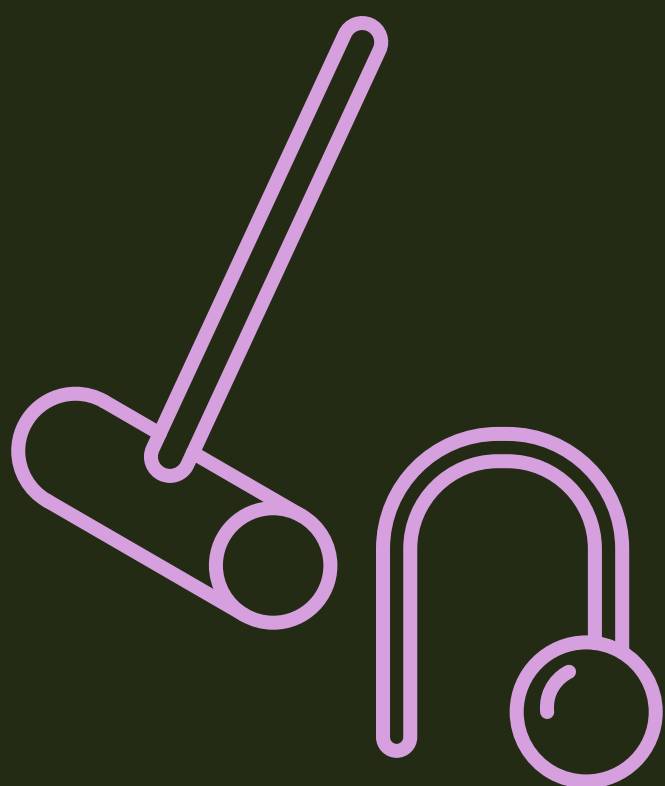
A coin toss determines who goes first and which balls to use.

Each player plays in turn, taking one shot unless extra shots are earned.

Extra shots are earned by passing through the correct hoop or hitting another ball.

The game objective is to be the first to hit your ball through a course of six hoops in the right order and direction, and then hit the center peg.

The game is played by 2, 4, or 6 players as individuals or teams.





# 'Guest' Who

## Guess Who Rules

You will see 15 Selfies of your wedding guests on the clips

The youngest player goes first (or, at least that is how we have always played it).

Each turn, a player: Asks their opponent a yes/no question **eg do they have brown hair?**

The opponent responds

Based on the response, the active player flips over the photo or photos  
OR A player can guess their opponent's mystery character card



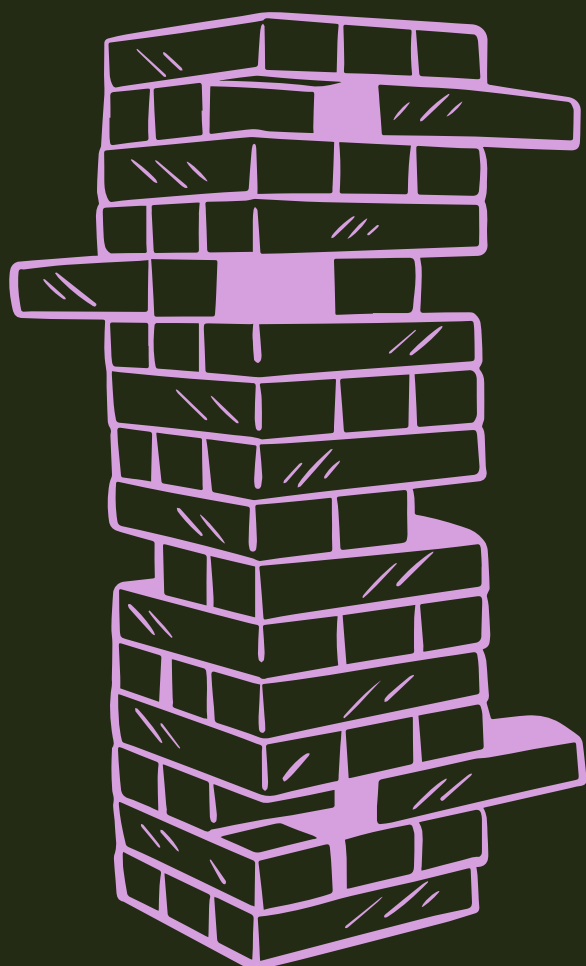


# Giant Jenga

Remove a block from the Giant Jenga Tower. Placing Removed Giant Jenga Block to the Top

Continue the Giant Jenga Game in turns until the tower collapses and the person doing that loses the game

However, as the Giant Jenga has large-sized blocks, so carefully play the game as Giant Jenga can be dangerous







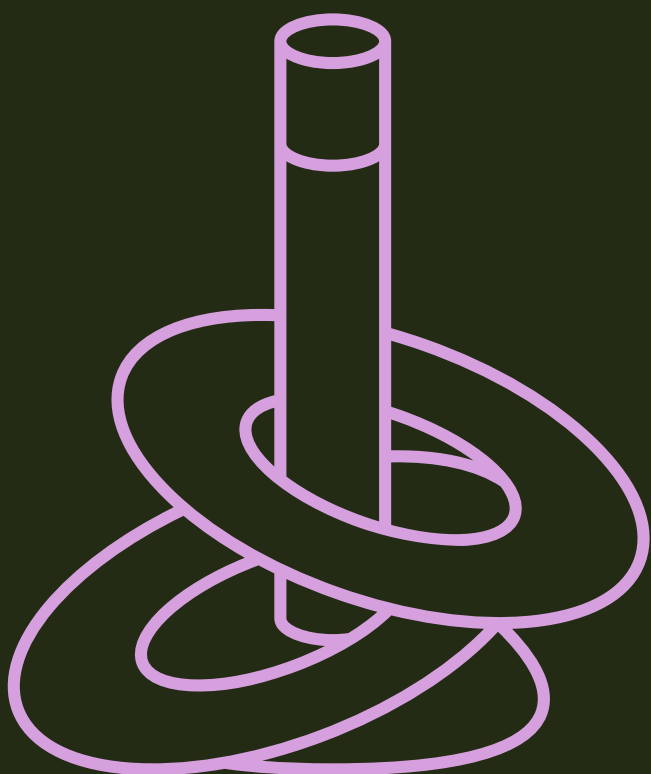
# Quiots

Each player is has 3 rings and will only score points if they hit the spike

Each player will throw the 3 rings twice, with the aim to get as close to 21 as possible

If a player scores more than 21 with their 6 thows, they can be eliminated if the opponent scores under 21 or simply loses (or takes a drink)

If both players score under 21, the closest to 21 wins



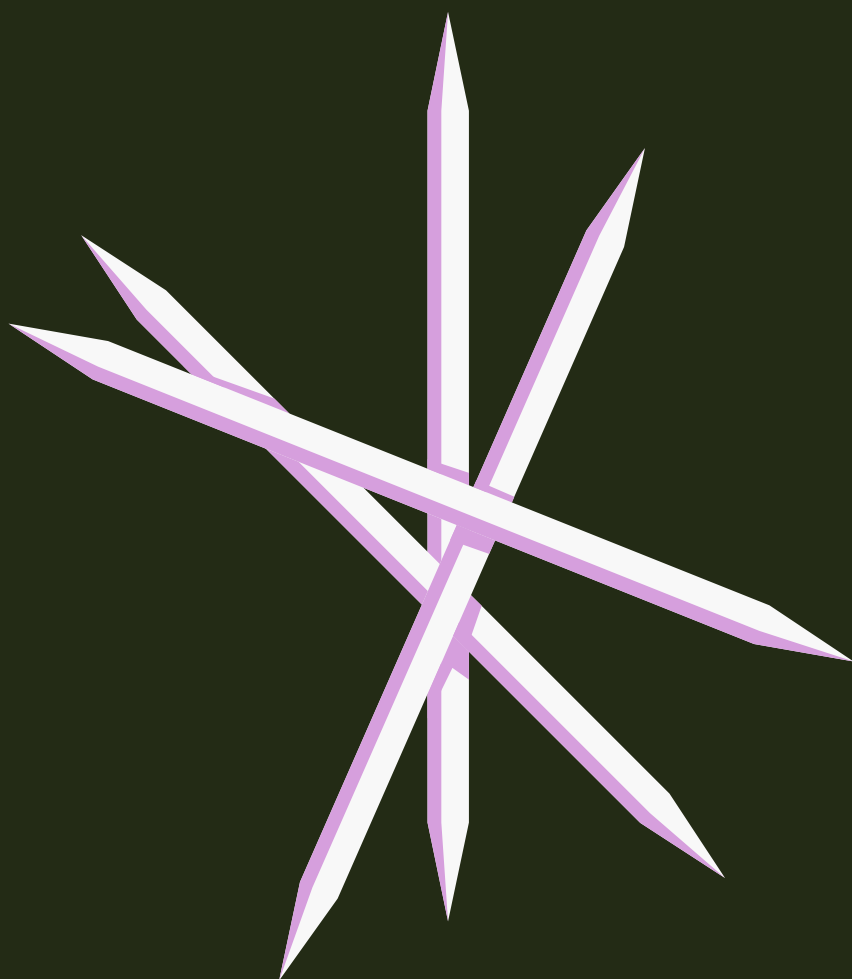


# Pick Up Sticks

Hold the wooden sticks vertically before releasing them to create a jumbled pile on the ground, then take it in turns to pick them up

There's a catch, though. The only stick that's allowed to move is the one being collected

So take a deep breath and – whatever you do – don't disturb the rest of the pile



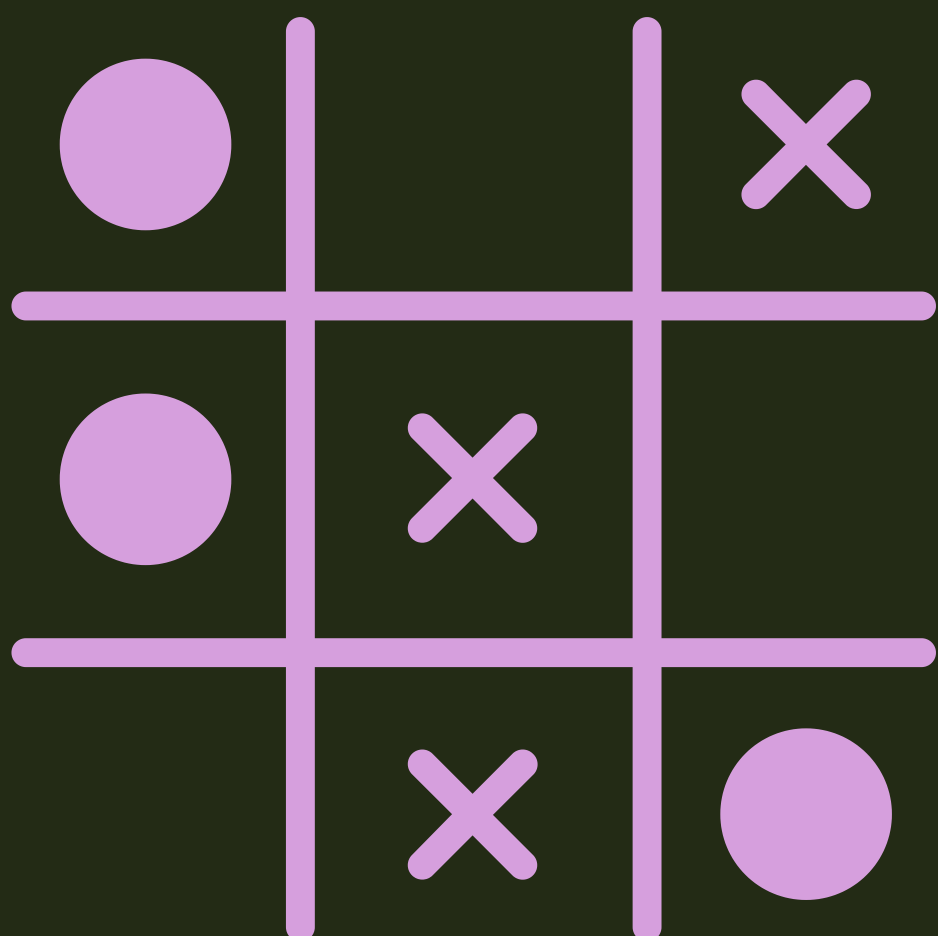


# Noughts & Crosses

Players take turns with their symbol (either an "X" or an "O") in one of the squares on the grid

The first player to get three of their symbols in a row (either horizontally, vertically, or diagonally) wins the game

If all nine squares are filled and no player has won, the game is a draw





# Snap

The first player picks up the top card from their personal face-down deck.

When someone turns over a card that matches the card on top of another player's face-up pile, the players race to be the first to say "Snap!"

If two players yell "Snap!" at the same time, combine the two face-up piles and put them in the middle.

When players run out of draw cards, they flip over discard pile, without shuffling, and that's their new draw pile.

If a winner of a snap call cannot be agreed upon, it's a tie and both discard piles of the players are combined and moved to the center to form a Snap Pot.

