GAME SUGGESTIONS

Lawn Darts™
Arrange the Flexi-Loops™ into a bull's eye target with the smaller loop surrounded by the larger loop. The inside loop is worth three points and the outside is worth one point. All players should toss darts from the same location, usually designated as 10-15 feet away from the loops. You may want to allow younger players to have a different, closer throwing point. Each player, or team, takes turns throwing the two similarly colored darts. Play until a player or team earns 21 points, or has at least a two point advantage.

Horseshoe Darts
Double loop the larger Flexi-Loop so that it is the same size as the smaller one. Separate these loops by 10-15 feet to create two target areas. Players should stand at opposite sides and take turns tossing into the target. Each throw that lands within the target is worth one point. Play until the first player earns 15 points. If you have four players make two teams with a player at each end. The first team to earn 25 points wins.

Blindfold Darts
A team game for four players. Arrange the Flexi-Loops as described in Lawn Darts above. One player on each team puts on a blindfold and is turned in a circle three times. The player's partner then gives him/her instructions on how to toss the darts into the target. Since the blindfolded players cannot see the target, they must depend on their partner's guidance. Players on each team take turns tossing and guiding until one team has scored 25 points.

Horse
When you become adept at tossing, try this game of matching skill. Lay out the Flexi-Loop targets in any pattern you may choose. Each player takes a turn by identifying then performing a particular throw or landing. The opponent must then repeat that shot. Each player takes turns calling a shot. The penalty for not repeating a toss is a letter in the word HORSE. The first player to spell out the word H-O-R-S-E loses.

Golf
To play golf you need a small circle like a coffee can lid to serve as the hole. The Flexi-Loops will be your sand traps. Set up your hole so that the loops are near the hole. Start close for "Putting Green" or farther away for a "Par Course", multiple-toss game. Take turns tossing and keeping track of the number of throws each player makes until their dart lands in the hole. If you land in a sand trap you have to count that toss and go back to where you tossed from for that round. Or, add the long putt rule. If a player's dart lands within a yard from the hole, they have to pick it up and take five big steps away from the hole and toss from there. Player with the least number of throws wins.