

ACA OFFICIAL TRAINING BOARD GUIDE

This guide is to help you shape your cornhole game using the ACA Official Training Boards.

Use these boards to practice your game, show off your skills to your friends, family, co-workers or opponents, and most importantly, have fun!

NO-MAN'S-LAND

No-Man's-Land is the bottom third of the board.

There is a low percent chance of pushing a bag into the hole from this zone (also called **Push-Shots**).

It is best to throw over any bags that have landed in this zone.

Although, you may want to push in very particular circumstances. For example, you need to push an opponent's bag off the board to keep them from winning the game.

PARKING ZONE

The **Parking Zone** is the middle third of the board.

Bags that land in this zone have a medium percent chance of being a **Push-Shot**.

Inside the **Parking Zone** are three additional zones, a **100% Block Zone** in the center and **50% Block Zones** on each side of the board.

100% BLOCK ZONE

Landing a bag in the **100% Block Zone** creates a 100% blocked straight path to the hole.

Aim for this area if you wish to block your opponent from sliding their bag into the hole.

50% BLOCK ZONES

The outer two zones are **50% Block Zones** and create a 50% blocked path to the hole.

Aim for this area on your opponent's side to block their side lane into the hole if a bag is already in the **100% Block Zone**.

HIGH PERCENT PUSH-SHOT ZONE

The **High Percent Push-Shot Zone** is the space starting at the top third of the board to the bottom of the hole.

If you or your opponent's bag lands in this area, there is a high probability of making a **Push-Shot**.

BULLY ZONES

Bully Zones are the left and right thirds of the board. Use these zones to "bully" a bag out of the way and push yours into the hole.

BACK BOARD

The **Back Board** starts just above the hole and ends at the top of the board. Use it as a stopper for your bag, like in basketball.

DANGER ZONE

The three-inch outer ring of the hole. If your bag lands in the **Danger Zone**, it is highly likely to push it into the hole.

PATH SHOT ZONES

There are three **Path Shot Zones** that act as a guide to sliding your bag into the hole. The center path shot, right path shot, and left path shot.

The left path is used in a step out angle shot on the left side. (Used to push or get around bags to get into the hole.)

The middle path is a straight shot path to the hole.

The right path is used in a step out angle shot on the right side. (Used to push or get around bags to get into the hole.)