Preparation for Play:

Dilly Dally Turtle Target Game offers three options for play: hang target, use it free-standing, or lay it on the floor.

• To hang target, an adult should locate desirable wall space and hammer a nail into place.
  Place cord loop (behind Dilly Dally Turtle's head) over the nail.

• For free-standing play, pull legs of base structure about 12 inches away from each other.
  Pivot cross bars so they reach from one leg to the other.
  Secure clasp at end of each cross bar around other leg.
  Once base structure is assembled, connect fastening tape at top of the base structure to fastening tape on back of the target.
  Stand target on its base structure, with Dilly Dally Turtle's head at top.
  Secure tabs on back of target around legs.
  In some cases, players may wish to raise target by placing it on a chair or table.
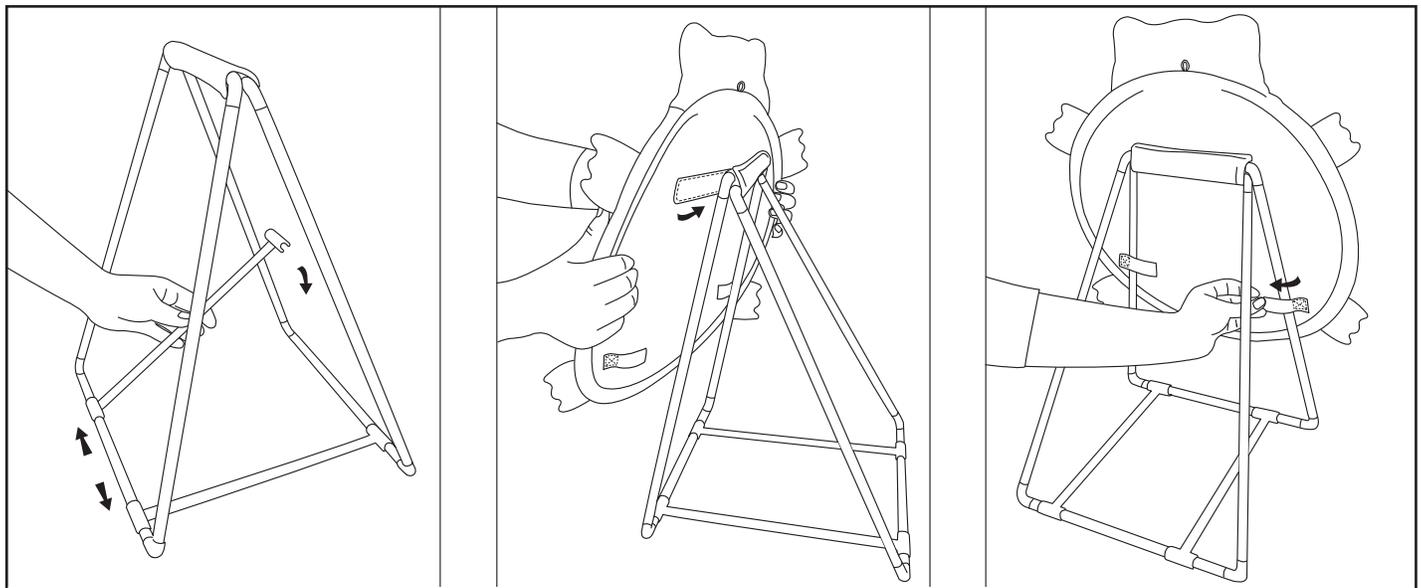
• For beanbag drop play, separate target from base structure and lay it on the floor (numbered side facing up).
  Dilly Dally Turtle's legs and tail should not overlap target.
  Players stand directly in front of the target, lean slightly forward, and drop beanbags (no tossing) from a point no lower than waist height.

General Rules:

• Players choose a location to stand when taking turns tossing beanbags at target (foul line). Foul line may be moved closer to or further away from target according to the players' skills.

• A "turn" consists of one player (or team) tossing beanbags allotted for play, one beanbag at a time.

• Players select an equal number of beanbags (four players use one beanbag each, three players use one beanbag each, two players use two beanbags each, one player uses all four beanbags).

• To determine the order of play, the youngest player goes first.

General Rules Continued:

• A beanbag that lands in a numbered section earns the number of points shown in that section.

• If a tossed beanbag misses or bounces off target, or sticks to Dilly Dally Turtle's head, legs, or tail, it does not earn any points that turn.

• If a beanbag sticks on a yellow line, the score is determined by the green section containing more of the beanbag.

• If a tossed beanbag causes the beanbag already on target to physically move, the moved beanbag's points are determined by its new location. If the moved beanbag lands on a non-scoring area, it does not earn any points.

• Players begin each game with 0 points. When all beanbags have been tossed, an adult determines their point totals by adding the numbers shown in the green section occupied by each beanbag. Older children may be able to tally the score themselves.

• Any point disputes must be resolved before the beanbags are removed from the target.

Scoring:

• Players take turns tossing beanbags at numbered sections on target, trying to be the first player to reach the winning score of 20 points. Players may change the number of points required to win each game, and may require the winner to reach the total score with the exact number of points.

Alternative Scoring Methods:

Name and Aim:
• Determine the number of points required to win before beginning the game. Players choose and identify the numbered section on target at the beginning of each turn, and toss the beanbag at a chosen section. If the beanbag lands on the chosen section, the player earns point(s) from that section. If the beanbag misses the chosen section, no points are earned.
• Players may wish to allow an opponent to choose the numbered section at which they must toss a beanbag. If the beanbag lands on the opponent's chosen section, the player tossing the beanbag earns points from that section. If the beanbag misses the opponent's chosen section, the opponent earns the number of points shown in the section where the beanbag actually landed.

Numerical Order:
• Players aim at spaces in numerical order (1 through 5), trying to be the first to earn 15 points (1+2+3+4+5=15 points). Players may only earn points in numerical order. For example, if the player's beanbag has landed on 1, then on 2, then on 3, the player cannot earn any more points until his or her beanbag lands on 4. If the beanbag lands anywhere other than 4, the player earns no points. After earning 4 points, the player may then proceed to 5. The first player to earn all 15 points wins. If desired, players may be required to restart the game when a step is missed in numerical order.

Fun Game Variations:

• Players stand or hop on one foot while tossing each beanbag at the target.
• Players toss beanbags at numbered sections while walking in circles around the target (free-standing and beanbag drop formats only).
• Players close their eyes while tossing each beanbag at the target.
• Players face away from the target and toss each beanbag at the target over their shoulder.
• Players aim only at even-numbered or odd-numbered sections on the target.