

# Division Descriptions

## Social

The Beginner/Social Division is for players that enjoy playing casually (usually with a drink in hand). Players at this division can enjoy a laid back event with a chance to win smaller cash and prize payouts.

The Social Division is intended for newer players and those who might be too tipsy to see only one board. Mostly **1 Bagger** and **2 Bagger** levels (see below) will play in this Division if it is offered. Players at this division typically play a few times per year and seldom, if ever, play in organized events. If you win (or finish high in a bigger event) at this division then you will be asked to move up to the next division.

Prizes at this division are typically small, equaling about 0-40% of registration fees.

## Competitive

The Competitive Division is for players that enjoy playing competitively but aren't quite ready to compete with the top players. Players in this division can enjoy playing against other high skilled players as they continue to improve their games.

The Competitive Division is intended for **3 Bagger** players (see below). Players in this division likely play at least once, if not multiple times, per week. If you win (or finish high in a bigger event) at this division then you may be asked to move up to the next division.

Prizes at this division are bigger, equaling about 40-60% of registration fees.

## Advanced

Anyone can play in the Advanced Division knowing that this is where the best of the best compete. This is the only Division for Premier and Elite Players. Most 3 Bagger and 4 Bagger players will play at this level as well if they are trying to improve and get maximum point opportunities.

The Advanced Division is intended for **4 Bagger** and **Premier** players but is open to anyone. Players at this level typically play multiple times per week. To compete in this division, you should be making at least 2 bags in the hole consistently.

Prizes at this division are the highest, equaling about 60-80% of registration fees. To win the most, you have to beat the best.

## American Cornhole League Bagger Levels

- **1 Bagger** – This player has limited to no experience with the game. There is very little control over where the bag is going and the bag often misses the board. This player should only compete in social / backyard events and there is nothing wrong with playing casual games with friends and family to start the improvement process. **(Dekaround Range: 0 – 30 points)**
- **2 Bagger** – This player has a feel for the distance needed to toss the bag, but is erratic in getting the bag to consistently hit and stay on the board. Typically, this level of player is in the beginning stages of developing a consistent throwing motion that can be repeated. Player should play in the social division and start challenging themselves by playing against Competitive level players. **(Dekaround Range: 31 – 55 points)**
- **3 Bagger** – This player has started to develop some consistency when tossing the bag. They have a basic understanding of game strategy but have yet to master all the different types of throws including the airmail shot needed to excel and compete at the higher levels. Players at this level may hit the occasional 4-bagger but their consistency is not what an advanced player shows. **(Dekaround Range: 56 – 70)**

- **4 Bagger** – This player fully understands game strategy, but may struggle with consistency. At times this player looks like they can beat anyone, but then in a subsequent game or frame can struggle. Player is at a high Competitive level and should work towards getting better by challenging Premier level players. **(Dekaround Range: 71 – 90)**
- **Premier** – This player can and wants to compete against anyone. This player can execute sliding the bag and airmailing the bag as needed. Player fully understands game strategy and likely plays and practices on a regular basis. **(Dekaround Range: 91 – 120)**

## What is an ACL Dekaround?

Dekaround is a basic skill test for any individual. The player will throw 10 rounds, 4 bags per round, and total up the score from each round. The player must alternate throwing from each side of the board, this is referred to as going down and back in the same lane. If the Player throws the first round from the right side of the board, the player will walk down to score, collect the bags and then will throw back down from the left side of the board. The maximum score per round is 12 points and the maximum overall score is 120 points. The suggested Dekaround ranges in the player levels above serve as a guideline to help players self-rate.

Dekaround Average is the average of your latest 10 dekarounds.

- 1 round = 4 bags
- 12 pts max per round
- 10 rounds = 1 dekaround
- 1 dekaround max is 120 pts
- ACL stores and Averages the most recent 10 dekarounds scored

