



2 in 1

Bag Toss

3-Hole Washer Toss



Please keep this instruction manual for future reference

If you have any problems with your new product, please visit our website www.triumphsportsusa.com for the fastest expedited service possible for your replacement part ordering needs. Please have a copy of your receipt of purchase. For any technical support or warranty issues, please contact Triumph Sports USA at 1-866-815-4173 or email us at csr@triumphsportsusa.com

Limited 90-Day Triumph Sports USA, Inc. Warranty

All Triumph Sports USA, Inc. (TSU) games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at csr@triumphsportsusa.com.

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



WARNING: CHOKING HAZARD - Small parts included in assembly.

Recommended for ages 8 and over.

Not for use by children without adult supervision.

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage or injury.

Be sure to check out all the exciting games  has to offer.

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BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES



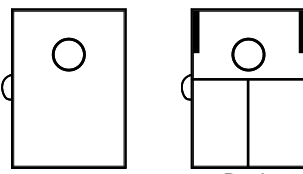
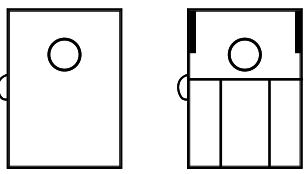
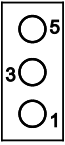
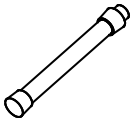


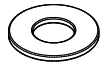
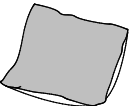

DARTBOARDS

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West Allis, WI 53227

www.triumphsportsusa.com

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Parts List

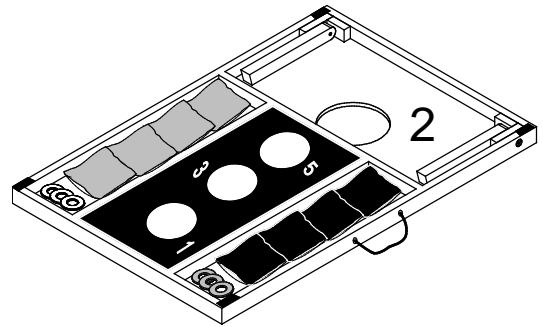
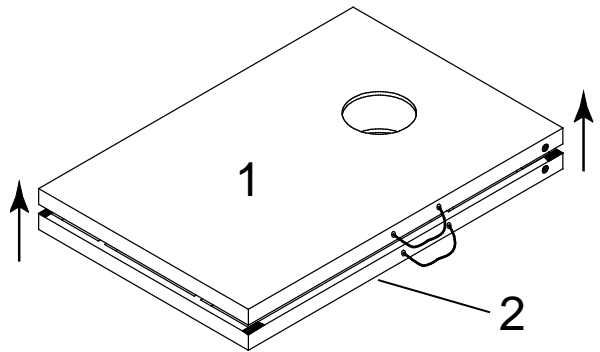
<div>1</div> <div></div> <div>Front Back</div> <div>Bag Toss Game Platform Board A</div> <div>1 pc</div>	<div>2</div> <div></div> <div>Front Back</div> <div>Bag Toss Game Platform Board B</div> <div>1 pc</div>	<div>3</div> <div></div> <div>Washer Toss Game Platform</div> <div>2 pcs</div>
<div>4</div> <div></div> <div>Long Leg</div> <div>4 pcs</div>	<div>5</div> <div></div> <div>Short Leg</div> <div>4 pcs</div>	<div>6</div> <div></div> <div>Blue Washer</div> <div>3 pcs</div>
<div>7</div> <div></div> <div>Red Washer</div> <div>3 pcs</div>	<div>8</div> <div></div> <div>Blue Bean Bag</div> <div>4 pcs</div>	<div>9</div> <div></div> <div>Red Bean Bag</div> <div>4 pcs</div>

Assembly Instructions

Bag Toss

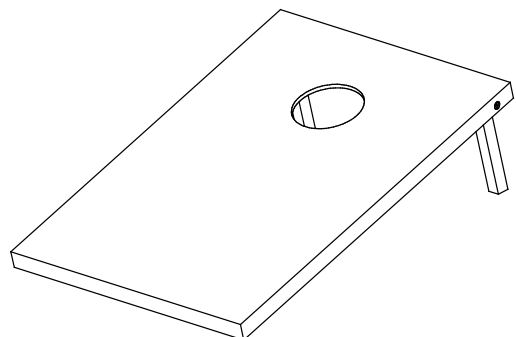
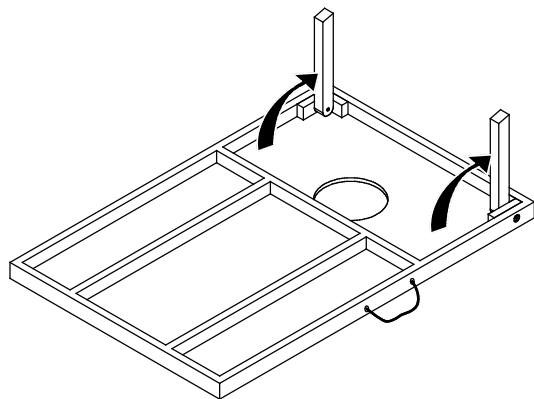
Step1:

Remove all parts from back of bean bag board B.



Step2:

Flip the legs and turn the boards over. The bag toss is now ready for play.

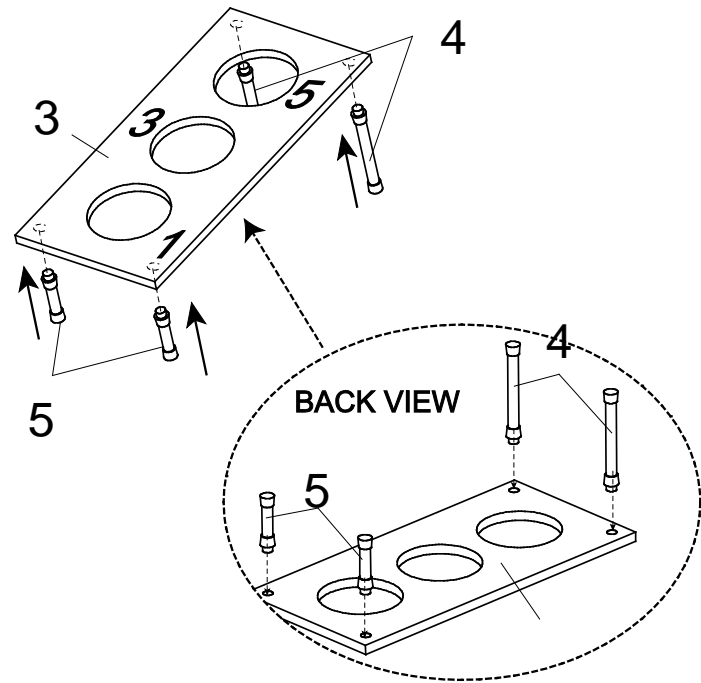


Assembly Instructions

3-Hole Washer Toss

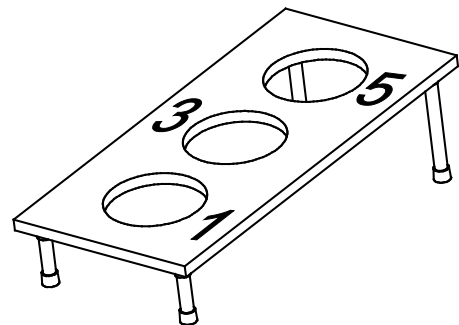
Step1:

Attach the legs (4 and 5) to back of Washer toss board (3).



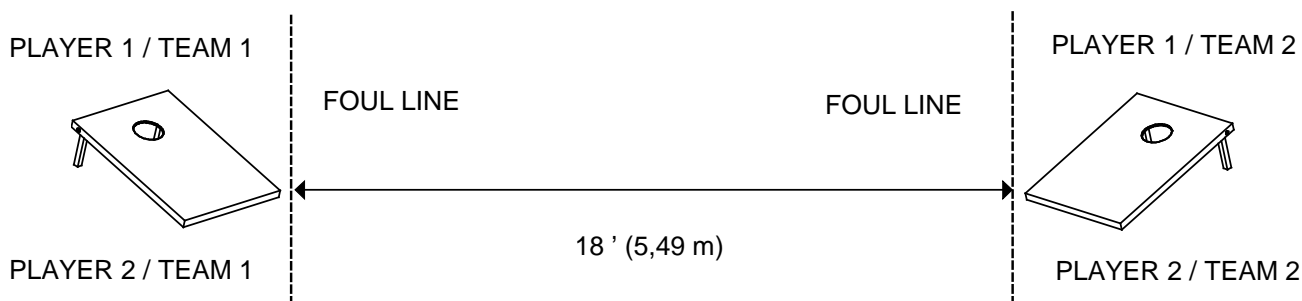
Step2:

Flip the washer board over. The washer toss is now ready for play.



Playing Instructions

Bag Toss



GAME SETUP:

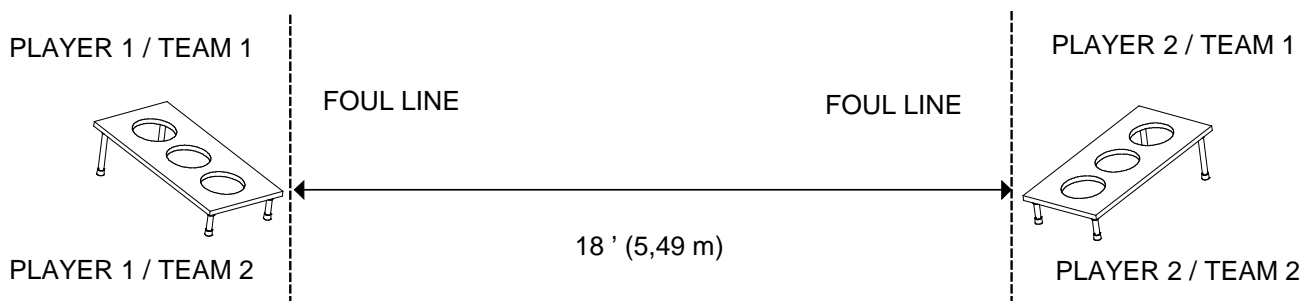
1. Playing Area – Select an open area that provides approximately 18 ft. (approx. eight paces apart) between the two foul lines (front of the Bean Bag Boards). Allow children to set the distance with their own stride. The width of the court depends on the skill level of the players.
2. Play is between two players or teams. One member from each team will stand next to each board.

RULES OF THE GAME:

- Object of the Game – First Player/Team to reach 21 points wins!
- Game Play - For the first round, decide Player 1 and/or Team 1 by tossing a coin, or some other suitable method. For following rounds, the team scoring the highest points in the previous round is the first to toss in the next round.
- Each round consists of one person (either Player 1 or Player 1/Team 1) tossing bean bags. Play continues alternating Player/Team until each player has tossed their bags.
- Bean bags may be tossed in any way the player chooses, as long as they are tossed individually.
- Players must not step across the foul line (front edge of the Bean Bag Board) during a throw, or that throw does not count.
- Point Values (based on difficulty level) are as follows:
A bag thrown through the hole earns 3 points. A bag that lands on the board earns 1 point.
Subtract the low score from the high score for each round of play. For example: Team A has 1 bag in the hole and 2 bags on the board, for a score of 5 points. Team B has two bags on the board, for a score of 2 points. Team A (5 points) – Team B (2 points) = Team A (3 points). Team A receives 3 points for that round of play.
- No Score - Bean bags bounce off the ground do not count in scoring.
- To Win – There are alternatives for declaring a winner: 1) the winning team must lead by at least five points; or 2) requiring an exact score to win. If a round's score would put a team over 21, that round's score is not used.

Playing Instructions

3-Hole Washer Toss



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- Game Play - For the first round, decide Player 1 and/or Team 1 by tossing a coin, or some other suitable method. For following rounds, the team scoring the highest points in the previous round is the first to toss in the next round.
- Each round consists of one person (either Player 1 or Player 1/Team 1) tossing washers. Play continues alternating Player/Team until each player has tossed their washers. .
- Players must not step across the foul line (front edge of the Washer Toss Board) during a throw, or that throw does not count.
- The closest hole is worth one (1) point, the middle hole is worth three (3) points, and the furthest hole is worth five (5) points. Washers must drop into the hole completely to score. A thrown washer from either player can knock washers on the board in a hole. It is important to remember whose washers are on the board in case of a knock-in throw. The owner of the knocked-in washer receives the applicable score for the hole into which it was knocked.