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## Ladder Toss



**Please keep this instruction manual for future reference**

**If you have any problems with your new product,  
Please contact Triumph Sports USA at 1-866-815-4173,  
or e-mail us at [csr@triumphsportsusa.com](mailto:csr@triumphsportsusa.com)  
for any technical support or warranty issues.**

# 90-Day Triumph Sports USA, Inc. (TSU) Game Warranty

All TSU games have a 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. 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](mailto:csr@triumphsportsusa.com).**

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

## Warnings



**WARNING:** Choking Hazard--Toy contains small balls and/or small parts.  
Not for children under 3 years of age.

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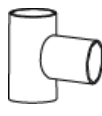









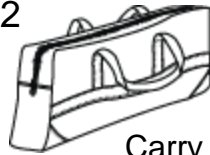
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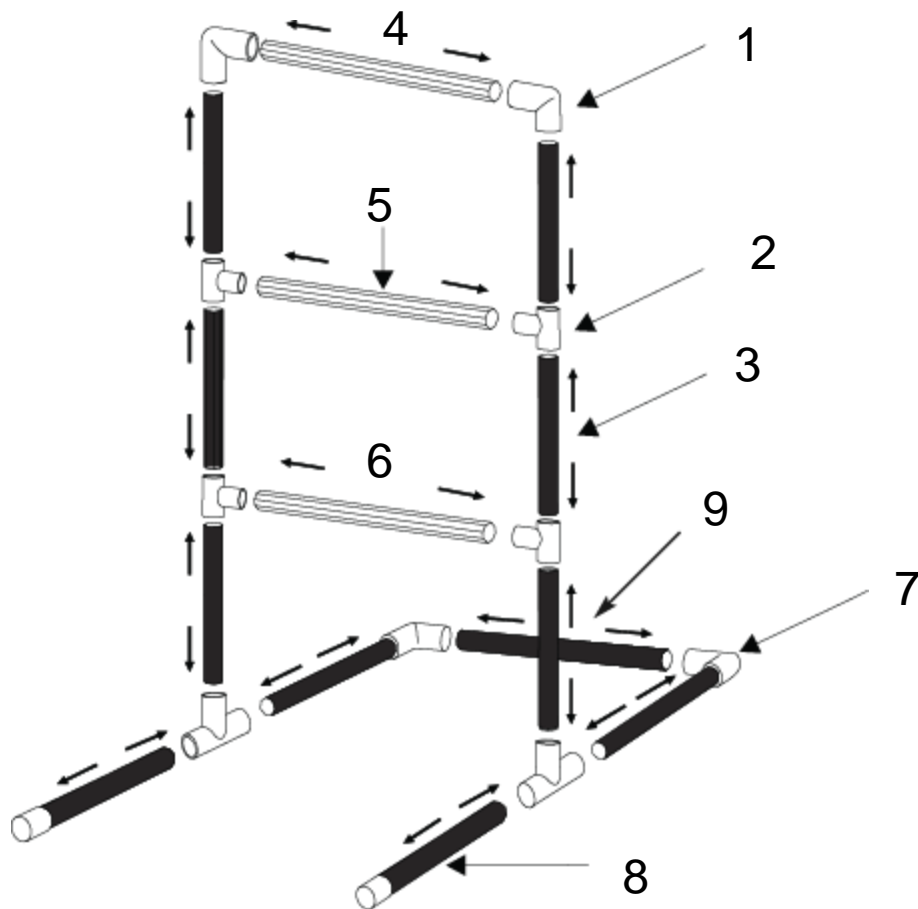


**DARTBOARDS**

Triumph Sports USA  
Milwaukee, WI  
[www.triumphsportsusa.com](http://www.triumphsportsusa.com)  
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# Parts List

1  Corner Joint 4 pcs	2  T-Joint 12 pcs	3  Black Tube 12 pcs	4  Blue Tube 2 pcs
5  Green Tube 2 pcs	6  Yellow Tube 2 pcs	7  Base Tube with Corner Joint 4pcs	8  Base Tube (Front) 4pcs
9  Base Tube (Back) 4pcs	10  Blue Bola 3 pcs	11  Red Bola 3 pcs	12  Carry Bag 1 pc



# Game Rules

## Ladder Toss

2 to 4 players, singles (2) or partners (4)

**Preparation:** Set platforms 15 feet apart.

### Playing the Game:

The official playing distance is 15 feet between the ladders. Adjust the distance as needed for children.

Ladder toss is played by each player tossing 3 ropes to the desired ladders. The first player throws all 3 ropes at the desired ladders. When finished, the next player throws 3 ropes at the same ladders as the first player. The players' partners will then total up the scores and take turns throwing the ropes. The team with the highest score throws first.

Ropes can be thrown any way the player chooses as long as they are thrown individually. Players can bounce ropes off the ground. The game is over when a player reaches 21 points. In order to win, a player must be the only person to score exactly 21 points.

If any person scores over 21 points, his or her points for that round do not count. For example: a player with 18 points needs 3 points to get to 21 and win. If that player has 5 points hanging on the ladder after all players have thrown all ropes, the 5 points do not count and the player will enter the next round with 18 points, again needing 3 points to win.

In case of a tie, the players must play until one player scores 2 or more points more than all the other players. This 2-point rule only applies in overtime rounds. During regular play, any player can win as long as that player is the only one to score exactly 21 points, regardless of how many points the other players have.

### Scoring:

Scoring is determined by the ropes that are still hanging from the steps after all teams have tossed all of their ropes. Players can knock off ropes during the course of the game, and knocking off other players' ropes is encouraged as good defensive play. Ropes that are knocked off during play should not be counted towards point totals. Only ropes that remain hanging after all ropes are tossed should be counted.

### Points:

Points are determined by the steps that a player's rope wraps around. The top step is worth 3 points, the middle step is worth 2 points, and the bottom step is worth 1 point. Players can score an optional bonus point by hanging all 3 ropes from the same step or by hanging a rope on all 3 (1-2-3) steps in one round. The highest amount of points available per player per round is 10. This is accomplished by hanging all 3 ropes on the top (3 point) step.