



DISC GOLF - TOSS N TOPPLE COMBO INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website www.escaladesports.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-467-1421 or e-mail us at customerservice@escaladesports.com

Limited 90-Day Escalade Sports Warranty

All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports 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 Escalade Sports game. This will void any and all Escalade Sports 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: 1-800-467-1421 or email us at customerservice@escaladesports.com

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

Warnings



WARNING: CHOKING HAZARD - Small parts included.

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 and injury.

Be sure to check out all the exciting a games has to offer. Visit our web site at:



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BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES

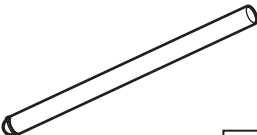
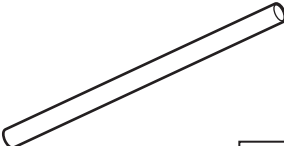
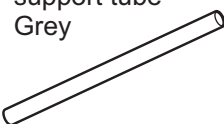
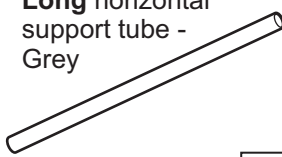
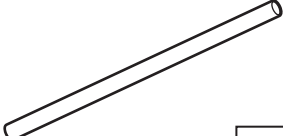
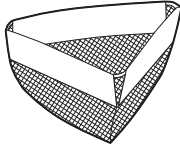
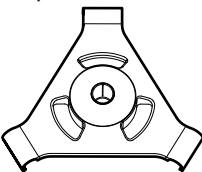


DARTBOARDS

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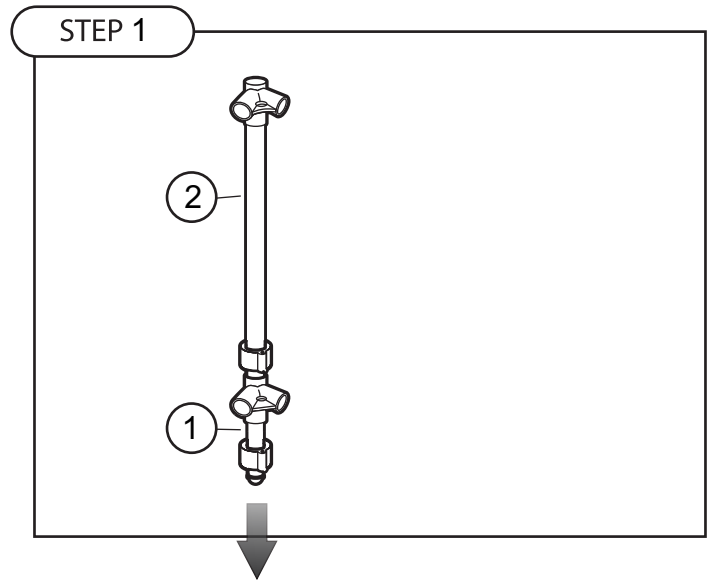
Replacement Parts List

- | | | | |
|--|---|---|---|
| <p>1</p> <p>Bottom tube - Red</p>  <p>x6</p> | <p>2</p> <p>Middle tube - Red</p>  <p>x6</p> | <p>3</p> <p>Short horizontal support tube - Grey</p>  <p>x6</p> | <p>4</p> <p>Long horizontal support tube - Grey</p>  <p>x6</p> |
| <p>5</p> <p>Top tube - Red</p>  <p>x2</p> | <p>6</p> <p>4 way Tube connector</p>  <p>x6</p> | <p>7</p> <p>3 way Tube connector cap.</p>  <p>x6</p> | <p>8</p> <p>Weighted Ring- Black</p>  <p>x12</p> |
| <p>9</p> <p>Bottom Net</p>  <p>x2</p> | <p>10</p> <p>Triple Net</p>  <p>x2</p> | <p>11</p> <p>Leg Cap - Stake</p>  <p>x6</p> | <p>12</p> <p>Leg Cap - Rounded</p>  <p>x6</p> |
| <p>13</p> <p>Bottle Platform</p>  <p>x2</p> | <p>14</p> <p>Plastic Bottle - Green</p>  <p>x2</p> | <p>15</p> <p>Disc - Grey</p>  <p>x2</p> | <p>16</p> <p>Disc - Red</p>  <p>x2</p> |
| <p>17</p> <p>Top Tube Base</p>  <p>x2</p> | | | |

Assembly Instructions

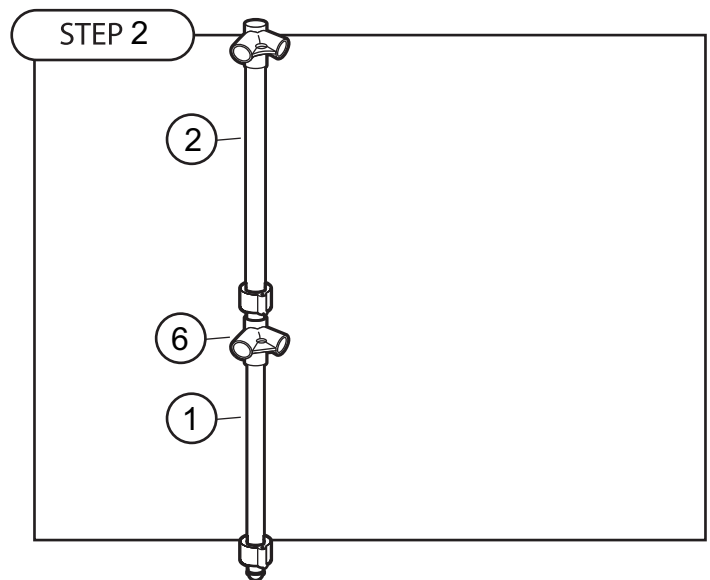
NOTE: Top net is pre-assembled to tubes **1 & 2** but its not shown in the following steps for clarity.

1. Slide bottom tube **#1** out of Tube **#2** as shown.

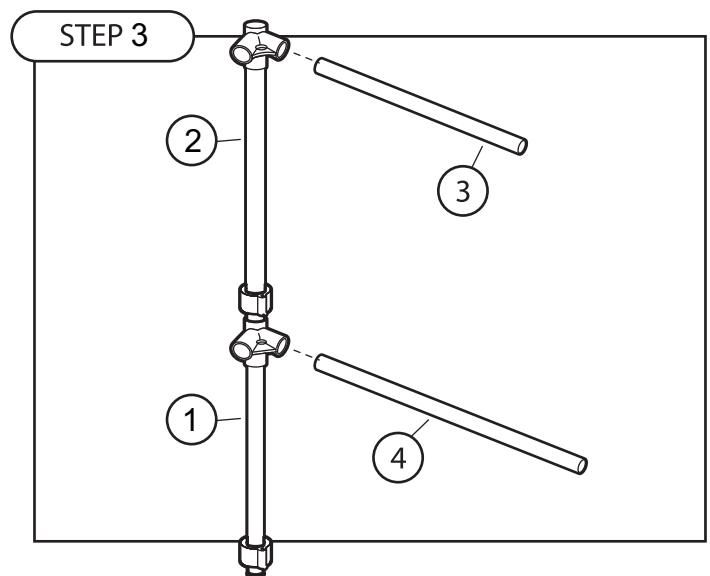


2. Once tube **#1** is fully extended lock in place with lock on connector **#6**.

NOTE: Sort parts **#3** (Short Grey Tube) and **#4** (Long Grey Tube) into two groups to clearly distinguish the two.



3. Insert Short Grey Tube **#3** & Long Grey Tube **#4** as shown to complete one tube assembly. Repeat **steps 1-3** to make **five** additional tube assemblies.



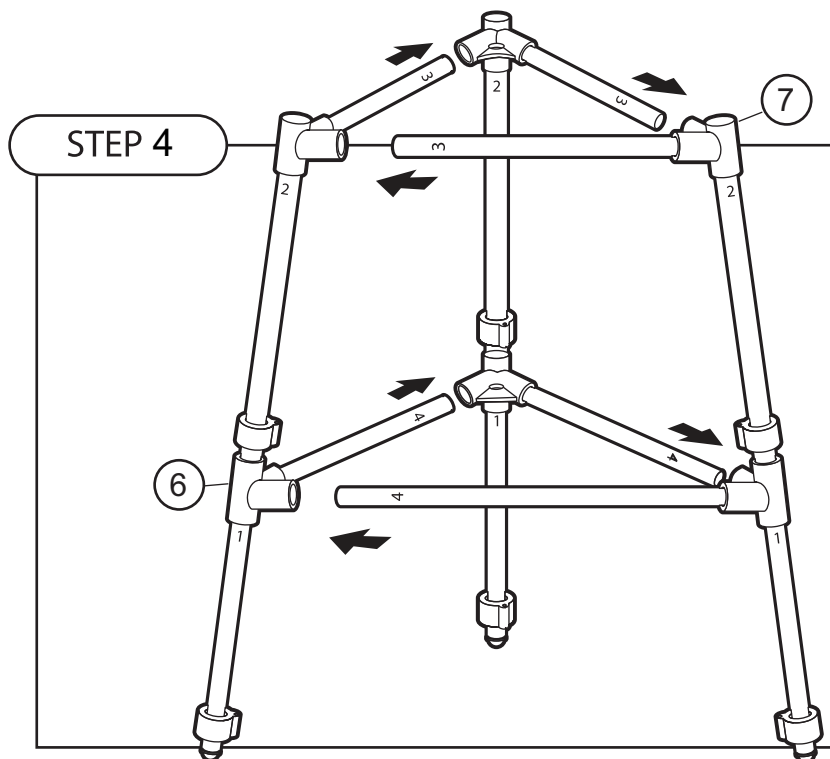
IMPORTANT: The Short Grey Tube **#3** and Long Grey Tube **#4** look very similar. Be careful to install the Shorter Tube **#3** at the top of the target or assembly process will not work properly.

Assembly Instructions

NOTE: Net is not shown in **Step 4** for clarity.

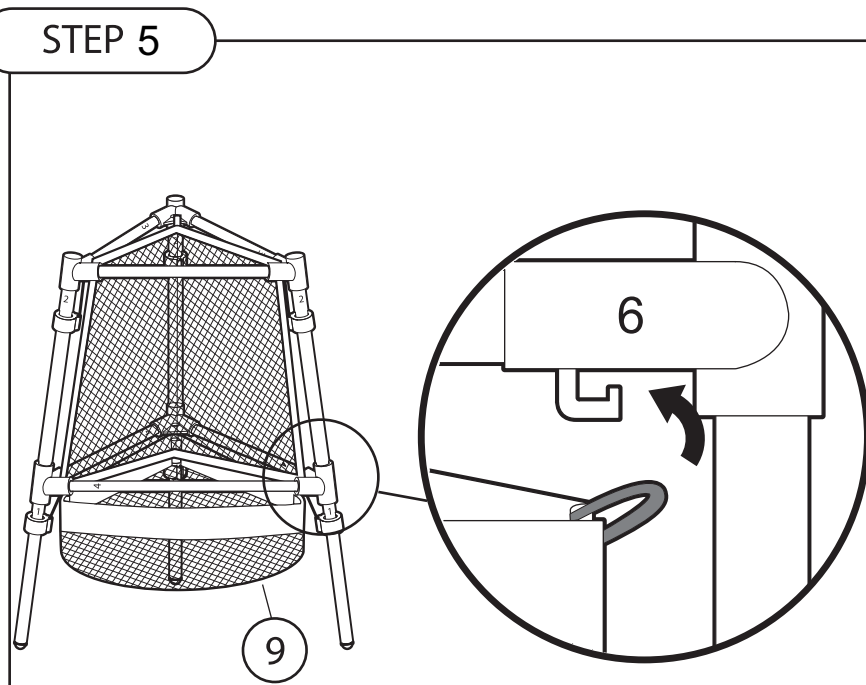
4. Connect **three** tube assemblies (from **step 3**) to create a base assembly. Repeat **Step 4** to create a second base assembly.

NOTE: Insert Tubes #3 into **each** Connector #7 until all parts are **tight and securely attached**.



5. Attach Net pocket #9 loops to hooks on connector #6 as shown. Repeat step on the second assembly.

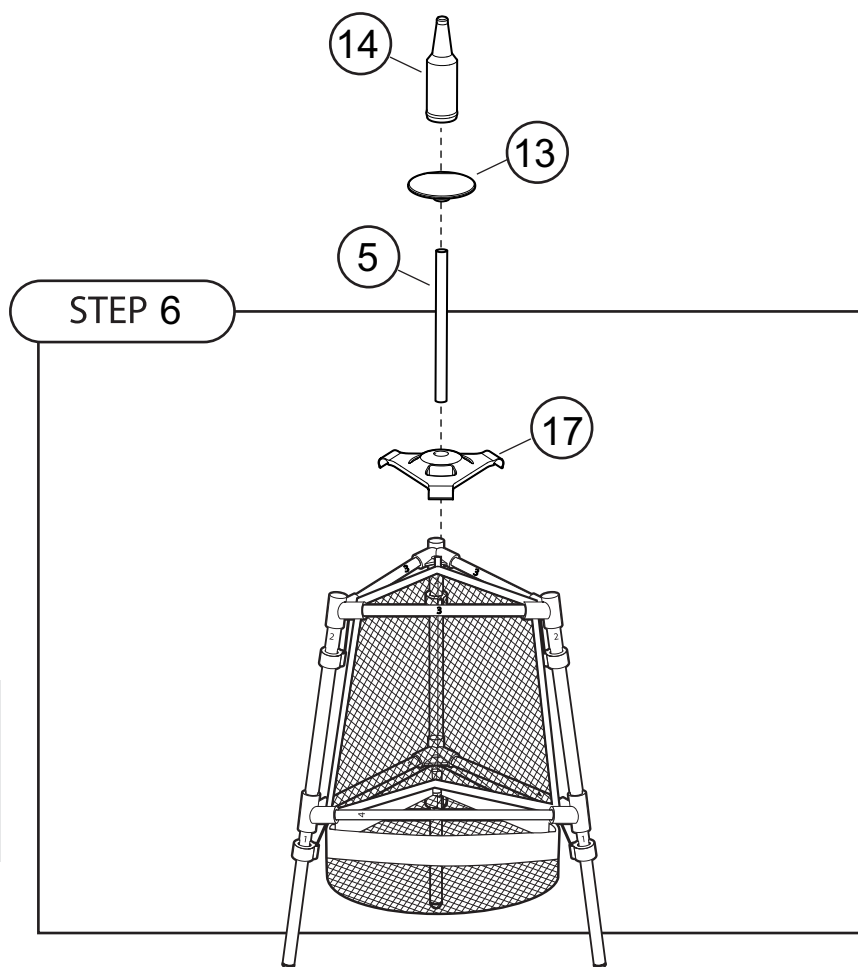
NOTE: After completing assembly of second target the set is ready to play disc golf.



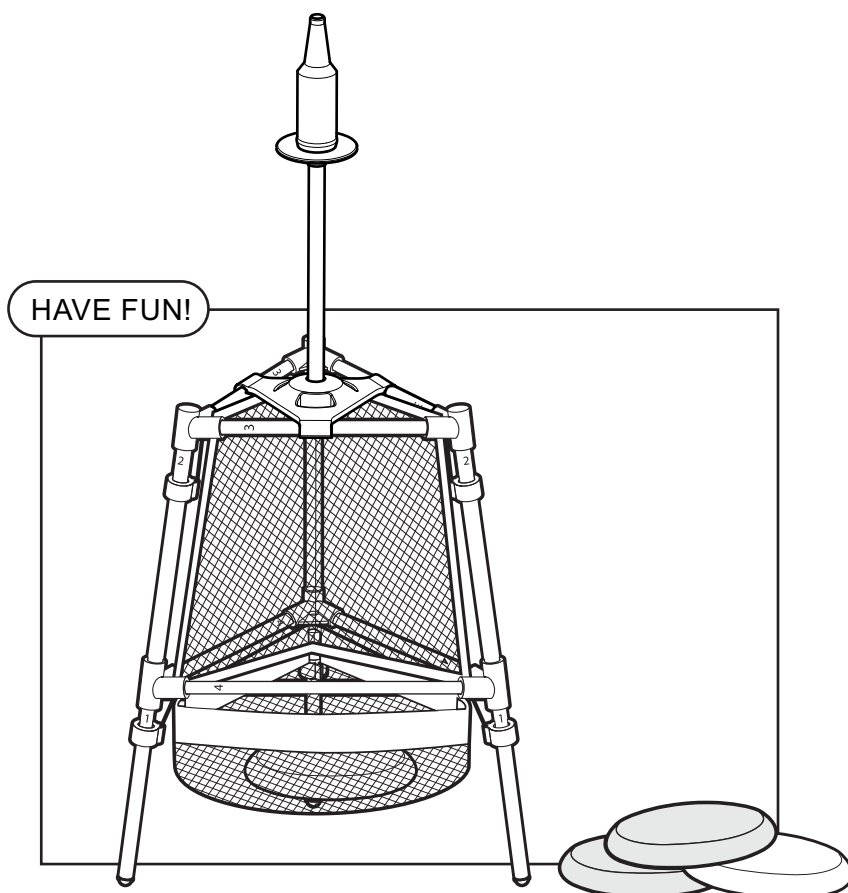
Assembly Instructions

6. Connect top tube base #17 to tubes #3. Then attach top tube #5, bottle platform #13 and Bottle #14 as shown. Repeat step for second assembly.

NOTE: If base #17 does not fit on the #3 tubes, push #3 tubes in all the way into #7 connectors as shown in **Step 4**.



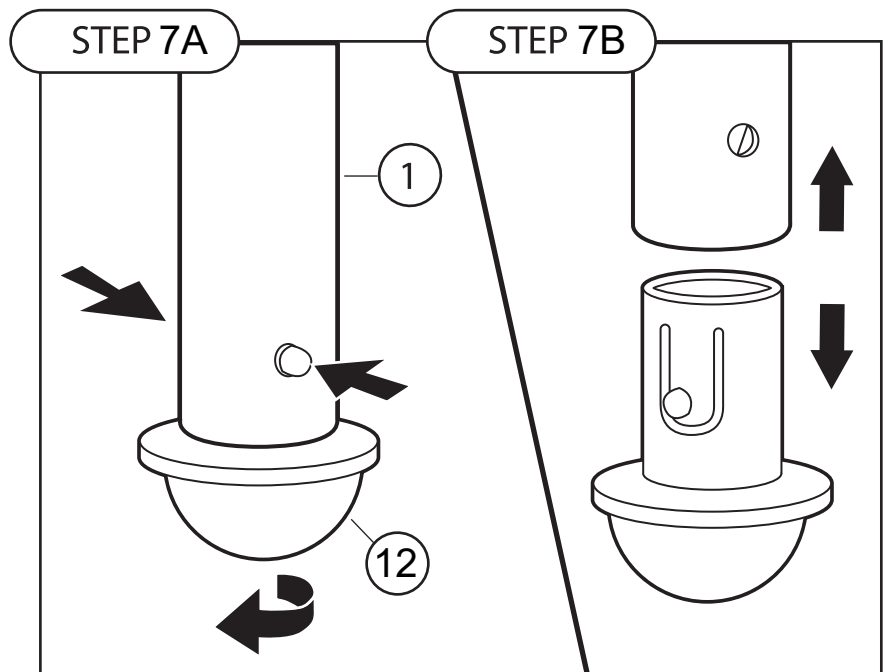
NOTE: After completing assembly of second target the set is ready to play Toss N Topple.



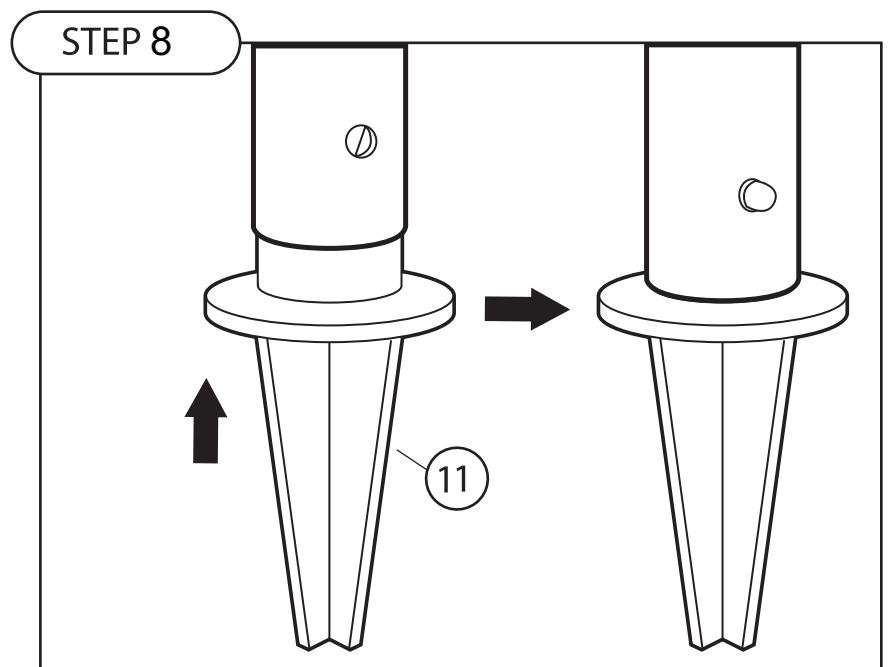
Switching bottom leg caps

NOTE: Leg caps can be switched to play game on grass or other similar terrain.

1. To remove, press both spring locks until disengaged, turn cap #12 and pull it out. Repeat for remaining legs.



2. To attach insert stake caps #11 until spring lock engage as shown. Repeat for remaining legs.



Disc Golf Game Rules

Disc Golf Toss

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

Playing the Game:

Disc golf is a flying disc game in which individual players throw a flying disc at a target.

A player is assessed one point every time the disc is thrown. Similar to golf, the goal is to have the least number of throws and the lowest score per round.

A hole is completed when a thrown disc lands inside the target basket.

Optional Games:

Hole-in-One

The first player, chosen by a coin toss, throws the disc of his choice from a starting point of his choosing. The remaining player or players must throw from the same location as the starting player. The object of the game is to sink the disc in the basket with one throw. Each player that sinks the shot earns 1 point. The first player to sink the shot starts the next round at a point of his choosing. The player that reaches 15 points in a completed round wins the game. A round is only completed when all players have thrown a disc. In the event of a tie (2 or more players reaching 15 points in a completed round), the players who tied must sink a shot in 1 round to win the game.

101 Golf

The object of the game is to try to score a hole-in-one from a predetermined location. A hole-in-one scores 10 points. Sinking the shot in 2 throws scores 5 points and 3 throws scores 1 point. You tally scores by subtracting the point value of your “hole” from 101. You must tally the exact number “0” to win the game. Example: If you need 5 points to reach “0” when your points are tallied, you must sink the shot in 2 throws (5 points) or 5 turns of 3 throws each scoring 1 point for each turn.

To layout a complete course of 9 or 18 hole disc golf, additional units can be purchased. Or, the target can be moved to different locations and distances as you complete rounds.

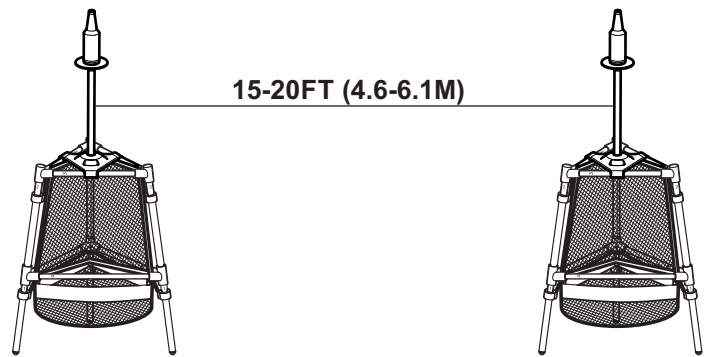
Toss N Topple Game Rules

Toss 'N Topple

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

Preparation:

The targets are usually 15 feet to 20 feet apart depending on age and ability of players



Playing the Game:

The object of the game is to throw the disc at the defender's bottle or pole knocking the bottle off the target pole.

The defending team tries to catch the disc and bottle before they hit the ground.

The flying disc can be thrown from anywhere behind the front of the target base that you are standing by.

If a player's foot goes beyond the front of the target base during a throw, the throw is considered a "fault" and does not count.

Each player can only use 1 hand to play.

How to earn points:

Only the throwing team can score points (Unless Optional game rule below is added)

1 Point – Flying disc hits the ground (if it has made contact with the pole base or bottle)

2 Points- Bottle hits the ground

3 Points- Flying disc and bottle hits the ground

3 Points – The defending team catches the flying disc before it reaches the pole

0 Point – The defending team catches the bottle and flying disc.

*** Maximum points awarded per throw is 3 points

Optional game rule:

Defending team can score points if the falling bottle can be knocked with one hand into the basket of the target below (3 points for defending team)

Each player on the defending team can only use one hand to catch the disc. If both disc and bottle are falling to the ground, the defending player must catch each of the objects, using one hand per object.

In order to prevent the throwing team from scoring points, the defending team must not let the flying disc or the bottle hit the ground.

The first player/team to reach 21 points wins. You must win by 2 pts. The winning score is flexible and you may choose to set your score to any amount, as agreed upon by both players/teams in advance.