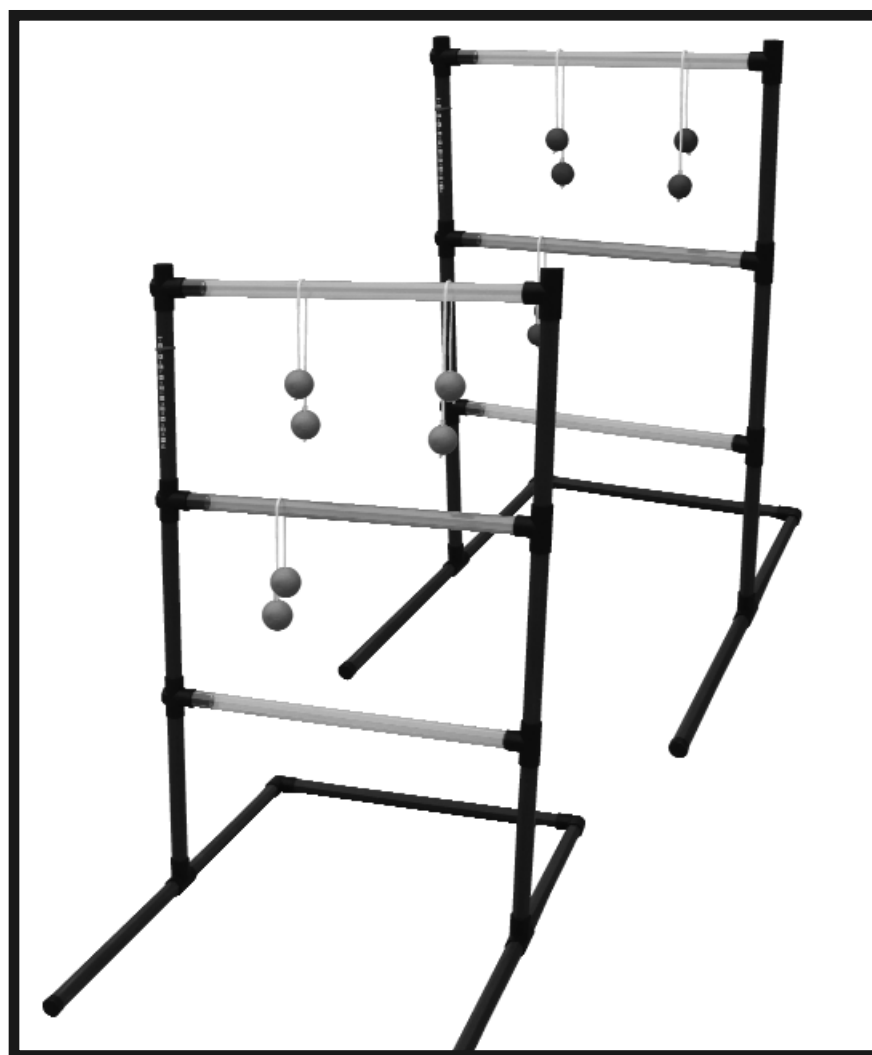


Item# 35-7073



LED Ladder Toss



If you have any problems with your new product,
DO NOT RETURN IT TO THE STORE!

Please contact us at 1-866-815-4173,
or e-mail us at csr@triumphsportsusa.com

**WARNING:****CHOKING HAZARD**-Small parts.

Not for children under 3 years.

NON-TOXIC

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 avoid damage or injury.

**PLEASE KEEP YOUR INSTRUCTIONS!**

Please read through this instruction book to familiarize yourself with any assembly steps and/or rules.

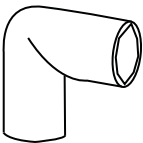
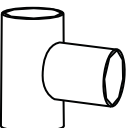
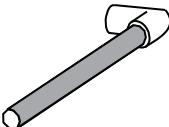
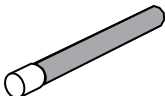
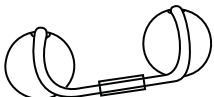
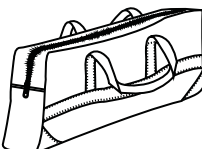
Glow Stick Instructions:

To activate a glow stick, bend along the entire length of the stick and shake. It may take a few minutes to glow completely.

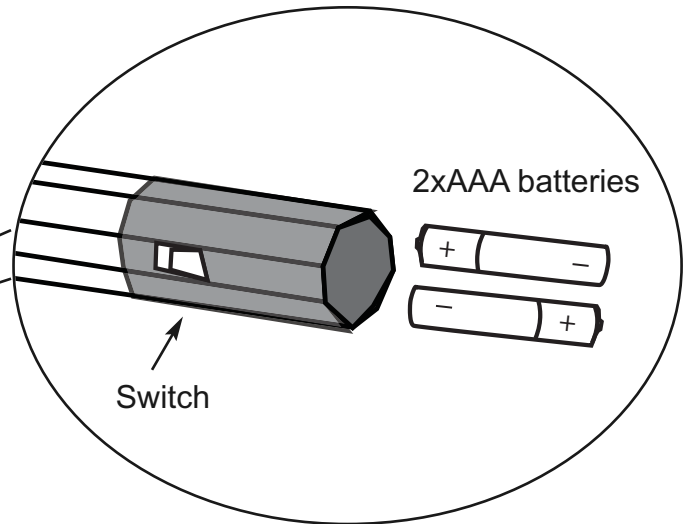
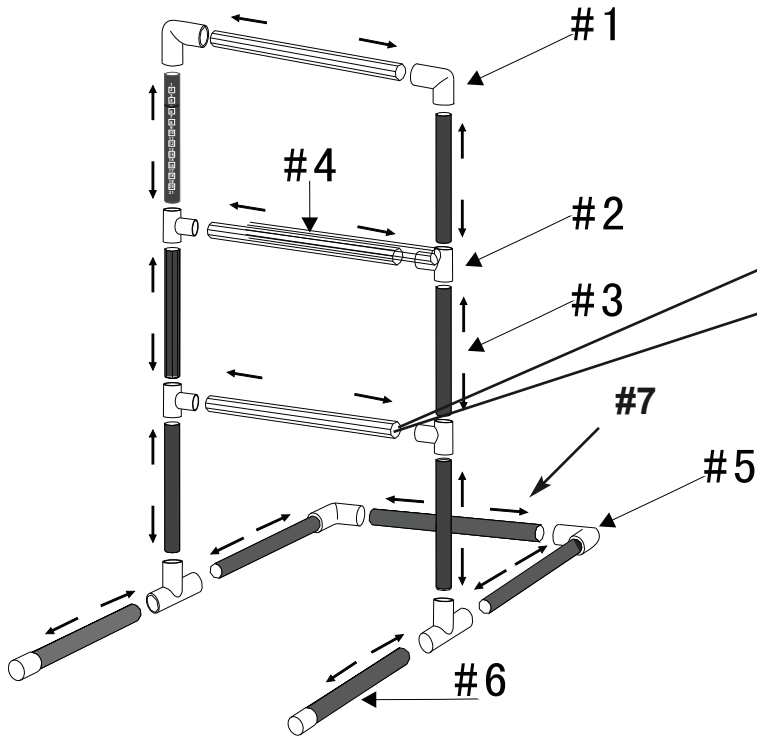
HANDLE WITH CARE: Handle the glow sticks carefully to avoid accidental activation. Keep glow sticks in the package and store in a cool, dry place until ready to use. Remove gently from the package before use.

CAUTION: Do not puncture or cut glow sticks. Ingredients are non-toxic and non-flammable, but may permanently stain fabrics or furniture. Contact with skin or eyes may cause temporary discomfort. In case of skin or eye contact, rinse thoroughly with water. Do not drink or ingest glow sticks or their contents. Do not bend glow sticks after activation. Do not leave glow sticks in direct sunlight or expose to high temperatures. Contains small parts; not suitable for children under 3 years of age. Dispose of glow sticks properly after use.

Parts List

# 1 Corner Joint  4PCS	# 2 T-Joint  12PCS	# 3 Tube  10PCS	# 4 Transparent Tube with LED Light  2 Yellow 2 Green 2 Blue 6 PCS
# 5 Base Tube With Corner Joint  4PCS	# 6 Base Tube (Side)  4 PCS	# 7 Base Tube  2PCS	# 8 Tube with Manual Scorer  2PCS
# 9 Mini Glow Sticks  12PCS 6 red, 6 blue	# 10 Blue Bola  3PCS	# 11 Red Bola  3 PCS	# 12 Carry Bag  1PC

Step1 LED Ladder



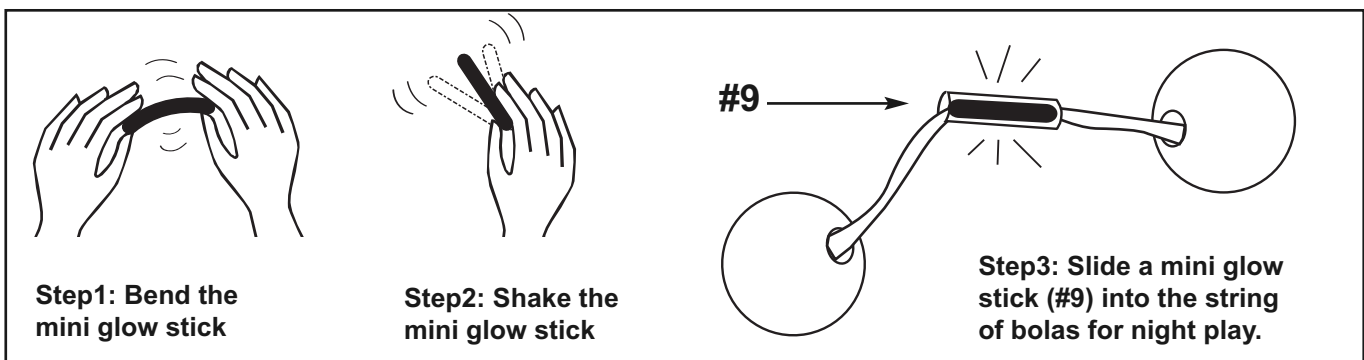
Insert 2xAAA batteries into the battery compartment on the end of the tube. Snap the battery compartment cover into place. Turn the switch on for night play.



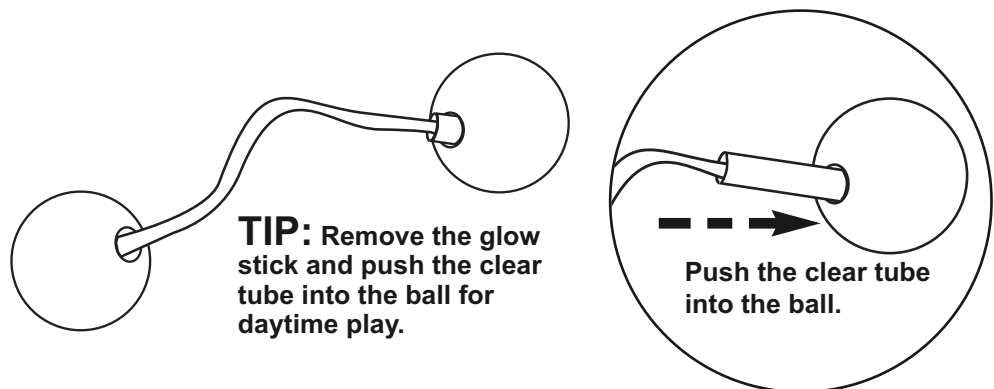
WARNING:

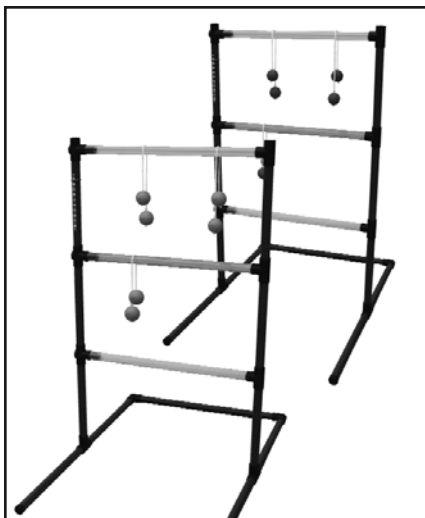
DO NOT INSTALL BATTERY BACKWARDS, CHARGE, OR DISPOSE OF IN FIRE. BATTERY MAY EXPLODE OR LEAK.

Step2 Glow Bolas



IMPORTANT: Bend along the entire length of the glow stick and shake before inserting it into the tube for glow effect. Glows 6-8 hours.





LED Ladder Toss

Hours of fun both day and night!

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

Preparation: Set ladders 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:

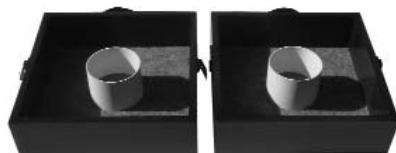
Points are determined by the steps that a player's rope wraps around. The top step is worth 3 points, the middle step is worth 2 points, and the bottom step is worth 1 point. Players can score an optional bonus point by hanging all 3 ropes from the same step or by hanging a rope on all 3 (1-2-3) steps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

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Visit our web site at:

www.triumphsportsusa.com



Bag Toss Tournament
Item# 35-7011



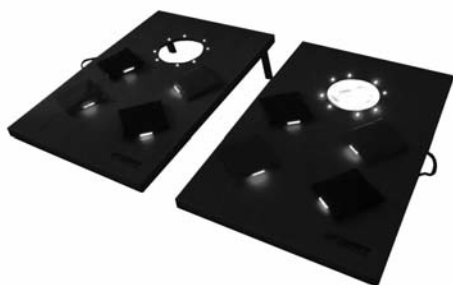
Washer Toss Tournament
Item# 35-7069



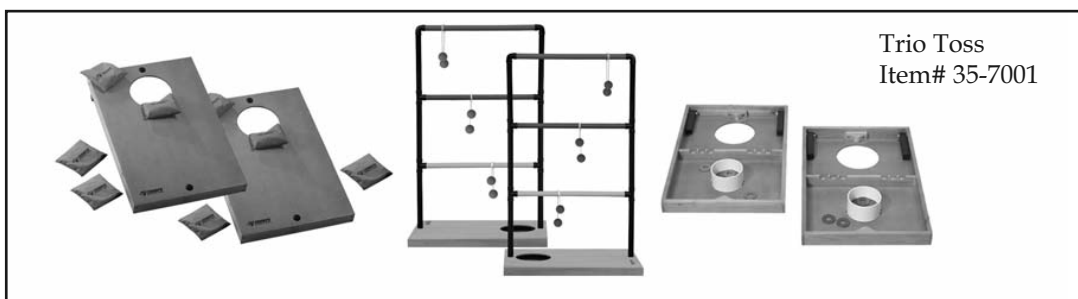
3-Hole Bag Toss

2 in 1 Tournament Toss
Item# 35-7071

3-Hole
Washer Toss



Lighted Bag Toss
Item# 35-7052



Trio Toss
Item# 35-7001