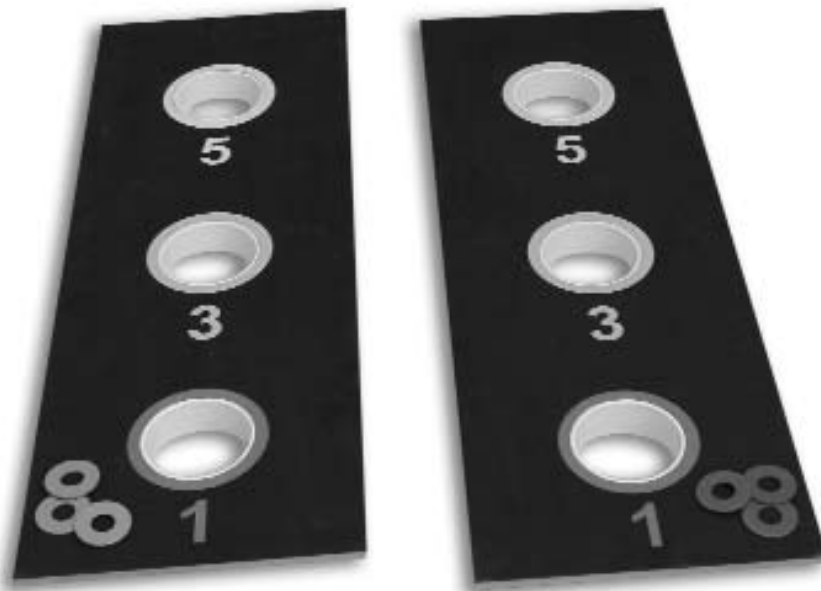




3-Hole Washer Toss



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
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.

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

Warnings



WARNING: Choking Hazard--Product contains small parts.
Not for children under 3 years of age.

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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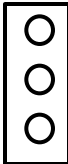
Triumph Sports USA

Milwaukee, WI

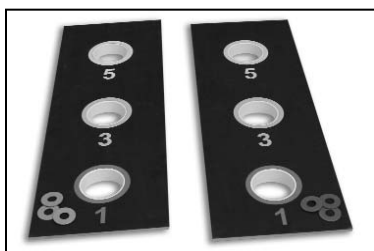
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Parts List

1  Washer Board 2 pcs	2  Red Washer 3 pcs	3  Blue Washer 3 pcs
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Game Rules



3-Hole Washer Toss

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

Preparation: Set the boards 10 feet apart from the front of the boards on even ground.

Game Rules:

Each player has a turn to throw three washers in each round.

Players always throw towards the same board. The team or player that scored points last goes first, throwing all three washers. Points are added up for all washers that land in the board.

The first player or team to reach twenty-one (21) points wins the game.

Optional: Some players require the winning person or team to reach 21 without going over.

Scoring:

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.