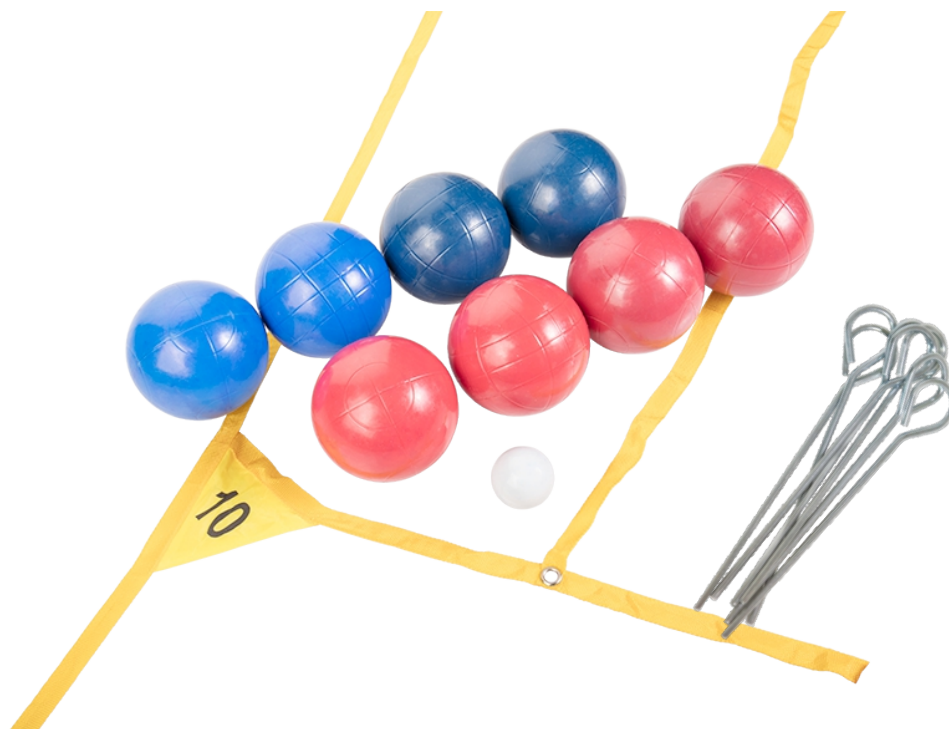




**90 MM BOCCE
SHUFFLEBOARD BOCCE
COMBO SET
INSTRUCTION MANUAL**



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 1-800-426-1421 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.

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Escalade Sports
817 Maxwell Avenue
Evansville, IN 47711
1-800-467-1421
www.escaladesports.com

Parts List

1

90mm Bocce Balls



x8

2

40mm Pallino



x1

3

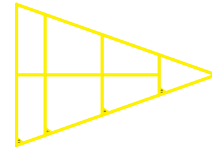
Steel Stake



x7

4

Shuffleboard Target



x1

5

Carry Bag



x1

Bocce ball game rules

Bocce can be played anywhere that there is open space or on a pre-designed bocce court. It can be played by 2, 4, or 8 players. Divide the bocce balls evenly between the number of players or choose teams.

Choose a player to throw the pallino wherever they would like. After the pallino has come to a resting position, the same player will throw their first bocce ball. The main objective of the game is to land your bocce balls as close to the pallino as possible.

After the first player has thrown his first bocce ball, he is considered “inside” because his ball is closer to the pallino than any of the other players’ balls. All other players are considered “outside” and will throw their balls until they are closer to the pallino. If they fail at throwing any of their four balls “inside”, then the first player may throw their remaining balls.

Scoring:

Points are awarded only for the balls that are “inside” or closest to the pallino for a given player or team. Every ball that is closer to the pallino than a competitor’s ball is worth one point. After the points are totaled, the pallino is thrown by the person or team who won the previous round and the game continues until an agreed winning score is reached. The game is usually played to 12 points.

Tournament Play and Rules:

1. The toss of a coin will decide the starting team and the winner of the toss will choose the color of the balls.
2. See the tournament court diagram on back page. The starting team must toss the “pallino” to a valid position past the center or “in play” line, but not coming to rest on the backboard. It must settle at least 12 inches from the sideboard. If, after three attempts, the starting team fails to validly place it, the opposing team tosses the pallino. If the opposing team fails in the first attempt, the referee will place the pallino in a valid position. The first bocce ball is rolled by the player who originally tossed the pallino.
3. The pallino remains in play unless it is knocked out of the court or in front of the center or “in play” line, then the frame is ended and play resumes from the opposite end. The same team tosses the pallino.
4. A ball touching the backboard is dead unless it first strikes another ball, in which case all balls are valid.
5. If the first thrown ball of the starting team touches the backboard/swing board without first hitting the pallino, the ball is out of play and that team must roll again until the initial point is established.
6. A thrown ball that doesn’t touch another ball and returns from the backboard into the field of play and strikes another ball and /or the pallino is out of play. The pallino and/or the other balls are returned to their approximate original positions. If a ball strikes the backboard causing a ball or balls resting on the backboard to move, the ball(s) are returned to their original positions.

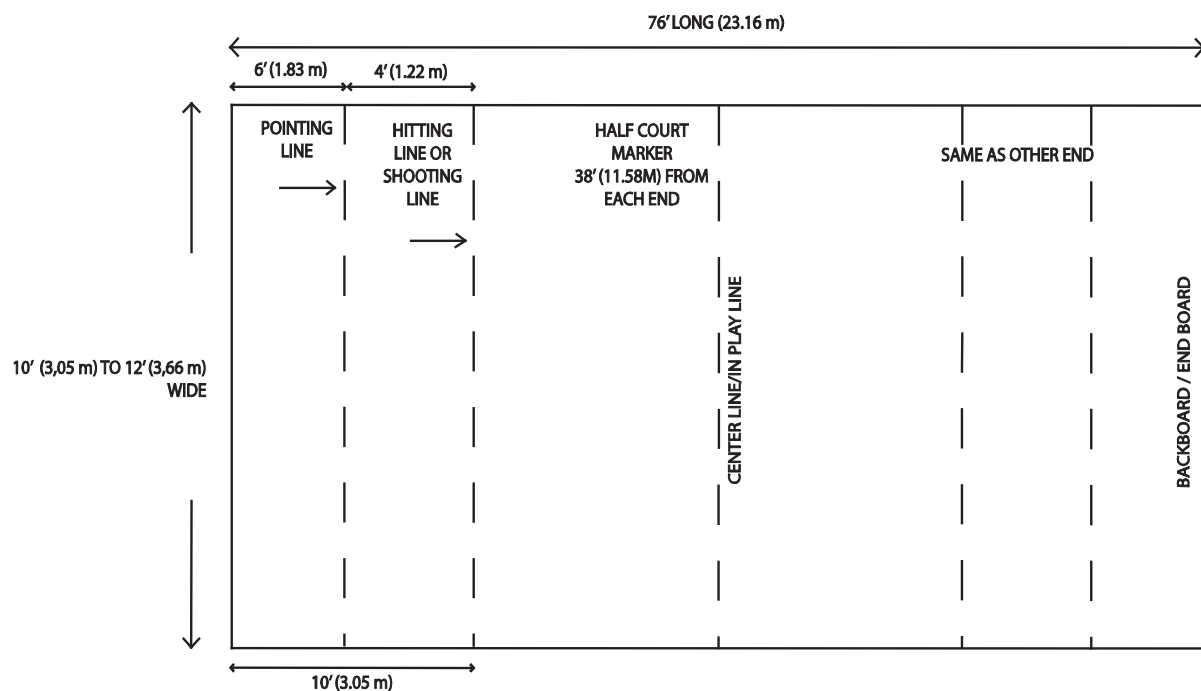
7. The players shall not step over the foul line before releasing the pallino or their ball.
8. Players may use the sideboard at any time.
9. All players must remain outside the court during the opposing team's throw.
10. In the case of a tie between two balls, the prevailing (or first ball) has to be beaten, not tied. If it has been decided to end the frame in a tie, no points are awarded and play resumes from the opposite end of the court with the same team tossing the pallino.
11. If a player rolls the wrong colored ball, simply replace it with the correct color when the ball comes to rest.
12. If a player rolls out of turn, the opposing team may leave everything, including the thrown ball, exactly as is or may return any moved balls to their approximate positions and remove the thrown ball.
13. Team captains may request measurement of any ball at any time.
14. Scoring – The number of points needed to win a game varies with the type of game being played.

Final games go to 15 points and all preliminary rounds go to 12 points. A game is won when a side or team reaches:

- 15 points in a four-player team where one ball is delivered per player
- 12 points in a four-player team where two players stationed at each end of the court deliver two balls each
- 12 points in a two-player game where each player delivers four balls.

BOCCE BALL TOURNAMENT COURT

This diagram illustrates tournament court size and set-up. An actual court is not needed for playing. You can map out a designated playing area in your backyard for just as much fun.

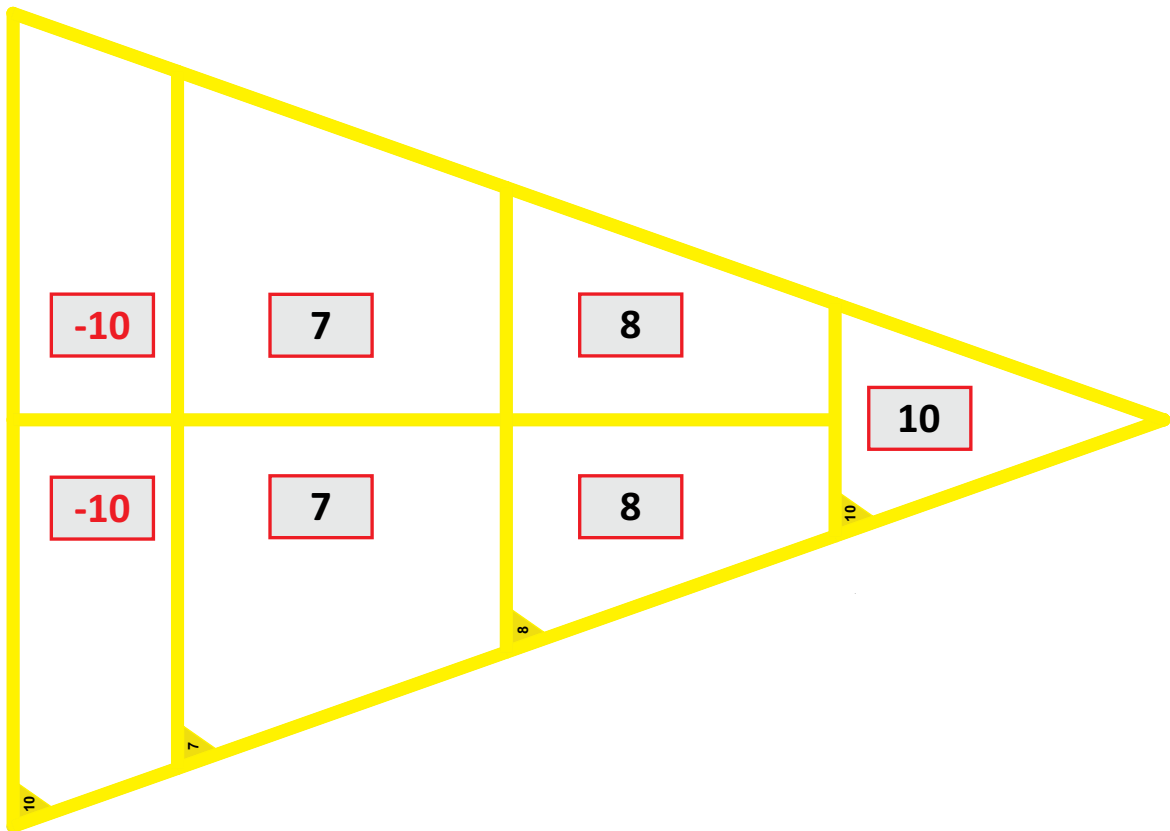


**See Illustration above for the recommended Tournament Court size. However, the court can be made to any size, to fit the space available.*

SHUFFLEBOARD BOCCE GAME RULES

Like bocce ball, shuffleboard bocce can be played anywhere that there is open space or on a pre-designed bocce court. The game of shuffleboard is played by: two (2) persons (called singles), or by four (4) persons (called doubles). There are two dark red and two light red balls, and two dark blue and light blue balls to identify team and players in for both singles and doubles.

- The objective of the game is to toss or roll your bocce balls into the triangular target area -- to score points and to prevent opponent from scoring points. Score 75 points or more first to win.
- As with bocce ball and traditional shuffleboard you are permitted to knock your opponents ball out of scoring position or into the 10 OFF area which deducts 10 points for each ball in that zone.
- Determine which player will toss first by flipping a coin or tossing a single dart at one of the target rings. The player that throws their dart closer to the target decides who goes tosses first. After the first round or frame, the player with the higher score will toss first to start the next round.
- If a ball comes to rest against, but inside the yellow boundary tape then the points count.
- If a ball comes to rest outside, but against the yellow boundary tape then the points do not count.
- If a ball comes to rest squarely on top of the yellow boundary tape then points should be counted.



Note: The shuffleboard target comes with steel anchors that secure the shuffleboard target to the ground. These anchors are supplied in a separate bag, but can be attached to the eyelets by closing the anchor loop once they have been inserted through the eyelets. This will keep the steel anchors from getting lost.