



PATRIOTIC DISC FLYERZ

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



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.

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

ESCALADE
SPORTS

ESCALADESPORTS.COM



Bag Toss



Net Games



Lawn Games

Escalade Sports

Physical Location:

817 Maxwell Ave.
Evansville, IN 47711

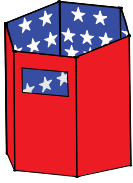
Mailing Address: (Correspondence Only)

PO Box 889
Evansville, IN 47706

Parts List

1

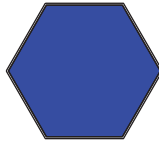
Scoring Can



Qty. 2

2

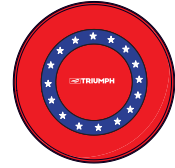
Weighted Base



Qty. 2

3

Red Flying Disc (170g)



Qty. 1

4

Mesh Carry Bag



Qty. 1

5

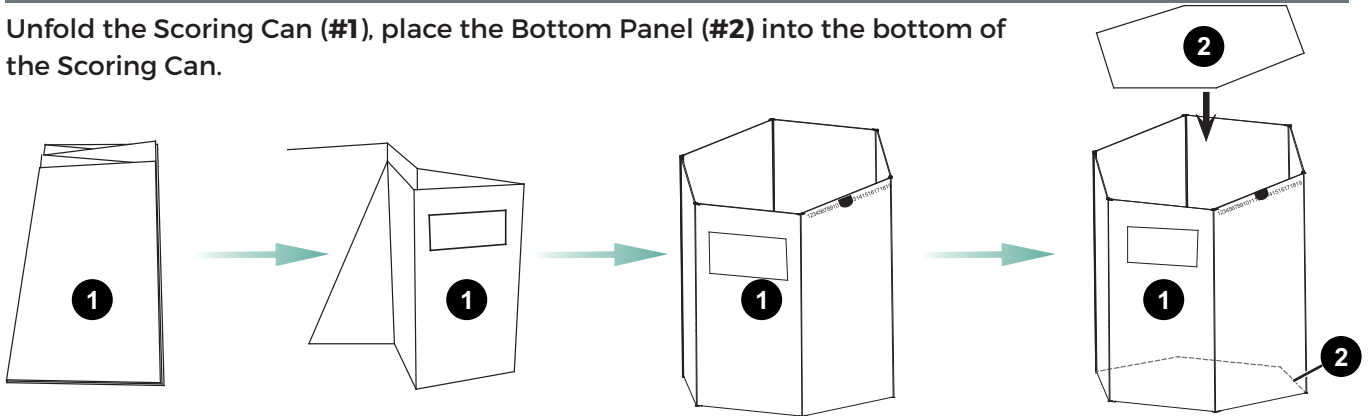
Scoring Clips



Qty. 2

Assembly Instructions

Unfold the Scoring Can (#1), place the Bottom Panel (#2) into the bottom of the Scoring Can.

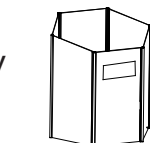


Game Set up

Select an open area that provides approximately 50 ft. (15.24 m) between the two foul lines. Allow children to set their own distance. The width of the court depends on the skill level of the players.

NOTE: Game must be stored indoors in a dry place.

PLAYER 1 / TEAM 1



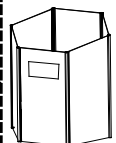
PLAYER 1 / TEAM 2

FOUL LINE

50' (15.24 m)

FOUL LINE

PLAYER 2 / TEAM 1



PLAYER 2 / TEAM 2

Game Rules

Disc Flyerz

4 players or 2 teams

One member from each team will stand next to each goal.

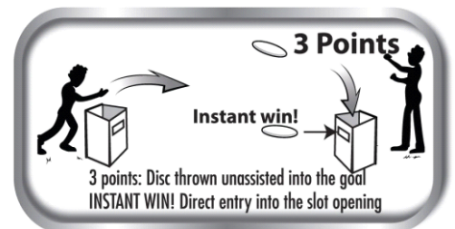
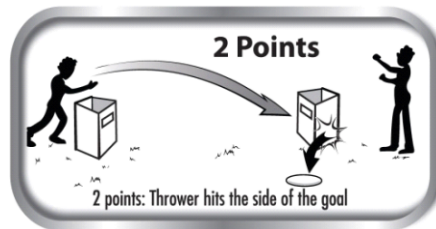
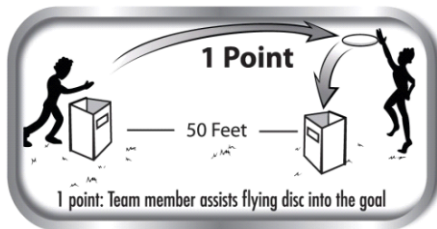
RULES OF PLAY:

Object of the Game - To throw/deflect a flying disc so it hits or enters the goal. First Player/ Team to reach 21 points wins!

Game Play - For the first round, decide Player 1 and/or Team 1 by tossing a coin. Each round consists of both Players/Teams taking a turn to throw.

Team Play - Team members alternate as the Thrower and the Deflector. Throwers must remain behind the foul line and may score points with a hit or a goal. Deflectors may move anywhere to redirect the disc, but may not catch, carry or double-hit the disc.

SCORING:



PENALTIES:

Opponent interferes with play to defend the goal, 3 points are awarded to the throwing team. NOTE: if score is 19 or 20 points, then 2 or 1 point is awarded to achieve an exact score of 21.

A throw results in a score that would exceed 21, the points of that play are deducted from the score. For example, if a team has 19 points and throws 3 points, their score is reduced to 16 points.

To Win – an exact score of 21 points is needed to win. In the case of a tie score, an “Overtime” round is played.

Overtime round - each Player/Team has one chance to score the most points to be declared the winner. Overtime rounds continue until the tie is broken.