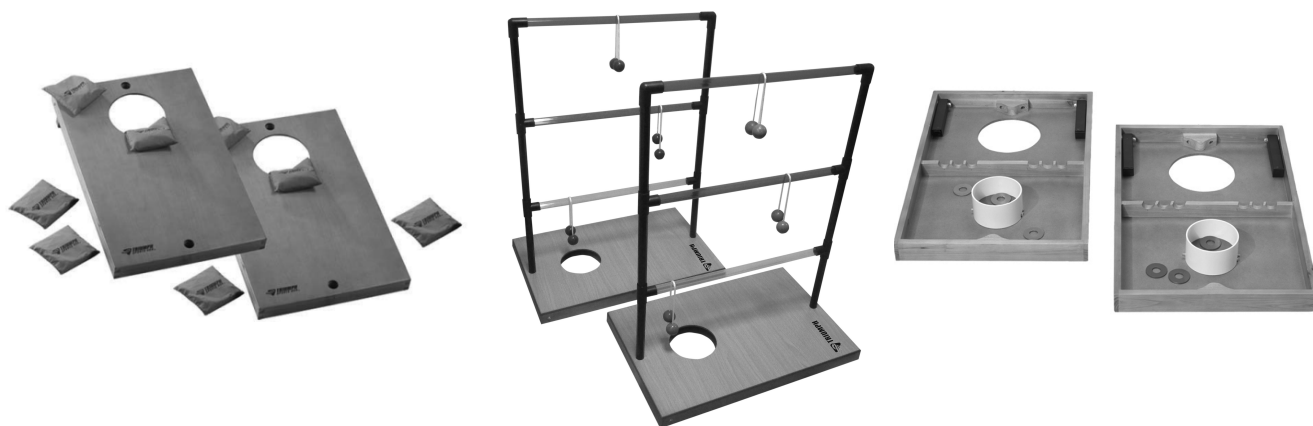




TOURNAMENT WASHER TOSS

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:



www.escaladesports.com

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BILLIARDS



DARTS



GAME TABLES



CASINO



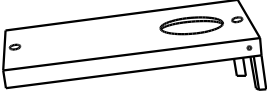
OUTDOOR GAMES



DARTBOARDS

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

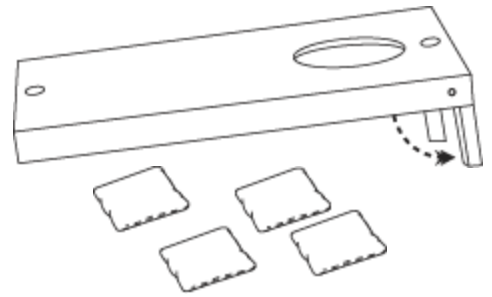
Parts List

1  Game Platform 2 pcs	2  Red Bola 3 pcs	3  Blue Bola 3 pcs
4  Red Washer 3 pcs	5  Blue Washer 3 pcs	6  Red Bag 4 pcs
7  Blue Bag 4 pcs	8  Blue Tube 2 pcs	9  Yellow Tube 2 pcs
10  Black Tube 12 pcs	11  Red Tube 2 pcs	12  Carrying Bag 1 pc
13  T-Joint 8 pcs	14  Corner Joint 4 pcs	

Assembly Instructions

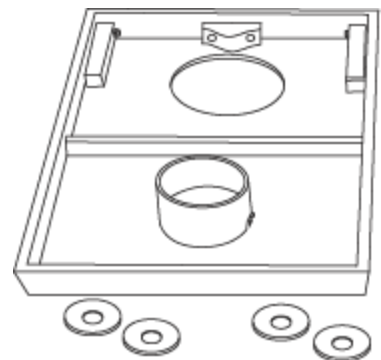
Game 1– Bag Toss:

Unfold the leg to play the bag toss game.



Game 2– Washer Toss:

Turn the board upside down and fold the leg to play the washer toss game.



Assembly Instructions

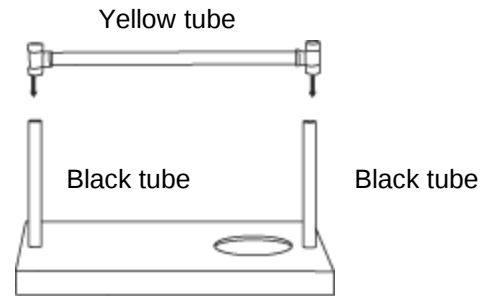
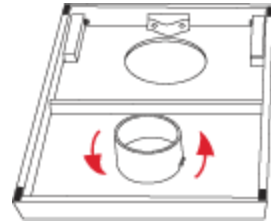
Game 3– Ladder Toss:

Step 1

Remove the washer cup, fold the bag toss leg, turn the board over.

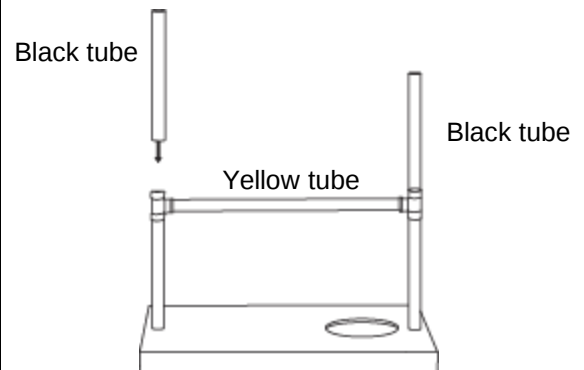
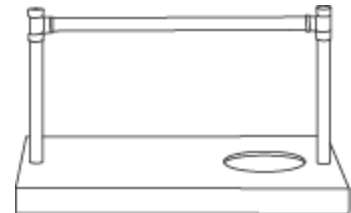
Insert 2 black tubes into the holes on the board.

Connect the yellow tube to the black tube with 2 T-joints.



Step 2

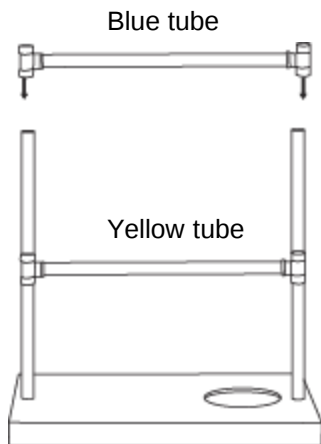
Insert 2 black tubes into the T-joint.



Assembly Instructions

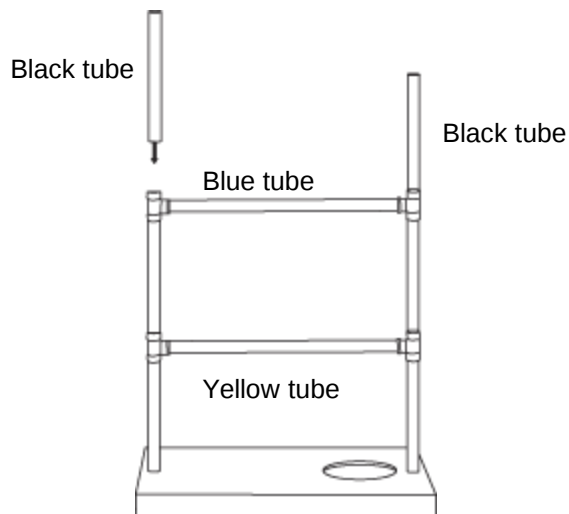
Step 3

Connect the blue tube to the black tube with 2 T-joints.



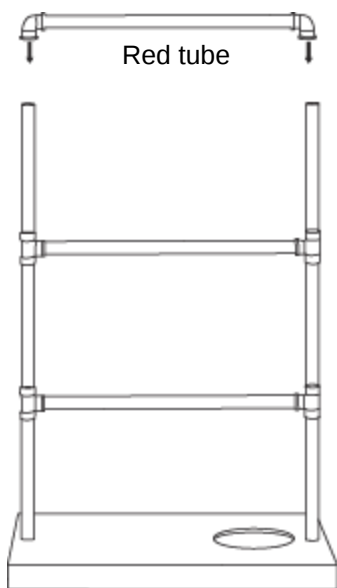
Step 4

Insert 2 black tubes into the T-joint.



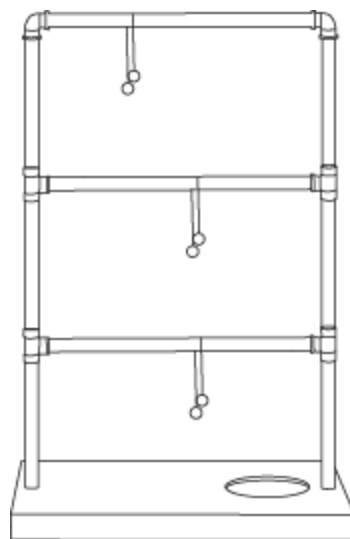
Step 5

Connect the red tube to the black tube with 2 corner-joints.



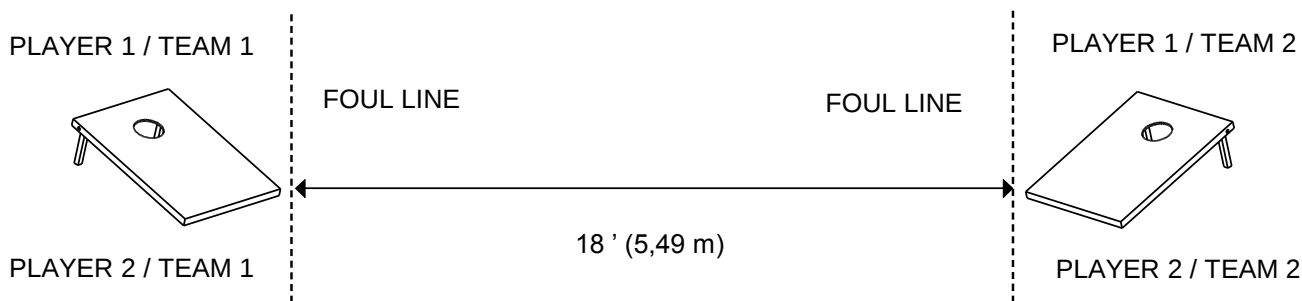
Step 6

The ladder toss game is ready to play.



Playing Instructions

BAG TOSS



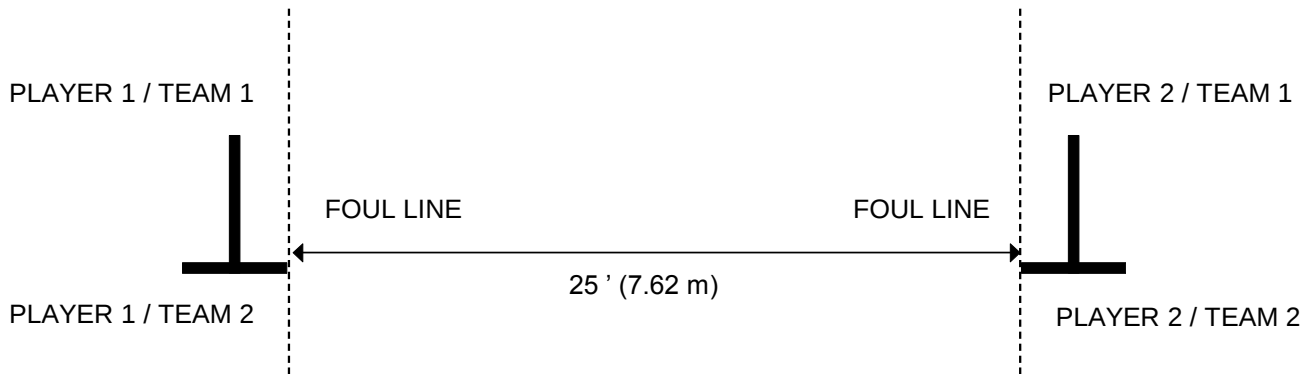
GAME SETUP:

1. Playing Area – Select an open area that provides approximately 18 ft. (approx. eight paces apart) between the two foul lines (front of the Bean Bag Boards). Allow children to set the distance with their own stride. The width of the court depends on the skill level of the players.
2. Play is between two players or teams. One member from each team will stand next to each board.

RULES OF THE GAME:

- Object of the Game – 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, or some other suitable method. For following rounds, the team scoring the highest points in the previous round is the first to toss in the next round.
- Each round consists of one person (either Player 1 or Player 1/Team 1) tossing bean bags. Play continues alternating Player/Team until each player has tossed their bags.
- Bean bags may be tossed in any way the player chooses, as long as they are tossed individually.
- Players must not step across the foul line (front edge of the Bean Bag Board) during a throw, or that throw does not count.
- Point Values (based on difficulty level) are as follows:
A bag thrown through the hole earns 3 points. A bag that lands on the board earns 1 point. Subtract the low score from the high score for each round of play. For example: Team A has 1 bag in the hole and 2 bags on the board, for a score of 5 points. Team B has two bags on the board, for a score of 2 points. Team A (5 points) – Team B (2 points) = Team A (3 points). Team A receives 3 points for that round of play.
- No Score - Bean bags bounce off the ground do not count in scoring.
- To Win – There are alternatives for declaring a winner: 1) the winning team must lead by at least five points; or 2) requiring an exact score to win. If a round's score would put a team over 21, that round's score is not used.
- *Hint: You can knock your opponent's Bean Bags off the board.*

LADDER TOSS



GAME SETUP:

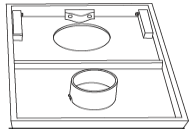
1. Playing Area – Select an open area that provides approximately 25 ft. (7.62 m) --approx. ten paces apart-- between the two foul lines (front of the Ladder Ball frames). Allow children to set the distance with their own stride. The width of the court depends on the skill level of the players.
2. Play is between two players or teams. One member from each team will stand next to each ladder. Players will want to make sure to stand away from the ladder when not tossing the bolos.

RULES OF THE GAME:

- Object of the Game – To “out-toss” your opponents by wrapping your bolos around the scoring rungs. 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, or some other suitable method. For following rounds, the team scoring the highest points in the previous round is the first to toss in the next round.
- Each round consists of one person (either Player 1 or Player 1/Team 1) tossing bolos. Play continues alternating Player/Team until each player has had one bolo toss.
- Bolos may be tossed in any way the player chooses, as long as they are tossed individually.
- Players must not step across the foul line (front edge of the Ladder Ball Frame) during a throw, or the results of that throw will be reversed (other bolos that were moved will be restored to their position before that throw).
- Scoring - Points accumulate with each bolo landing on a rung. Bolos may wrap around another bolo with both bolos scoring. If that second bolo has one ball on either side of the next rung down, it scores points from both rungs. A cord may also wrap around a vertical bar between rungs.
- Point Values (based on difficulty level) are as follows:
 - Top Rung (Blue) = 3 Points
 - Middle Rung (Orange) = 2 Points
 - Bottom Rung (Yellow) = 1 Point
- No Score - bolos that miss the ladder or bounce off the ground do not count in scoring.
- Use the side rail scoring to track both player/team scores.
- To Win – There are alternatives for declaring a winner: 1) the winning team must lead by at least two points; or 2) requiring an exact score to win. If a round's score would put a team over twenty-one, that round's score is not used.

WASHER TOSS

PLAYER 1 / TEAM 1



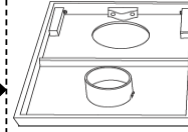
PLAYER 1 / TEAM 2

FOUL LINE

18' (5.49 m)

FOUL LINE

PLAYER 2 / TEAM 1



PLAYER 2 / TEAM 2

GAME SETUP:

1. Playing Area – Select an open area that provides approximately 18 ft. (5.49 m) between the two foul lines (front of the target boxes). Allow children to set their own distance.
2. Play is between two players or teams. One member from each team will stand next to each box. When pitching washers, your toe or foot must be behind front of box.

RULES OF THE GAME:

- Object of the Game – Points are made by tossing washers into box or cup (center piece). The first player/team to reach 21 points wins!
- Start of the Game -- to determine who will “pitch” first at the start of the game, each player/team will throw one washer toward the opposite board and whoever gets closest to or into the cup will be the first to throw. This is called the “Diddle.” Winner of the Diddle is player/team 1.
- Game Play - Players/teams shoot towards the same box. Player/team 1 throws all 3 washers, then player/team 2 throws their 3 washers. If both players get a washer in the middle or in the box, they cancel each other out like in regular horseshoes. Points are added up for all valid washers. For the following rounds, the player/team that got points last goes first, throwing all 3 washers.

Example:

If player/team 1 throws 3 washers and gets 2 in the cup and 1 in the box, the result would be 7 points. If player/team 2 then throws 3 washers and gets 1 in the cup and 2 in the box, the result would be 5 points. These cancel each other out and player/team 1 is awarded 2 points ($7-5=2$) to be added to the score. Player/team 1 scored points and therefore, will go first in the next round. Players move to the opposite box for each round unless in team play. Play continues until a total of 21 points is reached by one player/team.

- Scoring - is determined after both players/teams have pitched all of their washers. Only 1 player/team may score per round but scores points for all washers that are closer than the opponents.

In the Cup = 3 Points

In the Box = 1 Point

- No Score - washers that miss the box or bounce off the ground do count in scoring. Players that step across the foul line (front edge of the target box) during a throw nullify that washer and it does not count in scoring.
- To Win – The winner is the 1st player/team to reach 21 points. If player/team 1 reaches 21 and player/team 2 has yet to pitch their washers then player/team 2 is allowed to finish the round in the hopes that they can get more points or nullify player/team 1's points. A “Skunk” can be called at 11-0 or a “Whitewash” can be called at 17-2.

Alternate Scoring Method - scoring exactly 21 points:

- First player/team to reach exactly 21 points without going over wins.
- If a player/team goes over 21 points, then that player/team must subtract the points made on that round from their score

Example:

Player/team 1 has a score of 18 points and player/team 2 has 15 points. Player/team 1 must get 3 points and no more in that round. If player/team 1 gets one in the cup and one in the box, then they have 4 points for a total of 22. If player/team 2 throws one in the box but misses the other two, then their total is one point. The net effect is 3 ($4-1=3$) and player/team one wins. But if player/team 2 misses all three, then player/team 1 must subtract a point from their score.