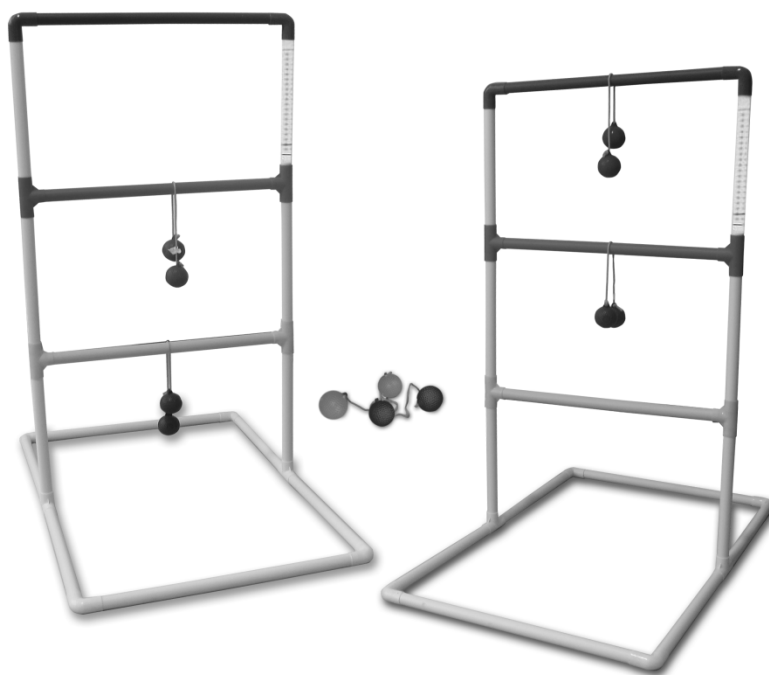




Ladder Toss



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.**

Limited 90-Day Triumph Sports USA, Inc. Warranty

All Triumph Sports USA, Inc. (TSU) games have a limited 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. 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 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—This item contains small balls and/or small parts. Not for children under 3 years of age.

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DARTBOARDS

Triumph Sports USA
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West Allis, WI 53227

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Parts List

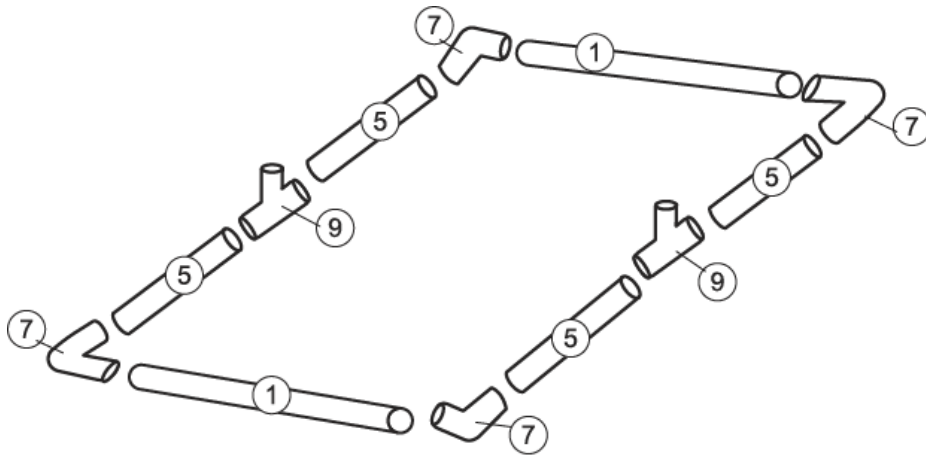
1  White Long Pole 4 pcs	2  Blue Long Pole 2 pcs	3  Orange Long Pole 2 pcs	4  Yellow Long Pole 2 pcs	5  White Medium Pole 8 pcs
6  White Short Pole 8 pcs	7  White Elbow 8 pcs	8  Blue Elbow 4 pcs	9  White T Joint 4 pcs	10  Orange T Joint 4 pcs
11  Yellow T Joint 4 pcs	12  Ground Stake 4 pcs	13  Scoring Ring 4 pcs	14  Scoring System 4 pcs	15  Red Bola 3 pcs
16  Blue Bola 3 pcs	17  Carry Bag 1 pc			

Assembly Instructions

Remove all the contents from the carton near where you will play and verify that you have all listed parts as shown on the parts list.

Step 1

Begin with the assembly of the base of the Ladder Ball frame (#1, 5, 7, and 9).

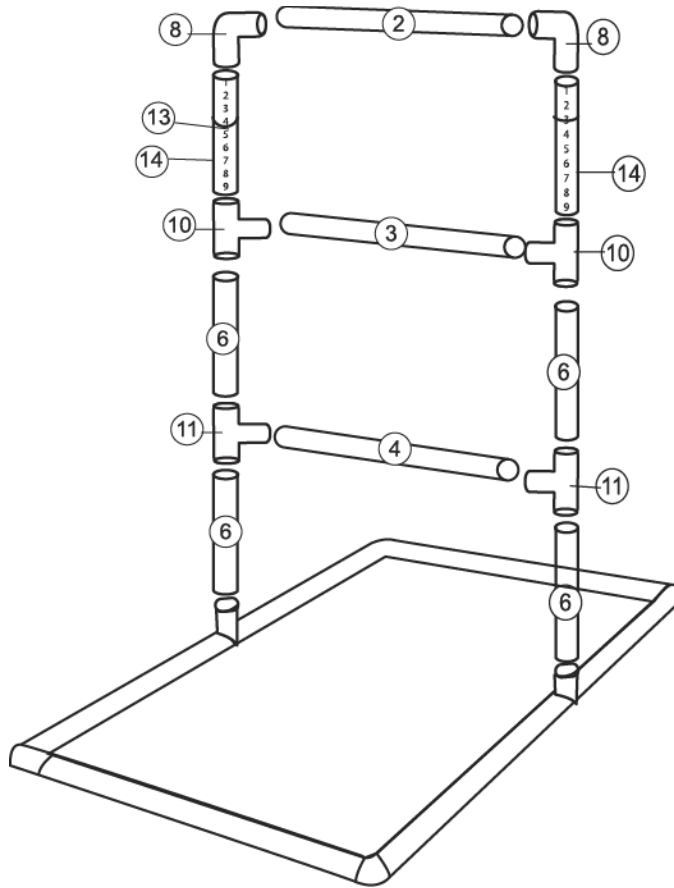


Assembly Instructions

Step 2

Assemble the top part of the frame (#2, 3, 4, 6, 13, 14, 8, 10, and 11) as shown. Make sure that the top section is blue, the middle section is orange and the lower section is yellow.

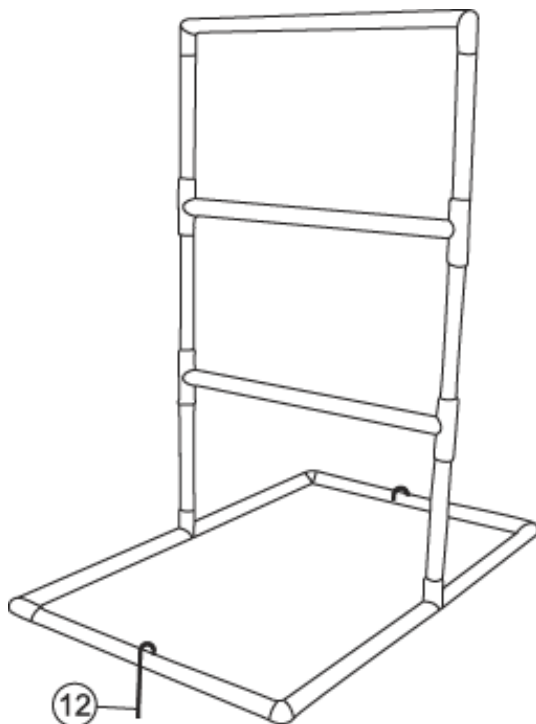
Repeat the same for the other Ladder toss frame.



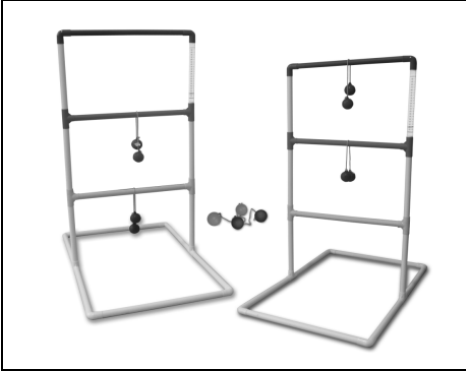
Assembly Instructions

Step 3

After the frames are assembled, place them in the location where you will play and anchor the frame using the Stakes (#12).



Game Rules



Ladder Toss

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

Preparation: Set platforms 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.

Game Rules

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.