

franklin

Soft Tip Target Toss

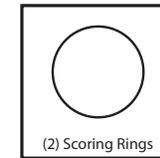
ITEM # 13008D

PLAYING INSTRUCTIONS AND RULES

Thank you for choosing the Franklin Soft Tip Target Toss game.

Please be sure to use care when playing and to take into account others in the area before selecting a playing area and distance. Never use when any person or animal is in the vicinity of the intended flight path of the target toss. All players and spectators should be behind the player throwing the target tosses.

PARTS LIST:



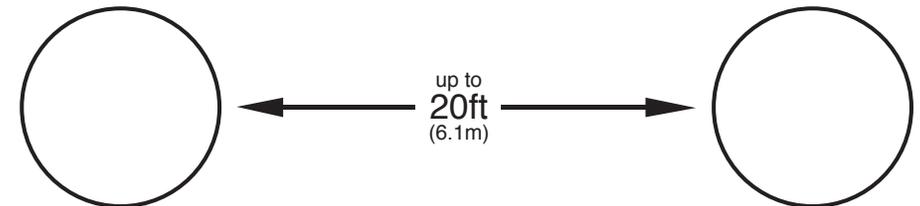
PLAYERS:

2 or 4

SET UP:

Locate a level playing area and place the scoring rings 20ft (6.1m) apart.

COURT LAYOUT:

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Made in China
Franklin Sports Inc.
Stoughton, MA 02072

www.franklinsports.com
For replacement parts call 1-800-225-8649
MA residents call 781-341-5178



WARNING:
CHOKING HAZARD--Small parts.
Not for children under 3 yrs.

HOW TO PLAY THE GAME

SINGLES OR DOUBLES PLAY:

Target Toss can be played as doubles or singles. In doubles play, two contestants are partners against another team of two contestants. Team members stand at opposite targets and do not rotate. In singles play a contestant competes against another contestant. Both contestants throw from the same target. After each round, target tosses are retrieved and thrown back at the opposite target.

RULES:

Every Target Toss match is broken down into innings of play. An inning is complete when all target tosses are thrown. An inning is never completed until all contestants toss all of their target tosses.

VALUE OF THE TARGET TOSSES:

A target toss that lands inside the scoring ring scores 3 points. If none of the target tosses land in the ring, the closest target toss to the target ring scores 1 point. If another player's target toss hits yours and moves it, the target tosses will be scored from the end location of each the target toss.

SCORING:

Only one team can score points in an inning. At the end of an inning, the cancellation scoring method should be used. For example: If Team A throws one target toss in the scoring ring for a total of 3 points, and Team B throws both of their tosses into the scoring ring for a total of 6 points, Team B will get a total of 3 points (6 points minus Team A's 3 points) for that round. The total of this round is then added to the total score from the previous round. A running total should be kept throughout the game.

THROWING TARGET TOSSES DURING PLAY:

In doubles play, teams alternate target tosses until each team has thrown both of their target tosses. In singles play, players alternate target tosses until each player has thrown both of their target tosses. Tosses must be thrown underhand.

GETTING STARTED:

To select which players/teams will pitch first, each player, or one player from each team, pitches a target toss at the target and the player/team that comes closest to the center of the scoring ring pitches first. In the event both players/teams pitch their target toss equidistant from the center of the ring, a tie is declared and both players/teams re-pitch their target tosses until a winner can be declared.

STARTING THE INNING:

The player who scored points in the preceding inning shall pitch first in the next inning. If neither player/team scored points in the inning, the player/team who pitched first in the preceding inning shall pitch first in the next inning.

LENGTH OF THE GAME:

Target Toss games can be played two ways. (A) First player/team that reaches 21 points wins. Or (B) a game can be played for 9 innings and the player/team with the most points at the end of 9 complete innings wins.