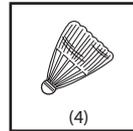
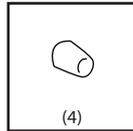
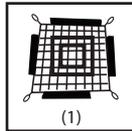
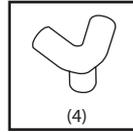
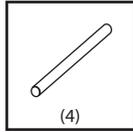
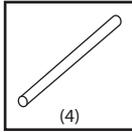


franklin® Flying Birdie Toss

ITEM # 13061/01

PLAYING INSTRUCTIONS AND RULES

PARTS LIST:

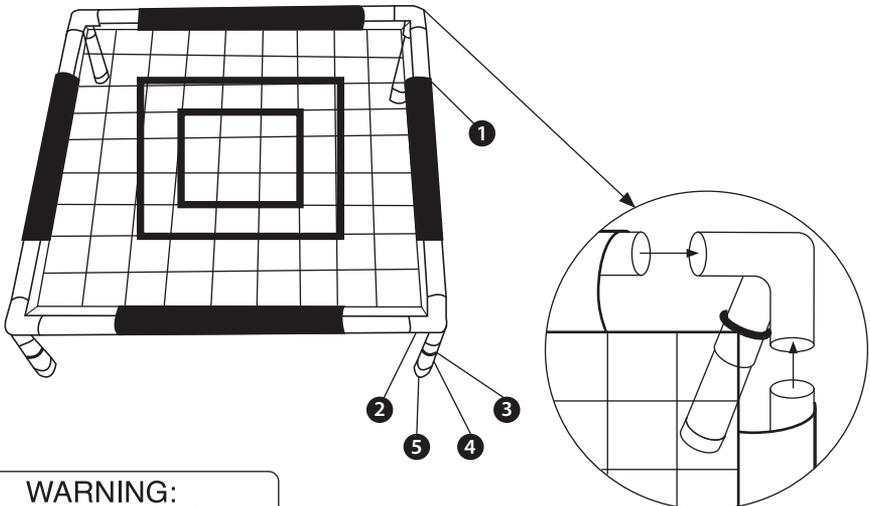


PLAYERS:

2 or 4

ASSEMBLY:

- (1) Insert the long poles into the Netted Target Sleeves.
- (2) Use the corner connector pieces to attach the poles together at each corner of the target.
- (3) Slide the elastic circles at each net corner around the bottom leg of the corner connectors.
- (4) Attach the short poles to the bottom piece of each corner connector.
- (5) Place the leg caps at the bottom of each short pole leg.



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

SETUP:

Locate a level playing area. The target should be approximately 18ft (5.49m) away from the foul line from which the players will throw the birdies. Younger players can throw from a shorter distance, which should be established at the beginning of the game.

HOW TO PLAY:

The object of the game is to throw your birdies so that they land as close to the center of the target as possible in order to score the most points. First player or team to 21 points wins.

The game can be played as singles or doubles. Flip a coin to determine which player or team will go first in the first round. All of the following rounds, the first thrower will be determined based on who scored more points in the previous round.

Players alternate throwing until all 4 birdies have been tossed. In singles, players each throw 2 birdies in an alternating pattern. In doubles, each player throws one of the birdies beginning with Player 1 from Team A, then Player 1 from Team B, then Player 2 from Team A, and Player 2 from Team B; so that teammates do not throw twice in a row.

Birdies can be tossed underhand, overhand, or any way, as long as they are thrown one at a time.

Players must not step over the foul line, or the throw does not count.

SCORING:

3 Points: Any birdie that lands within the red square on the target.

2 Points: Any birdie that lands within the blue square of the target, but outside of the red square.

1 Point: Any birdie that lands on the target, but outside of the blue square.

0 Points: Any birdie that is tossed that does not land on the target, or a throw in which a foul has occurred. Also birdies that land on the net, but not in the net do not score any points.

Only one team can score points each round. Score is determined by the cancellation method. Whichever team scores more points in the round must subtract the other team's score from their total for that round.

Example: If player/team 1 scores 6 points in the round, and player/team 2 scores 4 points in the round, then player/team 1 will get 2 points for the round.

Whichever team scores in that round will throw first in the next round.

The first team to reach 21 points exactly wins the game. If you overshoot the number of points needed, you must subtract that amount from your score. For example: If you are at 20 points, and you score 2 points in the next round, because you went over 21, you must subtract those 2 points from your previous score leaving you at 18 points to start the next round.



Made in China
Franklin Sports Inc.
Stoughton, MA. 02072

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