

Thank you for choosing the Franklin FOLD-N-GO® 10-Cup tailgate game. We are confident that Franklin FOLD-N-GO® 10-Cup will provide you, your family and friends with hours of enjoyment. To accommodate the limited space tailgating sometimes involves, all Franklin tailgate games provide a range of playing distances with the furthest distance being regulation. Please be sure to use care when playing and to take into account others in the area before selecting a playing area and distance.

### **Players:**

2 or 4

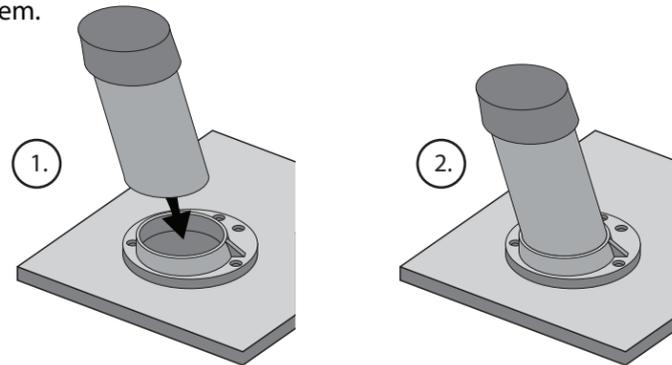
### **Parts List:**

- |                     |  |
|---------------------|--|
| (2) 10-Cup Targets  | (6) 10-Cup Balls                           |
| (8) Leg Attachments | ○ (3) Indoor (white), (3) Outdoor (yellow) |
| (1) Carry Bag       | Instructions Included                      |

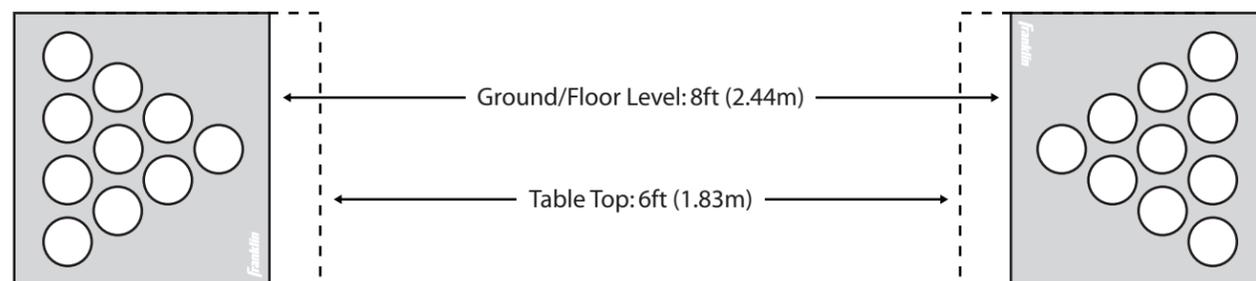
### **Setup:**

Begin by assembling the legs onto the target. Legs easily pop into the holes on bottom of targets. Once assembled, 10-Cup targets should be placed 6ft (1.83m) or 8ft (2.44m) apart (see court layout), with the logos of each target facing toward the team shooting at them.

Using 18oz cups, insert cups (not included) into targets. Each of the 10 cups in the target should have at least 1in (2.54cm) of water in them.



### **Court Layout:**



### **Indoor or Outdoor Play:**

10-Cup can be played either indoors or outdoors. Targets can be placed either on the ground or up on a tabletop. When playing indoors, the lighter table tennis balls can be used. When playing outdoors, the heavier balls can be used in order to maintain playability in windy conditions.

### **Singles or Team Play:**

10-Cup can be played as teams or singles. In team play, two contestants are partners against another team of two contestants; in singles play a contestant competes against another contestant. Only 2 balls are used at a time for both singles or team play.

In team play, both members of a team throw from behind the same target toward their opponents' cups. In singles play, both contestants stand behind their own target and shoot toward their opponent's target.

### **Getting Started:**

If this is the first match of the day, a faceoff will determine which players/teams will get to start with balls. For any matches that take place for the rest of the party/event, the winning team from the previous game will get to start with the balls. If two new teams are playing, another faceoff will take place to determine who starts with the balls. The faceoff will take place between one member from each team. Both of these players will have one ball and will make direct eye contact with each other. On the count of three, each player will shoot at their opponent's cups (must maintain eye contact until the ball is released). Whichever team's player shoots the ball into one of the cups gets to start with the balls. If both teams miss (or if both teams make their shots), the other players from each team will faceoff, and this will continue until only one team makes the shot in the cup during the faceoff. The faceoff shots do not count toward the actual game. Game starts after the faceoff with all 20 cups still in play.

### **Playing the Game:**

The team that wins the faceoff will start with both balls. Each player will throw one ball at their opponent's cups, one at a time. Cups are removed if the ball lands in it, but only after both balls have been shot. At the end of a round, the players on the team that were not shooting will pull out any cups that the balls land in. It is now their turn to try and shoot balls into their opponent's cups.

Balls can be thrown in any manner the shooter chooses, as long as the shooter's elbow does not cross the plane of the back of the target they are shooting from. If they lean over that line, the shot does not count. Balls can also be bounced in, which counts as 2 cups if it goes in. However, if you attempt a bounce, the other team is allowed to block the shot.

In the event that both team members make their shots, those cups are pulled and in addition, the shooting team will get the balls back to shoot again. This happens every time both teammates make their shots, or in singles, if both balls land in the opponent's cups.

If the first player shoots their ball into a cup, the cup remains in the target until after the second player shoots. If the second player shoots their ball into the same cup as player #1, their opponents must remove the cup that the balls were in plus 2 additional cups of their choice from their target. In addition, the team that shot those balls will get the balls back and get to shoot again.