

Thank you for choosing the Franklin FOLD-N-GO® Canberra tailgate game. We are confident that Franklin FOLD-N-GO® Canberra 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

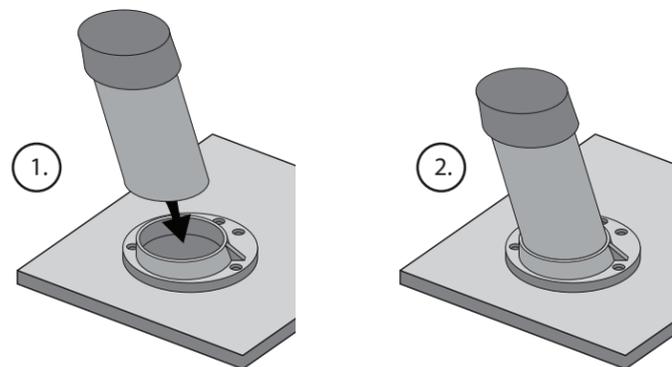
Parts List:

- (2) Collapsible Canberra targets
- (4) Long Leg Attachments
- (4) Short Leg Attachments

- (6) Washers, 3 per color
- (1) Carry Bag
- Instructions Included

Setup:

Begin by attaching the legs to each target. Insert the longer legs into the back and the shorter legs pop into the front. Locate a level playing area. Place the two targets up to 8ft (2.44m) apart so that the targets are tilting toward each other.



Court Layout:



Getting Started:

The game is started by selecting which player will go first. This is done by one player flipping a coin in the air and the opposing player guessing which side will land face up, heads or tails. If the opposing player guesses correctly, they can choose to go first or last.

Canberra:

Canberra can be played with either 2 or 4 players. A game is made up of nine innings. One inning consists of all six washers being pitched at the opposite target. Washers can be pitched from either side of the scoring target (see court layout). If a player's foot goes beyond the front of the scoring target during a pitch, the pitch is considered a "fault" and does not count. If the pitch is a fault and the washer lands on the opposite target, it should be removed from the scoring target and does not score any points. Any washer on the scoring target affected by a fault pitch should be returned to its original position.

Game:

A regulation Canberra game is 21 points or nine innings, whichever comes first, in all tournaments and matches. You must win by two or more points. If the game is tied after nine innings additional innings are played to determine a winner. Only one player or team can score points in an inning. The scoring player/team can ONLY score the difference between the highest and lowest players' scores. For example, if player/team #1 pitches for 7 points and player/team #2 pitches for 4 points, player/team #1 would only score 3 points. The winner of each inning shoots first in the next inning. It is a legal pitch to hit your opponent's washer in an effort to try and move the washer out of a scoring position. Be careful, if you hit your opponent's washer and it moves into scoring position the pitch is final and counts. There is no penalty or bonus if a washer lands on top of another washer. Each washer is scored as it lies (see "scoring").