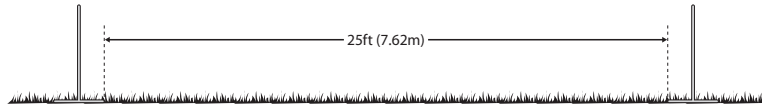


COURT LAYOUT :



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. Players ages 13+ should stand 25ft (7.62m) from the target. The distance can be shortened if space is limited. Players ages 6-12 should stand 15ft (4.57m) from the target.

GAME:

A regulation golf game is 21 points or nine rounds, whichever comes first. One round consists of both players tossing their four golf tosses in an alternating pattern. You must win by two or more points. If the game is tied after nine rounds, additional rounds are played to determine a winner. The winner of each round shoots first in the next round. Players alternate tossing golf tosses until all tosses have been played.

KEY POINTS:

1. The most effective way to toss your golf toss is to place the lanyard between your middle and forefinger with the golf ball laying in between your fingers. A gentle underhand toss and release motion will give you the best chance of attaching the golf toss to the target.
2. Players alternate tosses until all golf tosses have been played.

OFFICIAL RULES

TWO PLAYER PLAY:

Players stand at opposite targets and toss in alternating turns. After player #1 tosses their first golf toss at the target, player #2 would then toss one of their golf tosses at the target. After both players have tossed all of their golf tosses, the round is over and a score should be calculated (see "scoring"). Both players can score points in the same round, if their tossed golf tosses earned points. The player that scores the highest points tosses first in the next round. If no points were scored in the round, the player who tossed first in the previous round would continue to toss first.

TEAM PLAY:

Two teams of 2 players each should be determined. Players on each team should stand at opposite targets. Players toss in alternating turns. After player #1 from team A tosses one of their golf tosses at the target, player #1 from team B would then toss one of their golf tosses at the target. This alternating playing method should continue for all players until all tosses have been played. After all golf tosses have been played, the round is over and a score should be calculated (see "scoring"). Both teams can score points in the same round, if their tossed golf tosses earned points. The team that scored the highest points in the round tosses first in the next round. If no points were scored in the round, the team who tossed first in the previous round would toss first.

SCORING:

- 3 Points: A golf toss that lands on the top bar scores 3 points.
2 Points: A golf toss that lands on the middle bar scores 2 points.
1 Point: A golf toss that lands on the bottom bar scores 1 point.

NOTE:

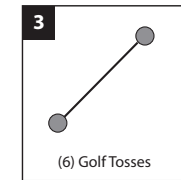
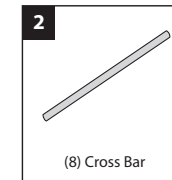
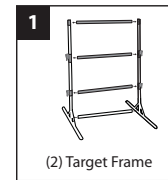
1. Injury to yourself or others may occur if golf tosses are used improperly. Please see proper tossing technique in "key points", #1.
2. Do not attempt to wrap golf tosses around body parts.
3. Adult supervision is recommended for younger players.
4. The golf target is designed for normal game play, see official rules. Misuse of the golf target may result in personal injury and/or damage to the target. Do not sit or stand on the golf target.

GOLF TOSS

ITEM # 52000

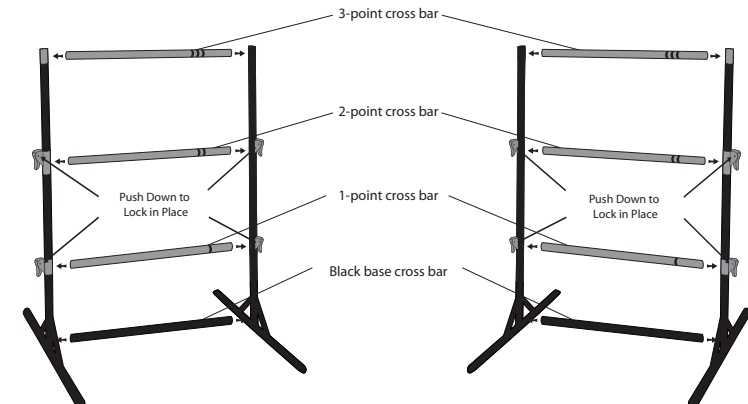
GAME RULES AND COURT LAYOUT

PARTS LIST:



SETUP:

Begin by assembling both targets (See illustration below.) Locate a level playing area 30ft x 10ft (9.14m x 3.05m) and place targets at either end as shown in the court layout section.



WARNING:
CHOKING HAZARD--Toy contains small balls and small parts.
Not for children under 3 yrs.