DISC DIVE

ITEM NUMBER: 53115

www.franklinsports.com/53115
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<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
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<tr>
<td>Target Bases</td>
<td>Target Poles</td>
<td>Bottles</td>
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<tr>
<th>4</th>
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<tbody>
<tr>
<td>Flying Discs</td>
<td>Ground Stakes</td>
<td>PRE-INSTALLED</td>
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<td>QTY</td>
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ASSEMBLY INSTRUCTIONS

GENERAL NOTE
1. Find a clean, level place to begin the assembly of your BEACH BUMZ™ DISC DIVE.  
2. Remove all the parts from the box and verify you have all of the listed parts as shown on the parts list page.

STEP 1

PARTS

NOTE
Flip open Target Bases (#1) until flat.

STEP 2

PARTS

NOTE
Screw the Target Poles (#2) into the Target Bases (#1).

For replacement parts:
Visit: www.franklinsports.com/53115
Email: replacementparts@franklinsports.com
Call: 1-800-225-8649
ASSEMBLY INSTRUCTIONS

STEP 3

PARTS

NOTE

Remove the Ground Stakes (#5) from the ends of the bases (3A). Re-insert stakes through the top holes of the bases (3B) and secure to the ground.

YOU ARE NOW READY TO PLAY!
SET UP:
Locate a level playing area. Place the two targets up to 20ft (6.1m) apart.

20ft (6.1m)

**NOTE**
Different heights for different skill levels:
The lower the pole, the more skill you have.
Simply twist the black poles to raise and lower the height of the overall structure.
Scoring should always be kept visible to help keep track of gameplay.
The first team to 21, wins!

GETTING STARTED:
The game is started by selecting which team 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.

GAME:
BEACH BUMZ™ DISC DIVE is played with 2 or 4 players. A regulation BEACH BUMZ™ DISC DIVE game is to 21 points, win by 2. Each game is broken down into innings. One inning consists of each team throwing the flying disc once (only one teammate throws per inning). The flying disc can be thrown from anywhere behind the front of the target base that you are standing by. If a player’s foot goes beyond the front of the target base during a throw, the throw is considered a “fault” and does not count.
SINGLES PLAY:
Players stand at opposite target bases. Play starts by Player #1 throwing the flying disc at the bottle sitting on top of the target base.

To score the points:
- Flying disc must either hit the bottle directly or hit the target base and knock the bottle down.
- In order to prevent the thrower from scoring points, the receiving player must not let the flying disc or the bottle hit the ground.
- The receiving player can use both hands to catch falling objects.
  - If only the flying disc needs to be caught, the receiving player must catch it using only one hand.
  - If both objects are falling, the receiving player must catch each of the objects, using one hand per object.
- If the flying disc misses the target base entirely, it must be within a reasonable catching vicinity in order to count for points.
  - Reasonable vicinity = above the knees, below the head, and within 2ft (6.1m) of the target base on either side.
  - If the disc hits the pole and knocks over the bottle, but was below knee-level when it hit, points will only be awarded for the bottle, should it then fall to the ground.
- The flying disc cannot be caught or interfered with in front of the target base. (See “Goaltending”).

(See “Scoring” for point designations). After player #1’s throw, their score is added to their previous score, and then player #2 throws the disc back at the other target to try and score points. A running total is kept of each score. Play continues until one player reaches 21 points and must win by 2 points. Each player gets an equal number of throws. Therefore, whoever threw second in the first inning, will get their last toss of the game, even if player #1 scores 21 points first. If a tie occurs at 20 points each, play will continue until one of the players wins by 2 points.

TEAM PLAY:
Two teams of two players each should be determined. Both teammates should stand behind the same target base. Teams are set on each target base and do not rotate. Play starts by Player #1 of Team A throwing the flying disc at the bottle sitting on top of the target base.

To score the points:
- Flying disc must either hit the bottle directly or hit the target base and knock the bottle down.
- In order to prevent the throwing team from scoring points, the receiving team must not let the flying disc or the bottle hit the ground.
- Each player on the receiving team can only use one hand to catch with.
  - If only the flying disc needs to be caught, the team must have only one team member catch it using one hand.
  - If both objects are falling, each member of the receiving team must catch one of the objects using only one hand.
• If the flying disc misses the target base entirely, it must be within a reasonable catching vicinity in order to count for points.
  • Reasonable vicinity = above the knees, below the head, and within 2ft (6.1m) of the target base on either side.
  • If the disc hits the pole and knocks over the bottle, but was below knee-level when it hit, points will only be awarded for the bottle, should it then fall to the ground.
  • The flying disc cannot be caught or interfered with in front of the target base. (See “Goaltending”).

(See “Scoring” for point designations). After player #1 from team A has thrown, their score is added to their previous team score, and then player #1 from team B throws the disc back at the other target to try and score points. A running total is kept of each score. Play continues until one team reaches 21 points and must win by 2 points. Each team gets an equal number of throws. Therefore, whoever threw second in the first inning, will get the last toss of the game, even if team A scores 21 points first. If a tie occurs at 20 points each, play will continue until one of the teams wins by 2 points.

**SCORING:**

If bottle is hit directly...

2 Points: A flying disc that is thrown and hits the bottle directly, resulting in the bottle hitting the ground, scores 2 Points.

1 Point: A flying disc that is thrown and hits the bottle directly, resulting in the flying disc hitting the ground, scores 1 Point.

If both objects fall to the ground, a total of 3 points are scored by the throwing team. If either object is caught by the receiving team, no points are scored for the caught objects.

If the target base is hit, causing the bottle to fall...

1 Point: A flying disc that hits the target base, resulting in the bottle falling to the ground, scores 1 point.

1 Point: A flying disc that hits the target base, resulting in the flying disc falling to the ground, scores 1 point.

If both objects fall to the ground, a total of 2 points are scored by the throwing team. If either object is caught by the receiving team, no points are scored for the caught objects.

If the flying disc misses the target entirely...

1 Point: If the flying disc misses the target base entirely, but is within the reasonable catching vicinity (designated above), and is not caught, the throwing team scores 1 point.

*No points are awarded if the flying disc hits the ground before it reaches the target.*
Goaltending...

At no point in the game is the opposing team allowed to interfere with the throwing team or the flight path of the flying disc before it passes the target base. If interference occurs, the throwing team will be awarded 3 points. In the event that the throwing team is less than three points from winning, the throwing team will be awarded the game.