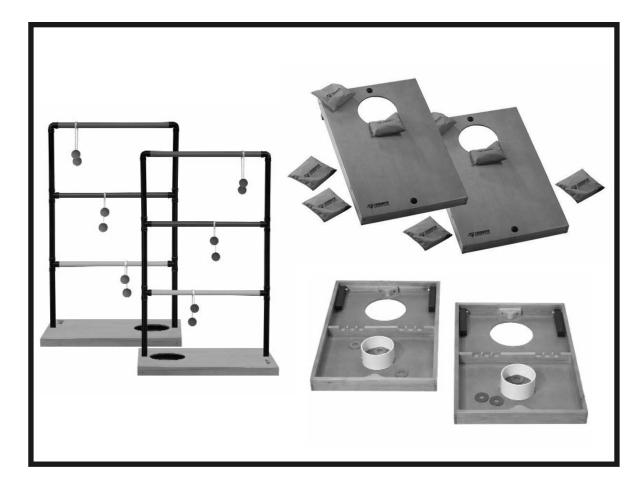
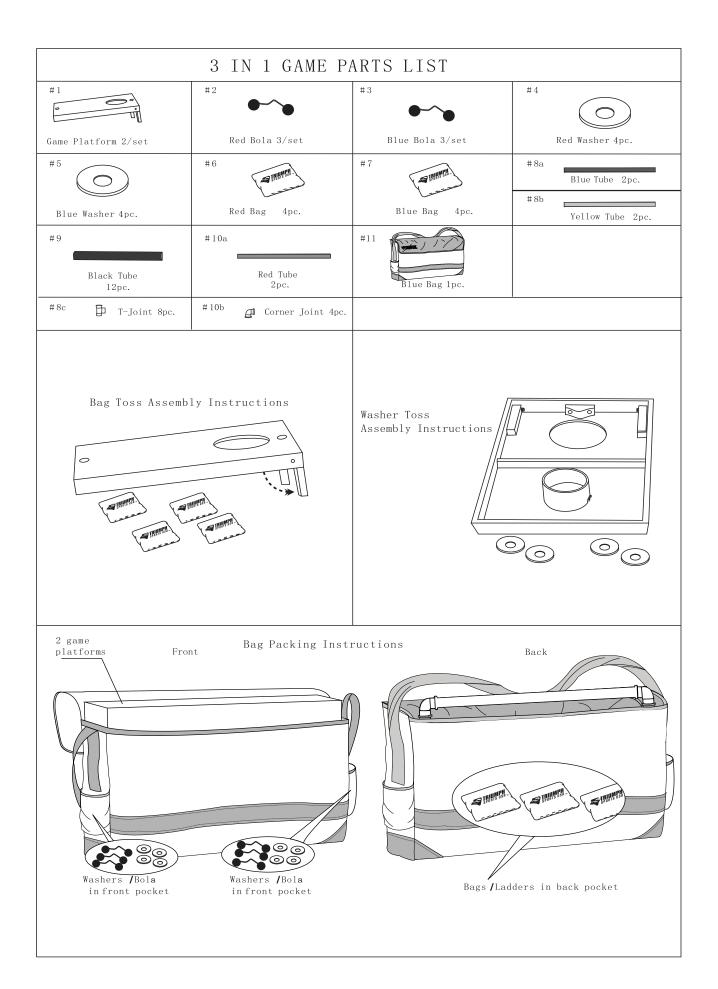
Item # 35-7001

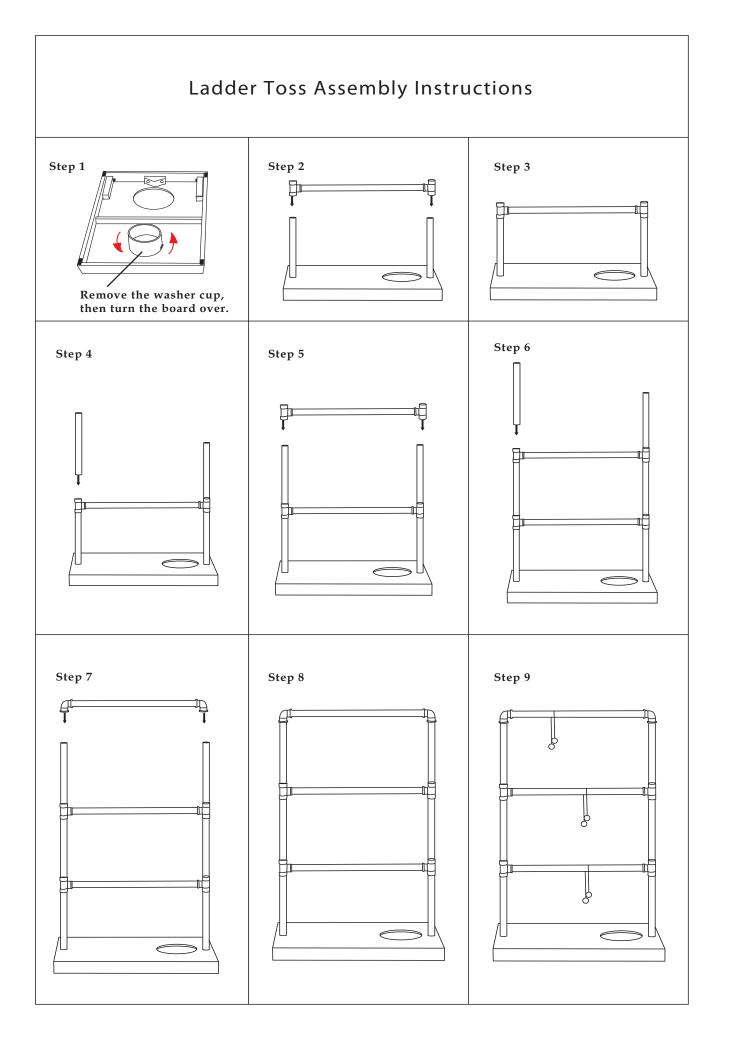


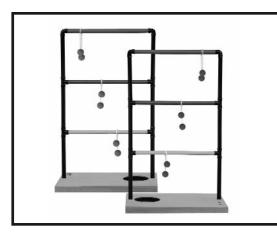
3 in 1 Trio Toss Ladder Toss • Bag Toss • Washer Toss



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Ladder TOSS

2 to 4 players, singles (2) or partners (4)

Preparation: Set platforms 15 feet apart.

Playing the Game:

The official playing distance is 15 feet between the ladders. Adjust the distance as needed for children.

Ladder toss is played by each player tossing 3 ropes to the desired ladders. The first player throws all 3 ropes at the desired ladders. When finished, the next player throws 3 ropes at the same ladders as the first player. The players' partners will then total up the scores and take turns throwing the ropes. The team with the highest score throws first.

Ropes can be thrown any way the player chooses as long as they are thrown individually. Players can bounce ropes off the ground. The game is over when a player reaches 21 points. In order to win, a player must be the only person to score exactly 21 points.

If any person scores over 21 points, his or her points for that round do not count. For example: a player with 18 points needs 3 points to get to 21 and win. If that player has 5 points hanging on the ladder after all players have thrown all ropes, the 5 points do not count and the player will enter the next round with 18 points, again needing 3 points to win.

In case of a tie, the players must play until one player scores 2 or more points more than all the other players. This 2-point rule only applies in overtime rounds. During regular play, any player can win as long as that player is the only one to score exactly 21 points, regardless of how many points the other players have.

Scoring:

Scoring is determined by the ropes that are still hanging from the steps after all teams have tossed all of their ropes. Players can knock off ropes during the course of the game, and knocking off other players' ropes is encouraged as good defensive play. Ropes that are knocked off during play should not be counted towards point totals. Only ropes that remain hanging after all ropes are tossed should be counted.

Points:

Points are determined by the steps that a player's rope wraps around. The top step is worth 2 points, the middle step is worth 2 points, and the bottom step is worth 1 point. Players can score an optional bonus point by hanging all 3 ropes from the same step or by hanging a rope on all 3 (1-2-3) steps in one round. The highest amount of points available per player per round is 10. This is accomplished by hanging all 3 ropes on the top (3 point) step.



BAG TOSS

2 to 8 players

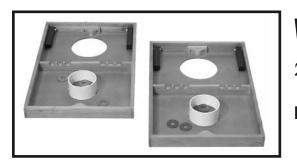
Preparation: Set boxes 15 feet apart.

Game Rules:

Each team has 4 Bean Bags. Players should alternate throws during their team's turn.

Hint: You can knock your opponent's Bean Bags off the board.

A bag thrown through the hole earns 3 points. A bag that lands on the board earns 1 point. Subtract the low score from the high score for each round of play. For example: Team A has 1 bag in the hole and 2 bags on the board, for a score of 5 points. Team B has two bags on the board, for a score of 2 points. Team A (5 points) – Team B (2 points) = Team A (3 points). Team A receives 3 points for that round of play.



Washer TOSS

2 to 4 players, singles (2) or partners (4)

Preparation: Set boxes on even ground 10 feet apart.

Game Rules:

Players score points by tossing washers into the box or cup (center piece): one point for a washer that lands in the box, and three points for a washer that lands in the cup. The first person or team to score 21 points wins.

Optional: Some players require the winning person or team to reach 21 without going over.

Game Play Summary:

Players always throw towards the same box. The team or player that scored points last goes first, throwing all three washers. Points are added up for all washers that land in the box.

Example:

If Player 1 throws 3 washers and gets 2 in the cup and 1 in the box, he has scored 7 points. If Player 2 then throws 3 washers and gets 1 in the cup and 2 in the box, she has scored 5 points. Play continues until a total of 21 points is reached by one player or team. The game is over when a score of 21 is reached.

Miscellaneous:

When pitching washers, the player's toe or foot must be behind the front of the box. Some variations allow 2 points for landing a washer on the box.

Be sure to check out all the exciting outdoor games *Striumph* has to offer.



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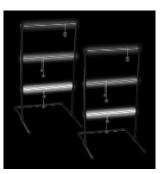


2 in 1 Tournament Toss Item# 35-7009



Washer Toss Tournament Item# 35-7012

www.triumphsportsusa.com



Ladder Toss With Glow Game Pack Item# 35-7017



Bag Toss With Glow Game Pack Item# 35-7026



Bag Toss Tournament Item# 35-7011

CAUTION: Contains small parts. Not intended for children under 3 years.

90-Day TSU Game Warranty

All TSU games have a 90-days from date of purchase warranty. This warrants the retail purchaser for any TSU games purchased to be free from any defects in materials and construction for 90 days from the date of purchase. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranty.

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Trio Toss Replacement Parts Order Form

Quantity Ordered	Part Number	Item Description	P	Price			Sub-Total							
	35-7001-1	Game Platform	\$	519.99	(1pc)									
	35-7001-2	Red Bola	\$7.00 (set of 3)											
	35-7001-3	Blue Bola		\$7.00 (set of 3)										
	35-7001-4	Red Washer		•	set of 3)									
	35-7001-5	Blue Washer	\$	52.99 (set of 3)									
	35-7001-6	Red Bean Bag	\$	69.99 (set of 4)									
	35-7001-7	Blue Bean Bag	\$	59.99 (set of 4)									
	35-7001-8a	Blue Tube	\$	62.50 e	a									
	35-7001-8b	Yellow Tube	\$	62.50 e	a									
	35-7001-8c	T-Joint	\$	60.50 e	a									
	35-7001-9	Black Tube	\$	61.99 e	a									
	35-7001-10a	Red Tube	\$	62.50 e	a									
	35-7001-10b	Corner Joint	\$	\$0.50 ea										
	35-7001-11	Blue Carry Bag	\$	\$19.99) ea									
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