






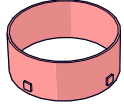
INSULATED 12-PACK WASHER TOSS GAME INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website www.escaladesports.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-426-1421 or e-mail us at customerservice@escaladesports.com

Parts List

1  Washer Box (Qty. 2)	2  Red Washers (Qty. 4)	3  Blue Washers (Qty. 4)	4  Adjustable Height Inner Target Rings (Qty. 2)
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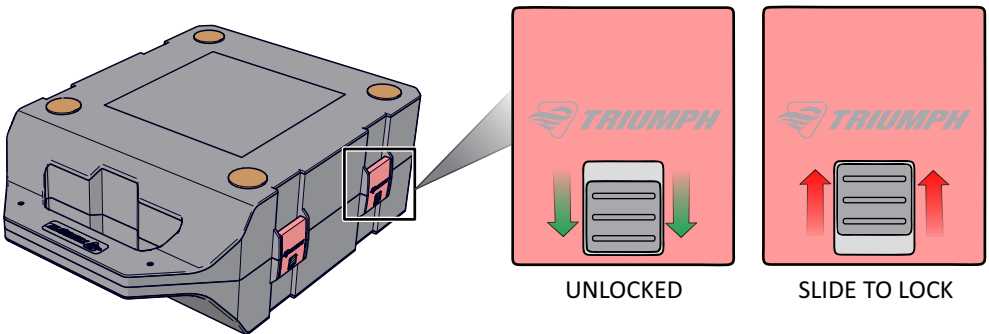
About Your Insulated washer toss (buckles)

BUCKLES WITH LOCKS:

Four buckles seal the cooler tight for easy portability.

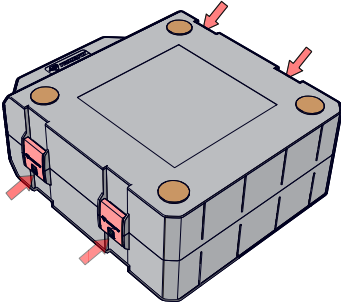
Inside each buckle is a small locking mechanism to secure the buckles in the closed position.

With four buckles on the cooler the buckles can function fine without locking them, but the locks add an extra level of security when fully loaded. See diagram below showing how buckles lock:



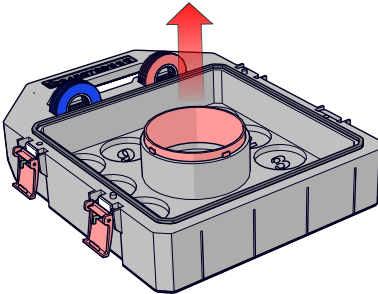
Assembly (Storage is the reverse of assembly)

1



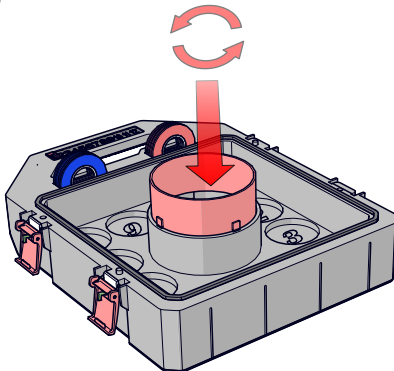
Slide up to unlock, then unlatch each side of the washer box to separate washer boxes.

2



Slide the inner sleeve from inside the adjustable height target ring out.

3

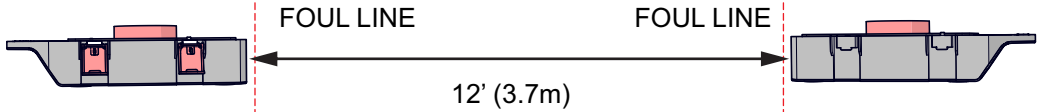


Flip the target ring sleeve and re-insert making sure the grooves in the rings match. Press down on the sleeve and turn clock-wise to lock in place.

Playing Instructions

PLAYER 1 / TEAM 1

PLAYER 2 / TEAM 1



PLAYER 1 / TEAM 2

PLAYER 2 / TEAM 2

GAME SETUP:

Playing Area – Select an open area that provides approximately 12 ft. (3.7 m) between the two foul lines (front of the target boxes). 10 feet (3 m) is also a usual played distance for competitive play. Distance between targets can be adjusted to skill level. This game is perfectly suited for indoor or outdoor play.

Games are played between either two to four people: singles or teams of two. For team play, one member from each team will stand next to each box. When pitching washers your toe or foot must be behind the front edge of each washer toss target. If any part of the foot breaks this foul line during the toss that toss should be ruled a fault and no points should be allowed for that toss.

RULES OF THE GAME:

- Object of the Game – Points are scored by tossing washers into the target box or center cup.

1 Point - Pitching a washer into the target box scores 1 point.

3 Points - Pitching a washer into the center cup scores 3 points.

No score – If a washer bounces out of the target box or bounces off the ground and into the target box no points are awarded. If the washer lands outside the target box, even if it is closest to the target box, no points are awarded.

Games are played to 12 in matches of 3 games. If one game is played between opponents or teams the game can be played up to 21.

- Start of the Game -- to determine who will “pitch” first at the start of the game, each player/team will toss one washer toward the opposite target and whoever gets closest to or into the cup will be the first to pitch their washer. This is called the “Diddle.” Winner of the Diddle is player/team 1. Game Play – Opposing players/teams toss toward the same target in each round.

Player/team 1 throws all 4 washers, then player/team 2 throws their 4 washers. Points are added up for all valid washers. For the following rounds, the player/team with the higher score goes first, throwing all 4 washers. In team play rounds may also be played by alternating turns after each toss or pitch.

Example:

If player/team 1 throws 4 washers and gets 1 in the cup and 1 in the box, the result would be 4 points. If player/team 2 then throws 4 washers and gets 0 in the cup and 1 in the box, the result would be 1 point. Player/team 1 with 4 points scored will go first in the next round. Players move to the opposite box for each round unless in team play. Play continues until a total of 12 or 21 points is reached by one player/team.

Playing Instructions

- To Win – The winner is the 1st player/team to reach 12 (or 21) points. If player/team 1 reaches 12 (or 21) and player/team 2 has yet to pitch their washers then player/team 2 is allowed to finish the round in the hopes that they can score equal or a great number of points.

When playing to 21, a “Skunk” can be called at 11 -0 or a “Whitewash” can be called at 17-2.

Alternate Scoring Method - scoring exactly 21 points (or 12 points):

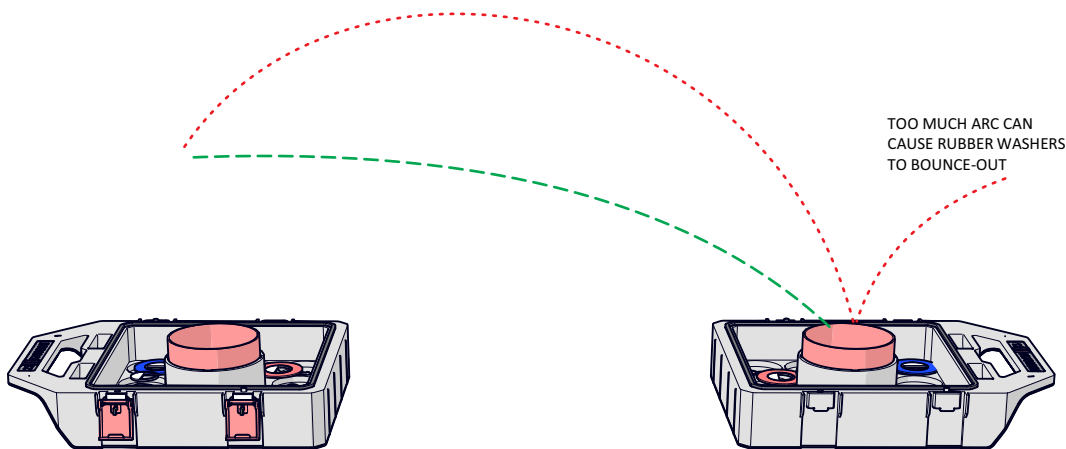
- First player/team to reach exactly 21 points without going over wins.
- If a player/team goes over 21 points, then that player/team must subtract the points made in that round from their score to start the next round

4 WASHERS PER TEAM

Washer toss games are typically played with either three or four washers. This Insulated 12-Pack Washer Toss Set includes 4 rubber coated washers per team to compensate for bounce-outs which are a part of every washer toss game but are more common when using rubber coated washers.

HELPFUL TIP:

While bounce-outs add a degree of chance to the game, better skilled players are able to minimize the effect by reducing the arc of their pitch.



CARE AND USE:

- Always use the provided soft rubber washers. **DO NOT** use any hard or metal washers, these may damage your cooler.
- During play do not have the cooler buckles facing you, avoid hitting the buckle with the washers.

About Your Insulated Washer Toss

SLIDE SCORING:

Slide scorers from 1 to 12 have been built into each handle. These can be used in games to twelve in matches of 3 games.

CENTER CUPS:

The 5" diameter center cups include inner cup sleeves that slide out and adjust from a 2" height to a 3" height for authentic play. Remember to return the cup sleeves to their down position before attempting to close the cooler.

INSULATED 12-PACK COOLER:

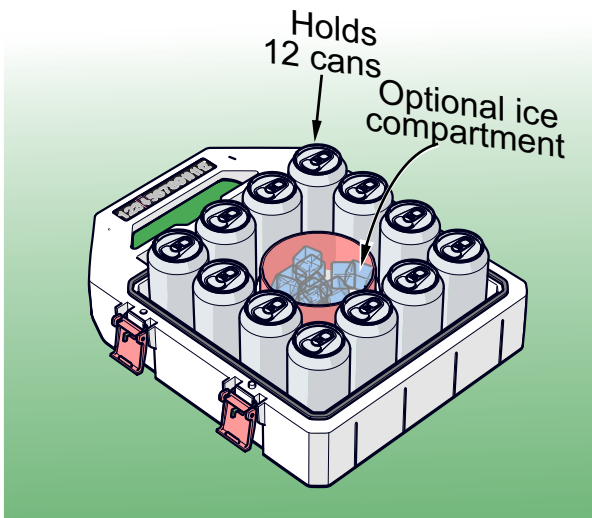
Your Insulated 12-Pack Washer Toss Game has been designed to hold a full 12-pack of your favorite 12 ounce canned beverage. The cooler is insulated on all 6 sides of the container which will keep 12 cans cold for 6 hours or longer. When loading the cooler with cold cans ice can be added to the center cup area to keep the cooler chilled longer.

There is a soft rubber seal on one side of the Insulated Cooler to seal the cold inside the cooler. If ice is packed inside the cooler water can drip from the cooler as the seal is not intended to be water tight. To avoid water from leaking do not load cooler with ice.

NUMBERED CUP AND CAN HOLDER SLOTS:

This Insulated 12-Pack Washer Toss Cooler has 12 slots to hold each 12-ounce can in place while transporting.

The numbered slots can be used to keep track of your drink by remembering which slot number you placed your can or cup in. The cooler will hold 12 9-ounce plastic cups or about 4 16-ounce plastic cups.



About Your Insulated Washer Toss

WATERPROOF:

This Insulated 12-Pack Washer Toss Game is fully waterproof and can be used in damp grass or even in the swimming pool.

For Play in The Swimming Pool

WASHER WATER POLO (SWIMMING POOL):

Games are played by 4 or more players. Two teams consist of two players or more. One rubber washer is used as the “polo ball” and is tossed between teammates with the opposing target being the goal. To score the washer must be tossed into the target (it can not be placed in the floating goal). Washers must only be used with rubber protective cover. Do not throw directly at other players.

Since the washer will sink, if a shot is missed the washer will need to be scooped up as it drifts to the bottom of the pool or it must be scooped up off the bottom of the pool before the attack can continue or defenders can reset play and start an attack on the opposing target.

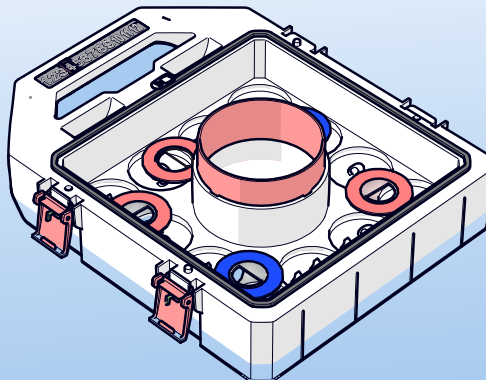
Object of the Game – Points are scored by tossing washers into the target box or center cup.

1 Point – Tossing the washer into the target box scores 1 point.

2 Points – Tossing the washer into the center cup scores 2 points.

Games are played to predetermined point total or up to 12 with slide scorers available to track score.

Floats in water



Limited 90-Day Escalade Sports Warranty

All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the Escalade Sports game. This will void any and all Escalade Sports warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-800-467-1421 or email us at customerservice@escaladesports.com

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings/ Maintenance



Recommended for ages 8 and over.

Not for use by children without adult supervision.

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage and injury.

- Always use the provided soft rubber washers. **DO NOT** use any hard or metal washers, these may damage your cooler.
- During play do not have the cooler buckles facing you, avoid hitting the buckle with the washers.
- When ice melts dump the water out before transporting the unit if not water may leak out.
- Too much arc when throwing can cause washers to bounce out. While bounce-outs add a degree of chance to the game, better skilled players are able to minimize the effect by reducing the arc of their pitch

Be sure to check out all the exciting a games has to offer. Visit our web site at:



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