

QUOIT RING TOSS INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website victorytailgate.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Victory Tailgate at I-888-577-4460 or e-mail us at info@victorytailgate.com

Limited 90-Day Victory Tailgate Warranty

All Victory Tailgate games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Victory Tailgate 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 Victory Tailgate game. This will void any and all Victory Tailgate 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:

1-888-577-4460 or email us at info@victorytailgate.com

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

Warnings



Not for use by children without adult supervision.

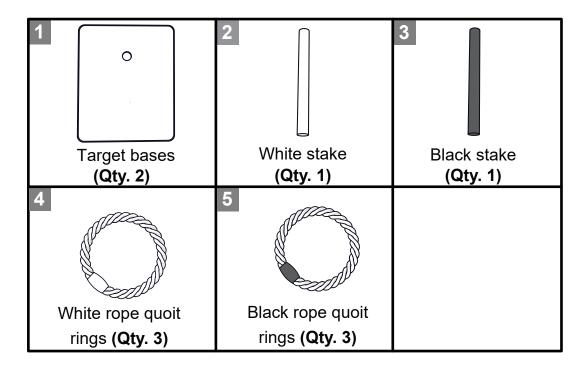
This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully.

Be sure to check out all the exciting games Victory Tailgate has to offer. Visit our web site at: victorytailgate.com





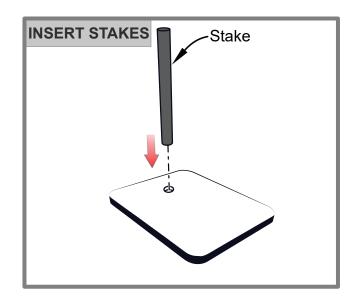
Parts List

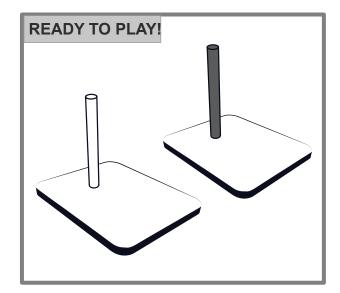


Assembly

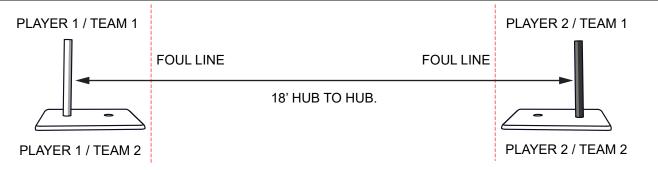
STEP 1

Insert the stakes into the holes on each base. Once the stakes (or hubs) have been inserted into the holes the portable bases are ready for play.





Playing Instructions



GAME SETUP:

Find an open area away from home furnishings, sprinkler heads or anything that could be damaged or tripped on.

Bases should be set at a distance that is fun for the skill level of the players. The pitching distance for competitive steel quoits is 21 feet. For rope quoits 18 feet between hubs is a recommended pitching distance for competitive play. When pitching rope quoits both feet should be behind the front edge of the base.

2 or 4 players can play a game of quoits with games played to 21 (winning by two). An 11-0 score is considered a shutout which ends the game early. Matches are generally the best 2 out of 3 games.

Points are scored as follows:

- 1 Point: quoit lands on the base. The quoit must land inside the edge of the base. If the quoit is just touching the outer edge of the base no points are awarded.
- 1 Point: leaner. This is more common in steel quoits but is also possible with rope quoits. When it does, one point is awarded.
- 3 Points: ringer. Pitching your quoit over the hub is worth 3 points. If that same "player" tops the ringer 6 points are awarded for the second ringer (9 points for that frame). Three ringers in a row is another 6 points (and you should probably move the hubs further apart!)

Net Scoring Option:

Points may be totaled in each frame and added to each player's total score or games can be played with "net scoring" meaning that only extra points in a frame are scored. For instance, if Player 1 pitches a ringer (+3) and Player 2 lands two quoits on the base (+2), player 1 would score 1 point for that frame and player 2 would score none.