Points are awarded to the tossing team if the opposing team drops the flying ring (if catchable) and/or the bottle. If the defensive team drops the catchable flying ring and the bottle remains on the target or is caught, the tossing team is awarded 1 point. If the defensive team catches the flying ring but the bottle drops, the tossing team is awarded 2 points. If the defensive team drops both the flying ring and the bottle, the tossing team is awarded 3 points.

WINNING THE GAME:

The first team to score 21 points or more wins. Another way to win is by getting a Ringer. If a team successfully gets the Flying ring to land around the vertical target and the flying ring drops all the way to the ground it is called a Ringer and that team automatically wins (if the opposing team stops it before hitting the ground it is a catch and play continues).

USE AND CARE:

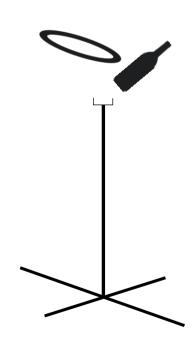
YardGames.com Bottle Bash sets are made with quality Polyurethane and are water resistant. To prevent damage and wear, store the game indoors in a dry area.

Adult supervision is required for children playing this game.

For more information or to order replacement parts, visit www.yardgames.com.

BOTTLE BASH

Instructions







SET INCLUDES:

2 X Vertical Target Bottom Pieces

2 X Vertical Target Top Pieces

■ 8 X Horizontal Target Pieces

♣ 2 X 5-Way Connectors

2 X Bottle Holders

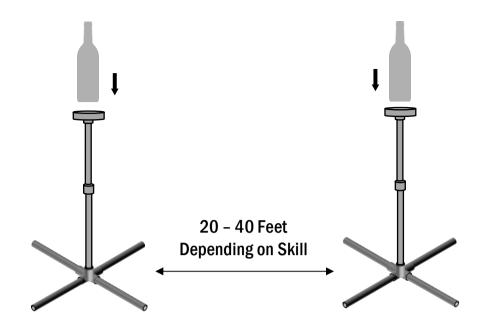
2 X Bottles

1 X Flying Ring

2 X Ground Stakes

TARGET ASSEMBLY:





GAME SETUP:

Set up each target 20-40 feet apart. Bottle Bash is played with 2 players or 2 teams. Players from each team stand behind their target.

HOW TO PLAY:

The first player or team tosses the flying ring at the opposing team's target/bottle. The opposing team will have to play defense and try and catch the tossing ring and possibly the bottle (if knocked off) once the flying ring has passed the target. If a team catches the flying ring before it crosses the target, the opposing team gets to retoss the flying ring.

