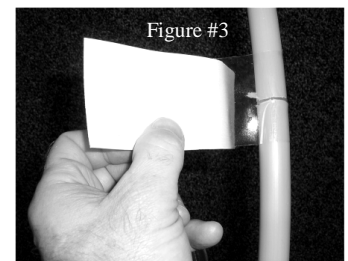
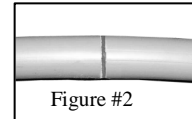
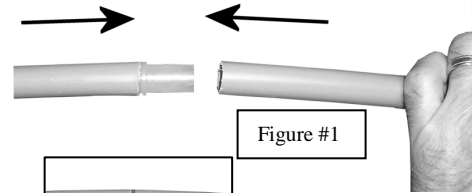


W10371 Bowling Ring Toss Game

Game Set-Up:

Pin Target – Inflate your target via the beach ball style inflation valve found on one of the sides of the black portion of the target. Open the valve and inflate with a high volume low pressure inflator (like W2407, W5970 or W10085). Inflate until the target is firm and the pins are standing vertical (some of the pins may naturally tilt at a slight angle). If you do not have a high volume inflator and need to use a high pressure pump (like W9997, normally used for tires or sports balls), you will need an adapter like our W9632. You will also need to monitor both the pump (to make sure it doesn't overheat) and the target to make sure you don't over inflate it and pop it.

Rings – The game comes with two rings. The rings are composed of plastic tubing, a plastic connection piece and some tape to secure the ends of the tube together. The smaller ring has an inner diameter of about 21" and should ship in a ring shape. It will just need to have tape applied where the two ends of the tube meet to keep the ring together. The larger ring ships as a coiled tube with the connector inserted into one end of the tubing (Figure 1). Push the open end of the tube over the connector as far as possible (Figure 2). Using the tape provided or your own tape (about 2" wide strip), center the tape over the joint and wrap around as tightly as possible (Figure 3). The rings probably won't be perfectly round, but don't worry). The shape of the rings should be adjusted by manually pushing, pulling and bending until they are close to round.

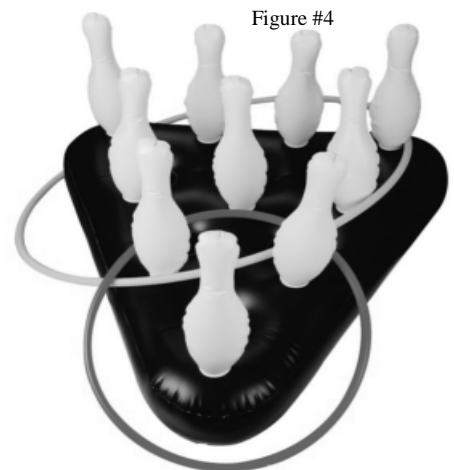


Bowling Play:

Start Line - Designate a toss line about 3 to 6 feet from the target. The position of the toss line and the target should be marked, in case one or the other moves during play so that it can be returned to their starting positions. The distance of the start can be changed from game to game to vary the difficulty or from player to player in the same game in order to handicap the better player.

Ring Tossing – The youngest player goes first or if the game is a re-match, the player with the lowest score from the previous game goes first. A player's turn (or frame) consist of 2 tosses, first the larger ring is tossed and then (if required) the smaller ring. Players alternate turns until 10 frames each have been completed. The rings can be tossed with one hand like a Frisbee or with two hands on the ring and with a basic pushing motion. The two handed push toss works better for most players.

Scoring – This game is played and scored like 10 pin bowling. The difference is that instead of knocking pins over, players try to encircle the pins with their rings. Each ring is like a bowled ball. If the first toss with the larger ring encircles all the pins, that that player earns a strike! If they don't get all the pins with their first toss, then the player uses the 2nd smaller ring to try to encircle all remaining pins with their second toss. If they encircle all the pins with the combination of the two rings on their second toss, they earn a spare (as shown in Figure 4). If they don't get a spare, then they count up how many pins they have encircled with the combination of their rings and earn that number of pins as their score for that frame.



Scoring Details:

1. A pin can only be counted once, if it is encircled by more than one ring it is still only counted once!
2. The entire pin does not have to be encircled. As long as the top of the pin is inside a ring, it counts as being encircled and is scored.

1 to 10 Game Play:

For a different kind of challenge or game, have players count how many tosses it takes them to get 1, 2, 3, 4, 5, 6, 7, 8, 9 and 10 pins at a time with a single toss. Variations of this game could require players to get the correct number of pins sequentially in order counting up, counting down or in any order.

Basic Scorekeeping Rules:

Frame - There are ten frames in one game. You have two chances encircle the ten pins in each frame (see the explanations for strike and spare). Note that the tenth frame rewards you with a final bonus ball if you convert your spare (or make two strikes). You can thus throw nine strikes in the first nine frames and, if you get another two in the tenth, the bonus ball means the most strikes you can have in one game is twelve. This is called a perfect game.

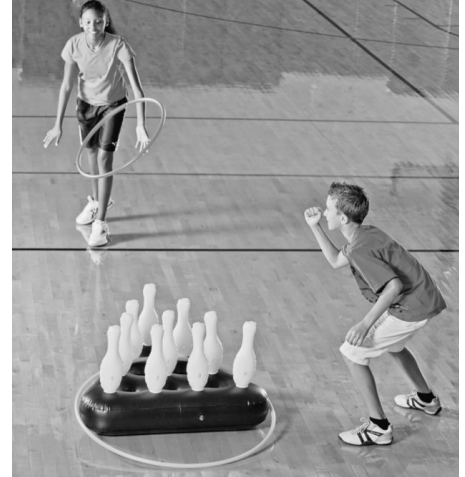
Spare – Encircling all ten pins with the larger ring is not as easy as it seems! So, if you leave one or more pins out of the larger ring after your first toss, you get a second chance to encircle the remaining pins, this is your "spare" toss / shot. If you encircle all remaining pins on the second shot you have made your spare. A spare is marked on the score sheet with a "/". It takes skill to consistently make spares and the scoring system rewards you by adding in the pins from the next ball into the current frame.

Strike - When the bowler knocks down all ten pins with the first toss it is called a strike. Clearly your score goes up by ten, but like a spare, you get a bonus - your next two deliveries are added to the score. Stringing strikes together will raise your score dramatically (See turkey). Marked on the score sheet with an "X".

Turkey - Getting three strikes in a row is called a "turkey". After that most people start referring to the string of strikes as if they are collecting them in a bag, e.g. four-bagger, five-bagger etc. Each string of three strikes is worth thirty pins a frame!

Open Frame - If you fail to make your spare, i.e. encircle all pins in two shots it is called an open frame.

Perfect Game - If a bowler manages to score twelve strikes in a row, in the same game, the score is 300 (the highest possible) and it is called a perfect game.



Optional Rules: If you have your own plastic hoops, you can use a larger ring for the second toss to try to increase the frequency of spares and of the players total scores. Be sure that your rings don't have any sharp projections like staples in them or cover those projections with tape to prevent projections from puncturing your pin target.

Bowling Score Sheet

PLAYER	1	2	3	4	5	6	7	8	9	10	TOTAL
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