

TARGET HOOP IS A GREAT LAWN GAME FOR THE BACK YARD, PARK, PICNIC OR PARTY. CAN BE USED WITH SOFTBALL, BASEBALL, FOOTBALL OR FRISBEE. RECOMMENDED THROWING DISTANCE:

3-5 YEARS 5 FEET
6-10 YEARS 10 FEET
11-15 YEARS 20 FEET
16+ 30 FEET

HOLE IN ONE

1-18 hoops can be used.

Set up hoop at recommended throwing distances for the age level of players. By using more than one set, you can create your own golf course. Each player may take one toss to score. The player with the lowest score after 9 - 18 tosses wins. Each game will consist of 9 to 18 hole scores.

SCORE TABLE

- 0 - Hole in 1
Going through the hoop without touching it.
- 2 - Eagle
Hitting hoop and going through.
- 3 - Birdie
Hitting hoop but not going through.
- 4 - Par
Missing target hoop altogether.

EXTRA POINT

Football Game

1-2 hoops can be used.

Set up hoops at recommended throwing distances for age level of players. Each player gets 4 passes (downs) per possessions to score. One score per possession per player. There are eight possessions per game. The player with the most points wins the game.

SCORE TABLE

- 0 - Missing target hoop altogether.
- 1 - Hitting hoop but not going through.
- 3 - Hitting hoop and going through
- 7 - Going through the hoop without touching it.

HORSESHOES

Set up hoops at recommended throwing distances for age level of players. Each player gets 2 tosses per possession to score. First player to 21 points wins the game.

SCORE TABLE

- 0 - Missing hoop altogether.
- 1 - Hitting hoop but not going through.
- 2 - Hitting hoop and going through.
- 3 - Going through the hoop without touching it.

PITCH & SCORE Softball Game

1-2 hoops can be used

Set up hoops at recommended throwing distance for age level of players. There are nine (9) innings per game. Each player gets 3 throws (strikes) per inning. The player with the most points wins the game.

SCORE TABLE

- 0 - Three complete misses.
- 1 - Hitting hoop but not going through.
- 2 - Hitting hoop and going through.
- 3 - Going through the hoop without touching it.

HOMERUN - Softball Game

1-2 hoops can be used

Set up hoops at recommended throwing distance for age level of players. The object of the game is to make as many points per inning without striking out. Each player can throw and accumulate as many points per inning before 3 strikes (hoop misses). There are nine (9) innings per game. The player with the highest score after nine (9) innings wins the game. (If scoring for all players becomes too high, extend the throwing distance.)

SCORE TABLE

- 0 One complete miss is equal to a strike.
Three strikes and you're out!
Hitting hoop but not going through.
- 1 Base Hitting hoop and going through
- 2 Bases Going through the hoop without touching it (One Point)
- Home Run

Accumulative base running is counted as a one point score after four bases are accumulated. If a player is on base, that player will advance the number of bases thrown. Only one player can be on base to score. Only when a home run is pitched, does a player on base count as a double score.