INTRODUCTION

About EastPoint Sports
EastPoint Sports designs and delivers home recreational products that offer the best price-value relationship in the industry. Our talented and creative team is unmatched in their experience and pride. Our innovative approach to all aspects of our business enables us to provide products that are enjoyable for our consumers. We take pride in our products, and at the end of the day, we are proud to share them with family, friends, and our consumers because they represent quality, innovation, value and fun.

Our EastPoint Sports team is always striving to provide our consumers with great new products at a great value. We are passionate about our products and take great satisfaction knowing that our hard work results in a quality product that offers individuals and families hours of enjoyment. At EastPoint Sports, family, friends, and fun are the name of the game. This is how we have fun and we hope you do too!

Why Play Lawn Games?
Playing lawn games is fun! Also, playing lawn games can increase physical activity. Regular physical activity has many proven health benefits including the following:

- Stronger bones;
- Reduced stress and anxiety;
- Reduced blood pressure;
- Increased self-esteem; and
- Healthier body weight.

How Do You HELP Make EastPoint Products More Fun?
Submit your own house rules or product invention ideas online at www.eastpointsports.com.

Do You Need More Information?
Visit us online at www.eastpointsports.com for more information.
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## What makes GO! GATER™ TOUGH?

### GO! GATER™, All-Weather!
- Engineered all-weather performance!
- Rugged materials for lasting fun!
- Everything you need to play!

### GO! GATER™, Go Anywhere!
- Fold down construction for ultimate transport and storage!
- Fits easily in your vehicle!
- Everything you need to put it away!
Ladderball

History of Game

Stories about Ladderball history are not proven, yet, they add to the fun of the game. Here is one of them:

The earliest story takes place between 1000-1500AD. According to this version, a Polynesian fisherman named Willieakahlua came up with the idea of hollowing out a couple coconuts and connecting them together with rope made from braided kelp. He began throwing this homemade "bolo" up and down the beach and came across a fallen tree. He tried tossing the bolo over the tree, but it got wrapped around a branch. He and his friends began to play together. Eventually they made up rules and the game, which became known as "Willyball." Eventually it got to the point where an annual championship was created and held on the famous Easter Island. The winner of the tournament had a statue created in their honor. Too far-fetched too be true? You decide!

In recent decades, Ladderball has experienced a boom in popularity. This new popularity seems to have started in campgrounds. From there it spread to backyards, campus life, and tailgating entertainment. The rest is Ladderball history!

Object of Game

Ladderball can be played with singles or with teams. Each player or team takes turns throwing bolos at the opposing team’s or player’s ladder. A bolo is made up of two golf-ball-sized balls attached by a cord. Ladder rungs are assigned point values, and the object is to throw the bolos so that they wrap around the rungs of the opposing ladder. Points are accumulated after every round until one team or player reaches 21 points. The first team or player that reaches 21 points wins!
1. **Get Ready!**
   - Before you begin, recruit one person (i.e., singles) or three people (i.e., teams) to play with you.
   - Select a level playing area to set up the ladders where your play will not impact other nearby tailgaters or cars. Consider safety first for all throwing games!
   - Stretch to wake up your muscles!

2. **Get Set!**
   - Setup the Go! Gater™ Ladderball ladders so that they face one another. See Figure A. Remember to put the rubber scoring ring over the ladder rung that has the scoring scale. Each ladder needs one! A good location is on top of the ladder, where it is easy to see and adjust the score.
   - The spacing between ladders will depend upon the playing area available and the skill level of the players. Distances range from about 15 feet apart, for beginner players or for a smaller tailgating space, to 40 feet apart for experienced players if space permits.
   - Pick teams, if playing with four people.
   - Toss a coin to determine which team or player throws first. The loser of the toss picks the playing side.
   - Assign bolo colors to each side.
   - Try a few practice throws. Gentle overhand throws rotate forward, and may improve your chances of scoring. Underhand throws rotate backwards and work better for some players. Underhand throws by holding the bolo cord halfway between each ball may also work well for you.

![Figure A: Go! Gater™ Ladderball Setup](image)

3. **Go! Play**
   - Basic scoring rules:
     - Points are counted after both players or teams have thrown all their bolos, completing a round of play.
     - Keep scores verbally during play for everyone to hear, and tally
the score using the sliding ring on top ladder rung at the end of each round.

- Catching the bolo onto the bottom rung is worth three points. The middle rung counts for two points, and the top rung counts for one point.
- Similar to horseshoe scoring, bolos for opposing players on the same ladder rung cancel one another out.
- Bolos wrapped around the vertical upright supports do not count. Bolos must wrap around the horizontal ladder rungs in order to count.
- The first player or team to reach 21 points wins the game!

- Game play:
  - Teams or singles take turns throwing the bolos towards the ladder rungs. Each round consists of throwing three bolos at the opponent’s ladder rungs.
  - Players in singles matches walk back and forth between ladders as play unfolds. In doubles, teams split up, with one member at each ladder, similar to horseshoes.
  - After three throws by each team player, round up the bolos. The defending team gets to throw the bolos back to score points.
  - Interfering with bolos in flight is not allowed. Should this occur, the throwing team gets another toss.
  - If a bolo hits the ground and stays there, no points are awarded. Bolos that bounce up during flight and wrap around a rung count.
  - Teams switch sides after the first team reaches 11 points.
  - Play continues until one side reaches 21 points and wins!

**Game Variations**

**Beach or Snow Ladderball**

Ladderball is also fun to play at the beach or during winter outdoor activities such as skiing, sledding, or winter camping. Pack loose snow down so that you do not lose your bolos!

**A Shorter Game**

Play shorter games to either 7 or 11 points for quicker game play.
Game Trivia

Yikes! Snakes in Ladderball? One Ladderball story tells us that the game originated in Mexico where people tossed live snakes at a fence for entertainment. Another story tells that when cowboys were spending a lot of time on the range driving cattle or building fences, for entertainment they would toss rattle snakes at fence posts or stumps. They would score points by getting the snakes hung up. Perhaps they used snakes because out on the range not much else was available to entertain. No snakes are harmed in playing Go! Gater™ Ladderball!
One-Hole Bean Bag Toss

History of Game

Bean Bag Toss is a game similar to horseshoes, played with bean bags and target boards. The true history of the game is mostly unknown although many stories abound. One tells that the game was first played during the 14th century in Germany, and another says it was discovered in Champaign, Illinois and then rediscovered in Kentucky within the last century. Some even credit the invention to western Cincinnati! Regardless of how it began, what is clear is that the popularity of the game began to increase in the late 1990’s in Cincinnati area universities, specifically at Miami University where this fun game became a mainstay at parties. Tailgaters brought the game to National Football League games where fans saw the game and became interested. The rest is bean bag toss history. It spread throughout the United States, especially on college campuses, like wildfire.

Object of Game

Players take turns throwing bean bags at a target board with one hole. If the bean bag lands on the target board but not in the hole, the player scores one point. If the bean bag lands in the hole, the player scores three points. The winner is the first player who scores game point!

1. Get Ready!

- Before you begin, recruit one person (i.e., singles) or three people (i.e., two teams) to play with you.
- Select a level playing area where your play will not impact other nearby activities. Consider safety first for all throwing games!
- Stretch to wake up your muscles!
2. **Get Set!**
- Place the two target boards a convenient distance apart; 10 to 25 feet works well for most game play. See Figure B.
- Pick teams, if playing with four people.
- Toss a coin to determine which player or team throws first.
- Assign a bean bag color to each player or team.
- Try a few warm up shots.

**Figure B: Go! Gater™ One-Hole Bean Bag Toss Setup**

3. **Go! Play**
- Basic scoring rules:
  - Keep scores verbally during play for everyone to hear.
  - Invisible foul lines exist from the edge of each target box. Players may not cross this line when throwing. These “foot fouls” result in the loss of that throw and any score it may have gained.
  - Back up so that you stay behind the front edge of each target board if you need more room to wind up and throw, to avoid foot fouling.
  - Bean bags landing on the target board or in the hole that were thrown during a foot foul must be removed from the playing area.
  - Bean bags lying on top of the target board which are knocked into the hole by a foul bean bag must be returned to their original scoring position before play can resume.
  - Any bean bag that leaves a player’s hand once the arm swings counts as a throw.
  - Bean bags thrown in the hole score three points each. They must be totally inside the hole to count.
  - Bean bags landing on top of the target board or hanging into the hole, but not in the hole, score one point each.
  - Bean bags thrown on the ground or out of the playing area, score zero points each.
  - Similar to horseshoes, bean bags for opposing players on a given round cancel one another out.
  - Any throws that bounce off tree limbs or any other obstructions are considered foul, and receive no score.

- Game play:
o In singles play, players walk back and forth between target boards together as play unfolds. For team play, players split up, with one member at each target board, similar to horseshoes.

o Winner of the coin toss pitches all their bean bags to the target board on the opposite end, and waits for the opponent to throw. After the first round, players and teams alternate who goes first.

o In singles play, once all the bean bags have been thrown, the two opponents walk down to the target board and tally any points that were made. Once scoring for that round is decided and tallied, both players will continue playing towards the other target board, repeating this process until one player wins the game.

o In team play, players from both teams take turns to throw their bean bags to the other target board where their teammates are waiting. When these throws are complete, the other two players will mutually decide on the scores. When this first round is scored, play begins in the opposite direction. The first two players who initially threw will now watch game play, and score the incoming bean bags.

o Work out any score discrepancies before continuing play.

o Play continues until the game point of 21 is reached. If scores are tied at 21, play one more round. Winner of the next round, wins the game.

Game Variations

**Easier Game**
Eliminate the foul line rule from the game. This is one less rule to follow and makes playing with inexperienced, special-needs, or young players easier. Also to make this game easier, shorten the distance between target boards. Everyone can enjoy this wonderful game!
Game Trivia

Do you know these bean bag toss terms?

- **Blocker** - A bean bag that lands in front of the hole blocking the hole from sliding bean bags who might have otherwise made it in the hole.
- **Frame** - When both players throwing their four bean bags. After each player has thrown four bean bags, the score is calculated and a new frame begins.
- **Gusher or Double Deuce** - Four holes made by a single player in a single frame.
- **Leprechaun** - When a player attains all four bags onto the board without getting any into the hole.
- **Power Wash** - A round in which all four bags from each opposing player land on the board, causing the round score to be zero, a wash.
- **Pressure Cooker** - When both players on one end continually negate each others scores thus creating a very tense situation.
History of Game

Bean Bag Toss is a game similar to horseshoes, played with bean bags and target boards. The true history of the game is mostly unknown although many stories abound. One tells that the game was first played during the 14th century in Germany, and another says it was discovered in Champaign, Illinois and then rediscovered in Kentucky within the last century. Some even credit the invention to western Cincinnati! Regardless of how it began, what is clear is that the popularity of the game began to increase in the late 1990’s in Cincinnati area universities, specifically at Miami University where this fun game became a mainstay at parties. Tailgaters brought the game to National Football League games where fans saw the game and became interested. The rest is bean bag toss history. It spread throughout the United States, especially on college campuses, like wildfire.

Object of Game

Players take turns throwing bean bags at a target board with three holes. Each hole scores a different amount of points. The winner is the first player who scores game point!

1. Get Ready!
   - Before you begin, recruit one person (i.e., singles) or three people (i.e., two teams) to play with you.
   - Select a level playing area where your play will not impact other nearby activities. Consider safety first for all throwing games!
   - Stretch to wake up your muscles!
2. **Get Set!**

- Place the two target boards a convenient distance apart; 10 to 25 feet works well for most game play. See Figure C.
- Pick teams, if playing with four people.
- Toss a coin to determine which player or team throws first.
- Assign a bean bag color to each player or team.
- Try a few warm up shots.

**Figure C: ** Go! Gater™ Three-Hole Bean Bag Toss Setup

3. **Go! Play**

- Basic scoring rules:
  - Keep scores verbally during play for everyone to hear.
  - Invisible foul lines exist one step from the edge of each target box. Players may not cross this line when throwing. If they do, the player loses that turn and any point from that throw will not count.
  - Opposing player points in the same holes do not cancel one another. All bags thrown into holes count.
  - Bags hanging into a hole that rest on the target board do not count for points.
  - Bean bags missing the target board altogether, or landing on the board receive no points.
  - The first player or team to reach 100 points wins the game.
  - Let’s get tossing!

- Game play:
  - Winner of the coin toss throws first.
  - Aim at the holes in the far target board. One player throws at a time, then the other. Players alternate turns, throwing their bean bags at the target boards until all the bean bags have been tossed.
  - In singles play, once all the bean bags have been thrown, the two opponents walk to the target board and tally any points that were made. Once scoring for that round is decided, both players will continue playing towards the other target board, repeating this process until one player wins the game.
In team play, players from both teams take turns throwing their bean bags to the opposite target board where their teammates are waiting. When these throws are complete, the other two players count the score. When this first round is scored, play begins in the opposite direction. The first two players who initially threw will now watch game play, and score the incoming bean bags.

Play continues back and forth until one side scores 100 points. If scores are tied at 100, play one more round. Winner of the next round, wins the game.

**Game Variations**

*Easier Game*
Shorten the distance between the two target boards. This makes playing with inexperienced, special needs, or young players easier. Everyone can enjoy this fun game!

**Game Trivia**

Do you know these bean bag toss terms?

- Airmail - When a bean bag lands directly in the hole without making any contact with other areas of the board.
- Slider - A beanbag that slides into the hole.
- Hanger - A beanbag on the lip of the hole that is ready to drop.
- Honors - The team who tosses first, resulting from the team scoring last.
- Jumper - A bean bag that strikes another bag on the board causing it to jump up into the hole.
Washer Toss

History of Game

Origin stories about washer toss are not proven, yet, they add to the fun of the game. Take a look at these stories about how washer toss started and decide which ones you want to believe:

- The earliest stories of washer toss date back thousands of years when the Egyptians and Mayan’s played a variation of the washer toss game during the height of their empires.
- A more commonly found story is that the washer toss game originated over 100 years ago when American cowboys removed wooden wheels from wagons and tossed washers at the hub as a way to pass time.
- One story tells that the game picked up popularity in Texas oil fields. People tossed oversized washers at holes in the ground as a way to pass time during work breaks.

What we do know is that in the 1980’s, washer toss’s popularity spread to Texas communities. Charities began to pick up on the popularity of the game and began having washer toss game tournaments to raise money. Some of the charities included Houston Livestock Show and Rodeo; American Cancer Society; and the San Jacinto Day Foundation. The high profile tournaments helped spread the popularity of the game throughout Texas. In the last decade, the washer toss game has become better known across America. This game remains a great way to entertain friends and family.
Object of Game
In this challenging game, each player or team takes turns tossing washers into a box that has a cylinder center cup. Points are awarded for each washer that is tossed into the box, and extra points are awarded for landing a washer into the center cup. Play continues until a player or team scores the game point.

1. Get Ready!
   - Before you begin, recruit one person (i.e., singles) or three people (i.e., teams) to play with you.
   - Select a level playing area to set up the ladders where your play will not impact other nearby tailgaters or cars. Consider safety first for all throwing games!
   - Stretch to wake up your muscles!
   - Look out for washers hiding in deep grass or runaway washers on pavement!

2. Get Set!
   - Setup the Go! Gater™ Washer Toss boxes so that they face one another about 5 to 10 feet apart. See Figure D.
   - Pick teams, if playing with four people.
   - Toss a coin to determine which team or player throws first.
   - Similar to the game of horseshoes, washers land best when tossed underhand. Place a small amount of backspin on the washer to help it stay in the box or cup, or try throwing like a flying disc.
   - Practice your toss.

Figure D: Go! Gater™ Washer Toss Setup

3. Go! Play
   - Basic scoring rules:
     o Keep scores verbally during play for everyone to hear. Keep track of the score as you play.
     o Washers missing the box entirely are awarded no score.
     o Washers landing inside the box are worth one point.
     o Washers landing in the cup are worth three points.
     o The first player or team to reach 21 points wins the game!
• Game play:
  o Similar to horseshoes, team members split up, with one member at each box.
  o When playing singles, opponents toss from the same side.
  o Each round consists of players taking turns throwing three washers into the target box.
  o Watch out for get-away washers, especially on pavement! Stop play until stray washers are captured.
  o Do not walk to the opposite box or get in the line of toss prior to the completion of all throws. An exception is if play halts due to a runaway washer.
  o Switch boxes after the first player or team reaches 11 points.
  o Play continues until one player or team reaches 21 points and wins!

Game Variations

Extreme Play
To make the game harder, increase the distance between boxes to more than ten feet. The farther apart the boxes are, the harder it will be to land washers into the box and cup! How extreme do you want to play!?

Easier Game
Shorten the distance between the two boxes to 2 to 4 feet. This makes playing with inexperienced, special needs, or young players easier. Everyone can enjoy this fun game!

Quicker Game Play
Play shorter games to either 7 or 11 points for quicker game play.

Game Trivia
In the Sai Kung area of Hong Kong, a variant of the washer toss game, known as "Holeyboard," has become popular amongst locals living in the area. It is usually played on the roof terrace of a participant's home and a unique and different set of rules have evolved over the years. A "cycle," the highest accolade in Holeyboard, is when a player manages to hit three holes with their three washers. This results in an instant win and is rewarded by the player being able to sign his name on the back of the Holeyboard. One famous player, known as the “Smart Bomb” for his accuracy, is known to have scored 37 cycles in only a short two-year Holeyboard career!
History of Game

Disc toss history is unique in that its one of the very few outdoor games enjoyed today that was established less than 50 years ago. The year 1926 is the earliest recorded history of anyone playing a form on this game. In Vancouver, British Columbia, schoolchildren developed a game to play on the playground in which they would throw tin lids at targets. They named the game “Tin Lid Golf.” Since then, many variations of disc games are played and well loved throughout the world. Of them all, Go! Gater™ Disc Toss games are our favorites!

Object of Game

Go! Gater™ Disc Toss is a target game. Each team takes turns throwing a disc at a Go! Gater™ Ladderball ladder. On the two ladder uprights are upside down cups. The throwing team must either knock the cups off by striking the ladder uprights or cups with the disc, or cleanly pass the disc between the ladders in the opening directly below the cups without making contact with the ladder. The defending team member stands behind the target ladder and is not allowed to interfere with the throw, but may score points by catching a falling cup with one hand. Disc toss is won by the first player or team reaching 21 points!
1. Get Ready!
   - Before you begin, recruit one person (i.e., singles) or three people (i.e., teams) to play with you.
   - Select a level playing area to set up the ladders where your play will not impact other nearby tailgaters or cars. Consider safety first for all throwing games!
   - Stretch to wake up your muscles!

2. Get Set!
   - Setup the Go! Gater™ Ladderball ladders so that they face one another. Place two cups upside down on each ladder upright. See Figure E.
   - The spacing between ladders will depend upon the playing area available and the skill level of the players. Distances range from about 10 to 15 feet apart. Increase the distance for experienced players.
   - Pick teams, if playing with four people.
   - Toss a coin to determine which team or player throws first. The loser of the toss picks the playing side.
   - Play singles with opponents throwing from the same side. Pick two teams of two for doubles. Opposing teams split up with one member of each team one different ends, similar to horseshoes.
   - Try a few practice throws. Let’s go!

Figure E: Go! Gater™ Disc Toss Setup
3. **Go! Play**

- **Basic scoring rules:**
  - Keep scores verbally during play for everyone to hear, and tally the score using the sliding ring on top ladder rung at the end of each round.
  - Two points are awarded to the throwing team each time the disc is thrown through the ladder scoring area without touching the ladder frame. To score in this way, the disc must pass through the space between the two uprights, above the top ladder rung, and below the two cups.
  - The throwing team receives one point for knocking a cup off any upright.
  - One point is awarded to the defense for each cup caught. Cups may only be caught with one hand. Catching the cup between a hand and the body (called “trapping”) and two-handed catches are not allowed. The throwing team receives one point for every cup that is “trapped” or “two handed” by a defender during an attempted catch as an incentive to prohibit catching a fallen cup in this manner.
  - If the disc hits the ground, does not hit a cup, or does not go through the scoring area, no points are awarded.
  - If the disc hits the ladder, but the cup does not fall off, no points are awarded.
  - If a cup is accidentally knocked off the ladder by a player’s body, the opposing team is awarded a point for each cup that touches the ground in this manner.
  - The first player or team to reach 21 points wins the game.

- **Game play:**
  - Teams or individuals take turns throwing the disc towards the ladders. Each offensive round consists of throwing two discs at the opponent’s ladder.
  - If the disc hits a cup, ladder, or uprights and the cup becomes airborne, the point is up for grabs. If the cup hits the ground, the throwing team is awarded the point. If the defending player catches the cup with one hand before it hits the ground, they win the point. If the defending player tries to catch the cup with one hand but fails, the offensive team scores an additional point.
  - After two throws by the offense, any fallen cups are replaced on the ladder and it becomes the defending team’s turn to throw the discs to score points.
  - Interfering with the disc before it flies past the ladders is not allowed. Should this occur, the throwing team is awarded another try.
  - Teams switch sides after a team reaches 11 points.
  - Play continues until one side reaches 21 points and wins the game.
Game Variations

**Beach Disc Toss**
Play Go! Gater™ Disc Toss at the beach!

**Extreme Play**
Increase the distance between ladders to 30 feet or more if there is available space to safely play. This adds to the game difficulty.

**Easier Game**
The “no trapping” and “two-handed catch” rules may be suspended to make the game easier.

**Disc Toss with Three Scoring Areas**
Use the spaces between the ladder rungs for additional scoring areas. Assign the lowest scoring area 3 points, the middle scoring area 2 points, and the regular and top scoring area 1 point.

Game Trivia
In the early 1960’s, a man named Fred Morrison created a primitive version of today’s flying disc that he called the "Pluto Platter."
Disc Golf

History of Game

Go! Gater™ Disc Golf is a fun version of the sport that anyone can play. The origins of disc golf are impossible to pinpoint, since versions of the sport have been enjoyed even before the plastic flying disc became a worldwide phenomenon! Hahamongna Watershed Park in Pasadena, California is known as the first permanent disc golf course in the world. Established in 1975, the course is a fan favorite due to the challenge posed by thick groves of oak trees. The popularity of disc golf grew across the world and now, with Go! Gater™ Disc Golf, you can play in your own backyard!

Object of Game

Like regular golf, disc golf is won by the player with the lowest score. Players set up their own disc golf course using the Go! Gater™ disc golf target holes. Players decide the number of holes in their course and the PAR at each hole. PAR is the average number of throws it takes players to land their discs in the hole. At each hole, players take turns throwing their disc to try to land it in the hole with the fewest number of throws. The player who has completed all holes with the lowest score wins.

1. Get Ready!

- Before you begin, recruit one to three other players to play with you.
- Select a playing area where your play will not impact other nearby activities. Consider safety first for all throwing games!
- Get paper and pencils to keep score. You may use or copy the sample scorecard provided in this Go! Gater™ Rule Book, or make your own.
- Stretch to wake up your muscles!
2. Get Set!

- Agree on how many holes the game shall include. Possibilities include 2 to 18.
- Place the Go! Gater™ target hole(s), in the desired location(s). Create your own Go! Gater™ Disc Golf course using natural elements, such as trees, bushes, and elevation changes to make the course more challenging.
- Before teeing off on each hole, agree on the PAR for that hole using the guide in Figure F below.
- Agree on tee locations. The tee is where a player stands when first throwing their Go! Gater™ disc for a hole.
- Try a few warm up throws. Grip the disc as shown in Figure G below.
- Assign a disc color to each player.
- Decide tee off order by flipping discs. The printed side is heads up and the other side is tails. For more than two players, every player flips their disc and the one who receives a different disc side than the other players, tees off first.

Figure F: PAR Guide for Go! Gater™ Target Holes

<table>
<thead>
<tr>
<th>Distance from Tee to Target</th>
<th>PAR*</th>
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<tbody>
<tr>
<td>30 feet (10 meters)</td>
<td>3</td>
</tr>
<tr>
<td>30 – 60 feet (10 -20 meters)</td>
<td>4</td>
</tr>
<tr>
<td>More than 60 feet (20 meters)</td>
<td>5</td>
</tr>
</tbody>
</table>

*In some circumstances, teammates may agree ahead of time on higher PAR numbers than the ones suggested in Figure A. These circumstances may include new, young, or special needs players; or course obstacles like trees, bushes, or changes in elevation.

Figure G: Go! Gater™ Disc Grip
3. **Go! Play**

- Each player carries their Go! Gater™ disc to the first tee.
- The winner of the disc flip stands at the tee and throws first. This is called a “stroke.”
- The remaining players take turns now teeing up and throwing their disc towards the first hole.
- Allow each player to throw without distraction. Players wait their turn and tee up after the previous player’s disc has landed.
- After teeing off, the player whose disc is furthest from the hole goes first. Then, players alternate turns until both players have thrown their disc into the hole.
- **Basic scoring rules:**
  - Try to make the fewest number of strokes.
  - Count the number of strokes it takes each player before their disc enters the hole. Compare players’ numbers to the PAR and keep score using the Go! Gater™ Disc Golf Scorecard.
  - The disc must be entirely inside the hole as shown in Figure H. A disc landing on top of or leaning up against the hole is not considered “in.”
  - The player with the lowest score at the last hole will begin play at the next hole.
  - Repeat play until all the holes are complete. The player with the lowest total score after the last hole wins the Go! Gater™ Disc Golf match!

![Figure H: A Scoring Disc](image)

| Go! Gater™ Disc Golf Scorecard |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| **Player**      | **Hole 1 PAR** | **Hole 2 PAR** | **Hole 3 PAR** | **Hole 4 PAR** | **Hole 5 PAR** | **Hole 6 PAR** | **Hole 7 PAR** | **Hole 8 PAR** | **Hole 9 PAR** | **Game**         |
| Player 1        | Hole 1 PAR=     | Hole 2 PAR=     | Hole 3 PAR=     | Hole 4 PAR=     | Hole 5 PAR=     | Hole 6 PAR=     | Hole 7 PAR=     | Hole 8 PAR=     | Hole 9 PAR=     | Game            |
| Player 2        | Hole 1 PAR=     | Hole 2 PAR=     | Hole 3 PAR=     | Hole 4 PAR=     | Hole 5 PAR=     | Hole 6 PAR=     | Hole 7 PAR=     | Hole 8 PAR=     | Hole 9 PAR=     | Game            |
| Player 3        | Hole 1 PAR=     | Hole 2 PAR=     | Hole 3 PAR=     | Hole 4 PAR=     | Hole 5 PAR=     | Hole 6 PAR=     | Hole 7 PAR=     | Hole 8 PAR=     | Hole 9 PAR=     | Game            |

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Game play:
- Each player carries their Go! Gater™ disc to the first tee.
- The winner of the disc flip stands at the tee and throws first. This is called a “stroke.”
- The remaining players take turns now teeing up and throwing their disc towards the first hole.
- Allow each player to throw without distraction. Players wait their turn and tee up after the previous player’s disc has landed.
- After teeing off, the player whose disc is furthest from the hole goes first. Then, players alternate turns until both players have thrown their disc into the hole.

Game Variations

**Easier Game**

Shorten the distance between tees and targets. This makes playing with young, inexperienced, or special needs players easier. For quicker game play, after tee off, allow less skilled players to throw the disc from where the closest disc landed. Everyone can enjoy this Go! Gater™ game!

**Harder Game**

Lengthen the distance between tees and targets. Place targets behind trees, rocks, or other obstacles to increase the difficulty. This creates an additional challenge for expert players.

**First One In**

Skip PAR scoring and use this rule for quick game play. The first player whose disc lands in the hole scores 1 point. After a point is scored by 1 player, all the players move on to the next hole. This continues until all the holes have been played. The player with the highest score wins the match!

**Select A Side**

Before teeing off, the first player must call which hole on the target will be the scoring hole. Go! Gater™ target holes have three directions that a disc can enter the target: right, left, and back. If the shot is called and the player’s disc does not enter the target as called, then no point is scored and play continues on that hole.

**Game Trivia**

If a player scores 3 throws under PAR (-3), it is called an “albatross.” Scoring 2 throws under PAR (-2) is called an “eagle” and 1 throw under PAR (-1) is called a “birdie.”
Spring Fling™

History of Game

Go! Gater™ Spring Fling™ is a unique and new game that combines the Go! Gater™ Bean Bag Toss game with bouncing balls. The history of the bouncing ball is related to the history of rubber. The discovery of natural rubber by the western world dates back to the late 15th and early 16th centuries in the West Indies and Central America where native people played a Mesoamerican rubber ball game. One of the oldest tribes in Central America is called the Olmecs, meaning “the rubber people.” Thanks to the Olmecs, the bouncing ball today is one of the most popular toys in the world. The Go! Gater™ Spring Fling™ game combines the fun of bouncing balls and the fun of the bean bag toss to reach new levels of Go! Gater™ enjoyment!

Object of Game

Players take turns throwing balls onto a bounce platform to land the balls in holes on a target board. Each hole on the target board scores a different number of points. The winner is the first player who scores game point!

1. Get Ready!

- Before you begin, recruit one person to play with you. See “Game Variations” below if there are more than two players.
- Select a level playing area where your play will not impact other nearby activities. Consider safety first for all throwing games!
- Stretch to wake up your muscles!
2. Get Set!

- Place the bounce platform in front of the target board as shown in Figure I below.
- Decide how far from the bounce platform to place the foul line. We recommend 2 feet for beginners, 5 feet for intermediates, and 10 feet for expert players. Mark this foul line. We like to use an object like a cup or a hat but you may use anything that safely works for you.
- Select the game point. Suggestions include 11, 15, 21, or 30 points.
- Toss a coin to determine which player or team throws first.
- Assign a ball color to each player.
- Try a few warm up shots.
- Adjust the “bounce helper” feature by raising or lowering two legs on the bounce platform to the height that gives the desired bounce.

Figure I: Go! Gater™ Spring Fling™ Setup

3. Go! Play

- Basic scoring rules:
  o Keep scores verbally during play for everyone to hear.
  o Total scores are recorded by adding the points scored by each player.
  o The first player to reach game point wins the game.
- Players may not cross the foul line when throwing. If they do, the player loses that turn and any point from that throw will not count.
- Balls missing the bounce platform or target board altogether receive no points.
- Let’s go!

- Game play:
  - Winner of the coin toss throws first.
  - Aim at the center of the bounce platform. One player throws at a time, then another. Players alternate turns, throwing their balls at the bounce platform to land them in a hole on the target board until all the balls have been thrown.
  - Play continues back and forth until one player scores the game point. If scores are tied at the game point, play one more round. Winner of the next round, wins the game.

**Game Variations**

**Easier Game**

Shorten the distance between the bounce platform and the foul line. This makes playing with inexperienced, special needs, or young players easier. Everyone can enjoy this fun game!

**Harder Game**

Lengthen the distance between the bounce platform and the target board. This creates an additional challenge for expert players.

**Game with More Than 2 Players**

If there are more than two players, there are ways to include everyone. One way is to divide the players into two teams. Each player on a team takes a turn throwing a ball, alternating plays between the two teams until game point is reached by one of the teams. Another way is to play the game with two players while the remaining players wait in line to play. Then, the winner of a game plays the next game with the next player waiting in line. Players take turns challenging the previous winner until all the players have had a chance to play.

**Game Trivia**

In 2005, jugglers David Critchfield and John Jones broke a Guinness Book of World Records and bounced 16 balls with a total of 74 catches between the two of them.
Lawn Darts

History of Game
Like many other games including Horseshoes, Bocce, and Darts, Lawn Darts is a target game. Throwing an object at a target may be the oldest game on the planet. While Lawn Darts, as we know it today, originated in the 1950s, it is similar to the ancient Roman plumbata, lead-weighted darts carried by infantrymen in the Middle Ages. In 1988, Lawn Darts with sharp points were banned for sale by the Consumer Product Safety Commission in the United States. Today, Lawn Darts are made with a blunt weighted tip resulting in a safe version of the game.

Object of Game
Go! Gater™ Lawn Darts is a target game where the object is to throw the darts so that the weighted tip lands inside a plastic ring. The first player or team to reach a pre-agreed score wins the game. Players score one point for every dart which lands within the ring. Lawn darts from opposing players within the ring cancel each other out. Two opposing players, or two teams of two players may play Go! Gater™ Lawn Darts. This game is easy to learn, simple to play, but difficult to master.

1. Get Ready!
   - Gather one other player or three other players and create two teams.
   - Select an open area without overhead objects, such as clotheslines or trees, and about 10 feet wide and 50 feet long.
   - Stretch to warm up your muscles.
2. Get Set!

- Place the two target rings about 35 feet apart. The distance between target rings may be decreased for younger players, or increased to about 60 feet for a more challenging game, if space permits.
- Watch out for people and pets in the playing area. The players and spectators not currently throwing a Lawn Dart are responsible for watching to make sure that the game area is safe. They are responsible for alerting both the throwing player of unsafe conditions, and any nearby people or pets to stop and stay away from the path of the Lawn Dart. It is the thrower’s responsibility to be watchful before swinging and releasing the Lawn Dart.
- Practice throwing the Lawn Darts. To throw one, hold it from the top, not the blunt tip, and toss underhand. See Figure J.
- Go! Gater™ Lawn Darts must land with the weighted tip inside the target ring to count for a point. If the tip rests on top of the target ring for any reason, more than half the tip must be inside the ring to count as a point. See Figure K.
- Decide on game points before starting the game. Possible game points include 3, 15, or 21 points.
- Flip a coin to determine the player or team who throws first to begin the game.

Figure J: Throwing the Go! Gater™ Lawn Dart
3. **Go Play!**

- Keep score verbally.
- A point is scored when a Lawn Dart lands in the target ring. However, if a player lands a Lawn Dart in the target ring, and then an opposing player also lands a dart in the target ring, the scores cancel each other out. For example, if Team A landed two Lawn Darts in the target ring and Team B landed one Lawn Dart in the target ring, Team A would score one point and Team B would score no points.

### Game Variations

**Handly Cup Style Lawn Darts**

In Handly Cup Style Lawn Darts, points are given for Lawn Darts landing in the target ring plus darts closer to the ring than any of the opposing team’s darts. Darts that land inside the ring are worth 3 points each, and any Lawn Dart outside the ring that is closer to the ring than any other Lawn Dart by the opposing team is worth one point. For example, if neither team managed to place a dart inside the ring, but one team had two Lawn Darts closer than any of the opposing team’s Lawn Darts, the team would score 2 points. A Lawn Dart thrown inside the ring can be cancelled by an opposing team also throwing a dart into the ring. If both teams have darts in the ring, then no darts outside the ring may score.

Handly Cup Style matches usually are played with two teams which alternate throws and keep track of points, until one team scores a total is 21 or more.

### Game Trivia

The F-16 Fighter Falcon aircraft was nicknamed the “Lawn Dart” due to its resemblance and nine crashes that occurred in 2007.