

TRI 21

BOARDS

GENERAL RULES

2 or 4 player game.

Teams of 4 players follow the instructions as written. Teams of 2 players, man up and take your 7 manly paces between each frame. Scoring and rules remain the same.

Place boards **7 manly paces** apart, tip to tip (~21 feet) with the Tri 21 logo facing the back.

Pick a color washer for your team. **Team members stand at opposing boards.**

Game is played to **21 points**.

Youngest player tosses first.
Team 1 player tosses all 3 washers one at a time. Team 2 player standing at the same board does the same. The frame ends after both players are done tossing.

Your foot cannot cross the **front plane** of the board while tossing your washer.

See reverse side for foul line visual.

All washers must be tossed **underhand** or with a **frisbee toss** motion. No overhand throwing of the washer is allowed.

At the end of each frame, whichever team is leading will throw first in the next frame.
This gives the losing team after each frame the opportunity to know where to toss their washers—trying to cancel or S.O.L. the other team.

If either team reaches **20 points** at the end of the frame, team members in the next frame will **alternate turns** throwing.

Team 1 throws 1 washer, team 2 throws 1 washer. Repeat until both teams have thrown all 3 of their washers.

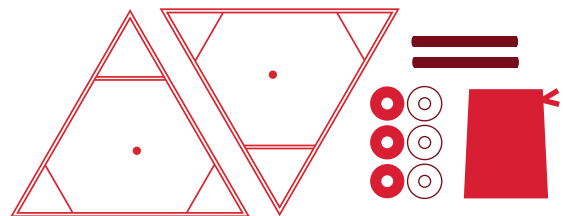
If you happen to go over 21 points, your team earns no points for that frame, returning to your previous score. If you go over, your team's washers also do not cancel out the opposing team's washers.

If a team reaches 21 points and the other team has not taken their turn, the other team gets to toss their remaining washers to try to cancel out any of their points.

If a team scores 21 points with washers remaining in their hand, they must still toss all 3 washers to finish the game.

ONE SET OF TRI 21 BOARDS INCLUDES

2 triangular boards, 6 washers, 2 wagering sticks,
1 storage bag & 1 printed set of rules

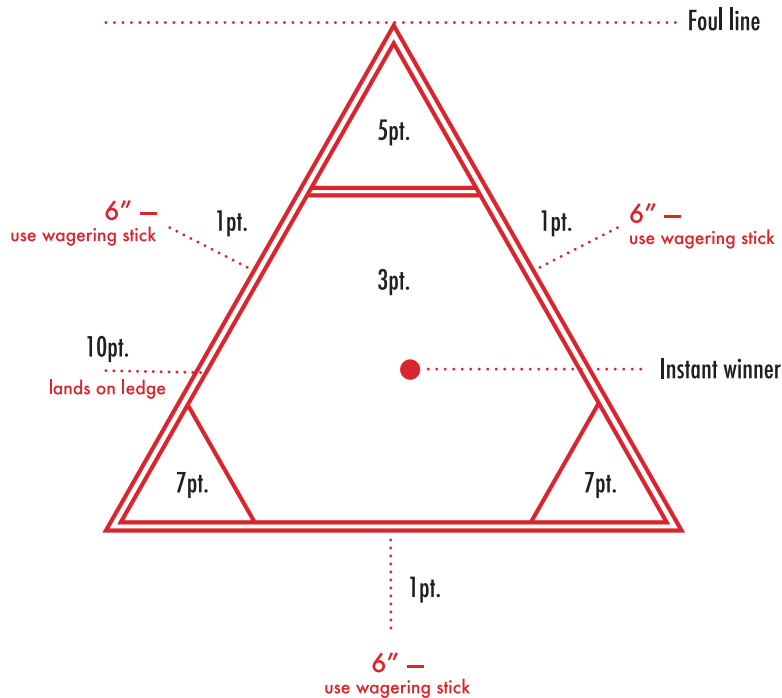


Learn more at www.Tri21Boards.com

TRI21

BOARDS

SCORING

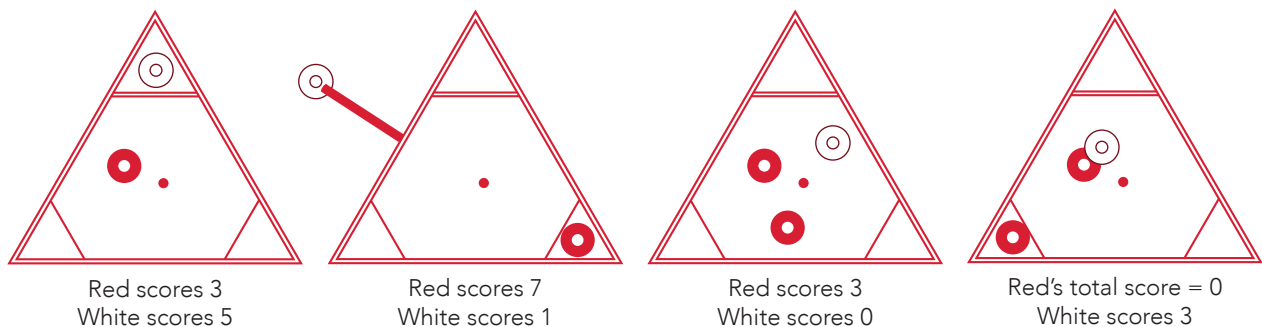


LEANER A washer leaning in any way adds 1 point to the value of that space. (i.e. if your washer leans on the outer portion of the box in the 1 pt zone, it would be 2 points (1 + 1).

CANCELLATION SCORING If teams land in the same point zone, only those points cancel. Example: Team 1 lands in 3 point zone & team 2 lands in 5 point zone, both teams get the points. If both teams land in the 3 point zone, those points cancel.

S.O.L. If the opposing team lands on top of your washer in any way, the washer on the bottom instantly goes back down to zero. Washers can touch (which cancels points as explained above), but washers overlaying even slightly, the team on the bottom loses all points—it pays to be on top. All points are gained by the team on top during that round, including the point value earned by the cancelling washer.

INSTANT WINNER When a washer lays flat on the board with the peg in the middle (a.k.a. Ringer), that team wins with no further throws required. If it leans on the peg in any way, it would be qualified as a leaner and count as 4 points.



Learn more at www.Tri21Boards.com