

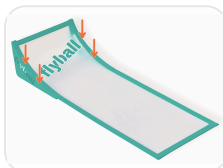
Getting started.

Four quick steps to set up, a few pro tips, and everything you need to race to 21.

Game setup

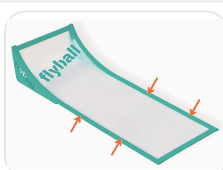
4 steps

- 1 Insert the clear ramp top into the two ramp sides. Line up the holes and insert the **four pins** to secure the ramp top.



Spare pins. Two extra pins are in the small pocket at the top of the large drawstring bag... just in case they decide to get up and walk away.

- 2 Slide the four ramp side supports (stored in the **small drawstring bag**) onto the ramp top with the **round side facing up**.



This side up for ramp sides



This side up for ramp front & back

- 3 Insert the two flexible ring supports (stored inside the **small three point ring**) into the **one and two point rings**.



Handle with care. Don't fold the clear plastic parts. Folding can cause cosmetic damage to the game.

- 4 Place the target rings **2 target ring lengths** away from the end of the ramp: **4 feet** from the end of the ramp to the back of the target rings.



Packing up? Make sure the rolled-up ramp top is the first item to go back into the bag.

Pro tips



Find level ground

Set up on a flat, level surface. It makes scoring points easier and more consistent.



Start close

New to Flyball? Start with the rings one or two feet from the end of the ramp, then move them back as you get comfortable scoring.



Roll low

Lower the angle you release the ball from. Roll while crouching, from farther away, or even sitting or kneeling.



Go soft

Flyball plays best on soft surfaces. On a hard surface, put a towel or yoga mat under the rings to keep balls from bouncing.

Game rules

First to 21 wins

- 1 Decide which player will go first. That player stands with their feet behind the front of the ramp and rolls all of their balls toward the target rings. Repeat for every player.
- 2 All players add up their score. Each ball is worth 0 to 3 points, depending on which ring it ends up in.
- 3 Only one player earns points each round. After all players roll, compare scores and subtract the lowest from the highest. The player with the highest score is awarded the difference.
Example You score 7, your opponent scores 4. You're awarded 3 points.
- 4 Repeat steps 1–3 until one player reaches **21 points or higher**. That player wins the game (and bragging rights for life).



- 3 pts Smallest ring
- 2 pts Middle ring
- 1 pt Largest ring
- 0 pts Outside the rings

Winner rolls first

The player awarded points in the previous round rolls first in the current round.

Where it stops counts

A ball can bounce, skip, or roll in or out of the rings. All that matters is where it is at the end of the round.

"The Dinger"

If a ball hits the front of the ramp and stops without crossing the line, pick it up and re-roll it.