

2-in-1- Customer sheet. Checklist of rental items:

Item #	Description of item	Quantity
1	Base of unit - Green plastic with handles	1
2	Legs for base - Yellow plastic - slide into the bottom of the base	2
3	2-in1 insert (Base board with a raised circle for Can Smash with opposite side with Yellow circle for Cover the Dot)	1
4	Magnetic signs (one says Can Smash and the other says Cover the Dot) to designate which game is being played. They overlap.	2
5	Cans for Can Smash	6
6	Bean Bags for Can Smash	3
7	Round rubber throwing disks for Cover the Dot	6
8	Bag to hold disks, bean bags, and cans	1

Checklist of items customer may find useful for the 2-in1 games:

Foul line and/or boundary marking options:	
<i>Surface game will be played on:</i>	<i>Suggested Marking:</i>
Asphalt or concrete	Chalk or Tape
Grass or Dirt	Tape, ribbon tacked in place, or spraypaint
Wall or fence behind game to reduce need to run after missed throws.	
Prizes for players who completely cover the dot if playing Cover the Dot or if playing Can Smash those who knock all of the cans off of the raised circle on the base.	

Instructions:

1. Attach the 2 -yellow legs pieces to the bottom of the Green plastic base.
2. Locate the game where the missed throws will be stopped by a wall or fence.
3. Make sure the 2-in1 base has the side up for the game you plan on playing
4. If playing Can Smash have the black base with the raised circular platform face up and stack the cans with three on the bottom, two on the second row, and one on top, leaving a small space between the cans.
5. If playing Cover the Dot have the black base with the flat surface facing up (it has a large yellow circle on the flat side).
6. Measure out three to five feet from the front of the game and make a foul line (with chalk, tape, or lay a piece of wood in place). Change the distance as you see fit for the type of players you will have.
7. Have players throw the bean bags from behind the foul line and attempt to knock the cans off of the pedestal (raised circle) for the Can Smash game.
8. Have players throw the rubber disks to land and cover the yellow dot to win at Cover the Dot
9. Depending on your plans and resources, prizes can be awarded for knocking the cans off the pedestal or by covering the dot with the disks