

# SCROLLSAW WORKSHOP

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## Digital Patterns

Designed by Steve Good



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Note to commercial print employees: I give my permission to print as many of this pattern book as your customer requires.

steve@stevedgood.com

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## General Pattern Information

You may use this pattern to make as many of the project as you like. You are free to use any technique including mass production to build the project. The pattern may be copied and given to others provided the entire book is kept intact. You may not sell the pattern or include it in another commercial package of any type.

Steve Good retains the right to the pattern. If you have any questions about the use of this pattern please contact me at [steve@stevedgood.com](mailto:steve@stevedgood.com)

When printing this pattern it is important to print it full size. When you bring up the print dialog box look in the “Page Sizing & Handling” section. Make sure the “Actual Size” is selected before you hit print.

You also only need to print the page/s you need. After the print dialog opens look for the “Pages to Print” section. You can print the current page or a range of pages. This will help save ink by not printing the title/instruction pages.

## Printing Instructions







Ring Toss Game





You can make up your own scoring rules.

The game is best played from about six feet away.



I used axle pegs but you can substitute dowel rods if those are available. The axle pegs make the game a little easier because the heads help grab the rings.



1/4" Thick

RING TOSSES

1

3



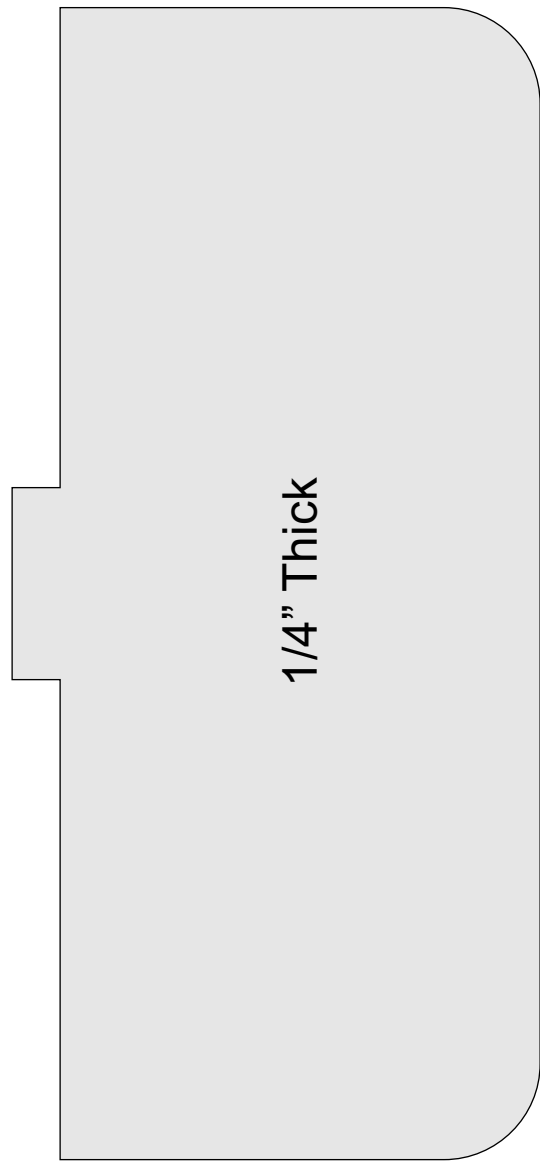
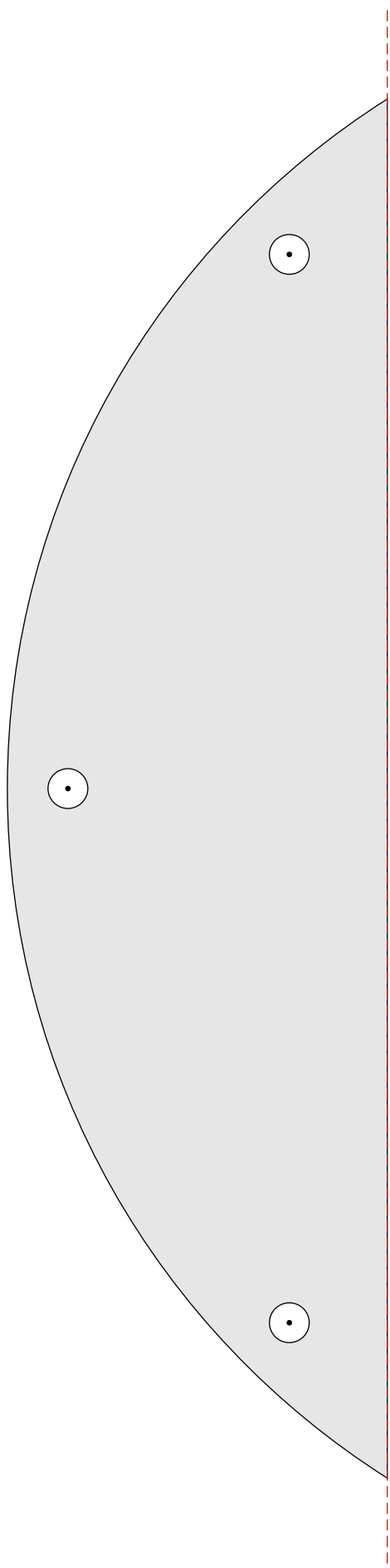
5

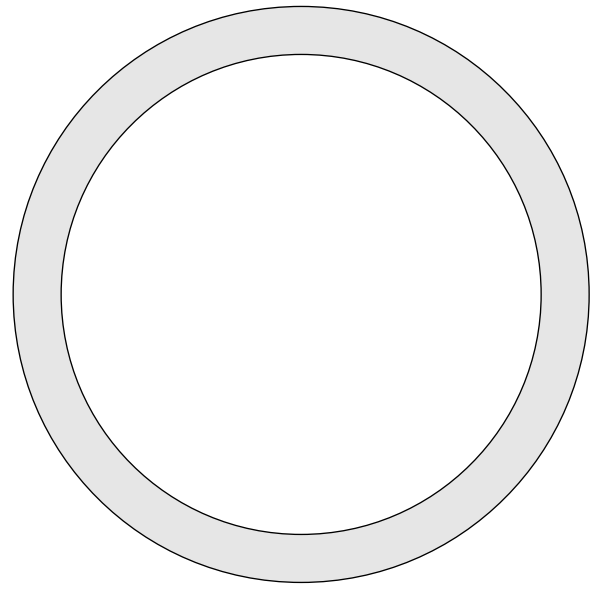
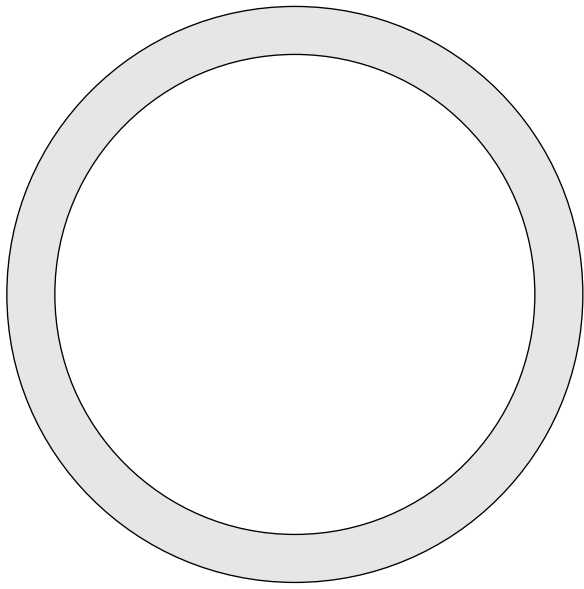
Drill holes to fit  
the axle pegs or  
dowels.

The outer ring scores 1 point  
The middle ring scores 3 points.  
The bulls eye scores 5 points

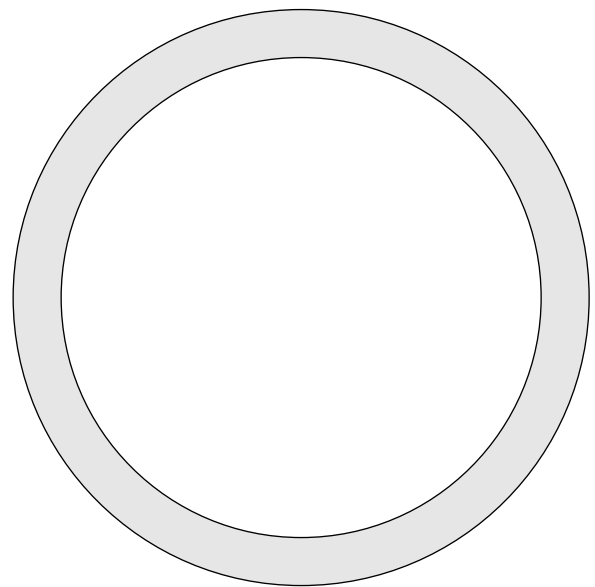
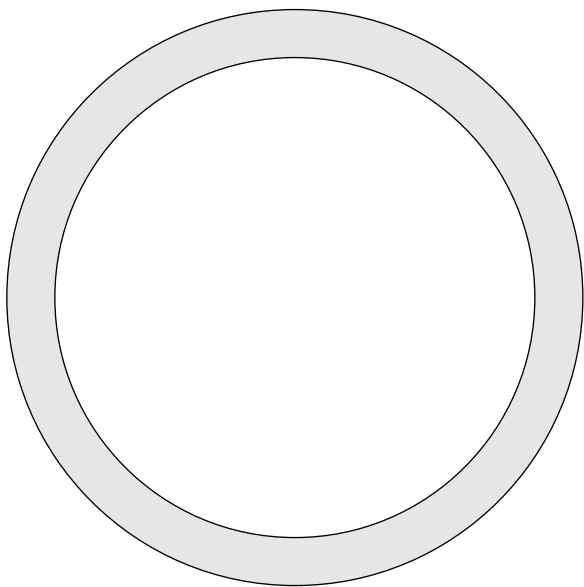
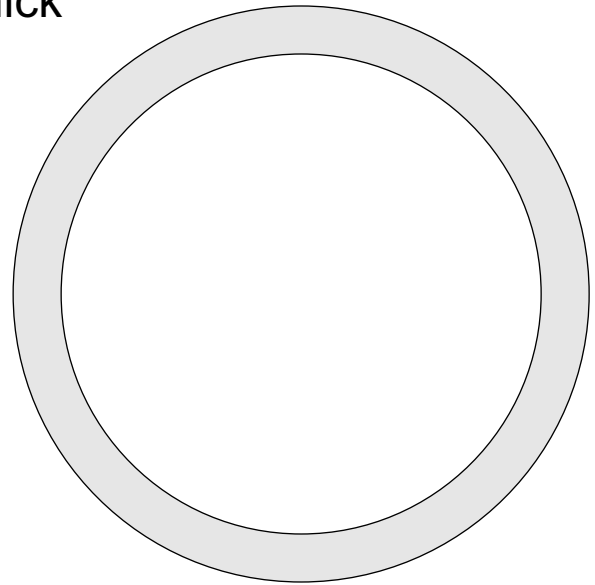
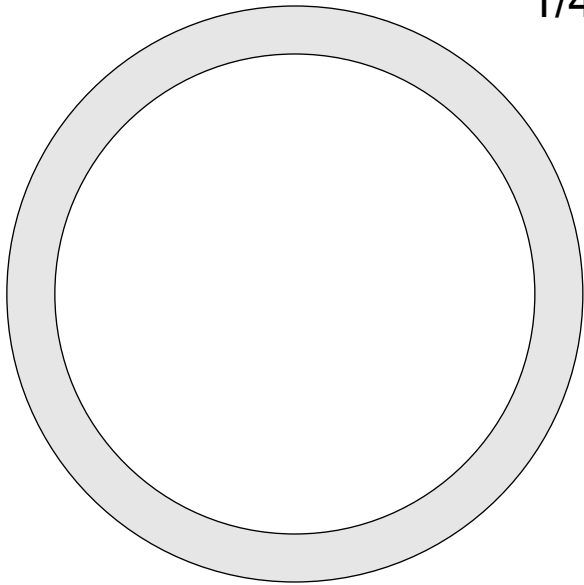
GAME

Flat bottom for stability.





1/4" Thick





PLAYER 1

1/4" Thick

PLAYER 2

1/4" Thick