

DESCRIPTION: Player hits catapult to propel frogs into pail

PLACEMENT: 1 lengthwise table or two tables

GOAL: Difficult = 1 frog in third bucket wins; easy = 1 frog in any bucket wins

EQUIPMENT: Catapult, hammer, 3 pails and 3 frogs

PRIZE: Redemption - winner = 2; consolation = 1

CUSTOMER MAY PROVIDE A CARPET SQUARE TO BUFFER NOISE