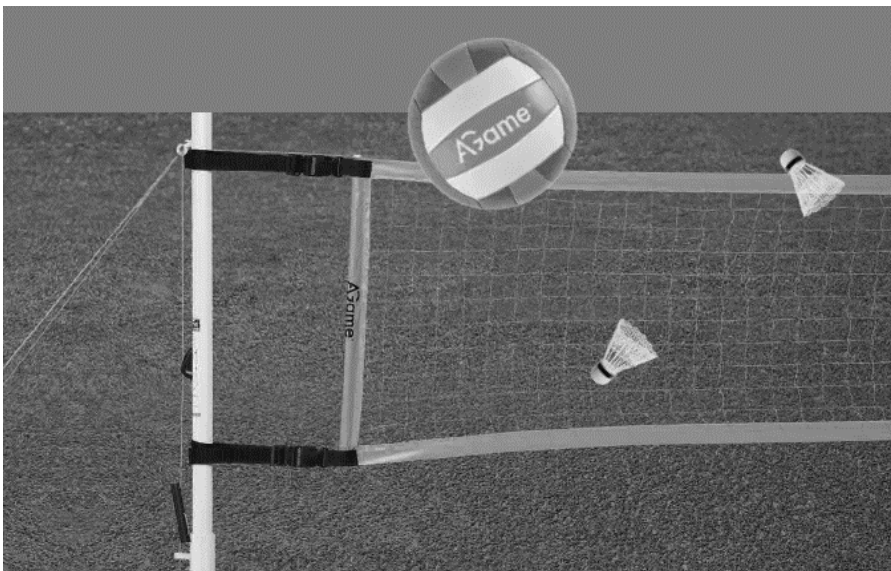




Assembly Instructions & User's Manual

Badminton / Volleyball Combo

Style Number: 168480



Please keep this instruction manual for future reference

Customer Service: (888) 922-2336

7:00 am to 12:00 am CST (daily)

Live Chat at: www.academy.com

Email: customerservice@academy.com

(Made In China)

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Note: Before beginning assembly of product, make sure all parts are present. Compare parts with package content list and hardware contents. If any part is missing or damaged do not attempt to assemble the unit. Contact customer service for replacement parts.

Caution, Care and Instructions

1. Keep the product at least 15 feet away from any open fire or flames.
2. Choose a level surface free of obstacles.
3. Follow the assembly steps in order, repeating for each side.
4. Refer to diagrams to ensure correct assembly.
5. This set requires 2 adults to assemble properly.
6. Keep small parts out of reach of children.

Care and Maintenance:

1. Please do not climb and/or hang on the product.
2. When not in use, store in a dark, dry place to prevent damage from the elements.
3. Before each use, check the equipment for damage that would cause an unsafe play experience. Pay particular attention to fraying of net and make sure each pole side is secure.
4. Do not assemble if parts are broken or damaged.

VOLLEYBALL RULES:

COURT - The sizing of a volleyball court is recommended to be 20' x 15' (6m x 4.5m). The width of the court is determined by the size of the net used. The service areas must be a minimum of 6' (1 m) in back of the end lines. If the playing area does not provide for such a depth, then the serving area may extend into the court to whatever distance is necessary to provide such a minimum service area.

(NOTE: Regulation court size is 60' x 30' (18m x 3m) with the attack area 10' (3m) from the net.)

NET - The net should be stretched across the center of the playing surface, separating the two courts.

PLAYERS - Each team will consist of no more than six persons, with each side having an equal number.

POSITIONS - Each player must be in his own position before the ball is served. After the server strikes the ball, each player may cover any section of the court.

SERVICE - Each player will serve in turn and continues to serve until side is out. When serving, the ball must go over the net.

ROTATION - After a team has lost its serve, the team receiving the ball for the first serve will, before serving, rotate one position clockwise.

VOLLEY - The ball may be volleyed only three times from one team member to another before returning it over the net. During this volley, a player may not hit the ball twice in succession. One or both hands may be used.

FOULS -

1) Holding the ball or throwing it. 2) If the ball touches any part, except the hand or forearms. 3) Touching the net with any part of the body or hand, or reaching over the net. 4) If a player plays out of position when the ball is being served.

ERRORS - When a player, while the ball is in play:

1) Does not clearly hit the ball or allows the ball to come to rest on any part or parts of the body. 2) Hits the ball out of the boundaries of the court. 3) Allows the ball to hit the floor, or any object outside or over the court (except the net), before being legally returned to the opponent's court. 4) Touches the ball twice in succession. 5) Fails to make a good serve.

PENALTY - The penalty for fouls or errors committed will be "point" or "side out", as the case may be.

RALLY POINT SCORING - A point is scored for the opposing team when the serving team fails to serve properly, fails to return the ball, or commits any other foul. The serving team scores a point if the opposing team fails to return the ball, or commits any other foul. Whichever team wins the rally scores a point and gains or reserves the right to serve.

CHANGE SIDES - The teams change sides when One team has scored 8 points.

GAME - The game will be played up to 25 points with a two-point advantage. A match consists of two out of three games.

BADMINTON - RULES OF PLAY:

COURT - Service lines are 15.5' (4.72 m) from the back court lines. The net is set at 22' (6.71m) from the back court lines.

POSTS - The posts shall be 5' 1" (1.5 m and 2.5 cm) from the ground and shall be placed on the side boundary lines of the court.

NET - The net shall be firmly stretched from post to post. The top of the net shall be 5' (1.52m) in height from the ground at the center; 5' 1" (1.5 m and 2.5cm) at the posts.

PLAYERS - A doubles game shall have two players to a side; a singles game shall have one player to a side.

TOSS - The side winning the toss shall have the options of: a) serving first; or b) receiving; or c) choosing a particular end of the court.

OBJECT - You win a rally (serve) if you hit the shuttle over the net and onto the floor of the opposing side's court. You lose a rally (serve) if you: a) hit the shuttle into the net; b) hit shuttle over the net but outside of the opposing side's court; c) if the shuttle touches you or your clothing; d) you hit the shuttle before it crosses the net.

SCORING - A match is comprised of the best of three games. A game starts at "love-all" 0-0. If the serving side wins a rally (serve) they score a point and they serve again but from an alternate service court. If the receiving side wins the rally no points are awarded, and the service passes to the next player in line. In singles the next player is the opponent. In doubles it is either the partner of the first server or if both player's have just had a turn at serving the serve goes to one of the opponents. 15 points are needed to win a game. However, if the score reaches 14-14, the side which first reached a score of 14 can choose to play to 15 or to set the game to 17 points.

The final score reflects the total points won before setting plus the points gained in setting.

SERVING - Services courts are slightly different for singles and doubles. A shuttle that lands on the line is considered "in". The server and receiver stand opposite one another in diagonal service courts. Always right hand at the start of a game. Once a serve has been made the players may move anywhere on their side of the net. Serves are always underhand in delivery and the receiver must stand still until the serve has been made. In doubles, future serves are then made from alternate service courts to alternate players. In singles, both players shall change service courts after each point scored.

FAULTS - A fault by a player Of the side which is "in" puts the server out; if made by a player whose side is "out," it counts as a point to the "in" side. It is a fault: If in serving, the shuttle falls into the wrong service court, or falls short of the short service line, or beyond the long service line, or outside the boundary lines.

If the server's feet are not in the service court from which the service is being made, or if the feet of the receiver are not in the service court diagonally opposite until the service is delivered. If, when the shuttle is "in play," a player touches the net or its supports with racket, person or clothing.

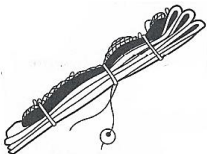
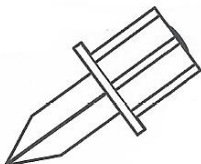
If the shuttle is hit twice in succession by the same player; is hit more than once; or is held on the racket during the execution of a stroke; or if the shuttle is hit by a player or his partner successively.

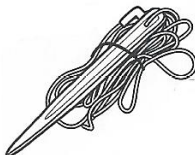
If the server, in attempting to serve, misses the shuttle, it is not a fault, except if the racket touches the shuttle than a service is thereby delivered.

Tools Required

1	Hammer (Not included)	
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Parts List

1	Left Pole		1pc
2	Right Pole		1pc
3	Net		1pc
4	J Clip		5pcs
5	Bottom Pole Stake		2pcs

6	Top Guy Rope		2pcs
7	Top Pole Cap		2pcs
8	Middle Guy Rope		2pcs
9	S-Cleat Handle		1pc
10	Joint		2pcs

Accessory

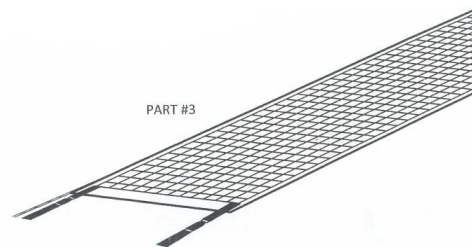
1	Badminton Racket		4pcs
2	Shuttlecock		2pcs
3	Inflating Pump		1pc

4	Volleyball		1pc
5	Carry Bag		1pc

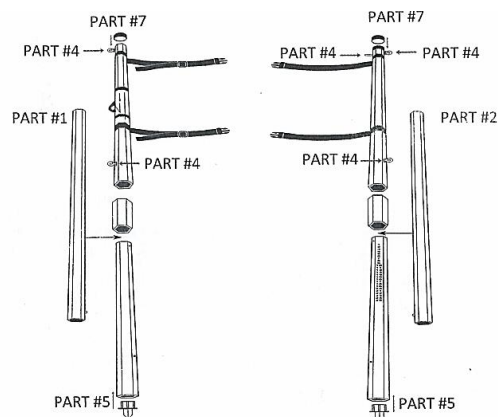
Assembly Instructions

Step 1: LAYOUT NET

LAY NET (PART#3) OUT IN CENTER OF DESIGNATED PLAYING AREA. RIGHT SIDE OF NET HAS METAL "O" RING AND ROUND PLASTIC BALL AT TOP OF NET

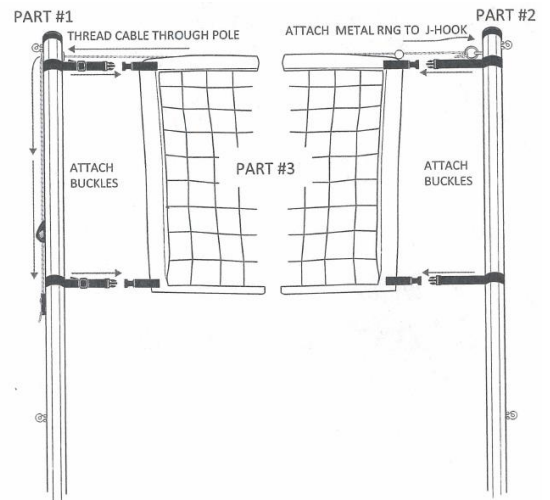


Step 2: ASSEMBLE POLE

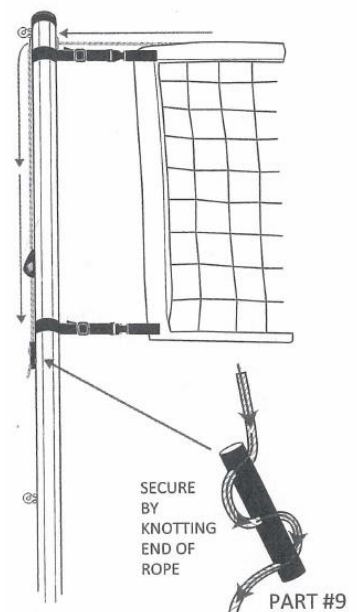


Assembly Instructions

Step 3: CONNECT NET TO POLES

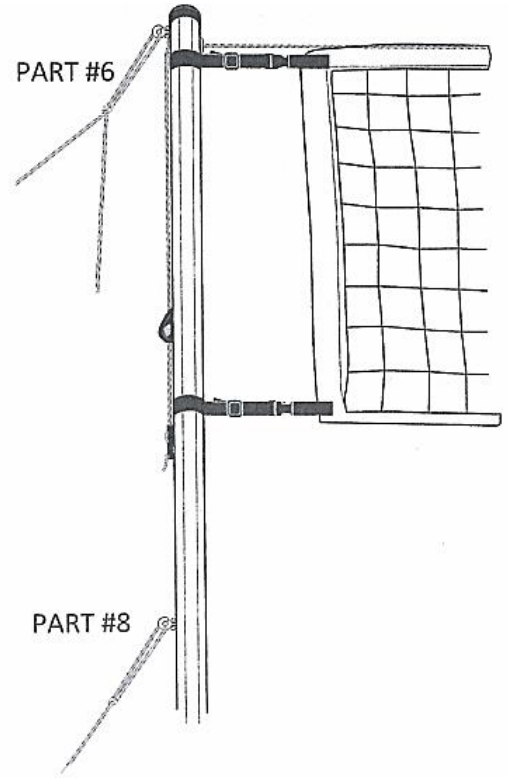


Step 4: ATTACH S-CLEAT HANDLE TO NET CABLES



Assembly Instructions

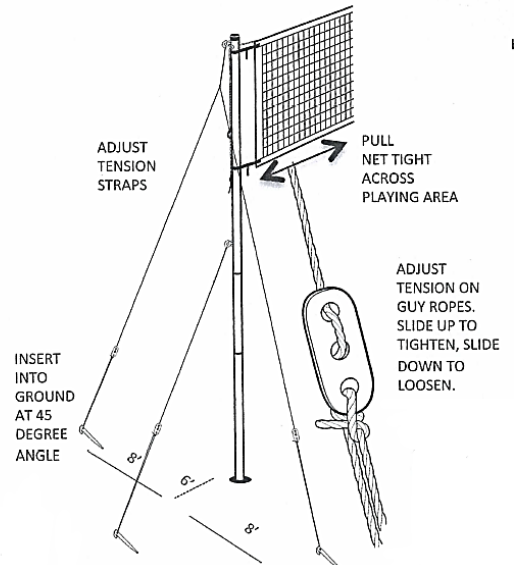
Step 5: ATTACH TOP GUY ROPE & MIDDLE GUY ROPE TO POLES



Step 6: SECURE POLES UPRIGHT

FOR BEST RESULT IT IS RECOMMENDED THAT YOU HAVE TWO ADULTS ASSIST YOU WITH RAISING POLE SECTIONS AND FINAL NET ADJUSTING. BE SURE TO PULL NET TIGHT BEFORE INSERTING GROUND STAKES

USE HAMMER
TO INSERT
STAKES INTO
GROUND

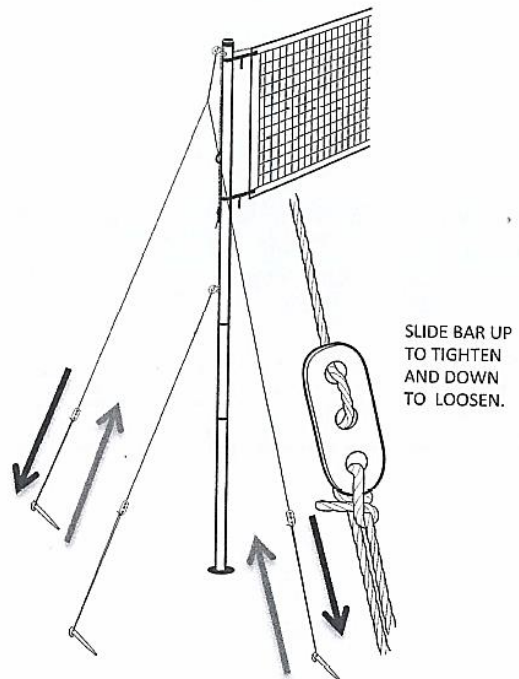
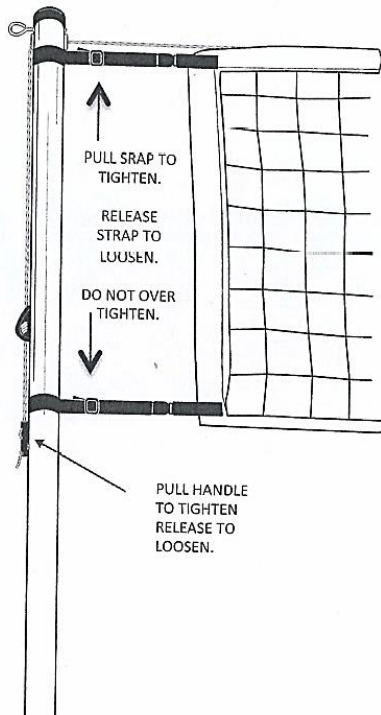
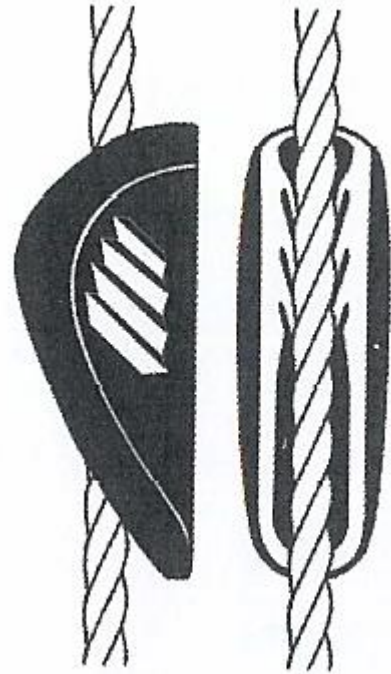


Assembly Instructions

Step 7: ADJUSTMENTS S-CLEAT OPERATION

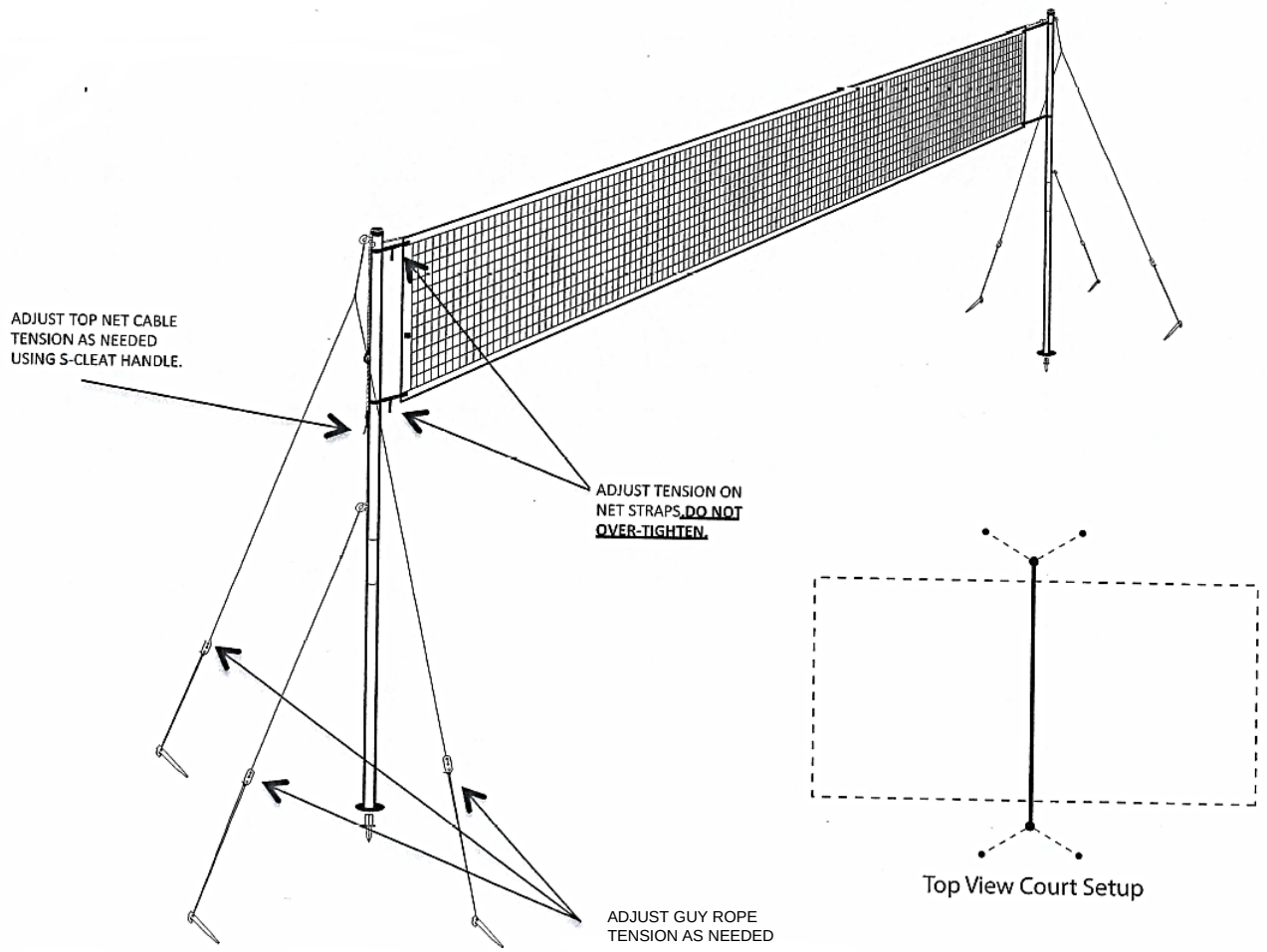
TO TIGHTEN:

USING HANDLE PULL NET CABLE THROUGH
S-CLEAT TO DESIRED TENSION AND RELEASE
HANDLE SLOWLY, MAKING SURE CABLE IS
SECURELY IN CHANNEL TEETH



Assembly Instructions

Step 8: FINISH ASSEMBLY



Warranty Information

This product has been manufactured under the highest standards of quality and workmanship. We warrant to the original consumer purchaser that all aspects of this product will be free of defects in material and workmanship for one year from the date of purchase. A replacement for any defective part will be supplied free of charge for installation by the consumer. Defects or damage caused by the use of other than genuine parts are not covered by this warranty. This warranty shall be effective from the date of purchase as shown in the purchaser receipt.

This warranty is valid for the original consumer purchaser only and excludes industrial, commercial or business use of the product, product damage due to shipment or failure which results from alteration, product abuse, or product misuse, whether performed by a contractor , service company , or consumer. We will not be responsible for labor charges and/or damage incurred in installation, repair or replacement nor for incidental or consequential damage.